

FREEPLAY

RED-HOT RUMOUR SPECIAL! 64-BIT SEGA CONSOLE SET FOR 1998 RELEASE?

The latest piece of hot gaming gossip currently circulating is that Sega are in the advanced stages of developing a new home games machine, dubbed the Black Belt.

Rumours claim the CD-based machine's internal architecture utilises the PowerVR chipset. This powerful graphics accelerator, developed by NEC and Videologic is capable of generating around 1,000 000 polygons per second - per chip! Power VR chips can be 'stacked' together, increasing their potency. Two chips, for example, can handle two million polygons!

All kinds of other graphical features are also built in, such as anti-aliasing (blurring close-up objects as seen in N64 games), Z-buffering (speeding up processing by calculating only visible polygons), and alpha-channeling (advanced transparency techniques).

All are features the Saturn is not capable of.

It's known that NEC have spoken to Sega before about using PowerVR in future systems. However this news, if true, comes as quite a surprise. It has generally been thought that Namco would use PowerVR, following a demonstration of *Rave Racer* using the chipset. Original rumours that it

would be used in arcade *Tekken 3* proved unfounded, however the idea that Sony would use it in a PlayStation upgrade (in conjunction with PS *Tekken 3*) has been touted.

How many Power VR chips the machine will contain, has not been mentioned. However, the PCX2 chip

check it out. If this system was used, its development tools would make it far easier for programmers to utilise the new hardware. Converting arcade software (using the same operating system) would also prove simpler. Rounding off the rumours is word that the 64-bit main processor will be

based on a Power PC variation. It's claimed developers could receive programming kits as soon as this Christmas, with the machine possibly set for a Christmas '98 release.

Games said to be under development are a basketball and soccer title, and *Virtua Fighter 3*.

Both Videologic and Sega are aware of the story, but say they have no information on such a machine. Certainly its existence would prove damaging for the Saturn. And with many Japanese developers announcing future Saturn titles, it

seems unlikely any new Sega machine would surface before 1999. Sega's official statement is this. "Sega is always working on new hardware and evaluating new technology, but we deny current rumours because this is inaccurate information. I'm sorry but I can't tell you anything about our future plans at this time."



ARTIST'S IMPRESSION

(the latest version) is extremely cheap for manufacturers, at around \$30 (US) each, for 10,000. Another hotly-tipped contributor to this 64-bit console is Microsoft, currently developing their own Arcade Operating System. AM2's chief, Yu Suzuki, is said to have visited their Seattle headquarters last year to

READERS MOST WANTED CHART

With N64 now released, you're all back to normal again, wanting *Tekken 3* and *Virtua Fighter 3*.

1	TEKKEN 3	ARC AND PS
2	VF3 + ADD-ON	SATURN
3	RESIDENT EVIL 2	PLAYSTATION
4	X-MEN V STREET FIGHTER	SATURN
5	MARIO KART 64	NINTENDO 64
6	TIME CRISIS	PLAYSTATION
7	FIGHTERS MEGAMIX	SATURN
8	NIGHTS SEQUEL	SATURN
9	SCUD RACE	SATURN
10	QUAKE	SAT, PS, N64

Among your other moronic suggestions were *Street Fighter VS Mortal Kombat*, *FIFA Beach Football*, *Embassy World Darts* (grief), *X-Ray glasses* and girls (hahahahahahaha. sigh), *CVG: The TV Show* (shucks), *Yasmine Bleeth* (nah, she's past it) and, most cryptic of all, *Sega to raise their game*. Hmm. Keep theM coming in with all your mail, or it doesn't get considered at all.

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£££

CONSOLE PRICE SHAKEDOWN!

£££

• PLAYSTATION ONLY £129

As you should know if you're remotely interested in all things game-related, the PlayStation is now only £129 for the standalone machine, with its 'Platinum' range of games, priced at £19.99, currently taking the charts by storm (see Freeplay page 3). This price drop has sparked a bit of bargain console boom. But before you think we've got it better than ever, perhaps you'd better take a look at some of these continental prices.

• SATURN ACTION PACK £169

In retaliation to Sony's price drop, Sega have dropped their new bundle pack to £169. You get *Sega Rally* and *Worldwide Soccer* included. However, some retailers are putting their own game combos in the Action Pack. Sega are also releasing a *Manx TT* bundle pack for the same price.

• PLAYSTATION ONLY \$150 IN US!

£129 might seem like a good price for the PlayStation over here, but in America you can pick up one for \$150. That translates to around £94 over here. If that makes you sick, then get this...

• NINTENDO 64 ONLY \$150 IN US!

Yep, following the huge success of the N64 in The States (it is the biggest selling machine over there), the machine has already dropped in price to the equivalent of under £100 in America. If only we could get those kind of prices here in Europe eh? Well...

• N64 £100 CHEAPER IN GERMANY!

It's true. The Nintendo 64 is available for around 400 Marks in Germany. That's the equivalent of around £150. What's more Germany use the PAL TV

system just like us. So if you want a PAL N64 for £100 cheaper, head for Germany!

• MEANWHILE IN JAPAN...

If you shop around in Tokyo gamestores, you can pick up a Nintendo 64 for around £85 now.

UNIVERSALLY COMPATIBLE N64S

The official PAL/ NTSC compatible N64 does exist. It seems they were made because some Asian countries support NTSC and some support PAL. It's known as the ASIAN 2 and so far we can only confirm its appearance in Singapore. If we manage to locate a supply of them, we'll tell you.

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	MARIO 64	NINTENDO 64	NINTENDO
2	NE	TUROK: DINOSAUR HUNTER	NINTENDO 64	ACCLAIM
3	2	SHADOWS OF THE EMPIRE	NINTENDO 64	NINTENDO
4	NE	MAGIC: THE GATHERING	PC CD-ROM	MICROPROSE
5	NE	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	SONY
6	3	PILOTWINGS 64	NINTENDO 64	NINTENDO
7	6	DESTRUCTION DERBY 2	PLAYSTATION	SONY
8	4	COOL BOARDERS	PLAYSTATION	SONY
9	13	SCOURGE OF ARMAGON	PC CD-ROM	ACTIVISION
10	NE	WIPEOUT: PLATINUM	PLAYSTATION	SONY
11	7	TOMB RAIDER	PLAYSTATION	EIDOS
12	NE	AIR COMBAT: PLATINUM	PLAYSTATION	SONY
13	8	C&C: RED ALERT	PC CD-ROM	VIRGIN
14	NE	TEKKEN: PLATINUM	PLAYSTATION	SONY
15	NE	DIE HARD TRILOGY	SATURN	EA
16	11	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS
17	16	BROKEN SWORD	PLAYSTATION	SONY
18	10	TOMB RAIDER	PC CD-ROM	EIDOS
19	9	DIE HARD TRILOGY	PLAYSTATION	EA
20	15	DIABLO	PC CD-ROM	ZABLAC

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

DON'T MISTAKE THESE FOR OFFICIAL CHARTS. THESE ARE OUR RECOMMENDATIONS FOR THE CURRENT PICK OF THE CROP.

SATURN U.K. TOP 5

1	BOMBERMAN	SEGA
2	MANX TT	SEGA
3	MASS DESTRUCTION	SEGA
4	DIE HARD ARCADE	SEGA
5	HEXEN	GT

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	VICTORY GOAL '97	SEGA
3	ZAP! SNOWBOARDING TRIX	TV TOKYO
4	ELEVATOR ACTION	TAITO
5	SEGA AGES FANTASY ZONE	SEGA

PLAYSTATION U.K. TOP 5

1	MICRO MACHINES V3	CODE-MASTERS
2	RAGE RACER	SONY
3	ISS PRO	KONAMI
4	SOUL BLADE	SONY
5	SUIKODEN	KONAMI

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VII	SQUARE
2	BUSHIDO BLADE	SQUARE
3	FINAL FANTASY 4	SQUARE
4	HEAVENS GATE	ATLUS
5	CHORO Q 2	SONY

PC TOP 5

1	QUAKE MISSION PACK 1	ACTIVISION
2	COUNTERSTRIKE (RED ALERT)	VIRGIN
3	MDK	INTERPLAY
4	THEME HOSPITAL	EA
5	NEED FOR SPEED 2	EA

NINTENDO 64 TOP 5

1	TUROK: DINOSAUR HUNTER	ACCLAIM
2	SUPER MARIO 64	THE GAMES
3	WAVE RACE 64	THE GAMES
4	SHADOWS OF THE EMPIRE	THE GAMES
5	PILOTWINGS 64	THE GAMES

MEGA DRIVE TOP 3

1	SONIC 3D	SEGA
2	WILLIAM'S ARCADE CLASSICS	SEGA
3	ALTERED BEAST	SEGA

SUPER NES TOP 3

1	DONKEY KONG 3	THE
2	TETRIS ATTACK	THE
3	TERRANIGMA	THE

ARCADE TOP 5

1	ARMADILLO RACERS	NAMCO
2	TEKKEN 3	NAMCO
3	STREET FIGHTER 3	CAPCOM
4	DEAD OR ALIVE	TECMO
5	VIRTUA FIGHTER 3	AM2

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY VII	PLAYSTATION
2	POCKET MONSTERS	GAME BOY
3	CHORO Q 2	PLAYSTATION
4	IQ: INTELLIGENT CUBE	PLAYSTATION
5	BLACK BASS FISHING	SNES
6	PUYO PUYO SUN	SATURN
7	ASSAULT SUIT LEYNOS 2	SATURN
8	SEGA AGES	SATURN
9	TOMB RAIDER	PLAYSTATION
10	PARAPPA THE RAPPER	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	MICRO MACHINES V3	PLAYSTATION
2	FIGHTERS MEGAMIX	SATURN
3	J-LEAGUE PERFECT STRIKER	NINTENDO 64
4	QUAKE	PC CD-ROM
5	SOUL BLADE	PLAYSTATION



AMERICAN MULTI-FORMAT SALES TOP 10

1	NBA HANGTIME	NINTENDO 64
2	SUPER MARIO 64	NINTENDO 64
3	TOMB RAIDER	PLAYSTATION
4	SHADOWS OF THE EMPIRE	NINTENDO 64
5	NBA LIVE '97	PLAYSTATION
6	SUIKODEN	PLAYSTATION
7	VIRTUAL POOL	PLAYSTATION
8	GRETZKY 3D HOCKEY	NINTENDO 64
9	CRUISIN' USA	NINTENDO 64
10	REBEL ASSAULT 2	PLAYSTATION

CVG'S 15 FAVOURITE STAR WARS CHARACTERS

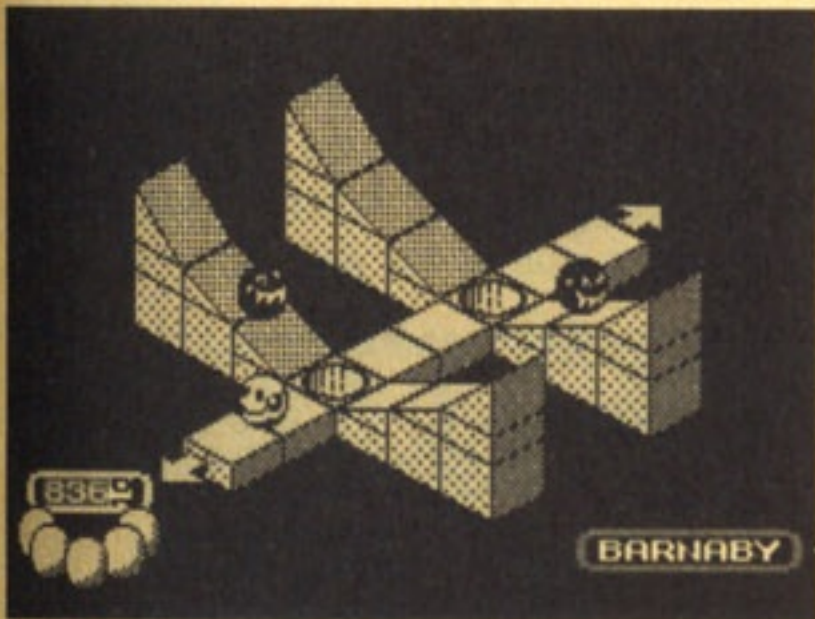
- CHARRED UNCLE OWEN AND AUNT BERU
- HAN SOLO IN BESPIN GEAR
- LEIA IN SLAVE GIRL OUTFIT
- SARLACC PIT (NON-SPECIAL EDITION)
- CHEWBACCA'S BANDOLIER
- BABBLING YODA BACKPACK IN 'EMPIRE'
- C3PO BUNGING JAWAS ON BONFIRE
- LOBOT WHEN HE POINTS TO GUARDS
- MR BRONSON AKA ADMIRAL OZZEL
- CANTINA BAND (JAZZ FUNKMEISTERS)
- THOSE TWIGLET LEGS IN MOS EISLEY
- ROBOT WITH LIP FLAP IN JABBA'S PAD
- CYLON FROM A-TEAM INTRO SEQUENCE
- DIANOGA IN THE TRASH COMPACTOR
- ACKBAR'S MATES WITH WOBBLY FINGERS

VIDEO GAMING

Dave Keel's Retro Computer Cabin

This month the MicroGoblin takes a quick look at a couple of speccy classics, a well deserved peek at some of the best old Vic games and coughs up another pile of cool places to visit on the internet.

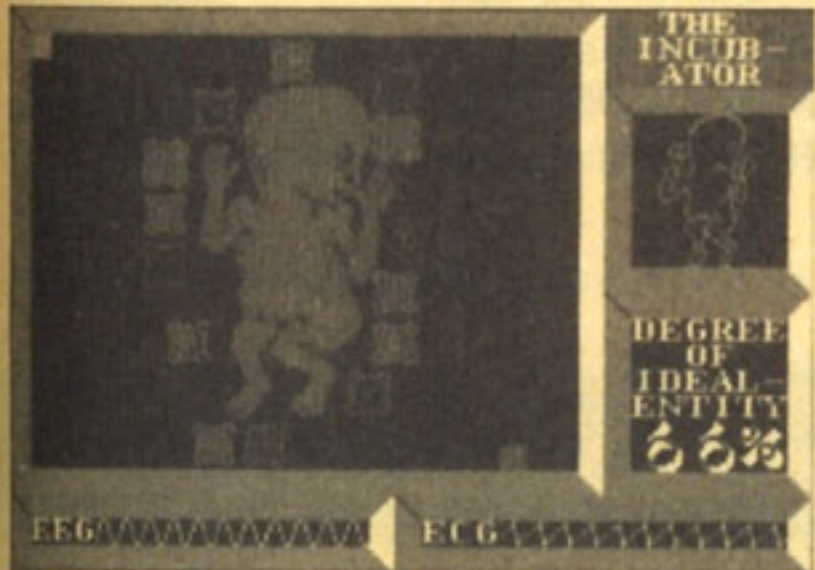
The Edge (responsible for the rather weak but pretty looking platformer *BRIAN BLOODAXE*) had a hit with their excellently-crafted Speccy title *BOBBY BEARING* that introduced players to the delights of Curvispace 3D™, a revolutionary new 3D environment. Well hardly revolutionary, though to be fair to The Edge the monochrome graphics did look pretty cool for the time and gave a good



BOBBY BEARING on the Speccy.

impression of rolling a little ballbearing around a 3D world. In fact its funny how all those exotic sounding trademarked graphics such as Filmation™ and Softsolid™ are resurfacing today under different guises, eager to tempt us into buying games on the basis of a new made up word.

I also recommend you look out for the *MARBLE MADNESS CONSTRUCTION KIT* from Melbourne House that appeared on the Spectrum and Amstrad CPC and let you build courses from scratch or modify levels from the ten available. The construction screen shows a smaller version of the play area, with icons representing the different MM sections down the right of the screen, and the nasties arranged down the bottom. All you have to do is plonk the different icons where you want them to appear. Brrriiiiliant!!!



Entertainment revolution or complete garbage.

DEUS EX MACHINA by Automata was described by the author Mel Crouther as "The first original audio-visual entertainment since the computer revolution". Others described it as a shambolic, superficial, marriage of rock album, arcade game and simplistic philosophy (yiiikes!!!). The game follows the struggle for existence against a hostile future controlled by computers and militant

DOWNLOAD MORE FREE GAMES!

As mentioned last month, there is a wealth of great retro-gaming info available on the internet. Here are some of the sites we've been 'browsing' this month.

Top Sheffield coders Gremlin pay homage to the classics of their back catalogue at www.gremlin.co.uk/retroindex.html. If you're a fan of *Monty Mole* or *Bounder*, this site is well worth visiting. You can even download the game for free to your Mac or PC. If emulators are what you're after, then look no further than the Classic Videogames Nexus at <http://fly.hiwaay.net/~lkseitz/cvg/nexus> and you'll find a comprehensive list of links to collectors pages, home pages of arcade games, and downloadable stuff.

As well as being a fan of old arcade games, I'm also a fan of the often brilliant artwork that adorns the machines. The Classic Videogames Sound and Photo Library at www4.ncsu.edu/unity/users/m/mvcolley/web/cvg.html features many rare pictures of various 80's coin-ops. There are also sections relating to older consoles such as the Vectrex and Colecovision, but also pieces of spin-off merchandising (check out the Atari beach towel!) from games such as *Pac-Man* and *Donkey Kong* (anyone remember the *Pac-Man* stickers that were sold over here?)

For coin-op artwork, check out www.pitt.edu/~drhst13/sidecals which hosts loads of side decal artwork from most machines (although sadly not from the *Spy Hunter* machine, which was always my favourite coin-op art). Many of the images are also for sale and you can e-mail the owner directly and make a bid.

OTHER OLD THINGS THAT ARE COOL!

Every month, or until I forget or run out of ideas, I'll be raiding my imaginary loft for those items that turn an average retro games enthusiast into an obsessive junk collector (like me).

1. The Rubik's cube. If you buy one, make sure it's one of the proper ones that make the irritating grinding noises when twisted. Real conisseurs will get a Rubik's snake while they're at it as well. Available at all good boot fairs for about 50p or still available from selected toy shops for a bit more. I only ever completed it by pulling all the bits out and reconstructing it, though I don't recommend you take this course of action as all the bits get loose and start falling out when you turn it.



police. A full soundtrack featured the talents of Ian Dury, Jon Pertwee and Frankie Howerd amongst others. Sinclair User magazine said that one day this game may be regarded as the software equivalent of the Beatles' Sergeant Pepper album. – well, I don't see any danger of that, but as a concept it was certainly years ahead of its time and worth collecting for the novelty value and great packaging alone.



4.7K of hardcore chariot racing action

The VIC 20 was one of the first computers I owned. Although by today's standards, the technical spec is laughable, at the time the VIC had a wealth of great games available for it, and they looked and sounded fantastic. Many of the software companies that produced games for the machine are sadly no longer around, but many of the programmers who started off writing for Commodore's 3.5K beige machine are.

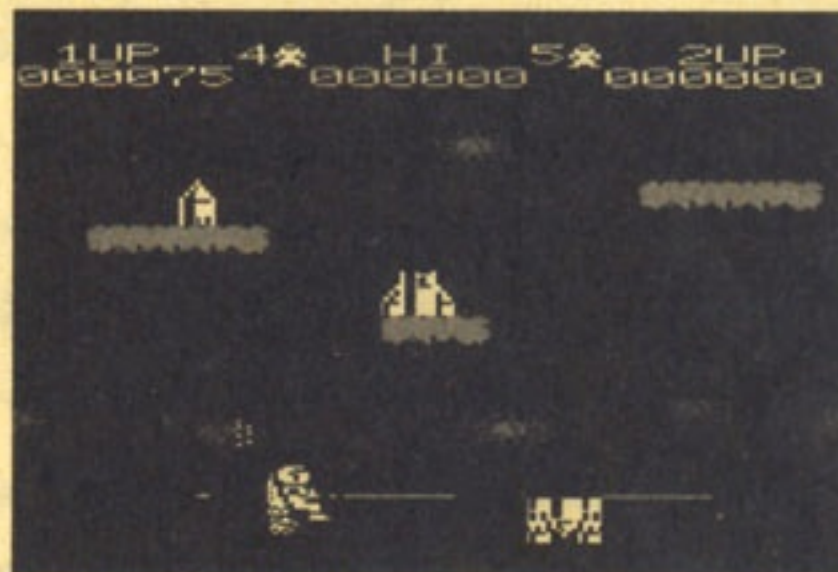
Legendary programmer Jeff Minter, recently responsible for *TEMPEST 2000*, started off on the VIC with games released from his label, Llamasoft. *ANDES ATTACK* was a superb homage to Defender, with the humanoids replaced by llamas, in true Minter style.

Llamasoft also released the definitive VIC shoot em up *GRIDRUNNER*, a slick and addictive blaster in the vein of Centipede. Jeff was inspired to write the game after seeing a poster for Blade Runner on the London Underground. The game was one of the first homegrown UK titles to make it big abroad, there were stories of people playing for two days solid over in America.

In 1983, there were loads of *Pac-Man* clones around. The VIC had one of the best versions, *JELLY MONSTERS* which even better than the official Atari version on the VCS console. It was so good infact, that the game was withdrawn from sale soon after release following legal action from Atari and Namco. This cartridge is a real collectors item (and the prize of my VIC collection) so if you have one, make sure you look after it.

Now more famous for producing games such as *KILLER INSTINCT*, Rare (aka Ultimate) also produced a VIC version of their Spectrum classic *JETPAC*. It was also one of the first examples of a game being produced for more than one hardware platform.

CHARIOT RACE was one of the best VIC racing games. I can remember rushing out to buy this game after reading the rave review for it in Personal Computer Games magazine. With simultaneous two-player action, the object is to simply tear up the track, slashing the wheels of your opponents and smashing them off the screen. Don't expect any fancy controls as it's keyboard only. Well worth hunting down (if you can find it) as the gameplay is fast and furious. It also has some pumping music on the title screen. If you see it, get it. Another fine example of gameplay reigning supreme.



JET PAC – A classic Ultimate title for the humble vic.

CABIN FREEPLAY CLASSIFIED

"RETROGAMER" ISSUE 8 FEATURES DEFENDER CREATOR EUGENE JARVIS, PART TWO OF THE JEFF MINTER CAREER HISTORY AND AN INTERESTING LOOK AT KEITH'S FAVOURITE PLATFORMERS. MAKE CHEQUES PAYABLE FOR £1.50 TO KEITH AINSWORTH AND SEND TO 52 KINGFIELD ROAD, ORRELL PARK, LIVERPOOL, L9 3AW.

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE IS PACKED FULL OF THE USUAL EXCELLENT OLD GAMES TRIVIA: PHONE 0181 203 8968.

SIMON GREEN HAS A NEW MIDLANDS CONTACT FOR IMPORTING AMERICAN P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 0973 721115 FOR MORE DETAILS.

WHO IS IN THE SIDE STRIP? NAME THE GAME AND THE CHARACTER TO WIN A MYSTERY RETRO PRIZE. SEND ALL ANSWERS TO "NAME THAT GAME" AT THE NEW ADDRESS. AND NO, ITS NOT TOM GUISE!



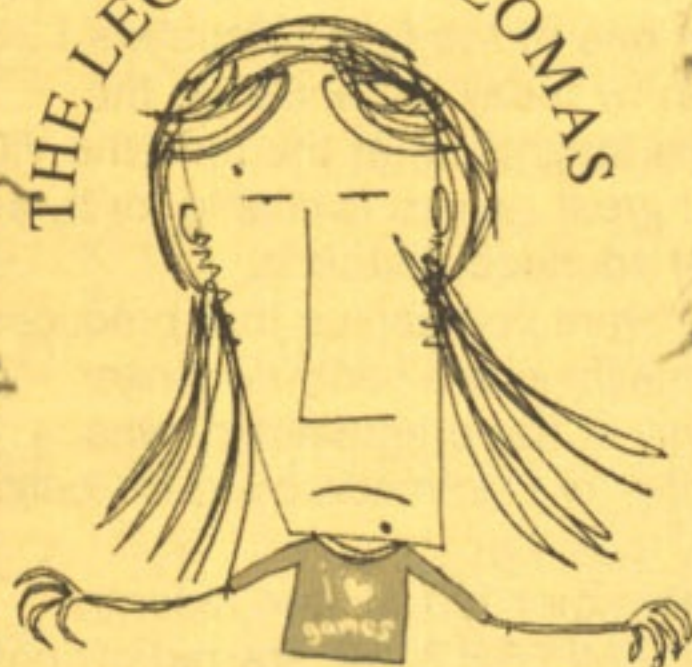
Retro
Computer
Cabin

FREEPLAY

TIPS

TIPS

THE LEGEND OF LOMAS



After an entire month in my recuperation tank in the London Docklands, I'm feeling much better.

My powers are back to full strength, and I also have the ability to read minds. This issue, I've collected two pages of tips from the minds of the best gamers around without them even knowing it. Cahonias!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

PLAYSTATION

TWISTED METAL 2

You should all thank **Larry Bundy Jr. from Middlesex** for sending in his excellent collection of *Twisted Metal 2* cheats and passwords. In fact, we're going to reward him with this month's free game from HMV! To access these secret characters, go to the character select screen and

press in either of these cheats.

SWEET TOOTH
Up, L1, Triangle, Right
MINION
L1, Up, Down, Left

These secret courses are only available in 2-player Vs mode. Go to the stage select screen to enter these cheats.

ROOFTOP COMBAT
Down, Left, R1, Down
ASSAULT ON CYBURBIA
Down, Up, L1, R1
SUICIDE SWAMP
Up, Down, Right, R1

These hidden moves can be performed during the game.
SHIELD Up, Up, Right
FREEZE Left, Right, Up
NAPALM Right, Left, Up
HIGH JUMP Up, Up, Left
REAR ATTACK Left, Right, Down
MINES Right, Left, Down
INVISIBILITY Right, Down, Left, Up

And here are all of the passwords...

DARK FORCES

To access the cheat menu, press **Left, Circle, X, Right, Circle, X, Down, Circle, X** while playing. Hopefully you'll get a list of other cheats which you can try out.

These passwords let you skip to whichever level you want to play.

- 4 885BVHMCQ8
- 5 !32ZNJQHT3
- 6 GV8KF!G6KL
- 7 3X8MJ47R3X
- 8 LMZRK4!R3D
- 9 BR2WYK2CQJ
- 10 00GBNLJ4G0
- 11 T2GDTJG5JT
- 12 H2DCTKH40S
- 13 PPYRQP58LD
- 14 RT2W121V7J

RETURN FIRE

If you think you're really good at *Return Fire*, try this tip from **Jinbarr Burke from Co. Cork, Ireland** to handicap yourself. When at the vehicle select screen, highlight any one of the vehicles and press and hold **L1+L2+R1+R2**. The vehicle you were highlighting should explode, making the game a bit harder. If you think you're really good, blow up loads of vehicles to make it easier for your opponent.

CONTRA: LEGACY OF WAR

These cheats should be entered on the title screen before you start the game itself.

UNLIMITED CONTINUES L2, R2, L1, R1, Left, Right, Right, Left
WEAPON SELECT L1, R2, L1, R1, Up, Down, Down, Up
MOVIE VIEWER L2, L1, R1, R2, Up, Left, Down, Right

TWISTED METAL 2: COMPLETE GUIDE

	HAMMER HEAD	MR. GRIM	ROAD KILL	TWISTER	AXEL	MR. SLAM	GRASS HOPPER
MOSCOW	-▲XXX-	▲▲XX●-	●X▲■-	X-▲●-	X▲XX--	XX▲■X-	▲X●---
PARIS	-X▲■X▲	●X▲●▲X	▲-▲--●	▲X●●X▲	●▲■-▲-	X--●X■	X▲●■●●
AMAZONIA	▲---X●	X■▲▲▲▲	XX▲●■▲	-▲■X■●	▲▲■●●-	●▲■-●X	-X●●▲●
NEW YORK	▲▲X▲XX	▲--●X●	●--X-X	X▲X●X-	-▲■■X-	▲X●■-●	●▲X●-▲
ANTARTICA	▲X▲●X■	●▲X▲X-	-▲■X●-	●--X■▲	XX▲■▲●	▲-▲●▲▲	▲▲X■●▲
HOLLAND	▲■■X■-	XX▲-●X	X--▲-■	-XX--●	●X●▲●●	-●--●-	X■●●-▲
HONG KONG	●▲●■▲▲	-X●▲■■	▲▲■▲●▲	XX▲X■-	▲X●XX●	■--▲-▲	●■■▲X
DARK TOOTH	●●●-▲X	-■▲●●▲	▲●X▲■X	X■-■▲●	▲■▲■-■	■-■▲●X	X-X■-■-

FREEPLAY

TEMPEST X

To play the original *Tempest 2000* or *Tempest Plus* modes, play the game and get a high score so that you can enter your name. Put in the initials "H V S" or "YIFF!" and you should be able to access the new modes on the main menu screen.

AREA 51

While the game's not too hot, there are some good bonus features included in it.

To go into Kronn Hunter Mode, at the start of the game just shoot the first three STARR team members. You now get different weapons and an extra 20,000 points when your score is added up, plus you can kill STAAR team members without getting told off.

SOVIET STRIKE

Here are **Brian Loughton from Co. Longford, Ireland's** passwords for *Soviet Strike* to get to the later stages.

- | | |
|---------------------|-------------------|
| 1. Crimea | WORSTCASE |
| 2. Black Sea | GRANDTHEFT |
| 3. Caspian | GROZNEY |
| 4. Dracula | CHERNOBYL |
| 5. Kremlin | CIVILWAR |

SATURN

VIRTUA COP 2

To avoid playing the game loads in order to collect all of the secret options, including Big Head mode, just use this cheat instead.

Using a joystick plugged in the player 2 port, press **Up, Down, Up, Down, A, X, B, Y, C, Z** on the title screen. You should hear a noise to tell you that it's worked and the **?????** options should all now be revealed.

Another excellent cheat mode for

Virtua Cop 2 is this one which makes all of the enemies appear in random positions each time! Go to the **Options+** menu (with the hidden options) and, using controller 2 highlight Exit, hold the **R Shift button** and press **Start**. Keep holding **R** and highlight Arcade, then press **Start** to begin a game in random mode.

STREET RACER

Thomas Railton from Hull has some passwords for *Street Racer* which let you access some of the bonus options.

- | | |
|---------------|---|
| TRAFIK | Access the Silver Cup |
| NEJATI | Access the Gold Cup |
| DOUGAL | Access the Platinum Cup, Rabbit Car and 3 extra courses |
| TURGAY | Advanced Options |

NINTENDO 64

TUROK: DINOSAUR HUNTER

Go to the Enter Cheat screen and put in whatever codes you want to use, then go to the Cheat Menu screen in the game to switch on whatever you want.

- | | |
|-------------------------|---------------------|
| All Cheats | RBNSMTH |
| All Weapons | CMGTSMGGTS |
| Spirit Mode | THSSLKSL |
| The Gallery | THBST |
| Infinite Lives | FRTHSTHTRLCK |
| Infinite Ammo | BLLSRRFRND |
| Pen and Ink Mode | DLKTDR |
| View Credits | FDTHMGS |
| Disco Mode | SNFFRR |

WAVE RACE 64

To be able to ride on the dolphin, follow these instructions carefully. Choose Stunt Mode and play on the Dolphin Park course, then go through

every ring and do every stunt on the first lap before the time runs out. Here are the tricks you need to do, though you can do them in any order:

- | | |
|----------------------|---|
| Handstand | Release throttle, Down, Up |
| Backwards Ride | Release throttle, rotate clockwise |
| Stand and Somersault | Release throttle, rotate anti-clockwise, hold Down |
| Left Roll | Off ramp, Right, Left |
| Right Roll | Off ramp, Left, Right |
| Backflip | Off ramp, Up, Down |
| Underwater dive | Off ramp, hold Down, hold Up |

As you complete the lap you should hear the dolphins squeaking. Now exit and choose Championship Mode and do the Warm Up race. As you choose your character, **hold Down** and pick them and you'll do the Warm Up on the dolphin. You can't race on it, but the cheat will be saved to your cartridge so that the intro features the dolphin and you can pick it at any time.

ARCADE

STREET FIGHTER EX

Manual Daniel Boutros comes up tramps again with the cheat to play as Akuma. If you find a *SF EX* machine around, the time-lock should mean that the four other bonus characters are playable as well. To play as Akuma, highlight Ryu on the character select screen and **hold Start**. Now press **Down three times, Up four times, then press MP+MK** at the same time to select Akuma.



MEGA DRIVE

VIRTUA FIGHTER MD

To play as Dural in *Mega Drive Virtua Fighter*, follow this tip from **Neil Criddle in Weston-Super-Mare** and Jacky's brother, **Matthew Bryant**. Go to the character select screen and hold the **Down-Right** diagonal for a few seconds and you'll hear a voice count down from five. When it's reached zero you should be able to find Dural by moving the selector off to the far left or right of the character heads.

MICRO MACHINES MILITARY

Andy Harves from Bristol sent in this little tip for *MMM*. Just play in one-player mode and collect the medals to open up more tracks in the multiplayer mode, including *Missile Menace* which Andy particularly loves. Thanks Andy - flattery gets you everywhere.



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WE'RE STUCK!

If you can't work out what to do next on a game, write to us and we'll try to help you out. Send everything to the address at the start of the tips section, and mark your letters with the embarrassing message: **I'M STUCK!**

Dear C+VG,

I've just bought *Broken Sword* for my most excellent PlayStation and I've got stuck there for 2 weeks so could you please answer the following questions?

(PS Your magazine is totally BRILLIANT!)

1. What do you do in the mediaeval church once you come back from Spain?
2. What do you do with the hook and chain in the sewer, how do you get to the other path?
3. What do you do with the wineglass?
4. What else do you do in Musse Crune?

Yours sincerely,
Steven Hodgen.

CVG:

1. You should go to Syria once you come back from Spain for the first time. If you're talking about Montfaucon in Paris, examine the tombs and the wall markings for a clue.
2. In the sewer examine the arch on the far right, then use the sewer key to break the plaster. Attach the hook and chain from the boat to the exposed cog.
3. Nothing.
4. We don't know what you've done already, but the object is to get the tripod and a few other clues from asking questions, but there are no other objects.

Dear Computer and Video Games,

Please help me. I have got *Street Fighter Alpha 2* and I wanted to know how you fight Super Akuma on the Arcade mode (Saturn version).

Mark, Scotland

CVG: To play AS Super Akuma, you need to highlight regular Akuma, hold **Start** and press **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down**, then select him with any button. To fight AGAINST Super Akuma, you need to play through the game in Arcade mode and win with at least 3 perfect victories.

SHADOW	TRUMPER	SPECTRE	WARTHOG	OUTLAW 2
■--▲▲-	●--▲X-	●▲XX▲-	▲--▲■-	-X●-▲-
XX●-▲X	X■●●▲	-▲■●●X	▲■●●X■	▲▲X●▲-
X▲X■●▲	▲X●-■-	●X▲■▲X	●■●●XX	▲■●●▲-
X--X●■	XX▲▲X▲	-X●XX▲	X■●-X●	●X▲▲▲-
●X●●X●	▲▲■---	X--●▲	-X●▲-■	X▲●X▲-
●▲■▲■-	X▲X-■▲	▲--■X■	▲X▲■-X	X■●-▲-
●-▲-■X	▲--■▲-	X▲X▲●■	●X▲●-●	-▲X●XX
●▲-▲●-	▲-■●X●	X●●●-▲	●■-●●■	-●X-▲-

DEAD OR ALIVE

COMPLETE MOVES LIST

This all-new 3D fighting game from Tecmo is already proving hot in the arcades. If you don't want to miss out on the next *Virtua Fighter/ Tekken*, you'd better get these moves down ya!



KEY

- H** hold
- d** down
- D** hold down
- a** away
- A** hold away
- t** towards
- T** hold towards
- u** up
- U** hold up
- P** Punch
- K** Kick
- J** jump

COUNTERS

Hit an opponent while they are trying to hit you and this is known as countering. Advantages of countering is that a counter strike will float your opponent, ready for a floating combo!

STAGGER

Kick an opponent while they're crouching and they will stagger for a fraction of a second. The stagger in *DOA* is practically the same as *VF2*'s stagger so use it in the same way.

OFFENSIVE HOLDS

Grab an opponent and this is known as an offensive hold. The offensive hold is similar to King's (from *Tekken*) Helpless Hold in that you can enter commands after the initial hold and do more damage.

DEFENSIVE HOLDS

In *DOA*, defensive holds are used rather than blocks. DH's are similar to Paul Phoenix (*Tekken*)'s reversals and should be used in the same way.

DANGER ZONE

The danger zone is on the edge of the ring. Walking over the *DZ* is no problem but if you're knocked down in it, you get an energy drain and, worse still, are blown up into the air for a floating combo barrage!



GEN FU

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
body punch	d+t+P	mid
low punch	d+P	low
high kick	K	high
mid kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn punch	P	high
turn mid punch	d+P	mid
turn low punch	D+P	low
turn high kick	K	high
turn mid kick	d+K	mid
turn low kick	D+K	low
DOWN ATTACKS		
rakchitoshō	u+P	-
chito cho	d+P	-
JUMPING ATTACKS		
jumping punch	J+t+P	mid
jumping punch	J+u+P	mid
jumping kick	J+t+K	mid
jumping kick	J+u+K	mid
front step chop	P	mid
<i>(while coming down from forward jump).</i>		
step chop	P	mid
<i>(while coming down from vertical jump).</i>		
back step hammer	P	mid
<i>(while coming down from backward jump).</i>		
kangaroo knee kick	K	mid
<i>(while coming down from forward jump).</i>		
kangaroo knee stamp	K	mid
<i>(while coming down from vertical jump).</i>		
back step low spin	K	low
<i>(while coming down from backward jump).</i>		
SPECIAL MOVES		
rensui	PP	hh
upper	d+t+P	mid
konsan	d+t+Px2	mm
kohto	u+t+P	high
tohsho	u+P	high
bancho	t+P	mid
kaihoganseki	a+P	mid
choryu	D+t+P	mid
tanba	tx2+P	mid
kosonsan	d+tx2+P	mid
senshippo	tx2+HP	mid
kobokha	P+K	mid
yohsokha	t,a+P	mid
ugyuhaito	d+a, t+P	mid
soha	tx2+P+K	mid
sansui	d+P+K	mid
yohshisaiken	d+P+K, a,t+P	mm
toha	H+P+K	high
jahshutodo	d+t+K	mid
jahshutdoa	d+t+KP	mm
hnsenpu	u+t+K	high
senppu kick	u+K	high
tenshinkohshutai	u+a+K	mid
soktan kick	tx2+K	high
soh hi kick	H+K	high
sensoh tai	d+H+P	-
THROWS		
juujikao	H+P	high
wanpeigetsuha	d,t+H+P+K	-
kohkansaiohka	reverse quarter circle+P	high
shinbai	t+H+P	high
koh hai bi	H+P	high
<i>(from behind).</i>		
DEFENSIVE HOLDS		
ryusenshyu	H	high
<i>(while opponent's punching).</i>		
ryusentoh	H	high
<i>(while opponent's kicking).</i>		
chiryukojimai	d+H	high
<i>(while opponent's punching low).</i>		
shyugekitoh	d+H	high
<i>(while opponent's kicking low).</i>		
OFFENSIVE HOLDS		
atshu	t+H	high
shutai	t,a+H	high
atshu	t+H	high
<i>(from behind).</i>		

ZACK

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
body punch	d+t+P	mid
low punch	d+P	low
high kick	K	high
mid kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn punch	P	high
turn mid punch	d+P	mid
turn low punch	D+P	low
turn high kick	K	high
turn mid kick	d+K	mid
turn low kick	D+K	low
DOWN ATTACKS		
foot stamp	u+K	-
wild heel	d+t+K	-
JUMPING ATTACKS		
jumping punch	J+t+P	mid
jumping punch	J+u+P	mid
jumping kick	J+t+K	mid
jumping kick	J+u+K	mid
front step chop	P	mid
<i>(while coming down from forward jump).</i>		
step chop	P	mid
<i>(while coming down from vertical jump).</i>		
back step hammer	P	mid
<i>(while coming down from backward jump).</i>		
kangaroo knee kick	K	mid
<i>(while coming down from forward jump).</i>		
kangaroo knee stamp	K	mid
<i>(while coming down from vertical jump).</i>		
back step low spin	K	low
<i>(while coming down from backward jump).</i>		
SPECIAL MOVES		
soak club	quarter circle towards+P	high
tesok tron	t+P	mid
double sok	t+P,a+P	mm
elbow heel kick	t+PK	mh
tee sok ran	tx2+P	mid
tee sok bon	a+P	mid
tee kao tron	t+K	mid
knee spin kick	t+KK	mm
tet ran	d+a+K	low
spinning heel kick	quarter circle towards+K	mid
spinning middle kick	H+K	mid
twister upper	quarter circle towards+H+P+K	mid
kao roi	tx2+K	mid
hell knee doll	u+P	high
sway blow	u+a+P	high
jab high kick	PK	hh
jab straight	PP	hh
vulcan rising knee	PPK	hhh
vulcan knee	Pp+K	hhm
dancing lash	Pp+K+K	hhmm
vulcan elbow	PPP	hhh
vulcan edge	PP,t+P	hhm
genocide slash	PP,t+P,K	hhmh
devil slash	PP,t+P,a+P	hhmm
bloody lash	PP,t+PP	hhmh
rising heel kick	u+K	high
upper	d+t+P	mid
hell smash	d+t+P,t+P	mm
heaven smash	d+t+P, t+PP	mmm
flying knee kick	tx2+P+K	-

wild throw	H+P	high
got ko ti kao	t,a+P+K	high
beast fang	d+t,D+t+P+K	high
neck hunting	H+P	high
<i>(from behind).</i>		
DEFENSIVE HOLDS		
elbow counter	H	high
<i>(while opponent's punching).</i>		
knee counter	H	high
<i>(while opponent's kicking).</i>		
punch through	d+H	high
<i>(while opponent's punching low).</i>		
kick through	d+H	high
<i>(while opponent's kicking low).</i>		

OFFENSIVE HOLDS		
tee kao kon	t+H	-
forward trap	tx2+H	-
reverse trap	reverse quarter circle towards+H	-
head crash	t+H	-
<i>(from behind).</i>		

LEI FANN

NAME	COMMAND	HEIGHT
NORMAL ATTACK		
tanben	P	high
ranzatui	d+t+P	mid
kaseitanben	d+P	low
shu kick	K	high
to kick	d+t+K	mid
kato kick	d+K	low
BACK ATTACKS		
tenshin tanben	P	high
sentu uhai	d+P	mid
tenshin kaseitanben	D+P	low
tenshin kick	K	high
tenshin to kick	d+K	mid
tenshin kato kick	D+K	low
DOWN ATTACKS		
raksosukage	u+P	-
shin kick	d+t+K	-
JUMPING ATTACKS		
Hishyo suikage	t+J+P	mid
hishyo suigeki	u+J+P	mid
hishyo to kick	t+J+K	mid
hishyo to kick	u+J+K	mid
front step chop	P	mid
<i>(while coming down from forward jump).</i>		
step chop	P	mid
<i>(while coming down from vertical jump).</i>		
back step hammer	P	mid
<i>(while coming down from backwards jump).</i>		
kangaroo knee kick	K	mid
<i>(while coming down from forward jump).</i>		
kangaroo knee stamp	K	mid
<i>(while coming down from vertical jump).</i>		
back step low spin	K	low
<i>(while coming down from backwards jump).</i>		
SPECIAL MOVES		
so an	tx2+P	mid
sofu kanji	t,a+P	high
shichinsunko	a,t+P	mid
kinkeido kuritsu	P+K	mid
tohwo	D, t+P	mid
tessa	dx2+K	low
shaichogeki	u(or u+t)+K	high
honshintanben	u(or u+t)+K,K	m,h
hokokisan	H+P+K	high
chogeki	t+P	mid
hotosisan	a+P	mid
zensho	a+PP	m,m
shuchiryō	d+a+P	mid
jiyohosichiso	d+a+P	m,m
kamen kick	a+K	high
senkyutai	a+K,K	h,m
senkyulentai	a+KK,d+K	h,m,l
kotanma	PP	hh
gyokujyosensa	PP,t+P	hhm
seiryu shatsui	P, d+t+P	h, m

THROWS		
todenko	H+P	high
yababunso	a+H+P+K	high
rinehisui	quarter circle towards+P	high
<i>(from opponent's back).</i>		
heishinsui	t,a+P	high
takuchuhaisui	H+P	high
<i>(while opponent's kicking mid).</i>		
DEFENSIVE HOLDS		
Sairetsu	H	high
<i>(while opponent's punching).</i>		
Hosel	H	high
<i>(while opponent's kicking).</i>		
risei	d+H	low
<i>(while opponent's punching low).</i>		
kasui	d+H	low
<i>(while opponent's kicking low).</i>		
kaisei	quarter circle away+H	mid
<i>(while opponent's kicking mid).</i>		

OFFENSIVE HOLDS		
saneihisui	t+H	high
choshudakyu(1)	quarter circle towards+H	high
taikochugyo(2)	during 1, half circle away+H+P	-
head puncher	during 2, tx2+H+P+K	-
lowshitsuyoho	d+t+H	-
<i>(while opponent's crouching).</i>		
iyohoko	t+H	high
<i>(from opponent's back).</i>		
teishojto sei	d+t+H	low
<i>(while opponent's crouching and from behind).</i>		



BAYMAN

NAME COMMAND HEIGHT

NORMAL ATTACKS

jab	P	high
palm stamp	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
middle side kick	d+t+K	mid
low kick	d+K	low

BACK ATTACKS

turn back knuckle	P	high
turn body blow	d+P	mid
turn low spin knuckle	D+P	low
turn spin kick	K	high
turn side kick	d+K	mid
turn low spin kick	D+K	low

DOWN ATTACKS

knee drop	u+K	-
stomp	d+t+K	-

JUMPING ATTACKS

assault down palm	J+t+P	mid
air down palm	J+u+P	mid
assault front kick	J+t+K	mid
air front kick	J+u+K	mid
assault palm upper	P	high
(while coming down from forward jump).		
step palm upper	P	high
(while coming down from vertical jump).		
trap palm upper	P	high
(while coming down from backwards jump).		
assault front kick	K	low
(while coming down from forward jump).		
step front kick	K	low
(while coming down from vertical jump).		
trap front kick	K	low
(while coming down from backwards jump).		

SPECIAL MOVES

front kick	t+K	mid
shoulder tackle	a,t+P	mid
spinning back knuckle	a+P	mid
smash	D+T+P	mid
sliding	d+H+K	low
rolling sobat	H+K	high
leg spike	d+a+K	low
heel hammer	a+K	mid
palm upper	u(u+t)+P	high
body blow	Pt+P	hm
jab body blow	Pt+PP	hmm
jab high kick	PK	hh
jab straight	PP	hh
storm palm stamp	PPd+t+P	hmm
storm back knuckle	PPa+P	hmm
storm rolling sobat	PPK	hhh
head butt	P+K	mid
swing double hammert.	a+P	mid
reverse double hammert.	a+PP	mm

THROWS

front suplex	H+P	high
neck hanging tree	a+H+P	high
whirlwind backbreaker	half circle	towards+P
victor cross	quarter circle	high
	towards+H+K	high
chest burster	H+P	high
(from behind).		

DEFENSIVE HOLDS

counter standard arm lock	H	high
(while opponent's punching).		
counter upper	H	high
(while opponent's kicking).		
counter arm lock	d+H	low
(while opponent's punching low).		
counter low upper	d+H	low
(while opponent's kicking low).		
family destroyer	quarter circle	away+H
	mid	

OFFENSIVE HOLDS

udegatame	reverse quarter circle	high
	towards+H	high
standing arm lock(1)	tx2+H	high
manji neck strangle(2)	during 1 half circle	high
	away+H	-
DDT	during 2 quarter circle	high
	away+P	-
jikushibarai(4)	quarter circle	towards+H
	high	
archilles destroyer(5)	during 4 half circle	high
	away+H	-
leg popper	during 5 reverse quarter	high
	circle	away+K
wakigatame	d+t+H	low
(while opponent's crouching).		
super hold(6)	t+H	high
(from behind opponent).		
swing sleeper	during 6, half circle	high
	away+H	-
chalk slam	t+H	high
back wakigatame	d+t+H	low
(while opponent's crouching and from		
behind).		

JANN LEE

NAME COMMAND HEIGHT

NORMAL ATTACK

lead jab	P	high
lead upper	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
side kick	d+t+K	mid
low kick	d+K	low

BACK ATTACKS

turn jab	P	high
turn body blow	d+P	mid
turn low knuckle	D+P	low
turn high kick	K	high
turn side kick	d+K	mid
turn spin kick	D+K	low
blind knuckle	a+d+P	high
blind elbow	P+K	mid

DOWN ATTACKS

Omitsuke	u+K	-
enter the dragon	u+H+P+K	-
low snap kick	d+t+K	-

JUMPING ATTACKS

front jump knuckle	t+J+P	mid
jump knuckle	u+J+P	mid
front jump side kick	t+J+K	mid
jump side kick	t+J+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backwards jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backwards jump).		

SPECIAL MOVES

dragon blow	quarter circle	towards+P
chop	a+P	mid
flash hook	tx2+P	high
flash spin kick	tx2+P,K	h,m
flash low spin kick	tx2+P, d+K	h,l
knuckle upper	u+t+P	high
vertical upper	u+P	high
rear high kick	u+K	high
high shin knee kick	u+a+K	high
saw jump	u+a+P	high
sonic high kick	PK	h,h
sonic hook	p, t+P	h,h
sonic spin kick	P, t+P, K	h,h,m
sonic low spin kick	P, t+P, d+K	h,h,l
lead hook	PP	h,h
back knuckle	PPP	h,h,h
dragon flash	PPPK	h,h,h,h
dragon cannon	PPP, t+P	h,h,h,m
combo high kick	PPK	h,h,h
body blow	t+P	mid
body upper	t+PP	m,m
shin knee kick	H+K	mid
middle hook kick	a+K	mid
double hook kick	a+KK	m,h
thrust kick	d+a+K	low
thrust middle kick	d+a+K,t+K	l,m
thrust spin low spin	d+a+K,d+K	l,l
side kick	d+t+K	mid
middle spin kick	d+t+K,t+K	m,m
dragon kick	quarter circle	towards+K
strong	high	
kick upper	u+t+K	mid
two hit kick	u+t+KK	m,h
snap kick	t+K	mid
snap spin kick	t+K, t+K	m,m
low spin kick	d+H+K	low
dragon elbow	P+K	mid
dragon knuckle	D,a,t+P	mid
flash turn	ax2+P	high

THROWS

hell driver	H+P	high
side buster	a+H+P+K	high
cartwheel throw	quarter circle	away+P
	high	
hell crash	H+P	high
(from opponent's back).		

DEFENSIVE HOLDS

counter rear punch	H	high
counter stomp	H	high
(while opponent's kicking).		
Lapsao	d+H	low
(while opponent's punching low).		
Kaosa	d+H	low
(while opponent's kicking low).		

OFFENSIVE HOLDS

Front face lock	t+H	high
head lock	quarter circle	towards+H
	high	
blue docking head lock	ax2+H	-
(during head lock).		
ass punch	t+H quarter circle	high
	twards+H	high
(when from opponent's back).		

TINA

NAME COMMAND HEIGHT

NORMAL ATTACKS

jab	P	high
upper	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
middle kick	d+t+K	mid
low spin kick	d+K	low

BACK ATTACKS

turn spin knuckle	P	high
turn middle knuckle	d+P	mid
turn low knuckle	D+P	low
turn spin kick	K	high
turn spin middle kick	-	mid
turn low spin kick	-	low
turning sobat	H+K	mid

DOWN ATTACKS

hip drop	u+P	-
moonsault press	u+H+P+K	-
elbow drop	d+t+P	-

JUMPING ATTACKS

front fist drop	J+t+P	mid
flying fist drop	J+u+P	mid
drop kick	J+t+K	mid
branding kick	J+u+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backward jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backward jump).		

SPECIAL MOVES

dash upper	tx2+P	mid
double upper	tx2+PP	mm
low spin knuckle	d+a+P	low
vertical chop	D+T+P	mid
vertical hammer	D+T+P,a+P	mm
double hammer	a+P	mid
back brain kick	u+K	high
elbow smash	u+P	high
knuckle arrow	u+a+P	high
back chop	u+t+P	mid
back chop hammer	u+a+P, a+P	mm
kenka kick	tx2	mid
low spin kick	d+K+H	low
shoulder tackle	a,t+P	mid
short range lariat	t+P+H	high
rolling sobat	H+K	high
jumping knee pad	t+K	mid
knee hammer	t+K,a+P	mm
jab high kick	PK	hh
jab straight	PP	hh
machine gun lash	PPP	hmm
elbow	t+P	mid
elbow back knuckle	t+PP	mm
ultimate combo	t+PPK	mmm

THROWS

death ballet bomb	H+P	high
frankenstein	quarter circle	high
	towards+K+H	high
fisherman's buster	half circle	towards+P
	high	
JO cyclone	d,t+P+K	high
flying mayor(1)	quarter circle	away+P+K
	high	

surf board style roll(2)	during 1 a,t+H+P	high
JOS	during 2 d,u+H+P	high
body slam	H+P+K	high
Bas bomb	d+H+P	low
(while opponent's crouching).		
japanese ocean bomb	d+tx2+H+P+K	low

(while opponent's crouching).		
german suplex	H+P	high
(from behind).		
nage panashi	german suplex	high
	H+P+K	high
(from behind).		

DEFENSIVE HOLDS

strike elbow smash	H	high
(while opponent's punching).		
strike elbow pat	H	high
(while opponent's kicking).		
double slap	d+H	low
(while opponent's punching low).		
bear's slap	d+H	low
(while opponent's kicking low).		
dragon screw	quarter circle	away+H
	mid	
(while opponent's kick mid).		

OFFENSIVE HOLDS

hammer through(1)	t+H	high
JOS	during 1, d,u+H+P	high
wing snapper(2)	quarter circle	towards+H
	high	
rodeo hold	during 2, rotate lever 360	high
tackle(3)	reverse quarter circle	high
	towards+H	high
giant swing	during 3, half circle	high
	towards+H	high
full nelson(4)	t+H	high
(from behind).		
dragon suplex	reverse half circle	high
	away+H+P	-

KASUMI

NAME COMMAND HEIGHT

NORMAL ATTACK

Ten Jin	P	high
Kiri Gatana	d+t+P	mid
Chijin	d+P	low
Senten kick	K	high
Senjin kick	d+t+K	mid
Senchi kick	d+K	low

BACK ATTACK

back tenjin	P	high
Yamigatana	d+P	mid
back chinjin	D+P	low
back ten kick	K	high
back jin kick	d+K	mid
back chi kick	D+K	low
moon kick	u+K	mid

DOWN ATTACK

Takazume kick	u+K	-
Kaurakudaki	d+P	-

JUMPING ATTACK

Zenten Kokuzan	t+J+P	mid
Kokuzan	u+J+P	mid
Zenten Senku kick	t+J+K	mid
Senku kick	u+J+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backwards jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backwards jump).		

SPECIAL MOVES

Mueito	tx2+P	mid
Jinso kick	quarter circle	high
	towards+K	mid
Hienso kick	tx2+P+K	mid
Reppo kick	d+t+H+K	mid
Shozanpu	u+t+P	mid
Tenshu kick	u+t+K	mid
Hiryu kick	u+K	high
Getsurin kick	u+a+K	mid
Futenjin	u+P	high
Hitenjin	a+P	high
Senrenshu	PK	h,h
Nirenjiki	PP	h,h
Sanrenzuki	PPP	h,h,h
Ren Tsumuji	PPP,t+P	h,h,h,h
Ren Tenshu	PPP,t+K	h,h,h,m
Ren Chishu	PPP,d+K	h,h,h,l
Ren Getsusai	PP,a+u+K	h,h,m
Ren Hayate	PPK	h,h,h
Ren Shippu kick	PPKK	h,h,h,m
Renren Kick	KK	h,h
Renjin kick	K,d+t+K	h,m
Renchi kick	K, d+K	h,l
Roga	tx2+K	low
Tsumuji	P+K	high
Shippu kick	H+K, H+K	h,m
Kage Hayate	d+H+K	low
Sen kasumigiri	H+P+K	mid
Rieshu kick	t,a+K	low
scoop	d+t+P	mid
double scoop	d+t+P,P	m,m

THROWS

Niji Kage	H+P	high
Meldomikoshi	a+P	high
Rogakusho	quarter circle	away+H+K
Oboro	d+tx2+P+K	high
Kegoenbu	quarter circle	towards+P
Uratsubame	t+H+P+K	low
(while opponent's crouching).		
Sagari	H+P	high
(from opponent's back).		

DEFENSIVE HOLDS

Kodama Ichishiki	H	h,m
(while opponent's punching).		

drawinz Wot you dun

My name is Hunter and i was once Tom's dog and i give a bone to my favourite picture.



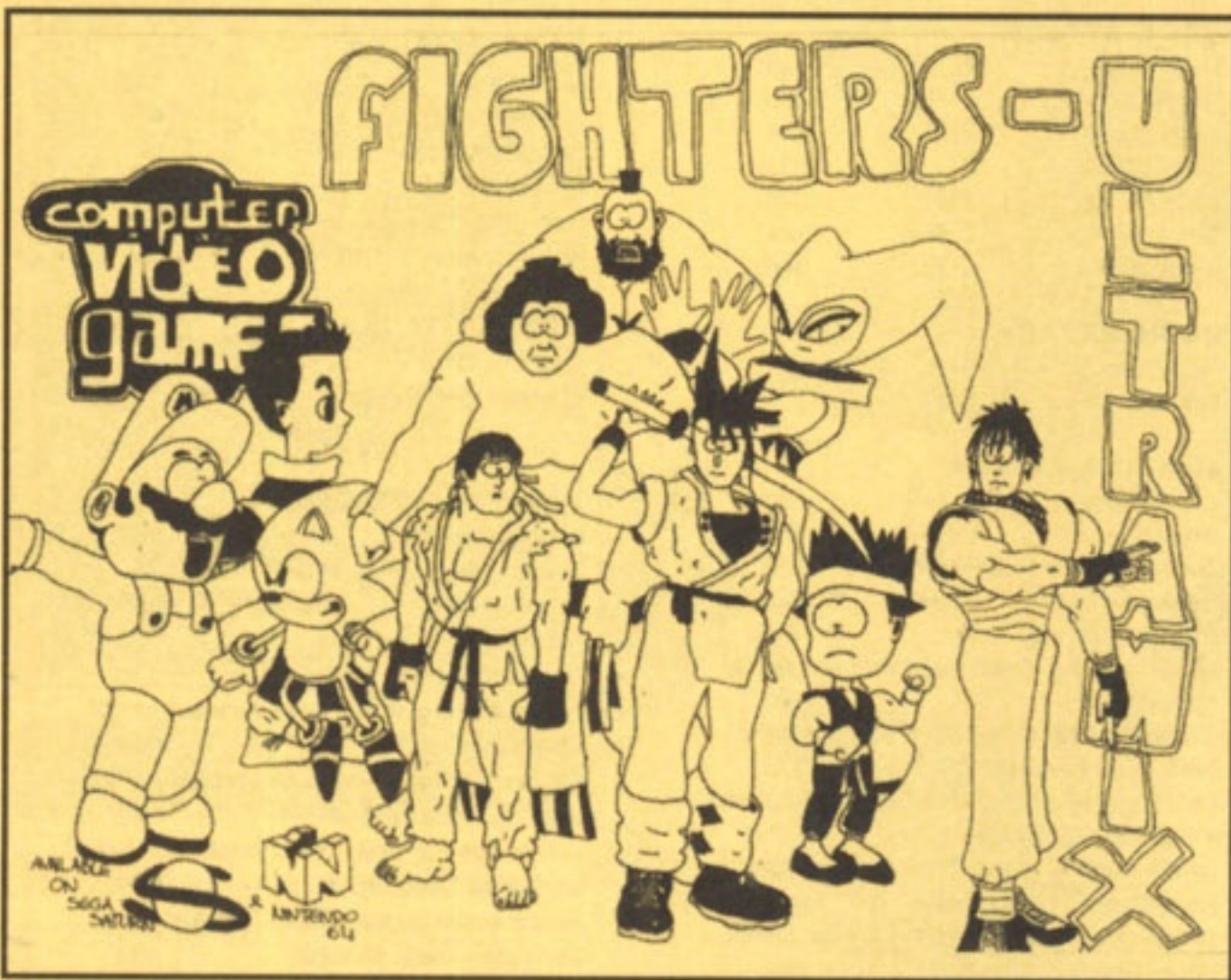
Tarts! All of ya! No just kidding, welcome to another fun-packed 'D.W.Y.D'! Enjoy!

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!**

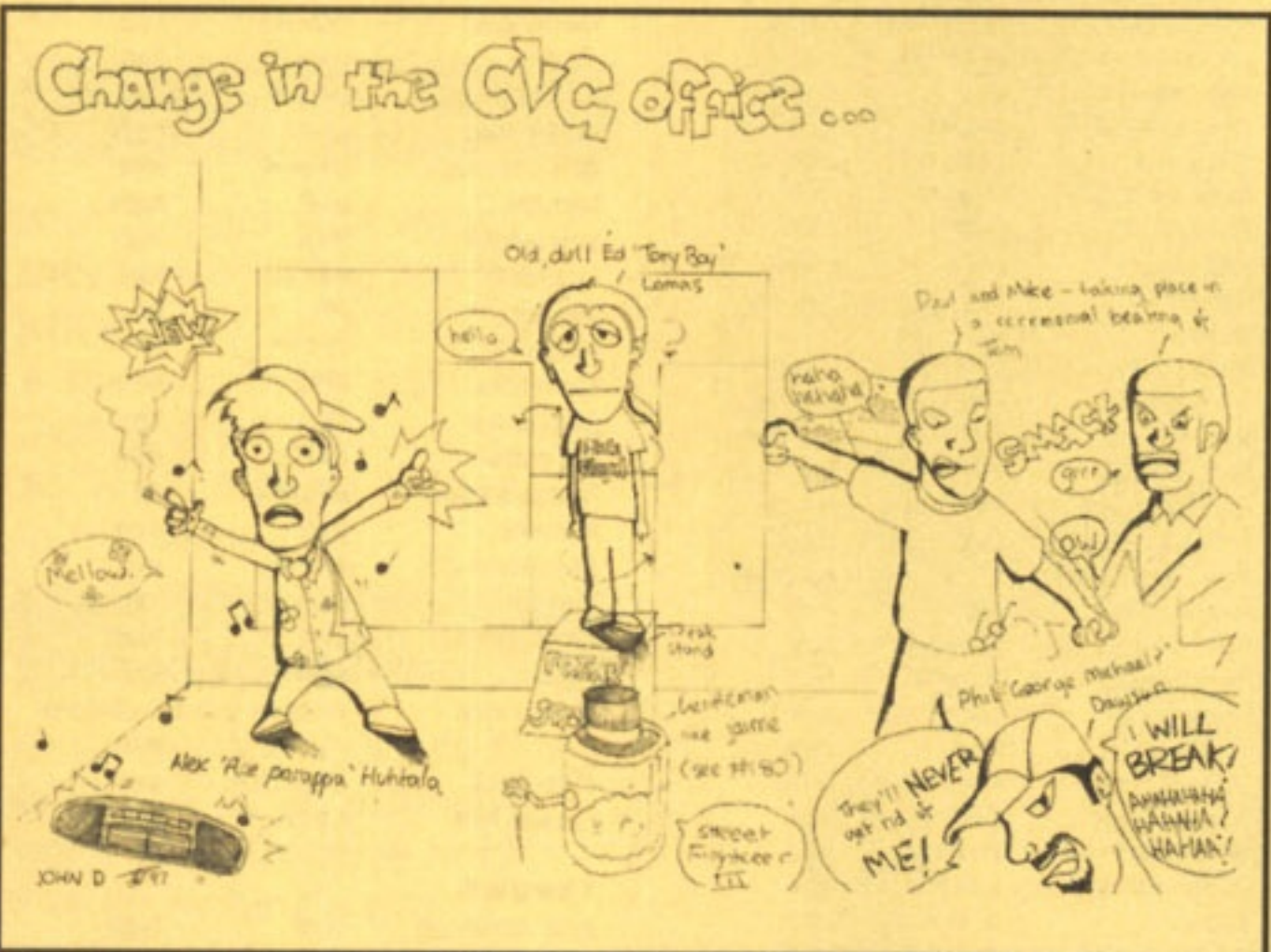
Regular readers of CVG will know that 'Drawinz' has been going for a whole year this issue, and it's still the same old rubbish. Next month something wonderful, something radical, something fantastic is happening to this section. Not really - it'll be the same old tripe as usual!



④ Fighters Ultramix... Hmm I wonder if it'll be anything like the much talked about *Ultimate Fighting Universe*. Only a couple of months to wait. Thanks Jonathon Wakefield.



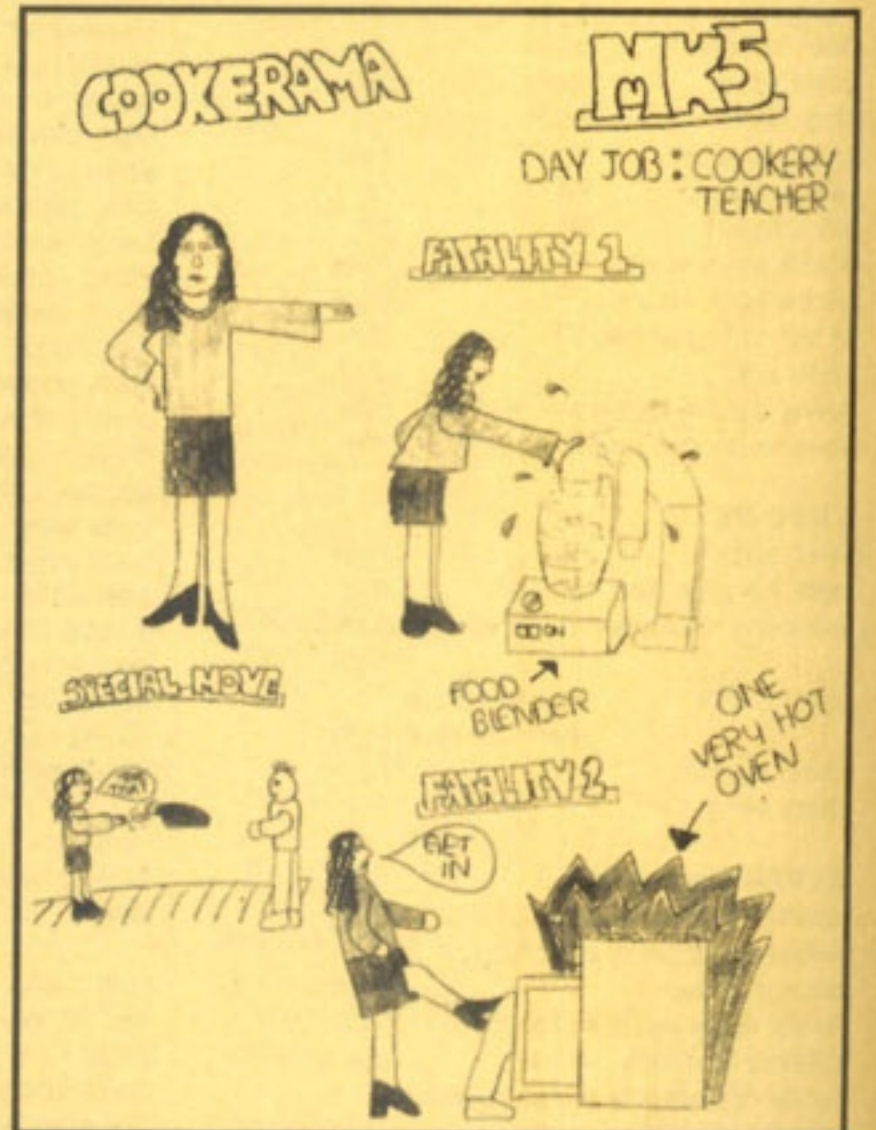
④ Another glorious piece of CVG artwork from a 'Drawinz' regular Craig Ward. Keep up the good work.



④ More classy tomfoolery from the CVG Pranksters. Here 'Old' Ed is taking a much needed lesson in 'cool' from hip newcomer Alex Huhtala. No more Phil! Thanks John Douglas.



④ There's plenty of inspiration for *Quake* artists so no more of this nonsense Matthew Azzopard!



④ Cookerama eh? Most excellent, I particularly like her special move, thanks Marc Gerrish.

HUNTER GALLERY PART ONE

Welcome to part one of 'Hunter's Gallery' a chance for me Hunter Dog to show you just how famous I really am. Next month I'll hopefully reveal the rest of my body (Drawinz permitting).



① First place, this is me alright mean and fierce, Well done!



① Very well drawn, slightly to happy perhaps, and too puny a body but good nevertheless.



① Demented, scary, fierce and ruthless this certainly isn't. insane? Maybe!



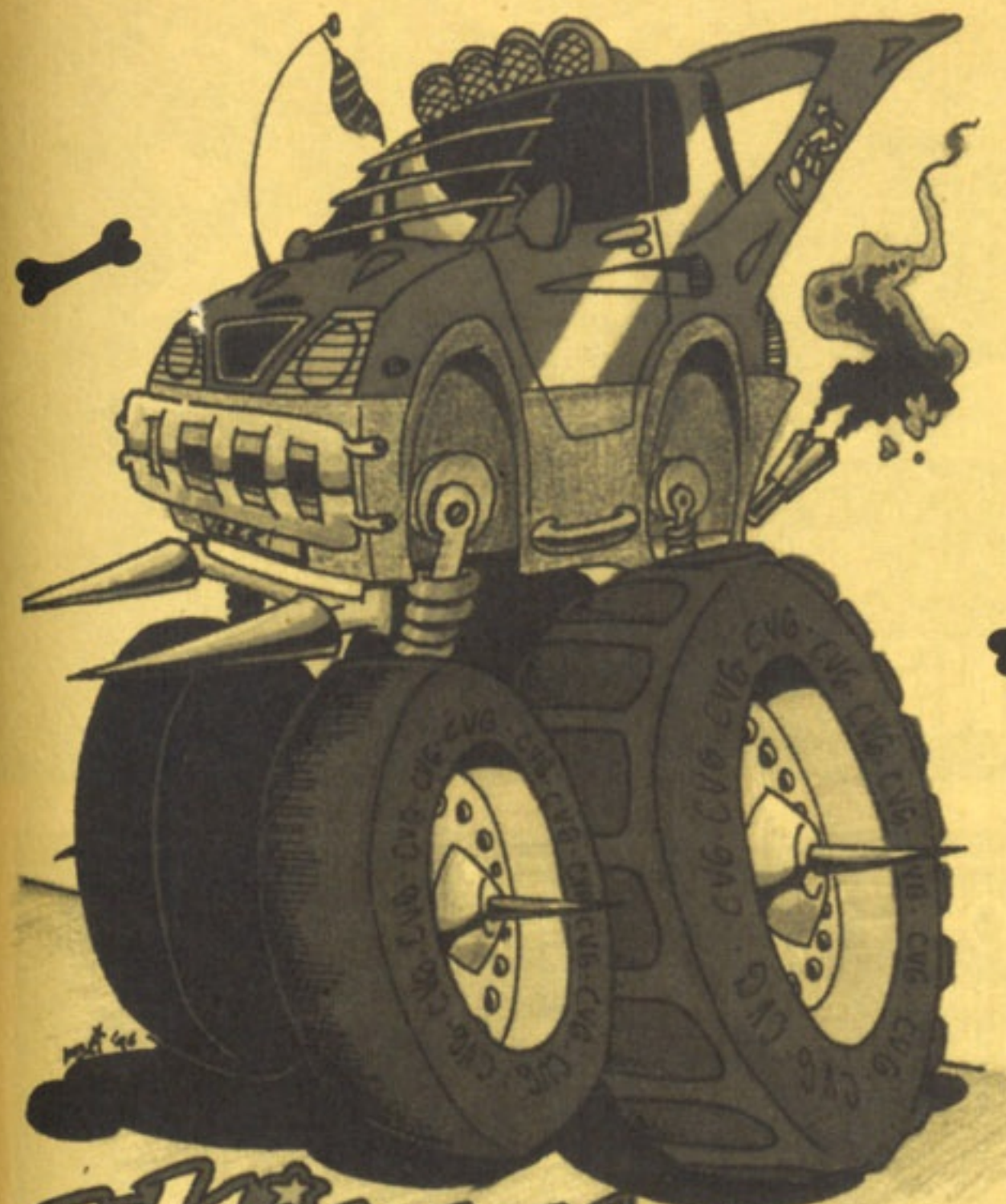
① Well, I suppose I look a bit tough with that headband, but that really isn't my scene.



① Two eyes, Teeth, two ears, everything's there, but it just doesn't look hard enough!

drawinz
wot you dun

FREEPLAY



ultimate cars

of destruction

Excellent piece this! Sorry I couldn't print both, but I might save it for next month! Joe (something)



Sonic Kart! Surely they'll do it one day, it could be amazing. Fingers crossed eh Rob McCabe!



I want more like this, cartoons could have their own section if we get enough. Philip Caruso.



Larry Bundy, I like your style. Twisted Metal though, I'm not so sure about that!

MARIO

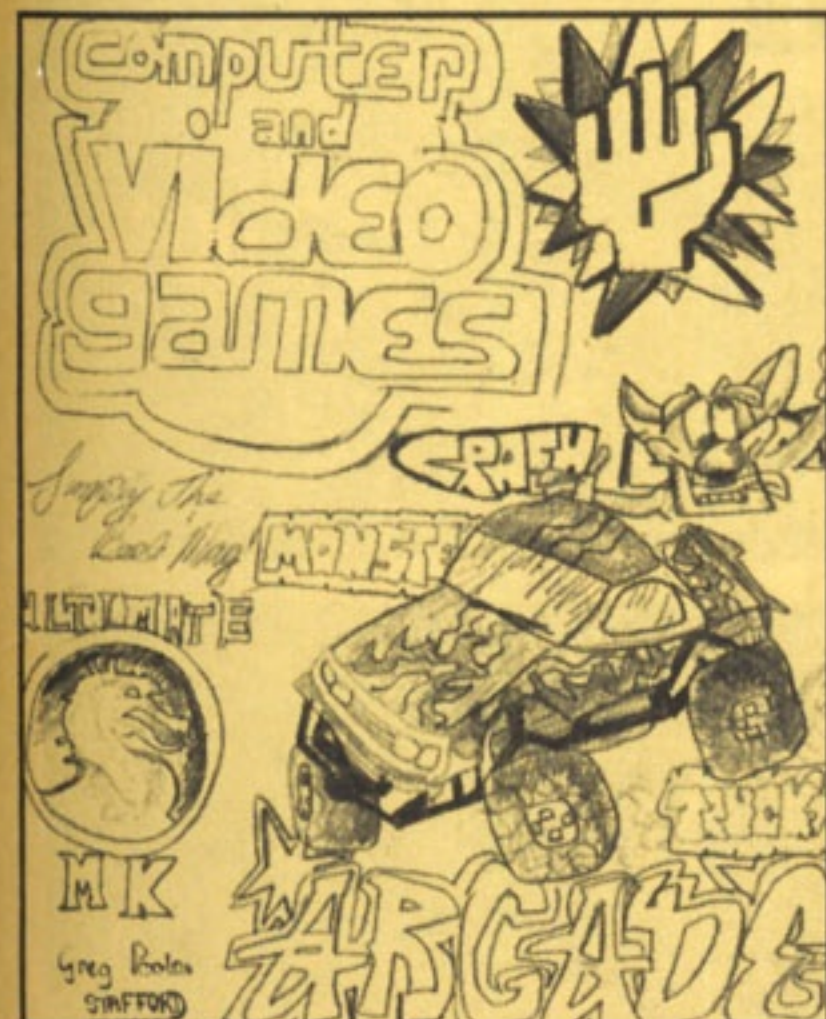


Mario 74. A simple yet effective idea. Well done Dean Shelley!

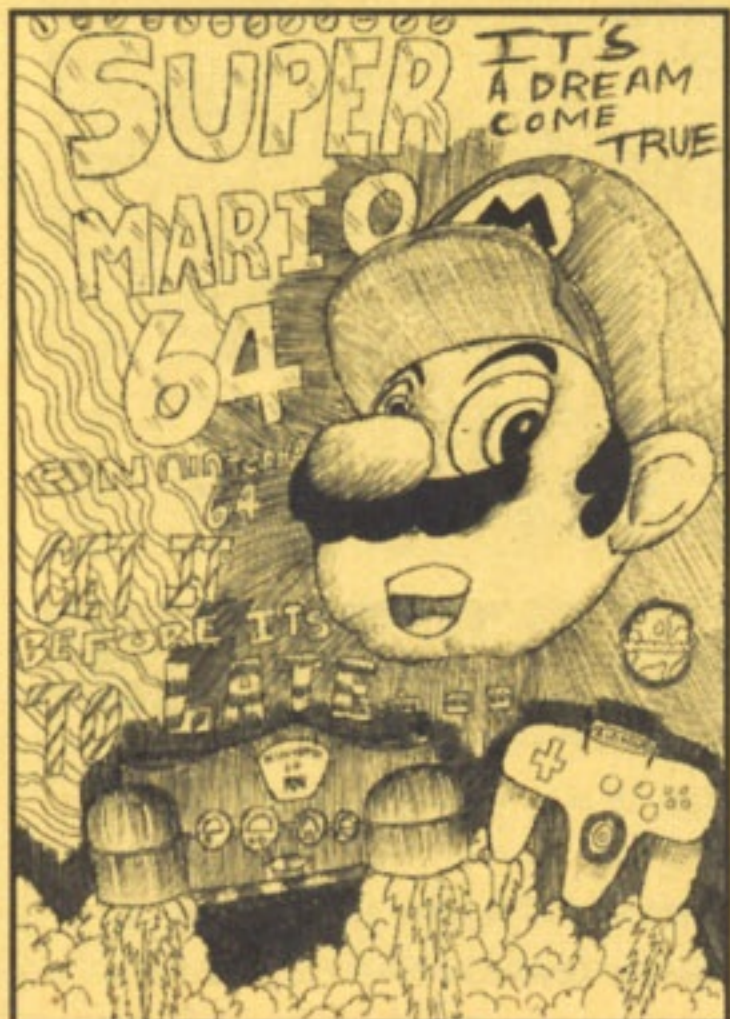
Diablo is huge. Not my cup of tea but it's obviously someone's (no name).



You like doing what? Surely you must be mad. Craig Paiton.



Another action-packed CVG cover, with Ultimate MK? Monster Trucks? hmmm... thanks Greg Cooler.



Super Mario 64. One of the best games ever! And it's out now!!! Wahed Zarif



Mario Kart, one of many pics from the super Mohammed Patel.

If only you could see the real thing, in true 3D, thanks to Amy Reeves.

Send 'em in to:

drawinz
wot you dun

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

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...'

drawinz
wot you dun

FREEPLAY

SOUL EDGE



THE BASIC GUIDE TO MASTER SWORDSMANSHIP 2

Having some trouble with the Edge Master's Mode? This is your lucky month as the man from Oxford, Yas brings us the second instalment in his *Soul Edge* guide with the solutions to the final weapon question and some alternative tactics.

KEY

- H Horizontal attack
- V Vertical attack
- K Kick
- G Guard

This is a beginner's guide to *Soul Edge* so be prepared to experiment after you've committed all these attacks to your memory. Remember, being able to do the moves during practice is nothing if you can't do it in a fight, okay?

SECRET CHARACTER, AGAIN!

Too late for last month was the discovery of Seung Mina's father. Han Myong has the moves and floating combos of Hwang and Mitsurugi, but with speed equal to that of Taki and Li Long, making him one of the most powerful characters in the game. To make him selectable, finish the game twice with Seung Mina on both of her endings. But make sure that you don't use any of her special weapons.



Once activated, you can find Han Myong next to Siegfried on the character select screen. He's one of the rock hardest characters!

SECRET CHARACTER RUMOURS!

There are rumors of more secret characters - to be more specific, Tanegashima (the man with the gun on Mitsurugi's ending), Bangoo (Rock's lover), Chie (Li Long's wife), alternative Taki, the Diver (the diver on Soul Edge's ending),



Are any of these bit-part characters, hidden playable characters in the game? Rumours say so, but we want evidence!

THE FINAL WEAPON QUESTION

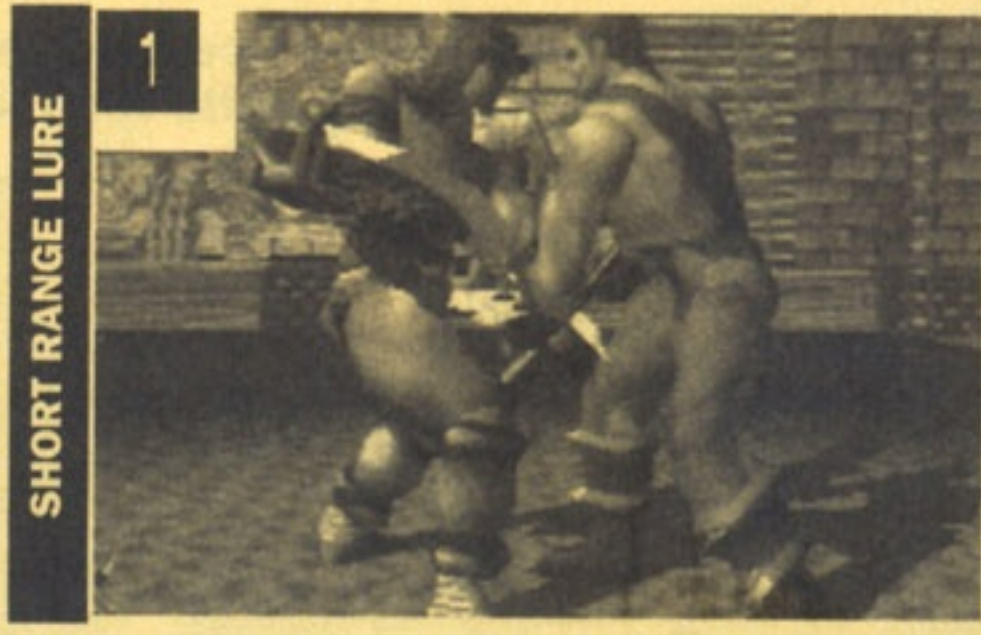
The Edge Master mode is one great addition that makes the home version better than the arcade. But if you've got the Japanese version and can't read Japanese, it can prove very frustrating. So here's the answer to the most common query. The final weapon is usually one step back from Spain once you've defeated Cervantes. If the weapon doesn't happen to be there, move another episode back and if your character sits down in despair when you lose, that's where the weapon will be. If you're incompetent enough to lose again, go forward an episode and that should be the next location of the hidden weapon.

After last month's beginner guide, here's some new tactics to develop your skills further. Try not to use the same pattern more than once a round, else you'll be sussed and face some serious counter attacks. As long as you mix up last month's combos with this issue's tactics, it shouldn't take long before you're finishing the game in two minutes or less.



ROCK

Rock can be very effective at confusing human opponents when you mix long and short range together. Start the round with a variety of short range attacks and when you think you've lured your opponent into forgetting the fact that Rock is primarily a long range character, bring on the rampage from afar!



- CLOSE RANGE FOLLOW UP 3: toward-sx2+V - quarter circle away+V+G.
- CLOSE RANGE FOLLOW UP 1: at the edge of the ring, towards+K - away+V.
- CLOSE RANGE FOLLOW UP 2: away+V - towardsx2+V - towardsx2+V (If your technique is perfect, you can keep on doing the Head Splitter as it has an invincibility period at the beginning of the move).



PLAYER'S GUIDE 2

SOUL EDGE

FREEPLAY

SOUL EDGE



MITSURUGI HEISHIRO

Mitsurugi has proven himself to be one of the most versatile characters in the game, as he can control the pace of the fight with the greatest of ease. Try to use a combination of both long and short range attacks to make guard impacting a difficult task.

CLOSE RANGE FOLLOW UP



- **CLOSE RANGE FOLLOW UP COMBO:** down towards+H (used as a counter) - down towards+V - away+H - down toward+H - little jumping slash.
- **LONG RANGE FOLLOW UP COMBO:** dash back - away+H - if blocked Vx2 - H - down+H - down towards+H - little jumping slash.
- **CRITICAL EDGE DUMMY:** Critical Edge - even if blocked - Critical Edge+G (G stops the CE) - down+H - down towards+H.



LI LONG

Though he uses a different weapon to Mitsurugi, Li Long is similar in style except his nunchukos don't retract as cleanly. But this can be used to your advantage as the swinging nunchukos are the hardest weapon to effectively guard impact against.

LONG RANGE FOLLOW UP



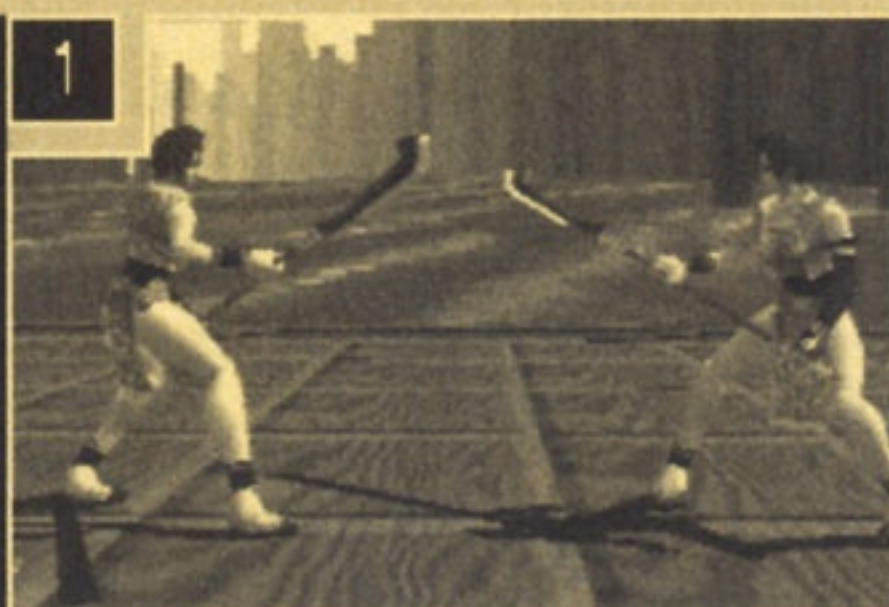
- **LONG RANGE FOLLOW UP COMBO:** away+H - if blocked down+H - K as you're getting up - Hx3 - down towards+K.
- **CLOSE RANGE FOLLOW UP:** down towards+K - V+H (this pattern can be used very often as the K and the V+H has hardly any recovery time).
- **TRICK FLOAT:** down+K - towardsx2+V - if floated high, V+H - if normal, Hx3.



SEUNG MINA

Her weapon might be designed solely for long range fighting, but Seung Mina is more than capable of fighting effectively at close range. It's best to keep your opponent at bay with quick long range stabbing attacks and when they become desperate, go in for kill throws and kicks.

CRITICAL EDGE CONFUSER



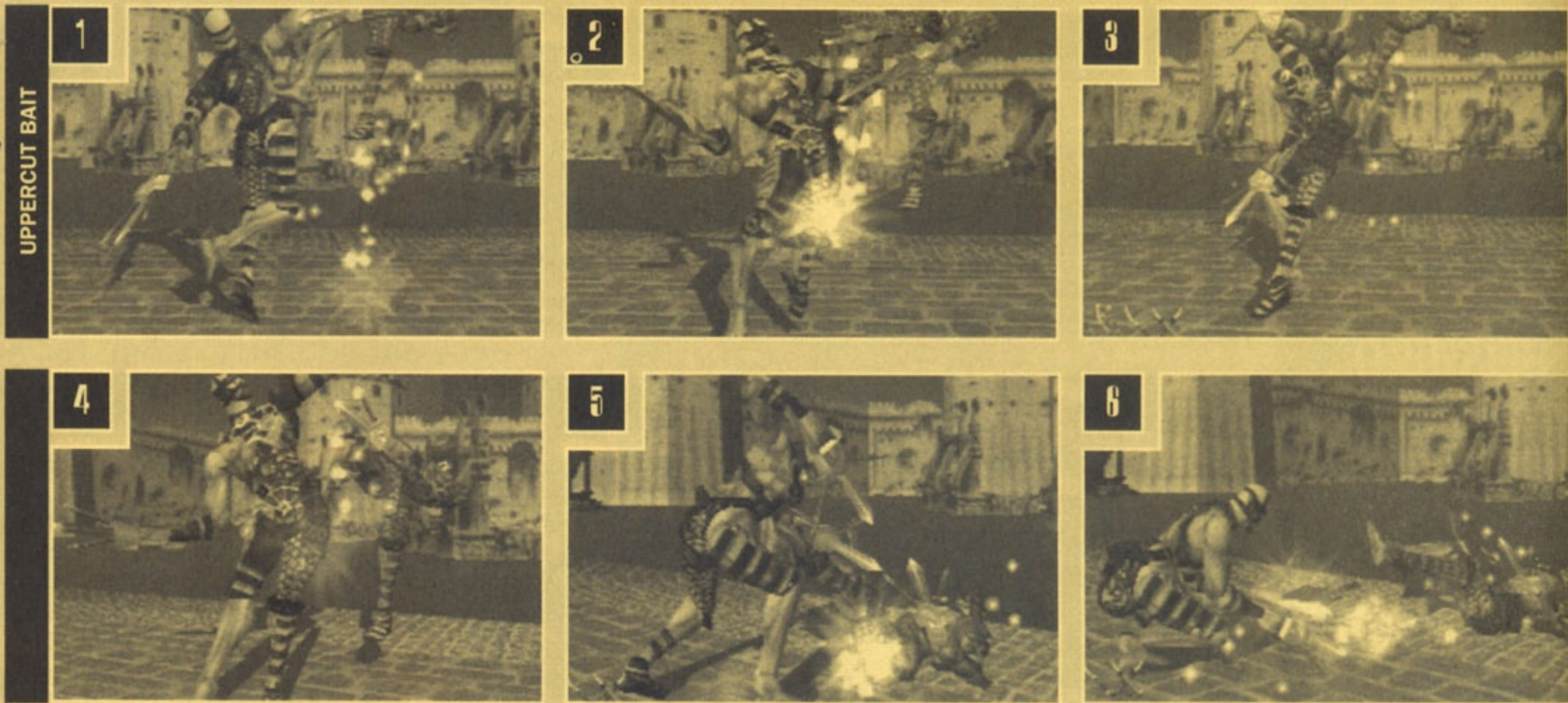
- **CRITICAL EDGE CONFUSER:** against human opponent, Critical Edge+G - unblockable move.
- **LONG RANGE FOLLOW UP:** The choice is yours!
- **CLOSE RANGE FOLLOW UP:** away towards+K - if blocked, guard impact immediately - uppercut - uppercut - down towards+K - little jumping slash.

SOUL EDGE



VOLDO

Many dismiss Voldo as an unplayable mess, but players with class know his eccentric movement can be used to their advantage. Many of his moves look very similar and this should be used to full effect on all incompetent challengers.



- **UPPERCUT BAIT:** uppercut - down+Vx2 - down towards+Hx5 - little jumping slash.
- **GUARD IMPACT BAIT:** dash back - guard impact (to lure enemy closer) - uppercut - Demon Elbow.
- **DEMON ELBOW CHEESE:** down+K - Demon Elbow - (the sweep is only used to make enemy block low. If they fall, follow with down towards+Hx5).



TAKI

Lightning fast combos and close quarter combat is what you have to master with the Kunoichi, Taki. Though she has little in terms of long range attacks, she has multi-height combinations that can be employ in close. A good choice for the competent player to move on to.



- **MID RANGE GUARD IMPACT TACTIC:** towards+H - Vx5 (Should tempt enemy to counter, giving you time to guard impact) guard impact immediately - V+G.
- **MID RANGE GUARD IMPACT FOLLOW UP:** guard impact - V+G.
- **CRITICAL EDGE DUMMY:** CriticalEdge+G - Critical Edge (Taki's Critical Edge is very fast to execute so have faith!).



SOPHITIA

Trickery is the key against human players, as Sophitia lacks the strength of Rock and the speed of Taki. In the right hands Sophitia is one of the most annoying characters for your opponent. And once a player is frustrated, mistakes are sure to be made.



- **FLIP KICK:** Vx3 - up towards+K H or - if blocked K
- **TRICK KICK:** Hx4 - guard impact opponent's counter strike then down away+K - down towards+V - little jumping slash.

SOUL EDGE



SIEGFRIED

Siegfried is one of the easier characters to use as a majority of his good attacks are really easy to perform. But as he is fairly slow, you must make up for this short coming by using distance and controlling the pace of the fight.



UNBLOCKABLE HIT



- UNBLOCKABLE HIT: forward stab - walk back two paces - wait until they start rolling on the floor - unblockable hit .
- LOW TEMPO TACTIC: Good if you're getting attacked mercilessly - back dash - forward+V and keep them away with the forward stab until you're ready.
- FORWARD STAB FOLLOW UP: towards+V - towards x2+H+V - down towards+K - little jumping slash.



HWANG

Hwang/Han Myong is a nice alternative to Mitsurugi and Li Long if you're getting bored of using the two 'normal' characters, but don't want to learn a completely new fighter. He shares some of Seung Mina's kicks, so use these on occasion as a break from the usual Mitsurugi/Li Long attack pattern.



CRITICAL EDGE DUMMY

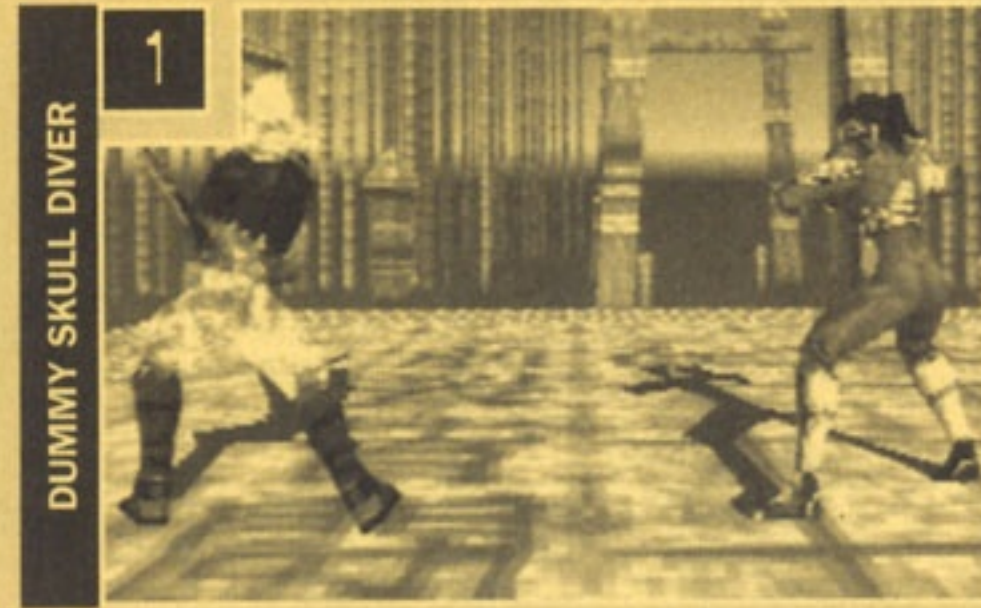


- CRITICAL EDGE DUMMY: Critical Edge - even if blocked - Critical Edge+G (G stops the CE) - down+H - down towards+K .
- LONG RANGE FOLLOW UP COMBO: dash back - away+H - if blocked Vx2 - H - down+H - down towards+K - little jumping slash.
- CLOSE RANGE FOLLOW UP COMBO: down towards+H (used as a counter) - down towards+V - away+H - down toward+K - little jumping slash.



CERVANTES

Cervantes, the man who walks around like he's got a big cack in his pants, can be very deceptive and relentless if used by an expert. His VVV attacks can be countered easily, so it's best to mix the simple moves in with the more fantastic ones to get the best results.



DUMMY SKULL DIVER



- DUMMY SKULL DIVER: for use against human players only quarter circle away+H - quarter circle away+H - quarter circle away+V.
- SKULL DIVER RING OUT: for use against the CPU fighter only - knock opponent down - start the quarter circle motion as the enemy gets off the floor.
- WEAPON LOST JUGGLE: as the opponent loses their weapon, down away+V - down+K.

SOUL
EDGE

PLAYER'S GUIDE 2

PREPLAY

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- **SATURN & SEGA RALLY, X-MEN, WWS97, T.RAIDER, V. COP + GUN, V. FIGHTER, XMAS NIGHTS, GUN GRIFFON, 2 PADS, RF/SCART, MEMORY CARD** £295. TEL: 01924 825627 (ALL MINT)
- **PLAYSTATION, 2 PADS**, LINKUP CABLE, MOUSE, 4 WAY ADAPTOR, 10 GAMES INC. TEKKEN 2, RES. EVIL, TRACK & FIELD. EVERY OFFICIAL PLAYSTATION MAG. SENSIBLE OFFERS PLEASE! CALL 0181 3174262
- **JAGUAR WITH CONTROLLER** AND 5 GAMES FOR SALE AT ONLY £90 ONO. OR SWAP FOR CDI WITH GAMES. PHONE PAUL ON 01452 812942
- **SNES GOOD CONDITION**, 8 GAMES INC. DCK2 AND UNIRALLY £250 CALL 0181 7318029
- **UK N64**, FORGOT TO RESERVE YOURS? SHOPS ALL SOLD OUT? CALL ROB ON 01323 470442 ALSO TOP PLAYSTATION TITLES FOR SALE
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- **SWAP MY MD** FOR YOUR SNES. MD WITH 2 PADS 19 GAMES, SNES MUST HAVE AROUND THE SAME, + MAYBE PILOTWINGS. TEL: 0181 9415967
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- **PLAYSTATION WITH 12 GAMES**, TEKKEN 2 ETC. 5 WEEKS OLD, BOXED AND GUARANTEED £350. CALL 01743 355290
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- **SPECTRUM GAMES FOR SALE**. HUNDREDS OF TITLES AT VERY LOW PRICES. SEND SAE FOR LIST TO: J. DAVIES, 12 BUCKINGHAM AVENUE, LIVERPOOL, L17 3BB
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- **SWAP JUMPING FLASH WITH BOX + INSTRUCTIONS** FOR DISC WORLD OR FIFA 96 (PS) ALL MUST HAVE BOX + INSTRUCTIONS. CALL 01274 638554
- **PLAYSTATION GAMES** - DESTRUCTION DERBY, TEKKEN AND XTREME GAMES £25 EACH. MASTER SYSTEM GAMES; SHINOBI & CHASE HQ £4 EACH, BOTH FOR £6 CALL 01249 891850
- **PLAYSTATION GAMES: DIE HARD, SF ALPHA** £15 EACH OR £25 FOR BOTH. ALSO TEKKEN, WWF, AIR COMBAT (ALL US) £20 EACH OR £45 THE LOT. CALL 0171 2477726
- **STREET FIGHTER ZERO 2 (JAP)** £30 OR WILL SWAP FOR UK OR US VERSION. RESIDENT EVIL (USA) £25 BOTH ON PLAYSTATION. CALL (IRE) 021 543993
- **PC ENGINE GAMES** WANTED FOR CASH, JAPANESE OR AMERICAN. GOOD PRICES PAID. TEL 0973 987361
- **THE THREE GAMES THAT I WANT TO SELL ARE**, DONKEY KONG LAND, TETRIS AND MEGAMAN (ALL ON GAMEBOY) CALL 01684 569068
- **TUNNEL B1 & OLYPIC SOCCER** £45 THE PAIR OR WILL SWAP FOR SIM CITY 2000. THEME PARK OR DD2. CALL 01795 532598
- **WILL SWAP RISE OF THE ROBOTS & EQUINOX** FOR THE FOLLOWING SNES GAMES: DONKEY KONG 1,2 OR 3. CALL AARON 01277 218667
- **WANTED: THE ORIGINAL FINAL FANTASY 1 & MASTER SYSTEM PHANTASY STAR 1** GAMES. PHONE DAVE 01265 836946 AFTER 6PM
- **MEGADRIVE & SNES RPG'S** INC. FF3, SHADOWRUN, SOUL-BLAZER & SNES ANIME GAMES FOR SALE. PHONE DAVE 01265 836946 AFTER 6PM
- **GAMEBOY GAMES FOR SALE** £4-8 GOOD CONDITION, ALL WITH CASES & BOOKLETS. GAMES INCLUDE DKC AND TOP RANKING TENNIS. CALL IAN ON 01784 885724
- **UK SATURN GAMES: PANZER DRAGOON** £20, ULTIMATE MORTAL KOMBAT 3, THUNDERHAWK 2, EXHUMED £25 EACH. ALL AS NEW. JAGUAR GAMES AVAILABLE. TEL: 01244 314405
- **I WOULD LIKE TO SWAP PLAYSTATION GAMES**. I HAVE F1, 3D LEMMINGS AND MK3. I WOULD LIKE MOSTLY RACING GAMES. CALL DEAN ON 01222 689376

- **SNES GAME** - CHRONO TRIGGER + US ADAPTOR + ACTION REPLAY + CONTROLLER £25. CALL RALPH 01825 733446
- **I WILL SWAP SUPER SKID-MARKS** FOR SUPER MARIO KART ON SNES CALL RICHARD ON 0161 7986409
- **STREET FIGHTER ALPHA 2**, UK PAL FOR SNES £28 ONO. I.S.S.D. UK PAL £22 ONO, OR BOTH FOR £45 ONO. CALL 0181 9985546
- **PLAYSTATION GAMES**, RESIDENT EVIL £25, SFA, DOOM, RRR £20 EACH, MK3, THUNDERHAWK 2, PRIMAL RAGE £15 EACH, TOSHINDEN, ZERO DIVIDE, RAYMAN £10 EACH. CALL BEN ON 01992 524455
- **WANTED: CHRISTMAS NIGHTS US/JAP PREFERRED**, BUT WILL TAKE UK. WILL PAY £20 BOXED PLUS INSTRUCTIONS. CALL SAM 0181 3995076
- **FOR SALE: PAIR OF INLINE ROLLERBLADES**, BLACK SIZE 8 3 MONTHS OLD. VGC. £25. CALL KEVIN ON 0181 5038915 FROM 4.30 - 9.30 PM.
- **C&VG MAGAZINES 1988 - JAN 97** APPROX 75 - 80 ISSUES. £60 BUYER COLLECTS OR PAYS POSTAGE. PHONE WASIM 01494 520786
- **WANTED NEO GEO CARTRIDGE GAMES**, EVERY THING CONSIDERED. PHONE JAY 01703 677109
- **FIRST ISSUES OF EDGE**, OFFICIAL PLAYSTATION MAGAZINE, CRASH, ZZAP64, SUPERPLAY & OTHERS. CALL FOR PRICES AFTER 6PM. 0113 2503291, ASK FOR RIK.
- **CAN ANYONE HELP WITH A GUIDE** FOR SHINING WISDOM. I'M STUCK. PLEASE PHONE CHRIS 01702 74001 THANKS.
- **CD32 GAMES**, VIDEO'S, CD'S SEND SAE FOR LIST TO: JUSTIN C, THE PENTHOUSE, PALM COURT APT'S, 8 RUNNACLEAVE RD, ILFRACOMBE, NORTH DEVON EX34 8AR
- **I WANT DOOM OR FINAL DOOM**, WILL SWAP FOR FADE TO BLACK OR WIPEOUT 2097. CALL 01295 270590 ASK FOR NEIL
- **EXTREME GAMES** FOR PLAYSTATION £10. CALL 0181 7153844 ASK FOR GARY
- **WANTED LETHAL ENFORCERS 1 OR 2** WITH LIGHT GUN. PHONE 01608 685581
- **PC ENGINE GAMES** WANTED - GUNHEAD, SALAMANDER, LIQUID KIDS, R-TYPE, SPLATTERHOUSE, RAIDEN, AEROBLASTERS, TIGER HELI, PC KID 2 £20 EACH. TEL 01603 407380
- **A1200 WITH 6 MEG RAM**, COLOUR MONITOR, DISK DRIVE + SOFTWARE TO SWAP FOR PAL PLAYSTATION WITH OLYMPIC SOCCER & F1. CALL 01733 324024
- **WANTED M/F PENPALS, 20+**. SEGA FANS ONLY! WRITE TO ADRIAN ARCHER AT 1131 NEWHAM WAY, EAST HAM, LONDON E6 4JJ. I'M 25, SEGA RULES!!!

OTHERS

CLASSIFIED
FREEPLAY

PREPLAY

HIGH SCORES



Write down your best records for the latest games and send them in to us. If possible, keep proof in the form of a screen photograph or a video of you actually setting the record in case we find your score hard to believe. For next month we want more *Cool Boarders* scores and times (it's going to be pretty hard to beat Matthew Hopkins' records, we know), official *Wave Race 64* times, and some more import *Mario Kart 64* records. Send everything to our new address:

HIGH SCORES, CVG,

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

COOL BOARDERS (PS)

All scores (except one) by **Matthew Hopkins (MATT)** from **Crewe**.

NOVICE
Best Time 1'02"251
Best Total Points 7448
Best Trick Total 4127
Best Trick 1313
(fakie to misty 1080° tail grab)

ADVANCED
Best Time 2'10"284
Best Total Points 6213
Best Trick Total 2914
Best Trick 924
(misty 720° tail grab)

EXPERT
Best Time 2'17"095
Best Total Points 6657
Best Trick Total 3065
Best Trick 843
(fakie to misty 540° tail grab)

SPECIAL
Best Time 2'37"806
Ady Leyland (ADY), Lancashire
Best Total Points 4850
Best Trick Total 2884
Best Trick 794
(fakie to misty 540° tail grab)

EXTRA
Best Time 1'15"319
Best Total Points 11920
Best Trick Total 8294
Best Trick 1926
(fakie to misty 1800° tail grab)

RESIDENT EVIL (PS)

Completed in 01:43'06
Hannu Grano, Klaukkala, Finland

SOUL EDGE (PS)

Arcade Mode 1'36 (Hwang)
Yasuhiro Hunter (YAS), Oxford

STAR GLADIATOR (PS)

1'48"87 Level 8 (Rimgal)
Yasuhiro Hunter (YAS), Oxford

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 0'43"193
Paul Beckett, Shropshire
Best Race 2'16"405
Ian T, Canterbury

NOVICE EXTRA
Best Lap 0'43"877
Paul Beckett, Shropshire
Best Race 2'13"169
Revo Jaansoo and Toomas Veeber (XL)

INTERMEDIATE
Best Lap 0'59"220
Thomas Darbyshire, Wigan
Best Race 2'59"705
Miroslav Jeltic (M.J), Ruma, Yugoslavia

INTERMEDIATE EXTRA
Best Lap 1'00"431
Miroslav Jeltic (M.J), Ruma, Yugoslavia
Best Race 3'05"762
Miroslav Jeltic (M.J), Ruma, Yugoslavia

EXPERT
Best Lap 1'02"925
Ben Williams (B.W), Glos.
Best Race 3'13"218
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1'02"459
Matthew McMillan (MAT), Bearsden
Best Race 3'16"774
Miroslav Jeltic (M.J), Ruma, Yugoslavia

TEKKEN 2 (PS)

86 Wins (Jack 2)
Yasuhiro Hunter (YAS), Oxford

Time Attack 1'57"96 (Bruce)
Yasuhiro Hunter (YAS), Oxford

WIPEOUT 2097 (PS)

Phantom Class Times
TALON'S REACH
Best Lap 0'18"0
Toomas Veeber (XL), Amsterdam
Best Race 1'38"9
Toomas Veeber (XL), Amsterdam

SAGARMATHA
Best Lap 0'22"0
Mark Andrews (WAL), Warwick
Best Race 1'54"6
Mark Andrews (WAL), Warwick

VALPARAISO
Best Lap 0'35"4
Mark Andrews (WAL), Warwick
Best Race 3'02"3
Mark Andrews (WAL), Warwick

PHENITIA PARK
Best Lap 0'29"0
Mark Andrews (WAL), Warwick
Best Race 2'43"3
Mark Andrews (WAL), Warwick

GARE D'EUROPA
Best Lap 0'35"8
Mark Andrews (WAL), Warwick
Best Race 3'17"7
Mark Andrews (WAL), Warwick

ODESSA KEYS
Best Lap 0'36"3
Mark Andrews (WAL), Warwick
Best Race 3'13"6
Mark Andrews (WAL), Warwick

VOSTOK ISLAND
Best Lap 0'34"3
Mark Andrews (WAL), Warwick
Best Race 3'05"6
Mark Andrews (WAL), Warwick

SPILSKINANKE
Best Lap 0'30"3
Mark Andrews (WAL), Warwick
Best Race 2'47"7
Mark Andrews (WAL), Warwick

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
98 Wins (cheesy)
Ed Lomas (EDD), CVG

ATHLETE KINGS (SAT)

Arcade Mode 12,708
David Hines (GNR), Doncaster

STREET FIGHTER ALPHA 2 (SAT)

Survival Mode
5'01"83 Level 8
David Hines (GNR), Doncaster

2,648,300 Level 8
David Hines (GNR), Doncaster

DAYTONA USA: CCE (SAT)

Three Seven Speedway
0'15"24
Clifford Bonney (C.B), Oxford

National Park Speedway
0'31"76
Clifford Bonney (C.B), Oxford

Dinosaur Canyon
0'42"96
Clifford Bonney (C.B), Oxford

Seaside Street Galaxy
1'30"56
Clifford Bonney (C.B), Oxford

Desert City
0'44"24
Clifford Bonney (C.B), Oxford

CHRISTMAS NIGHTS (SAT)

2171 Link Attack
William Curley, Surrey
0'09"244 Time Attack
Romeo Mazzei (R.M), Amsterdam

NIGHTS (SAT)

Reala beaten with 107 seconds remaining
William Curley, Surrey
Jackle beaten with 102 seconds remaining
William Curley, Surrey
Wizeman beaten with 72 seconds remaining
Luke Bishop (BISH), Bournemouth

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
505200 Points (Spring Valley)
Tom Russon

373 Link (Frozen Bell 1)
Paul Lautier, London
583300 Points (Frozen Bell)
Paul Lautier, London

395 Link (Splash Garden 1)
Paul Lautier, London

362 Link (Soft Museum 1)
Clifford Bonney (C.B), Oxford

WAVE RACE 64 (JAPANESE 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 0'23"226
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'14"372
Ronen Yitzhak, Bhei Brak, Israel

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

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

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

HIGH SCORES

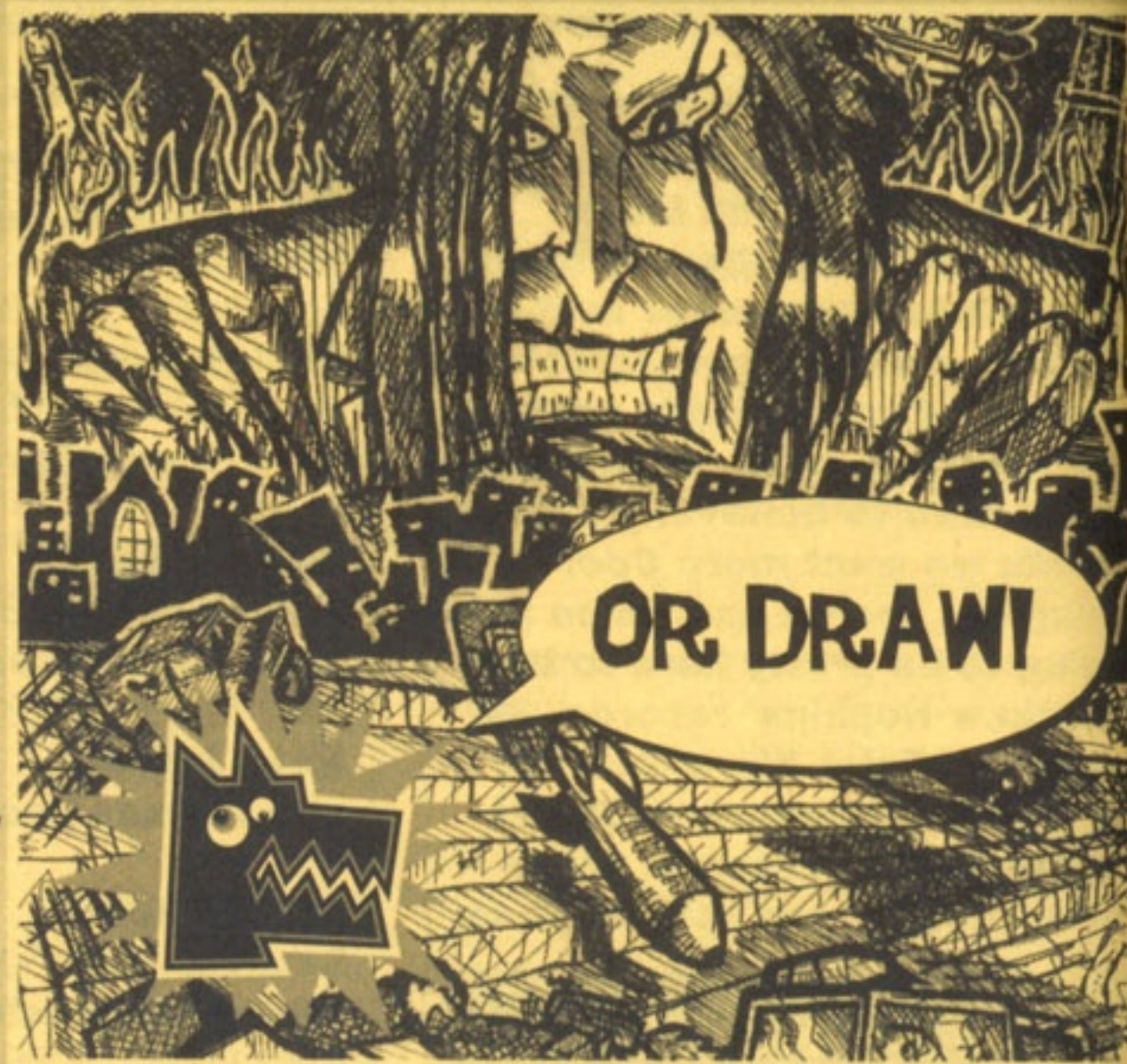


PREPLAY

WRITE FOR FREEPLAY

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

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



Desperate to prove to the world what a cool gamester you are? Found any great cheats? Achieved a monster high score? Suddenly happened upon the answer to life, the universe, and why Ed Lomas thinks Pink Floyd are cool? FreePlay is here to welcome you! Well, not you personally - your pieces of paper, tapestries, sculptures, and what-have-you. So long as it's useful to other video game players.

HIGH SCORES

There is no excuse for not sending in a cheap postcard, or sealed-down envelope bearing your high scores. If you're playing games, you ought to have some pride! High scores are the hottest sign of your dedication to the best games out there: Arcade, PlayStation, Saturn, N64, and PC. Even Game Boy. Come on!

MOST WANTED

Nothing gets printed in CVG unless the sender includes a Most Wanted list, okay! Tell us the names of the games you're dying to play. Not even that, there must be some games you would trade all your possessions just to hear being played! Tell us what they are. And we promise to find out more about them.

ART

Hunter kept on rolling out of the wrong side of his bed. Which always put him in a bad mood. So we took his bed away, and now he's uncontrollable! Which means your artwork had better be exceptional from now on, otherwise you all get pieces of dump! Grrrr!

TIPS

Ed Lomas is ready and willing to open every single letter which comes through the door with 'Tips' written on it. However he's just as prepared to throw the contents in a bin if what's on offer is garbage.

CLASSIFIEDS

Those classified ads are rolling in thick and fast, making the market place more competitive than ever. The only way to assure that your stuff gets sold, bought, or swapped (whatever you like) is to get it in early!

FANS!

Tell us what you love about your favourite game, company, or games machine - not what you hate the most about somebody else's! The whole point about FreePlay fan is for you to feel good about stuff. Not keep slagging each other off!

FANZINES

One of the best ways of getting started in the video games industry is by writing your own fanzine. Quality examples WILL get printed in FreePlay. This is your inroad, so make it good.

YOUR CHANCE TO WRITE FOR CVG!

PLEASE TICK (THE RELEVANT BOX)



NAME

ADDRESS



FOR SALE

TO SWAP

CONSOLE(S)

CONSOLE(S)

GAME(S)

GAME(S)

OTHER

OTHER

TEL NO.

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

CONTRIBUTION IN NO MORE THAN 25 WORDS

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MOST WANTED
IN ORDER OF IMPORTANCE

1
2
3



AGAINST PIRACY

