

FREEPLAY

Issue 15

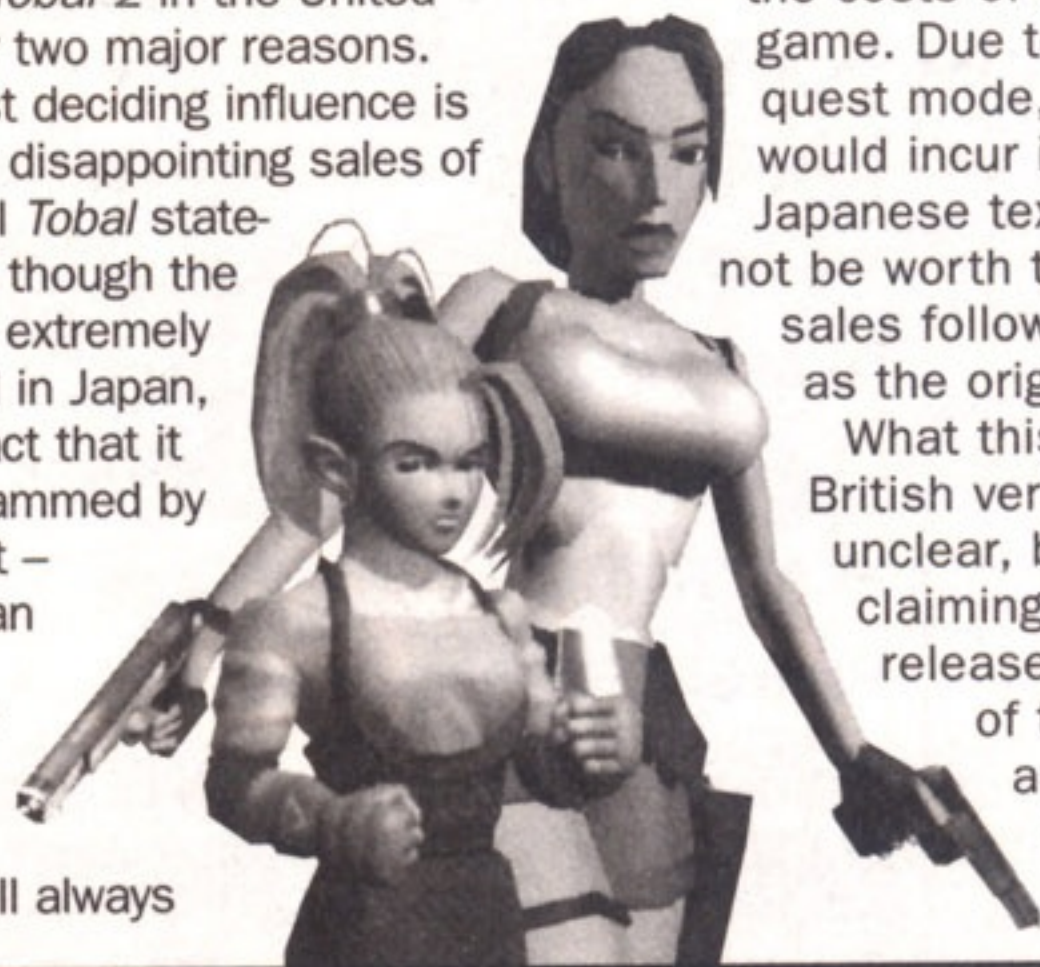
BIG SEQUELS = BIG PROBLEMS COMPLICATIONS SURROUND TOMB RAIDER 2 AND TOBAL 2!

Details have emerged in the past few days that Core Design's biggest Saturn title is to be canned! *Tomb Raider 2*, the sequel to Lara Croft's underground adventures, will not be appearing on Sega's machine!

Although details specifying the reasons behind this decision have not been released, rumours suggest that the stand-alone Saturn cannot reasonably handle the graphical detail of the game. Having said that, it's been strongly suggested that *Tomb Raider 2* will appear on the Saturn add-on cartridge that is being developed for use with *Virtua Fighter 3*. This will certainly contain all of the memory and graphical requirements needed to convert this hot title.

The other major surprise this month is the announcement by Square in Japan that they will not be bringing out their awesome new fighting game *Tobal 2* in the United States, for two major reasons.

The first deciding influence is the frankly disappointing sales of the original *Tobal* state-side. Even though the game was extremely successful in Japan, the very fact that it was programmed by Squaresoft – who hold an immense amount of respect from the public – will always



shift copies in the Far East. That respect isn't so great in America, so the revenue for their games is affected.

The second reason is to do with the costs of translating the game. Due to the nature of the quest mode, the cost Square would incur in copying the Japanese text into English would not be worth their while if the sales followed the same pattern as the original.

What this has in store for the British version is as yet unclear, but Sony are still claiming they intend to release *Tobal 2* at the end of this year. Naturally, if anything changes, CVG will keep you informed.

WHAT'S GOING DOWN AT SEGA?

It's been a busy month for the people at Sega, obviously too busy for some, due to a pretty major staff change within the ranks. European Product Manager Andy Mee has departed company with the big S, under what can only be described as uncertain circumstances.

Mee was in charge of the marketing and sales strategies for the Saturn in the UK and Europe, not perhaps some-

thing he is going to want to put on his CV. He also held a 'What do you want from Mee?' conference at ECTS last September, and it looks like all they wanted was for him to clear his desk. No replacement for him has been appointed yet.

Sources from Japan indicate details have been released about the Sonic Team's next title, and guess what – it's a racing game! But not the sort you'd expect, because rumours suggest it's

going to be *Sonic Racing*, Sega's answer to *Mario Kart*. And there are suggestions it'll be at E3.

Also at Sega, details have emerged that they have bought an 16% share of the 3DFX company. A wise move for Sega, as the deal is said to include exclusive console rights to 3DFX hardware, indefinitely! So last month's Freeplay news on Sega's 64-bit console using 3DFX accelerator chips, would seem to be spot on!

THE RED-HOT RUMOURS DIVISION!

We keep our ears to the ground and evade the guard dogs to bring you rumours galore!

- *Dungeon Keeper* is to be Peter Molyneux's last game in charge of Bullfrog. He's forming his own software company and EA have already signed up the rights to publish their first title.
- N64 game *Wild Choppers* has been "indefinitely postponed!" It now has no set release date.
- Square's next game from their sports division is to be *Digital League*, a baseball sim.

- Dreamworks *Lost World: Jurassic Park* game will be unveiled at E3!
- *Zero Divide 2* is confirmed for a release at the end of June in Japan.
- *Tekken 3* is already 30% complete on PlayStation, but may be delayed until next year!
- Nintendo's profits have dropped 13.7% to 101.0 Billion Yen. They blame the complications surrounding the launch of N64 for this.
- Sonic Team will be making a 3D Sonic game, and there are suggestions it may be called *Sonic X-Treme* after all!
- *Sonic Fighters* on Saturn is set for a Summer release in Japan,

with the US release a couple of months after.

- Acclaim are to produce *NHL Breakaway '98* for N64. Don't expect it here until at least next year though!
- Other games signed up for use with the N64 Rumble Pack include *Extreme G*, *Wayne Gretzky's 3D Hockey 2*, *San Francisco Rush* and *Clay Fighter 64 1/3*. Other possible compatible games include *Robotron 64*, *Top Gear Rally*, *WCW Wrestling Nitro*, *Ken Griffey Jr. MLBbaseball*, *Buggy Boogie* and *Donkey Kong 64*.

READERS MOST WANTED CHART

Again *Resident Evil 2* tops the charts, but with all the delays it's receiving, can you lot stand the wait?

1	RESIDENT EVIL 2	PS
2	VIRTUA FIGHTER 3	SAT
3	FINAL FANTASY VII	PS
4	TEKKEN 3	PS, N64
5	NIGHTS 2	SAT
6	RAGE RACER	PS
7	ZELDA 64	N64
8	MARIO KART 64	N64
9	TOMB RAIDER 2	PS
10	ISS 64	N64

Some of the more notable titles that just failed to make the final ten this month were *Time Crisis*, *Saturn Resident Evil* and *Scud Race*. More and more of you are calling for a proper Saturn *Sonic* game, so our news about the next two Project Sonic games after *Jam* should please you. The plain stupid award goes to four people this month for their suggestions of *Sim Kebab Shop* (yes, very amusing), *Legend of Lomas 64* (what a crap game that would be), *Doom the Movie* (yawn) and *Turtles the Arcade Game*. Get with the picture people!

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	PORSCHE CHALLENGE	PLAYSTATION	SONY
2	NE	WAVE RACE 64	NINTENDO 64	NINTENDO
3	NE	JONAH LOMU RUGBY	PLAYSTATION	CODEMASTERS
4	2	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS
5	3	TOTAL NBA '97	PLAYSTATION	SONY
6	5	EXHUMED	PLAYSTATION	BMG
7	4	RED ALERT: COUNTERSTRIKE	PC CD-ROM	VIRGIN
8	6	THEME HOSPITAL	PC CD-ROM	EA
9	9	TOMB RAIDER	PLAYSTATION	EIDOS
10	8	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	SONY
11	11	FORMULA ONE	PLAYSTATION	SONY
12	7	COOL BOARDERS	PLAYSTATION	SONY
13	17	RIDGE RACER: PLATINUM	PLAYSTATION	SONY
14	12	MECHWARRIOR 2	PLAYSTATION	ACTIVISION
15	20	TEKKEN: PLATINUM	PLAYSTATION	SONY
16	RE	AIR COMBAT: PLATINUM	PLAYSTATION	SONY
17	RE	WIPEOUT: PLATINUM	PLAYSTATION	SONY
18	RE	TUROK: DINOSAUR HUNTER	NINTENDO 64	NINTENDO
19	14	C&C: RED ALERT	PC CD-ROM	VIRGIN
20	19	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	SHINING IN THE HOLY ARK	SEGA
2	SATURN BOMBERMAN	SEGA
3	MICRO MACHINES V3	CODEMASTERS
4	JONAH LOMU RUGBY	CODEMASTERS
5	PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1	SONIC JAM	SEGA
2	DUKE NUKEM 3D	SEGA
3	WAKU WAKU 7	SUNSOFT
4	WILLY WOMBAT	HUDSON
5	METAL SLUG	SEGA

PLAYSTATION U.K. TOP 5

1	ISS PRO	KONAMI
2	PARAPPA THE RAPPA	SONY
3	SYNDICATE WARS	EA
4	RAGE RACER	SONY
5	SOUL BLADE	SONY

PLAYSTATION IMPORT TOP 5

1	TIME CRISIS	NAMCO
2	TOBAL 2	SQUARESOFT
3	FINAL FANTASY TACTICS	SQUARESOFT
4	CASTLEVANIA X	KONAMI
5	IQ INTELLIGENT CUBE	SONY

PC TOP 5

1	DUNGEON KEEPER	EA
2	PREMIER MANAGER '97	GREMLIN
3	DARK FORCES 2	VIRGIN
4	OUTLAWS	VIRGIN
5	DARK REIGN	ACTIVISION

NINTENDO 64 TOP 5

1	ISS 64	KONAMI
2	TUROK: DINOSAUR HUNTER	ACCLAIM
3	MARIO 64	THE GAMES
4	SHADOWS OF THE EMPIRE	THE GAMES
5	PILOTWINGS 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	STARFOX 64	NINTENDO
2	DOOM 64	MIDWAY
3	BLAST CORPS	NINTENDO

16 BIT TOP 3

1	TETRIS ATTACK	SUPER NES
2	SONIC 3D	SEGA
3	MARIO KART	SUPER NES

ARCADE TOP 5

1	HOUSE OF THE DEAD	AM1
2	VIRTUA FIGHTER 3	AM2
3	STREET FIGHTER 3	CAPCOM
4	TEKKEN 3	NAMCO
5	SCUD RACE	AM2

JAPANESE MULTI-FORMAT SALES TOP 10

1	ALUNDRA	PLAYSTATION
2	SENTIMENTAL 1ST WINDOW	SATURN
3	POCKET MONSTERS	GAME BOY
4	IQ: INTELLIGENT CUBE	PLAYSTATION
5	FINAL FANTASY VII	PLAYSTATION
6	STREET GAMES '97	PLAYSTATION
7	CONVENIENCE STORE	PLAYSTATION
8	PARAPPA THE RAPPA	PLAYSTATION
9	THEME PARK	PLAYSTATION
10	BUSHIDO BLADE	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	DOOM 64	NINTENDO 64
2	NEED FOR SPEED 2	PLAYSTATION
3	WCW VS THE WORLD	PLAYSTATION
4	BLAST CORPS	NINTENDO 64
5	NBA SHOOT '97	PLAYSTATION
6	VANDAL HEARTS	KONAMI
7	MARIO KART 64	NINTENDO 64
8	VR BASEBALL	PLAYSTATION
9	NBA LIVE '97	SATURN
10	SHADOWS OF THE EMPIRE	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	STREET FIGHTER 3	ARCADE
2	FIGHTERS MEGAMIX	SATURN
3	ISS 64	NINTENDO 64
4	TEKKEN 3	ARCADE
5	PREMIER MANAGER '97	PC CD-ROM



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CVG'S TOP 15 OZ BROWN SAYINGS (AND TRANSLATIONS)

1. EFFFFFF (BLOW ME DOWN)
2. JABBER CLACKERS (BREASTS)
3. LASSATOBER (LAST OCTOBER)
4. OHWSUM (AWESOME)
5. YEAH BOYEEEE (NICE ONE)
6. PLASSIK MONOCOLUS (TOM'S PLASTIC BINOCULARS)
7. BRETTA ACTION (GUN SHOOT OUT)
8. 15 INNA CLIP AN WU'N IN THA PIPE (A GUN)
9. ARNNEE GOTTA PIG'S ART (ARNIE'S HEART PROBLEMS)
10. OH MY GAWD FARVERS (OH DEAR)
11. AIN'T GOT TAAIM TA BLEEED (I'M BUSY)
12. GET YO ASS TO MARSH (GO AWAY)
13. I KNOW NOW WHAY YOO CRAAIY (NEVER MIND)
14. I WILL ALWAYS LOVE YOU (GOODBYE)
15. THEY MAY TAKE OUR LAIVES, BUT THEY'LL NEVER TAKE OUR FREEEDUM.



LEGEND

Retro Computer Cabin

From his new dockside sewage outlet deep beneath the bowels of CVG plush new offices, the Goblin prepares another crop of retro crusties for your perusal.



Following a trend in 1986-87 for military style shoot-em ups (*GREEN BERET* and *COMBAT SCHOOL* to name but two) *OPERATION WOLF* was a new breed 'gun game' and spawned a host of imitators. The game is divided into six different levels: the communications set up, the jungle, the village, the powder magazine, the concentration camp and the airport. Each level sets you a specific task towards your goal of freeing the hostages and the gameplay is essentially the same. The battlefield scrolls from left to right – with your crosshair panning across it. The enemy rush in from both sides – in three different planes.

The foreground soldiers practically fill the screen and have to be taken out quickly while dozens of troopers are dashing on in twos and threes in the far distance. Though not a particularly good strategy, I used to love spraying down everything that moved (including nurses and civilians) with the front-mounted uzi and then letting rip with a few grenades to see the massive explosions as tanks and choppers rip apart and go up in a ball of flames. Home computer versions followed and were generally of an



OPERATION WOLF. Nearly all home conversions were ace.

excellent quality, especially the Amiga and ST versions that included all the little bonuses like shooting the birds, coconuts from trees and the stinkin' pig that scampers on to pick up the ammo. The mouse-driven cursor was also a lot easier and accurate to control than the 8-bit's unwieldy joystick waggling, though I recommend hunting them down on which ever system you have.

RETRODROID'S INTERNET HEAVEN!

This month's net sites are a real mixed bag of retro stuff...



Although we take CD music almost for granted with today's games, many old games had some great tunes. Music by Rob Hubbard or Tim Follin pushed the 8-bit machines to their limits. For those of you who like game music, check out The Videogame Music Archive at www.geocities.com/timesquare/alley/7097. Here you'll find a wealth of mostly 16-bit music files to download, covering most SNES and Megadrive games. Does anyone

know of a good site featuring UK game music? I still rate the music from the C64 version of *"Ghosts N Goblins"* as a classic.

Now I thought that the Microgoblin and I had owned some games hardware in our time, but Syd Bolton in the USA might just have beaten us. Visit his classic games site at <http://207.61.52.13/ppages/sbolton/classic.htm> and read through a well-written die hard collector's site. This site also features info on a RARE US-only handheld machine known as the "Supervision" Very bizarre.

After last month's VIC-20 piece, I was duty bound to track down some CMB sites. One of the best I found is the CBM Vic Tribute Page at <http://ezinfo.ucs.indiana.edu/~melick/vic.html>. This is a great Commodore site featuring a full history of Commodore, some emulators, and interviews from some legendary VIC coders, retro fans may be able to guess who...

Also, go to <http://Joyce.eng.yale.edu/~bt/turbo.emu> and download David Michel's excellent "Magic Engine" emulator, a superb PC Engine emulator. Back in 1988, it was these pages that first showed us NEC's awesome 8-bit wonder, and now you can relive those classic HuCards on your PC. *Galaga 88*, *R-Type*, *Super Wonderboy*... the list begins. Try the shareware and then register for the full version of this. So many classics, the list goes on.

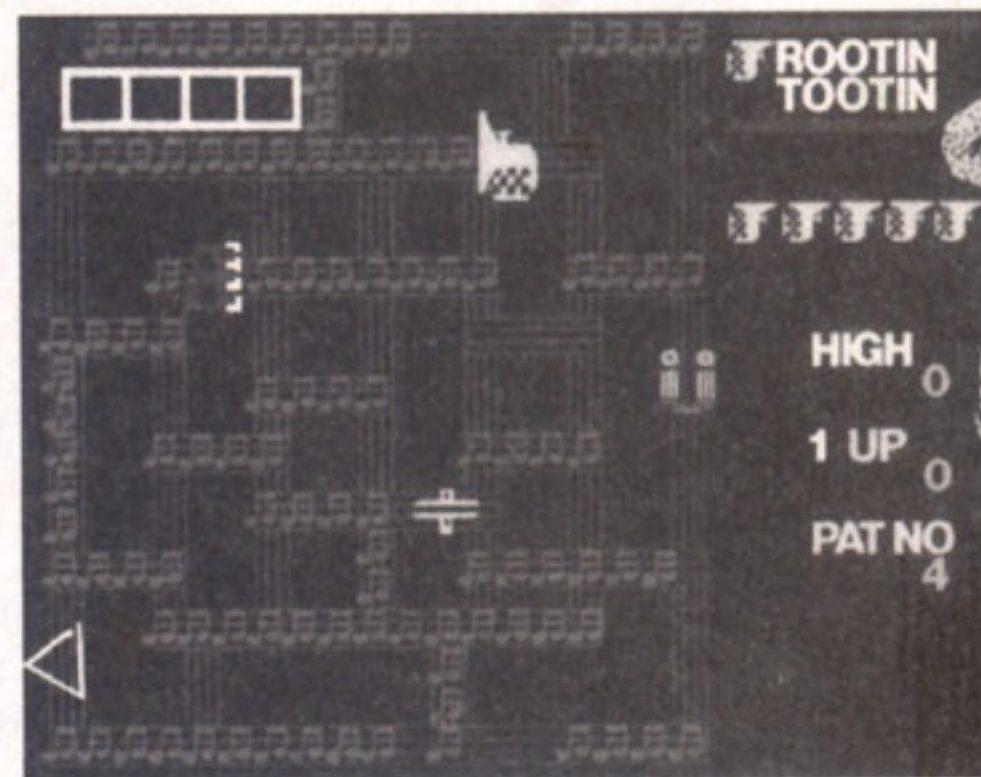
PIXELS OUT FOR THE LADS!

Ed Lomas fancies Lara Croft, Tommy G only gets in all the Jap mags to gorp at the naughty manga-style pics in the back whilst he's on the bog. Even little Paul Davies surprised me the other day when he dragged me into an arcade and proudly pointed out how much the girl character's breasts wobble in *DEAD OR ALIVE*. So, in response to this worryingly unhealthy interest in binary babes I decided to flick through a few old CVGs and rediscover a few favourites.

1. The classic *GAME OVER* advert. The original art showed a futuristic-looking woman with one nip showing, that was hastily airbrushed over when parents complained. (Original shown!).
2. Maria Whittaker (complete with little saucers covering her bozangers) and Wolf from the Gladiators standing on a dead monster to promote Palace Software's *BARBARIAN*.
3. Page 3's Corrine Russell in naff tiger-skin get-up for the cassette inlay to Martech's OKish *VIXEN*.
4. The rather scantily-dressed woman from the excellent Waklin drawn (Excellent US artist that did tons of Ocean's artwork) *WHERE TIME STOOD STILL*. Good game too!
5. *SAM FOX STRIP POKER*. Only let down by the fact that she didn't take all of her clothes off! Not that I ever played it of course.



ROOTIN' TOOTIN' by Hesware (Human Engineered Software!) on the C64, is adapted from the smash-hit Japanese arcade game (The original was by Data East). You take control of a tuba trapped inside a maze-like musical scale whose purpose is to eat up all the musical notes while being chased by unusual musical instruments, each with their own specific attack patterns – clanging symbols, maniacal madphones and killer Piranhas to name but a few.



ROOTIN' TOOTIN'. There are thousands of forgotten games like this.

You earn points by clearing the screen of the notes and by blasting sound waves at the encroaching instruments. There's nothing particularly remarkable or innovative here, and for a game about music the sound is basic to say the least. So why do I like it? Because it's one of those hundreds of simple to play games with silly-looking graphics that were rife on home computers and arcades in the early 80's and will never see the light of day again. Or will they?

RECOMMENDED RETRO READING

1. **HACKERS.** Steven Levy's classic has been out for ages, but if you haven't read it, his book gives a marvellous insight into the world of the computer hacker. From the first computer 'nerds' that hung out in the MIT computer labs programming mainframes to how the first home computer was eventually realised, this book is absolutely unputdownable. There's also a bit of stuff in there about the history of various video games!
2. **GAME OVER.** More essential reading from a weighty book that deals with the fascinating history of NINTENDO.
3. **INSANELY GREAT.** Another fascinating book from Steven Leavy that charts the success story behind Apple computers and the people that made it happen.
4. **CYBERPUNK.** Outlaws and Hackers on the electronic frontier by computer journalists John Markoff and Katie Hafner. It's split into three parts. The first part features the best account so far of the exploits of the notorious Kevin Mitnick, the second portrays the tale of German hacker Pengo and his attempts to hack secrets for the KGB and the third features the tale of RTM, Robert Morris, the first person to unleash a virus onto the rest of the world.



CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.9) IS OUT NOW! IT PROFILES THE BIGGEST GAME OF ALL TIME - *PAC-MAN* AND PART 2 OF THE EUGENE JARVIS STORY. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.

Retro
Computer
Cabin

FREEPLAY

TIPS

THE LEGEND OF LOMAS



The ancient parchments decree that all humans who let their eyes wander over CVG shall be forced into a life searching endlessly for "tips" and "cheats" for "video games". You, my friend have read too far and are now under my spell. If you do not do as I say, my curse shall wreak havoc with your gaming fingers. Ni!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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You can now also send any tips or guides to this Email address. But please, don't just give us a load you've taken off the internet or copied out of other magazines. Don't forget - the best original tip will win the sender a free game of their choice from HMV!

TIPS.CVG@ECM.EMAP.COM

If you go to the list of artifacts on the inventory screen and **hold Select and press Square**, you can give yourself however many of those you want. It also works on the radio transmitter to give you all the pieces of that, and if done on the map option, it'll give you more life bars!

While in any part of the inventory screen, if you **hold Select and press X** you'll give yourself another key. Keep pressing **X** to cycle through all of the key combinations until you reach the one you want.

To avoid collecting the Team Dolls in order to get the bonus modes, just use these cheats. For Dolphin Mode, play the game as usual and at any time press **S, S, T, T, X, X, C, C** on the second controller. The dolphin icon should appear in the corner to let you know that it's working.

For Vulture Mode, play as usual and at any time press **C, R1, R2, S, Right, L1, L2, Left on the second controller**. The vulture icon should appear in the corner of the screen and you can now fly by tapping the jump button repeatedly.

NEED FOR SPEED 2

The game may be rubbish, but it's got an excellent set of cheats in it!

To use these secret vehicles, go to the password screen and enter the code. You'll notice that most of them end in "ME", but this can be changed to "U" to give the vehicle to player 2. It's like "me" and "you", get it? Clever or what?

- Army Truck
- Audi Quattro
- BMW
- Bus
- Citroen
- Crate
- Ford Indigo
- Jeep
- Landcruiser
- Limosine
- Log
- Mazda
- Mercedes Benz
- Outhouse
- Saab
- Semi Cab
- Snowplough
- Tram
- Tyrannosaurus Rex
- Van
- Volvo
- VW Beetle
- Wagon
- 80's Jeep

- ARMYME
- QUATME
- BMRME
- BUSME
- CITME
- CRATME
- LILZIP
- JEPME
- LCME
- LIMOME
- LOGME
- MAZME
- BNZME
- OUTHME
- BEETME
- SEMIME
- SNOWME
- TRAMME
- TREXME
- VANME
- VOVME
- BUGME
- WAGOME
- YJME

- Monolithic Studios track
- Proving Ground track
- Outback track
- Northern Country

- SHOTME
- LDKMTD
- GROWPG
- HTYSBD

To upgrade all the vehicles to the Pioneer engine, enter the password "POWRUP".

While a race is loading, hold all of the buttons (**L1+L2+R1+R2+T+S+C+X**). When the race starts you should now have a total of nine camera angles instead of the usual four!

MICRO MACHINES V3

At any time during the game, press Start to pause, then press **S, X, C, S, T, X, X, X, X**. You should now go

a lot faster than before. Thanks to **Kevin McDermott from Glasgow**.

COOL BOARDERS

Just in case you haven't found it out yourself, **Christopher Loughlin from Co. Down** has written in to tell you all how to play as the snowman from the third course. All you need to do is beat the Total Points score on each course, including the secret ones. He may look a bit strange, but he can go extremely fast.

PORSCHE CHALLENGE

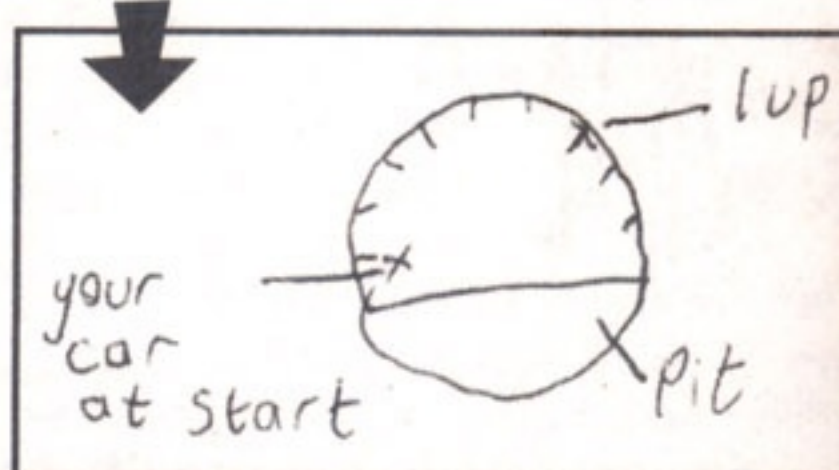
This tip from **Andrew Webber in Exeter** gives you access to the tune test driver cheat, letting you alter the car settings. Just go to the main menu (with '1 Player' and 'Options' as choices) and **press Left+Circle, then Right+Square+Select at the same time**.

John Thompson from Leyland has sent in a few more of his own for *Porsche*, all of which should be entered on the main menu screen.

- Invisible Cars
- S+C, L2+R2, S+C, L1+R1, S+C**
- Mirror Mode
- Left+C, Down+T, Right+S**
- Mad Race
- Up, Left, Right+Select**
- Player Car Jumps
- S, C, S**
- All Cars Jump
- Hold Up and press S, C, S, C, S, C, S**
- Fish-eye lens
- S+C+T, L1, L2, R2, R1**
- High voices
- Up, T, Up, T**
- Infinite retirements
- L1+L2, S+R1+R2**

DESTRUCTION DERBY 2

J. Thompson has sent directions to help everyone find a 1Up in the Death Bowl. It replaces one of the flames on top of the torch in the right of the arena. He's done a little diagram to show where it is.



DIE HARD TRILOGY

Danny Johnson from Liverpool knows a way of getting infinite ammo for the pistol so that you can fire it super-quickly - almost as fast as the MP5. On the first section, when you have the pistol, empty it so that you hear the reload noise as you finish the level. When you start the next level you'll have no ammo, but it'll go up whenever you fire and you'll be able to fire quicker than usual.

REBEL ASSAULT 2

To open all of the chapters, go to the password screen and enter **X, S, X, X, X, T**. Now go to the chapter select screen and you should be able to pick any of them. Thanks to **Daniel Copes** from **Dagenham** for sending that in.

FIFA 97

D. Reeves from Chippenham has discovered a cheat (well, a terrible bug really) which lets you have the same player on your team up to three times at once. Choose any team and after the control select menu, go to the options screen before starting a game. You can now put any player you want on the bench three times. Start the match, and as the players start running onto the pitch, pause it and go to Team Management and substitute your three Eric Cantonas (or whoever) for three existing players. Carry on with the game, and as soon as the ball goes out of play, Eric and his two clones will run onto the pitch! Execute the playtesters!
D. Reeves wins a copy of Micro Machines V3 as requested for finding that out. Congratulations!

SATURN

DARK SAVIOUR

Joshua Simms from East Hyde knows how to play a bonus game in *Dark Saviour*. "First, complete the ship level before 3:30 and when the door is opened and you have to look for Bilan on deck, go back the way you came through the ship. When you come to the machine that looks like a Scalextrix table, it will now be lit up. Walk up to it and press A, then choose to play. You'll be taken to a nice little sub-game where you control a little blue triangle trying to get all the yellow things on screen." A moves you forwards, B moves you backwards, and the d-pad or the L and R buttons turn you. You need to complete all 25 stages as quickly as possible, and to exit you have to press **A+B+C+Start** to reset the game to the title screen. Make sure you save your game before you play.

COMMAND & CONQUER

These codes can be used to give yourself items in the middle of a game. Just pause the game and enter any of these.

Nuclear Missile

A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A

Ion Cannon

A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B

Airstrike

A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C

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Right, Left, A, B, C, Z, Y, X, Right, Left

Toxic Lab

C, Right, A, Z, Y, B, Up, B, B, A

More Unit Options

Y, A, B, B, A, Down, A, B, B, A, Down, Up

Laser Orcas

X, Y, Z, Right, Down, Left, Up, Right, Down, Left, Up, X

All Map

Up, Down, Right, Left, A, Up, Down, Right, Left, A

EXHUMED

J. Lock from Cardiff has found a new tip for *Exhumed* which sounds interesting. You must have all of the artifacts first, then go to the Set Arena. Go into the boss room and turn around so that you're facing the arena where you fought the boss. Jump up and levitate and the whole screen should go dark and disco lights should appear on the floor. Strange, but could be true.

MR BONES

To get a level select, go to the main start menu and press **R, L, R, R, L, R, L, L, R, L, R, R**. You should now be able to choose the level select option and pick any stage.

NINTENDO 64

J-LEAGUE PERFECT STRIKER

For those of you who bought the Japanese version of *International Superstar Soccer 64*, here are a few cheats from **Andrew Rutherford in Macclesfield**. Those of you who've been into games for a while should recognise the cheats as variations of Konami's usual code.

To get two extra teams – Japan Dreams and World Dreams – go to the title screen and press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**. Then hold the Z trigger and press the Start button.

To play in the excellent big head mode, go to the title screen and on the **four yellow C buttons press Top, Top, Bottom, Bottom, Left, Right, Left, Right, B, A**. Then hold the Z trigger and press the Start button.

DOOM 64

This password will put you on the last level with every other stage completed, full health, full armour, full ammo, all weapons, and all three of the pentagrams which power you and your laser weapon up to ridiculous levels!

W93M 7H20 BCYO PSVB



WE'RE STUCK!

Dear CVG,

Could you please answer my gaming questions?

1. How do you get onto Big Boo's Balcony on level five?
2. How do you get star 6 on level 13 the one where you have to get the wig-gler.
3. On level 12 (Tall Tall Mountain) how do you get star number 4 the one with "Mysterious Mountainside" as the clue.
4. Do you know any cheats for infinite ammo or invincibility.

PS. This game is driving me insane so please answer my questions.

Yours, **Brian Urquhart, Ullapool.**

CVG: Sure is driving you insane. We can tell from your letter.

1. In one of the rooms on the first floor, you'll just be able to see a high ledge if you use the close-up view of Mario. You need to run at the opposite wall and jump off it to reach the ledge. From there you'll be able to go through the door to the roof with Big Boo on it.
2. Firstly, as big Mario, you need to climb to the top of the hill and do a drop attack in the puddle of water to make a hole (if you've already got star 4, you'll know where we mean as this hill is one of the points you need to touch). Now become small Mario and go down the hole to find the caterpillar, then drop attack it on the head to kill it.
3. As you're going up the side of the mountain, you'll notice a section of wall on the left which is exactly the same size and shape as one of the paintings in the house. When you go near it, it'll wobble just like a painting as well. Just jump in it to get to a slide level with a star at the bottom.
4. Seeing as you don't say what game you're talking about and there's no ammo in Super Mario 64, we can't help. The only N64 game with an infinite ammo cheat is Turok, and that was in the last issue.

Dear CVG,

On *Tekken 2* for the PlayStation I can't get the special characters Roger the Kangaroo and Alex the reptile. Please could you help me!

Darryl Anton, Chorley.

CVG: You need to play the game in arcade mode, and when you reach the third character, beat them with only a tiny bit of your energy left. The announcer should say "Grrrrrrreat!" and either Roger or Alex will be your next opponent. Beat them and go on to finish the game and they'll be added to your collection.

Dear ED,

How the flippin' hell do you get the bowling pins on *Toonstruck* for I have every other item and I'm dead stuck. So please... HELP!!!

Yours needingly,

Robert Wingfield.

CVG: First use the cloak on Drew to get into Seedy's bowling parlour in the Malevolands. Once inside (be careful) use the glue on the bear's bowling ball, then get Flux to bowl. You should win the trophy which will do nicely as the bowling pins.

Dear CVG,

I'm stuck on *Soul Blade*. I don't know where to find Hwang's, Rock's, Voldo's, Li-Long's and Seung Mina's last weapon.

Thanks in advance.

Yours sincerely,

Edward Green

CVG: Just fighting around the different stages randomly until you get the final weapon will work eventually, but here's a fiddly technique which worked for us. Finish a game in *Edge Master Mode* and save it after you beat Soul Edge. Now go back one stage from Spain and lose the fight. When you return to the map screen, your character will hopefully do their "time over" pose and look upset. If they do, go one more stage backwards, away from Spain and win the fight there. If you're lucky, you'll get the final weapon when you win. If not, reload the game and do it all again. It's a bit of a pain, but does work eventually.

Dear Sir,
HELP!!!

Having only had a PC for a couple of months I'm new to games, so please be gentle with a computer illiterate pensioner!

The only Lead Bar I need is the other side of the flamin' pillars. I know what to do but I haven't the manual dexterity skills necessary with the cursor keys to get Lara to the far side of the room without going for a swim or turning to cinders. I've tried dozens of times without success, and Lara's medipacks and energy levels are now very low. My question is: How can I cheat and move on to the next level?

Your sincerely,

Tony Caffry, Tatworth.

CVG: Try this out, but we advise that you don't use it again unless you get similarly desperate later on. While playing, hold Shift and walk one step forwards, one step backwards, then turn around four times anti-clockwise, and finally jump forwards.

WE'RE SICK!

A one-off section, just because we wanted to have a laugh at some readers who are still trying to do our April Fool's joke cheat to get Lara Croft from *Tomb Raider* in the nude.

Dear CVG,

My friends and I want to know how many button presses you do on the 2nd controller for the nude version of Lara Croft we do 12 but again it doesn't work.

Yours, **D. Rooke and friends.**

PS. When you dance do you have to keep repeating it on the 1st controller eg: step right, step left, jump – repeat etc. Could you answer them please I'm so – so desperate.

CVG: Oh dear.

Tomb Raider.

Go to Lara's practising Gymnasium guided tour. When she gets out of the pool she will say that she has to change her wet clothes. Hold Select and press: Square, Up, Circle, Down. Then she will remove her clothes and prance around for the rest of the game in nude. Lara baps can still be seen even in the FMV sequence when she puts off her clothes.

Can you please print a picture of this cheat, PLEASE. Thankyou.

From **Matthes Azzopardi.**

CVG: That final comment proved just how sad you really are.

FREEPLAY

CLASSIFIED

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FREEPLAY

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HIGH SCORES, CVG,
37-39 MILLHARBOUR,
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SOUL BLADE (PS)
Arcade Mode 0'28"89 (Taki)
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Special Weapon Survival Mode
142 Wins (Mitsurugi)
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Revo Jaansoo & Toomas
Veeber (XL), Amsterdam

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Best Race 2'16"6
Thomas Darbyshire, Lancashire

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Colin McCleave, Belfast
Best Race 2'50"76
Colin McCleave, Belfast

TT COURSE
Best Lap 1'22"44
Colin McCleave, Belfast
Best Race 4'08"80
Colin McCleave, Belfast

LAXEY COAST REVERSE MIRROR
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Colin McCleave, Belfast
Best Race 2'59"12
Colin McCleave, Belfast

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Best Lap 1'17"16
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Best Race 3'55"60
Colin McCleave, Belfast

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Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester

VIRTUAL ON (SAT)
Arcade Mode, 1 Round, Hard
6'46"55 (Raiden)
Marc Something-field, Eastbourne

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage
3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarvilli (ZAK)
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NIGHTS (SAT)

7464 Link Attack (It's true - we've seen the video evidence!)
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NIGHTS (SAT)

Puffy beaten with 101 remaining
Nathan White (NAT), London
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 103 remaining
William Curley, Surrey
Wizeman beaten with 75 remaining
Nathan White (NAT), London

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
606100 Points (Spring Valley)
Nathan White (NAT), London

254 Link (Mystic Forest 1)
William Curley, Surrey
527640 (Mystic Forest)
William Curley, Surrey

366 Link (Soft Museum 1)
Nathan White (NAT), London

403 Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

TUROK: DINOSAUR HUNTER (N64)

Training Mode
2'42 **James O'Keefe, Lancashire**

WAVE RACE 64 (N64)

SANDY BEACH
Best Lap 0'21"412
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'07"395
Ronen Yitzhak, Bhei Brak, Israel

SUNSET BAY
Best Lap 0'22"711
Adam Ward, Staffordshire
Best Race 1'12"621
Adam Ward, Staffordshire

MILKY LAKE
Best Lap 0'25"256
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'18"732
Ronen Yitzhak, Bhei Brak, Israel

MARINE FORTRESS
Best Lap 0'23"944
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"779
Ronen Yitzhak, Bhei Brak, Israel

PORT PIRATE
Best Lap 0'28"510
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'28"103
Ronen Yitzhak, Bhei Brak, Israel

CASTLE CITY
Best Lap 0'30"637
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'34"359
Ronen Yitzhak, Bhei Brak, Israel

COOL WAVE
Best Lap 0'28"400
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'29"393
Ronen Yitzhak, Bhei Brak, Israel

SOUTHERN ISLAND
Best Lap 0'25"784
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"909
Ronen Yitzhak, Bhei Brak, Israel

DEAD OR ALIVE (ARC)

Normal Mode 3'30"03 **Kasumi**
E. Nettey (MAN), London
Burst Mode 3'47"31 **Kasumi**
E. Nettey (MAN), London

drawinz wot you dun

Now Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.



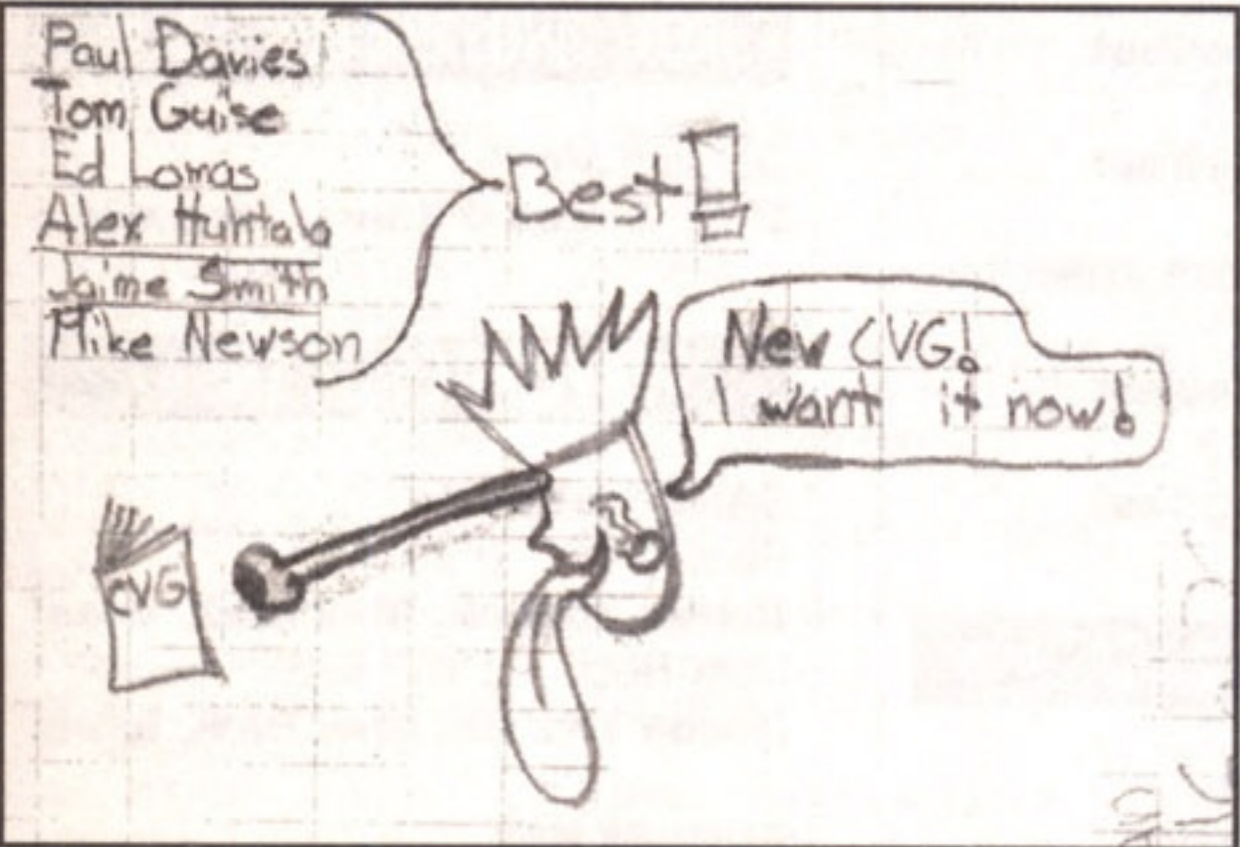
I'm the wickedly wickedly wickedly Art Doggy! Back once more for a healthy doze of drawinz (wot you 'av dun).

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!**

Welcome newcomers to what is hailed by most as **THE** feature of the magazine (narrowly beating 'Cabin' and 'Checkpoint'. I am Hunter, the self proclaimed artist extraordinaire, your host for the next two pages, sit down, relax and enjoy this truly fantastic experience.



ⓐ Aki Sahlman from Finland shows us his favourite members of CVG, what a crazy loon.



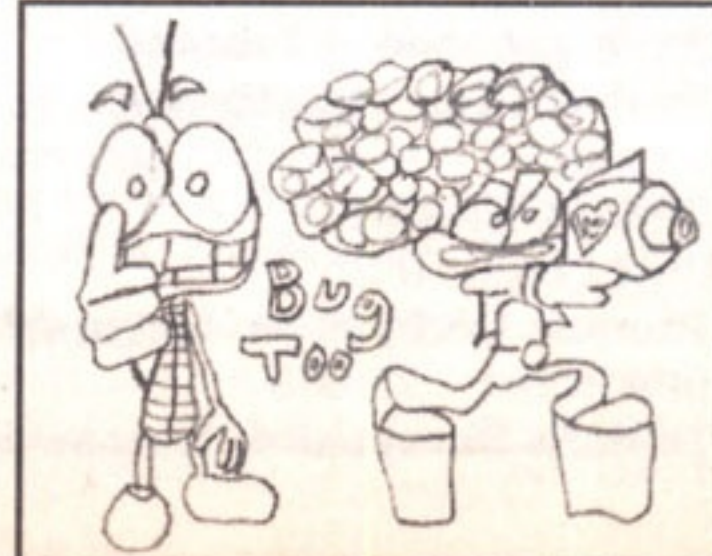
ⓑ Sonic is back, but will this 'young' hedgehog do the business for Sega? George Gavi!



I LIKE THIS ONE, IT REALLY CAPTURES MY TRUE PERSONALITY, NICE ONE CHRIS O'KEFFE.



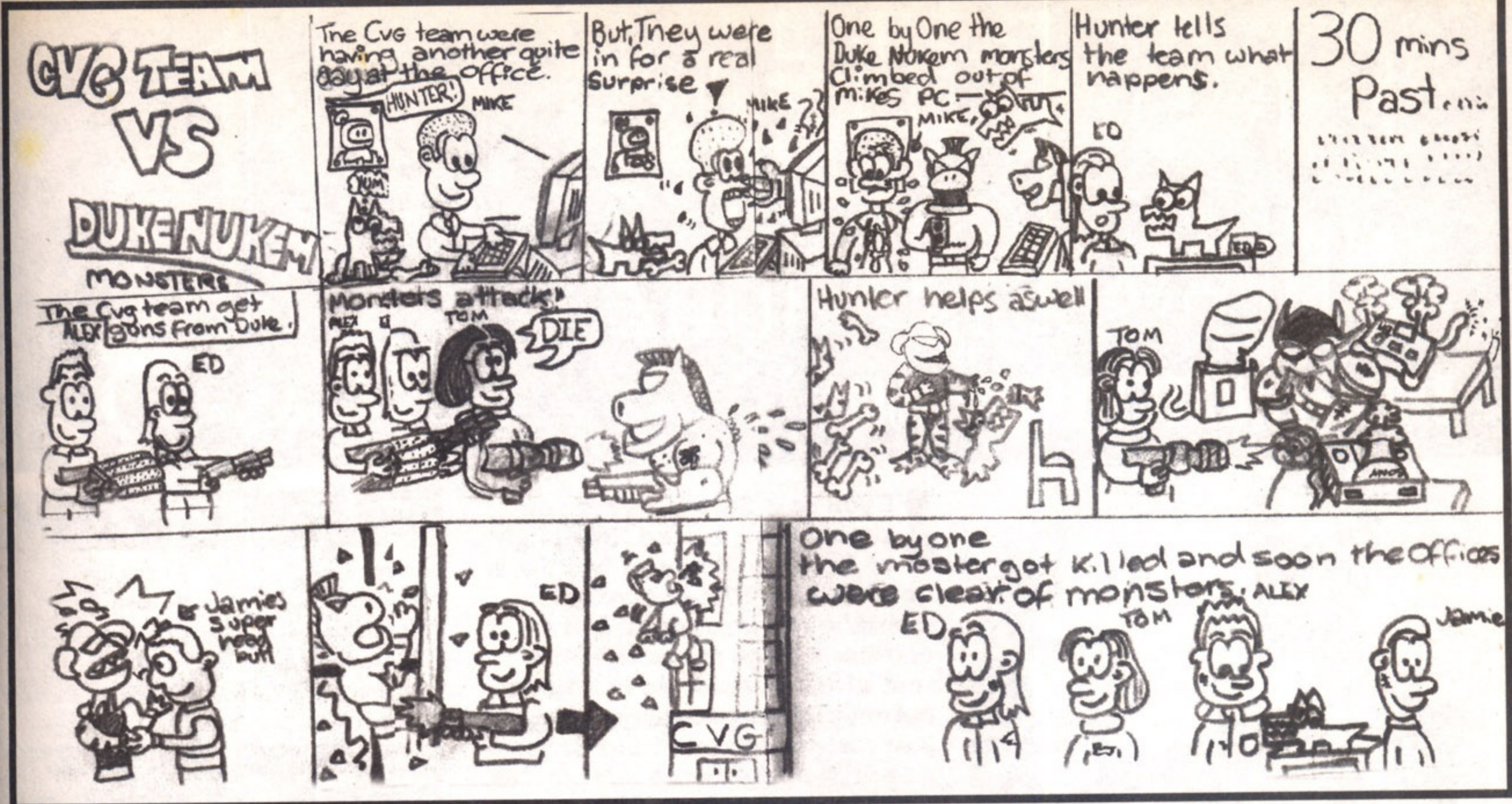
ⓐ 'Ace the Puppy' the brain-child of Paul Strauther. A bit of cute I think, I'd eat him though!



ⓑ Nice envelope art from Paul Stemp (again).
ⓒ Auto Terd! William Holgate!

drawinz wot you dun

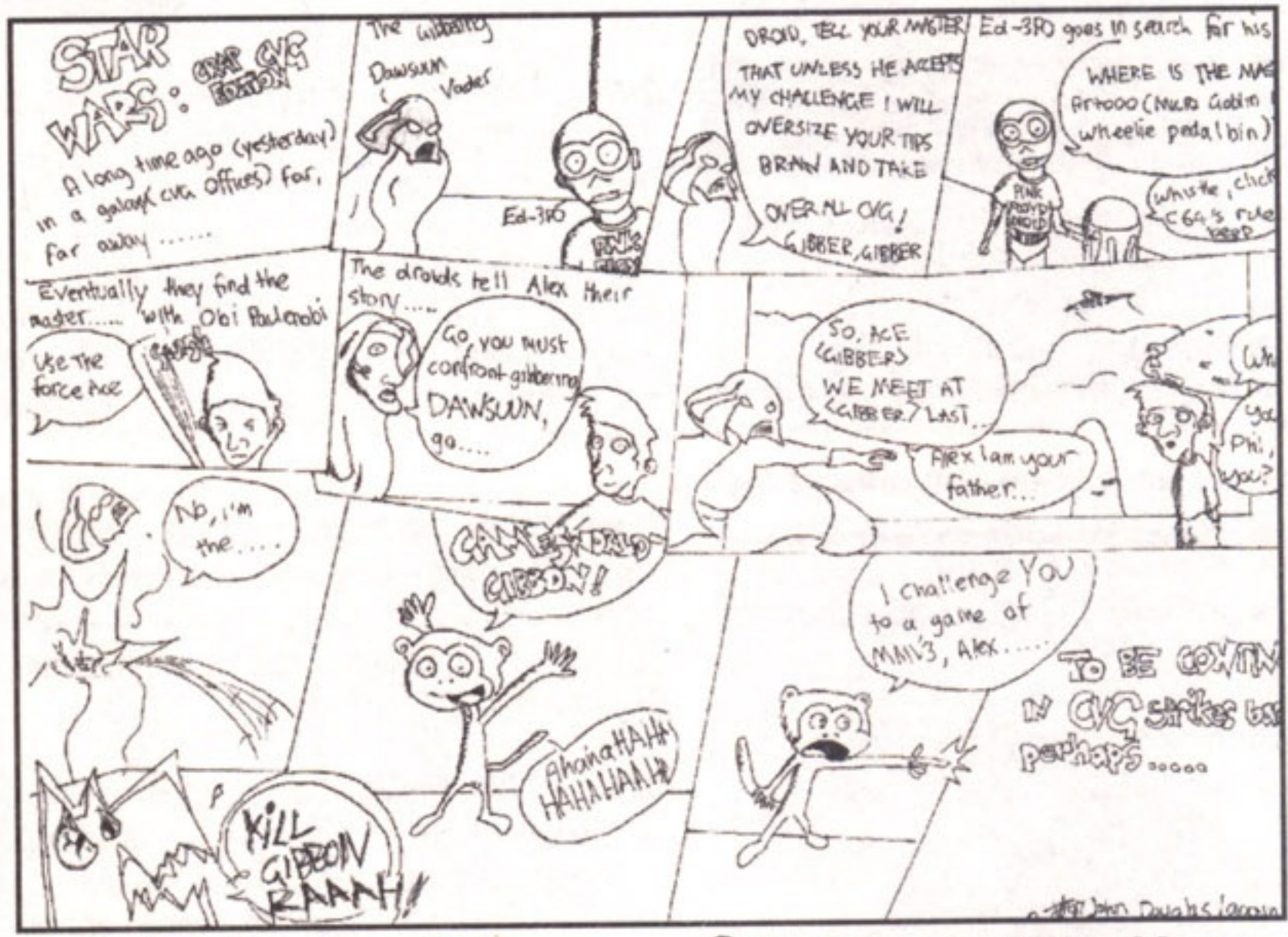
FREEPLAY



Another cartoon that starts off well, but has a terrible ending. Maybe Andrew Freeman just ran out of space!



I'll have no weeing on my page thank you Dave Green.



Cool cartoon from John Douglas, no more Phil thanks!

Hunter is cool! Need I say more thanks to Stuart Hilton.



Another super picture of the worlds toughest dog (besides Digby). No more of me next month I promise. Tom Denith.

Ha ha ha, kill him! Eh..oh..sorry I got a bit carried away. Thanks to Nkaepe Effeh.



Excellent SF3 artwork from Paul Stemp. Not copied either!



Doom is old. I want more Quake and Hexen 2..Now! Steve Roberts!



Send 'em in to:
drawingz
wot you dun
CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ
PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more "Please print..."

drawingz
wot you dun

FREEPLAY

FIGHTERS MEGAMIX

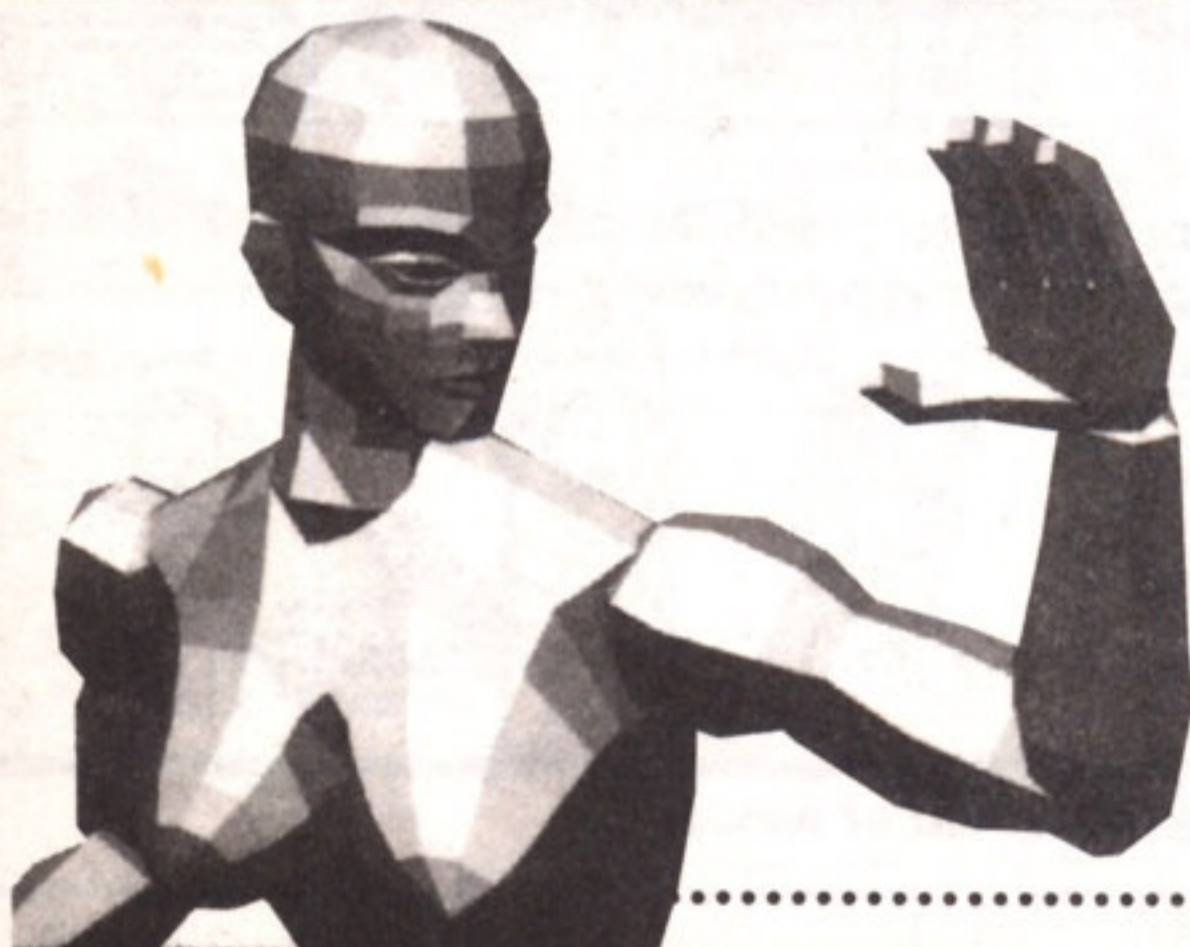
THE ULTIMATE COMBO GUIDE!



KEY

G : guard (A)	K : kick (C)
T : towards	D : down
t : hold towards	d : hold down
P : punch (B)	U : up
A : away	u : hold up
a : hold away	

example1: d+t+P - hold down towards on the D Pad, then punch
example2: d, t+P - hold down then push down towards and press punch
*All these combos are for the *Vipers* mode but most can be used in the *VF* mode also.



If you're a Saturn owner you should have tasted the delights of *Fighters Megamix* by now. If not, **SORT IT OUT!** And after last month's *VF* extravaganza, it's another 6 page monster to the rest of the characters in Sega's potentially Saturn-selling title, so you can get the most out of the game. So here is the next instalment in Yas Hunter's *FMM* guide!

VIRTUA FIGHTER MODE

Last issue, we explained the virtues of the great *Vipers* mode so naturally, this month the *VF* mode is under the scrutiny of the CVG Hive Brain. In general, the *VF* mode is far less flexible than the *FV* mode and is more about wit and skill, as opposed to the fast arcade and rather 'random' action of *Vipers*. Here's a list of some of the major differences in the game:

1. Learning to recover in mid-air is a must if you want to be a master of the *Vipers* mode, as this allows you to break out of a potentially devastating floating combo by planting a drop kick on the assailant's forehead. But in the *VF* mode, be prepared for a full portion deliverance once knocked in the air, as there is no mid-air recovery to save you!
2. An uppercut or any other floater move hits the opponent to greater heights in *Vipers* than with the *VF* version. This leaves the recipient open for a wider variety of attacks but as mid-air recovery is possible, it's not cheesy. Also, the opponent's rate of descent is slower in the *VF* mode.
3. Power counters are also available in the *Viper* type, but not in the other. Power counters are useful but not essential.
4. Combo sizes aren't as huge in the *VF* mode. But as there's no mid-air recovery, the opponent is more likely to be hurt big time in the *VF* mode than in *Vipers*, as all the hits are more likely to hit.



GLOSSARY

Fighting games are older than the hills, but as some of you may be new to this beat'em up lark, here's an introduction to some of the 'terms' that you might come across.

SHAKE OUT - Bash all the buttons like a madman a la *Track & Field* and hope for the best. The choice method of the beginner and of the incompetent, this method is known as a 'shake out'. Avoid if you can.

COMBO - One of the bare essentials of the fighting game genre are combos. A combo is basically a continuous wave of attacks if timed correctly, becomes unblockable once the first attack has hit home.

2-IN-1 - More common in 2D fighting games than in the 3D genre, but they do exist nevertheless. A 2-in-1 joins a move with another move, but has the benefit of being inseparable. In *Street Fighter*, for example, you can join a strong uppercut with a fireball and it's impossible for the opponent to halt the special move after the uppercut has been executed if they are used as a 2-in-1. With most games, a 2-in-1 will cut out the 'recovery' half of an attack's animation thus making counter attacks nigh on impossible. Essential if you want to master games like *King Of Fighters* and *Vampire Hunter*.

FLOATERS - Floaters are to 3D beat'em ups what 2-in-1s are to the 2D sort. 'Floating' an opponent involves the player striking the opponent skywards, then hitting them with a combo while they are floating helplessly in mid-air. These are the most damaging kind of attacks in the *Virtua Fighter* and *Tekken* series.

RECOVERY TIME - Common to all types of one-on-one titles, recovery time is the duration your character is immobile after performing an attack. This is the time that your fighter will be at the most vulnerable, so it's best to use moves that have the least recovery time unless you know the attack is going to strike.

PPPK COMBO - PPPK combo is the sole territory of the AM2 games and is without a doubt, the cheapest kind of combo around. By pressing a combination of punches and kicks, a beginner can give even a master Akira player a headache. Avoid if possible but if you do like the Sarahs and the Tokios, use the PPPK to skillful ends, than with mere shake-out power.

BUGS AHOY!

In the Japanese version of the game, there are several 'bugs' that pop up every now and then. Some are just down-right annoying (the slow down on Raxel's elevator stage), but some require skill to actually make them appear. Here's a low down on some that we've found.

REPLAY STALL

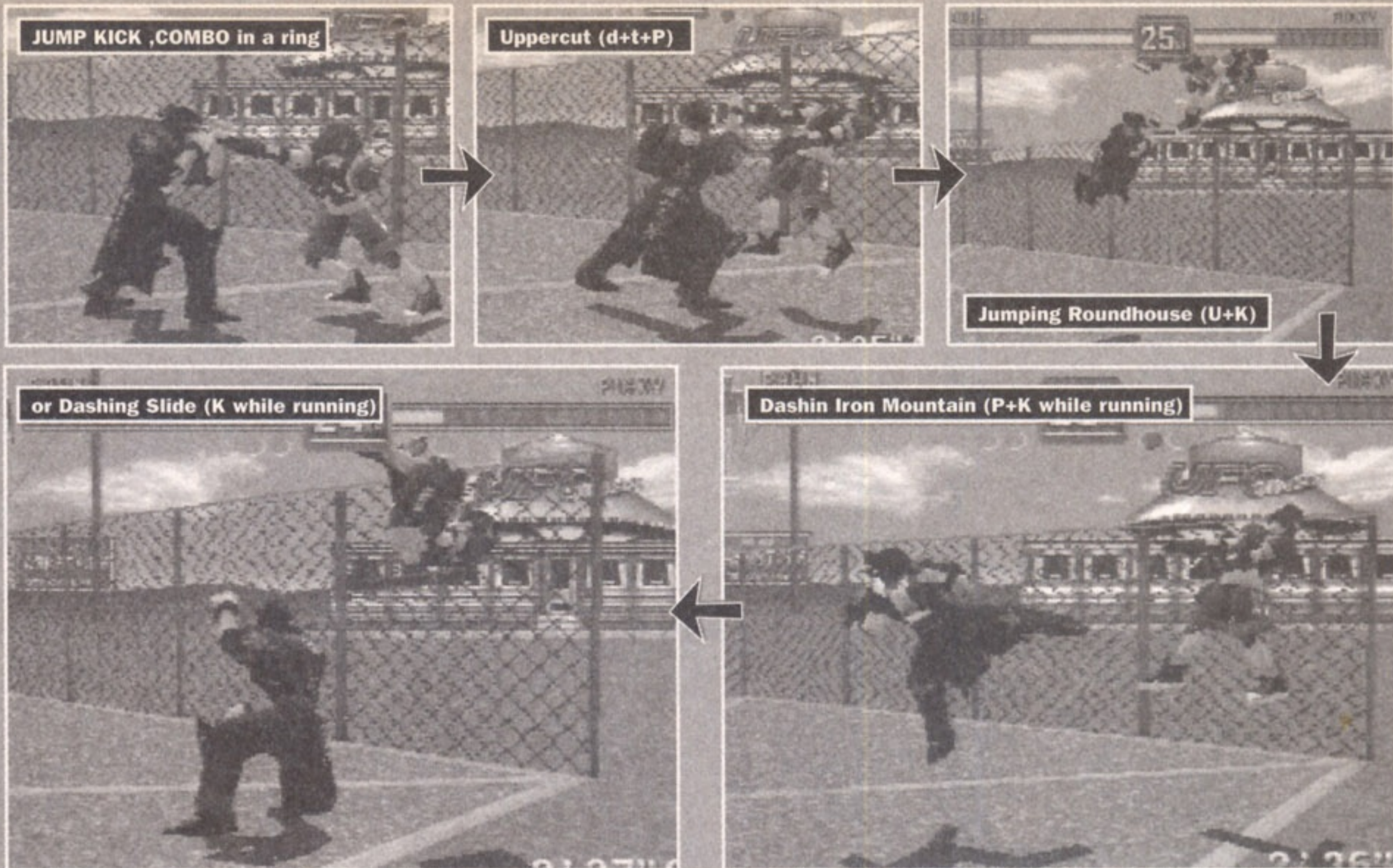
It's possible to stall the last round replay on the ending of the game if you follow these instruction. With the last strike of the last round, try to hit your opponent up into the air so they land on top of the barrier. While your opponent is knocked out on top of the wall, break the barrier beneath him with an armour breaker. If you've succeeded, the ending will cease for a few seconds without showing any action from the stalled round and will move on to the next replay.

IRON MOUNTAIN

On some occasions, the Iron Mountain move drains more than 1/2 of an energy bar, if used to sandwich the opponent between yourself and a barrier. Strange considering that a 'regular' Iron Mountain only does a few points of damage.

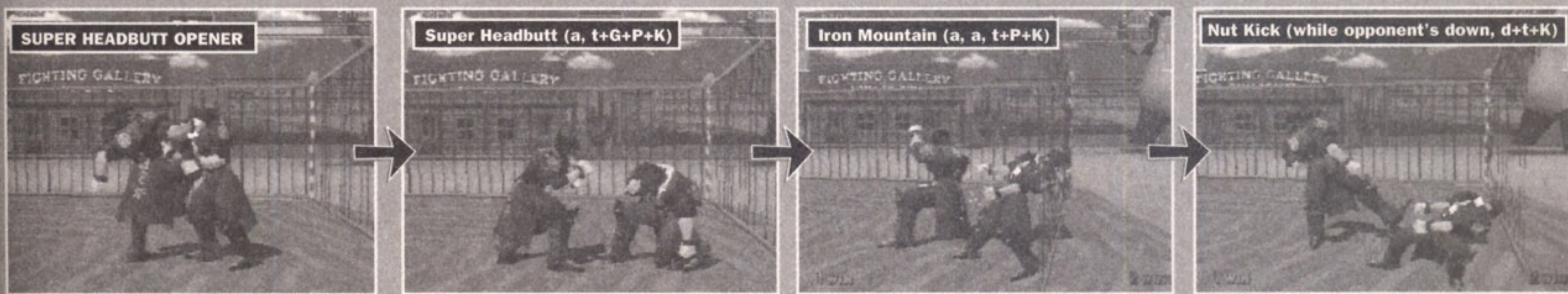
BAHN

Undoubtedly the most powerful character from the regular *Fighting Vipers* cast, Bahn is the choice of the player who hates the PPPK derivatives. With his quick elbows and Iron Mountain as a base, wait for your opponent to attack and follow up with a devastating counter strike to end the fight in seconds.



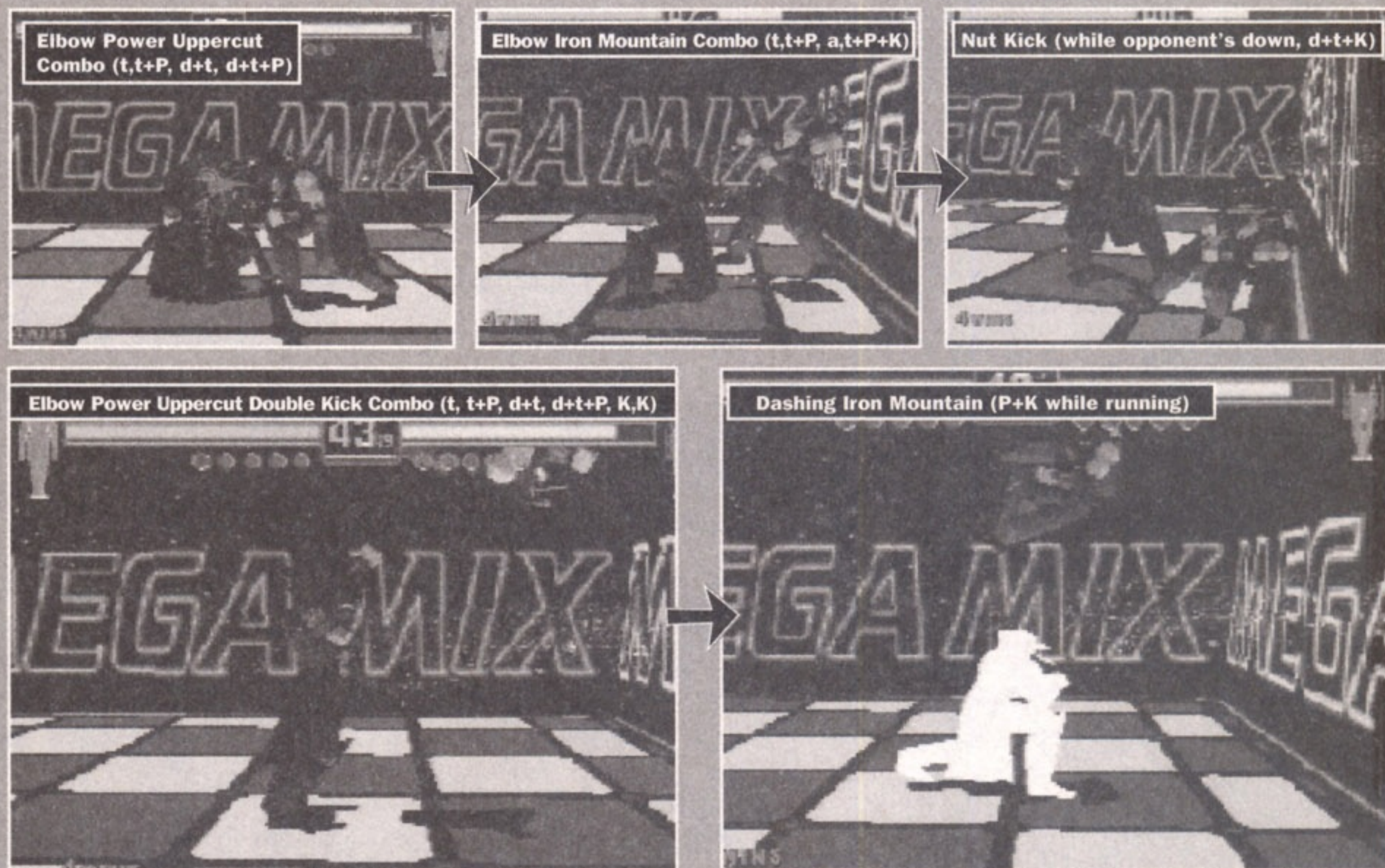
WALL COMBO WITH BACK TO THE WALL, RING THROW (P+G)•ELBOW IRON MOUNTAIN COMBO (T,T+P, A,T+P+K)•NUT KICK (WHILE OPPONENT'S DOWN, D+T+K)

MASS ENERGY DRAIN IRON MOUNTAIN WITH OPPONENT'S BACK TO THE CORNER OF THE RING,•UPPERCUT (D+T+P) •IRON MOUNTAIN (A, T, T+P+K)•NUT KICK (WHILE OPPONENT'S DOWN, D+T+K)



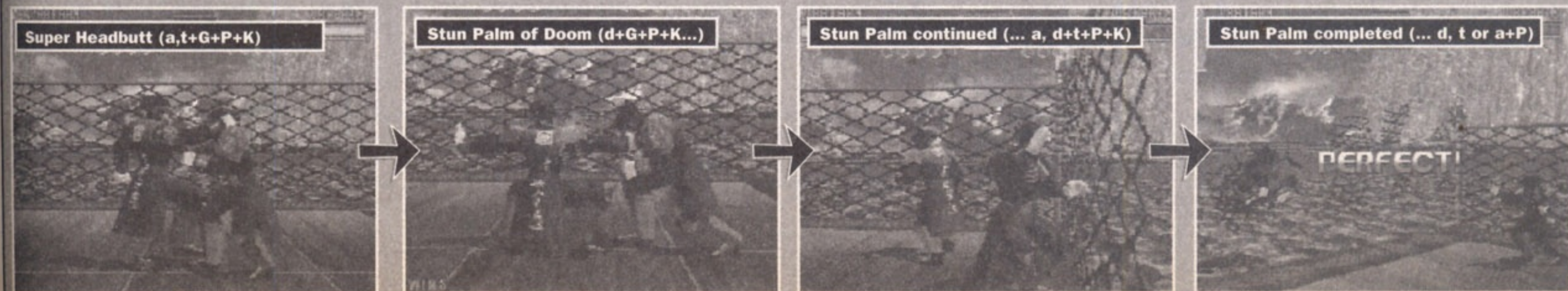
URA BAHN

Add a few Akira-esque moves to the already mighty Bahn and you have Ura Bahn. As a result, U Bahn can produce some unique damaging combos as well as being able to use the existing regular Bahn attacks. If that wasn't enough, U Bahn also benefits from his own version of Akira's devastating Stun Palm of Doom but with a different method of execution.



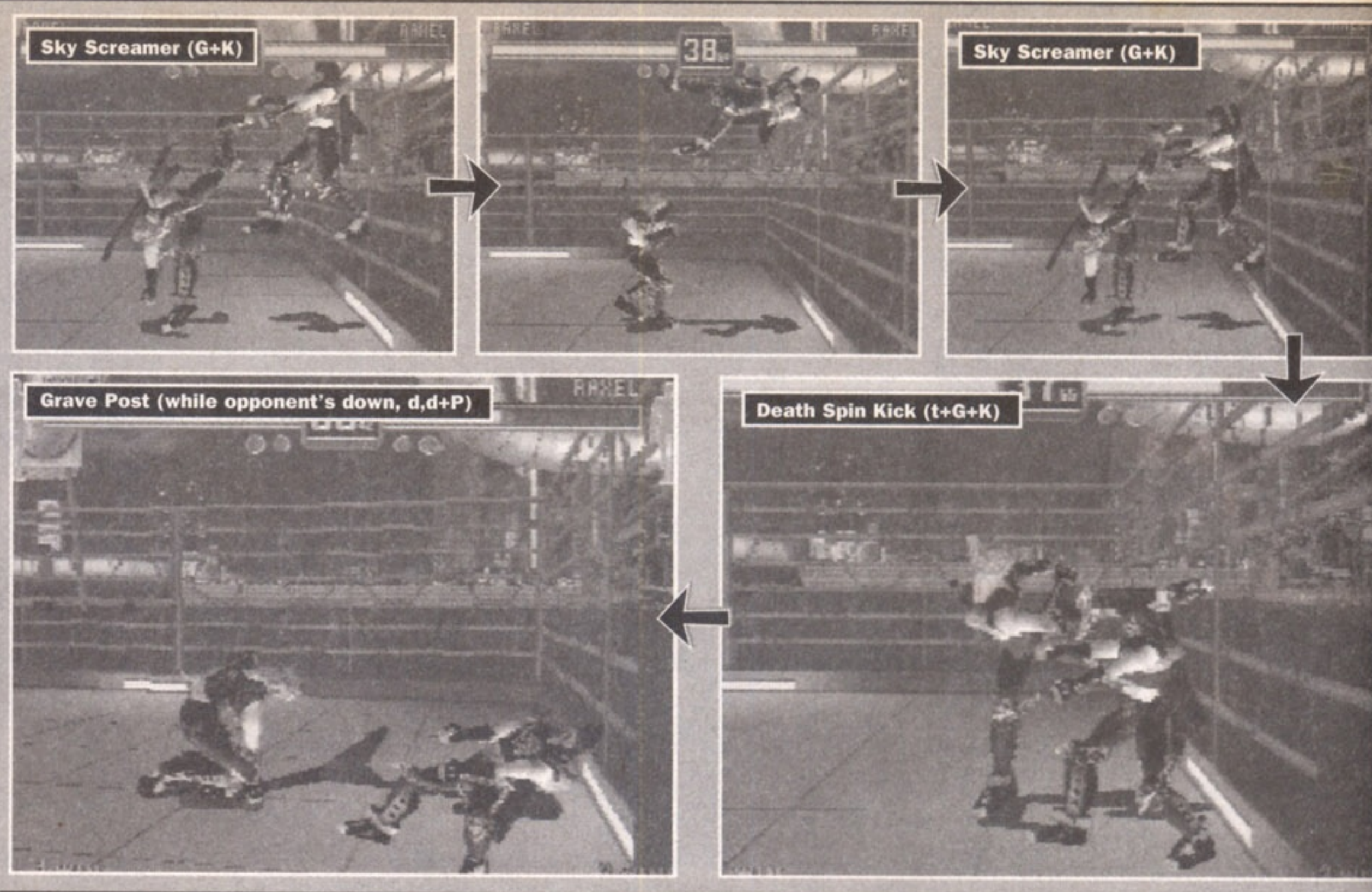
SUPER HEADBUTT COMBO 1 - Super Headbutt (a, t+G+P+K)•Uppercut (d+t+P)•Jumping Roundhouse (U+K)A•Shoulder Charge (P+G while running)

SUPER HEADBUTT COMBO 2- Super Headbutt (a, t+G+P+K)•Headbutt (G+P+K)•Nut Kick (while opponent's down, d+t+K)



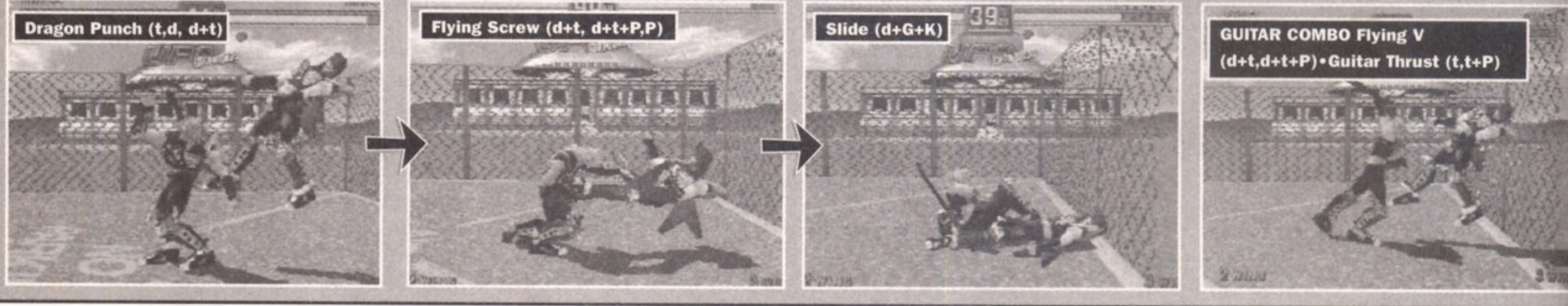
RAXEL

The best character out of the Vipers' PPPK troupe, as he has a nice line in throws and some technical kicks that look great in a combo. Though Raxel's main repertoire consists of PPPK derivatives, this Viper is the most lethal when using his guitar in a floating combo and all potential Raxel players should bear that in mind.



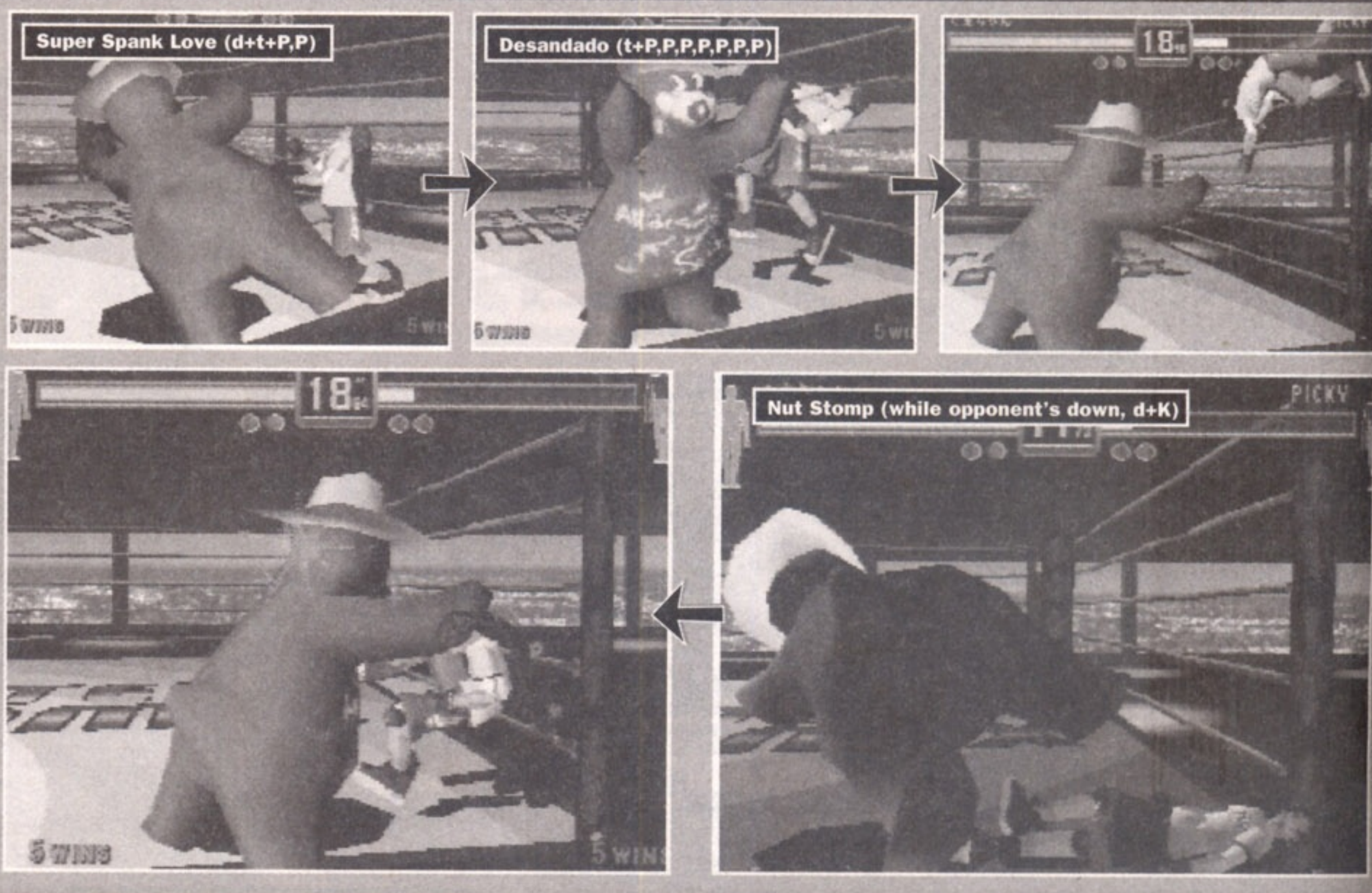
POWER COUNTER FLOAT Lighting Upper Power Counter (a+P) • Punch • Somersault Kick (u+a+K) • Grave Post (while opponent's down, d,d+P)

Double Upper (d+t+P,P) • Right Hand Combo (t+P,P,P) • Grave Post (while opponent's down, d,d+P)

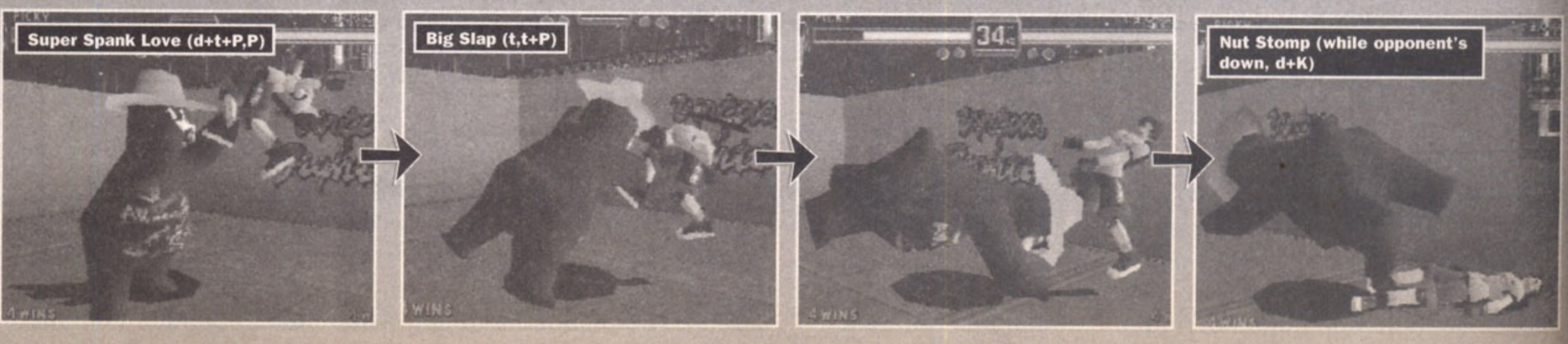


KUMACHAN

Kumachan (or his alter egos Pandachan, Meat, or Palm Tree) is perhaps the trickiest opponent to fight against in 2P situation as it's hard to see if he's punching or kicking (bar Mr Meat). This aspect should be exploited to the full against all human challengers, but this isn't the only thing Kuma has to his advantage - he's a one of the hardest hitters in the game! A good choice if you want a slightly different version of Sanman.

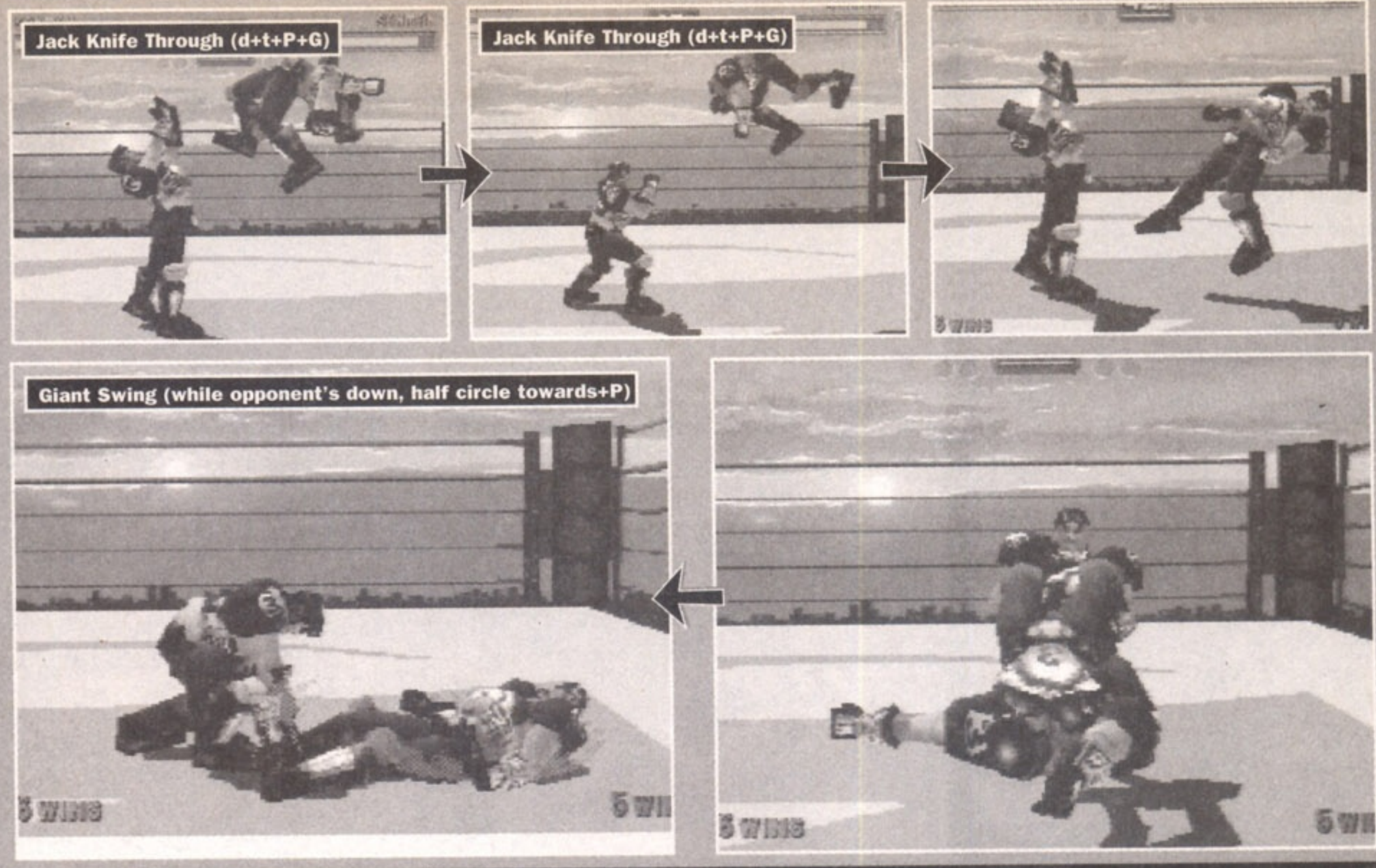


HI LO COMBO Uppercut (D+T+P) • Hallo Tech (d+t, d+t+P)



SANMAN

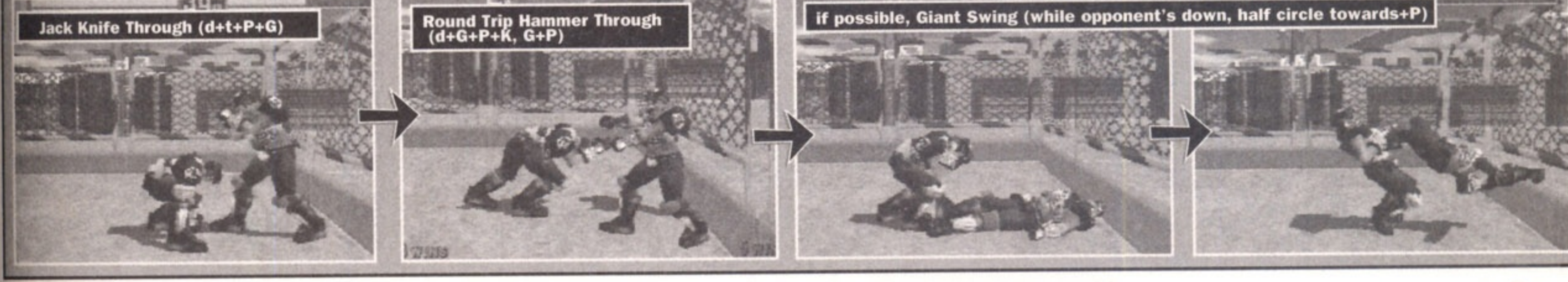
With moves similar to Wolf and Jeffry, Sanman is one of the greatest characters in the game who becomes a real joy to use once his throws have been truly mastered. The big mother doesn't suffer the flaw that the VF pair so badly do, as he has a great striking repertoire. So if grabbing opponents becomes difficult, smother them to death with his beer gut of doom!!



GIANT SWING 2 dodge an attack (escape button) • Punch • 2-in-1 Giant Swing (while opponent's down, half circle towards+P)

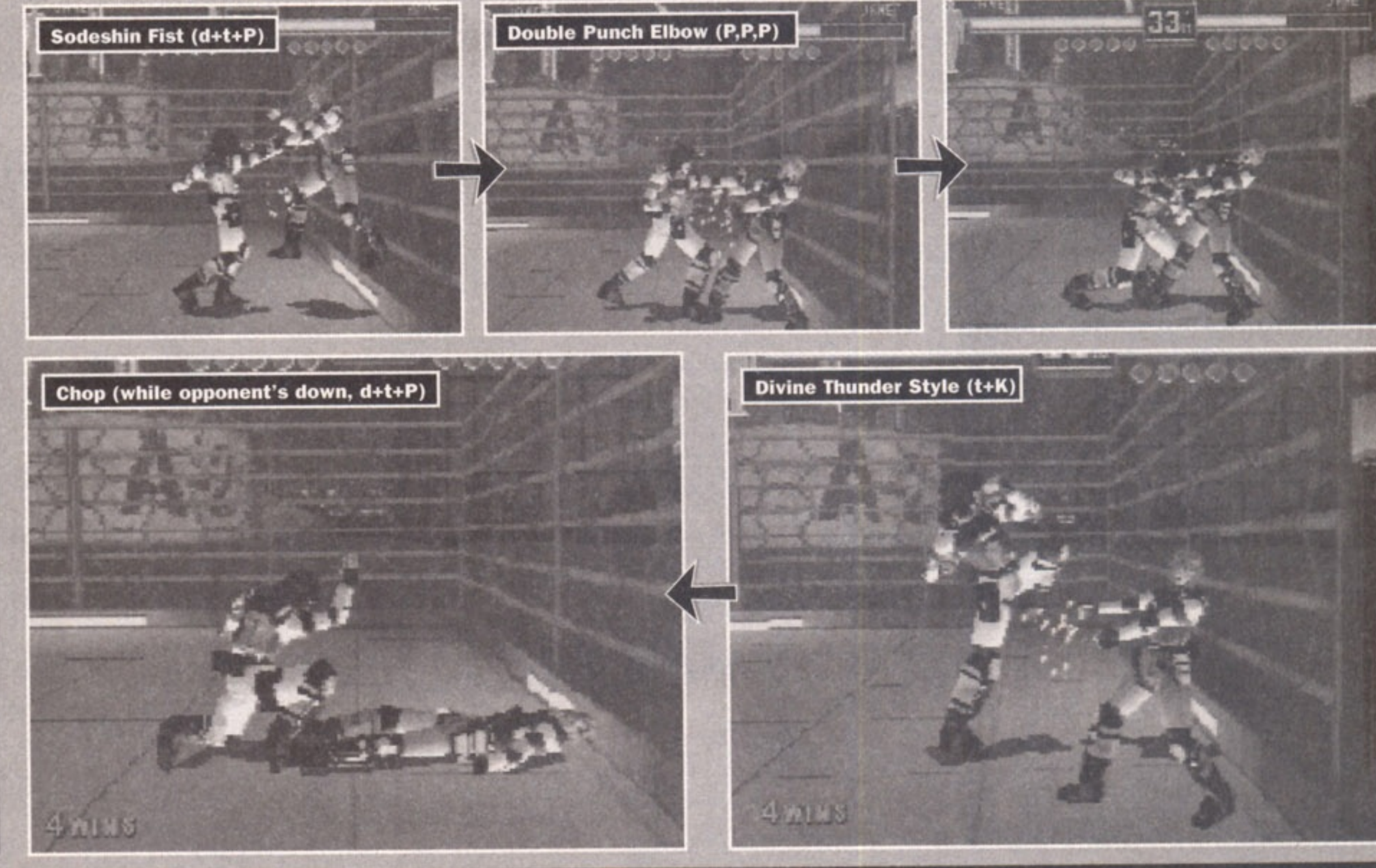
DOUBLE PEACH THROW OPENER Double Peach (G+P+K, G+P+K) • If blocked, Final Overdrive (half circle away+G+P, t,a+G+P, a,d,t,u,a+G+P)

GIANT SWING crouch to avoid high attacks or knees, and then Giant Swing (half circle towards+P)



JANET

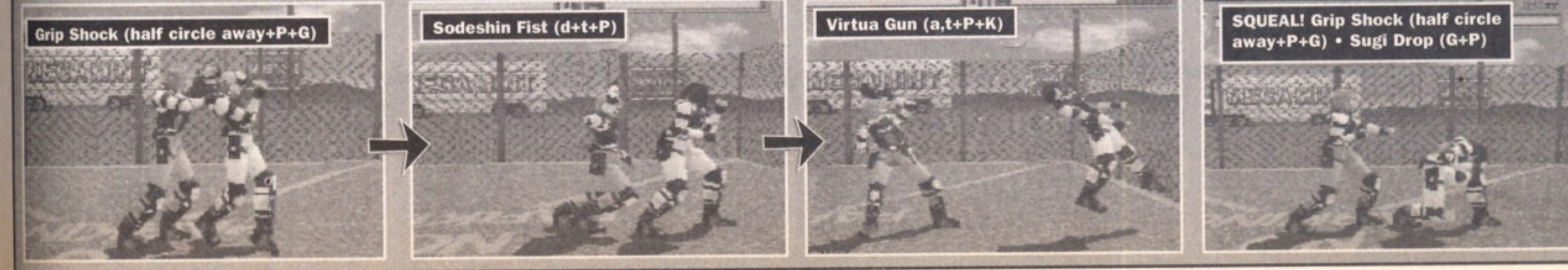
Janet Marshall, eh? How about Aoi Umenkoji, Mr AM2?! Yes, Janet is indeed a FMM incarnation of the VFAikido mistress. All arcade Aoi users should be instantly at home with Janet, as she retains a majority of Aoi's attacks from the arcade, but has the added advantage of the Virtua Gun. Janet has great floating abilities as well as damaging throws. In the right hands she is perhaps the third strongest character in FMM!



EXECUTION Grip Shock (half circle away+P+G) • Virtua Gun (a,t+P+K) • Chop (while opponent's down, d+t+P)

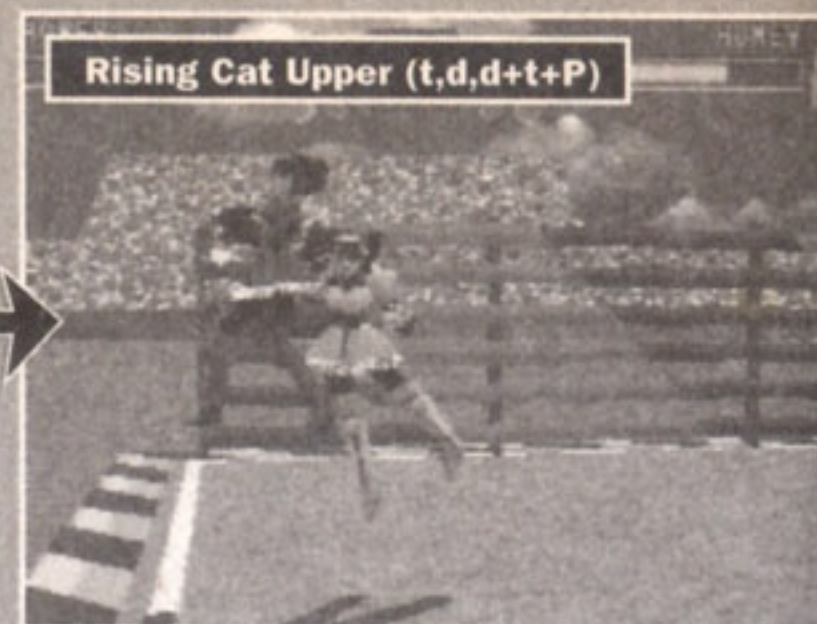
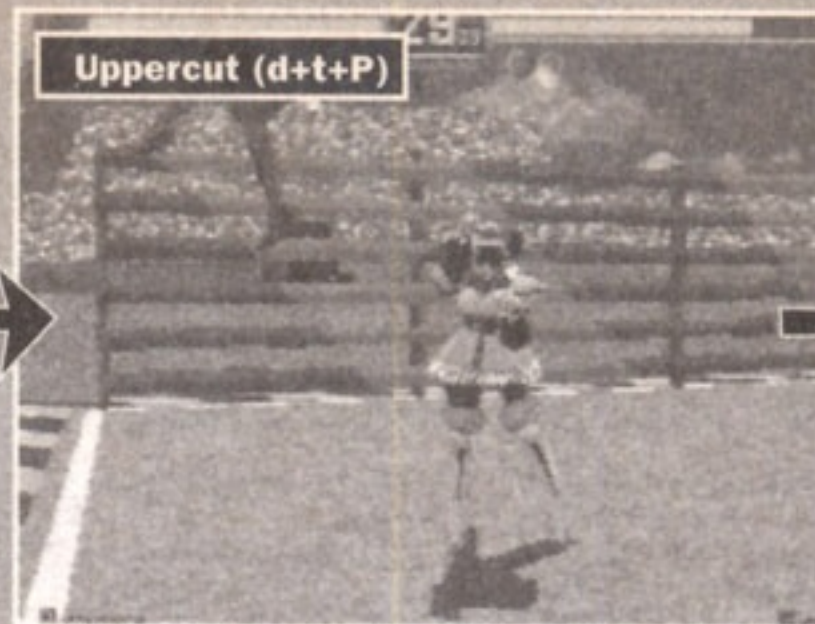
MUSOHA FLOAT COMBO Musoha (D,d+t+P) • Cloud Kick (t+K,K) • Kusei Koma Chop (while opponent's down, U+P)

UZUMAKI FLOATUzumaki Syutou (tx2+P) • Cloud Kick (t+K,K) • Chop (while opponent's down, d+t+P)



HONEY

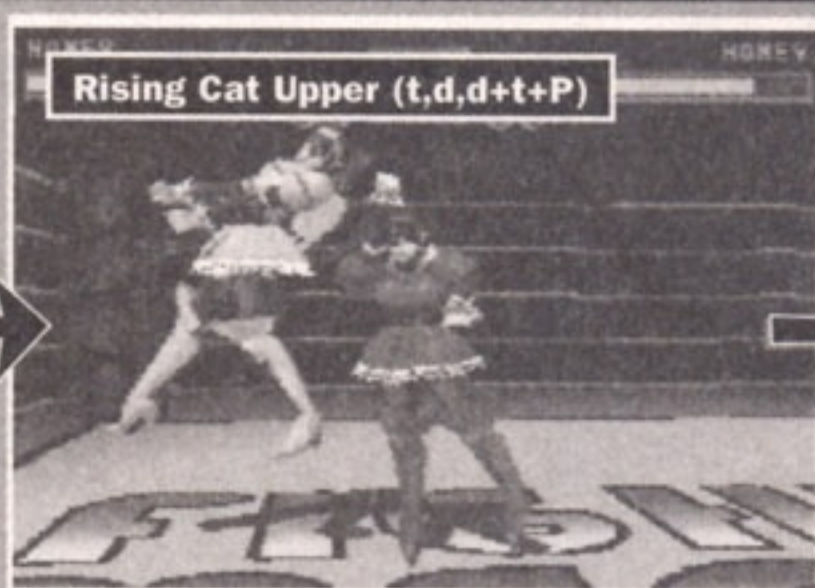
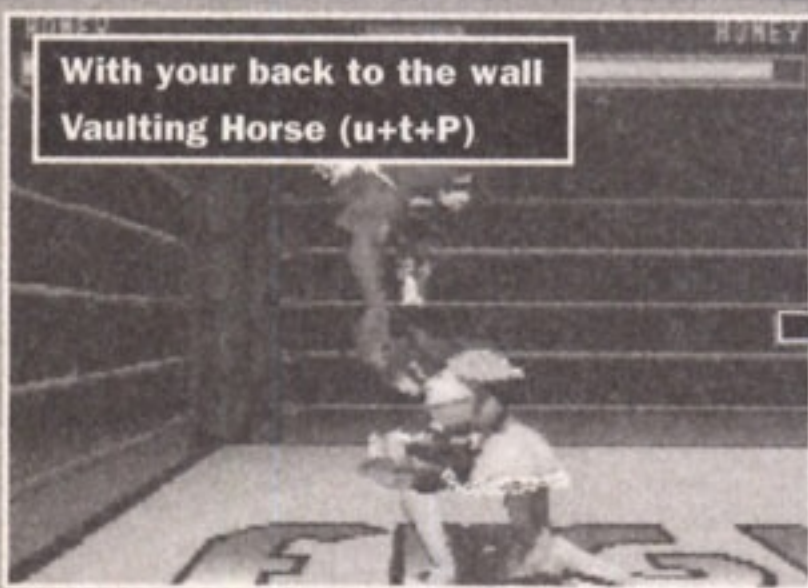
Honey may be popular, but there is not as much technical mastery to be had from this little combo kitten. PPPK and other mildly difficult floaters is the order of the day with Honey (or Candy in the US), with only the occasional aerial throws to break up the monotony. A good choice for the beginners to learn the whole VF/FV system.



WALK THROUGH COMBO • • • Nut Kick (while opponent's down, d+K)

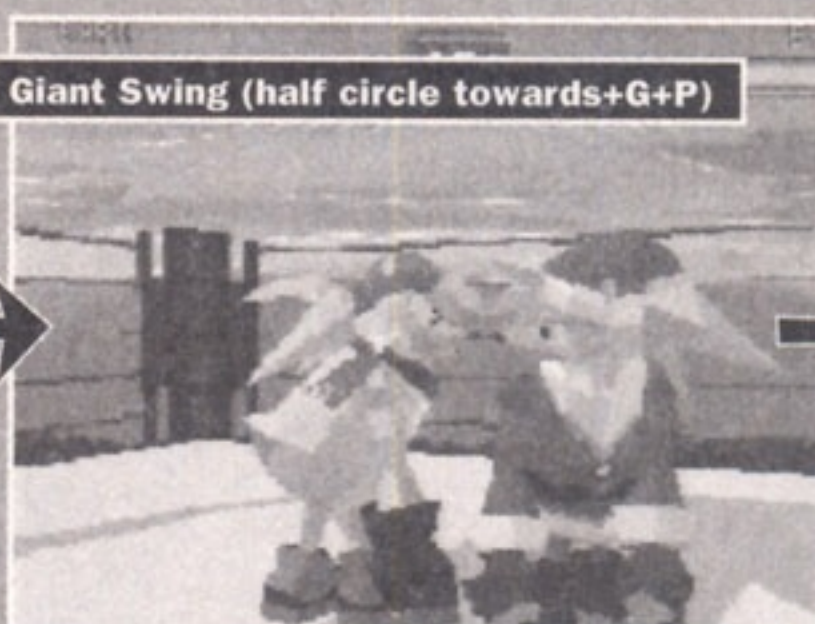
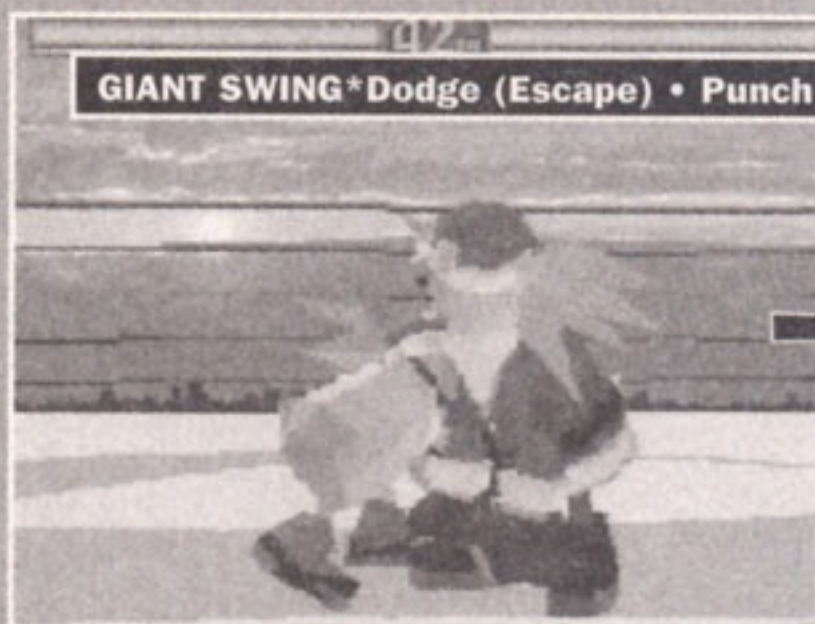
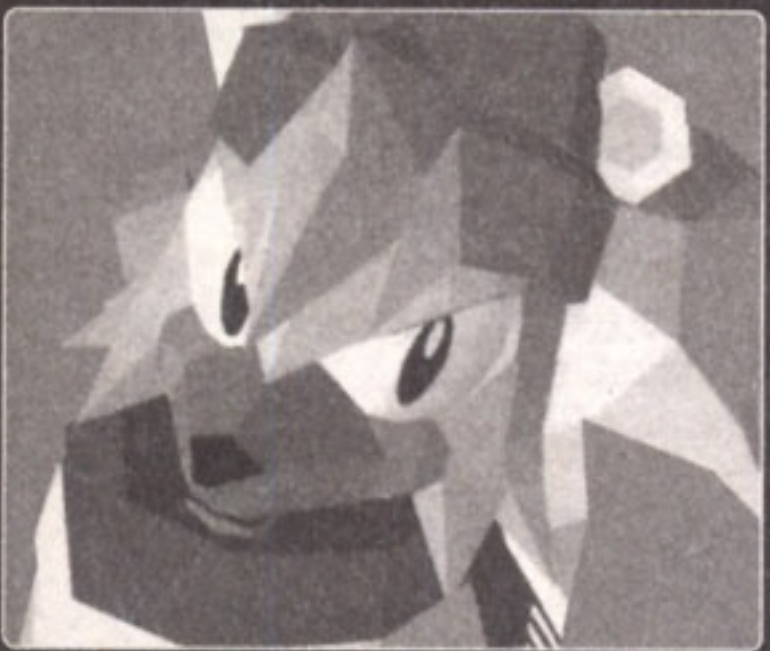
AIR THROW COMBO Honey Triple (t+P,P,P) • Air Throw (t+G+P+K)

JACK KNIFE COMBO Jack Knife (G+K) • Jack Knife (G+K) • Double Peach Attack (G+P+K) • Nut Kick (while opponent's down, d+K)



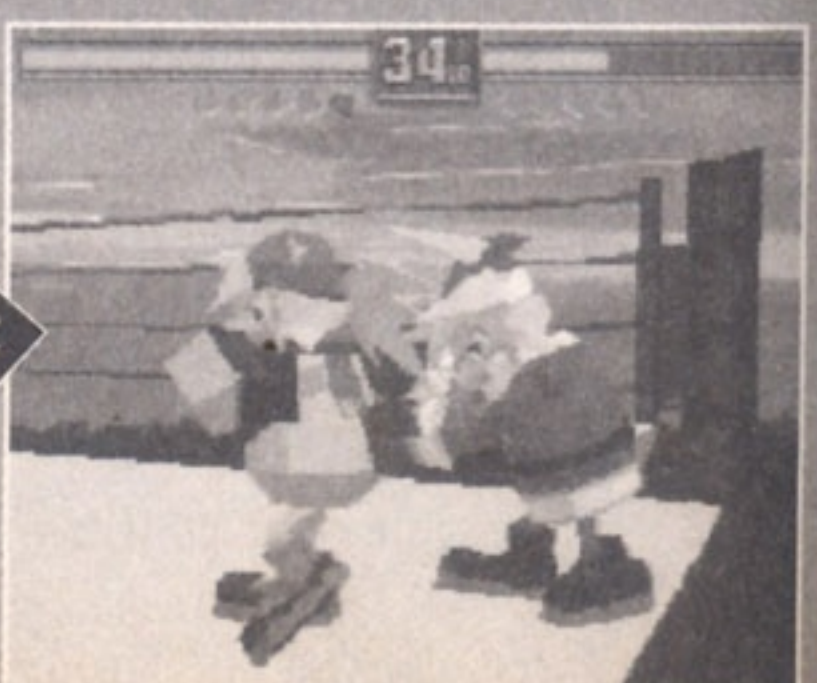
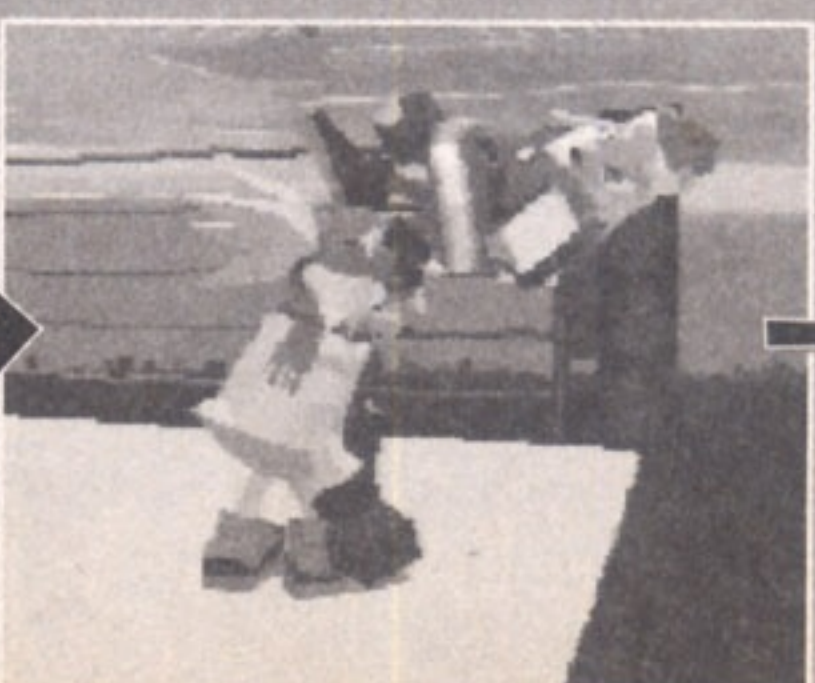
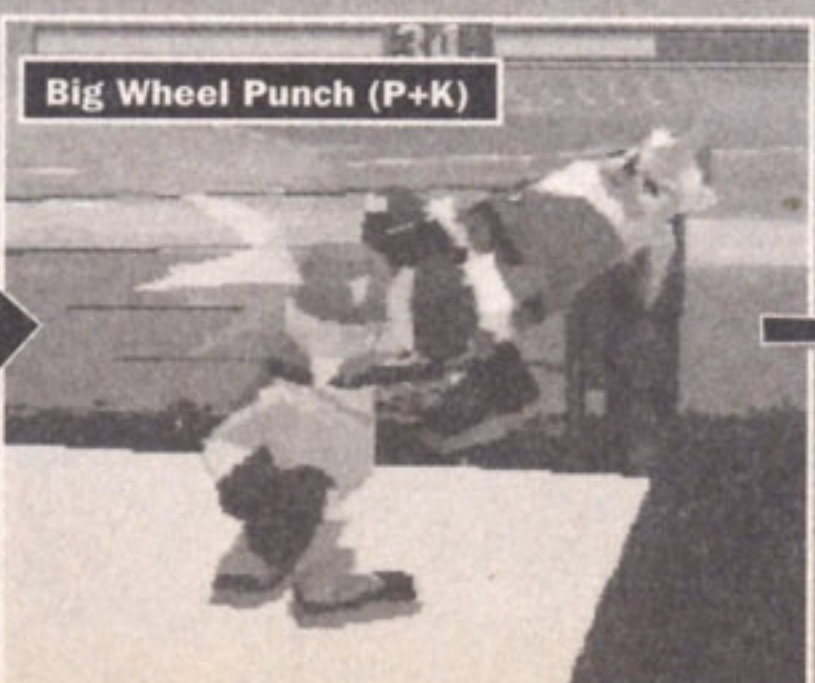
BARK

Bark is a nice comic relief from the more 'serious' fighters in the game with his eccentric and outrageous moves. With less moves to remember than with the likes of Akira and Wolf, Bark can be used with competence by beginners, but that's where his flaw lies. Forget reaching the technical heights of Akira or even that of Honey. A nice alternative, but a complete waste of time in the VF mode.



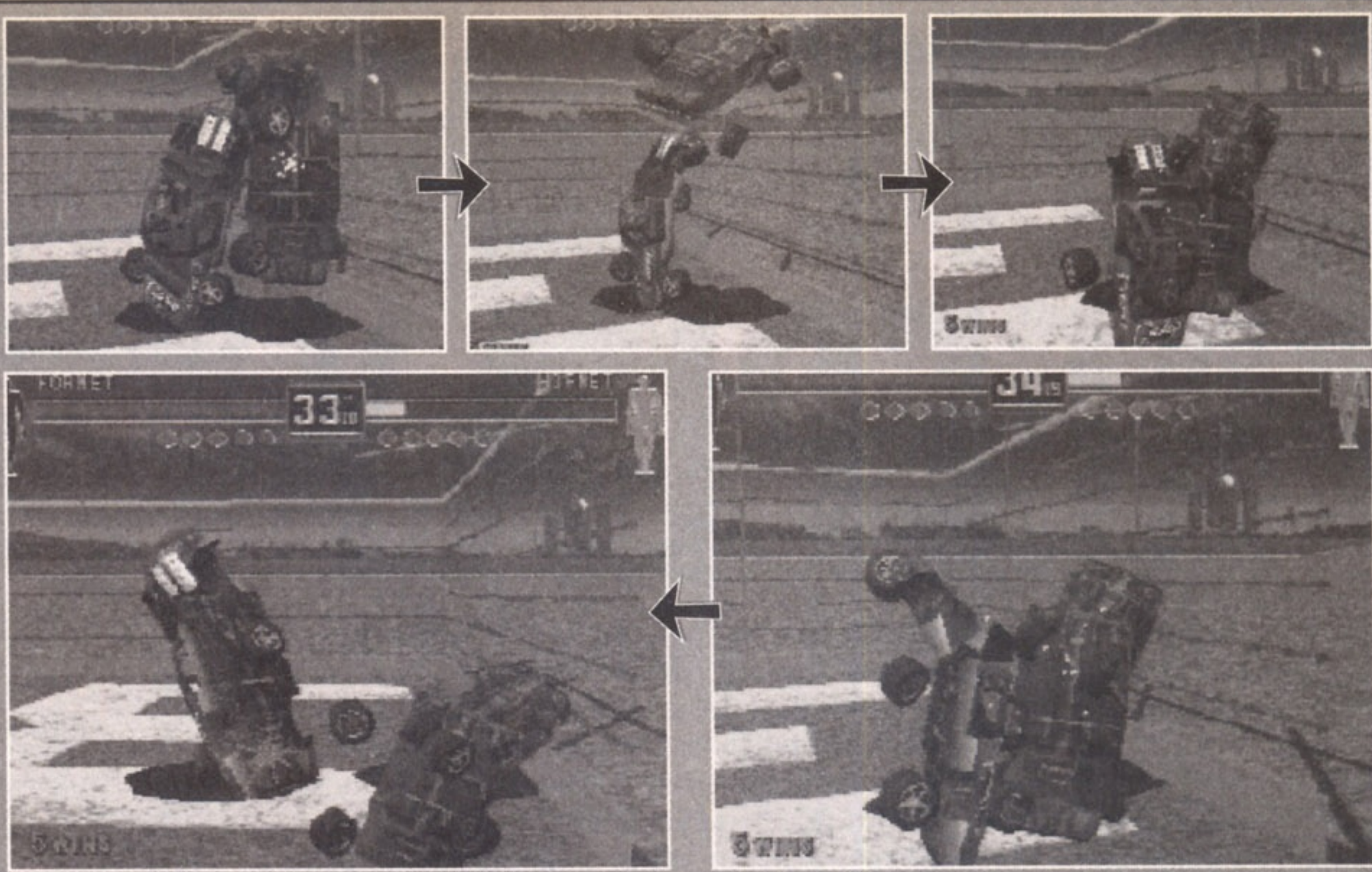
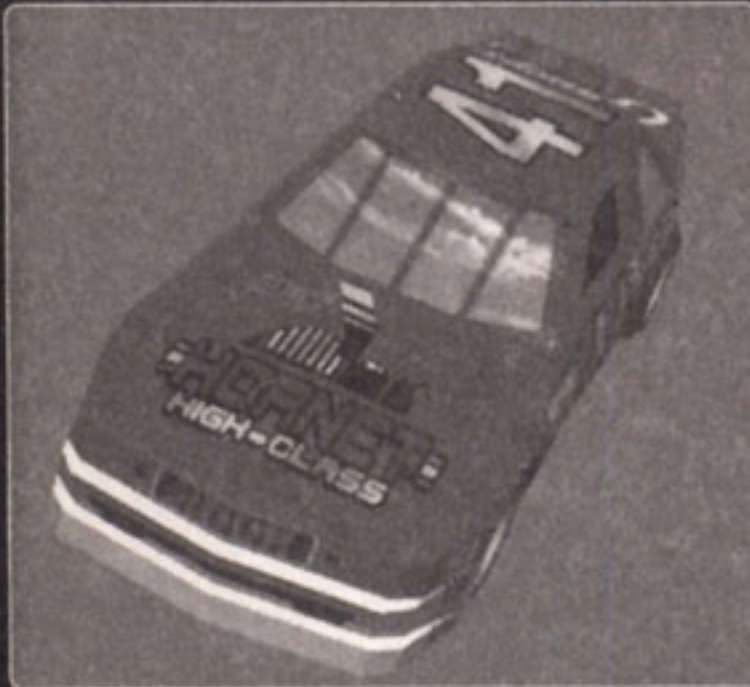
*only when the opponent is Bean, Bark, or Kids pair

BARK UPPER COMBO Bark Upper (d+t+P) • Third Scissor Punch (t+P,P,P)



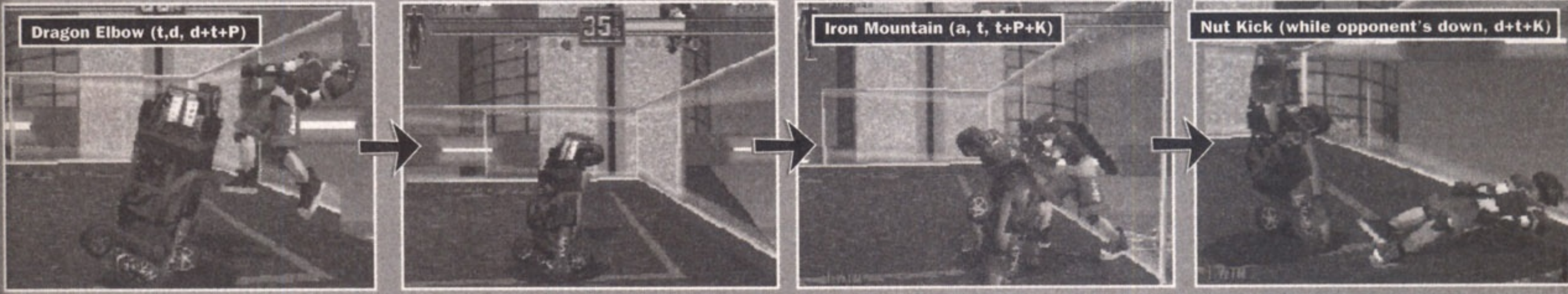
HORNET

If there ever was a Jekyll and Hyde character in a game, the Daytona 41 car would be it. With the armour on, the Hornet is no more than a mere *Final Fight*-esque fighter with a basic selection of punches and kicks, but press a+P+K and the car becomes a combo monster that fights suspiciously like Bahn... with all his combos!!
all the following combos are possible only without armour.



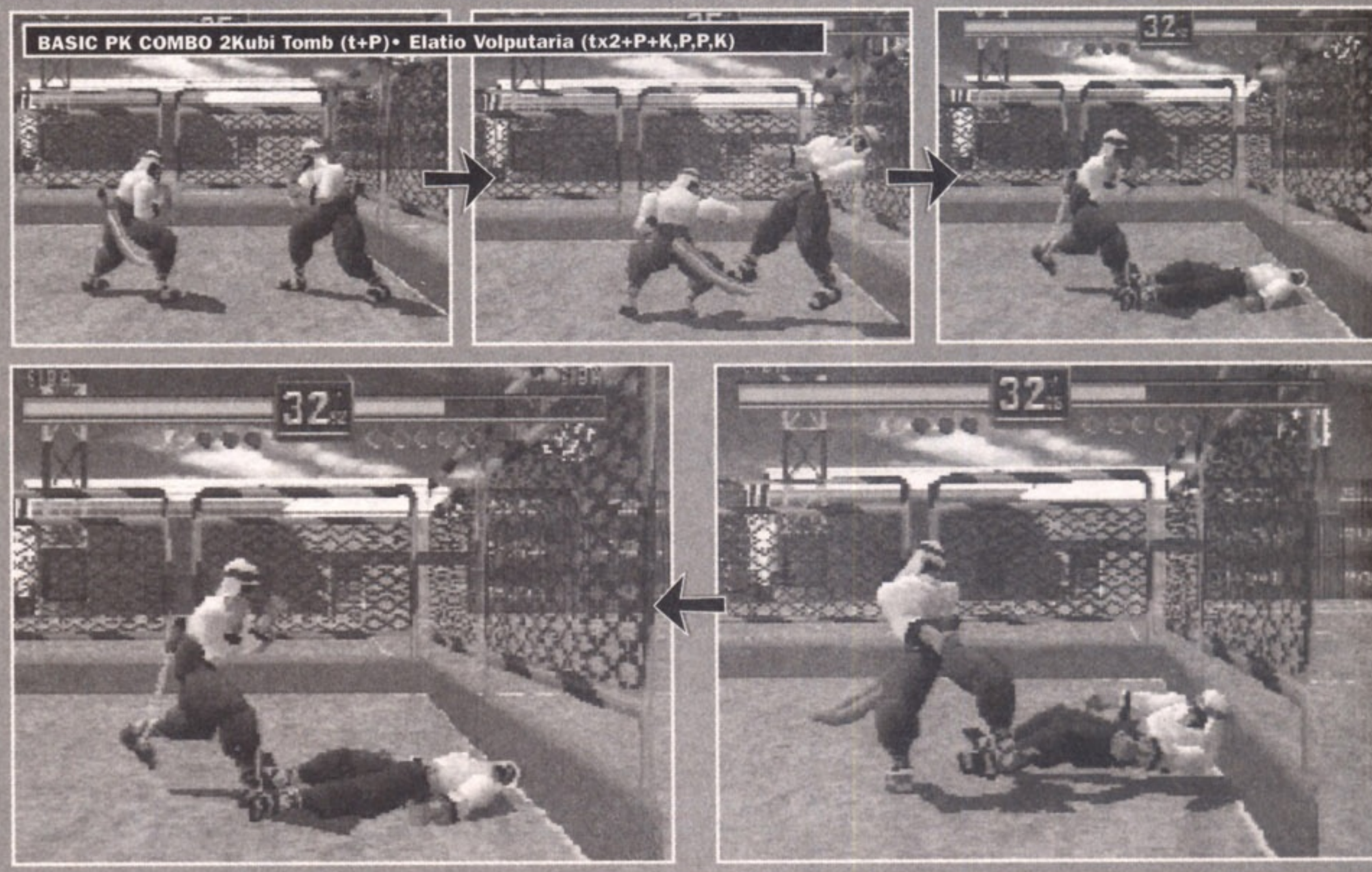
BASIC IRON MOUNTAIN COMBO Uppercut (d+t+P) • Iron Mountain (a, t, t+P+K) • Nut Kick (while opponent's down, d+t+K)

BASIC IRON MOUNTAIN COMBO 2 Uppercut (d+t+P) • Elbow Iron Mountain Combo (t,t+P, a,t+P+K) • Nut Kick (while opponent's down, d+t+K)



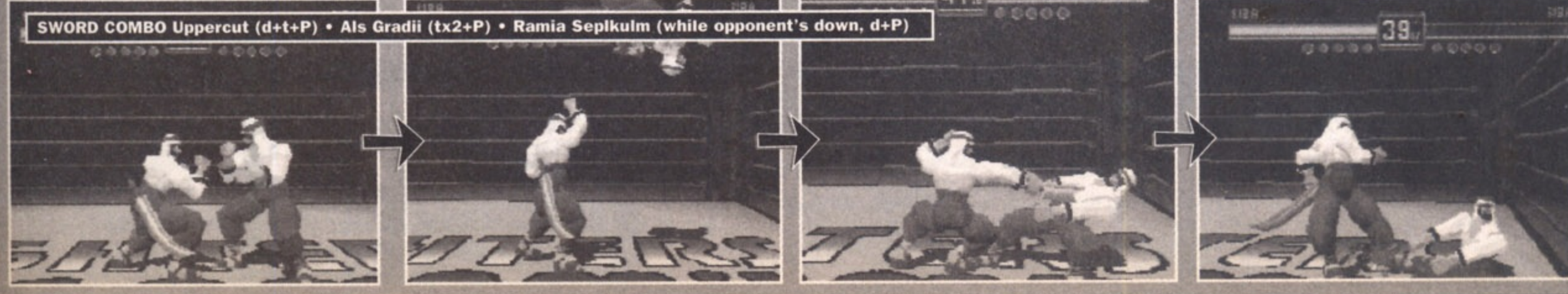
SIBA

Siba seems a bit of a sad case on initial play but does improve slightly once you've found some of his sword attacks. As with Raxel, his most devastating combos are weapon-based, but unlike the Viper rocker, the VF1 reject doesn't have PPPK derivatives to fall back on. Use these combos and lose your friends as the sword-based part of the combos are unblockable and drain masses of energy!



BASIC PK COMBO 2 Kubi Tomb (t+P) • Uppercut (d+t+P) • Deegless (d+t+K)

SWORD COMBO 2 Sanguis Kuramale • (a,t+G+P+K) • Uppercut (d+t+P) • Als Gradii (tx2+P) • Ramia Sepkulum (while opponent's down, d+P)



SWORD COMBO Uppercut (d+t+P) • Als Gradii (tx2+P) • Ramia Sepkulum (while opponent's down, d+P)

WRITE FOR FREEPLAY

As you know, FreePlay is YOUR magazine - it's contributions from our readers that make it the hot piece of gaming literature that it is. Okay, so it may be printed on funny yellow bog paper, but it's still the coolest thing in the world. What it needs is YOUR contributions, whether it be something listed below or even an incredible idea for a new section in FreePlay! Whatever you've got that you think may be of interest to our other readers, send it in!

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE YOUR LETTER IS LIKELY TO END UP IN OUR ADVANCED FILING SYSTEM, NEVER TO BE SEEN.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



YOU CAN BE IN CVG AS WELL!

TIPS

We don't waste precious space by printing pages of old tips for things like *Yogi Bear* on the Mega Drive. Instead we have the latest cheats and tips for the biggest new games, and we want more! If you find something yourself, whether it be a small hint or a complete walkthrough, send it to us! You may even win yourself a free game from HMV!

HIGH SCORES

Here's where you can find out who's the best at all of the latest games. If you think it could be you, send us your highest scores and we'll print them. Also try to keep some proof that you really did it, and if you really want to show off, send us a video tape showing how you managed such a magnificent score!

ART/CARTOONS

Hunter may be the most miserable and offensive dog ever, but he appreciates a good piece of artwork. Send him anything game-related you've done, or else!

MOST WANTED

Take a look at the front page of FreePlay and you'll see the Reader's Most Wanted chart. Whenever you send anything to us, let us know what games you're most looking forward to and we'll include your votes in the chart. Even if what you're voting for hasn't been announced yet, that's fine - maybe some programmers will listen and get to work on it!

CLASSIFIEDS

If you're consumed by retro fever, just fill in the form below and sell off your 32 or 64-bit machine, leaving you enough money to buy a Grandstand Multi-Sports System! Whether you want to buy, sell or swap something, you can do it here just so long as it's legal. Send us adverts for copiers and we shop ya!

FREEPLAY FAN

Convince the world that your favourite game or programming team is the best thing ever. Don't just write in to tell us how rubbish someone else's machine is. That's boring!

FANZINES

This is your chance to become a professional video games magazine editor, just like Garth Sumpter! Have fun making your own games magazine, then send us a copy to look at and we'll tell everyone about it!

MOST WANTED

	IN ORDER OF IMPORTANCE
1	
2	
3	
4	
5	

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