

FREEPLAY

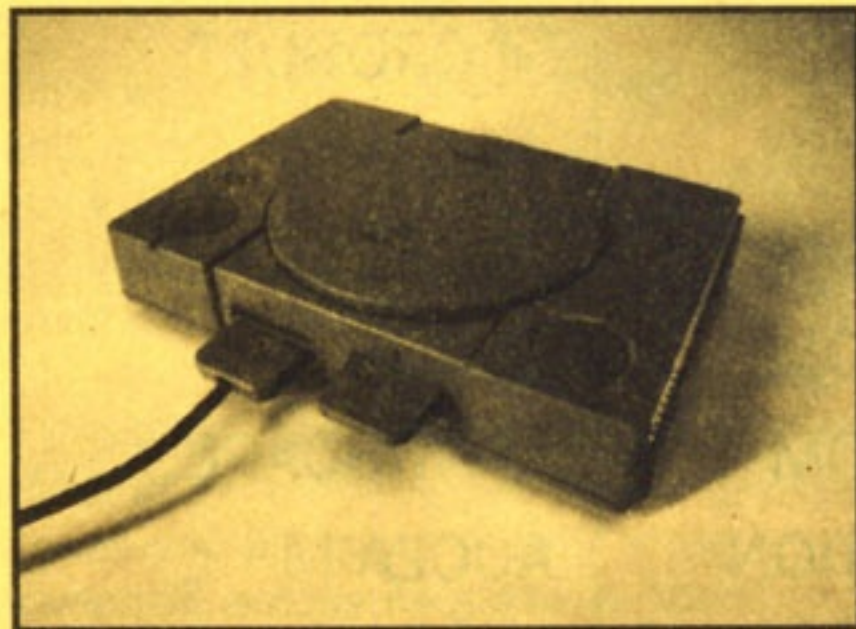
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£ £ £ CONSOLE £ £ £

BARGAIN EXPLOSION!!

This Christmas promises to be the big one for console sales, and clearly the big chain stores are keen to capitalise on it with the help of super-value bundle packs. We thought they'd be of interest to you, especially if you're on the look out for a console this Christmas. So here are the main retailer packs, as reported last month in industry newspaper, Computer Trade Weekly. DIXONS are selling the PlayStation with a memory card, extra controller and four games (*Olympic Games*, *Worms*, *Alien Trilogy* and *Thunderhawk 2*). All for £319.95. They also have a Saturn pack with *VF2*, *Sega Rally*, *Olympic Soccer*, *Alien Trilogy*, the Arcade Racer steering wheel and a second joypad, for £319.95. These come with £100 of discount vouchers and six-months interest-free credit. BEATTIES have a PlayStation deal with six games included – *Ridge Racer*, *Tekken*, *Worms*, *Thunderhawk 2*, *Theme Park* and *Rayman*, for £299.99.

TOYS 'R' US are doing a PlayStation pack with *Worms*, *Doom*, *True Pinball* and *Zero Divide* for £249.99. A Saturn, extra pad, *Sega Rally*, *WipeOut* and *Virtua Fighter* is £198. COMET's smaller pack only includes two games, however one of them is the awesome *Tekken 2*, packed in



with *Ridge Racer*, for £274.97. BLOCKBUSTER are offering a PlayStation with carrycase and *Mortal Kombat 3* for £199. Most of these are PlayStation bundles. However Sega have released their own Christmas deal, packing a

Saturn with the brilliant *Worldwide Soccer* for £229. Sony are also doing one-game-packed-in deals – *Tekken*, *Extreme Sports*, *Wipeout* etc – for £229. Meanwhile HMV are including *Alien Trilogy* with Saturns, and *Track and Field* with PlayStations, for only £219.99.

As far as industry opinion goes, these deals are a good thing, being considered far preferable to dropping console prices more. Providing, that is, the deals aren't so good, they prevent buyers from getting more games. What's our opinion? Well, if the games included in the deals appeal to you, they're certainly good value. However, we don't think *Olympic Games*, *Worms* and *True Pinball* are the best games you'd want to spend your money on. In fact, saving your money and going for the smaller packs (HMV's PlayStation with *Track and Field*, for example) seems more sound, leaving you money to get another game you really want. Still, the choice is out there.

US GET SEGA NETLINK!

On the 31st of October, Sega's NetLink add-on for the Saturn was released in America. And Sega reckon it'll draw in 100,000 sales before the end of the year. Priced at \$200, this system allows Saturn users to browse the Net using Sega's 32-bit console. However, Sega have bigger plans for the system. Currently, they're working on head-to-head and multiplayer systems to be incorporated into future games. The first to accommodate it is *Sega Rally Championship*, a NetLink-enhanced version of which, is to be released in the first quarter of 1997. Other software houses currently said to be working on NetLink projects, include Capcom and GT Interactive – the publishers of *Quake*! People renting the NetLink are currently being offered three days free Internet use through the Concentric group. Those who want to buy a Saturn with NetLink will be able to get a full package – including browser software, keyboard and *Sega Rally* – for \$499.

RED-HOT, BUT TINY RUMOUR BOX!

With a *Final Fantasy VII* craze currently sweeping across Japan, following the preview disc included with *Tobal No.1* (a disc which, incidently, is going to be included with the US version of *Tobal*), rumour has it Sega have a massive project of equal proportions up their sleeves. It is an RPG and is supposed to be based on a popular Sega brand – more specifically *Sonic*, *Virtua Fighter* or *Panzer Dragoon*. Incidently, *Panzer Dragoon Mini* is coming to the Game Gear. It resembles *Panzer Dragoon Zwei* and looks like it's 3D!

BY THE WAY...

Chart Track – an organisation that calculates sales figures of consoles, based on the results from all the big retailers – have just released UK figures of both major systems' sales. And here they are. PlayStation – 167,000. Saturn – 72,000.



READERS MOST WANTED CHART

More of your pathetic little dreams...

1	NINTENDO 64	UK
2	STREET FIGHTER 3	ARCADE
3	VIRTUA FIGHTER 3	SATURN
4	QUAKE	SAT/PS
5	RESIDENT EVIL 2	PS
6	MORTAL KOMBAT 4	ARCADE
7	TEKKEN 3	PS
8	MARIO 64	N64
9	MARIO 64 2	N64
10	MARVEL SUPERHEROES	PS

Other, more interesting, demands included *NIGHTS 2*, Any footy game for N64, *Bug 2* (grief), Sega to do for Saturn what Sony do for PS (whatever that means), SegaWorld bankruptcy (yikes!), CVG issue 181 (prpp) and a driving game using Model 3. Keep sending them in. Remember, if you don't, we crap on your letters and throw 'em at the wall.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	FORMULA 1	PLAYSTATION	PSYGNOSIS
2	2	QUAKE	PC CD-ROM	GT INTERACTIVE
3	NE	FADE TO BLACK:CLASSICS	PC CD-ROM	EA
4	4	FORMULA 1 GRAND PRIX 2	PC CD-ROM	MICROPROSE
5	7	BUST-A-MOVE 2: THE ARCADE	PLAYSTATION	ACCLAIM
6	3	RESIDENT EVIL	PLAYSTATION	VIRGIN
7	NE	TRANSPORT TYCOON&EDITOR	PC CD-ROM	MICROPROSE
8	8	THEME PARK: CLASSICS	PC CD-ROM	EA
9	17	CIVILISATION 2	PC CD-ROM	MICROPROSE
10	13	WARCRAFT 2	PC CD-ROM	ABLAC
11	5	NIGHTS (PLUS CONTROLLER)	SATURN	SEGA
12	6	Z	PC CD-ROM	VIRGIN
13	NE	COMMANCHE: CLASSICS	PC CD-ROM	EA
14	NE	PGA 486: CLASSICS	PC CD-ROM	EA
15	12	RETURN OF ARCADE (WINDOWS)	PC 3.5	MICROSOFT
16	RE	BUBBLE BOBBLE&RAINBOW ISLANDS	SATURN	ACCLAIM
17	16	LITTLE BIG ADVENTURE: CLASSICS	PC CD-ROM	EA
18	11	COMMAND&CONQUER	PC CD-ROM	VIRGIN
19	RE	DOGZ	PC CD-ROM	MINDSCAPE
20	14	ALIEN TRILOGY	PLAYSTATION	ACCLAIM

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 UK TOP 5
- 1 WORLDWIDE SOCCER SEGA
 - 2 FIGHTING VIPERS SEGA
 - 3 NIGHTS SEGA
 - 4 STORY OF THOR 2 SEGA
 - 5 TOMB RAIDER CORE

- ### SATURN IMPORT TOP 5
- 1 VIRTUAL ON SEGA
 - 2 VIRTUA COP 2 SEGA
 - 3 FIGHTING VIPERS SEGA
 - 4 STREET FIGHTER ZERO 2 CAPCOM
 - 5 SAMURAI SPIRITS 3 SNK

- ### PLAYSTATION UK TOP 5
- 1 WIPEOUT 2097 PSYGNOSIS
 - 2 DDERBY 2 PSYGNOSIS
 - 3 FORMULA 1 PSYGNOSIS
 - 4 TEKKEN 2 NAMCO
 - 5 FINAL DOOM GT INTERACTIVE

- ### PLAYSTATION IMPORT TOP 5
- 1 SOUL EDGE NAMCO
 - 2 STAR GLADIATOR CAPCOM
 - 3 ZERO DIVIDE 2 ZOOM
 - 4 COOL BOARDERS UEP SYSTEMS
 - 5 SMASH COURT TENNIS NAMCO

- ### PC TOP 5
- 1 C&C: RED ALERT VIRGIN
 - 2 QUAKE GT INTERACTIVE
 - 3 MDK INTERPLAY
 - 4 SYNDICATE WARS BULLFROG
 - 5 F1 GRAND PRIX 2 MICROPROSE

- ### NINTENDO 64 TOP 3
- 1 MARIO KART R NINTENDO
 - 2 WAVE RACE 64 NINTENDO
 - 3 SHADOWS OF THE EMPIRE NINTENDO

- ### MEGA DRIVE TOP 3
- 1 SONIC 3D SEGA
 - 2 MICRO MACHINES MILITARY CODEMASTERS
 - 3 ISS DELUXE KONAMI

- ### SUPER NES TOP 3
- 1 TETRIS ATTACK THE
 - 2 KIRBY SUPERSTAR THE
 - 3 WHIZZ TITUS

- ### ARCADE TOP 5
- 1 VIRTUA FIGHTER 3 SEGA
 - 2 X-MEN VS. STREET FIGHTER CAPCOM
 - 3 TOURING CAR SEGA
 - 4 GTI CLUB KONAMI
 - 5 STREET FIGHTER GAIDEN CAPCOM

* TOP 10 OFFICE TOYS *

- 1 A RADIO-CONTROLLED MARIO KART WITH CHATTERING SKULL AND A RUBBER BRAIN SELLOTAPED ON THE TOP
- 2 SPINNING KARATE FIGHTER'S GAME
- 3 MASKED RIDER'S TALKING BIKE ("ALRIGHT, LET'S GO!")
- 4 DEVIL PUPPET WITH MISSING FOOT
- 5 SWINGING MONKEY WITH ONE EAR
- 6 ET BODY WITH MARIO'S HEAD
- 7 PUNISHER BODY WITH SMURF HEAD
- 8 COFFEE CARTON WITH SQUEAKY SNAKE INSIDE
- 9 DUKE NUKEM NERF GUNS
- 10 ANT AND DEC FACE MASKS

JAPANESE MULTI-FORMAT SALES TOP 10

1	SMASH COURT	PLAYSTATION
2	FIGHTING VIPERS	SATURN
3	SF ZERO 2	SATURN/PLAYSTATION
4	POCKET MONSTER	GAMEBOY
5	COOL BOARDERS	PLAYSTATION
6	WORLD STADIUM EX	PLAYSTATION
7	??	SATURN
8	ARC THE LAD	PLAYSTATION
9	TOBAL NO. 1	PLAYSTATION
10	SAMURAI SPIRITS 3	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	NIGHTS	SATURN
2	WORLD SERIES BASEBALL 2	SATURN
3	RESIDENT EVIL	PLAYSTATION
4	TRIPLE PLAY 97	PLAYSTATION
5	FADE TO BLACK	PLAYSTATION
6	NAMCO MUSEUM VOL 1	PLAYSTATION
7	NFL GAMEDAY	PLAYSTATION
8	JUMPING FLASH 2	PLAYSTATION
9	SIM CITY 2000	PLAYSTATION
10	WORLD SERIES BASEBALL 96	GENESIS

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH



- | | | |
|----|-----------------------|-------------|
| 1. | QUAKE (AGAIN) | PC |
| 2. | STREET FIGHTER ZERO 2 | SATURN |
| 3. | WAVE RACE 64 | N64 |
| 4. | WIPEOUT 2097 | PLAYSTATION |
| 5. | FIGHTING VIPERS | SATURN |



Dave Keball's Retro Computer Cabin

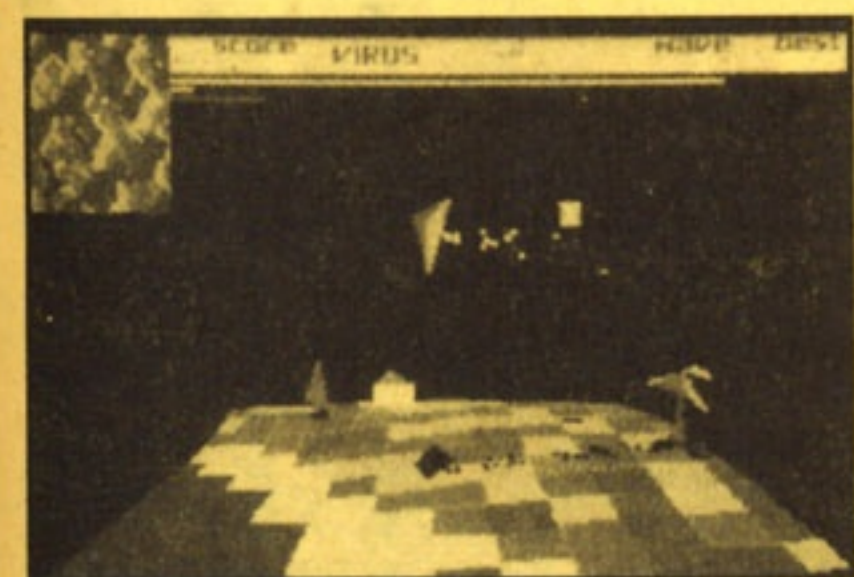


Hello... it's the MicroGoblin here, and as you can see I've been scouring through ancient issues of CVG to find you another collection of crusty old videogame classics.



SPECTRAL INVADERS was the first ever commercially produced game for the Sinclair Spectrum, SPACE WARP was the first on the BBC and VIC MEN for the VIC 20. These ground-breaking games were the creation of David Lawson who would eventually go on to set up the computer games label IMAGINE - The Name Of The Game. When the Spectrum first appeared, all the software houses were racing to get the first game on sale and David was Bug Byte's (the people behind MANIC MINER) main hope in this race. After thirteen failed production models he managed to write SPECTRAL INVADERS (a SPACE INVADERS clone) from a pre-printers copy of the Spectrum users manual and luckily it turned out to be a pretty decent blast. David's talent for arcade rip offs was to pay off again for Bug Byte when he wrote VIC MEN, for the recently released Commodore machine. Unfortunately the game was withdrawn in the face of a threat of legal action by ATARI (Noooooooh, not NAMCO) —the holders of the PACMAN copyright. I find this quite unbelievable as the majority of early home computer games were blatant arcade copies.

VIRUS is a flinking awesome lightning fast shoot 'em up that takes place over a beautiful 3D patchwork landscape which undulates below as you pilot your heavily armed



⬆️ **VIRUS/ZARCH** has aged well and is definitely worth hunting down.

well anyway as you press the mouse button a massive burst of thrusting matter spurts out of the back of the craft and is left hanging in space like a sort

hovercraft across its surface. Your mission - to defend the planet against waves of attacking alien space ships, that are intent on polluting the landscape by spraying it with a deadly red virus. Flight control is via the mouse and its not very easy to begin with because its based on the principle of a 'central mouse position'. The direction and distance you move the mouse away from this position determines the 'compass direction' the craft will face, and its angle of dip to the ground... waffle... drone... yeh



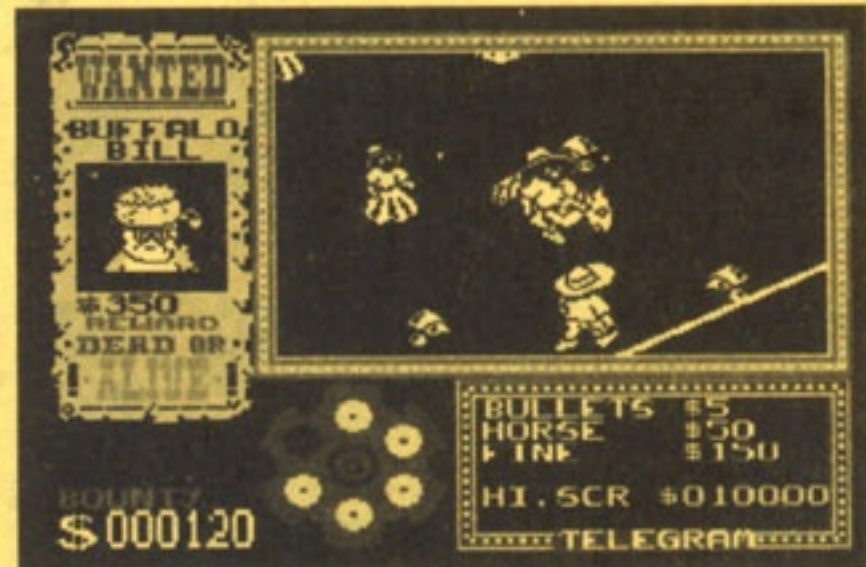
⬆️ **David Lawson: sitting in Paul's bedroom!**

of 3D wake. As with all David Braben games (see ELITE last issue) VIRUS can be played on two levels. 1. Fly around blasting the cacka out of anything that moves. 2. The strategic approach where you knock out the seeders and bombers first (they spread the deadly virus) and then destroy the other ships later on to complete an attack wave, not forgetting the usual Braben secret aliens and legendary sea monster! VIRUS is a truly underrated game and appeared on the ST and

AMIGA machines, though fans will want to track down the original and a title called ZARCH that appeared first on the Acorn Archimedes.

Based in Ashby de la Zouch ULTIMATE - PLAY THE GAME was the creation of two brothers - Chris and Tim Stamper, who along with a couple of software engineers achieved a string of Speccy masterpieces between 1983-86. JETPAC and PSST, their first two games, were crammed into just 16k and also came out on the Sinclair Interface II. Then came COOKIE, TRANS AM and the

awesome LUNAR JETMAN - Ultimate fans still talk about the mysterious hidden trailer that is supposed to appear in the game's later levels... but it doesn't I'm afraid! After the superlative ATIC ATAC came SABRE WOLF, UNDERWURLDE and then KNIGHT LORE and ALIEN 8, which introduced an entirely new 3D concept in gaming and animation called Filmation (though strictly speaking Quicksilva got there first with 3D ANT ATTACK). I certainly remember going bananas when I saw it running in my local Fun Fayre computer shop and played it for hours. Of course this was back in the days when computer shops were nice and gladly loaded up games for us kids to have a butchers at before we handed over our £9.95. Then came NIGHTSHADE and GUNFRIGHT that expanded the 3D routines into a scrolling environment

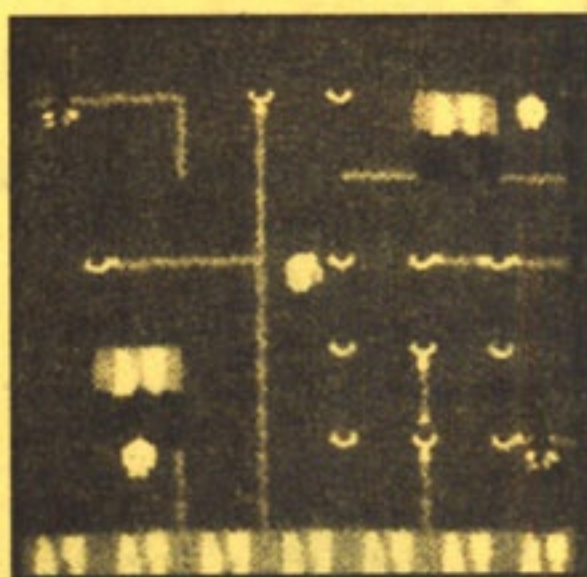


⬆️ **GUNFRIGHT: Still awesome!**
⬇️ **SABRE WOLF: Cool jungle animals.**



followed by the non-scrolling PENTEGRAM that marked Tim and Chris's last Spectrum games before creating RARE (DONKEY KONG COUNTRY etc...) though the inferior CYBERUN, BUBBLER and MARTIANOIDZ were released under the ULTIMATE label. Commodore 64 owners were also treated to the less impressive INHOTEP, BLACKWYCHE, DRAGONSKULLE and OUTLAWS that never quite retained that old ULTIMATE magic. I for one miss the Sabreman's adventures and could think of nothing better than one of those lovely Ultimate ads to appear in CVG announcing his latest exploits on these new fangled 33-bit mainframe consoles!

DIG DUG 2 by Namco is a long forgotten treasure (again just gagging to be resurrected) and sends you off to a cluster of islands inhabited only by fire-breathing penguins and ball-like things. Each island is pock-marked with a number of holes, some of which are already joined with brown lines. Your job is to run around avoiding the penguins etc... and, using your piledriver, join the holes together. As the holes are joined together, big chunks of the island fall into the sea along with any nasties that happened to be patrolling that area. As the island gets smaller it gets more difficult to trap the enemys so a quick blast from your trusty pump is used to see them off! An awesome game that will no doubt be appearing on the NAMCO CLASSICS label in the near future.



⬆️ **DIG DUG 2—I desperately want this PCB!**

GAME AND WATCH FAN NO.1: MARIO'S BOMBS AWAY



Mario's orders are to go into the jungle, receive a bomb from his buddy on the left hand side of the screen, then deliver it to his buddy on the right who then lobs it at the enemy. Naturally you're constantly being hindered by the enemies who poke out of the trees with matches or drop fag ends that ignite the bomb before you can get it to safety. Now lets be honest, Nintendo

Game & Watches are hardly very taxing in the gameplay department (unless yer name's Phil Dawson) but are great little gadgets to collect especially when you can nearly always find one or two for a quid down your local car boot sale. They nearly always have something unique about their design and I love the alarm on BOMBS AWAY - it's a little monkey that pops his head around the corner and rings a bell to wake you up. Aaaaaah!



CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE: PHONE 0181 203 8869.

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

LOOKING FOR THAT ELUSIVE OLD COMPUTER OR PIECE OF SOFTWARE? GIVE THE MARLOW COMPUTER CAVERN (GOOD NAME EH!) A TINKLE ON 01628 891101 OR WRITE FOR A LIST OF SOFTWARE (STATING MACHINE) TO CAPRI HOUSE, 9 DEAN STREET, BUCKS. 3L7 3AA.

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. AS WELL AS REPAIRING YOUR OWN WORN OUT JAMMA BOARDS, HE'S ALSO DEVELOPING A COOL SUPER GUN THING THAT LETS YOU PLAY ARCADE GAMES ON YOUR TELLY. TEL: 0973 720312 OR 01952 242097 FOR MORE DETAILS.

COMPOS: Constantine Butler wins the tatty old GRANDSTAND by correctly naming 'Maria' as Miner Willys housemaid. Well done!



COMPUTER CABIN

FREEPLAY



PLAYSTATION MOVES LIST



MORTAL KOMBAT TRILOGY

This attack list is as complete as we've got at the time of going to press. There are a few moves still missing, but we thought you'd like as many as possible to get you started. Also, all of the moves from *Mortal Kombat 3* on PS and *Ultimate MK3* on the Saturn are listed too, but you'll need to experiment to

find which have been added for *MKT*. If you want an up-to-date FAQ, the best one available on the internet by far is done by WorknMan and SubZero, available from <http://www.atw.fullfeed.com/~subzero/psxmkt.faq>

CHARACTER MOVES KEY

U →
D →
F →
B →

Up
Down
Forwards
Backwards

HP →
LP →
HK →
LK →

High Punch
Low Punch
High Kick
Low Kick

BK →
R →
,

Block
Run
Press the buttons
in sequence

+ →
* →

Press the buttons
at the same time
A new move to
MK Trilogy

FATALITIES

The distance in brackets before each Fatality tells you exactly how far away from your opponent to stand for the move to work.

FRIENDSHIPS AND BABALITIES

You can now block during the last round and still be able to perform Friendships and Babalities. Just stand anywhere on-screen (unless indicated otherwise) and key in the commands.

ANIMALITIES

You can only do Animalities after doing a Mercy on someone, then beating them again.

MERCY

To give mercy, hold R and press D, D, then release R when outside jump distance. The fight must have gone to three rounds for it to work.

BRUTALITIES

At the "Finish Him/Her!" message, move close to your opponent and press the sequence of hits (usually 10 or 11) quickly. If you keep the pace up, the screen will darken and the computer will do another 20-odd hits to finish them off!

RANDOM SELECT

Simply hold Start and press Up while highlighting the start characters.

PIT FATALITIES

You can do the Pit Fatality when close to your opponent on any of these backgrounds:
Scorpion's Lair
Shao Kahn's Tower
The Subway
The Pit III
The Dead Pool (hold D on both controllers afterwards for a funny voice)
The Kombat Tomb
The Pit 1 (just do an uppercut for a pit finish)

• BARAKA •

Blade Spark D, B, HP
Shredder B, B, B, LP
Blade Spin F, D, F, BK
(keep tapping BK to keep spinning)
Blade Swipe B+HP
Decapitation Fatality (Close) Hold BK + press B, B, B, HP, Release BK
Spike Lift Fatality (Close) B, F, D, F, LP
Present Friendship D, F, HK
Babality F, F, F, HK
Pit Fatality LK, R, R, R, R
Brutality HP, HP, HP, LP, LP, BK, HK, HK, LK, LK, BK

• GORO •

Fireball B, B, B, LP
Grab & Punch F, F, HP
Arm Spin B, B, F, HK
Taunt D, D, LK

• MK2 JAX •

Energy Wave F, D, B, HK
Gotcha Grab F, F, LP
Air Energy Wave U, F, DF+HK
Earthquake Punch Hold LK, then release
Multi Slam Throw and tap HP repeatedly
Backbreaker BK (in the air near enemy)
Splat Fatality (Close) Hold LP + press F, F, F, release LP
Paper Chain Friendship D, D, U, U, LK
Babality D, U, D, U, LK
Pit Fatality U, U, D, LK

Brutality HP, HP, HP, BK, LP, HP, HP, HP, BK, LP, HP

• JOHNNY CAGE •

High Fireball F, D, B, HP
Low Fireball B, D, F, LP
Green Shadow Kick B, F, LK
Red Shadow Kick B, B, F, HK
Shadow Uppercut B, D, B, HP
Decapitation Fatality (Close) D, D, F, F, LP
Backbreaker Fatality (Close) D, D, F, F, LK
Autograph Friendship D, D, D, D, LK
Babality F, B, B, HP
Pit Fatality D, B, F, F, BK
Brutality HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

• MK1 KANO •

Knife Toss Hold BK + press B, F
Roll Hold BK + roll 360° towards
Knife Spin B, F, HP
Heart Rip Fatality (close) B, D, F, LP
Brutality HP, HP, BK, HK, HK, LK, HK, HP, HP, LP, HP

• KINTARO •

Grab & Punch F, F, HP
Teleport Stomp D, U
Fireball B, B, F, HP
Taunt D, D, LK

• MK2 KUNG LAO •

Hat Toss B, F, LP
Shield U, U, LK
(keep tapping LK)
Teleport D, U
Dive Kick D+HK
(in the air)
Torpedo Dive B, B, F
Hat Decapitation Fatality (full screen)
Hold LP + press B, F, release LP (aim hat at neck)
Rabbit Hat Friendship B, B, B, D, HK
Babality B, B, B, D, HK
Pit Fatality F, F, F, HP
Brutality HP, LP, HK, HK, LP, LP, LP, LK, LK, BK, HP

• MOTARO •

Grab & Punch F, F, HP
Fireball F, D, B, HP
Teleport D, U

NOOB SAIBOT

Flashing Fireball D, F, LP
Shadow Throw F, F, HP
Teleport Throw D, U
Fireball Lift Fatality (sweep)
B, B, F, F, HK
Teleport Slam Fatality (Close)
D, D, U, R
Babality F, F, F, LP
Friendship F, F, B, HP
Pit Fatality F, D, F, BK
Brutality HP, LK, LP, BK, LK, HK, HP, LP, BK, LK, HK

• RAIN •

Control Fireball D, F, LP
 Lightning Strike B, B, HP
 Power Roundhouse B+HK
 Upside-down Uppercut Fatality (close) F, F, D+HP
 Lightning Fatality (Sweep) D, D, B, F, HK
 Rain Flowers Friendship D, F, F, F, LP
 Babality F, B, B, HP
 Brutality HP, HP, BK, LK, HK, BK, LK, HK, BK, HP, LP

• RAIDEN •

Lightning D, F, LP
 Reverse Lightning D, B, LP
 Torpedo B, B, F
 (can be done in air)
 Teleport D, U
 Uppercut Fatality (close) Hold HP for 8 seconds and release
 Shock Fatality (close) Hold LK for 3 secs, release then tap BK+LK rapidly
 Kid Thunder Friendship D, B, F, HK
 Pit Fatality D, D, D, HP
 Brutality HP, HP, LK, LK, LK, HK, LP, LP, LP, BK, BK

• MK1 RAIDEN •

Lightning D, F, LP
 Torpedo B, B, F
 (can be done in air)
 Teleport D, U
 Lightning Fatality (sweep) F, F, B, B, B, HP
 Brutality HP, HP, HP, HP, BK, BK, HK, HK, HK, BK, LP, HP, HP

• SHAO KAHN •

Hammer B, F, HP
 Fireball B, B, F, LP
 Grab and Punch F, F, HP
 Low Charge D, F, LP
 High Charge D, F, HP
 Taunt D, D, LK
 Laugh D, D, HK
 Throw F, F, LP

OLD CHARACTER MOVES

• MASKED SUB-ZERO •

Freeze D, F, LP
 Floor Freeze D, B, LK
 Slide B+LP+BK+LK
 Censored Fatality (close) D, D, D, F, HP
 *Ice Spike Fatality (close) D, F, F, F, HP
 Pit Fatality F, D, F, F, HP
 *Brutality HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

• CYRAX •

Close Grenade Hold LK + press B, B, HK
 Grenade Far Hold LK + press F, F, HK
 Net B, B, LK
 Teleport (can do in air) F, D, BK
 Air Throw (while on the ground, and enemy in air) D, F, BK, then LP to throw
 Chopper Head Fatality (anywhere) D, D, U, D, HP
 Self Destruct Fatality (close) D, D, F, U, R

Animality (close) U, U, D, D
 Dance Friendship R, R, R, U
 Babality F, F, B, HP
 Pit Fatality R, BK, R
 *Brutality HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

• ERMAC •

Fireball D, B, LP
 Teleport Punch D, B, HP
 Lift and Slam B, D, B, HK
 Decapitation Fatality (close) R, BK, R, R, HK
 Slam Fatality (sweep) D, U, D, D, D, BK
 *Friendship F, F, F, HP
 Pit Fatality R, R, R, R, LK
 *Brutality HP, HP, LP, BK, HK, LK, BK, HP, LP, LK, HK

• NINJA SMOKE •

Harpoon B, B, LP
 Teleport Punch D, B, HP
 Throw (in air) BK
 *Teleport Fatality (half screen) R, BK, R, R, HK
 *Stretch Fatality (Just outside sweep) F, F, B, R
 *No Smoking Friendship D, F, F, F, R
 Babality D, B, B, F, HP
 Pit Fatality F, U, U, LP
 *Brutality HP, LK, LK, HK, BK, BK, LP, LP, HP, HP, BK

• JADE •

High Boomerang B, F, HP
 Straight Boomerang B, F, LP
 Low Boomerang B, F, LK
 *Returning Low Boomerang B, B, F, LP (Returns if a human avoids boomerang)
 Invincibility B, F, HK
 Shadow Kick D, F, LK
 Stick Shake Fatality (close) U, U, D, F, HP
 Stick Uppercut Fatality (close) R, R, R, BK, R
 Animality (close) F, D, F, F, LK
 Pogo Stick Friendship B, D, B, B, HK
 Babality D, D, F, D, HK
 Pit Fatality B, F, D+R
 *Brutality HP, LK, HP, LP, HK, HK, LK, BK, BK, HP, HK

• JAX •

Missile B, F, HP
 Double Missile F, F, B, B, HP
 Gotcha Grab F, F, LP (keep tapping LP)
 Backbreaker BK (in the air)
 Multi Slam Throw, then keep tapping HP
 Earthquake Punch Hold LK, then release
 Dashing Punch F, F, HK
 Blade Hands Fatality (close) Hold BK + press U, D, F, U
 Big Foot Fatality (jump) R, BK, R, R, LK
 Animality (close) Hold LP + press F, F, D, F
 Skipping Friendship LK, R, R, LK
 Babality D, D, D, LK
 Pit Fatality D, F, D, LP
 *Brutality HP, HP, HP, BK, LP, HP, HP, HP, BK, LP, HP

• KABAL •

Spinning Dash B, F, LK
 Fireball B, B, HP
 (can be done in the air)
 Ground Saw B, B, B, R
 Head Pump Fatality (sweep) D, D, B, F, BK
 Scream Fatality (close) R, BK, BK, BK, HK
 Animality (close) Hold HP + press F, F, D, F
 Marshmallow Friendship (anywhere outside sweep) R, LK, R, R, U
 Babality R, R, LK
 Pit Fatality BK, BK, HK
 *Brutality HP, BK, LK, LK, LK, HK, LP, LP, LP, HP, LP

• KANO •

*Crazy Roll F, D, F, LK
 Knife Throw D, B, HP
 Knife Uppercut D, F, HP
 Straight Roll Hold LK
 Vertical Cannonball F, D, F, HK
 Grab and Shake D, F, LP
 Throw (in air) BK
 Skeleton Fatality (close) Hold LP + press F, D, D, F
 Laser Fatality (sweep) LP, BK, BK, HK
 Animality (close) Hold HP + press BK, BK, BK
 Bubblegum Friendship LK, R, R, HK
 Babality F, F, D, D, LK
 Pit Fatality U, U, B, LK
 *Brutality HP, LP, BK, HP, BK, HK, LK, BK, HK, LK

• KITANA •

Fan Lift B, B, B, HP
 Fan Throw F, F, HP+LP
 Square Wave Punch 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
 Animality (closer than sweep) D, D, D, D, R
 Pit Fatality F, D, D, LK
 *Brutality HP, HP, BK, HK, BK, LK, BK, LP, BK, HP, BK

• KUNG LAO •

Hat Throw B, F, LP
 Teleport D, U
 Double Teleport D, D, U (then hold Up)
 Dive Kick (in air) D+HK
 Spin F, D, F, R (keep tapping R)
 Spin Fatality (anywhere) R, BK, R, BK, D
 Hat Slice Fatality (sweep) F, F, B, D, HP
 Hat Friendship (outside sweep) R, LP, R, LK
 Babality D, F, F, HP
 Animality (close) R, R, R, R, BK
 Pit Fatality D, D, F, F, LK
 *Brutality HP, LP, LK, HK, BK, HP, LP, LK, HK, BK, HP

• LIU KANG •

*Red Bicycle Kick Hold LK for 5 secs + press B, F, release LK
 High Fireball F, F, HP
 Low Fireball F, F, LP



Flying Kick	F, F, HK
Bicycle Kick	Hold LK
Flame Fatality	(anywhere) F, F, D, D, LK
Cabinet Fatality	(anywhere) U, D, U, U, BK+R
Friendship	R, R, R, D+R
Babality	D, D, D, HK
Animality	(sweep) D, D, U
Pit Fatality	R, BK, BK, LK
*Brutality	
HP, LP, HP, BK, LK, HK, HK, LK, HK, LP, HP	

• MILEENA •

Sai Fireball	Hold HP
Teleport Kick	F, F, LK
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
Animality	(close) F, D, D, F, HK
Pit Fatality	D, D, D, LP
*Brutality	
HP, LP, LP, HP, BK, HK, LK, LK, HK, BK, HP	

• NIGHTWOLF •

Shoulder Charge	F, F, LK
*Red Shoulder Charge	B, B, F, HK
Arrow	D, B, LP
Axe Uppercut	D, F, HP
Rebound Shield	B, B, B, HK
Light Beam Fatality	(close) U, U, B, F, BK
Lightning Axe Fatality	(far) B, B, D, HP
Raiden Friendship	(outside sweep) R, R, R, D
Babality	F, B, F, B, LP
Animality	(close) F, F, D, D
Pit Fatality	R, R, BK

• REPTILE •

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

• SCORPION •

Teleport Punch	D, B, HP
Forward Teleport Punch	D, F, HP
Harpoon	B, B, LP
Throw (in air)	BK
Flame Breath Fatality	(jump) D, D, U, HK
*Fire Hand Fatality	(sweep) F, F, F, B, LP
Friendship	(close) B, F, F, B, LK
Babality	D, B, B, F, HP
Pit Fatality	F, U, U, LP
*Brutality	
HP, HP, BK, HK, HK, LK, HK, HP, HP, LP, HP	

• SEKTOR •

Teleport Uppercut (can do in air)	F, F, LK
Straight Missile	F, F, LP
Homing Missile	F, D, B, HP
*Double Missile	B, B, F, LP
Platform Crush Fatality	(sweep) LP, R, R, BK
Flame Fatality	(full screen) F, F, F, B, BK
Bell Friendship	(half screen) R, R, R, R, D
Babality	B, D, D, D, HK
Animality	(close) F, F, D, U
Pit Fatality	R, R, R, D
*Brutality	
HP, HP, BK, BK, HK, HK, LK, LK, LP, LP, HP	

• SHEEVA •

Teleport Stomp	D, U
Stomp	B, D, B, HK
Fireball	D, F, HP
Head Pound Fatality	(close) F, D, D, F, LP
Skin Peel Fatality	(close) Hold HK + press B, F, F
Plates Friendship	F, F, D, F, pause, HP
Babality	D, D, D, B, HK
Animality	(close) R, BK, BK, BK, BK
Pit Fatality	D, F, D, F, LP
*Brutality	
HP, LP, BK, LK, HK, BK, HK, LK, BK, LP, HP	

• SINDEL •

Fireball	F, F, LP
Double Fireball	B, B, F, LP
Air Fireball	D, F, LK
Fly	B, B, F, HK
Scream	(press BK to land) F, F, F, HP
Hair Spin Fatality	(sweep) R, R, BK, R, BK
Scream Fatality	(close) R, BK, BK, R+BK
Field Goal Friendship	R, R, R, R, R, U
Babality	R, R, R, U
Animality	F, F, U, HP
Pit Fatality	D, D, D, LP
*Brutality	
HP, BK, LK, BK, LK, HK, BK, HK, LK, BK, LP	

• SMOKE •

Harpoon	B, B, LP
Teleport Uppercut (can do in air)	F, F, LK
Invisibility	U, U, R
(repeat to reappear)	
Throw (in air)	BK
Earth Explode Fatality	(full screen) U, U, F, D
Internal Bomb Fatality	(sweep) Hold R+BK + press D, D, F, U
Friendship	(full screen) R, R, R, HK
Babality	D, D, B, B, HK
Animality	(outside sweep) D, F, F, BK
Pit Fatality	F, F, D, LK
*Brutality	
HP, LK, LK, HK, BK, BK, LP, LP, HP, HP, BK, BK	

• SONYA •

Energy rings	D, F, LP
Leg Grab	D+LP+BK
Jumping Punch	F, B, HP
Bicycle Kick	B, B, D, HK
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
Animality	(close) Hold LP + press B, F, D, F
Pit Fatality	F, F, D, HP
*Brutality	
HP, LK, BK, HP, LK, BK, HP, LP, BK, HK, LK	

• STRYKER •

*Double High Grenade	B, D, F, HP
*Double Low Grenade	B, D, F, LP
Machine gun	B, F, HP
High Grenade	D, B, HP
Low Grenade	D, B, LP
Baton Trip	F, B, LP
Baton Toss	F, F, HK
Bomb Fatality	(close) D, F, D, F, BK
Taser Fatality	(full screen) F, F, F, LK
Traffic Cop Friendship	LP, R, R, LP
Babality	D, F, F, B, HP
Animality	(sweep) R, R, R, BK
Pit Fatality	F, U, U, HK
*Brutality	
HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK	

• SUB ZERO •

Freeze	D, F, LP
Ice Shower	D, F, HP
Ice Shower (front)	D, F, B, HP
Ice Shower (behind)	D, B, F, HP
Ice Statue	D, B, LP
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
Animality	(close) F, U, U
Pit Fatality	B, D, F, F, HK
*Brutality	
HP, LK, HK, LP, HP, HK, HK, HP, HP, LP	

• SHANG TSUNG •

1 Fireball	B, B, HP
2 Fireballs	B, B, F, HP
3 Fireballs	B, B, F, F, HP
Floor Fireballs	F, B, B, LK
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
Animality	(sweep) Hold HP + press R, R, R
Pit Fatality	U, U, B, LP
*Brutality	
HP, BK, BK, BK, LK, HP, LP, LP, BK, HK, LK	

MORPHS:
(Q) - Do it quickly

Ermac	D, D, U
Jade	F, F, D, D+BK
Jax	F, F, D, LP
Kabal (Q)	LP, BK, HK
Kano (Q)	B, F, BK
Kitana	F, D, F, R
Kung Lao	R, R, BK, R
Noob Saibot	F, D, B, U, F
MK2 Kung Lao	B, D, B, HK
Mileena	U, U, U
Nightwolf	R, BK, BK, HK
Reptile	D, F, B, R
Sektor	D, D, F, LP
Scorpion	B, D, B, LK
Sindel	D+R+LP+BK
Sonya	F, F, F, HK
Stryker	F, D, F, HP
Sub Zero	F, D, B, HP
*Motaro	B, B, B, LK
*Goro	D, D, LK
*Baraka	D, F, B, HK
*MK2 Jax	F, F, LP
Smoke	BK, BK, BK
Cyrax	R, BK, LK
*Rain	



TIPS

THE LEGEND OF LOMAS



How do you do? A slightly smaller small tips section this month, to make way for all those hot *Mortal Kombat* moves, but never fear - they're still pretty excellent! The most interesting one are the *MK Trilogy* hidden codes and options screen. Read on, and don't blame us if you're sick. Tooodle pip!

Send your tips, cheats and players guides to:

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



SATURN

WORLDWIDE SOCCER '97

As you may have noticed if you've bought the game, the manual doesn't how to pull off the special moves. So here they are:

Overhead Flick Tap Forwards, Backwards, Forwards, and press **B**

Shimmy Tap to either side of your player twice.

One-two Pass Press the R button and B button at the same time

Short Chip Tap the C button twice

NIGHT WARRIORS

As well as all the cheats we've printed over the last six months while the game's been delayed, we've now got this excellent debug mode. First of all you'll need to set your Saturn's internal clock to the **24th January 1998**, then load the game as usual. Now enter then Appendix cheat as usual (go to option mode, highlight Configuration, and press **B, X, Down, A, Y**) and any of the other old cheats you want. Now enter this new code to turn the debug mode on: **X, X, Down, B, C**. Once you've done that, reset the machine and start a game to enable more debug modes. When you're playing, just press one of these combinations:

Stop Timer	Down+R+B
Unlimited Supers	Down+R+C
Show Damage	Down+R+X
Stop Energy Loss	Down+R+A
Square Frame	Down+R+Y
Start Ending	Down+R+Z

ULTIMATE MORTAL KOMBAT 3

Here's the cheat to access the extra hidden "?" options menu. On the title screen press **C, R, A, Z, Y, C, Y, R, A, X** (Crazy Cyrax). Now go to the options cube and press **Up** to turn it onto the side with the "?". This menu lets you turn off fatality time, access the hidden characters, and more!

Thanks to **Richard La Ruina from Cambridge** for that.

MAGIC CARPET

Yet again **Richard La Ruina** helps Saturn owners out, this time with a cheat for *Magic Carpet*. Go to the options screen and play the following sound effects in this order: **11, 31, 15, 5, 26, 22**. You should now get a cheat and level select option. Once this cheat has been entered, play the game as usual and pause at any time, then press

X to get all the spells,
Y to finish the level,
or **Z** to get loads of mana.

STORY OF THOR 2

This might come as a surprise to you: there's a hidden 2-player mode in *Thor 2*! To access it, play as usual and stand somewhere with no enemies around. Now press **Z** to bring up the weapon select, **hold L and X**, then release them. Another shadow version of Leon will appear for the second pad to control! Do the same cheat again to get rid of the second player.

PLAYSTATION

FORMULA 1

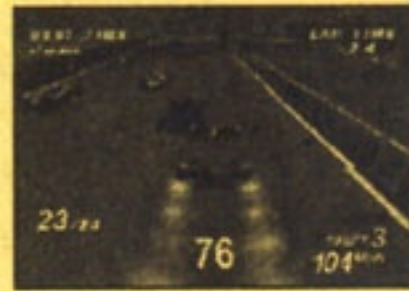
Last month we told you the hard way to access the hidden track. This month: how to get more secret modes the cheat's way! All of these codes have to be entered on the screen where you choose between Practice, Qualify or Race.



• For **BUGGY MODE**, hold Select and press Right, Up, Triangle, Left, Up, Square, Triangle.



• For **BIKE MODE**, hold Select and press Down, Up, Circle, Triangle, Right, Up, Square, Triangle.



• For **LAVA MODE**, hold Select and press Square, Circle, Up, Right, Right, Circle, Cross.



• For **GIBBERISH MODE**, hold Select and press Left, Circle, Up, Down, Down, Right, Circle, Square, Square.

Thanks to **Loosveln Kevin from Belgium** for sending them in.

MORTAL KOMBAT TRILOGY

Although it's only just out, we've already got some amazing cheats for the game!

To play as **Chameleon**, select any of the human male ninjas (Scorpion,

Ermac, Masked Sub Zero, Etc.) and hold **B+HK+HP+BK+R** before any round. As the fight starts, you'll explode and turn into **Chameleon**! He starts as one ninja, disappears, and reappears as another, then keeps doing this every few seconds for the whole fight. He can do every one of the ninjas' moves.

To access a **hidden background select**, go to the character select screen and highlight Sonya or Ninja Smoke. Now hold **Start** and press **Up** to get an explosion noise. Once you've selected your characters, a background select will appear.



To open the **hidden "?" options screen**, go to the main options menu and highlight any of the four standard boxes. Now hold **L1+L2+R1+R2+Up** for a few seconds. You'll hear an explosion and the "?" is now available. You now get to select five new options:

- **1 Button Fatalities**
- **Instant Aggressor**
- **Normal Boss Damage**
- **Health Recovery**
- **Low Damage**

If you set the **1 Button Fatalities** option to ON, play as usual but when the "Finish Him/Her!" message appears, just press one of the buttons as listed below to do a finishing move.

- **HP Brutality**
- **HK Fatality 1**
- **LK Fatality 2**
- **R2 Animality**
- **R1 Friendship**
- **LP Pit Fatality**
- **L2 Babality**

Also, if you complete the game you get to choose from Shao Kahn's 12 treasures (depending on the battle plan you selected). To avoid getting an ending you don't want, here's a list of what they all do.

- 1 Character Ending (not for every character)
- 2 Fight Chameleon
- 3 MK1 Classic Endurance Kombat
- 4 MK2 Classic Endurance Kombat
- 5 Random Prize
- 6 Fatality Demo 1
- 7 Fatality Demo 2
- 8 Fatality Demo 3
- 9 Super Endurance Kombat (all female and robot ninjas)
- 10 Battle with Shokan Champions (all bosses)
- 11 Mega Endurance Kombat (all male ninjas+Chameleon)
- 12 Supreme Fatality Demonstration (shows all old fatalities)

TIPS

FRIDAY

My name is Hunter and I am harder than Tony Hart and Rolf Harris put together!



drawinz
Wot you dun

Hello, and welcome to the only section of the magazine worth looking at.

What's going on? Last month we had so many drawinz I had to burn most of them just to make some room. This month I had to glue the ashes back together as there just wasn't enough. Blimey, next month I'll have to draw me own. Please art boffs, spare me some art!

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. **DON'T DO IT!**

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



ⓐ A pleasant change from the usual MK3 pics that we get millions of every hour. Thanks to Imran Bhuiya. (We want new characters as well.)



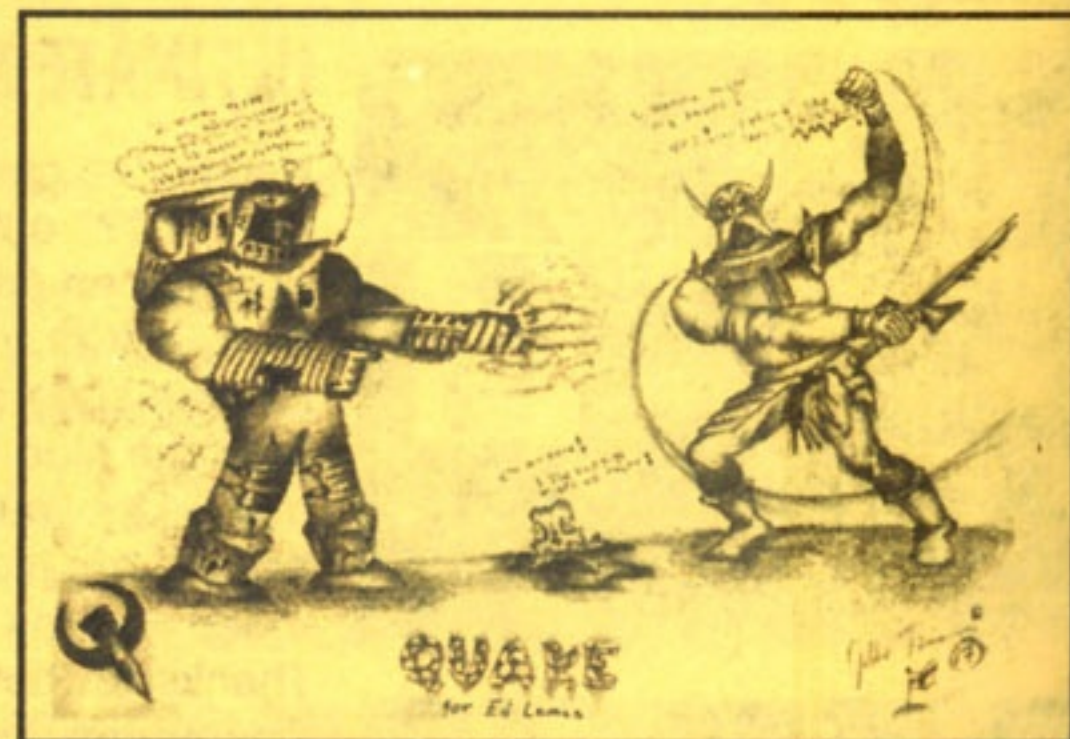
ⓐ Now this is more like it: a nice original concept, and extremely well drawn. I would obviously win all the time as I am clearly the toughest out of this weedy bunch, although I'm sure Phil would be quite a challenge. Super thanks to Nick Smith.



ⓐ Thanks to Ray Higgins again for one of a series of Sonic pics. Cheers guv-nor!



ⓐ Another one of my regulars here as well. Thanks for all your fantastic art John McMahon, sorry I can't print any more of them, they were all excellent though, as usual. Keep it up. Aaaarrfffff!



ⓐ More super-violent Quake action. From the stumps of Jukka Timonen.

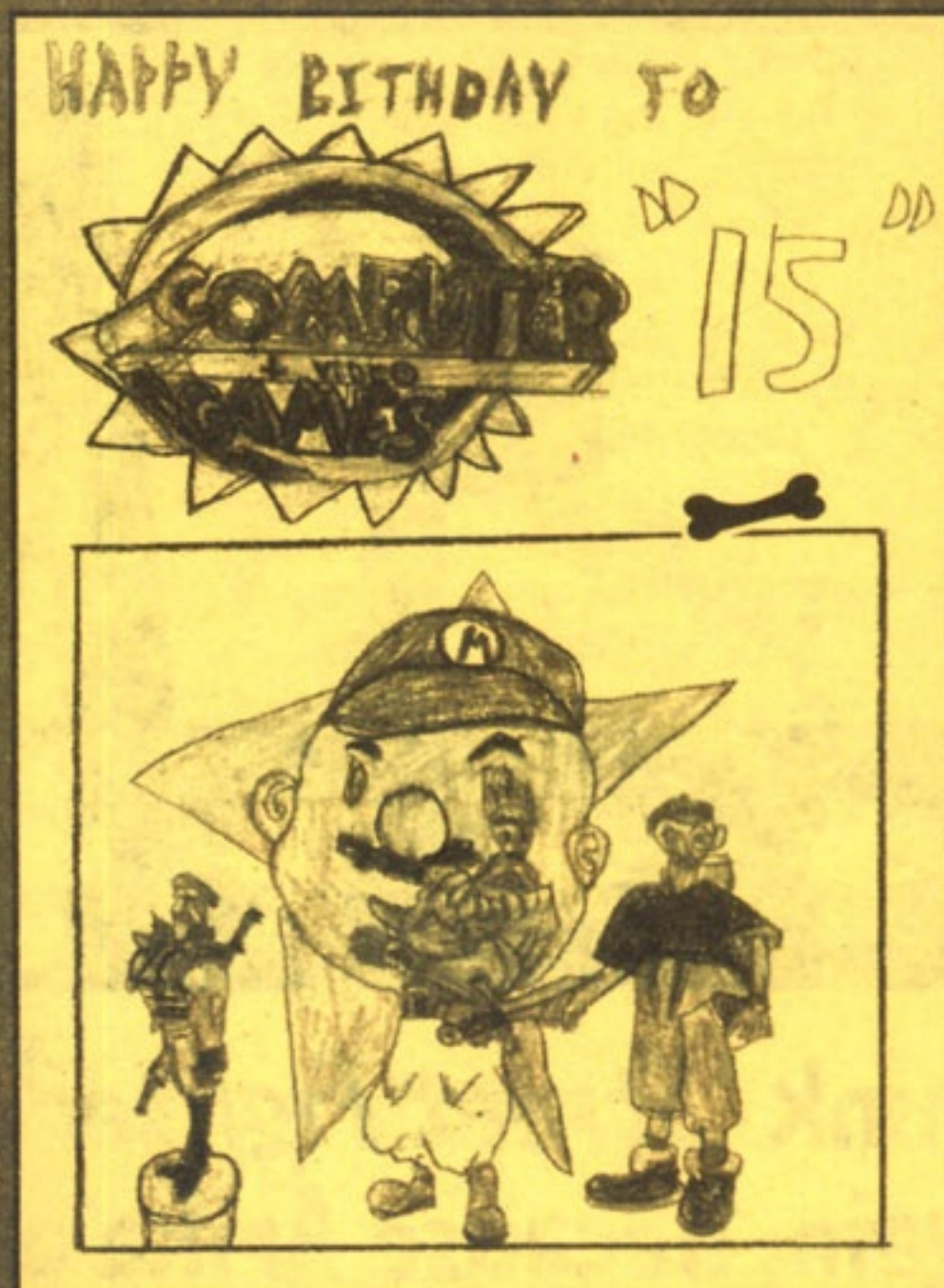


ⓐ A nice change from the kids series, this. Thanks to Damien Green.

Thanks to David Cooper, who's the artist behind the Resident Evil pic in issue 179!

drawinz wot you dun

FREEPLAY



Ⓝ A normal day at Tom's house with the 'rowdy' CVG lads. As usual, Ed stays outside in the cold where he belongs, woof!

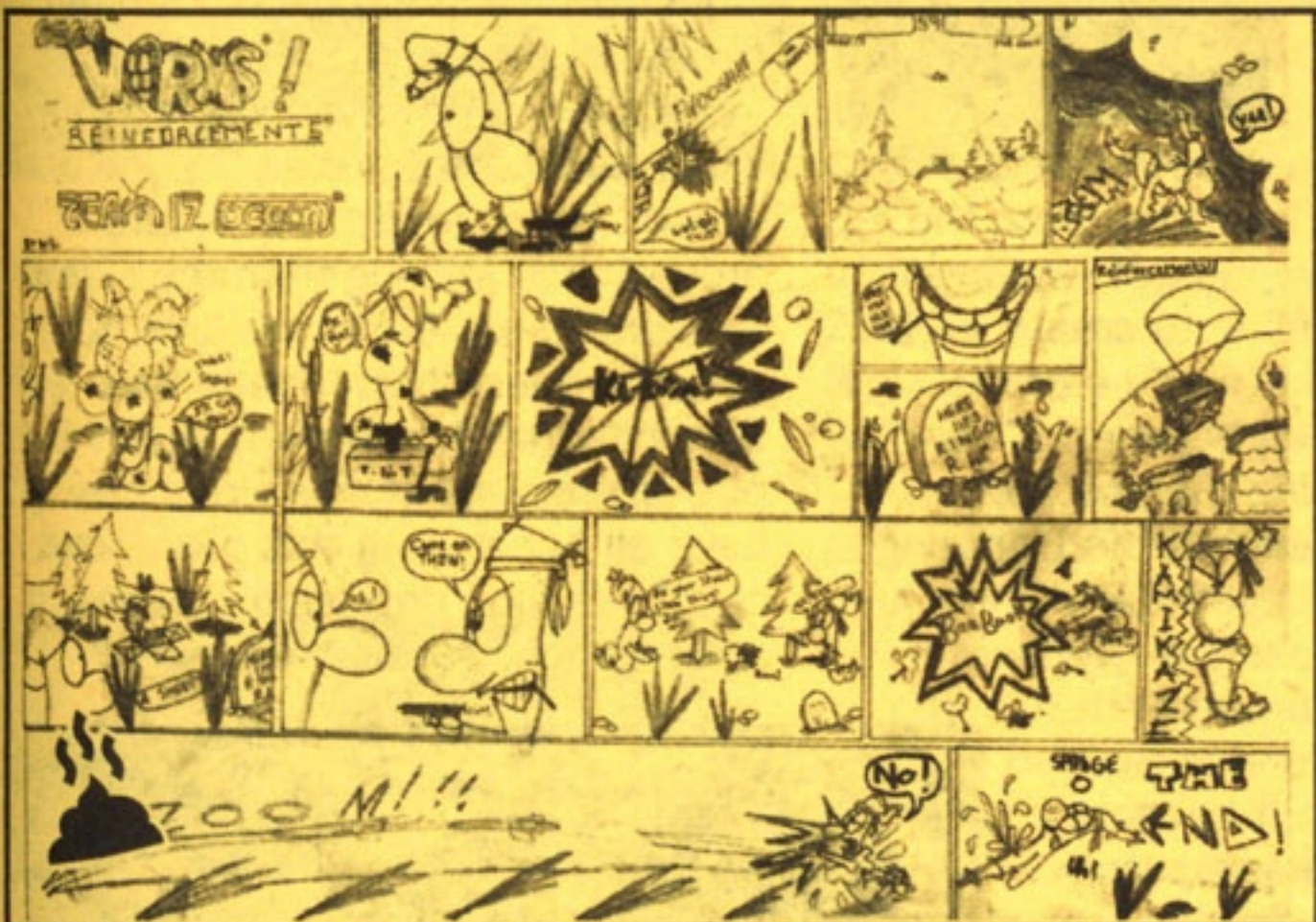
Ⓜ My friend Ray Higgins delivers the goods with another masterpiece. Keep up the good work my trusty art chum.

Ⓢ A superb illustration of Tom's new hair style. Thanks to Amy Reeves.

Ⓛ Birthday fun with David Cooper's favourite game characters. Superb logo Dave, I love it!!

CVG IS 15 YEARS OLD THIS MONTH IN 15 YEARS I'LL PROBABLY BE DEAD!

BIRTHDAY SPECIAL



Ⓝ We really don't have many cartoons sent in the mag. This is about the only one this month, from a Mr Daniel Foster. Now I'm sure you lot can do better than this. I don't want *Worms*, *Cool Spot*, *Mortal Kombat* or *Street Fighter*, you hear ?!

Ⓜ More action in this disgustingly bloody image by Richard Carter. This type of thing should be banned, but I love it! Aaarrffggkk!!



drawingz
not you dun



Ⓛ A nice piece of *Street Fighter* montage from the French art chief Didier Duprat. In answer to your questions, We don't print the pics in colour 'cause there's no room in the rest of the mag. We don't print ages because not everyone tells us how old they are. And we don't give prizes because we're mean.



Ⓢ I like this one, that's the body of Lomas after a normal deadline, no food and sleep for three weeks. Apparently he's in *Resident Evil 2* (lie). Mat Pew.

Ⓜ Now this is nice to see. A piece of art that isn't *Mortal Kombat*, *Street Fighter* or *Resident Evil*. Ta Adam Page.

Ⓛ Yes please! Thanks to 'no good' art bod Jaime I normally have no body, but I do now thanks to Ryan Dimmoch.



Ⓛ Nice work from Margad here. Shame on the spelling though.

Send 'em in to:

drawingz
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!



ARIKA



CVG INTERVIEW

Think 'Street Fighter', and you think 'Capcom'. Well it's time to think again, because Arika are a new branch of Capcom who, as you'll discover, are especially qualified to lead this series in a crucial new direction.

To coincide with the recent JAMMA arcade show in Japan, CVG's Japan correspondent arranged an interview with the team behind Street Fighter EX. Mr Ichiro Mihara, Vice President of Arika, spoke to our correspondent from their head office in Tokyo.

CVG In the beginning we were calling it Street Fighter 3D. What's this game's real name?

Ichiro Mihara For the Japanese version its formal name is *Street Fighter EX* (pronounced E - X). For the foreign versions we aren't sure what it's going to be called. However, for the moment it's basically *Street Fighter EX* (SF EX).

CVG When did the development of Street Fighter EX start?

IM In outline, the start of development was this year. Around January we began the research and from around March we started full scale development in earnest.

CVG Can you please tell us a little about the Street Fighter EX team?

IM The main planner who's supervising everybody is Akira Nishitani, the creator of *Street Fighter 2*. In



general, he's in charge of development. After that, Junichi Ono is working on the planning also. It's felt that he was the founder of the *Darkstalkers* and *Night Warriors* series as he was its main planner. Having these two, the originators of the SF2 and the *Darkstalkers* and *Night Warriors* series, we shouldn't have any problems

planning-wise. They're the best planners in this field. Fundamentally, we've gathered an excellent staff of software creators for this development.



n't mean that it has to use depth or axis rotation. Although its presentation is in 3D, the fighting method is still the same as the 2D *Street Fighter* used up to now.

CVG From the viewpoint of design, what did you start on first?

IM First of all we started from the idea of whether it really was possible to create a 2D fighting game in 3D. One of the main differences between 2D and 3D is the fighting method. We weren't sure whether the Lightning Kick, the Hurricane Kick or the Cancel were possible. These elements

are in the 2D version but when it became 3D these portions might of had to disappear. We started from this area of

whether or not this 3D motion was possible at all. From this concept, development steadily progressed, trying to do it in different ways and before we knew it the Dragon Punch, the Hurricane Kick and even the Upper Cancel were all

done. In this way we continued to progress.

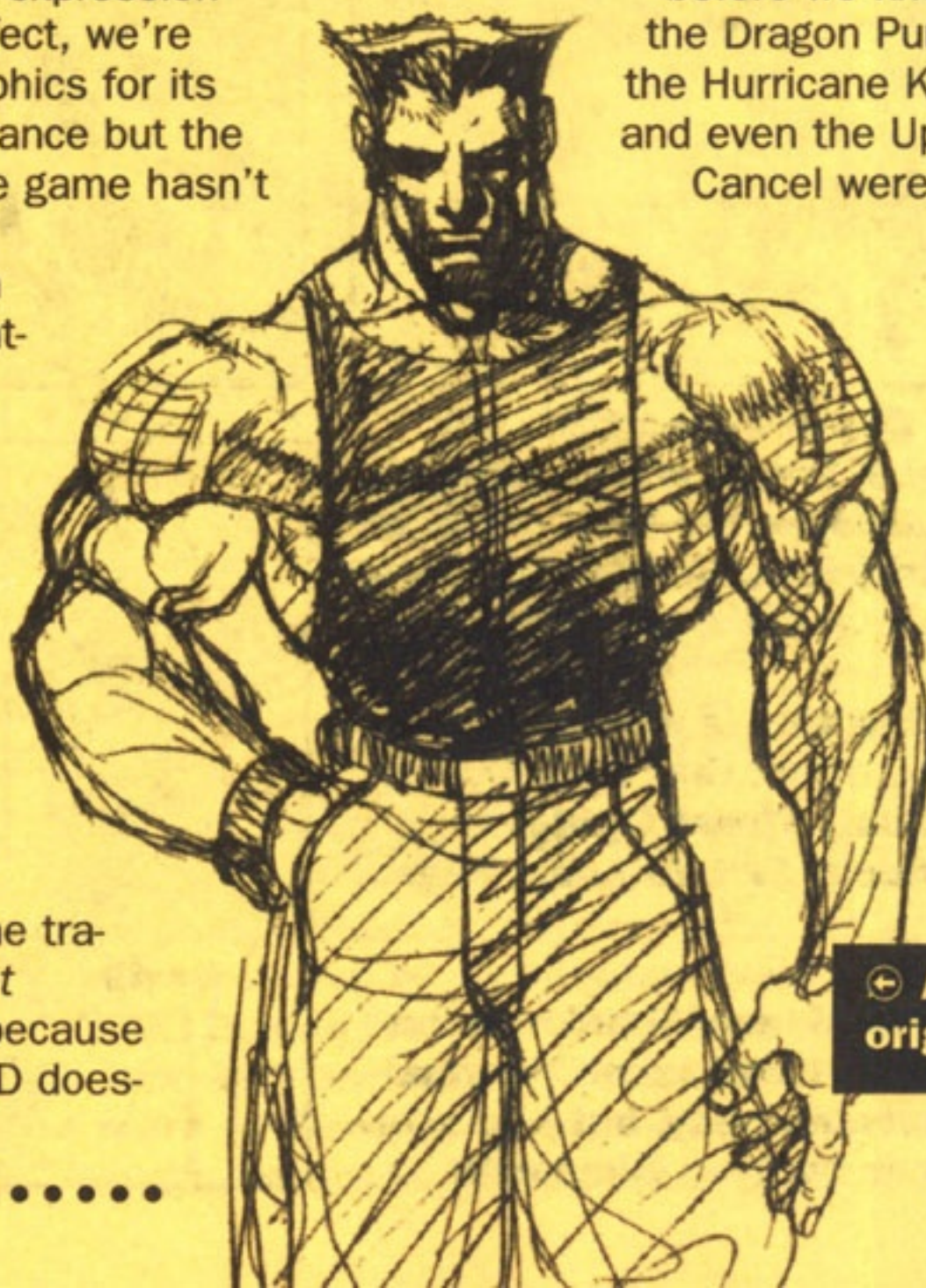
CVG What problems do you have with the interaction of the characters now that they have become 3D?

IM With a 2D game the interaction is just the same as it looks on the screen. If the characters "touch", there's a hit. However, when a game becomes 3D then, as you'd expect, if you rotate the picture around then looking from the side it appears to hit, but if you look from above it doesn't hit. That's how you take hits in 3D. However, simply put, 3D fighting games up to now have all been using this same kind of 3D collision detection routines. It goes without saying that you can't

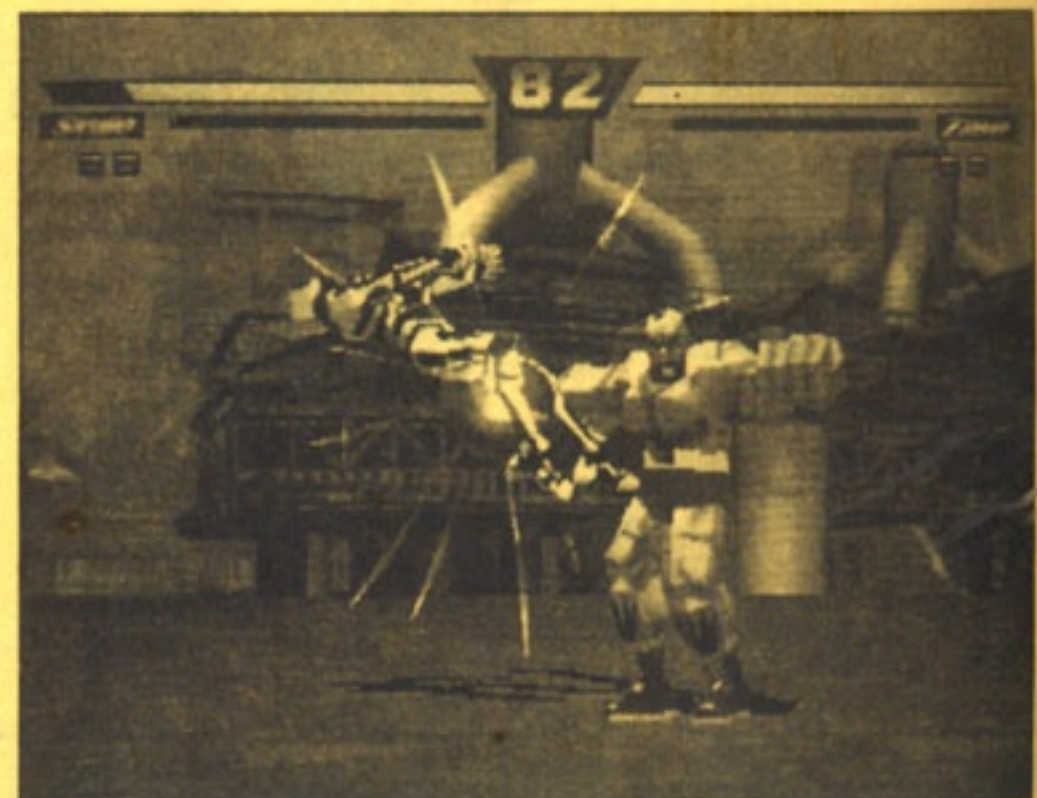
"Although its presentation is in 3D, the fighting method is still the same as the 2D Street Fighter used up to now."

CVG What were your first thoughts when you began work on Street Fighter EX?

IM We decided that the game would use some kind of 3D experience. For the expression of this 3D effect, we're using 3D graphics for its visual appearance but the content of the game hasn't really been changed from the 2D animated fighting version. With regards to the 3D, the 3D effect makes the fight interesting but with the way you fight in the traditional *Street Fighter*, just because it becomes 3D does-



Just who are the mystery characters? Original, or new?



A preliminary design of Guile, as planned for the original Street Fighter 2 created by Akira Nishitani.

just keep on using the same one method. In general ARIKA has an original way of thinking and although we haven't given it a name yet, we've developed an original interaction system. In general, all the hits are represented in 3D but the collisions are handled in a 2D way, like the *Street Fighter* series method used up to now. It's a little newer way of taking hits. Very early on in development we were thinking what we should do about this. Then, we had a sudden flash of inspiration, "Hey, if we do it like this it might just work!". Then just like that it became our system.

CVG Is it just the characters that can interact? What about the backgrounds?

IM In the centre of the stage the characters fight. In practice the Computer Graphic field is then cre-



ated around them and a 360 degree camera is placed in the middle. In this way it's not possible for them to interact. The scenery is just like a picture that scrolls around the characters in the background.



CVG Which of the characters was the most difficult character to convert?

IM Which character was the most difficult? Which character was the easiest? It was nothing like that at all. They were all difficult. It certainly wasn't the case of any character being easier than another.



CVG Compared to other games the speed of Street Fighter is very fast. How are you overcoming the problem of converting this to 3D?

IM This is a similar problem. At the moment we're all doing as much as possible but we'll probably be battling with this right up to the very end. We're devoting ourselves to trying again and again, fine-tuning *SF EX* to get it perfect. We want to get it as good as possible in order to satisfy all the users.

CVG In order to get this speed is the hardware a problem?

IM To that extent it's not a problem. After all it is running at a 1/60 frame rate so this area of power isn't a problem at all. Whether you can get the visuals looking good or not is a problem but in relation to this speed problem it's not causing us that much difficulty.

CVG In Street Fighter 2 there are some spectacular moves. What difficulties do you have in representing these in Street Fighter EX?

IM It's the motion isn't it? After all if the Dragon Punch isn't a Dragon Punch

it's no good. If the Fireball isn't a Fireball it's no good. The really frightful one is the Hurricane Kick. With 2D animation it might look spectacular but when you think about it in 3D, the character spinning around with their legs stuck out is only movement. It is often said that if it was done in polygons, it would be really cool but if we don't get it just right, it's no good at all. The main point is that the 3D image has to look good but if it's come from 2D animation, the possibility that it'll come out wrong is there. Thus, the area where we have to put in the most work is at the time of converting the techniques. We have put a lot effort into making sure that the users are satisfied so they won't play *SF EX* and say "Eh, this isn't a Dragon Punch!". On the other hand, there are various new techniques as well. For example, Chun Li has a new sure killing technique. Basically, this time she doesn't have the 'fireball' which she gained from *SF Turbo* onwards. The fact that she doesn't have it isn't because of anything technical. Rather, Chun Li's original concept was for her to use agility, leaping about and striking out etcetera. With the use of the fireball her fighting style changed so we've only returned back to her original

concept. At the time we returned we thought why not create a new sure killing technique that was more in tune with this kind of character? And while we were at it we created some other new fighting techniques as well. On top of that, we looked at other techniques and improved or modified them also. We'd like to think that the users will try to play with the new techniques and say "Hey! This is smart!", "This one's the best!" preferring the new ones over the old ones. We've modified the techniques for this reason.

CVG Have you been able to include Chun Li's "Spinning Bird Kick"?

IM Yes, now you can do it. It was incredibly difficult. but at the moment you can actually do it. It's still experimental so it doesn't feel just quite right yet but it looks very similar. This time we didn't give much thought to Chun Li's Spinning Bird Kick. It isn't actually used that much during the fight but it is one of Chun Li's most representative fighting techniques isn't it. Indeed, it disappeared from *SF Alpha* onwards but we wanted to include it anyway. At the moment it's been taken directly from the 2D so, as you'd expect, it's a little slow. However, with a little more work on it we can get it right.

CVG When you convert the 2D to the 3D does the game balance sometimes suffer?

IM If the balance does go bad, we correct it to get it right. That's the way we have to consider this problem. If we don't, the users won't be satisfied. No matter how cool the Dragon Punch may be if you had to do it with two hands it wouldn't be

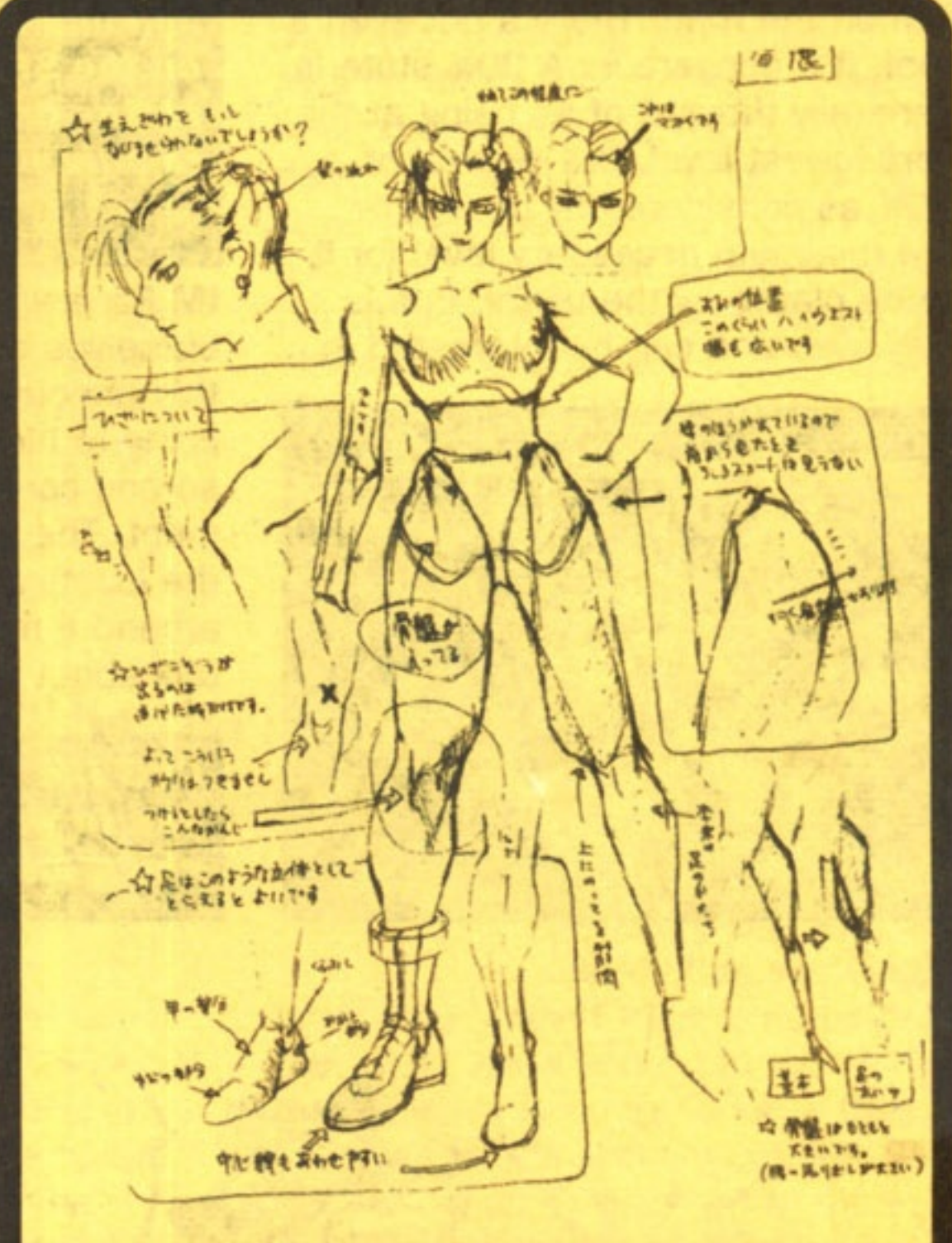
"We're devoting ourselves to trying again and again, fine-tuning SF EX to get it perfect. We want to get it as good as possible in order to satisfy all the users."

a Dragon Punch at all. We'll certainly ensure that this kind of thing is preserved properly. We intend to do it so that everyone who plays it will think that it's a real Dragon Punch etcetera.

CVG A little while ago Street Fighter EX appeared at the Jamma Show. Could you tell us a little about the reaction to it from the users and press?

IM Only their impressions to the look of the game screen weren't very good. "Eh! *Street Fighter's* become some sort of 3D but it's

awfully square looking." Visually speaking, if you look at a photo in a magazine or even just watch a video of it, it's said that the impression of *SF EX* isn't very good. However, if they have a go and play it, there's a complete change. "Brilliant!" "It's really good!". From talking to those operators that I know I've got the impression that they're all really looking forward to it. Certainly, looking at it and playing it are completely different. We're saying please play it. If you do, you'll see what *SF EX* really is like.



Chun Li's costume details are explained in this sketch, taken from the development folder of the original *Street Fighter 2*.

CVG How do you get feedback from the users?

IM At the Jamma Show we used a questionnaire. We also ask the opinions of the journalists and publicity staff who visit us to play *SF EX*. After that, the biggest source of feedback is from the company staff. As you'd expect they love *SF2* so even though they're company staff they can still have strong criticisms etc. Some of the CAPCOM staff also visit us and tell us their impressions. Soon we'll be having a location test so at that time we'll be handing out questionnaires to the players.

CVG According to a press report last month SF EX was 17% complete. Was that true?

IM That was around August 30th when it was published. At that time it was around 17% complete. At the Jamma Show on September 14th it was around 20-25% complete. We were planning to do a location test shortly. At that time it'll be around 25-30% complete. For us, the development percentage at this stage is still very low. After all, even after the game's outline is complete the fine-tuning and adjustment process

is very long. If the adjustment is less than half-done, even if the main game system is finished, it's not really complete at all.

CVG Didn't you think that at around 20% complete it was a little too early to unveil SF EX to the general public?

IM The usual way to think about development at 20%, for example, is in the case of let's say a car that has no body, just an engine, wheels and a steering wheel. For sure, it can be moved but it couldn't be driven on the road. There's not even a roof, it's dangerous. A 20% state is generally thought of as being at the very lowest level. But, a level of 20% as considered by us is only the minimum necessary level for it to be played by the users. In this way everyone can be interested in



seeing how the remaining 80% turns out. Anything could happen! In reality, a large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc. This is the 80%. Therefore, to presuppose that a 20% SF EX is similar to a car's construction doesn't hold true.

CVG Are you planning to make announcements on the SF EX status on a regular basis?

IM For a while we're going to keep ourselves out of sight. We've made this announcement now but we're going to hide for the next month or so and concentrate on development. The next thing for us will be the location test. After that, in around a month we'll be able to talk about the responses it.

CVG The Japanese press often like to write frequent reports about games don't they?

IM Yes, some of the writers are incredibly detailed in their reports on SF EX. Their questions can sometimes be really specific, such as the finer details of certain character's chained combinations. But really, it's far too soon for that. At only around 20% complete we'd like people to write about SF EX in little

"A large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc."

more general terms.

CVG In Japan Street Fighter 2 is very popular. Does the team feel under any pressure because of this?

IM Yes, but not because it's related to SF2. Whatever game we create we want it to be successful. For any new company the pressure not to fail in it's first venture is there but it's not because it has anything to do with SF2. On the other hand if there wasn't any pressure there'd

be no incentive to do the best you can. That would be equally bad. Really, we're not under that much pressure. We're just working hard to create a game that everyone can enjoy playing.

Q. For a completely new game the users probably wouldn't be bothered by certain minor aspects of any particular character. However, for Street Fighter 2 every user has their own image of how that character should look in 3D. Is this a problem?

IM All the development staff here think exactly the same. Everyone likes SF2 so that's why they're doing it. Creating it themselves they understand the feeling of "Ah! That's different!". Therefore if they can somehow satisfy themselves, they should be able to win the approval of the users also. That's a safe method of doing it. As you'd expect with this development there are probably several areas where we haven't got much of a choice in what we can do. For those areas, as far as possible, we'll just leave them aside. In regard to SF2 the staff also have their own prejudices just like the users. We may be development staff but as SF2 players, even now, we still go down to the arcades to play. Those areas which concern the users are the same areas which we are also concerned about. The meaning of which is please trust us.



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① Even when *Street Fighter 2* was being developed as a 2D game, the characters were considered as three dimensional personalities.

CVG How much more advanced are the Street Fighter EX graphics over Star Gladiator?

IM You can't really make comparisons to *Star Gladiator* (SG) unconditionally. SG runs at a 1/30 frame rate, while SF EX, at the moment, runs at a 1/60 frame rate. If we consider this difference then a 1/30



game is able to devote more emphasis to the visual graphics as its management processing is effectively halved. On the other hand, we are devoting more importance to the character of the game. The concepts behind the development of SF EX and SG are so different that you can't make unqualified comparisons.

CVG Are you receiving any assistance from the Star Gladiator team?

IM No, we aren't. In specific terms, it's a different development line. In addition, technically, it's completely different. The know-how we're using for this 2D/3D fighting game has no relation to SG. Fundamentally, ARIKA is not a subsidiary company of CAPCOM. Its capital and investment are completely separate. ARIKA was founded in November last year as an independent compa-

ny. For a month after that we did research and then three months after that we started. We've still got the experience we gained at CAPCOM but technically there's no relation between us. We're not a branch office, we're making our own games by ourselves. As friends

and people we know, then of course we still have communication. However, as separate companies, then in terms of technology we don't exchange routines or ideas. They're completely different. Some people may be under the impression that as we came from CAPCOM, there's some sort of link between us but in reality it's a different team making a different game. The concept is new and the know-how is new.

CVG At the moment what difficulties are you confronted with?

IM I suppose it's improving the quality of the visuals. From a hardware perspective if the hardware was great, naturally we could do super visual effects. Leaving aside the hardware, our excellent staff could create very beautiful graphics but of course all hardware has its limitations. At the moment visuals are our number one problem.

CVG It's common for programmers to use a lot of polygons in the faces of women to keep them beautiful. Are you paying any particular attention to the women in SF EX?

IM For example, like using gouraud shading to make their thighs smoother etcetera. (laugh) We're trying to. At the moment we are really working hard on this area but as I said earlier, improving the visuals is a tough area. Of course we want the women to be very cute so as far as it is possible we're trying to. All our staff are excellent so the female characters certainly won't be poorly done.

CVG How did you select your Street Fighter EX characters from all the characters in the Street Fighter series?

IM There's really quite a simple reason. Well, of course Ryu and Ken are essential so we took them. Chun Li is also essential so we took her as well. These three are essential. At the moment, although personally I can't say for sure, were basically announcing eight characters at the moment but whether that will increase to nine or ten I don't know. I'm saying that until the very end there's always the chance that another Street Fighter character may appear as a hidden character or maybe we'll create another original character. We haven't considered at all yet but, maybe in a week or 10 days time, there's certainly the possibility that we may want to include another character. However, for the present there are eight characters, four original and four *Street Fighter*. Certainly, Ryu, Ken and Chun Li are pretty much

"The next thing for us will be the location test. After that, in around a month we'll be able to talk about the responses it."

the ones you'd expect to be there. That's three of them. As for Zangief he's in too. It's been decided to announce these four characters at this stage but there's still the chance that another *Street Fighter* may appear. Considering the game balance we've ended up with these four. After that we chose the new characters. After all, if you consider that SF EX is a different sequel, obviously we can't include only *Street Fighter* characters, so it can't be helped that some characters will have to be left out but we've chosen the SF EX characters naturally.

CVG Can you tell us a little about the design process for the new characters?

IM I wasn't in charge of the design process but basically we wanted the new characters to compare favourably to the *Street Fighter* characters and yet have a slightly different nature to them. We felt we wanted to try putting in characters that had a way to them that hasn't appeared in the *Street Fighter* series up to now.

CVG Have you already decided on how the new characters will fit into the story of the Street Fighter series?

IM We haven't decided on any kind of official story yet. At the end we'll consider it in outline and then formally discuss it with CAPCOM, but at this stage we haven't really thought about this area that much. There's the possibility that the characters' story lines might become entangled. For example, Hokuto uses "Kobujutsu" but that kind of samurai style (called Bushin style) often appears in CAPCOM games. Guy from the SF Alpha series and the

Final Fight series also uses the Bushin style. There's a chance that this area, story-wise, might become mixed up. There is a plan but we haven't considered at all yet. Of course, CAPCOM also have their own ideas which they are considering.

CVG Have you considered any kind of game modes for Street Fighter EX?

IM Fundamentally, *Street Fighter 2* is a one-on-one fighting game. The emphasis is on confronting your opponent and seeing who is the strongest by pitting your skills against theirs. Various ideas have been considered but it's still too early. This kind of consideration is done when the game is around 95% complete. The game is still in the punch and be punched preparation stage. Things like *Red Earth's* Story Mode or *Street Fighter Alpha's* Dramatic Battle are far too early for consideration. That's done after the game is finished.

CVG At the moment what's the feeling amongst the team?

IM Everything they can do they're doing. What they haven't tried to do before they don't know about but everything they've done up to know they understand. It's pretty much like the start of an adventure. "What shall we do?" - "Temporarily let's try it like this" - "Ah! It worked. Well, what about this then?". Like this, it's fairly much a state of trial and error. Everyone, individually, has confidence in themselves and they all giving it their all to the best of their ability. This means it's in good shape. There are parts that were rejected so they made them better, even parts that were failures but it's a challenge for them and so their spirits are high.

CVG Which part of Street Fighter EX are you the most proud of?

IM Ah, that's a difficult question, but probably that when you play the game, whether you win or lose it still has the feeling of enjoyment because it was interesting. Even if it's regrettable to lose the fight, the game is still enjoyable. I've got pride in creating that kind of game. I'm a stickler for the creation of this so I've got confidence in SF EX.

CVG Do you have any message for your new fans in England?

IM To all those those users who enjoyed playing *Street Fighter 2* I hope you enjoy playing with SF EX also. For those users, we're working as hard as we can. Please play it. We like you all.

Thanks to Arika for taking time out to answer our questions. Now turn to the JAMMA show report for game-play details.



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James's excuse for his bad handwriting is that he's a Dingle. Sounds good to us.

famous people out there want to send in their high scores, we'd be happy to print them, of course.

JAMES HOOTON

ROBERT HOOTON

Overall	17500	17938
100 metres	7.60	7.27
Long Jump	10.71	11.19
Shot Put	28.33	27.63
100m Freestyle	41.60	39.28
110m Hurdles	9.49	8.88
High Jump	2.80	2.80
Hammer	109.72	107.00
Triple Jump	20.01	20.45
Javelin	108.72	105.00
Pole Vault	6.17	6.39
Discus	92.36	93.41

RESIDENT EVIL (PS)
Completed in 01:43'30
Andrew Rutherford, Macclesfield

TEKKEN 2 (PS)

Time Attack
01'38"26
Paul Powell (POW), Pontypridd
03'02"78 (King)
David Hines, Doncaster
03'48"91 (Marshall Law)
Pierre Nelwan (PAL), Netherlands

Survival Mode
24 wins (Lei Wulong)
Pierre Nelwan (PAL), Netherlands

SEGA RALLY (SAT)
Fastest Desert Lap
0'49"75 Ryan Shaughnessy (RYE), Manchester

Fastest Desert Race
2'32"77 Ryan Shaughnessy (RYE), Manchester

NIGHTS (SAT)
343 Link (Frozen Bell 1)
Ryan Shaughnessy (RYE), Manchester
334 Link (Frozen Bell 1)
Paul Lautier, London

526200 Points (Frozen Bell)
Ryan Shaughnessy (RYE), Manchester
521800 Points (Frozen Bell)
Paul Lautier, London

BUST-A-MOVE 2 (PS)
19,254,280
David Hines, Doncaster

JUMPING FLASH (PS)
1, 488, 901 (Extra Mode) Robert J. Richardson, Bishop's Stortford

RIDGE RACER REVOLUTION (PS)

- NOVICE**
Best Lap 45.533
Ian McAllan, Middlesex
Best Race 2.19.723
Ian McAllan, Middlesex

- NOVICE EXTRA**
Best Lap 45.683
Adi Wells, York
Best Race 2.19.799
Adi Wells, York

- INTERMEDIATE**
Best Lap 1.00.424
Adi Wells, York
Best Race 3.10.160
Adi Wells, York

- INTERMEDIATE EXTRA**
Best Lap 1.03.287
Matthew McMillan (MAT), Bearsden
Best Race 3.13.257
Adi Wells, York

- EXPERT**
Best Lap 1.09.278
Matthew McMillan (MAT), Bearsden
Best Race 3.35.940
Matthew McMillan (MAT), Bearsden

- EXPERT EXTRA**
Best Lap 1.10.203
Matthew McMillan (MAT), Bearsden
Best Race 3.35.487
Matthew McMillan (MAT), Bearsden

VIRTUA FIGHTER 2 (SAT)
Rank 3rd
Sarah 6'05"90 82 points
Gary Cormack (GAZ), Scotland

FIGHTING VIPERS (ARC)
Game complete, 3 rounds
4'38"92 (Bahn)
Paolo Tarulli (ZAK), London

'FIGHTING VIPERS (SAT)
Game complete, 2 rounds,
Very Hard setting
4'02"60 (Mahler)
4'15"06 (Sanman)
Paul Davies (POL), CVG

'WAVE RACE (N64)
Dolphin Park Score Attack: 13272
Jaime Smith (J), CVG

FREEPLAY

FANZINES



RETROGAMER
The Magazine of Classic Videogames
Issue 4
Bi-Monthly
£1.90 / \$2.50

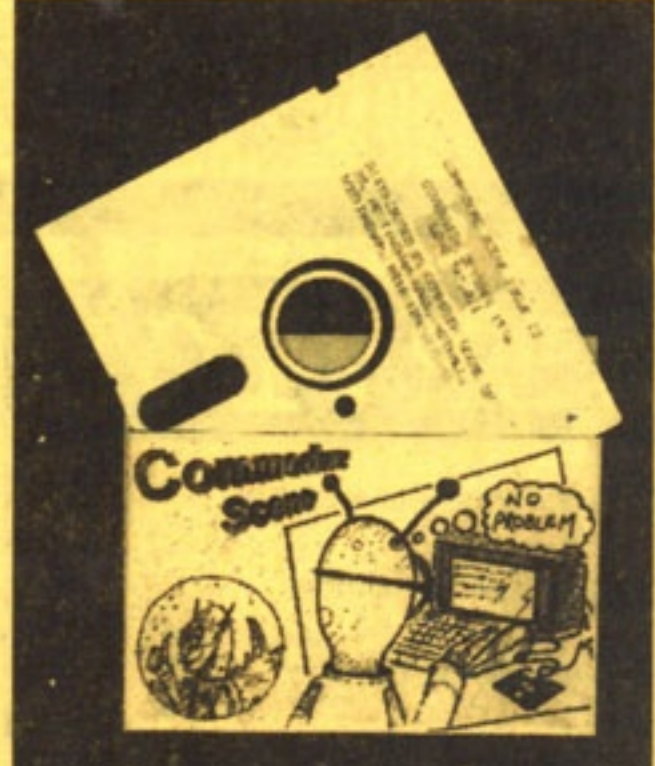
Sucked into a retro vortex

Plus...
FRANKIE goes to Hollywood
APEX COMPUTER SOFTWARE

Definitely the quality of your fanzines is improving. It's really great to be receiving them each month, as we were getting worried that you had all given up!

Just to remind you, they don't all have to be about video games – but keep it kind of related, so as not to confuse everything. What we're mainly looking out for is imaginative stuff, with a big element of fun.

If we like what you've done, it gets printed here, along with your contact address, and you get to sell loads more copies. Like we've mentioned many times before, we take a genuine interest because some of you may be worth employing!!! Exciting, eh! So get writing and designing! Send to FANZINES, c/o Free Play.



Computer Scene 12
OCTOBER 1994

This one comes with an old-style floppy disc, and is especially brilliant because of the attention which has gone into the design. Contact Richard Bowen at 'Computer Scene', 35 Nottingham Road, Nottingham. NG16.

INSANES Magazine
September 1995
Only 99p

THE COMPUTER FANZINE WRITTEN BY ITS READERS

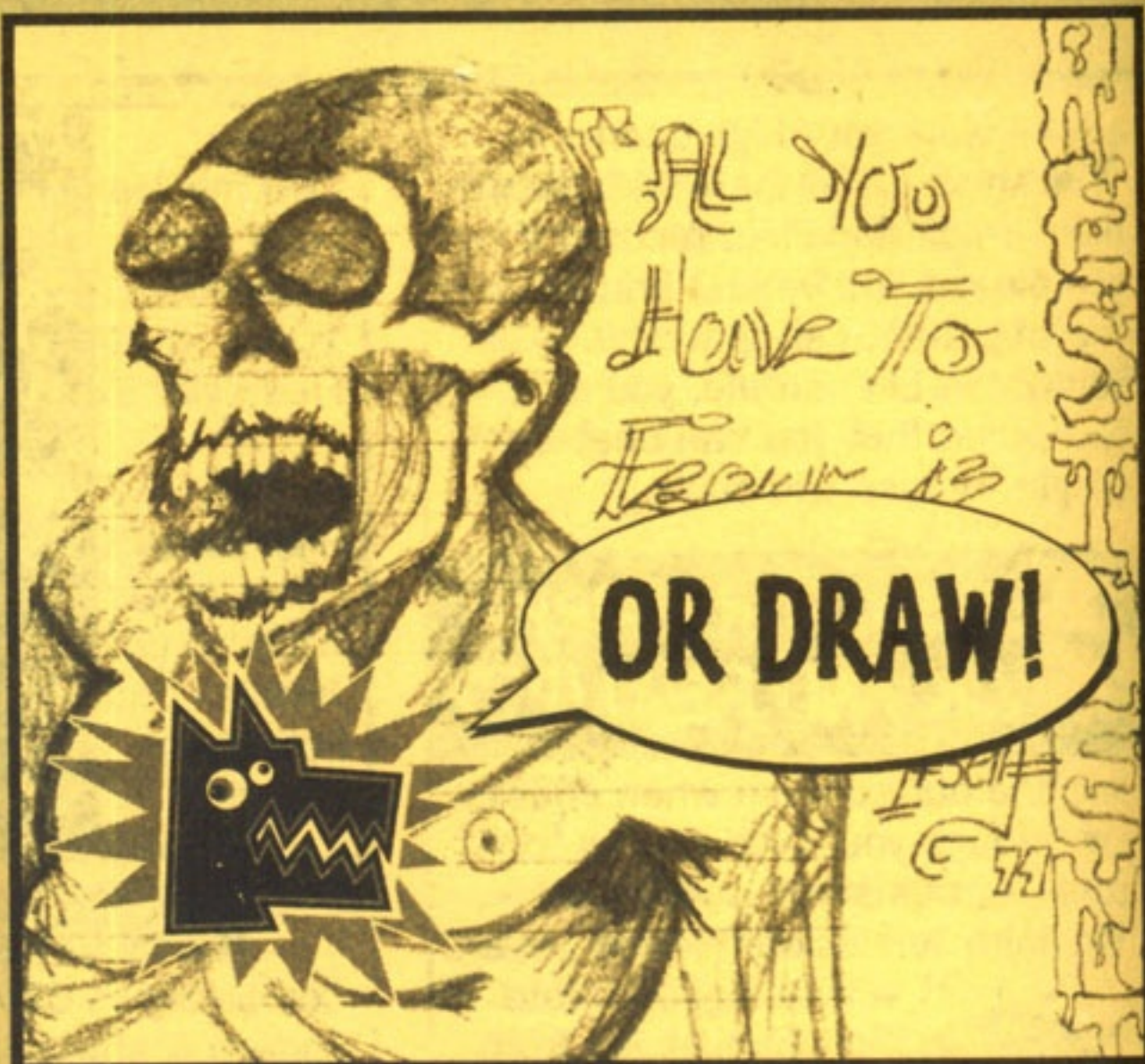
Another very well laid out publication. Very cheekily written, with loads of stuff about all the current formats. Loads on Jaguar games for some reason though! Address: 49a St Cuthbert Street, Wells, Somerset BA5 2AW.

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 FARRINGDON LANE, LONDON, EC1R 3AU



And so another gripping instalment of Freeplay draws to a close. But don't fret, Freeplaysters, cos there'll be another one next month, same time, same place. And, you know, the glorious thing about Freeplay is it's YOUR part of the magazine. Where you get to say what you want. And don't think you're limited to the sections already here. If you've got a great idea for something new, send it in!!!

DO SOME FLIPPIN' WORK!

HIGH SCORES

Hokay! Last month we finally kicked off our highscores section. But let's face it, some of those so-called 'high scores' are pathetic. C'mon, prove that CVG has the hardest games animals. We're fed up of seeing flippin' Lomas' name top of all the lists. DESTROY HIM!

MOST WANTED

Have you been waiting for years just to see an update of IK+? Or a 2D Sonic game on Saturn? Well, godammit, be patient no more! Send your top three 'currently unavailable' gaming Wants with to us. And tell us what machine you want it on. Unless it's a machine you want!

ART

We created this section to give our more creative readers a chance to show their talents. It's clear to us now that we have no creative readers. Still, at least we've got two-pages of drawings that would give a psychiatrist nightmares. Keep it up, you little hooligans!

TIPS

Ed Lomas is a freak. Everyday at noon, he turns into a slaving wererat with a craving for human flesh! Only three things can halt the transformation - Tips, Minstrels and precious stones. Quick send 'em in!

CLASSIFIEDS

So you're already fed up of your N64 eh? Well pass it on to someone more deserving of it, you ungrateful snot. Anything you want to sell (except drugs and slaves and other legally-dodgy things) can be placed here!

FANS!

Not the air-shifting kind. We're talking die-hard obsessives who rant about their machine being best. We want comments on your favourite area of gaming. Why do you love Namco the most? How come Quake is best? Tell the World!

FANZINES

Some of you are so mad about your favourite subject, that you don't want to read about it. You want to write about it! If you creates a fanzine (about anything), send it in to us. We wanna see it!

PLEASE TICK (THE RELEVANT BOX)



NAME

ADDRESS



FOR SALE

TO SWAP

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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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MOST WANTED IN ORDER OF IMPORTANCE

1
2
3

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