

FREEPLAY

• stop press •

SEGA WORLD NOT SO GOOD!

That's us being polite, folks. But the fact is, after months of waiting for the World's largest Indoor Theme Park to finally open, we were distinctly unimpressed with the result. Launched on Saturday the 7th of September, CVG were among the members of the press granted VIP access to the seven-storey premises, located in the Trocadero at London's Piccadilly Circus. Okay, here's a brief rundown of our experience.

Arriving at the newly refitted Trocadero, we were greeted by – the incredible Rocket Escalator, which was indeed incredible. This super-long, neon-bathed stair tunnel took us right to the top floor. Well-lit and packed with all the latest and best coin-ops. That's how SegaWorld looks. All the machines are linked up to maximum numbers – eight-player *Manx TT*, *Sega Rally*, *Daytona* etc. Best of all though, there are three *Virtua Fighter 3* machines (in the new Megalo 210

cabinets). And that is the best, cos the rides are abysmal. Here's a short review of four of the six on offer. **BEAST IN DARKNESS.** Best described as walking through a crappy ghost house, with string hanging off the ceiling. At one point there's a video wall showing a rendered monster growling. A man dressed as monster also appears and growls. Next you get in a trolley. It's pitch black, there's some snuffling and a bar hits your back (tis the Beast in the Darkness). Some dribble lands in your ear. You leave. **SPACE MISSION.** Sitting in an eight-seater ship, each person puts on a virtual reality visor. You can even see at your mates' virtual faces moving. The ships take off. You can look around in full 3D and shoot at baddies. It's actually not bad. **GHOST HUNT.** Two-seater trolleys, each one fitted with a glass screen. The trolleys trundle around a haunted house (better described as an empty house) and monsters appear on the screen. You shoot at

them and then you leave. **AQUA PLANET.** A 3D specs extravaganza. In which you sit in a hydraulic carriage and watch a screen. Overly imaginative people will believe they travel underwater and battle a squid by tapping some buttons. It would be dull, but the long wait in a narrow chipboard-walled corridor makes it just annoying. Then you leave. The rides certainly aren't worth going on, but this IS the best arcade we've been too. However, £12 to get into any arcade (and pay for the coin-ops on top of that) is waaay to much. If SegaWorld gave you 20 credits at the entrance, it would be excellent. As it is though, we think it's poo.



RED-HOT RUMOUR DEPARTMENT!

X-MEN SCRAPPED ON PLAYSTATION!

You read it here first! While it is still just a rumour, we have heard from an extremely reliable source that Capcom don't want to convert the game onto PlayStation anymore. It's as simple as that. More information as and when we get it.

LATEST NEWS ON ATARI!

With members of CVG currently snapping up Jaguars at £50, including *Cybermorph* and *Tempest 2000* (officially one of the best games ever made), we decided to investigate the future of Atari's 64-bit console by calling them. From their icy replies we ascertained that *Worms* and *Breakout 2000* are set for release at some unspecified time in the future, with *Soulstar* heading to Jaguar CD. Supposedly, the machine is also still in production (obviously it's cheap to make). So, everything's rosy at Atari then. No seriously, we went into the Virgin Megastore and they were sold out. And word is you can pick up the machine for £25 with games going for a fiver. At the price we seriously recommend you get *Tempest 2000*. Best videogaming deal around!



SONY BAN DE-BUG CHIP!

Following the news in Freeplay 2 that certain importers are fitting chips into PlayStations, allowing them to run games from any country, Sony have put a ban on said chips. They claim the chips allow the machines to run pirate software and intend on taking legal action on anyone fitting the devices. You have been warned!

SONIC SAYS...

The map you get at SegaWorld's entrance has an alarming message from the hedgehog with attitude himself. Here's what the control freak demands of you in his own words.

Sonic has thought of everything to make your day with us complete, so please do not bring your own food or drink – there are plenty of places to buy your favourite snacks inside SegaWorld.

He also gets a little jealous of other animals in his London home, unless they are guide dogs.

Sonic has requested that children under 16 must be accompanied by an adult.

Finally, he likes everyone to look neat and tidy when visiting SegaWorld – please make sure that shoes and shirts are worn at all times.

Whoever said that Robotnik is supposed to be the fascist dictator?

READERS MOST WANTED CHART

More of your piffing dreams, laid bare. N64 is sitting strong, *VF3* and *Tekken 3* are now in much demand too. A new Vampire Hunter sequel too!

1	NINTENDO 64	In the UK!
2	VIRTUA FIGHTER 3	Arcade/Saturn
3	VAMPIRE HUNTER 3	Arcade
4	TEKKEN 3	Arcade
5	32-BIT GAMEBOY	In our pockets
6	FIGHTING VIPERS	Saturn
7	NIGHTS	Saturn
8	STREET FIGHTER 3	Arcade
9	TIME CRISIS	Playstation
10	RESIDENT EVIL	PC

Among others, you asked for *Marvel Superheroes* on PS (no chance). *IK+* again, *Dirt Dash* on PS and best of all, one reader wants "one of their bloody letters in CVGI!" Ho ho. Remember, include your 3 Most Wanted's with any mail or we'll just bung it out.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	QUAKE	PC CD-ROM	GT
2	NE	RESIDENT EVIL	PLAYSTATION	VIRGIN
3	NE	BUST-A-MOVE 2: THE ARCADE	PLAYSTATION	ACCLAIM
4	NE	Z	PC CD-ROM	VIRGIN
5	1	FORMULA 1 GRAND PRIX 2	PC CD-ROM	MICROPROSE
6	NE	DESTRUCTION DERBY	SATURN	SEGA
7	NE	ATHLETE KINGS	SATURN	SEGA
8	8	CHAMPIONSHIP MANAGER 2	PC CD-ROM	DOMARK
9	RE	THEME PARK CLASSICS	PC CD-ROM	EA
10	7	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
11	14	LITTLE BIG ADVENTURE CLASSICS	PC CD-ROM	EA
12	12	COMMAND AND CONQUER	PC CD-ROM	VIRGIN
13	4	RIDGE RACER REVOLUTION	PLAYSTATION	NAMCO
14	5	CIVILIZATION 2	PC CD-ROM	MICROPROSE
15	NE	SYNDICATE CLASSICS	PC CD-ROM	EA
16	13	WORMS	MEGADRIVE	SEGA
17	19	WARCRAFT 2	PC CD-ROM	ABLAC
18	15	MAGIC CARPET PLUS CLASSICS	PC CD-ROM	EA
19	NE	DAY OF THE TENTACLE: WHITE LABEL	PC CD-ROM	VIRGIN
20	10	BIOFORGE CLASSICS	PC CD-ROM	EA

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't sales charts - they're just lists of the games we reckon you should consider buying for your machine this month.

SATURN UK TOP 5

1 NIGHTS	SEGA
2 WORLDWIDE SOCCER	SEGA
3 VIRTUA FIGHTER KIDS	SEGA
4 ATHLETE KINGS	SEGA
5 BAKU BAKU	SEGA

SATURN IMPORT TOP 5

1 FIGHTING VIPERS	SEGA
2 STREET FIGHTER ZERO 2	CAPCOM
3 NIGHTS	SEGA
4 BOMBERMAN	HUDSONSOFT
5 DARK SAVIOUR	CLIMAX

PLAYSTATION UK TOP 5

1 RESIDENT EVIL	VIRGIN
2 FORMULA 1	SONY
3 TEKKEN 2	SONY
4 BUST-A-MOVE 2	ACCLAIM
5 JUMPING FLASH 2	SONY

PLAYSTATION IMPORT TOP 5

1 STREET FIGHTER ZERO 2	CAPCOM
2 TOBAL NO.1	SQUARESOFT
3 SMASH COURT TENNIS	NAMCO
4 TOSHINDEN 2 PLUS	TAKARA
5 TEKKEN 2	NAMCO

PC TOP 5

1 QUAKE	GT INTERACTIVE
2 SYNDICATE WARS	EA
3 Z	VIRGIN

NINTENDO 64 TOP 3

1 WAVERACE 64	NINTENDO
2 MARIO 64	NINTENDO
3 PILOTWINGS 64	NINTENDO

MEGADRIVE TOP 3

1 SONIC 3D	SEGA
2 ISS DELUXE	KONAMI
3 VIRTUA RACING	SEGA

SUPER NES TOP 3

1 TETRIS ATTACK	THE
2 KIRBY SUPERSTAR	THE
3 SUPER MARIOKART	THE

ARCADE TOP 5

1 VIRTUA FIGHTER 3	SEGA
2 DAYTONA USA	SEGA
3 GUNBLADE NY	SEGA
4 PROPCYCLE	NAMCO
5 TIME CRISIS	NAMCO

JAPANESE MULTI-FORMAT SALES TOP 10

1	STREET FIGHTER ZERO 2	PLAYSTATION
2	TOBAL NO.1	PLAYSTATION
3	IF	SATURN
4	K-1 GRANDPRIX	PLAYSTATION
5	LEGEND OF ELDEAN	SATURN
6	POCKET MONSTER	GAMEBOY
7	WORLD STADIUM EX	PLAYSTATION
8	OVERBLOOD	PLAYSTATION
9	POPORO CROIS	PLAYSTATION
10	MARIO 64	NINTENDO 64

AMERICAN MULTI-FORMAT SALES TOP 10

1	RESIDENT EVIL	PLAYSTATION
2	OLYMPIC SUMMER GAMES	PLAYSTATION
3	LEGEND OF OASIS	SATURN
4	ULTIMATE MK 3	SATURN
5	SUPER MARIO RPG	SUPER NES
6	TOSHINDEN 2	PLAYSTATION
7	TRACK AND FIELD	PLAYSTATION
8	WORLD SERIES BASEBALL '96	GENESIS
9	NBA SHOOTOUT	PLAYSTATION
10	SUPER MARIO KART	SUPER NES

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	FIGHTING VIPERS	SATURN
2	QUAKE	PC CD-ROM
3	STREET FIGHTER ALPHA 2	PS/ SATURN
4	VIRTUA FIGHTER 3	ARCADE
5	SIMPSONS CARTOON STUDIO	PC CD-ROM

computer
and
video
games



Ⓜ Fighting Vipers only just managed to out-play Quake this month. And that's a LOT of play!



computer
and
video
games

BOTTOM 10 OFFICE STINKS

1 RAD'S FEET
2 TOM'S SINK *
3 JAIME'S PUKE
4 PAUL'S ARMPITS
5 MIKE'S FARTS**
6 TOM'S RUNS
7 PHIL'S BREAKFAST
8 TERENCE PIPER COFFEE
9 ED'S MUSIC
10 PHIL'S SPELLING

*WITH JAIME'S PUKE
**THEY GIVE TOM THE RUNS

FREEPLAY CLASSIFIED

GAMES

- **SATURN GAMES:** SF ALPHA £28, X-MEN £28, VF2 £25, SEGA RALLY (US) £22, UNIVERSAL ADAPTOR £18. ALL GAME BOXED WITH INSTRUCTIONS. THE LOT FOR £110. CALL SAMIN 01708 722419, ROMFORD, ESSEX.
- **FADE TO BLACK, ALIEN TRILOGY, DESCENT, NEED FOR SPEED,** ALL PSX, ALL 325 EACH. MINT CONDITION. SATURN GAMES: SHINING WISDOM £25, VF2 £25, GUARDIAN HEROES £25. CALL ANY TIME STEPHAN SINCLAIR 01592 593049 SCOTLAND.
- **BREATH OF FIRE 2 £35, SUPER MARIO RPG £40, LUFIA 2 £45,** ALL SNES U.S VERSIONS IN PERFECT CONDITION. TEL: 01442 69378 MRS C. BARNES, HERTS.
- **FOR SALE: THUNDER HAWK 2, WIPEOUT, ACTUA SOCCER, TEKKEN** £15 EACH. ALIEN TRILOGY, STREET FIGHTER ALPHA £20 EACH. JASON 01707 335362, WELWYN, HERTS.
- **WOLFENSTEIN 3D (DISK) AND TOTAL CARNAGE (CD) FOR SALE** ON PC £8 EACH. PLEASE PHONE CHRIS 01495 228318, GWENT.
- **SWAP BATMAN RETURNS FOR SONIC 3.** SELL SONIC 1, BOTH MEGADRIE GAMES. PETER PATRICK 01620 842046, EAST LOTHIAN.
- **MEGA DRIVE GAME + 3 JOY-PADS FOR SALE,** VARIOUS NEW AND OLD GAMES. CALL FOR PRICES, MAY SWAP FOR SNES GAMES. EWAN TOLLADAY 01734 892561, BERKSHIRE.
- **I HAVE: SF ZERO 2, PS AND SATURN, FIGHTING VIPERS ANY JAP GAME** FOLLOWING MY MID SEPTEMBER TRIP TO JAPAN FROM £40 - £55. CALL MENNI 0181 740 9291 (BETWEEN 6 - 7PM)
- **IF YOU COLLECT OLD GAME I AM SELLING SPECTRUM TITLES** FROM 20P TO £4.50. PHILIP MELLING, 36 MELLING, 36 FAIRLE, BIRCH GREEN, 7 SKELEMERSDALE, LANCS, WN8 6RG.
- **MEGA DRIVE CLASSIC GAMES FOR SALE** £5 - £10 EACH. INC JUNGLE STRIKE, DESERT STRIKE, FLASH BACK (20 IN ALL). PHONE AFTER 5.30PM ASK FOR HAZ, 01283 702717.
- **FOR SALE STAR FORCE P.C.B,** CLASSIC FAST PACED VERTICAL SHOOT 'EM-UP, IDEAL FOR SUPER-GUN OR CABINET OWNERS, JAMMA STANDARD RARE CLASSIC £55. ROBERT CHALLIS 01685 875027.
- **POWER RANGERS 2 (MEGA DRIVE) FOR** £35. CALL JACOB 01202 821192, DORSET.

- **FOR SALE 15 TOP SNES GAMES** INCLUDING DOOM, KILLER INSTINCT, PRIMAL RAGE AND SECRET OF EVERMORE. GOOD PRICES, CALL AFTER 4PM ASK FOR DARREN, 01924 371719, WEST YORKSHIRE.
- **WIPEOUT £20, DOOM £21,** ESPN GAMES £16 (NO INSTRUCTIONS), ASK FOR RICHARD, (PEAT-MOOR, SWINDON) 879177.
- **I AM WILLING TO SWAP ANIMANIACS ON THE SNES** FOR SUPER BOMBER MAN 1, 2 OR 3. CALL BEN WRIGHT 01737 354405, BANSTEAD, SURREY.
- **WIPEOUT (PSX) FOR DESTRUCTION DERBY (PSX).** MAY SELL FOR £28 ono. PLAYSTATION CONVERTER ALSO WANTED, WILL PAY REASONABLE PRICE. CALL ANDREW GRAHAM 01889 500414, STAFFORD.
- **I'LL SWAP MK3 OR 3D LEMMINGS** FOR THEME PARK. CALL ALEX AFTER 4PM (ALL GAMES PLAYSTATION). 0181 398 5023, SURREY.
- **PGA TOUR '96 AND ALONE IN THE DARK FOR SWAP** FOR ANY GOOD PS TITLE OR SELL £30 EACH. CALL CRAIG AFTER 8PM 0181 532 0415, LOUGHTON, ESSEX.
- **FOR SALE SNES WITH STARWING** £30 AND PANZER DRAGOON (SATURN) £20 ono. CALL ROBERT COKER 940 4117, NOTTINGHAM.
- **WANTED: PREMIER MANAGER AND SENSIBLE SOCCER** FOR MEGA DRIVE WILL PAY £10-£15. CALL TOM ELLIS 01384 353751, WEST MIDLANDS.

CONSOLES

- **SNES + 1 PAD AND 2 GAMES, SEGA MEGA DRIVE WITH 3 PADS + 5 GAMES** SWAP FOR PCX OR SATURN WITH 2 GOOD GAMES OR MORE. CALL THOMAS 0151 709 3977, LIVERPOOL.
- **NINTENDO 64 INC STEP DOWN, RGB AND MARIO.** BRAND NEW £380. CALL HATIM HASSAN 01924 477943, WEST YORKSHIRE.
- **SNES, 2 PADS, 14 GAMES** INC NBA 96, CANNON FODDER, SSF2, THEME PARK, SUPER BOMBERMAN 2 AND 3 £140 ONO (BOXED). CALL GRAEME FIRMIN 01763 246462, HERTS.
- **FOR SALE: JUNGLE STRIKE CD-ROM + SPIDER MAN CARTOON MAKER** (ALSO CD-ROM) £33 EACH OR WILL SWAP EITHER TITLE FOR MORTAL KOMBAT CD-ROM. SHERMAN WONG, 23A JUNIPER MAN-SION, TAIKOO SHING, HONG KONG. OR PHONE (H.K.) 2568 1399

- **ATARI JAGUAR, 1 PAD + 7 GAMES** INC DOOM, ALIEN VS PREDATOR £50 ONO OR SWAP FOR PLAYSTATION. CALL JOHN BAMBER 336 4942, MANCHESTER.
- **MEGA DRIVE + 6 GAMES,** ALL GOOD AS NEW. ALL VERY GOOD CONDITION, 2 PADS £90 - £100, MAY SEPARATE. CALL SIMON GOWER 01278 652526, SOMERSET.
- **GAME BOY - YELLOW, NEW WITH TETRIS AND BART SIMPSON** FOR £40. GAME BOY LIGHT AND ADAPTOR, BOTH FOR £5. CONTACT JITEN ON 0181 893 5462, MIDDLESEX.
- **SWAP MEGA DRIVE WITH 2 PADS,** ARCADE POWER STICK, 11 GAMES INC CANNON FODDER, FLASHBACK FOR PLAYSTATION WITH 2 GAMES OR MORE. CALL LEE MULLINS 01443 434275, MID GLAMORGAN.
- **MEGA DRIVE, 19 GAMES, 4 PADS + MAGS.** SWAP FOR PLAYSTATION WITH 6 GAMES AND 2 PADS. CALL ANTHONY 01782 775226, STAFFORDSHIRE.
- **THE RAREST ITEM IN THE GAMING WORLD.** FULLY WORKING VECTREX WITH 3 PADS AND 13 CARTS. BUYER COLLECTS, WILL NOT SPLIT £450 (YES REALLY)
- **AMIGA 1200 BOXED, 50 GAMES** (SOME BOXED), WORD PROCESSOR AND PRINTER, JOYSTICK £250 OR SWAP FOR PLAYSTATION. MR R BLACKMUR 01293 416634, WEST SUSSEX.
- **WILL SWAP SNES** WITH CONVERTER, ACTION REPLAY, 14 GAMES INC SSF2, SRFX, SUPER METROID FOR SEGA SATURN WITH AT LEAST 3 GAMES. CALL LEE MULLINS 01443 434275, MID GLAMORGAN.
- **MEGA DRIVE 2 - MEGA CD 2,** GAMES FOR MEGA DRIVE INC: GUNSTAR HEROES, BOMBERMAN + ROAD AVENGER (CD) £160. CALL ANDY AFTER 6PM 01734 784995, BERKSHIRE.
- **FOR SALE: PLAYSTATION + INTERNATIONAL TRACK AND FIELD, TEKKEN, RIDGE RACER AND 2 DEMO CD'S + 2 PADS** £350. PHONE GURINDER SINGH (4.30PM-5.30PM) 01922 448316, WEST MIDLANDS.
- **MEGA DRIVE + SONIC 1 £45** IF INTERESTED CALL DAMIAN 0171 737 7086, BUYER MUST COLLECT LONDON AREA. ALSO GAMEGEAR £20.
- **MEGA DRIVE 2 - MEGA CD 2,** GAMES FOR MEGA DRIVE INC: GUNSTAR HEROES, BOMBERMAN + ROAD AVENGER (CD) £160. CALL ANDY AFTER 6PM 01734 784995, BERKSHIRE.

- **MASTER SYSTEM 2 WITH 2 PADS AND 8 GAMES** INC SONIC 1 & 2. WORTH AROUND £100, SELL FOR £40. CALL SAM JACOBS 0181 428 5843, WATFORD.
- **FOR SALE AMIGA 500 WITH OVER 100 GAMES,** PRINTER, 2ND DRIVE. MEGA DRIVE WITH 3 PADS AND OVER 20 TOP TITLES. SNES WITH 25 GAMES, 2 PADS INC: UNI RALLY, EARTHBOUND, NBA GIVE'N GO, MARIO + LOADS OF MAGS ECT. CALL FOR PRICES OR SELL THE LOT FOR £450. WILLING TO SPLIT CALL PHIL 0181 281 0990, ESSEX, AFTER 8.00PM.
- **NINTENDO 64 (JAP), STEP DOWN TRANSFORMER, LEADS AND MARIO 64.** EXCELLENT CONDITION, HARDLY USED £395.
- **SEGA MEGA DRIVE, 7 GOOD GAMES + GAME GENIE, 2 PADS** £75. CALL SHAUN HEAP (BRADELEY) 851493.
- **SNES FOR SALE, 12 GAMES** INC: YOSHI'S ISLAND, MARIO KART, KILLER INSTINCT, DOOM, STUNT RACE FX, 4 PADS + ADAPTOR, BUYER COLLECTS £175. CALL JAMES 01733 325535, PETERBOROUGH.
- **SUPER NES WITH EIGHT GAMES** INC EARTHWORM JIM 2 AND JAGUAR WITH 5 GAMES INCLUDING DOOM. SWAP BOTH FOR SATURN OR PLAYSTATION. CALL NEIL BELL 01229 838337, CUMBRIA.
- **WANTED: MAXIMUM NO.1 FOR £10,** ALSO ORIGINAL MEAN MACHINES 1-7, 14, 17, 20. MEGA 32X + DOOM, STAR WARS, TOUGHMAN CONTEST £109 ONO. PHONE SEBASTIAN 01603 615638.
- **UK PLAYSTATION 6 GAMES, 8 DEMO DISKS, 2 JOYPADS + FIFA '96 UNBOXED** SELL FOR £240 EXCELLENT CONDITION. CALL LUKE JEBSON 01203 593083, COVENTRY.
- **PANASONIC 3DO, 14 GAMES** INC N.F.S, RETURN, CANNON FODDER AND STREET FIGHTER, 2 PADS AND MAGS + DEMO DISKS, ALL FOR £250. CALL DANIEL WATTS 01384 831413, WEST MIDLANDS.
- **SNES FOR SALE WITH STREET FIGHTER 2 TURBO** FOR £70. BARKLY SHUT UP AND JAM, PRIMAL RAGE, TERMINATOR 2 £10 EACH. JAIME McNEIL 01383 610222, SCOTLAND.
- **GAME GEAR, 3 GAMES + TV ADAPTOR** £60 ono. 386 LAPTOP PC + CABLES AND MOUSE £140. LOAD OF MEGA DRIVE GAME TO SWAP FOR PLAYSTATION TITLES. CALL EWAN 01734 892561, BERKS.

CLASSIFIED

FREEPLAY

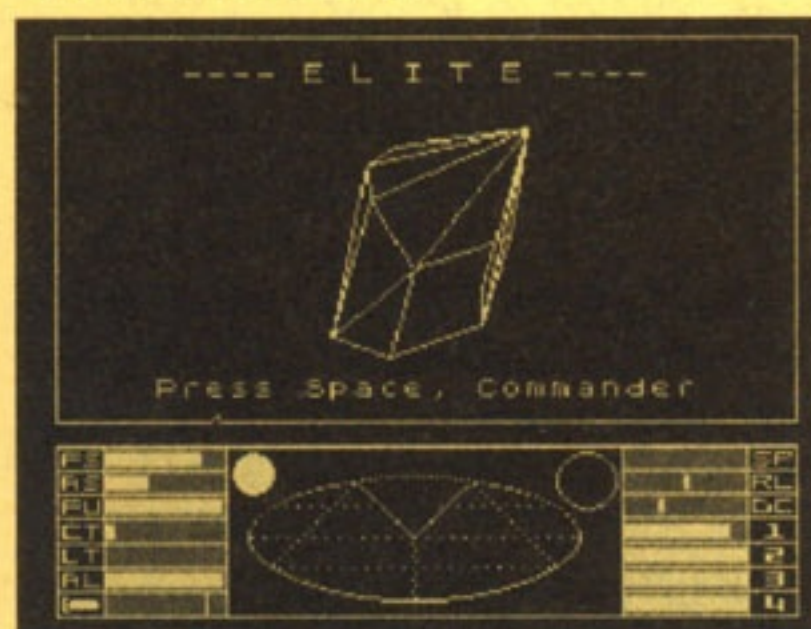
Dave Keel's Retro Computer Cabin

Welcome... Retro fans to your ever-expanding section of the mag, where each month the Microgoblin endeavours to dredge up the past and add another crate of pongy old C-60 cassettes to his already heaving grotto of gaming memorabilia.

How could we celebrate the 15th Anniversary of CVG without also celebrating the granddaddy of all video games—TAITO'S *SPACE INVADERS* (which also happens to be the name given to ANY Video Game by most parents over 50). The story of TAITO and *SPACE INVADERS* is an unusual one. Mehile Cogan, a Jewish businessman who was born in Odessa and educated in Japan, created the TAITO trading company in 1953 to import pinball machines from the USA. When ATARI (which means 'A HIT' in Japan) came up with *PONG* and other video games, TAITO felt it was time to invest in this new technology. TAITO will not say exactly who *SPACE INVADERS* was developed by and it was never patented to protect its secrecy! Before *SPACE INVADERS* came along there were loads of two player arcade games, such as tennis and cowboy wotsits and the quality of your game depended on the skill of your opponent.

TAITO came up with the revolutionary idea of the gamer playing against the machine! The program was finished in the summer of 1977, but it was not until the summer of 1978 that TAITO finally released their product (a year after the release of the first *STAR WARS* movie and in the middle of the science fiction boom.

The rest of the story is history! By the spring of 1979, the boom had reached epidemic levels and Japan had started to run out of 100 Yen coins. The bank was forced to mint three times as many coins because of the increased demand created by *SPACE INVADERS*.



Ⓢ If anyone sent off for the badge by becoming ELITE, send it in so I can have a butchers, eh!

messages you get for shooting the UFO (TAITO Japanese versions only). I recommend you check out the excellent SUPER GAMEBOY version or the classic ATARI 2600 cart. (Fans should also keep an eye out for *MOON CRESTA*, *GORF*, *GALAXIANS* and *GALAGA*.)

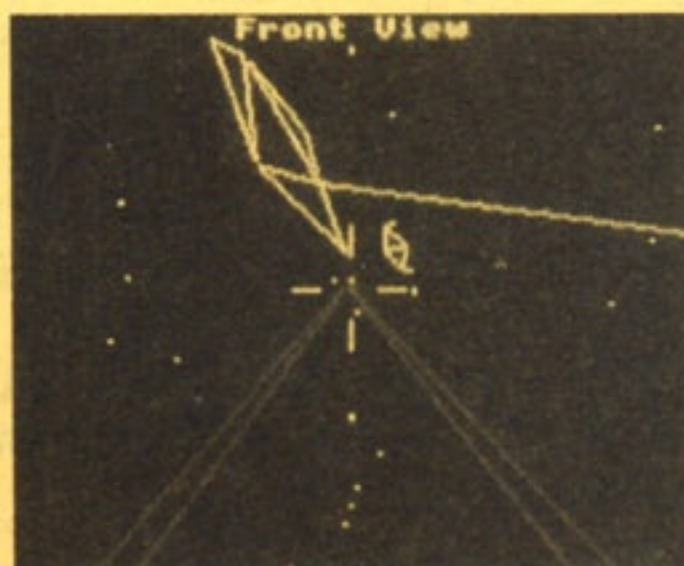
You know I can't believe I'm on my seventh cabin and have hardly mentioned *ELITE* by David Braben and Ian Bell! This space trading game was THE reason many people bought BBC B's (apart from all the awesome Acornsoft arcade rip offs). Since



Ⓢ Look out for some AWESOME CVG Anniversary *SPACE INVADER* T-shirts... coming soon.



If you're lucky enough, you'll still be able to find one because some arcades still have a machine tucked away in the back, next to the broken old fruitties. Don't expect to pick one up cheap though — most operators are pretty clued up and usually ask around £600 for a good un! I've come across two recently and they're an awesome nostalgia trip, from the deep thudding alien march across the screen to the quirky



WIN! AN ORIGINAL SINCLAIR SPECTRUM!

Not the usual load of old 'Car Boot' tat this month! No, this is your chance to win a (nearly) mint 16K Spectrum—complete with manuals and Horizons tape in a nice box. Apart from the fact it buzzes quite alarmingly when you plug it in, this is one compo that all retro fans should enter. (Last months 'two entries' for the Grandstand thingy was slightly disappointing!) Look, I'll even chuck in some smart original 16K games and a malfunctioning *THUNDERING TURBO TOMMYTRONIC™ 3-D*.

Q: What were the names of the two publishers responsible for advertising and selling *MANIC MINER* at the same time?

Send your entries to "We Love Sir Clive" at the usual address. But please mark your entries for the 'Microgoblin's' attention.



then it's found its way onto nearly every other format in the last ten years

including the NES and PC. I even saw a really cool SNES version, half complete about four years ago, which unfortunately never made it into production. Though I possess nearly every version made, including the Spectrum (with LENSLOCK security dongle), the original Acornsoft and 'Second Processor ELITE' versions still elude me!

Each version of *ELITE* was slightly different, to take advantage of the machine it appeared on (remember the tribbles in the C64 version), but the basic formula has always remained — pilot your Cobra Mk III around several galaxies whilst trading goods and killing people. Tommy G used to call himself 'COMMANDER NIPPLE' and dreamt of buying A FER DE LANCE "Cos it had a billiard table on it and everything like a real play-boy's ship ... cor man I used to stay up all night ship spotting and there was always a rumour that there were these dreadnoughts in deep space and the missions... oooh I'll tell ya I loved the one where you had to chase after the Constrictor and everytime you caught up with him he'd have flown off to another part of the galaxy... (gasps for a breath)...sigh...waffle waffle"

Tom's right, cos the best thing about the game was the fact that you really got engrossed in the action while you strove for that elusive rank of ELITE! Try and hunt down the BBC B version of the game as it came with a poster (to help identify enemy ships), a quick reference card for the controls and a novella (the Dark Wheel by Robert Holdstock).

AVALON by Hewson was billed as the first computer movie (in as much as doors swung open etc... and characters would follow you into different rooms). You control apprentice magician Maroc on an underground quest for wizardly power. It managed to combine a novel graphics system with adventure elements to produce an extremely engrossing game. Basically you scrolled around the levels collecting a list of spells that enabled you to progress further into the adventure. The sequel, *DRAGONTORC*, broadened the action to various parts of Arthurian Britain and introduced more characters. The games were made by the



Ⓢ These little buggers are a pain to shake off until you get the correct spell to do away with em.

CABIN FREEPLAY CLASSIFIED

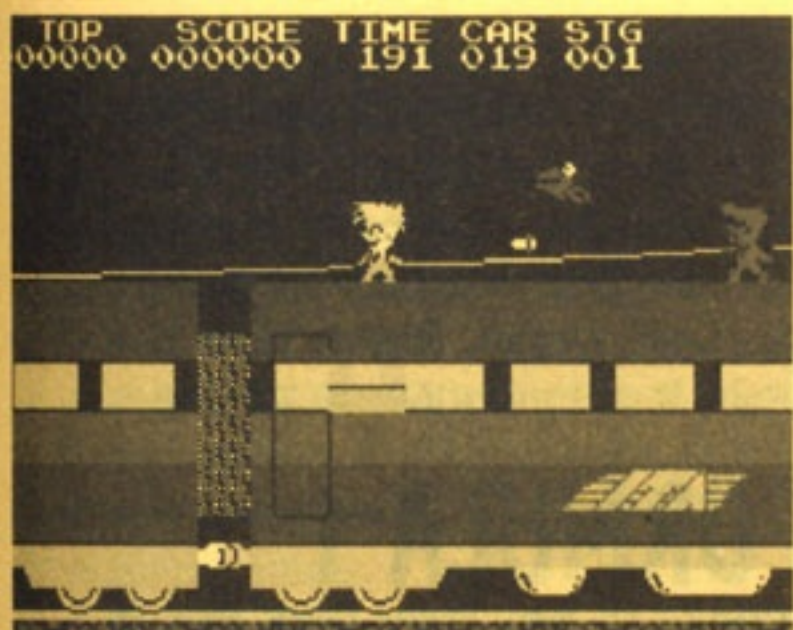
"RETROGAMES" No.6 IS PROBABLY OUT BY NOW ALONG WITH HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

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

SIMON GREEN (ANOTHER 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.

DON'T FORGET THE HMV LEVEL ONE RETRO GAMING EXHIBITION. IT RUNS FROM SATURDAY OCTOBER 19TH TO SATURDAY NOVEMBER 2ND. YOU MUST GO... IT'LL BE AWESOME!!!

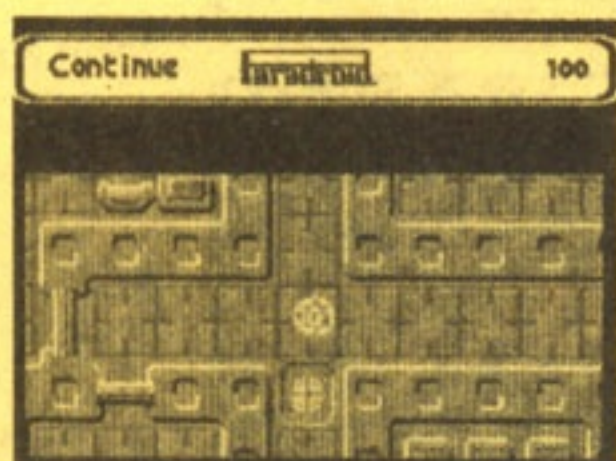
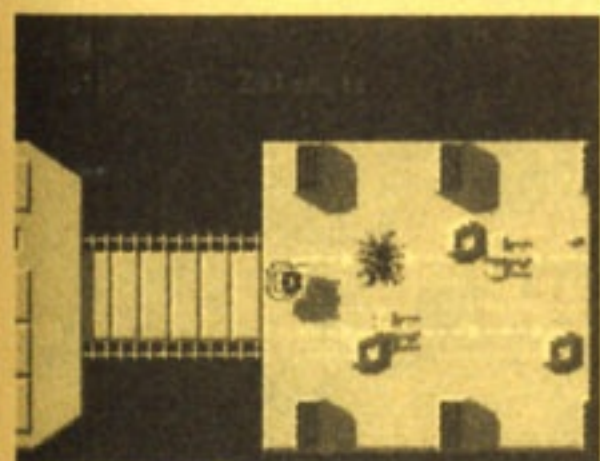




Ⓢ **STOP THE EXPRESS is worth digging out, but it's still very frustrating.**

player is a secret agent who must stop a train before it reaches the country of the Redmen who have hijacked it. First of all you must run across the top of the train dodging obstacles such as the knife-throwing Redmen and gaps between the carriages. After a certain amount of carriages, the scene switches to the inside of the train where you have to run down to the engine where the brakes can be applied. To be honest, I didn't get very far cos it's so blinkin' difficult – you can get halfway across the whole train only to get shot, tumble off and start again from the beginning!

PARADROID AND *URIDIUM* are two C64 classics by Andrew Braybrook and as CVG said all those years ago, a C64 owner without *URIDIUM* is like a goldfish without a bowl. Er... yes well if anything, *URIDIUM* hasn't stood the test of time quite as well as *PARADROID*, though it's still a nice little blast and one of the best shoot 'em ups on the machine. *PARADROID* on the other hand is still a joy to play. You control a droid with an 'influence device' out to destroy a whole host of rebellious droids on-board a space freighter. Your aim is to destroy the mutinous



Ⓢ **Look out for the enhanced originals released a few years later with enhanced features.**

crew by zapping them or taking over via your influence device (a droid's power is shown by a number on its chest).

The transfer game is the key to success in the *PARADROID* and you won't be able to progress unless you master it. When you've locked onto a rebel droid – by bumping into your target and pressing the fire button – the screen changes from an overhead view of the deck to a puzzle screen where you hopefully gain control of the new droid by winning control of its circuits. Fail and you burn out! Once all the droids on one deck have been knocked out, the lights turn off and you progress to another infested deck. The legendary Andrew Braybrook is going to appear at the HMV Retro Games Exhibition at level one.

To round off this month I must just apologise for naming ATARI as the creators of *PAC-LAND* a couple of issues ago, it was of course NAMCO. Sorry everyone.

CALCULATOR CORNER

THIS LITTLE ITEM WAS ACTUALLY MEANT TO BE A LITTLE JOKE BY TOM GUISE (HE ALWAYS TAKES THE PISS OUT OF MY OLD GAMES, THE STINKING BELL PEPPER.) BUUUUT... SINCE HE MENTIONED IT, I'VE PICKED UP A LOVELY LITTLE SINCLAIR OXFORD (HE INVENTED THE FIRST POCKET CALCULATOR BY THE WAY), THEY'RE NOT MASSES OF FUN OBVIOUSLY, BUT ALONG WITH SINCLAIR WATCHES AND TV'S THEY'RE GETTING VERY COLLECTIBLE.



energy-based spell system which gave depth to an enthralling epic.

STOP THE EXPRESS by Sinclair research was launched in the spring of 1984 and set new cartoon style graphical standards for the Spectrum. The

Crowther's in the Cabin



While most journalists were being led into secret backrooms to view all this years latest ECTS products, the MicroGoblin was summoned into 'Castle' Gremlin to meet top programmer and 80's legend Tony Crowther.

GOBLIN: Did you ever push the C64 and other machines to their limit.

TC: No... you'll never get to the limit on any machine, because you move on and discover new machines anyway, but if I was to go back and try harder I probably could do things better.

GOBLIN: Have you ever done any games that were never released.

TC: Yeh, I did a game called *SHELTER* that I spent a week on. It was a 3D game on the C64 (a bit like *DOOM*) with chunky graphics where people hid behind barrels. It was done in the machine's character mode and at the time I felt it wasn't going in the right direction... so we shelved it! After that I've released every other game I've written.

GOBLIN: Are you the classic bedroom programmer responsible for ALL the music, graphics, code etc...

TC: Oh absolutely! Except now I've got an extension built onto the house and the last game I did EVERYTHING was on *CAPTIVE* for the Amiga. For *LIBERATION* and *KNIGHTMARE* we got artists in and in this one (*REALMS OF THE HAUNTING*—COMING SOON ON THE PC) I'm just doing the pure code... the compression algorithms, the video playback etc...

GOBLIN: You enjoy this way of working?

TC: Well sort of, I enjoy writing tools! It's like detective work trying to find bugs within the code. I've been doing this work for 15 years and I still find it great fun, it's never a job to me.

GOBLIN: How long did it take to write a game such as *LOCO* or *BLAGGER*.

TC: Ooooooh, they were fun

ones. They took about two weeks.

GOBLIN: Is that all?

TC: Well it doesn't take long to fill up 64k, whereas on say a PC you've got Gigabytes to use up.

GOBLIN: What was your first game?

TC: Well I did a few tests for *Alligator*. They're not something that I'm very proud of:

DAMZEL IN DISTRESS, *AZTEC TOMB PART 1*, *SQUASHER FROG*, *HAUNTED HOUSE* AND *KILLER WATT*. Then I did *BLAGGER*, *LOCO* and *SON OF BLAGGER*. Then I went to Gremlin Graphics and we did *POTTY PIGEON* and *SUICIDE EXPRESS*. After a while I left Gremlin to set up Wizard Developments – mind you I wish I never

had – but I'm back now, so there you go.

GOBLIN: How did you get the idea for a game such as *POTTY PIGEON*.

TC: I was bored one evening, so I sat in the park looking up at the sun with my sketch pad and thought to myself "This is a good idea for a game!"

GOBLIN: So you saw a pigeon.

TC: No, I didn't see a pigeon – it just came to me while I was lying there in the grass.

GOBLIN: Well, how about *BLAGGER* then.

TC: A friend of mine suggested I write a *MANIC MINER* type game. So I did.

GOBLIN: Did you do all the conversions to your games.

TC: No, I never do conversions except when I worked on the ST and AMIGA, but they were developed at the same time so it was different.

GOBLIN: Is there any game you wish you'd written.

TC: *DUNGEON MASTER* affected me the most and that's where *CAPTIVE* came from. I'd never seen anything that could beat that product and I really wanted to copy it with *CAPTIVE*, whereas with *REALMS OF THE HAUNTING* I'm just using 'DOOM' as a media.

GOBLIN: How did you get into programming.

TC: When I did my A levels I kept skipping lessons and I used to go to the library where I got interested in computers. I started writing educational software on BBC B's and SHARP MZ88's and I learnt BASIC by typing in listings from magazines—they never worked so I used to debug them and find out why they didn't work.

THERE NOW FOLLOWS ANOTHER QUICKIE USING THE SAME QUESTIONS FROM THE 1985 CVG YEARBOOK INTERVIEW.

FAVOURITE FOOD: INDIAN (ORIGINALLY NOTHING FOREIGN!)

FAVOURITE DRINK: TETLEY'S BITTER (SAME)

FAVOURITE TV PROGRAMME: ABYSS AND STAR TREK

FAVOURITE COMPUTER GAME: DUNGEON MASTER

PETS: MY DAUGHTER'S GOT A HAMSTER AND LOADS OF FISH. SILVER (A BUDGIE) THAT I HAD IN THE ORIGINAL INTERVIEW IS IN AN OLD PEOPLES HOME.

FAVOURITE POP GROUP: IRON MAIDEN (STILL) AMBITIONS WELL, I'M STILL IN THE BUSINESS AND I LOVE IT.



TIPS

TIPS

THE LEGEND OF LOMAS



Bonjour! If you want tips, you've come to the right place! If, however, you want high scores, turn to page 15 of FreePlay. But you've come to the tips page, so we're darned well going to give you tips! This month we've got plenty for Street Fighter Zero 2, as well as how to find a secret track for Formula 1 on PlayStation. Arrivederci!

Send your tips, cheats and players guides to:

TIPS,
CVG,
PRIORY COURT,
30-32 FARRINGDON
LANE,
LONDON, EC1R 3AU.
Or E-Mail Ed at:
elomas@candvg.demon.
co.uk



ARCADE

LAST BRONX

To change your weapons in *Last Bronx* to wacky things (like fish!), go to the character select screen and press the **Start button 13 times**, then start a game.

As with *Virtua Fighter 2*, you can select your character's victory pose simply by holding one of

the buttons. Try **Punch, Kick or Guard**, or all three pressed at once. The hidden taunt move can be performed by any character during the game simply by moving the stick in a quarter-circle forward and pressing Start.

PLAYSTATION

STREET FIGHTER ZERO 2

Rumour has it that there are no secret characters in PlayStation *SF Zero 2*. Wrong! It's possible to play as Shin-Gouki! To access him, go to the Player Select screen and highlight Gouki, and hold **Select**. Now press **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**. You should end up back on Gouki. Now select him while still holding **Select**. Shin-Gouki can throw double air fireballs, has a very fast recovery time, and is generally awesome!

To get an alternate costume with gold hair, do the code as above but select Shin-Gouki with three punches or kicks.

TIME COMMANDO

Here are codes for all the levels from **Darren Greenwood in Nuneaton**.
Roman Empire I1HWXBJN
Feudal Japan RQSFHLNW
Middle Ages GLADYKNC
Conquistadors ZIRTTZMI
Far West OXIIFUHU
Modern Wars ONXJRMGD
Future GNHIWQLS
Beyond Time PVRGPZMU

ATHLETE KINGS

To access the hidden character, play in Arcade Mode and finish with a score of at least **8000**. Then go to the main menu and hold the **X button** while selecting your new game mode. He'll then be on the character select screen.

To make your character roll down the 100 metres track rather than run, start a game and when the announc-



Ⓢ In case you can't see, Karl Vain is hopping the race here!

er is talking at the start of the race, press **Left, Right, then hold X**. Now start as usual to roll. To make your character hop for the 100 metres, start a game and press **Up, Left, Down, Right, then hold X** while the announcer is talking.

FORMULA 1

Thanks to **Ray from Disk Box in Chatham, Kent** for telling everyone how to access the secret track in *F1*. Simply set the game onto Medium difficulty or higher and win the championship season. Now go back to the menus and you'll have a new track option! Ray also recommends that you save your game at this point, otherwise you'll lose the track. The actual track is the shape of a car, by the way.

MOTOR TOON GRAND PRIX 2

In the review a few issues ago, we told you that there were loads of secrets hidden in the game which could only be accessed with skilful play. These cheats require very little skill at all. Simply go to the "Goodies" menu and press one of these button combinations.

- | | |
|----------------|-------------------------|
| NEW CHARACTERS | L1, L2+L1+R2, L1, R2+R1 |
| TANK COMBAT | L1+R2, L1, L1, R2+R1 |
| NEW TRACKS | L1,R1,L1+R2,L1 |
| SUBMARINE-X | L1+R2, R2+R1, L1+R2, L2 |
| MOTOR TOON R | L1, L1+R2, R2+R1, R1 |

FADE TO BLACK

Here are passcodes for each level.

- | | |
|----|--------|
| 1 | SCTXCS |
| 2 | TCXCSX |
| 3 | XCXCTX |
| 4 | XSTCCT |
| 5 | SSTXXT |
| 6 | TXXXXC |
| 7 | CCTXTX |
| 8 | SSXTSS |
| 9 | TXXTCT |
| 10 | XTSCTX |
| 11 | CSXXSX |
| 12 | STXSCX |
| 13 | XXCTCT |

SATURN

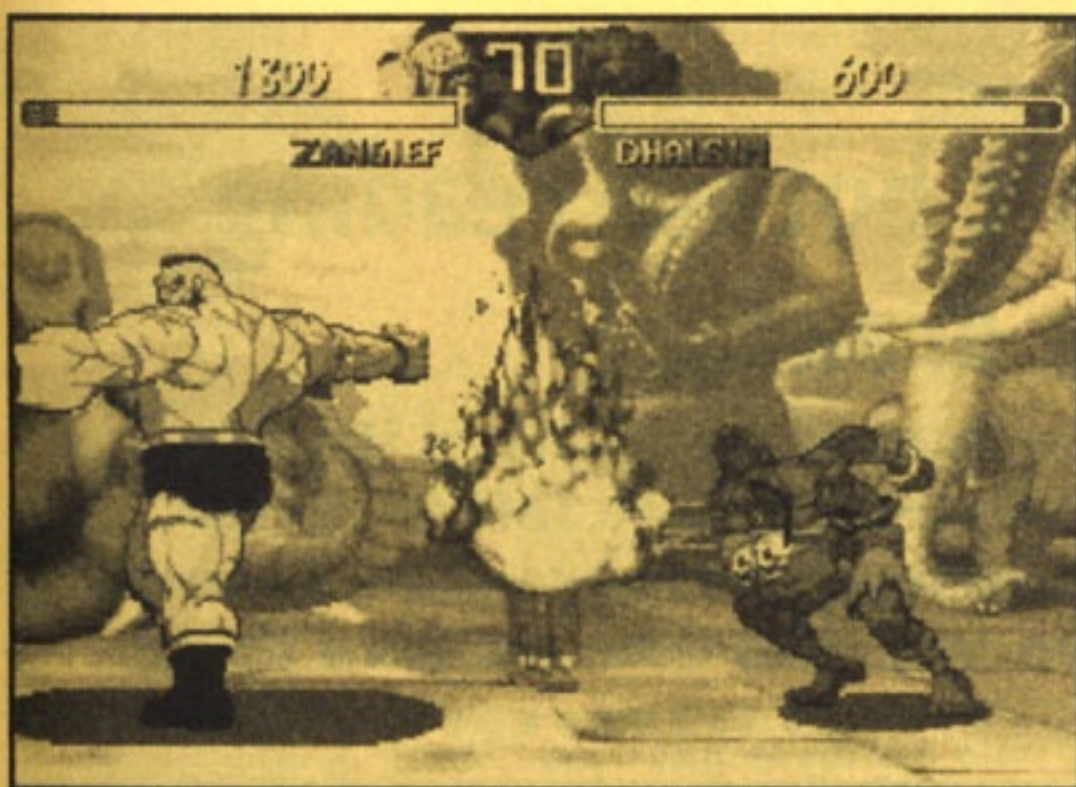
STREET FIGHTER ZERO 2

Extra special thanks go out to **Richard La Ruina from Cambridge** for getting us this cheat first. Well done! Select **Training Mode** and hold the **L button and Start**, then select any character. Then, during the game, perform a Custom Combo at any level and you'll get shadows behind you like Rose's Soul Illusion move, and you won't be rushing forward as usual. They will stay with you for the whole time, letting you get over **99 hit combos** in the corner very easily! Excellent!

FREEPLAY

To get rapid-fire attacks in the training mode, go to the training character select screen and hold **Start and the R button**, then select your character. Now you can simply hold an attack button and you'll repeatedly hit your dummy opponent!

It's also possible to do both the rapid-fire and infinite custom combo cheats at once by holding **L and R and Start** while selecting your character in training mode.



To play as Shin-Gouki on the Saturn, go to the player select screen and highlight Gouki. Now hold **Start** and press **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down**, then select him with any button. As with the PlayStation version, he can throw double air fireballs and is totally awesome!



To play as Evil Ryu, go to the character select screen and highlight Ryu. Now hold **Start** and move to Adon, Gouki, Adon, then back to Ryu. Now select him with any button while still holding **Start**.

To play as original Zangief, highlight him and hold **Start**, then move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Guy, Ken, then back to Zangief. Now select him with any button while still holding **Start**.

To play as original Dhalsim, highlight him and hold **Start**, then move to Zangief, Sagat, Nash, then back to Dhalsim. Now select him with any button while still holding **Start**.

Once you've done any of these character cheats once, save your game and from then on you can access the hidden character by simply holding **Start** and selecting the character on the Vs Mode screen.

SEGA RALLY

M. Marley from Stanley, Co. Durham says that if you start a replay and press **B, Y, B** immediately, you can control the camera by moving the D-Pad around. Well done M.

DESTRUCTION DERBY

These secret codes give you access to hidden features.

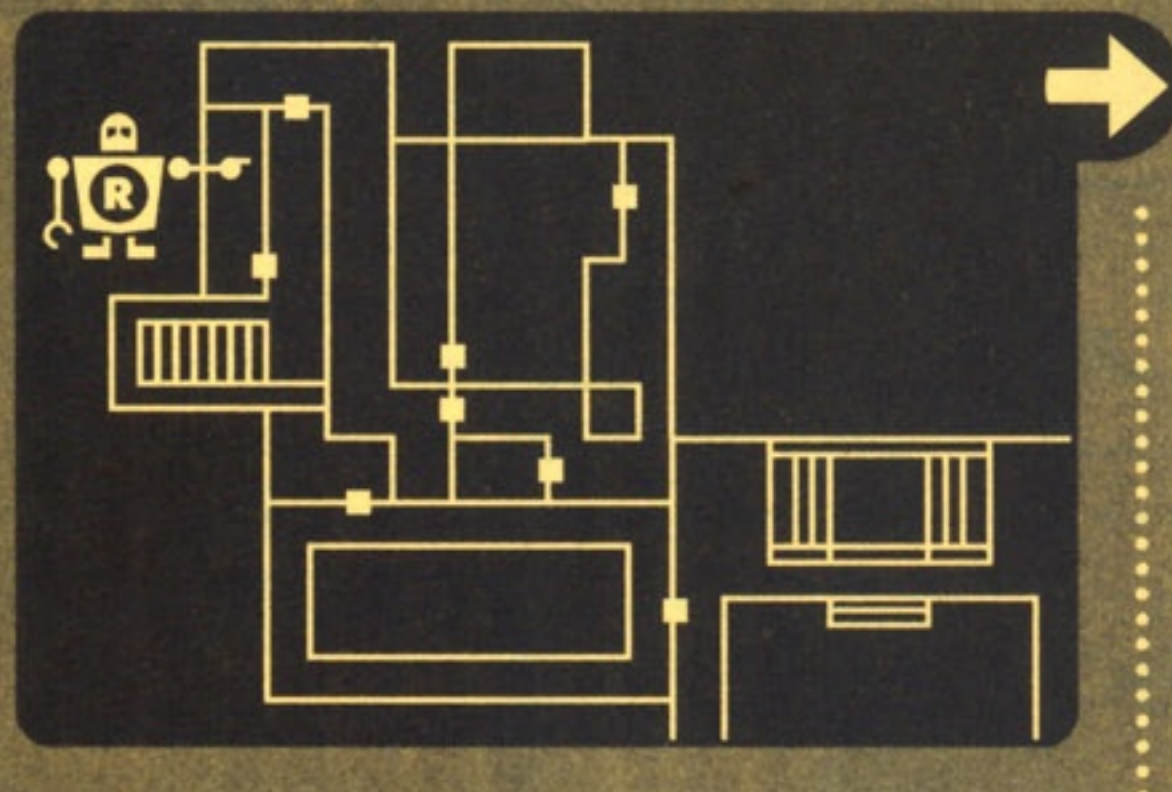
For the secret track, The Ruined Monastery, select Wreckin' Racing, then Championship Mode and enter your name as **REFLECT!** When you get back to the menu, choose Practice and you'll see the extra track as a question mark. To make yourself invincible, do the same as above, only enter your name as **IDAMAGE!**

WE'RE STUCK!

If you're completely stuck somewhere in a game, then you're probably rubbish. Never mind - we'll help! Please don't send SAEs because we can't reply personally.

I'M STUCK!

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



To access the number of competitors in a race, do the same as above but enter your name as **NPLAYERS**.

BUST-A-MOVE 2

S. Holmes from Walthamstow has found a cheat for *Bust-a-Move 2*. On the start screen press **X, Left, Right, X**. You can now watch the end sequence and have different backgrounds for the puzzle game!

LOADED

This single code is all that's needed to cheat as much as you want in Saturn *Loaded*.

Unfortunately, you'll need plenty of fingers. Pause the game at any time and highlight **'BGM Volume'**. Now press and hold the **L button, Z, B, X, C, then the R button**. This will activate the cheat. Now just press the **L button** on the pause screen to bring up the menu.

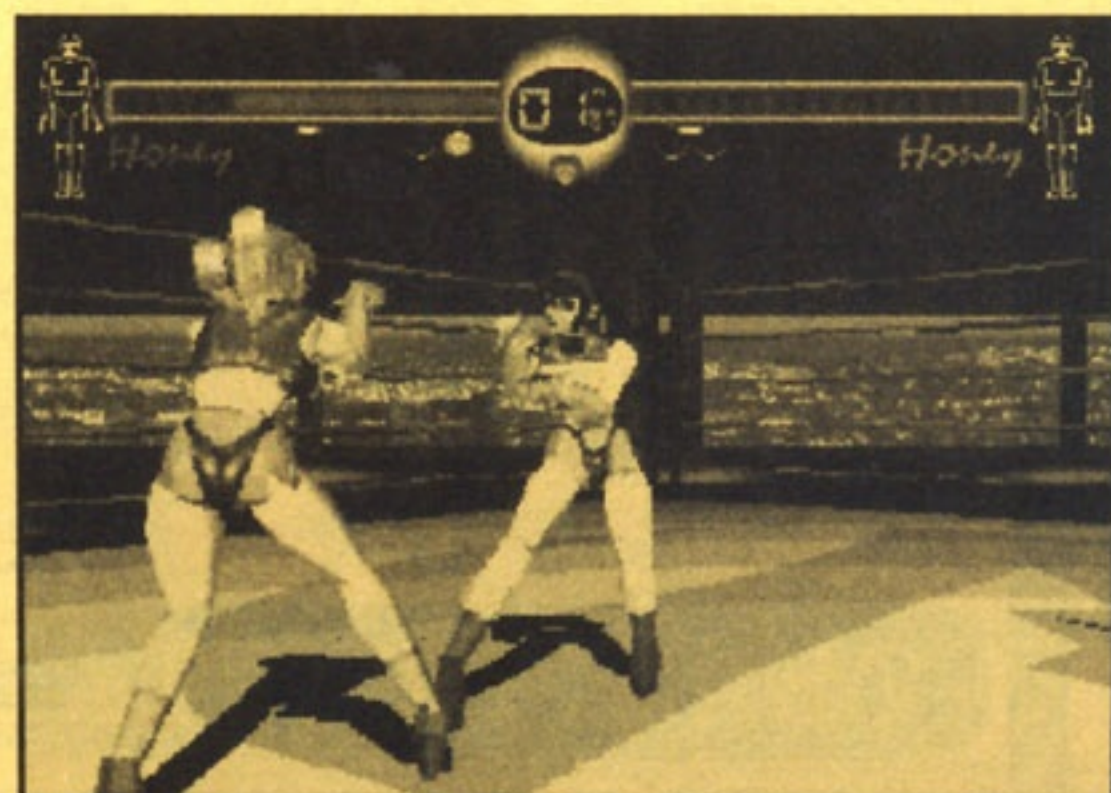
It lets you skip levels, give yourself more lives, and fill up your power bars.

FIGHTING VIPERS

It's possible to get Honey to take even more clothes off than usual when her armour is removed. Either complete the game as Honey in Hyper Mode on Very Hard setting, then play as her again straight away. Now remove your armour by pressing **F, B, F, B+G+P+K** very quickly, or by getting hit and you'll only be wearing a tiny pair of pants and a bra!

A slightly easier way once you've done this is simply to select Honey while holding the **X button**, then removing your armour.

Also, by holding the **Z button** and selecting Honey, her name will change to Candy, her UK name.



Ⓛ When you use the tip above and lose your armour, Honey's just wearing her undies!

Dear CVG,

In *Mortal Kombat 3* for the Super Nintendo I know the cheat to fight Noob Saibot but I can't do it quick enough. Can you help me.
Yours David Sillars.

CVG: Our advice? Do it faster. Actually, you may be having problems getting to the high numbers quickly, so try holding **Up** on the D-pad and pressing the buttons. This will cycle through the icons in reverse, starting at the ninth.

Dear CVG,

I have some problems with *Resident Evil* and *Ridge Racer Revolution*.

1. In your September issue you said the red jewel was in the room with the stuffed animals on the wall. Where is this room?
2. What do I use the Doom Books and the MO Disks for?

3. What do I do with the Magnum rounds?
Ridge Racer Revolution

1. When I do not fire any shots on *Galaga* I get fireworks and a special bonus. What does this do?

From WO'C, Dublin, Ireland.

CVG: Ok.

1. On the first floor, use the map on the left to get to the room that the robot's pointing to. Then turn off the lights, climb the stepladder and collect the shiny jewel.

2. You need to open them. Go to the object viewer and tilt the books around so that the pages are facing down and keep moving them about. Eventually they'll open and items will fall out.

3. Put them in the Magnum and shoot things. You get the Magnum once you've got both jewels.

RRR

1. We don't know exactly what this does. If anyone knows, please tell us.

Dear C&VG,

I'm stuck, can you answer this question for *Mortal Kombat 2* on the Mega Drive please?

Who is behind the "?" box and how do you fight him/her?

Phillip Mann, Peterborough, Cambs.

CVG: The "?" box is Jade, and you can fight her by working your way through to the character before the box and beating them with just the **Low Kick** button. You'll then move onto the box and fight her. By the way, she's hard to beat.

To CVG,

Could you please tell me any cheats that you might know for *Magic Carpet* (Sega Saturn), the two fatalities for Scorpion on *Ultimate MK3* (Sega Saturn) and the cheat to get every weapon for *Alien Trilogy* (Sony PlayStation).

By you I look forward to your reply placing them in your fab mag's tip section.

Richard.

And if possible please say hello to Tony and Shelia for me.

CVG: We don't actually know of any cheats for Saturn *Magic Carpet*, unfortunately. Scorpion's two fatalities are: **D, D, D, U+HK** from about a jump distance away, and **F, F, D, U+Run** when close.

And to get all the weapons in *Alien Trilogy*, enter this password

1G0TP1NK8C1DB00TSON. "Cheats Activated" will appear on the screen. Now go to the title screen and there'll be a cheat option to give you all the weapons. And we don't know who Tony and Shelia are, so we can't say hello to them.



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

drawinz Wot you dun

Alright art freaks! Don't bother reading me writin' just look at me drawinz!

Blimey! This has been the best month ever for drawinz! We spent so long going through them all we only had a week left to do the magazine, resulting in some pretty hilarious consequences, I can tell ya! Thanks for them all anyway - we love 'em. And then we burn them!

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!**



Really nicely drawn, this. I only printed it because it was different from the normal MK3 entries. Next month I'll do the same. Well done Gregory Johnson.



Cheesy!! The best Mouse platform game this year. Mark Gorman.



Games extravaganza! Nice one Stephen Dodd! A collection of the finest games drawn in a unique style. The picture of 'Yob' was one of my favourites this month too, although I'm afraid he's long gone, never to return again. Maybe.

drawinz
Wot you dun



Just a normal day for the CVG team here from our mystery artist. The resemblance to our office is uncanny. Phil is usually slightly more violent though!



Ed Lomas as a games character! That's something I don't want to see. Thanks Paul Hanagan. I am never ever going to look like that. Is that Zombie meant to look like Jaime by the way? Because it does. Although slightly better looking. Mark Bishop.



TEAM SPECIAL

All the CVG team here. Paul Davies. Tom Guise. Jaime Smith. Ed Lomas. Mike Newson, and Chewbacca. Thanks to Leigh Brady, excellent work!

FREEPLAY

VIRTUA COP 3



④ Virtua Cop 3. That'll be a big surprise won't it? I like the logo especially. Robin Glover.



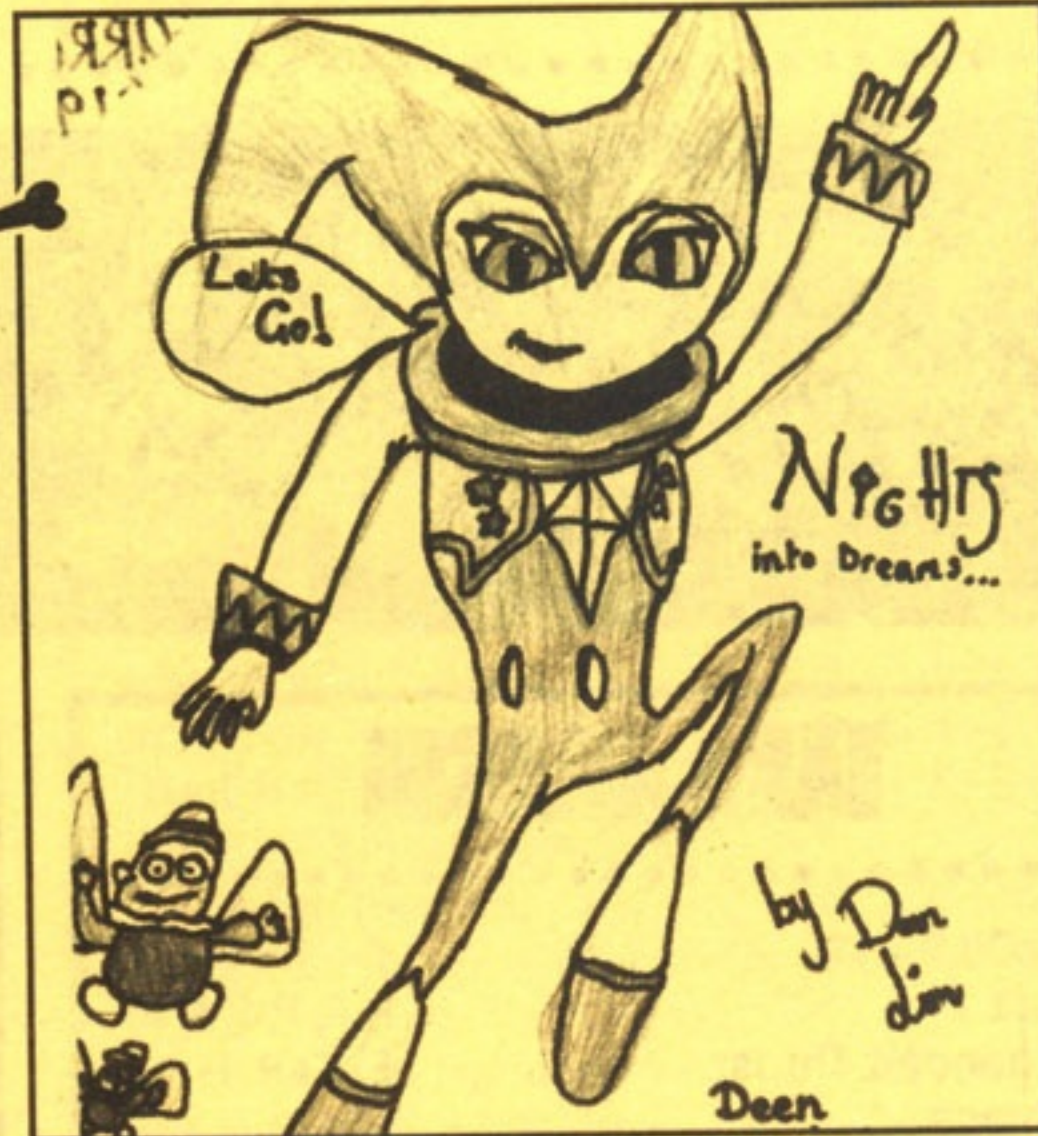
④ Ray Higgins and his fantastic collection of miniature Vampire Hunter dolls.



④ Alex Norman pays tribute to one of the PlayStation's finest. Check out the hair, awesome!



④ Another masterpiece from John Mc Mahon. Keep up the good work.



④ Two totally different pieces of artwork for the same game, this from Deen Lim. And this one from Andrew Higgins, I like 'em both. Not a word of a lie.



④ Only in this section can Sonic and Quake appear in the same picture. Thank God, Rob Sanderson.



④ Blood and violence. That's all you lot care about ain't it! Ben Jackson is a prime example.



④ Johnny Corbin shows just how 'Paul' uses his superior position to full effect on his man servant 'Ed'.



④ Guardian Heroes artwork courtesy of Andrew Anderson. Very well drawn my friend.

Send 'em in to:

drawinz
not you dun

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

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

Dear CVG.
I beg you to
put this picture
in the mag!
PLEASE?

④ Yeah, and none of this type of thing either. You hear?!!

drawinz
not you dun

FREEPLAY



PHOTO-COPY ME
AND GO DOWN
THE ARCADES

Virtua Fighter 3

FIRST EVER MOVES LIST

VF3 is the greatest 3D fighting game ever. **OFFICIAL!** It's also the most impressive game we've ever seen. But we tell you all that on page 80. Here's where we reveal the first moves list to be printed on this game! It's not complete, so expect more next month.

KEY

F - Forward **U** - Up
B - Backward **D** - Down

Any two of these next to each other signifies a diagonal, ie. **DF** - Diagonal Down

G - Guard
K - Kick

P - Punch
E - Evade

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

(B) After the move's name means your opponent has to have their back to you. (in the air) Move must be performed in the air.
(DF) (D) Means you **HOLD** in this direction.
Hold D, then... Means, start crouching before performing move.
* **Highlighted** moves are all **NEW** for VF3!!!

AOI UMENOKOJI

ATTACKS

Floating Cherry F, F, P+K
High Force Willow Fanning Fist B, B, P+K
Double Attack Side Elbow P, P, P
Unique Destroyer (DF)+P
Robe Vehicle F, F+P

Sleeve Extension Sword DF+P
Phoenix Hand DF+P+K
Flying Butterfly F+P
Whirlwind Cherry F+P, P
Cloud Kick F+K, K
Double Attacking Hook Legs P, P, K
Lightning Blade Destroyer F+K
Chain Scythe K, K
Linked Attacking Short Sword P, P, P, K
Grass Mower D+G+K
Linked Grass Mower P, P, P, D+K

THROWS

Minor Strike G+P
Falling Cedar (B) G+P
Six Stages Sash (obi) Taker B+G+P
Full Moon Comma DB+G+P
Cat's Cradle D+G+P
Aikido Throw (D), F+G+P
Decisive Hand Downer D+G+P+K

COUNTERS

Back Fanning Flow (B, high K counter) F+P+K
Back Forearm Return (B, high P counter) F+P+K
Feather Haze (reverse high K counter) B+P
Transformation (straight high P counter) B+P+K
Jaws Of The Dragon (right elbow counter) DB+P+K
Fanning Flow (right-handed low P counter) D+P+K

SPECIALS

Branch Breaker (feet turned upwards) DF+G+P

TAKA-ARASHI

ATTACKS

Thrust P, P, P, P, P, P
Two-handed Thrust F, F+P, P
Kachiage (DF)+P+K
(balance-destroying lunge)
Two-handed Attack F, F+P
Topknot Tugging Hand P+K
Elbow Strike F+P
Killer Attack DF, DF+P
Dragon Topknot B, F+P
Demon Slayer DF+P
Demon Kachiage DF+P+K
Batakikomi (slapping down) B+P+K
Bell Ringer B+P
Icicle Breaker DB+P+K
Barrel Crusher (D), F+P
Brown Bear Claws (D), B, F+P
Elbow Slap F+P, P
Log Knee F+K
Four Thighs Kick B+K
Dew Sweep (D)+P+K

THROWS

Shower Fall F, F+G+P
Overhand Throw G+P
Swing Down (B) G+P
Cross Grips F+G+P
Outside Hook DF+G+P
Head Throw DB+G+P
Back Flip (D), B+G+P
Gripping Throw DF+G+P+K
Tower Throw G+P
(after Cross Grips)
Outside Unique B+G+P
(after Cross Grips)

SPECIALS

Cat Deceiver G+P+K

SHUN DI

ATTACKS

Serial Jaw Hand B, F+P, P, P
Side-sweeping Attack B+P
Provocative Arm Random Fist D, DF, F+P
Transformation Double
Rising Fists F+P+K
Back Fall Linked Twisting Legs DB+G+K
Back Kick Linked Thighs DB+K, K
Sky Dance Double
Turning Legs (in the air) F, F+K
Waving Linked Twisting Legs B+G+K
Forward Twisting Sweeping
Thighs (more than 1 drinks) D+P+K
Linked Forward Twisting Sweeping
Thighs (more than 7 drinks) D+P+K, K, K
Whirlwind Sweeping Thighs (D)+G+K

***Linked Leg Turning Hand** **K, K, P**
***Soaking Step Intoxicated Hard Hand** **B, DF+P**
***Intoxicated Hermit Hand** **P+K**
***What Hermit Mother-In-Law** **F, (P, P, P), K**

Transformation Intoxicating
Liquor Lean (after handstand) P+K
***Linked Flying Leap Attack** **K, K**
***Slant Side Linked Legs (in the air)** **F+K+E**
Nirvana Whirlwind
Legs (after lying down) K
Linked Legs Back Lower Fists K, K, D+P

THROWS

Intoxicated Step G+P
Transformation Elbow B+G+P
Overthrow Back Elbow
***Powerful Bell Divide (B)** **G+P**
***Transformation Spin Thigh** **DF+G+P**

FOLLOW-UP ATTACK

***Spiral Intoxicated Elbow (F)** **DF+P**

SPECIALS

Turning Handstand F, D, B
Seat Of Iron D, D
***Liquor Taking** **D+G+P+K**
***Lie Down** **B, D, F**
***Mid-air Body** **U+P+K**

LION RAFALE

ATTACKS

Two Ears Whirlwind	F+P+K
Whetstone Hand	F+P+E
Taishan Double Crooked Hands	B+P+K
Arrow Swift Step	F, F+P
Vertical Leap Drill Fist	U+P+K
Rising Twisting Thigh	D+K, G+K
Overpowering Thigh	U+K, K
Crooked Hand Offered Knee	F+K
Transformation Random Yin Leg	F, F+G+K
Piercing Bow Thigh	DB+K
Felling Step Back Sweep Hand	DF+P+K
Slant Step Slant Sweeping Lash	D+P+E
Stealthy Step Sweeping Hand	D+P+K
Swift Place Sweeping Hand	DF+G+K
Back Sweeping Thigh	(D)+G+K
Flash Turn Sky Leg	UF+K

*Board Elbow Linked Hand	F+P, P
*Swift Place Rising	
Drill Hand Hold D, then	F+P
*Linked Twisting Thighs	K, K
*Axe Blade Linked Tip Legs	F, F+K, K
*Transformation Praying	
Mantis Linked Legs	B+P, P, K
Progressive Praying	
Mantis Sweeping Hand	B, DF+P
Linked Lash Sweeping Hand	P, P, D+P

THROWS

Harvest Cannon Prop	F, F+G+P
Destructive Sword	
Hand Autumn	ThighG+P
Transformation	
Double Crooked Hands	F, D, B+G+P
Seven Stars Mission Elbow	B+G+P

*Skilful Down Pointed Turn	DF+G+P
Mountain-climbing	
*Waving Legs Hold D, then	F+G+P

FOLLOW-UP ATTACK

*Falling Drill Hand	DF+P
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COUNTER

Dragon Screw (mid K counter)	DB+P+K
*Captured (high K counter)	B+P+K

JEFFRY MCWILD

ATTACKS

Stomach Crash	B, DF+P+K
Elbow Stamp	B+P
Dash Elbow Upper	F, F+P, P
Elbow Hammer	F+P, B+P
Kenka Kick	F, F+K
Heel Attack	B, F+K
Toe Kick	D+K

Hellbank Hammer	D+P+K
Rising Hammer	B, DF+P, P
Combo Kenka Kck	P, P, B+P
Kenka Hook	B, F+P
Triple Upper	DF+P, P, P
Tornado Hammer	F, B+P
Knee Hammer	B+K, P
Middle Hell Stab	F+P+K
Kenka Upper	DF, DF+P
Killing Toe Kick Hammer	K, K, P
Ducking Hammer	D+G+K

THROWS

Back Breaker (B)	G+P
Power Slam	F+G+P
Splash Mountain	DF, DF+G+P
Body Lift	B+G+P
Power Bomb	DF+G+P+K
Machine Gun Knee Lift	D, F+G+P+K
Iron Claw	D+G+P+K
Front Backbreaker	B, F, F+G+P
Toe Kick Splash Mountain	
(after Toe Kick hit)	D, DF, F+G+P
Triple Headbutt	B, F+G+P, F+G+P, F+G+P
Machine Gun Hammer	DB, F+G+P
Spain Buster	D+C+P

Sky-cleaving Divine Phoenix	(D), F+G+P
Spring Swallow Pagoda (B)	G+P
Thunder Quake in the Forest	F+G+P
Swallow Wind Wheeling Soar	F+G+P+K

COUNTERS

Swallow Twist Swaying Willows	
(high P counter)	B+P+K
Suspended Leg Twist Roll	
(left, right, mid K counter)	DB+P+K

KAGEMARU

ATTACKS

Side Bullet	DB+P
Falling Flash Sword	F+P+K
Phantom Leaves	B+G+K
Leaf Gaping Dragon (in the air)	F, F+G+K
Whirl Kick	D+G+K
Waterwheel Kick	UB+G+K
Whirlwind Kick (in the air)	UB+K
Floating Body Elbow	
Kick (in the air)	(D), F+K
Scattered Bullets Back Kick	P, P, P, K
Scattered Bullets Wind	
God Legs (in the air)	P, P, P, UB+K
Thunder Dragon Soaring Legs	F, F+G+P+K
Stray Shadow Legs	F, F+K
Turning Earth-grinding Legs	B, D, F+K
Earth Runner	DB+K

*Whirlwind Sword	D+P+K
*Spiral	B+P
*Back Waterwheel	DF+G+K
*Rock Destroyer	(DF)+P
*Sword flash between leaves	DF+P+K
*Full Moon Kick (in the air)	UF+G+K
*Spiral Back Kick	B+P, K
Scattered Bullets	
Spiral Back Kick	P, P, B+P, K

THROWS

Leaves Back Haze	G+P
Shadow Haze	B, F+G+P
Sword Haze	DF+G+P
Extended Arc Fall	B+G+P

*Back and Forth Freely	F+G+P
Floating Body	
*Chaotic Bullet Attack	UF+G+P
*Izuma Fall	
(after Extended Arc Fall)	U+G+P

COUNTERS

Forearm Return (high P counter)	B+P+K
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WOLF HAWKFIELD

ATTACKS

Level Back Chop	P+K
Shoulder Attack	B, F+P
Reverse Sledgehammer	(D), F+P
Flying Kneel Kick	F, F+G+K
Neck Cut Kick	G+K
Sovat	F+G+K
Front Roll Kick (in the air)	B, F+G+K
Drop Kick	UF+K
Low Drop	F, D+K

*Grizzly Lariat	DF+P+K
*Double High Kick	K, K
*Tomahawk Flash	F+P+K
*Tomahawk Chop	UF+P
*Dragonfish Blow	F+P, P
*Short Shoulder	B, F+P+K

THROWS

German Suplex (B)	G+P
Steiner's Screwdriver	DF, DF+G+P
Giant Swing	B, D, F+G+P
Body Slam	DF+G+P
Tiger Driver	DF+G+P+K
Double Arm Suplex	DB+G+P+K
Side Suplex	D+G+P+K
Frankensteiner	UF+G+K

*Catch	F+G+P
*Wrist Lock Throw	F, D, B+G+P
*Arm Lash	F, F+G+P
*Thunderfire Power	
Bomb (in combo)	G+P
*Change (in combo)	F+G+P

PAI CHAN

ATTACK

Back Region Lash	DB+P
Drilling Skilful Fist	F+P
Linked Twist Back	
twisting Legs	D+K, K
Whirlwind Claw	G+K
Linked High Tip Leg	P, P, P, F+K
Flying Swallow Fierce Legs	UF+K, K
Linked Back Roll Legs	P, P, P, UB+K
Linked Transformation	
Sweeping Legs	P, P, P, D+K
Swallow Twist Kick	(D)+G+K

*Swallow Formation	
*Whirlwind Legs	B+G+K
*Flying Swallow Bullet Thigh	F, F+P, K
*Swallow Dance Linked Legs	F+G+K
*High Step Skilful Hand	B+P
*Swallow Blue Tiger	
*Double Destroy	(D), F+P
*Pale Low Linked Lash Hands	DF+P, P,
	F+P
*Pale Low Linked Lash Legs	DF+P, P, K
*Tiger Swallow Fanning Legs	K, K
*Waving Body Sweep Legs	DB+G+K
*Linked Twisting Sweep Legs	(D)+K, K

THROWS

Body Fall Yin Hand	F, F+G+P
Whirlwind Swallow Formation	B, F+G+P
Divine head Fall	F, B+G+P
Restraining Swallow Pagoda	B, D+G+P

Flying Swallow	
Turning Astride	DF+G+P

SARAH BRYANT

ATTACKS

Snap Back Knuckle	DF+P
Double Kick	B+K
Tornado Kick	UF+G+K
Double Spin Kick	(D), B+K, K
Illusion Kick	DF+K, K
Step Round Kick (in the air)	F+G+K
Dash Knee	F, F+K
Spin Kick	G+K
Side Hook Kick	DB+G+K
Somersault Kick	UB+K
Rising Knee (in the air)	(D), F+K
Jackknife Side Kick	D+K, K
Double Joint Pad	F+P, K
Combo Rising Knee (in the air)	P, P, P, K
Combo Somersault Kick	P, P, P, UB+K
Leg Slicer	D+G+K
Round Kick (in the air)	U+G+K

*Double Sliced Kick	K, K
*Elbow Edge	F+P, (DF)+P
Dragon Cannon	DB+K Spin
Edge Kick	B+G+K
Toe Kick Jackknife	D+P+K, K

*Spin Heel Sword	UB+G+K
*Full Spin Dive	U, (UF)+K
*Elbow Heel Sword	F+P, B+K
*Low Spin Kick	DF+G+K
*Double Low Kick	(D)+K, K
*Moonsault	UF+P

THROWS
Neckbreaker Drop F, F+G+P
Lightning Knee Smash B+G+P

LAU CHAN

ATTACKS

Slant Up Hand	(DF)+P
Orderly Step Skilful Hand	DF, DF+P
Slant Down Hand	DF+P
Whirlwind Claw	G+K
Double Fists Whirlwind Thighs	P, P, K
Linked Transformation Legs	P, P, P, K
Thigh Rising Back	
Twist Legs	(hold D, then K)
Tiger Legs Back Roll	UB+K
Sky Tiger Legs (in the air)	UF+G+K
Sky Rising Tiger	
Drill Legs (in the air)	UF+K
Linked Back roll	
Legs (in the air)	P, P, P, UB+K
Earth-sweeping Thighs	F, D+K
Swallow Twist Kick	(D)+G+K
Linked Transformation	
Sweeping Legs	P, P, P, (D)+K
Sky Rising Slant	
Hand (in the air)	U+P
White-hot Tiger Pointed	
Legs (in the air)	U+K

*Tiger-Dragon	
Transformation Legs	B, D, F+G+K
*Young Swallow hand	B, F, F+P
*Double Tiger Strong Grasp	DF+P+K
*Swallow Formation	
Whirlwind Legs	B, B+G+K
*Transformation Back	
Twist Legs	D+K, K
*Linked Kick	
Whirlwind Claw	K, K
*Linked Twist	
Sweeping Legs	(D)+K, K
*Flying Swallow	
Transformation Hand	B, B+P
*Flying Swallow	
Whirlwind Legs	B, B+P, G+K

THROWS
Transformation Throat Hand B, F+G+P
Willow Hand Fall B, D+G+P
Willow Vehicle Twister B+G+P

*Thunder Quake	
in the Forest	F+G+P
*Mother Nature's	
Overthrow	DF, DF+G+P

JACKY BRYANT

Double Spin Knuckle	B+P, P
Beat Knuckle	P+K
Spinning Kick	G+K
Lightning Kick	D+P+K, K,
K, K, K	
Spinning Arm Kick	B+P, K
Elbow Spin Kick	F+P, K
Combo Elbow Spin Kick	P, P, F+P, K
Dash Hammer Kick	F, F+K
Side Hook Kick	B+K
Middle Spin Kick	B, F+G+K
Somersault Kick	UB+K
Slant Back Knuckle	DB+P
Leg Slicer	D+G+K
Slant Low Spin Kick	DB+P, K
Spinning Low Spin Kick	B+P, D+K
Spinning Kick-Low Spin Kick	G+K,
D+G+K	

*Lightning Straight	DF+P, P, F+P
*Lightning Hook	DF+P, P, P, P
*Combo Back Knuckle Spin	P, P, B+P, K
*Elbow Knuckle Spin Kick	F+P, P, K
*Combo Knuckle Spin Kick	K, P, K
*Beat & Knuckle Spin	P+K, P, K
*Spin Heel Sword	B+G+K
*Double Middle Kick	DF+K, K
*Double Punch Knee Kick	P, P, F+K
*Double Low Kick	(D)+K, K
*Elbow Knuckle	
Low Spin Kick	F+P, P,
D+K	
*Combo Low Spin Kick	K, D+K
*Comboe Knuckle Low Spin	K, P, D+K

THROWS
Knee Strike F, B+G+P

AKIRA YUKI

ATTACKS

Back Gate Crest Thighs	F, F+P
Leaping Crest Thighs	F, F, F+P
Cannon Lift	DF, DF+P
Fierce Tiger Hard	
Crawl Mountain	(D), F+P
White Tiger Double Hand Slap	(D), B, F+P
Solitary Step Crest Knee	G+K, G ???
Linked Thighs	F, F+K, K
Iron Mountain Prop	B, F, F+P+K
Gaping Jaw	F+G+P
Lightning Foot Waving Jaw	D+G+P

*Leaping Mountain	
Destructive Lash	B, F+P+K
*Downward Seek	
Destructive Lash	DF+P+K
*High Step Collision Hand	B, F+P
*Collision Trot	(D), F+P+K
*Dragon Spear Style	DF+G+K
*Trotting Crest Thighs	
(after Dragon Spear of G)	F+P
*Sticky Mountain Prop	B, F+P+K+E

THROWS

Heartfelt Grasp	DB, F+G+P
Young Sparrow Hawk	
Piercing Forest	B, DF+G+P
Big Wrap Destructive Lash	B, F+G+P
Mile Advance Jaw	DB+G+P
Orderly Step waving Jaw	B, D+G+P

*Great Sekko River(B)	G+P
*Lion Clutch Moon	DF+G+P

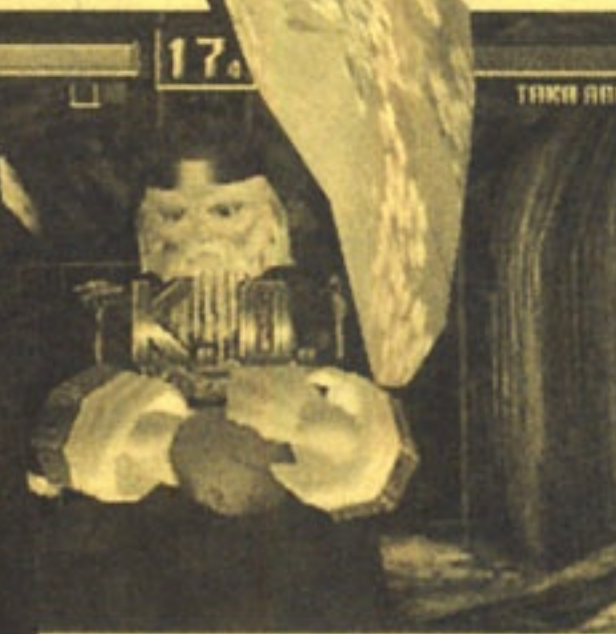
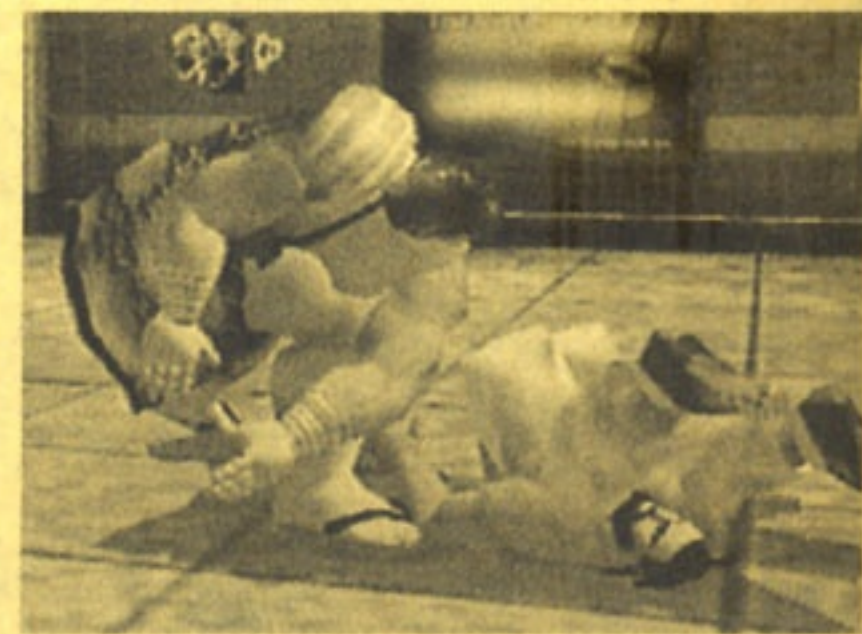
Spear Down Cannon DF+P

COUNTERS

Back Step Back Thigh	
(left foot mid K counter)	DB+P+K
Outer Gate Crest Thighs	
(straight high P counter)	B+P+K
One Wing Crest (high K)	B+P+K
Body Wave Single Slap	
(right hand low P counter)	D+P+K
Double Clap (low K counter)	D+P+K



Here's Shun's excellent new move, where he grab and shakes his opponent by the shoulders!



DIE HARD ARCADE

MOVES LIST AND NOTHING ELSE!



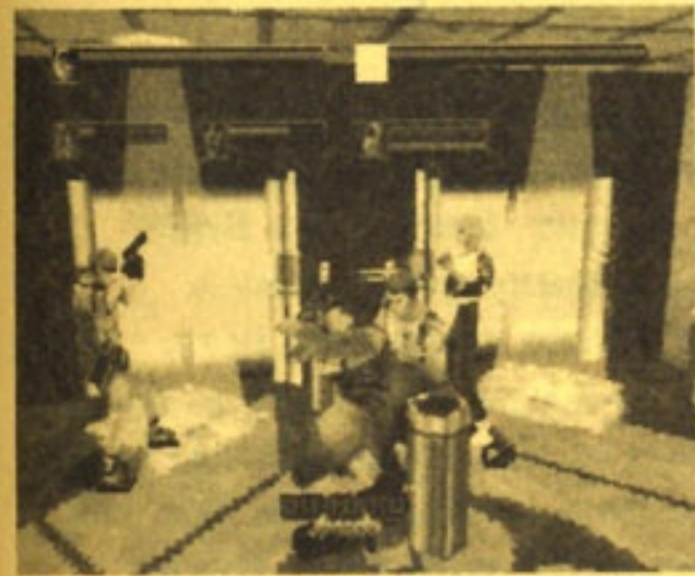
This guide, based on Phillip Perng's excellent posting on the arcade internet newsgroup (rec.games.video.arcade) is very useful for anyone who can find the game around. It's well worth a go, and even if you can't find the machine anywhere, keep the guide for the Saturn version due in the New Year.

KEY

- P Punch
- K Kick
- J Jump

- ↑ Up
- ↓ Down
- Forward
- ← Back

- + Push buttons at the same time
- , Push the buttons in order
- x Means to hold the direction while pressing the buttons



UNARMED

Triple Kick	K, K, K
Punch combo	→+P, P, P
Kick combo	→+K, K, K
Punch, Kick combo	→+P, P, P, K
Kick, Punch combo	→+K, K, P
Spin kick	P+K+J
(decreases health)	
Jumping overhead punch	J, P
Jump front kick	J, K
Jump 2X dropkick	→, ←+J, K
Lunge forward	→, →
Lunge backward	←, ← OR →, ←
Run	→, →
Running tackle	P while running
Running sidekick	K while running
Handspring back	←+K during lunge
Dragon punch	P+J
Running shoulder	→, ←+P+J
Double back kick	→, ←+K+J
Shoulder slam	J, ↑, ↓+P
Knee slam	J, ↑, ↓+K
Backfist	←+P
Turning sweep	←+K
Low punch combo	↑, ↓+P, P, P
Low kick combo	↑, ↓+K, K, K
Low punch/kick combo	↑, ↓+P, P, K



ON FLOOR

Spring up	P or K or J
Roll over	↑, ↓+P or K or J

GRABBING OPPONENT

Punch, elbow	P, P, P
Knee, elbow	K, K, K
Pin down, punch	P, P, ←, →+P, P, P
Pin down, slam head	K, K, ←, →+K, K, K
Forearm throw	←+P
Shoulder throw	←+K
Head slam	P+K+J
Upward stomach throw	P or K+J
Giant swing	P, P, K, K, P
German suplex	P, P, K, K, K
Leg swing	P, K, P
Suplex	P, K, K
Piledriver	K, P, P
Headlock slam	K, P, K



ARMED COMBAT

All grab moves are disabled. Player drops all weapons when hit or at end of each scene (except handgun at end of scene). Player can hold five clips plus one concealed handgun PLUS one weapon to wield. Player drops any weapon to pick up another weapon except when the new weapon is a concealable handgun.

ARMED WITH SHARP WEAPON

Stabbing	P, P, P, P, P, P
Swinging	K, K, K
Back swing	←+P
Jumping stab	J, P
Jumping spike	J, ↑, ↓+P
Low swing	↑, ↓+K

ARMED WITH CLUB WEAPON

Overhead swinging	P, P, P
Wide swinging	K, K, K
Back swing	←+(P OR K)
Jumping stab	J+P
High stab	↑, ↓+P
Low swing	↑, ↓+K

ARMED WITH HEAVY WEAPON

Throw projectile	P
Front kick	K



ARMED WITH GUN

(When all shots are expended, player throws the gun (without clip) or reloads (with clip) automatically. Bullets do NOT hurt partners, but thrown guns do. Machine gun fires 4 bullets per shot.

Shoot	P
Jumping shot	J, P
Turn & shoot	←+P
Crouch shot	↑, ↓+P
Handcuff	Grab enemy, then P, P or K, K

(Player can only handcuff someone when carrying a handgun.)

ARMED WITH MISSILE LAUNCHER



(Missiles harm partners. Jumping moves disabled)	
Launch missile	P
Front kick	K
Back swing	←+K

ARMED WITH ANTI-TANK GUN

(Shots harm partners. Jumping moves disabled)	
Fire gun	P
Overhead swing	K
Back swing	←
Hard Back swing	←+K

SKIPPY KAI YAY, MOTHER!



FREEPLAY FAN

The section, within a section, of CVG where you get to shout about your favourite games system and/ or software. This is the first batch of unedited mail to reach us, in which we find that: a) Saturn owners have big mouths, and b) that even Capcom have a tough time pleasing all of the people all of the time. Let's not turn this into a moan zone. There's too much to be positive about: *Fighting Vipers, Wipeout 2097, Quake* - woaaaawesooome!!!



The Address:
Freeplay Fan!
Freeplay
Computer and Video Games
Priory Court
30-32 Farringdon Lane
London EC1R 3AU



Dear CVG,
I am writing in response to your request for opinions for your Freeplay

Fan section after having read comments from writers for various magazines.

In my opinion the best home console available at the moment is the Sega Saturn. I believe that it is far superior to the PlayStation in terms of games available and as for the N64, I think Gus Swan of Mean Machines described it best as "nice, unavailable and has only two games."

No home console has a beat 'em up to match *Virtua Fighter 2*, a driving game to match *Daytona USA* or *Sega Rally*, or a platformer to match *Bug!* or *NIGHTS*. Also, in response to Matt Broughton's comment: 1) all CD consoles will have CD quality sound, for the simple reason that it is all pulled off the CD (durr!), 2) the whole point of an arcade conversion is to convey the gameplay perfectly, to make up for the graphics not being as good; and 3) show me a game on the PlayStation that is as arcade perfect as the Saturn conversion of *Virtua Cop*. Also, a billion games before 1997? Just a tad unrealistic methinks. Anyway, that's got a lot off my chest.

Martin Williams, Poole, Dorset

Many people, given a choice between 32-bit systems and the Nintendo would undoubtedly plump for the latter. But we are constricted by budgets. And to ourselves the consumers the Saturn or PlayStation is definitely the 'rosier option', and with titles like *NIGHTS*, *Tekken 2*, *F1*, *Duke Nukem*, etc, I think the N64 will be shunned by the public - too expensive, too little, too late.

Timothy Andrews, Brentwood, Essex



Dear CVG,
Is the Saturn the best system in the World? Oh yes! Everyone knows

that Sega makes the best arcade games, whether they admit it or not, and the fact that the most popular of these have been or will be converted to the Saturn almost perfectly should prove this alone. I admit that Namco have converted some brilliant arcade games to the PlayStation, which is probably the reason most people bought the system. However there is a rumour which might cause a lot of PlayStation owners to regret that they purchased the system, when they hear that Namco might start making games for Saturn and N64. The Saturn may not have as many games being released for it recently compared to the PlayStation, but this is not as important as the majority of the PlayStation games to be released recently are crap. When you think of the best games for Saturn they are mainly the ones which will only be released for this system, eg *VF2*, *VC*, *Sega Rally*, *Guardian Heroes* etc. Ok, so some people might own a few of the Psygnosis games, but the fact that we can buy these games for our system, and may be able to get their future games as well should worry PlayStation owners no end. Also there is another worrying thing for Sony, which is the difficulty that Capcom are obviously having with producing 2D games for the system (even though they deny it). For instance, where is *X-Men: Children of the Atom*? Some people against Sega ask, "where is Saturn's *Resident Evil*?" Capcom believe it is difficult to produce 3D

games on the Saturn, even though Sega have been producing some excellent 3D games on the Saturn. So obviously what Capcom really mean is that they find it difficult to make 3D games for the Saturn. Sega's future certainly is looking very bright, with the Net connections and modem soon to be released., the 8 megabit RAM card will be used to produce future games (eg *VF3*) and third party companies are now giving the system more support. So all I can say to the newcomers Sony is, 'To be this good takes ages' - stick to televisions and stereos. And all I can say to Nintendo is let the true battle begin!

Stephen Driscoll, Marlow, Buckinghamshire



Dear Freeplay,
When I bought a Super NES nearly five years ago, I knew - I knew that

this machine would set the pace in graphics and gameplay, that it would be the one machine that everyone would want. I knew that it would constantly surprise while others looked tired. I knew that this grey box would reward many years of loyal ownership with games that others only dreamed of... Buying a new console proved a tricky business, particularly when I'd grown so attached to the Super NES. So I decided not to sell it and in the meantime look long and hard at what was happening in the 32/64-bit world. Sony were doing all the shouting, with a high profile ad campaign and a definite aim towards the older user. But after a long play on the PlayStation I was unconvinced that this was the step forward they were claiming. This wasn't going to look as good a year on. Magazines were full of people griping about endless poor software. And the situation (bar *Resident Evil*) hasn't changed. My Super NES was classier than this. But what about the Nintendo saviour, N64? I owned a Super NES after all, so surely this would have been the logical progression. But Nintendo's attitude to the UK stinks. I refuse to pay import prices (well I would if I could afford them) so I would be doomed to suffer frustrating delays, very

expensive software, and worse still, not even seeing a release for great games. During the SNES' lifespan, many great games weren't even seen over here. I saw it as a sad loss that I never got to play any of the *Final Fantasy* series or *Goemon*, among many. This will happen again with N64. Maybe Nintendo don't care about us playing great games, unless they're Nintendo's own. Until the price is right, third party competition is allowed, and we see a little commitment here, Mario or not I will remain sceptical.

It was Sega who finally convinced me that they were serious. Seen by many as the underdog, but viewed by those 'in the know' as the machine with by far the most potential, the Saturn has, and will continue to surprise. If you are talking coin-ops, *VF2* and *Sega Rally* are by far superior to *Tekken* or *Ridge Racer* or *Killer Instinct*. Sega's AM teams lead where others follow, simple as that. If you're looking for original third party support look no further than *Exhumed*, *Tomb Raider*, and *Guardian Heroes* plus many others on the way from world class developers, exclusively on Saturn. Sega have a commitment to us here also. Release periods between Japan, USA, and UK are getting shorter, and we see ALL new releases. Sony and Nintendo just cannot compete on these terms. I won't say that *NIGHTS* is better than *Marlo 64* (I haven't played either yet) but what *NIGHTS* does show is further commitment from Sega to the Saturn, and to leaving the Saturn owner feeling positive towards the gaming experience, and looking forward to more. I knew the SNES would be the best of its kind, and when I bought a Saturn a few months ago, I knew.

Mark Storey, Norwood, Sheffield
PS: I'd just like to add, on behalf of Saturn AND PlayStation owners, a big raspberry to Capcom - surely the laziest of all 3rd parties. Saturn not suited to *Res Evil*? PlayStation can't handle 2D coin-ops? Capcom, if you can't be bothered to exploit hardware fully, then give the license to your games to someone who can.



Dear CVG,
With CVG giving *SM64* the thumbs up, and appraising the game, and

the N64 to no end, it's easy for us all to fall over ourselves in the hype and furore surrounding the big 64-bit console. However what I feel many journalists can't appreciate is how sceptical the public are of the N64. Many gamers, having already purchased a PlayStation or Saturn, will not be prepared to sell their system for an N64. By the time it is released officially, maybe Spring 1997, Sony and Sega, in an effort to thwart Nintendo's plans, will have cut their system's prices once again. Games will be cheaper, and there will be a huge database of games for both consoles. How on Earth can a system that retails for £260, with games at £60-65, possibly compete?

FREEPLAY

HIGH SCORES

Finally, after months of encouragement, you've actually sent us enough scores for us to make them into a proper section. But we still want more! If you reckon you're good at a game and you want someone to challenge you, send in your best score and see if anyone is even better! If you see a score here you can beat, let us know! Of course, we'd prefer it if they are for new games, as we don't want to waste loads of space with scores for *Budokan* or *UN Squadron* or something.

TRACK AND FIELD SPECIAL!

Since we started the *Track and Field* score challenge, we've had loads of amazing scores sent in so we're printing the top three world records for each of the events. Congratulations to everyone here - now the whole world knows how good you are at *Track and Field*!

OVERALL SCORE

- 1 19366 points**
Antonio Daley, Wolverhampton
- 2 18813 points**
Mark Harris, Herts
- 3 18519 points**
Alan Skene, Aberdeen

100M SPRINT

- 1 6.92 seconds**
Alan Skene, Aberdeen
- 2 6.96 seconds**
Mark Harris, Herts
- 3 7.03 seconds**
Antonio Daley, Wolverhampton

LONG JUMP

- 1 11.65 metres**
Alan Skene, Aberdeen
- 2 11.54 metres**
Mark Harris, Herts
- 3 11.35 metres**
Danny Vaughan, Liverpool

SHOT PUT

- 1 28.72 metres**
Robert Price, Maidstone
- 2 28.60 metres**
Stefan Rexeus, Helsingborg, Sweden
- 3 28.56 metres**
Paul Powell, Pontypridd

100M FREESTYLE

- 1 37.12 seconds**
Mark Harris, Herts
- 2 37.60 seconds**
Alan Skene, Aberdeen
- 3 38.80 seconds**
Antonio Daley, Wolverhampton

110M HURDLES

- 1 8.43 seconds**
Mark Harris, Herts
- 2 8.45 seconds**
Antonio Daley, Wolverhampton
- 3 8.57 seconds**
Eric Barwell, Doncaster

HIGH JUMP

- 1 2.80 metres**
Alan Skene, Aberdeen
- 2 2.80 metres**
Mark Harris, Herts
- 3 2.80 metres**
Rubiconi Matteo, Parma, Italy

HAMMER

- 1 110.38 metres**
Antonio Daley, Wolverhampton
- 2 110.19 metres**
Mark Harris, Herts
- 3 109.72 metres**
Paul Powell, Pontypridd

TRIPLE JUMP

- 1 21.21 metres**
Robert Price, Maidstone
- 2 21.20 metres**
Alan Skene, Aberdeen
- 3 21.04 metres**
Antonio Daley, Wolverhampton

JAVELIN

- 1 112.37 metres**
Antonio Daley, Wolverhampton
- 2 112.13 metres**
Mark Harris, Herts
- 3 110.32 metres**
Alan Skene, Aberdeen

POLE VAULT

- 1 8.01 metres**
Mark Harris, Herts
- 2 8.00 metres**
Antonio Daley, Wolverhampton
- 3 7.43 metres**
Rubiconi Matteo, Parma, Italy

DISCUS

- 1 92.88 metres**
Adrian Green, Southampton
- 2 92.81 metres**
Stefan Rexeus, Helsingborg, Sweden
- 3 92.80 metres**
Eric Barwell, Doncaster

RIDGE RACER REVOLUTION

These lap and race times are all from **Robert Price from Maidstone.**

NOVICE

- Best Lap 47.681
Best Race 2.26.924

NOVICE EXTRA

- Best Lap 49.778
Best Race 2.33.859

INTERMEDIATE

- Best Lap 1.05.524
Best Race 3.18.868

INTERMEDIATE EXTRA

- Best Lap 1.08.821
Best Race 3.35.354

EXPERT

- Best Lap 1.12.801
Best Race 3.45.684

EXPERT EXTRA

- Best Lap 1.13.098
Best Race 3.46.527

TEKKEN 2

TIME ATTACK

- 1.42.00 **Paul Powell (POW), Pontypridd**

STREET FIGHTER ZERO

BEST SCORE

- 1,765,000 (Level 5, playing as Sodom, beating Dan and Gouki)
Jaime Smith (J_), CVG

NAMCO MUSEUM VOL. 2 CUTIE Q

- 218,000 **Radion Automatic (RAD), Sega Saturn Magazine**

NIGHTS

- 114 Link (Frozen Bell 1)
Paul Davies (POL), CVG
109 Link (Soft Museum 1)
Tom Guise (TOM), CVG
210 Link (Soft Museum 1)
Ed Lomas (EDD), CVG
121 Link (Splash Garden 1)
Daniel Jevons (DAN), Mean Machines Sega

MORE! MORE! MORE!

At last, the page is up and running! Now we want even more high scores! Send them in, preferably with your three-digit high score arcade name. Also, keep some proof of some sort with you (screen photo, video, save game) just in case we ask you for proof of your score. Send them to this address:

HIGH SCORES, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

FREEPLAY

FANZINES



FINAL SCORE

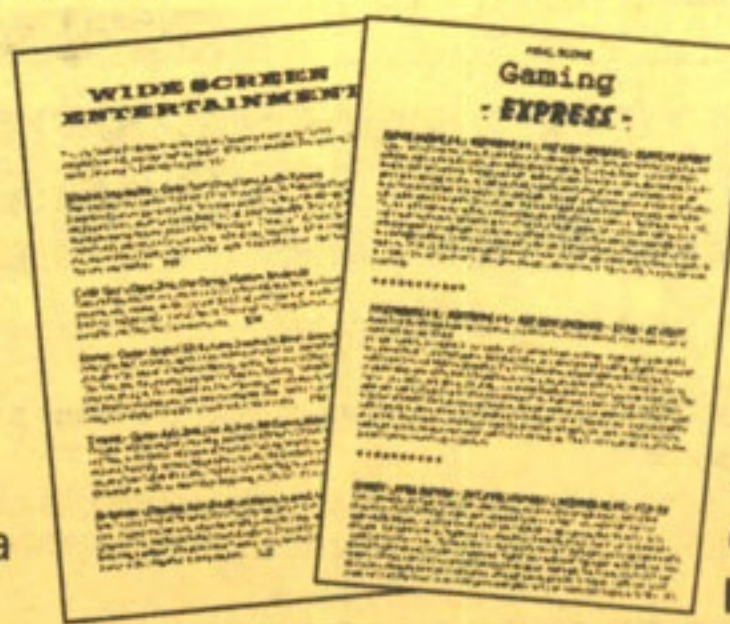


FINAL SCORE

Considering fanzines are supposed to be a forum for people's obsessions, the writers of **Final Score** are obviously crazy about everything, cos everything is what this fanzine is all about. All-format games, films, videos, football, even the local NatWest (in Barkingside we believe) feature in issue 8 (the sizzling summer edition apparently). It's all extremely well written, with games marked out of as many stars as they please. *Track & Field* gets eight, *NIGHTS*

gets ten and *Mario 64* gets eleven. There's also an Entertainment News section with reports that Bon Jovi aren't splitting up, Neighbours isn't being axed and Alien Resurrection is set for a summer '97 release. Most impressive, the fanzine also features adverts from local companies, which even look like they're paid for (Renzo's Pizza & Pasta Restaurant

sounds tasty). And, if you hand a coupon in when you open an account with the NatWest, you get a free Sony Walkman! We're not too sure about what this fanzine is a fanzine of (entertainment we assume, but there's plenty of forms of entertainment missing). Nonetheless, if you want to read a copy, now's the right time - issue 8 was reduced from £2.05 to 25p - just write to **19 Sandringham Gardens, Barkingside, Ilford, Essex, IG6 1NT.**



WRITE FOR FREEPLAY

We hope you enjoyed FreePlay this month and didn't get too much ink on your fingers. As we say each month, don't forget that FreePlay is YOUR magazine, and YOU get to decide what goes in it. If you've got a contribution for one of the sections, or an idea for a new one, write to the address at the top of the page now!

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



SEND US YOUR GOODIES

HIGH SCORES

At last, the high scores are coming in thick and fast, but only for *Track and Field*! We know you're good at other games, so tell the world exactly how good. If you think you're brilliant at any game, send your scores in, and keep some proof just in case it's so good we don't believe you!

MOST WANTED

When you send anything at all to us, either for the main magazine or FreePlay, include a list of the three game or machines you want the most. Anything you're really looking forward to, or you wish would be made, counts. If possible, write them on the back of your envelope.

ART

Hunter's kennel is so full of your drawings that he now has to sleep under Jaime's desk! Keep sending them in and we can force Hunter out of the office! Just make sure you put your name and address on the back of your pictures, or we'll lose it.

TIPS

Tips, guides, lists, pokes, codes, moves, combos, secrets, cheats, hints, maps, and anything else to do with tips is welcome here. Poor old Ed Lomas is rubbish at finding them now, and he needs help.

CLASSIFIEDS

If you're bored of *Super Mario 64* already, and you don't want another piece of gaming junk cluttering up your room, place a free advert here to get rid of your Nintendo 64, leaving you money to buy an Atari Jaguar.

CARTOONS

Single pictures can be pretty funny, but a sequence of pictures telling a story can be much funnier. These are called "cartoons". If you've got a good idea for a story with some relation to games, draw it up and we'll print it in FreePlay.

FANZINES

Finally, we're getting a good selection of fanzines sent in, and they're a really good read. Send us yours and we'll tell everyone where to get it from and how good it is.

PLEASE TICK
(THE RELEVANT BOX)



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ADDRESS

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and
video
games

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MOST WANTED
IN ORDER OF IMPORTANCE

1
2
3

computer
and
video
games

AGAINST PIRACY



FREEPLAY