

# FREEPLAY

Issue 11

## NAMCO TO RELEASE 'TOY STORY' BEATING MOVIE!

**W**ith their success in the videogame market firmly established, Namco have just announced they are now aiming their sights further – at creating computer-generated big-screen movies that will blow away Disney's own *Toy Story*!

Their first step into this new area of entertainment involves the launch of their own film production company specifically designed to create full CG movies. The move is a joint venture with three other partners, including a Tokyo-based CD software developer, Polygon Pictures. However Namco and one of these partner companies will invest 45% into the project respectively. Total investment in the project is calculated at between six to seven billion yen (around £45,000,000)! Aside from making movies, Namco are also going to use the company to develop training programs for CG technologists.

Namco intend on releasing their first CG film in the US before the year 2000. Exactly what kind of movie this will be, has yet to be revealed. Obviously Namco have a lot of video game characters and licenses that would prove popular and lucrative if turned into a movie. The most notable names being *Tekken*, *Soul Edge*, *Time Crisis*, *Galaxians* or even *Pacman!* In fact, the CG intros to many of these games are already highly cinematic.

All that Namco have so far revealed, is that the film will be in the 'entertainment genre', similar to that of *Toy Story* – the first full CG film ever made. A new scenario is being written for the film and there are 170 people involved in its production. US experts in CG technology, Digital Studios, are also said to be involved in the project. Its completion is set currently scheduled for December 1999, although they hope to push the date forward to 1998. The president of Namco Ltd, Masaya Nakamura, said "We hope to produce a film superior to *Toy Story*." So there you have it. Perhaps top PlayStation games could end up as full-length CG movies. Or perhaps the experience gained in these films could filter down to produce more dazzling arcade or home videogame experiences. Maybe even, the female star of *Rage Racer*, Reiko Nagase, could become a virtual film star. Who knows!

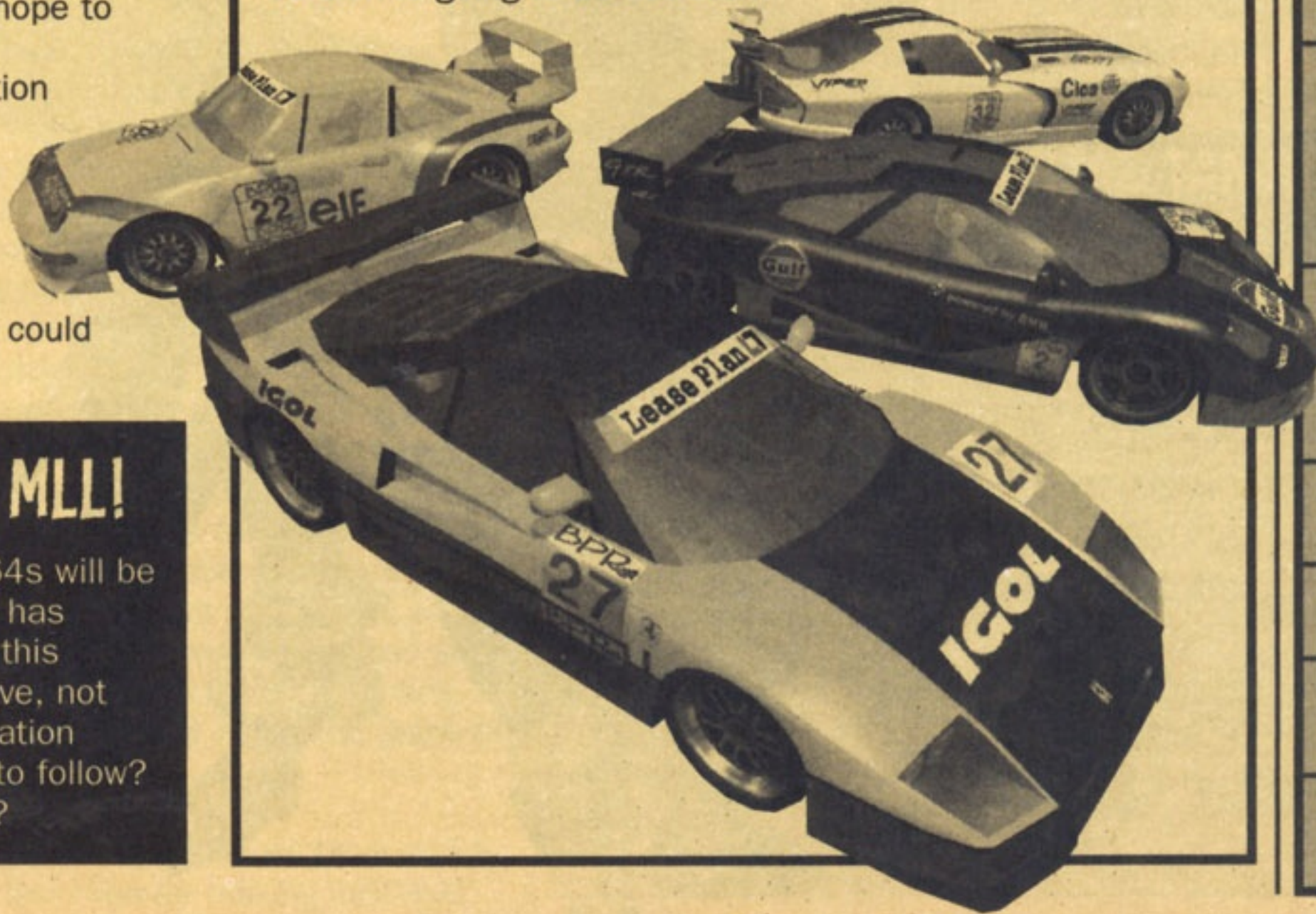
## SEGA SUPERCAR STORMS ARCADE SHOW!

**A**s we went to press, the London ATEI arcade show was held at Earl's Court. We thought we'd give you a quick rundown of what was hot there, before giving you more in-depth coverage next month!

By far the most impressive and popular game at the show was Sega's *Supercar Scud Race*. Coming from AM2, we were expecting a true sequel to *Daytona USA*. Well, that's exactly what it is! The handling is very similar to *Daytona's*, but the Model 3 graphics really are something else! There are four tracks, each one showcasing a game that looks like an incredible CG demo! The first course, for example, takes you through an see-through underwater tunnel! As you'd expect, there are four views, and the in-car one has a different dashboard for each vehicle (there's a Porsche 91-GT2, Dodge Viper, Ferrari F40 and McLaren F1). The driver's hands even reach down for the gear stick! Cars get crumpled too, just like *Daytona*. One other point to mention, is the impressive motorized cockpit which provides far more motion than the old *Daytona* cabinets.

The other major game of the show, *Tekken 3*, although extremely popular, didn't prove quite so impressive. Despite its enhanced graphics (including 3D backdrops and advanced motion-capture), most people's opinions were that it looked like *Tekken 2*. It's still a big title though, due to the fact that its hardware is hotly tipped to be the upgrade for PlayStation.

Sega's *Super Ski G* was there, looking similar to Namco's *Alpine Racer*. Konami's *GTI Club* – racing Mini's, Renaults and other GTI's around cities – also proved popular. *Street Fighter EX* – the 3D version of Capcom's series – was also on show. Its 2D gameplay is very similar to *Street Fighter 2's*, but the graphics are very impressive. The PlayStation version is going to be hot stuff!



## RED-HOT FACT/RUMOUR MLL!

It's rumoured that only 2000 Nintendo 64s will be shipped to the UK for release (*Doom 64* has already been delayed on the strength of this rumour). *Quake* could be an N64 exclusive, not Saturn! Big UK price reduction on PlayStation coming to counter N64 launch – Saturn to follow? *Tekken 3* on N64 as well as PlayStation?




## READERS MOST WANTED CHART

Finally N64 is about to arrive in the UK, and suddenly your interest wanes. Well, it is in second place this month!

1	TEKKEN 3	ARCADE
2	NINTENDO 64	UK
3	X-MEN VS STREET FIGHTER	SATURN
4	MARIOKART 64	NINTENDO 64
5	STREET FIGHTER 3	ARCADE
6	TIME CRISIS	PLAYSTATION
7	FINAL FANTASY 7	PLAYSTATION
8	MARVEL SUPER HEROES	NINTENDO 64
9	RESIDENT EVIL 2	PLAYSTATION
10	ANALOGUE PAD	PLAYSTATION

A few of your other notable Most Wanted include *Tomb Raider 2*, another game by Sonic Team (yaah!), *Manx TT* on Saturn (see New Games!), *Parappa The Rapper* (good choice), *Mortal Kombat 4*, *Mortal Kombat 5*, *Tekken VS Soul Edge* (shyeh, right), *Soul Edge 3* (what about 2?), Intel to go bust (for releasing a Pentium and then halving its price in five months), *Worms 2* on N64 (grief, no), and console Netlinks too. Keep sendin' them in with your mail, or we'll throw it in the bin.

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## UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	DIE HARD TRILOGY	PLAYSTATION	E.A.
2	3	TOMB RAIDER	PLAYSTATION	EIDOS
3	4	C&C: RED ALERT	PC CD-ROM	VIRGIN
4	2	FIFA 97	PLAYSTATION	E.A.
5	10	TOMB RAIDER	PC CD-ROM	EIDOS
6	8	COMMAND & CONQUER	PLAYSTATION	VIRGIN
7	7	TEKKEN 2	PLAYSTATION	NAMCO
8	9	CRASH BANDICOOT	PLAYSTATION	SONY
9	15	CHAMP MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS
10	6	FORMULA 1	PLAYSTATION	PSYGNOSIS
11	5	FIFA 97	PC CD-ROM	E.A.
12	12	BROKEN SWORD	PLAYSTATION	SONY
13	13	PRIVATEER 2: THE DARKENING	PC CD-ROM	E.A.
14	18	DUKE 3D: PLUTONIUM PACK	PC CD-ROM	GT
15	11	SOVIET STRIKE	PLAYSTATION	E.A.
16	RE	SECRET OF MONKEY ISLAND 1&2	PC CD-ROM	VIRGIN
17	RE	THEME PARK CLASSICS	PC CD-ROM	E.A.
18	RE	DARK FORCES: WHITE LABEL	PC CD-ROM	VIRGIN
19	NE	PANDEMONIUM	PLAYSTATION	BMG
20	16	VIRTUA COP 2	SATURN	SEGA

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't the official charts, alright. They're the games CVG recommends across all formats. You don't have to take our word for it, but if you buy these you'll be happy.

### SATURN UK TOP 5

1	VIRTUAL ON	SEGA
2	VIRTUA COP 2	SEGA
3	DIE HARD TRILOGY	E.A.
4	COMMAND & CONQUER	VIRGIN
5	DIE HARD ARCADE	SEGA

### SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	ENEMY ZERO	WARP
3	SHINING THE HOLY ARK	SEGA
4	KING OF FIGHTERS 96	SNK
5	DIGITAL DANCE MIX	SEGA

### PLAYSTATION UK TOP 5

1	LEGACY OF KAIN	BMG
2	MUSEUM 3	NAMCO
3	SMASH COURT	NAMCO
4	COMMAND & CONQUER	VIRGIN
5	WIPEOUT 2097	PSYGNOSIS

### PLAYSTATION IMPORT TOP 5

1	RAGE RACER	NAMCO
2	PARAPPA THE RAPPER	SONY
3	JET MOTO	SONY
4	SOUL EDGE	NAMCO
5	NAMCO MUSEUM VOL.4	NAMCO

### PC TOP 5

1	C&C RED ALERT	VIRGIN
2	QUAKE	GT
3	SIMPSONS CS	E.A.
4	CIVILIZATION 2: SCENARIOS	MICROPROSE
5	SLAM TILT	21st CENTURY

### NINTENDO 64 TOP 3

1	MARIO KART 64	NINTENDO
2	SHADOWS OF THE EMPIRE	LUCASARTS
3	J - LEAGUE SOCCER	KONAMI
4	MARIO 64	NINTENDO
5	PILOTWINGS	NINTENDO

### MEGA DRIVE TOP 3

1	SONIC 3D	SEGA
2	TOY STORY	SEGA
3	ULTIMATE MK3	WILLIAMS

### SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	DK COUNTRY 3	THE
3	TERRANIGMA	THE

### ARCADE TOP 5

1	VIRTUA FIGHTER 3	SEGA
2	GTI CLUB RALLY	KONAMI
3	ALPINE RACER 2	NAMCO
4	SAMURAI SHOWDOWN 4	SNK
5	TOKYO WARS	NAMCO

## ★ TOP 10 RUBBISH PRESENTS ★

- 1 WILLY GROWING BEANS
- 2 DEODORANT STICK
- 3 GLENSHIRE WHISKY
- 4 CHOCOLATE DRAFTS
- 5 INITIALED HANDKERCHIEFS
- 6 NON-ALCOHOLIC BEER
- 7 CARTON OF MILK THAT SAYS MOO
- 8 STARGATE ON VIDEO
- 9 MIDDLE BY PINK FLOYD
- 10 OLD SPICE AFTERSHAVE

## JAPANESE MULTI-FORMAT SALES TOP 10

1	ENEMY ZERO	SATURN
2	MARIO KART 64	NINTENDO 64
3	DRAGONQUEST 3	SUPER FAMICOM
4	FORMULA 1	PLAYSTATION
5	CLOCK TOWER 2	PLAYSTATION
6	RAGE RACER	PLAYSTATION
7	TOULU LOVE STORY	PLAYSTATION
8	D KONG COUNTRY 3	SUPER FAMICOM
9	TACTICS OGRE	SATURN
10	CRASH BANDICOOT	PLAYSTATION

## AMERICAN MULTI-FORMAT SALES TOP 10

1	NBA LIVE 97	PLAYSTATION
2	KILLER INSTINCT GOLD	NINTENDO 64
3	SUPER MARIO 64	NINTENDO 64
4	TOMB RAIDER	PLAYSTATION
5	PILOTWINGS 64	NINTENDO 64
6	MORTAL KOMBAT TRILOGY	NINTENDO 64
7	GRETZKY 3D HOCKEY	NINTENDO 64
8	WAVE RACE 64	NINTENDO 64
9	STAR WARS: DARK FORCES	PLAYSTATION
10	TWISTED METAL 2	PLAYSTATION

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

computer  
and  
video  
games

1.	FIGHTERS MEGAMIX	SATURN
2.	MARIO KART 64	NINTENDO 64
3.	PARAPPA THE RAPPA	PLAYSTATION
4.	RAGE RACER	PLAYSTATION
5.	QUAKEWORLD	PC CD-ROM





# Dave Kelsall's Retro Computer Cabin



**R**adioactive blobs, hairy banana scoffing gorillas and a crazy factory making mini Star Wars characters. All are exclusively revealed about 10 years too late in this month's retro lookback!

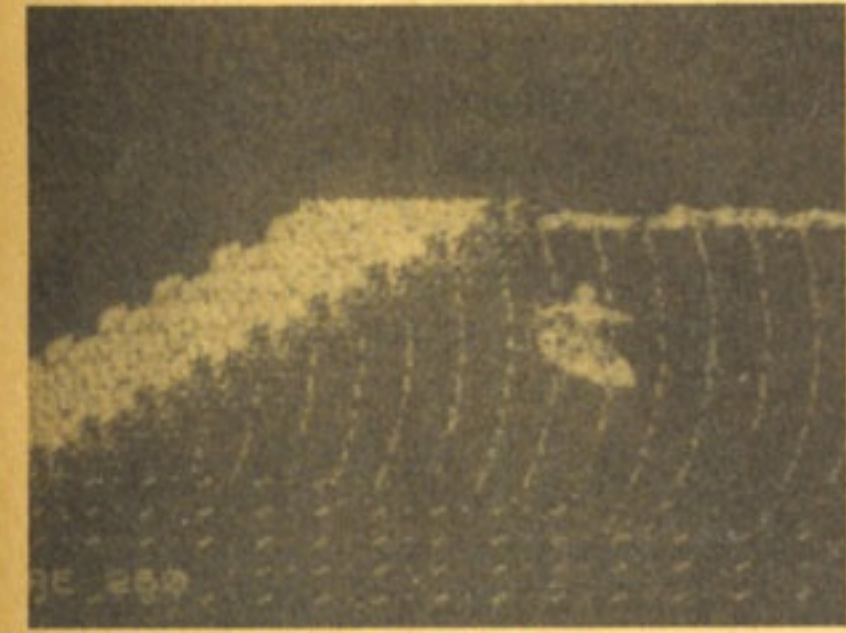
I'm a massive fan of sci-fi and monster movies, though they've been a little thin on the ground recently. Fortunately this year promises a bumper crop including the rereleased Star Wars and the excellently cheesy Mars Attacks (keep an eye out for the toys because they look really cool). This prompted me to a quick root of my old games collection for *MOVIE MONSTER* by Epyx on the C64, where in a similar theme to Bally/Midways *RAMPAGE* you get to step into the skin of six monsters wrecking havoc in various world-famous cities. Monsters on offer include Godzilla, the famous fire breathing reptile; Sphectra the giant wasp; The Glog, a radioactive blob; Tarantus, a huge mutant arachnid; the huge stomping Mr. Meringue and a giant renegade robot called Mechatron. Once you've chosen your favourite monster (each with different strengths and capabilities) it's time to choose the action – Destroy



MOVIE MONSTER by Epyx.

Landmark, Escape, Beserk, Lunch and Search. Each action has a different objective, I'm a particular fan of Beserk which quite simply involves destroying as many civilians and city buildings as possible, or the more specific Destroy Landmark that requires your monster to smash up a particularly famous part of that city. Once all this guff has been selected it's onto a packed cinema screen

where the action begins! Now it's up to you to guide your monster through its mission, keeping an eye out for its endurance (diminished by tanks etc) and using its unique capabilities to succeed and leave the city boundaries where upon the credits role to tell you how you got on. Everything about this game is classic Epyx and is let down purely by the short lived nature of the scenarios and the rather slow pace of the game. That said it's great fun for a quick bash and a smart game to add to your collection, though it's one of the more tricky titles to get hold of, due to the fact it never sold that well.



SURFCHAMP on the Speccy.

*SURFCHAMP* by New Concepts is by no means a 'classic' Spectrum title but is exactly the sort of game that I love to collect. Why? Because it came with a cool (though at the time I believe everyone thought it was crap) little plastic surfboard which fits over the rubber keyboard of your speccy and pivots over a little fulcrum fitted on the G key. I guess this kind of ranks up there with the Nick Berry single on the side B of Microgens *EVERYONE'S A WALLY* or maybe the free plastic shurikens in *LAST NINJA* by System 3. The actual game itself is pretty average but requires the player to possess some knowledge of surfing. Luckily they've provided a tutorial program on the other side of the tape that describes the various moves that score points in the actual game, as well as a glossary of surfing slang er... dudes and a quick history of the sport. It's then up to your plastic surfboard overlay skills as you make contact with the keys underneath to assemble a routine of cunning stunts and tricks with your little on-screen surfer. So there you have it, a pretty difficult game to get into unless you study the instructions carefully and probably only worth getting for the excellent novelty value. As with all 'collecting' hobbies, it's the unusual and unique that didn't sell that well in the first place that become the most popular.

Way back in 1989 Lucasfilm Games (as they were known then) produced a game called *NIGHT SHIFT* based around an invention for making miniature



## WIN! A COPY OF SEGA AGES!

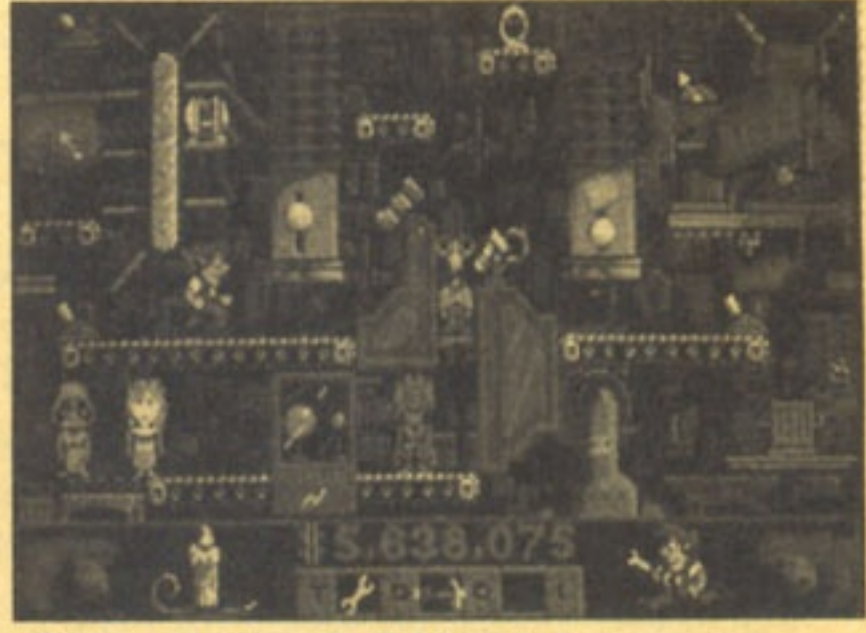
Who'd have thought that the three most advanced and successful SEGA coin-ops of the mid eighties would one day end up as arcade-perfect conversions on one awesome home console CD. Well, to all retro fans delight – they have! And they're flinkin **AWESOME!** And you can win one of the three copies I've got tucked under by desk by answering this question.



**Q:** In which SEGA driving game did Sonic swing from the windscreen mirror?

Mark your entries "GOBLIN'S SEGA AGES COMPO" and send to the usual address.

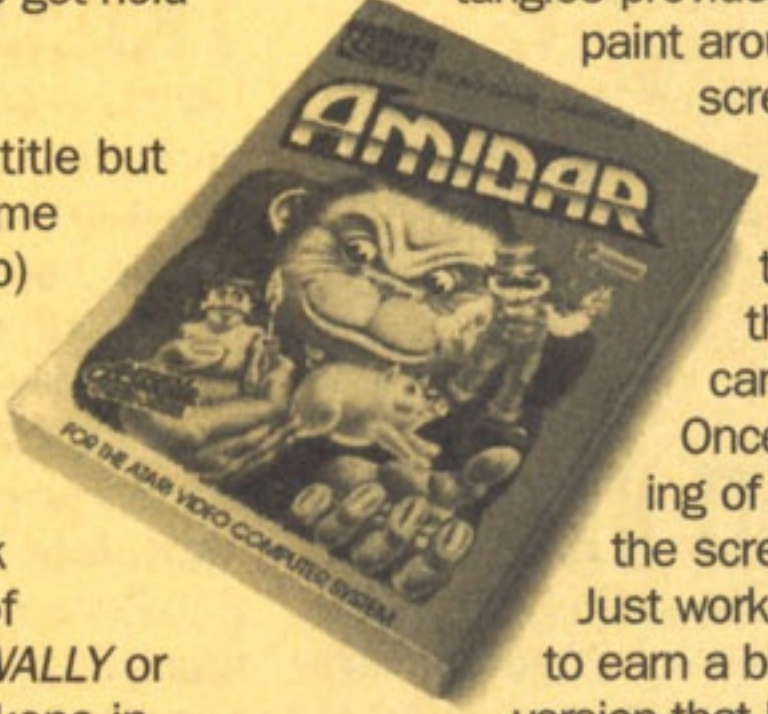
plastic toys by Glenn T. Bingham from Industrial Might and Logic called the B.E.A.S.T. or 'Bingham's Environmentally Active Solution for Toys'. Using B.E.A.S.T. you have just been hired to run the night shift in the toy factory producing baby Darth Vaders, C1.5PO's, Indiana Jones', Zak McCrackens, Trooper Toddlers and various other LucasFilm characters including Baby Grep from the *EIDOLON* (a game I raved about a few issues ago). Problem is, the machine keeps breaking down. As if that's not enough, you're constantly pestered by nasty lawyers, annoying Lemmings and a cruel boss that keeps raising your quota. Things start off pretty easy – just a couple of wires to plug in to make your full quota of Trooper Toddlers – but things soon start hotting up! Conveyor belts start travelling in the wrong direction, dumping little heads into the trash, which means the poor little chaps come out with two bodies and no heads! Fixing that mess means that you're going to lose power (made by peddling a bicycle hooked up to the generator). Things suddenly go haywire – tighten a screw here, adjust the heat there, check the dolls are painted the right colour etc – as well as having to lay traps and hoovering up the little lemmings that start jamming the moving parts. Luckily the bosses have supplied helium balloons for getting to the machinery in a hurry and umbrellas for floating safely back down. *NIGHTSHIFT* is great fun, especially because it contains all those Lucasfilm characters that we know and love. And the packaging is excellent, containing a copy of 'Toy Executive' spotlighting the career of IML, and there's a really well thought-out and entertaining employee handbook. I managed to track down the PC version, but if memory serves me well it was available for the most 8-bit systems and the Amiga.



Look its got Star Wars characters in it... BUY IT NOW for extortionate prices!



Hairy Gorillas chased by warriors, hordes of persistent pigs close on your tail and you've just been turned into a paint roller! It could only be the excellent arcade game *AMIDAR*. It's a game of screen-filling! A network of staggered rectangles provide the lines for your gorilla to travel on and each time you paint around a square it fills in, adding to your score. In the two screens of *AMIDAR*, the chasing warriors and cuddly toys are more predictable than most arcade enemies – one goes around the outside of the rectangle-filled screen (the tracker) and the other four (the amidars) turn each time they get to a corner, though in the paint roller level you can only get points for squares connected to one-another. Once a screen is filled up, you earn a bonus screen, consisting of a rough maze connecting a female amidar at the top of the screen to a bunch of bananas at the bottom. Just work out which route leads you to the bananas to earn a big bonus. The only official home conversion that I can remember was by Parker Bros for the Atari 2600 but Micropower came up with an excellent rip-off called *CRAZY PAINTER* for the BBC B.



for the Atari 2600 but Micropower came up with an excellent rip-off called *CRAZY PAINTER* for the BBC B.

## CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE No.7 IS OUT NOW PACKED FULL OF THE USUAL EXCELLENT OLD GAMES TRIVIA: PHONE 0181 203 8868.

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. (ALSO APOLOGIES FROM SIMON FOR ANY REQUESTS THAT COULDN'T BE MET DUE TO THE HUGE DEMAND – HOPEFULLY THIS WILL SORT IT ALL OUT).

"RETROGAMER" FANZINE NO.7 IS AVAILABLE FOR £1.50. MAKE CHEQUES PAYABLE TO KEITH AINSWORTH AND SEND TO 52 KINGFIELD ROAD, ORRELL PARK, LIVERPOOL, L9 3AW.

THE GOBLIN NEEDS YOU: I'M INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION, ESPECIALLY ANY GAMES THAT ARE CONNECTED WITH STAR WARS. TOP PRICES PAID BY THE WAY. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.

Computer Cabin

FREEPLAY



# TIPS

THE LEGEND OF LOMAS



After a festive period of non-stop games, I returned to CVG and worked myself to death. This means that from now on I must dictate tips to Jaime through his psychic nodule. Therefore there may be lots of spelling mistakes. please send CVG more tips as a mark of respect.

Send your tips, cheats and players guides to:  
**TIPS SECTION,  
CVG MAGAZINE,  
PRIORY COURT,  
30-32 FARRINGTON LANE,  
LONDON, EC1R 3AU.**



## ARCADE

### RED EARTH

Thanks to the lovely Daniel "Manual" Boutros, we've got passwords which you can enter in the arcade to power-up your character to Level 32 - the highest possible!

Mai-Ling 1441644354  
Kenji 1664232634  
Tessa 4163454164  
Leo Er, you'll have to wait until next month for him.

### STREET FIGHTER EX

The surprisingly excellent new SF game has Akuma hidden in it, just as we expected. To fight against him, get through to the end of the game without losing a single round, and Akuma will challenge you! Also, on top of his standard moves, Skullomania can do an Akuma-style "firecracker" move. Simply press **LP, LP, Forward, LK, HP** very quickly!

## PLAYSTATION

### TOMB RAIDER

To get a level select for this most popular of games, go to the inventory screen and press **L2, R2, T, L1, L1, C, R2, L2**. If it's worked, Lara will make a sighing noise and you'll be able to pick your level!

There's also a cheat to give you all the weapons, each will full ammo. If you've got the official UK version of the game, go to the inventory screen and press **L1, T, L2, R2, R2, L2, C, L1**. You'll hear Lara sigh if it's worked.

If you've got the American NTSC version, however, you need to go to the inventory screen and press **L1, T, R2, L2, L2, R2, C, L1**.

### IRON AND BLOOD

To access the hidden character, "Danthos, Dominion of Chaos", follow these slightly fiddly instructions from Andrew Smith, Merseyside. Go to the character select screen and hold **L1+L2+R1+R2**, then hold the **Down-Right** diagonal and the **S+X** buttons. Now, while still holding the top four buttons, keep moving your left thumb from the **Down-Right** diagonal to the **Up-Left** one and back again. At the same time, you should move your right thumb from **S+X** to **T+C** and back again repeatedly. If you do this for about four or five seconds, a new, clear character circle will appear in the top-left corner of the screen, meaning that you can pick Danthos, Dominion of Chaos!

### FINAL DOOM

**All weapons and ammo**  
Pause and press **X, T, L1, Up, Down, R2, Left, Left**

Full Automap  
Pause and press **T, T, L2, R2, L2, R2, R1, S**.

Full Automap with Items  
Pause and press **T, T, L2, R2, L2, R2, R1, C**.

God Mode  
Pause and press **Down, L2, S, R1, Right, L1, Left, C**.

Level Skip  
Pause and press **Right, Left, R2, R1, T, L1, C, X**.

X-Ray Vision  
Pause and press **L1, R2, L2, R1, Right, Triangle, X, Right**.

### MORTAL KOMBAT TRILOGY

Here's a secret character you probably haven't seen before. Start a one-player game and choose to fight on the hardest Champion battle plan. Fight your way through until you're just before an Endurance fight, then hold **L1+L2+R1+R2+Up+Select**. You should now get to fight against "Absolute Zero" - a white version of Sub-Zero who freezes anyone who touches him! This means that you need to be playing as a character with projectile attacks to beat him! Thanks very much to **Danny Butler from Welling** for that!

### CRASH BANDICOOT

**Dale Lowe from Bury** has found a way of getting a level select for Crash. All you need to do is go to the map screen, and press **Up and the top four buttons (L1+L2+R1+R2)** at the same time. Then repeat it, but pressing the **Down-Left** diagonal instead of Up.

### BLAST CHAMBER

To get infinite lives, go to the main menu screen and press **S, Left, S, Right, C, Down, C, Up**. You'll now have as many lives as you can stand in one-player mode.

### COMMAND & CONQUER

**Brian Corry from Essex** has not only sent in a collection of passwords for C&C, but he's also discovered a secret code which lets you skip straight to the *Covert Operations* missions.

To play the *Covert Ops* stages, try this code: "**COVERT OPS**". That must have taken you ages to find, Brian.

GDI Passwords

**UI2ZN8H2D  
NFJ032D9E  
GBGZQ00MI  
OXL3NYNNO  
OLXRH5ZUS  
OX3CS3D4G  
ESJ17LYM6  
3N5PYJ3PT  
UI95NFY2C  
036G5K0IX  
879QN3GB1  
ME1GVGIGN  
ET7FWNGVL  
GTJ2PV460**

NOD Passwords

**KDTPX9W9E  
QG50R90TS  
KVSCPZOEB  
W1SDASRS8  
GCSXVRD45  
GTJKWOJDK  
3N09ZZIZ8  
WJPHA8HL3**

Special Ops  
**KVKLCJ39T**

### RESIDENT EVIL

**David Palmer** has found a way of making the game easier than usual from the start. Start the game and choose Jill, and go to the dining room as usual. When you get in, turn around and walk out, and Wesker will tell you to investigate any gunshots. When you get back into the dining room, turn around and try to go back out. Barry will complain. No go up to him and hear what he says about the blood, then go back to the grandfather clock. A zombie should come through the door and Barry will kill it. Now continue the game and it should be easier than usual.

## SNES

### DONKEY KONG COUNTRY 3

To get to the lost world in *DKC3*, go



to the map screen and get in the hovercraft. Now find the 4 rocks in the water and circle them a few times clockwise, making sure you don't hit anything on the way round. If you do it properly, a giant volcano should come out of the sea! Thanks to *Edward Coates from Essex* for sending that tip in.

character until you get to the Rooftop, Pit 3 or Kahn's Kave. Before the fight starts, hold **Down+HP+LP** to morph into Shao Kahn.

For infinite credits, wait until the first intro screen appears and press **Down, Down, Up, Up, Right, Right, Left, Left**.

To get the two hidden options menus up, wait until the first intro screen appears and press **C-Left, C-Up, C-Right, C-Down, L, R, R, R, L, L**. You'll hear a noise and the options will be available, including cheats to play as the secret characters.

To access a hidden game of *Galaga*, you "simply" need to play **100 2-player fights** in a row

To play a hidden game of *Pong*, just play **50 2-player fights** in a row.

To play a hidden game of *Space Invaders*, when fighting on the Pit stages watch for shadows going past the moon. If you press the Z-Trigger as one is over the moon, you'll go to the game.

To fight against Kameleon, hit **Down and Start** when the Toasty guy pops up on the new Star Bridge stage.

For an extra-hard 1-player mode, highlight Kano on the select screen and press **Down+Start**. You'll hear a noise to let you know it's worked. Now start a game and choose the Champion battle plan to have extra-tough enemies and loads of endurance fights.

For a background select, just highlight Sonya and press **Up+Start**, like for the PlayStation version.

## SATURN

### TOMB RAIDER

To activate the level skip cheat, go to the inventory screen during the game and highlight the passport. Open the passport, go to the last page and press **Z, Y, Z, Y, X, X, X, Start**. Now go back to the game and you'll skip to the level complete screen.

### STREET FIGHTER ALPHA 2

**Tom O'Rourke from Cheshire** has some tips to access hidden battles in *SFA2*. When playing as Super Akuma, get a double Custom Combo finish on anyone and Ryu will challenge you for the next fight. And, when playing as en, if you get a double Perfect on M.Bison, Super Akuma will challenge you instead of you moving on to fight Ryu! Radical!

### STREET FIGHTER ALPHA

**Ade from East Ham in London** has written in to point out a strange happening in *SFA*. Once you've accessed Dan, select CPU Vs CPU and go to the versus mode. Now select Dan vs Dan and watch the fight. Both Dans should copy each other completely, and the fight will often finish in a Double KO! Weird!

### MADDEN NFL 97

To watch all of the FMV sequences from the game, hold the **R Shift** button while you're starting the game up. You should skip to a special video player which lets you choose which sequence to watch.

To access the secret teams, start a game and enter Tiburon as a user/player name. It's that easy.

## NINTENDO 64

### MORTAL KOMBAT TRILOGY

To play as Motaro, fight as anyone until you get a fight in either the Desert or the Wastelands. Before the fight starts, hold **Back+LK+HK** to morph into Motaro.

To play as Shao Kahn, fight as any

## MEGA DRIVE

### SONIC 3D: FLICKIES ISLAND

Your bonus for completing the game with all seven Chaos Emeralds, as well as a slightly different ending, is a level select option. Once you've finished the game, go back to the title screen and start the game as usual to bring up the level select. Thanks to **James Adams** for that.

If you really want to cheat your way to a level select with no skill, go to the title screen with "Press Start" and press the buttons as follows: **B, A, Right, A, C, Up, Down, A** (it spells **BARACUDA**, by the way). Then, when you get a choice of Start, Configuration, etc, go to Start and you'll be able to choose any level or bonus stage. **Roger Bilton from Norwich** was first to send it in.



## WE'RE STUCK!

**Dear CVG,**  
I am stuck could you please please please tell me the following tips for the Mega Drive.

1. Play as Reptile or Goro in *MK1*.
2. Play as Classic Smoke in *UMK3*.
3. Cheat Menu for Power Rangers.
4. Sub-Zero's and Scorpion's hidden fatalities in *MK1*.

Thanks from  
**Neil MacDonell, Essex.**

- CVG:**
1. You can't.
  2. Choose regular Smoke, then hold Backwards and all of the attack buttons until the fight starts. You'll turn into Ninja Smoke at the start of the first round.
  3. No.
  4. They don't have hidden fatalities. Sorry about that.

**Dear CVG,**  
On *Street Fighter Alpha 2* I know there's a cheat to play as Evil Ryu and Original Zangief and Original Dhalsim. How does it work. And how do you get the custom combo cheat. All those cheats for the PlayStation. Please help me.  
**From Rudiridh Galbraith, Age 8.**

**CVG: Unfortunately, these cheats are only in the arcade and Saturn versions of the game, not PlayStation.**

**Dear CVG,**  
I'm stuck on *Tomb Raider* (PS), I can't get past St. Francis Folly. I can kill the apes, flick the switches and shoot the man in the main hall, but he always runs away and vanishes. Also, all the jumps seem impossible. Please help!!!  
Thank you very much indeed,  
**Owen Parry, Gloucester.**

**CVG: Take a look at our Tomb Raider tips this issue, and you'll see that you can't kill the man yet. As for the jumps, they aren't impossible - go back to the gym and do a bit more practice to get your timing absolutely perfect.**

**Please Help!**

1. On *Tomb Raider* I'm up to the Coliseum level but I haven't got a shotgun, please tell me where I can get one.
2. Oh yeah, on that bit on the said level where there's two crocodiles scuttling around, what do I do? Is it something to do with getting to the other side?
3. On *Athlete Kings* how do you get the secret character? I've tried your method (get over 8000pts and hold X) but it doesn't work. Please tell me. Thank you for your time, space and use of energy.  
**Tom O'Rourke, Cheshire.**

**CVG: 1. This question is answered in our guide. In case you can't be bothered to read that: the shotgun is by the skeleton near the cog machine in the lost valley stage. 2. You can shoot the crocodiles, and then swim through the narrow**

canal into another room. Only a series of perfect jumps will get you to the medical bag and shells!

**3. For some reason, the secret character was removed from the UK version of the game. It only works on a Japanese copy. Sorry everyone.**

**Dear CVG Team,**  
I am really, really stuck on *Broken Sword* for the PlayStation. In the Ireland stage I can't find the pumps in the pub cellar and I can't get past the goat at the old castle. Please help as I really enjoy the game and wish to get further.  
Yours sincerely,  
**Paul R, Ireland.**

**CVG: There are no pumps in the cellar. It's a red herring, unfortunately. You should still find the package hidden down there though. You need to tangle the rope around the goat and onto the farmyard machinery. Do this just after the goat knocks George over. Then quickly move the machinery to snare the goat.**

**Dear C+VG,**  
I'm very stuck on *Tomb Raider* for the Saturn. On Level 3 I can get the cog machine to work, but I don't know what to do or where to go next. Please, please, please can you help!  
**David Cooper, Sheffield.**

**CVG: The cog machine opens the gate, which redirects the flow of the water. We're assuming you've found the three cogs (if not look in the guide). You can swim through the new channel into a secret room. All you need to do to finish the level is walk through the main waterfall which, incidentally, should now have stopped!**

**Dear CVG,**  
I just can't get past the boss on Episode 4 of *Panzer Dragoon*, but I keep running out of credits. Have you got any cheats for me.  
Cheers lads!  
**Ben Angel, Frome.**

**CVG: Rather than give you cheats which will ruin an excellent game for you, here's some advice on beating the boss. The most important thing to remember is not to use the locking gun, as it does no damage to this boss. When he uses the spinning attack, just avoid it rather than attacking, then keep shooting with your laser all the rest of the time. Eventually the boss's wings will come off and it'll move a laser beam around the screen which you should avoid. After this attack, shoot the boss repeatedly and you shouldn't have too many problems finishing him off. Good luck!**

# TIPS

# FREEPLAY



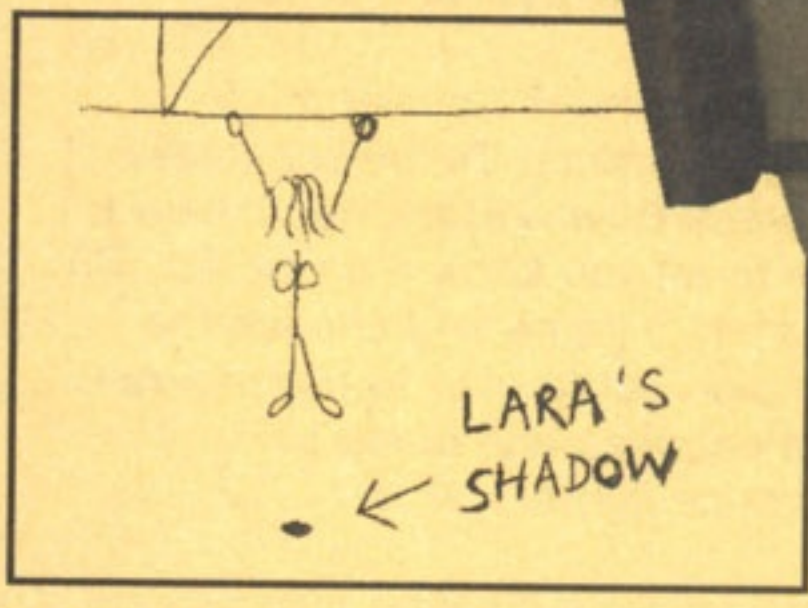
# TOMB RAIDER

## PLAYER'S GUIDE

It's been available for quite a while already. We're sure a lot of you have already finished it. Yet judging by the amount of calls we get at the offices, even more of you are experiencing difficulties. Not wanting to spoil the thrills this great game offers, we're not going to print a complete solution. Instead here are some pointers to improve your performance, as well as answers to your most frequently asked questions.

### TECHNIQUES

The following are common-sense pointers. Which you've probably adopted into your own playing. Just in case you haven't, or you want a little revision, here are some tips.



#### SHOOTING

When you encounter animals, it is a good idea to head for higher ground, such as a pillar or rock. The animals cannot reach you from these points. Yet you can still reach them. It is possible to shoot animals above and below you, even when Lara has trouble targeting them. Use the look button to shift your viewpoint and Lara should now get a lock-on. You can also use this technique to shoot animals in water, such as the crocodiles and rats.

#### FALLING

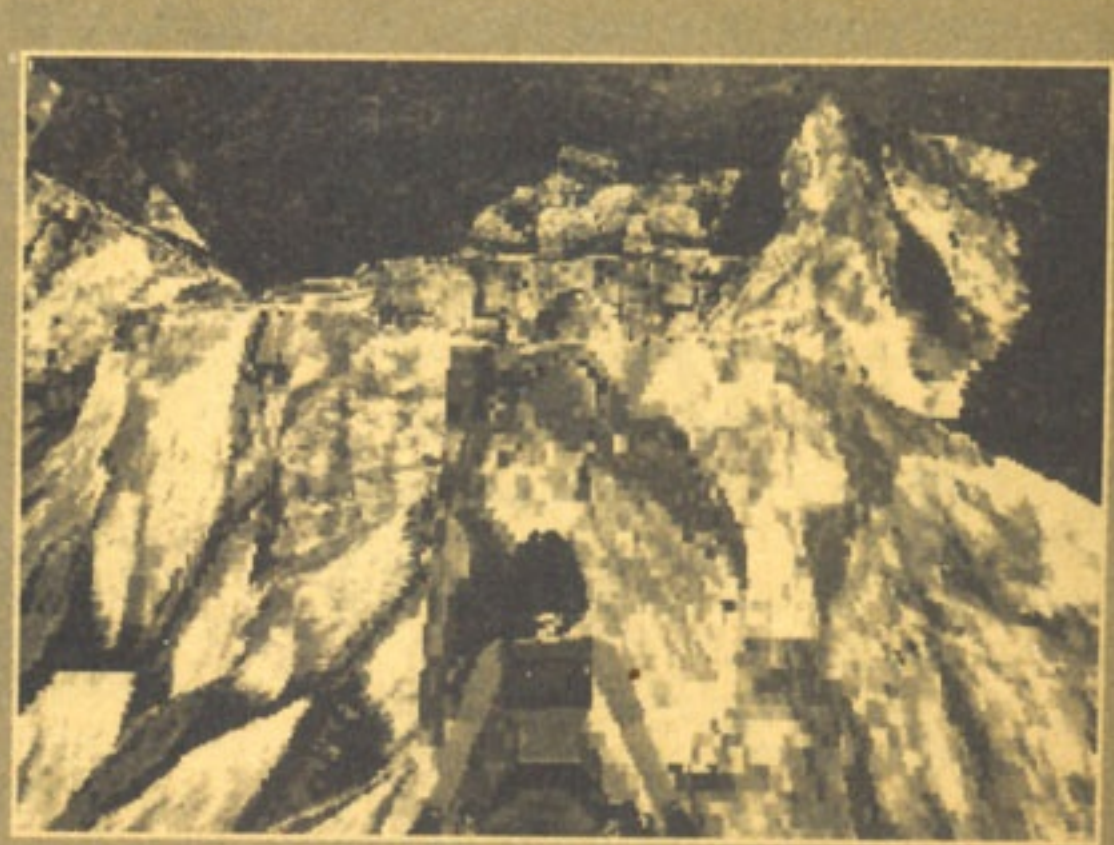
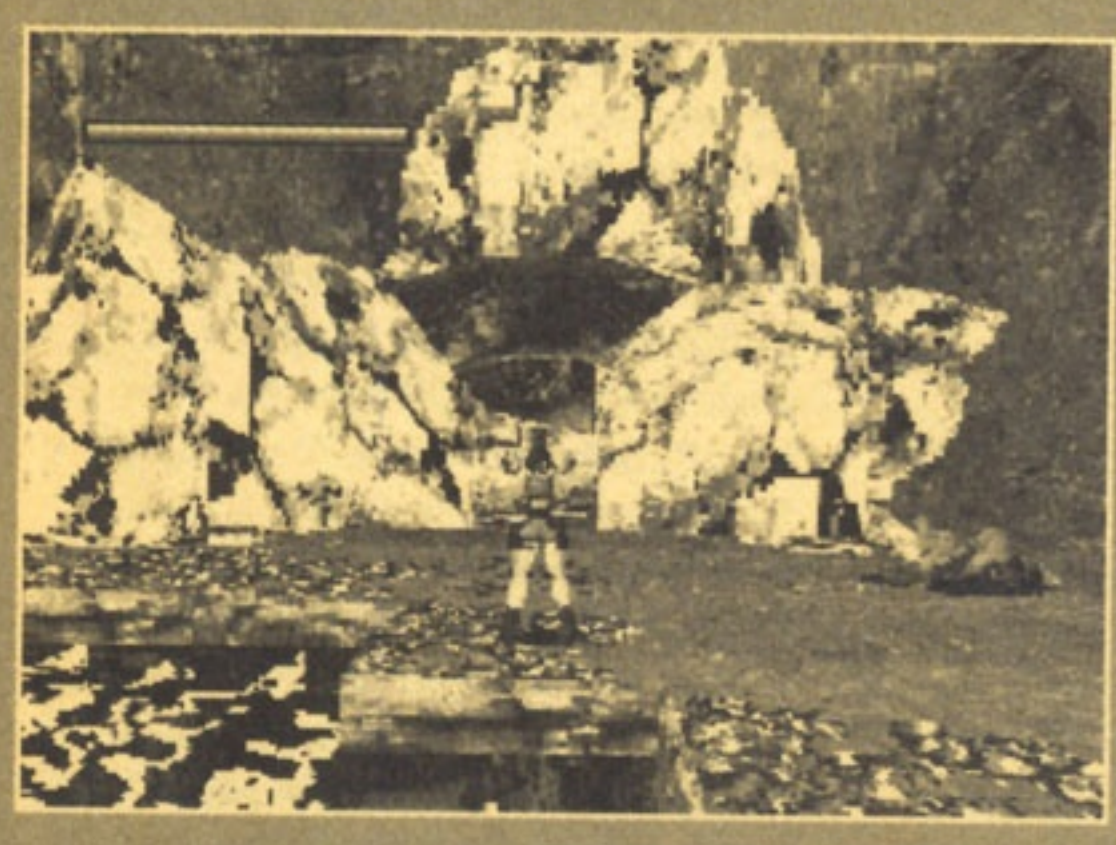
Lara will be injured if she falls too far. A good way to tell if she is at a dangerous height is to lower Lara over the edge. While Lara is dangling, if you can still see her shadow she will be alright if she falls. If the shadow is very small she may lose a little health.

#### SAVE POINTS

In later levels the save points are deviously placed (unless you're playing the PC version). Because of this, it's not always wise to save your position as soon as you see a save point. To see what we mean experience 'St. Francis' Folly' - don't you just wish you hadn't used all the saves before you got to the bottom!

### THE LOST VALLEY

Far and away the leader of the FAQs is "How do I find the three cogs?" We assume these callers still haven't found the Lost Valley, so here is how. With the waterfall behind you, walk towards the cave where the wolves are hiding. After disposing of the wolves walk through the cave. With the entrance to the cave directly behind you, walk forward until you are stopped by the large white rock face. Look upwards and you will notice that the rock face has a flat surface. Jump and lift yourself up. There are several more rocks to climb. When you reach the top, walk past the skeleton to enter the Lost Valley.



TOMB RAIDER PLAYER'S GUIDE

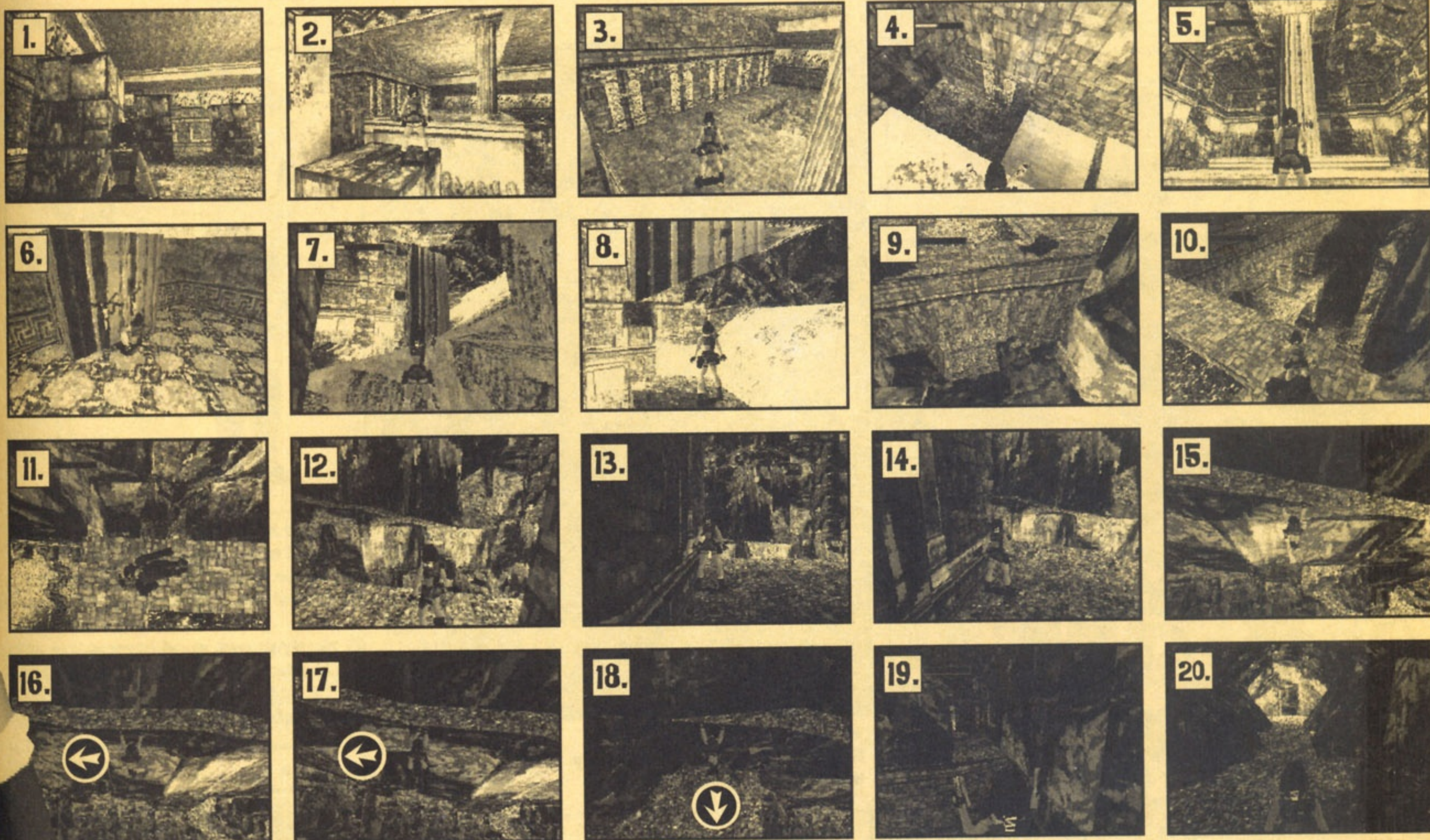
FREEPLAY



# PALACE OF MIDAS

Ah yes, finding those lead bars and turning them into gold. In the main arena your first task is to get access to the main building. **1/**To do this you will need to perform a series of jumps across the scattered pillars in the room. **2/**Finally jumping across to the upper level of the building. **3&4/**The five switches correspond to the code that appears above each doorway in the arena. By inputting the code via the switches the doors are unlocked. Three of these rooms contain the lead bars, which are needed to open the exit in the fourth room. The rooms with codes OOOY and YOOOO are pretty straight-forward. OOOYO is a different kettle of fish, and the one many of you have requested help with. **5/**Once inside the room go to the far end, **6/**down the stairs and pull the wooden block. You will hear a huge crash. Go back up the stairs and into the room, **7/**it's pretty apparent where the noise came from. Climb to the top of the stairs where you now need to jump across the debris, **8/**to the exit on the opposite side. **9/**You now emerge above the very large aquaduct. Do a running jump across. **10/**You can wander this upper level if you want, but you need to return to this point for the next manoeuvre. **11/**Which is to lower yourself down to the level beneath. Halfway down is a ledge which contains a medipack and shotgun shells. On this level you need to jump from the second arch on the right to the

diagonally opposite terrace. There are apes in the second and fourth alcoves, so be careful. **12/**At the second alcove from the end you need to prepare for the next step. **13&14/**Turn to the right and face the rock face. You need to jump across and grab onto the tiny ledge opposite. **15-18/**When dangling from the ledge, shimmy to the left until you can lower yourself onto the rock platform. **19/**Now turn to face the aquaduct and you will see a tiny passage way. Jump across and follow the passage. **20/**Be careful of the broken tiles. Slide down the slope and you will find yourself above the pool where you entered the level. Walk around until you find the other opening. Jump to the platform on the right, inside there is a pool. Shoot the crocodile before entering. Swim to the next room. From here it is possible to jump onto the roof of the temple. Where the last lead bar can be found. Hallelujah! From the temple, lower yourself and activate the switch inside. This opens the gates to the garden which is on the right of the start room. Climb onto the ledge at the far right of the garden, and into a cavern containing the Midas statue. Press the lead bars next to the hand of Midas, and they will be transformed into gold. Now in the possession of three gold bars return to the main arena with the five switches. Entering the code to access the fourth room YOOOY. Here you can place the bars to open the exit.



**BOTH THE DRAWINGS IN THIS GUIDE WERE DONE BY ALEX. AS YOU CAN SEE, HE'S QUITE THE ARTIST!**

## WEAPONS



### SHOTGUN

The main extra weapon to find early on in the game is the shotgun. This can be found in the Lost Valley level. Near the switch with the cogs face downstream. Walk towards the large gate. On the opposite ledge you will notice an object sitting next to the skeleton. That's your shotgun. Now go get it!

### UZI'S

The Uzi's can be found in The Lost City Natla's Mines level.

### MAGNUM

You won't get the magnums until you kill Pierre Dupont. That French guy with the goatee who keeps trying to kill you on the Roman levels. Although he keeps popping up through these levels, he won't die (no matter how many times you shoot him), until the temple showdown in the Tomb Of Tihocan. Once he's dead

search his body. You will find the second piece of the Scion, magnum clips and a large medi pack. If you now look in your inventory, there are a pair of hard earned magnums!

### GAME COMPLETION

Upon completion of the game you can enter what Core call Action Mode. In this version of the game you have infinite ammunition and all the weapons. Providing you found all those weapons the first time around.

That's all we're going to give you at the moment. Like we said before, to print a complete solution would spoil the game. However if enough of you are really, really stuck in a particular level. Write in and we will help you just that little bit more.





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



# drawinz Wot you dun

Hello my friends! It's Hunter here! The rightful possession of former Art editor Tom Cox.

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!**



**M**any things have changed in my life over the last year and a half, my home, my friends, my temperament and now my rightful father. Things will now be as they once were - no more Mr Nice Dog, more poo, less bones, and truthful (maybe hurtful) comments.



Super Ma 'Ryu' Kart, I ask ya, who does Graham Harris think he is? If I was his Dad I'd give him a good hiding and send him to his room with no dinner or TV.

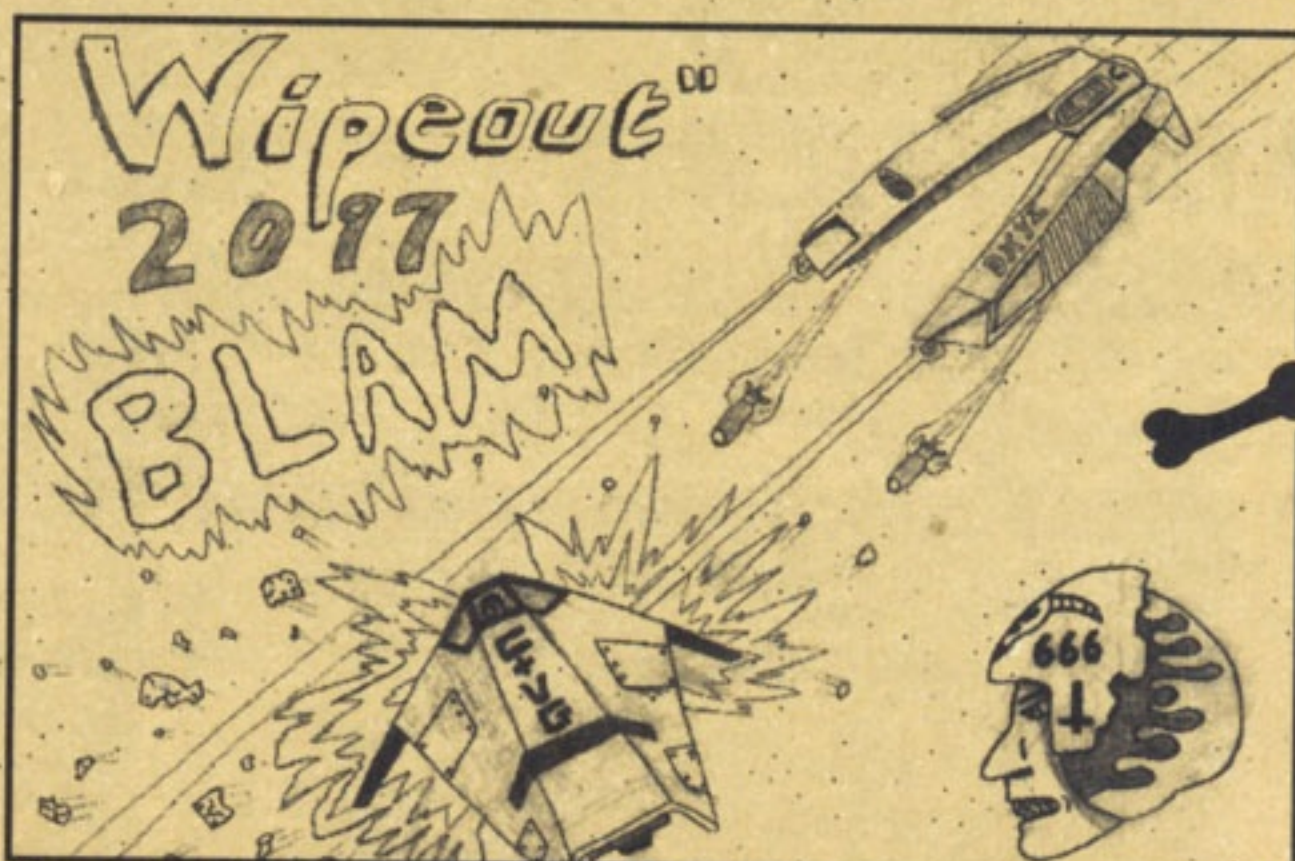


The box artwork for the long awaited Christmas Quake is here at last. Unfortunately you have infringed Ed Lomas' copyright and owe him £5,318,008 John Joseph Hudson.



Cor! She's alright! If I was allowed outside the house I wouldn't wee on her lawn, or yours Kelly Turner.

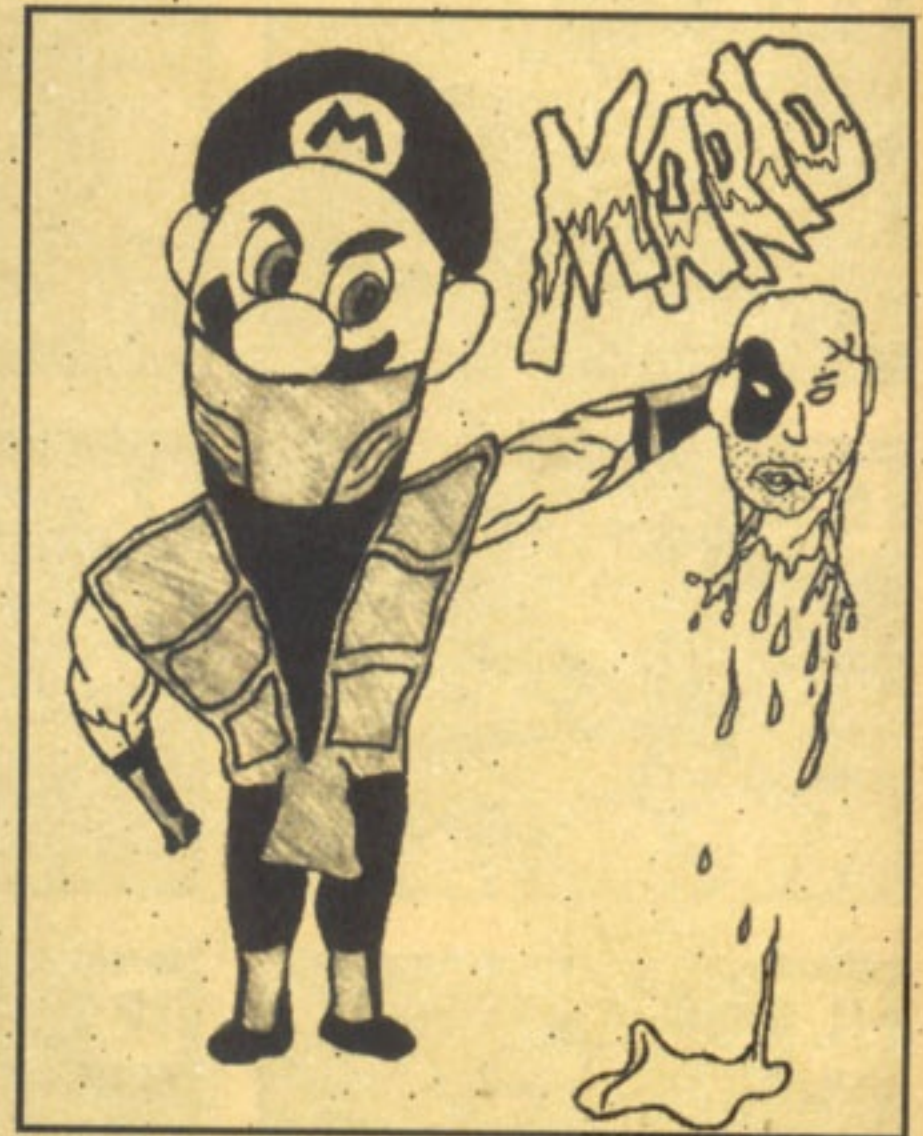
Mario Fighter and SF Kart on the same page must be a mix up. Adrian Hawkins.



Now this is more like it. Action, weapons and a different game for a change. Nice one Cody Adam Yates.



Excellent art thank you Mr Rob McCabe, but unfortunately it's MK so no bone for you!



Mario Kombat. Now surely you lot have got more imagination than this. If you haven't, send your art to another magazine! You too, Sam Tweed!!!

Nicely drawn, good humour. I'm not so sure how he's holding that weapon, but I'll let it pass Andrew Palmer. 'Crust Botch of Nature' indeed!



drawinz  
Wot you dun

FREEPLAY





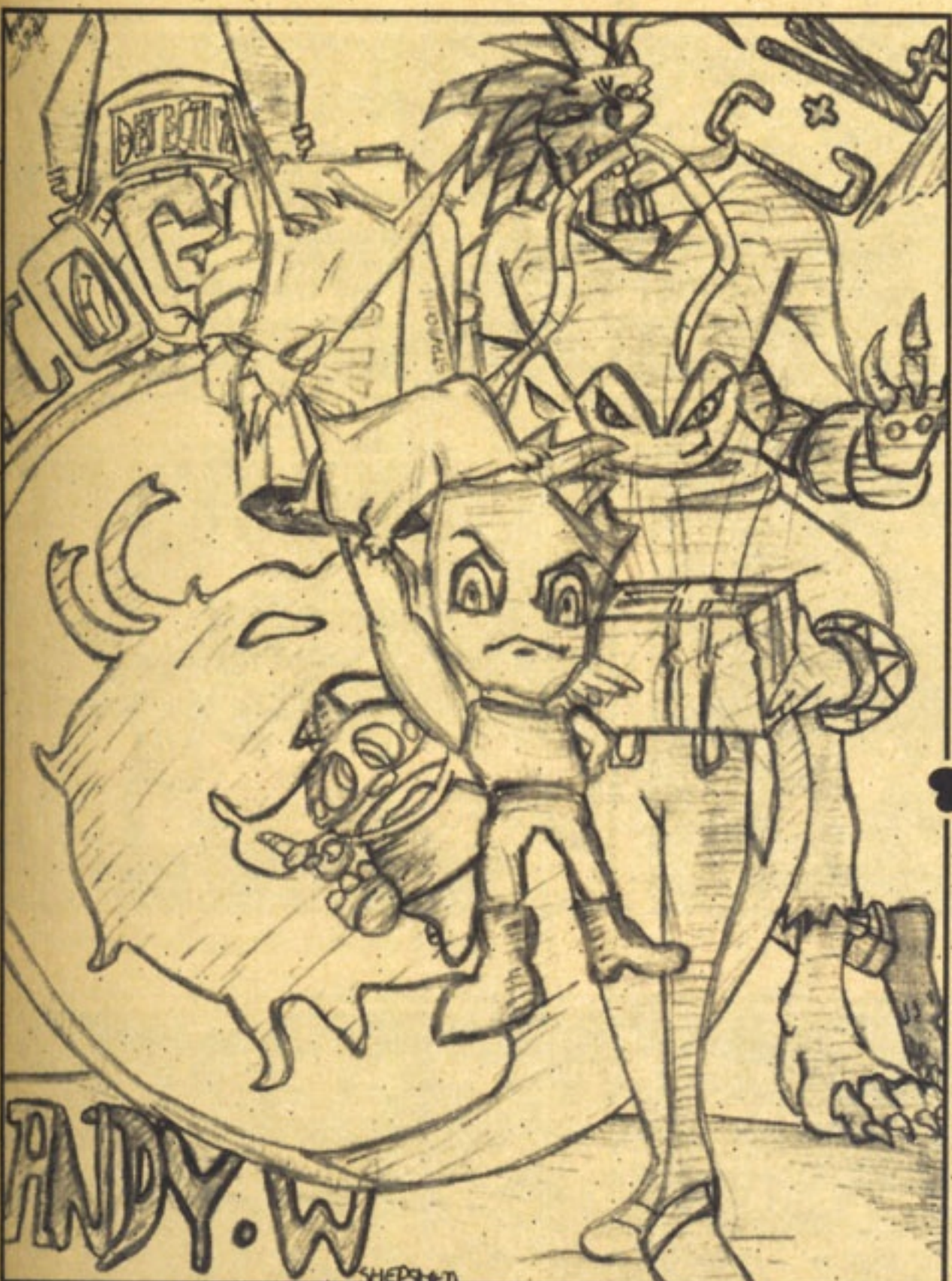
Ⓛ You lot out there are sick, especially you Mr Ross Dixon! You should be ashamed of yourself!



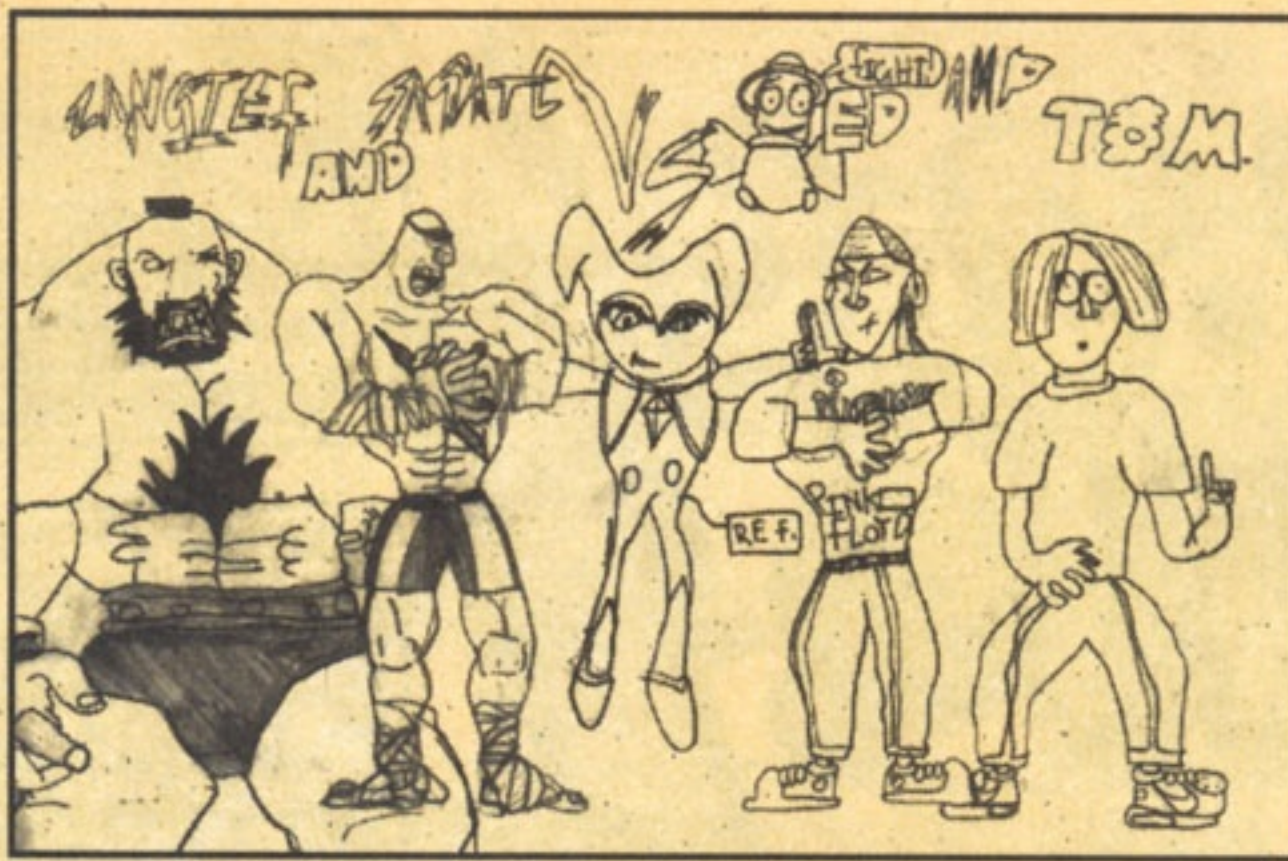
Ⓛ Did you know that Paul Davies loves Kirby and Kirby loves him? Well, I don't love either and if I see either again.... well, I'll leave that to your imagination Marcus Johansen.



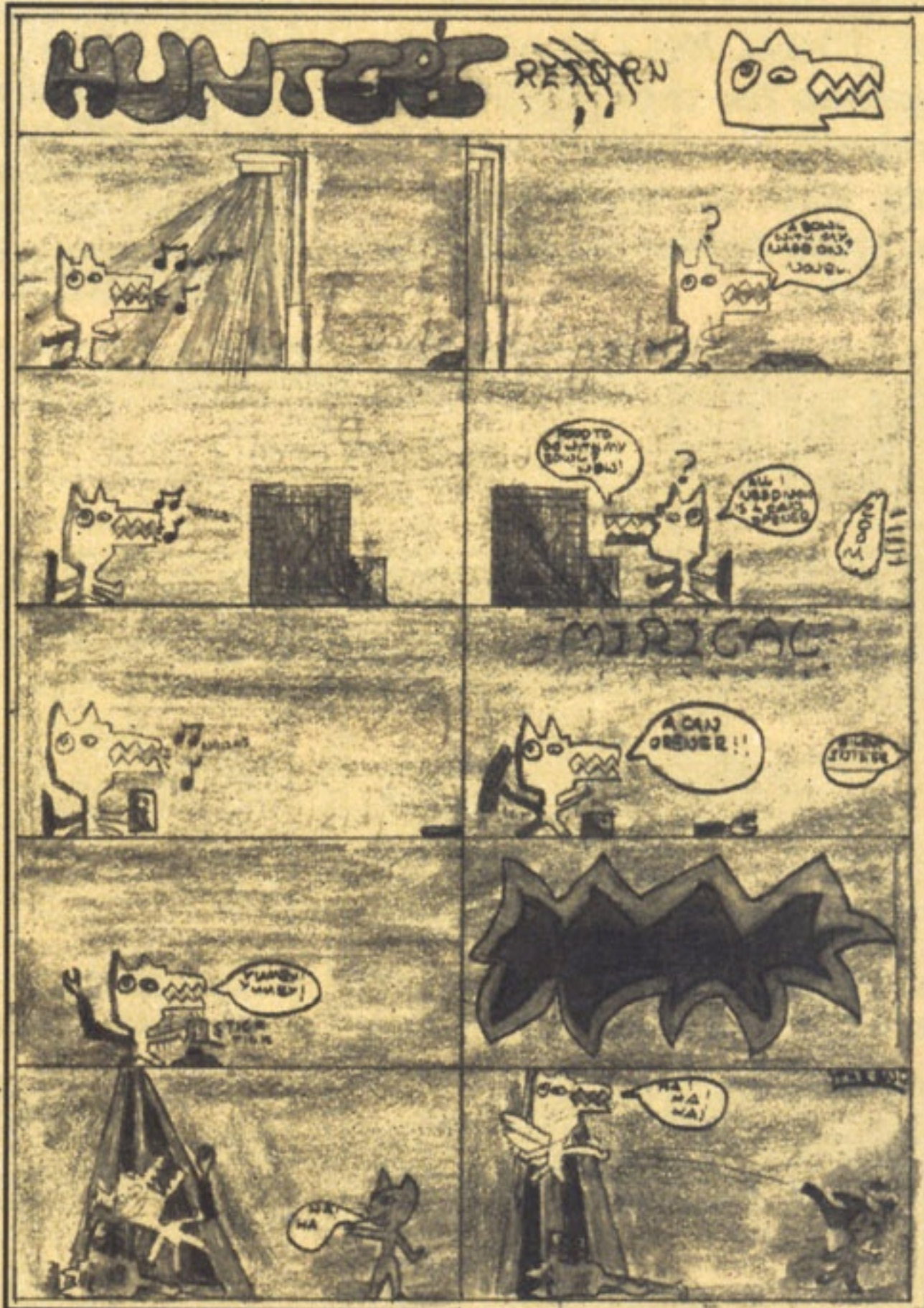
Ⓛ Nice drawing this. Not very imaginative, but well drawn anyway. Keep trying Rob, soon you'll be as good as me.



Ⓛ A tasty collection of video game greats in one single piece of artwork. Well done Andrew Wright.



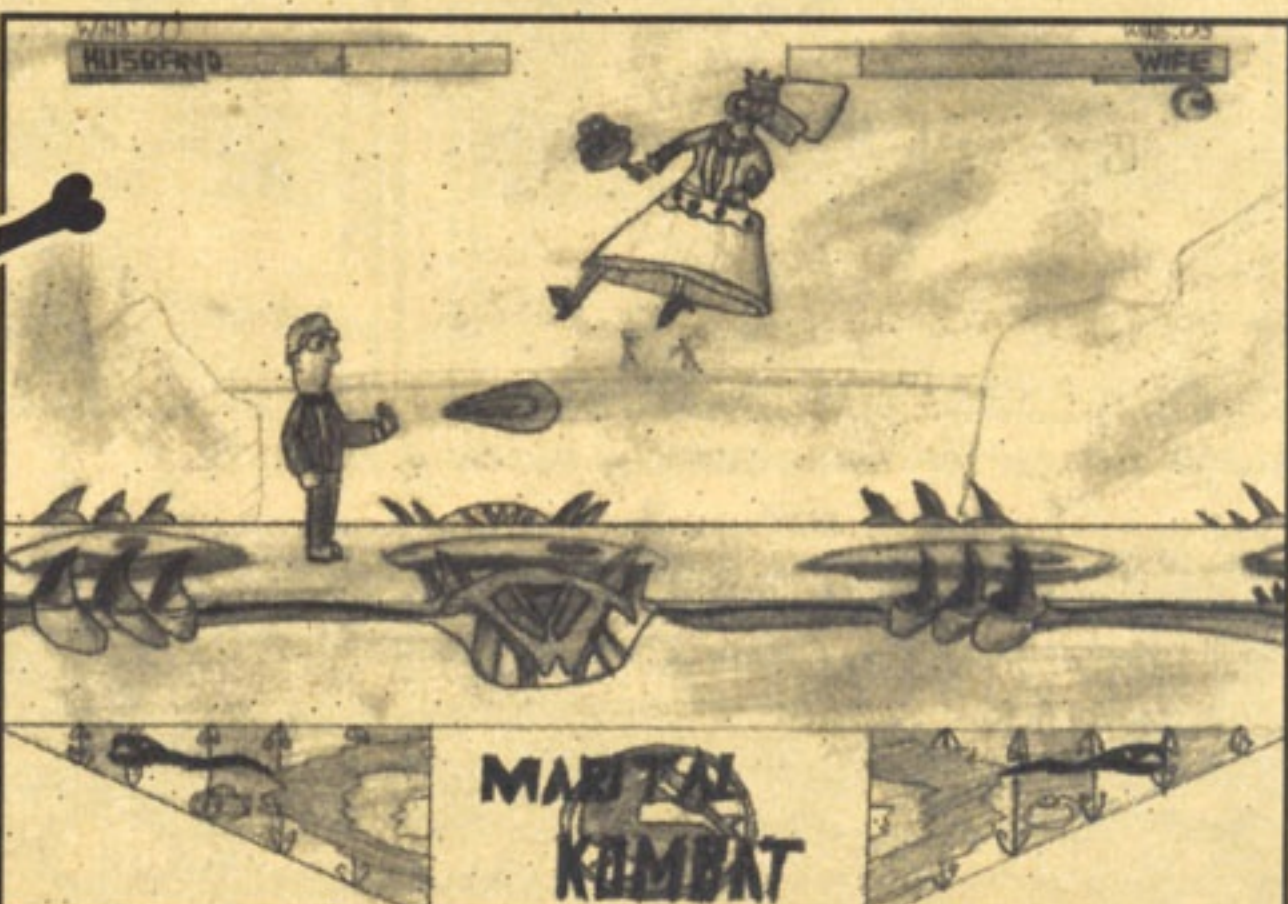
Ⓛ Ed and Tom are just sick cowards - no match for any SF character or me, Anthony Mackenna.



Ⓛ Hunter the cartoon strip may replace Drawinz if it's more popular. Thanks Ashley Richardson.



Ⓛ Those CVG guys crack me up! Why is Jaime dressed as Hitler? None of that thank you Cody.



Ⓛ Wow! An original idea for once! A bit too 'Mortal Kombaty' for my liking, but a nice try Rhys Goodwin.



Ⓛ Another nice drawing, spoilt once again by the game. Last issue I promised not to print any more MK. Well this month I mean it, starting from now. It's the bin for anyone who disobeys. Donal Mac Tieman.



Ⓛ Sonic 4, Mortal Kombat 5. Surely you horrible lot can do better than that. Next month only the most original artwork will be printed, however good or bad. You have been warned, especially you Gavin Stevens.



Ⓛ Mortal Kombat 5? Mortal Kombat 5? I'll give you Mortal Kombat 5. Actually, MK 4 might be shown here really soon, so first things first eh Luke Mooney?



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

drawinz  
wot you dun

FREEPIAY





# TOBAL NO.1

## ★ MOVE!

Unlike Tekken, all the characters in *Tobal* can step 'into' or 'out' in any direction they want. By double tapping in the direction desired, your character will dodge accordingly with your command.

## ★ GRAPPLING!

Ever had that feeling that the '3D' beat 'em ups are really only 2D in action? You won't with *Tobal*! Depending on your location in relation to your opponent, your character will either perform either a collar hold, an arm lock, or a grab around the waist from behind.

## ★ GRAPPLE REVERSALS!

If you're one of those players who hates cheap throws, *Tobal* has the solution to your problems. By pressing the throw buttons and down, your character will either: a) break from the hold, b) throw the opponent, or c) hit your assailant right in the chops!

**W**ith a name more fitting to a chocolate bar than a fighting game, *TOBAL NO.1* is one of the better fighting games for the PlayStation and combines some super smooth characters with instantly accessible gameplay. With its UK release date set for later this month, what better game to get the Yas Play Guide treatment, eh?

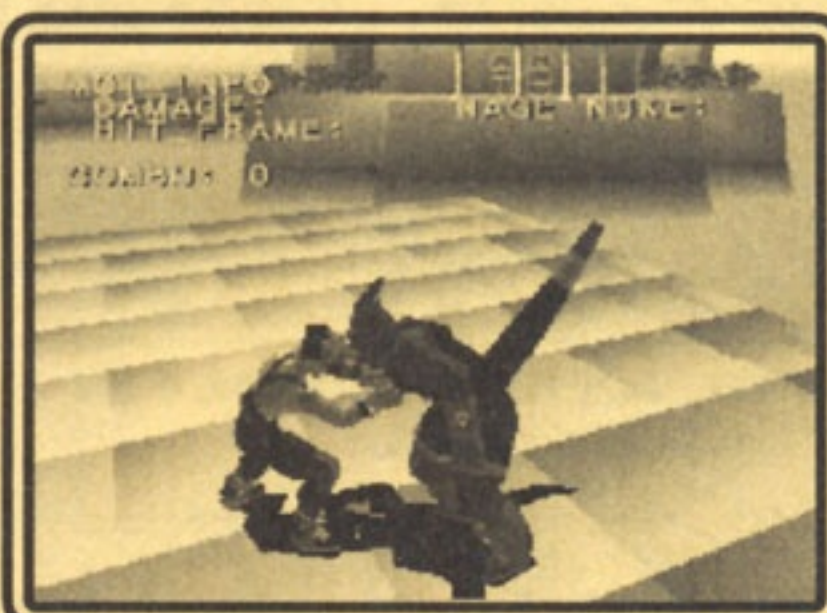
## THE CONTESTANTS

### ★ CHUJI

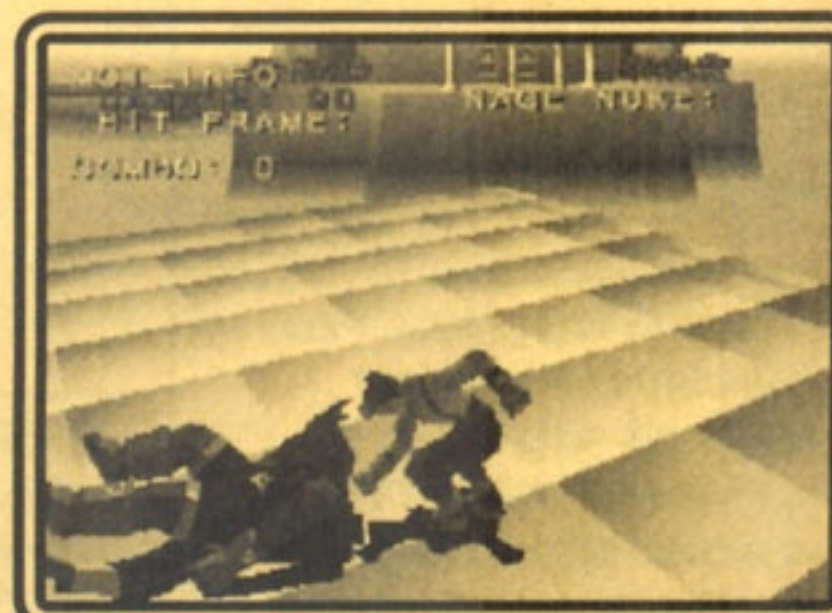
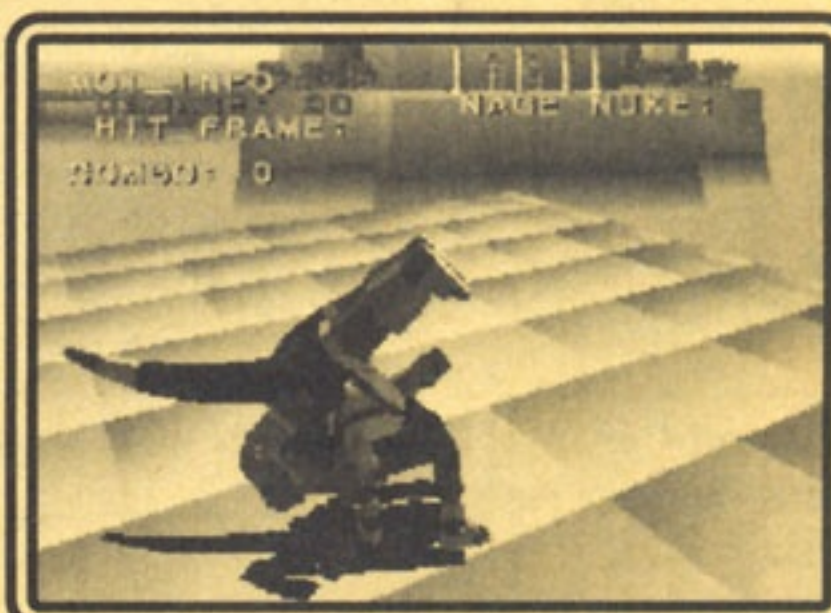
**A**s the lead character of the game, Chuji has a great repertoire with decent hitting power making him an ideal fighter to take on the rest of the *Tobal* crew. The only downside to Chuji is the fact that he has quite long recovery times on most of his combination moves, so make sure you don't leave yourself open!



arc kick into double jumping front kick - block + down + H, M, M



backwards body slam - while pulling opponent, back + throw



- ★ double sweep into double front kick - L, L, M, M
- ★ triple height attack - H, M, L
- ★ break dancing sweep - drop kick - down + L, M
- ★ double turning kick - block + H, H
- ★ power back fist - right + M

- ★ somersault kick - back + M
- ★ triple jabs - mid hook - H, H, H, M
- ★ triple height attack - double front kick - H, M, L, M, M
- ★ drop kick - forward X2 + M
- ★ reverse somersault kick - back X2 + M
- ★ sweep - reverse somersault kick - forward + L, M

- ★ backwards throw - while pulling the opponent, forward + throw
- ★ stepping trip up - while pushing opponent, forward + throw
- ★ neck throw - while pushing opponent, back + throw

### ★ EPON

**S**peed and trickery is the name of the game for Epon. Her speedy combos make her a very hard contestant to grab and as long as there is variety to your attack pattern, your opponent will end up kissing the canvas more times than he would like to.



three hit cartwheel combo - block + H, M, M



- ★ triple height attack - H, M, L
- ★ four hit cartwheel attack - H, H, M, M
- ★ spinning back kick - forward + M
- ★ rising knee - back + H
- ★ jump kick - spinning punch - forward + H, M
- ★ sweep - block+L or forward X2 + L
- ★ jab-double side kick - H, M, M
- ★ spinning low knuckle - forward + L

- ★ backwards throw - while pulling the opponent, forward + throw
- ★ backwards body slam - while pulling opponent, back + throw
- ★ step push - while pushing opponent, forward + throw
- ★ face hug throw - while pushing opponent, back + throw

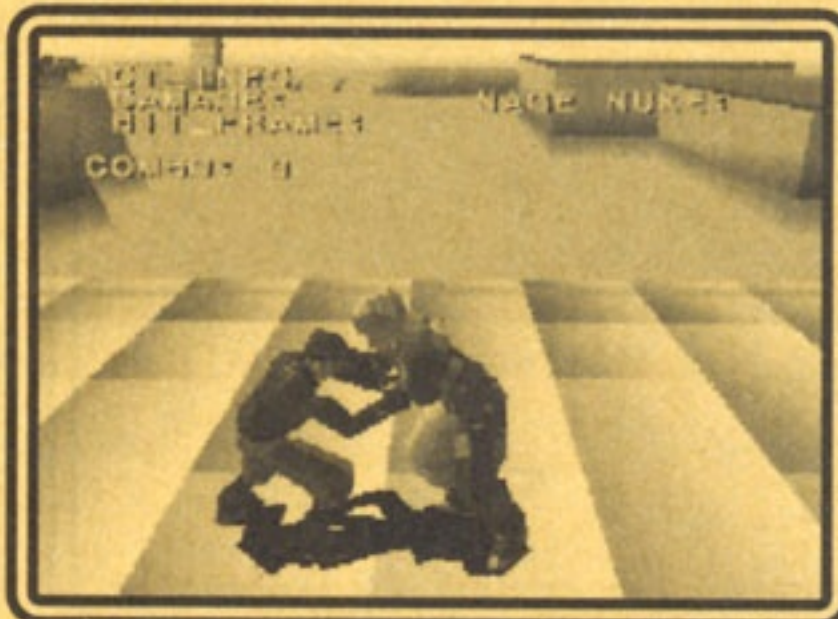
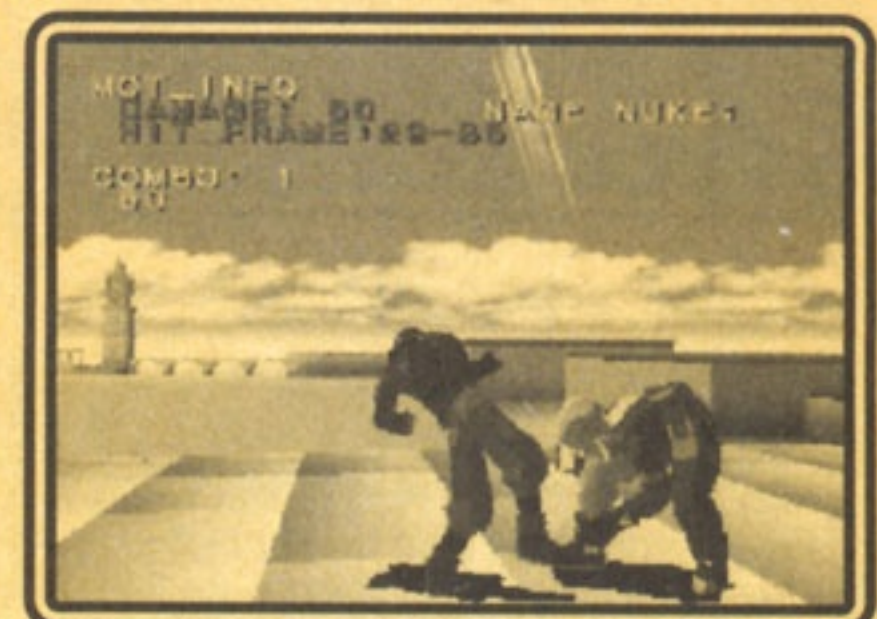


# GREN

If you're a fan of Enter the Dragon, like our Jaime, here's your chance to use the closest thing to a videogame incarnation of Bruce Lee. Gren might not look like the man himself but he specialises in rapid punch combinations and has a nice line in ring out throws.



axe kick - backX2 + M



DDT - while pulling opponent, back + throw



- \* triple jabs-double kick - H, H, H, H, M
- \* jab-double gut punch - H, M, M
- \* power turning kick - forwardX2 + M
- \* double gut punch - back + M, M
- \* triple turning kick - block + H, H, H
- \* double turning kick-double gut punch - block + H, H, M, M

- \* double turning kick triple height combo - block + H, H, M, L
- \* triple height combo - H, M, L
- \* sweep-golden heel kick - block + L, back + M
- \* somersault kick - from crouch back + M
- \* jumping uppercut - from crouch forward + M

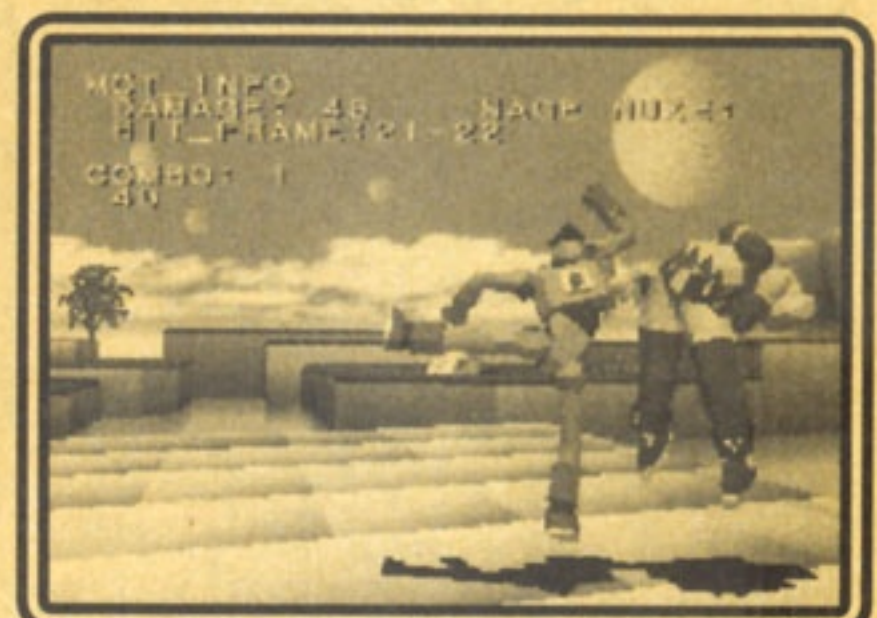
- \* backwards trip - while pulling opponent, forward + throw
- \* forward trip - while pushing opponent, forward + throw
- \* neck throw - while pushing opponent, back + throw

# HOM

Though his style is based on Fei's, Hom's moves are very slow to recover if they are blocked and can lead to massive energy drain - especially against a good counter character like Epon. That said, Hom has decent power compared to Fei, but wait for a gap in your opponent's attack before launching into a combo.



split kick-jumping uppercut - back + M, M



catapult throw - while pushing opponent, back + throw



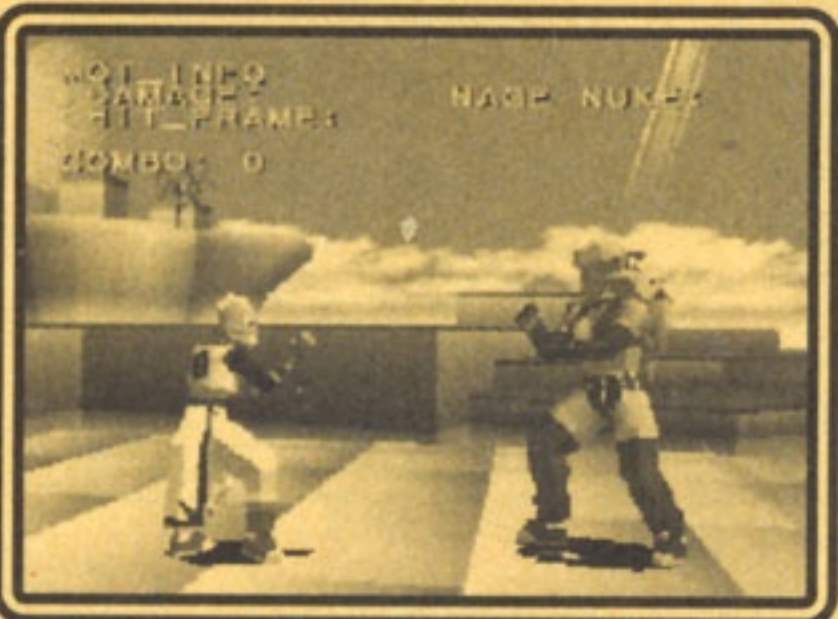
- \* spin kick - infinite punch - block + H, M as many times as you want
- \* split kick-sweep-somersault kickback + M, L, M
- \* stamp kick - kuru rin punch -

- forwardX2, H
- \* triple height attack - H, M, L
- \* double heel flick - forward + L, L
- \* double front kick - forward + M, M
- \* DDT - while pulling opponent, back +

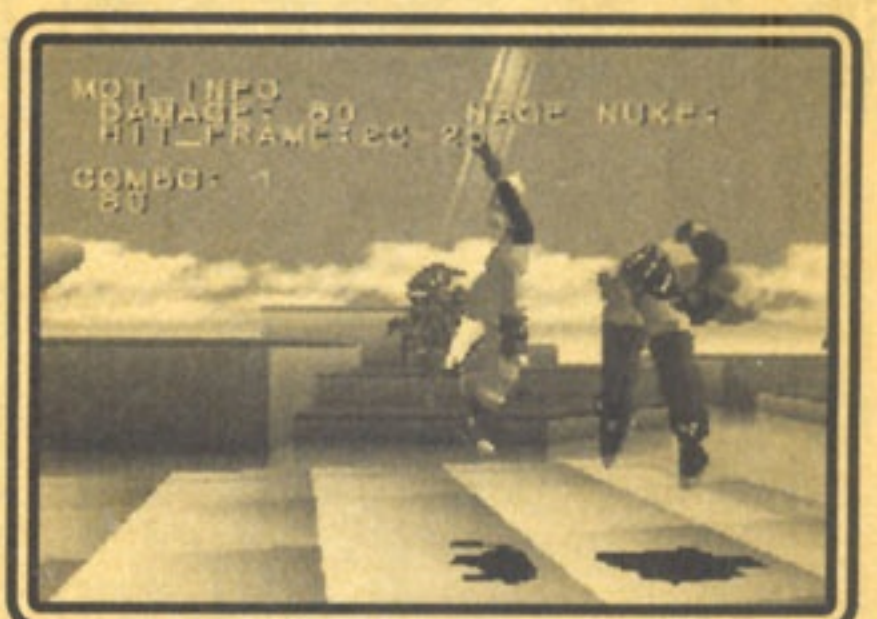
- throw
- \* backwards throw - while pulling opponent, forward + throw
- \* power bomb - while pushing opponent, forward + throw

# FEI

Hom's master has a decent repertoire and his speed is second only to Epon. His attacks can change height with the greatest of ease but watch out as his moves are rather weak and you will need to smack you opponent around several times before they go down.



delayed dragon punch - M, M, M



- \* spinning reverse-dragon punch - block + H, M
- \* spinning reverse-sweep - block + H, M, M, M, L
- \* jumping spinning reverse-straight - back + H, M
- \* windmill attack - forward + H, H, H
- \* sweep-jumping spear - forwardX2 + L, M

- \* reverse body slam - while pulling, back + throw
- \* hell roll - while pulling, forward + throw
- \* hell drop - while pushing, forward + throw
- \* hell spin - while pushing, back + throw



**MARY**

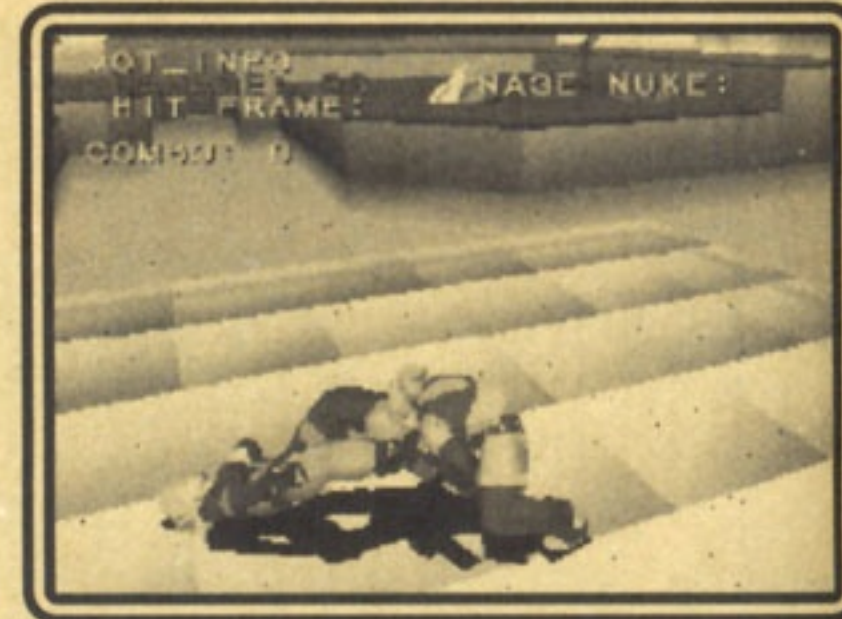
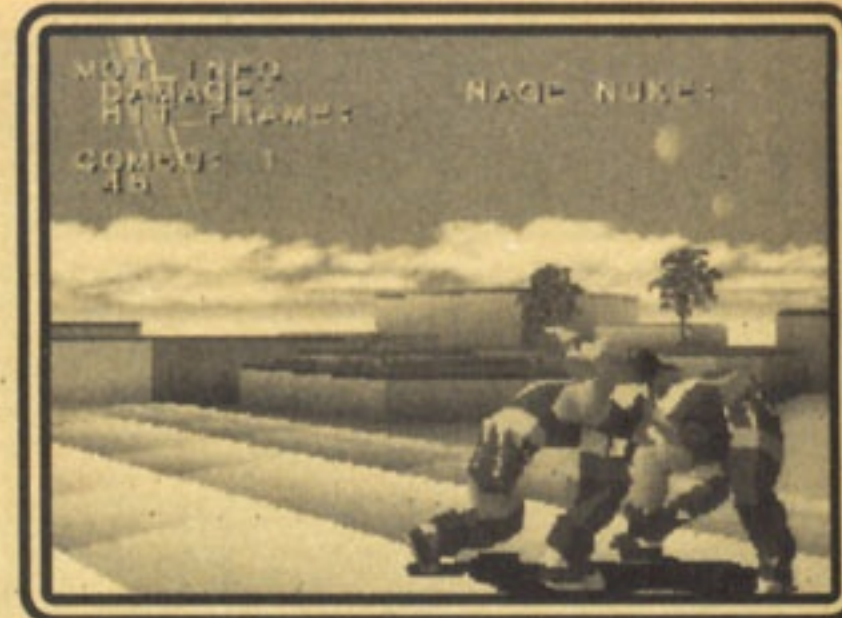
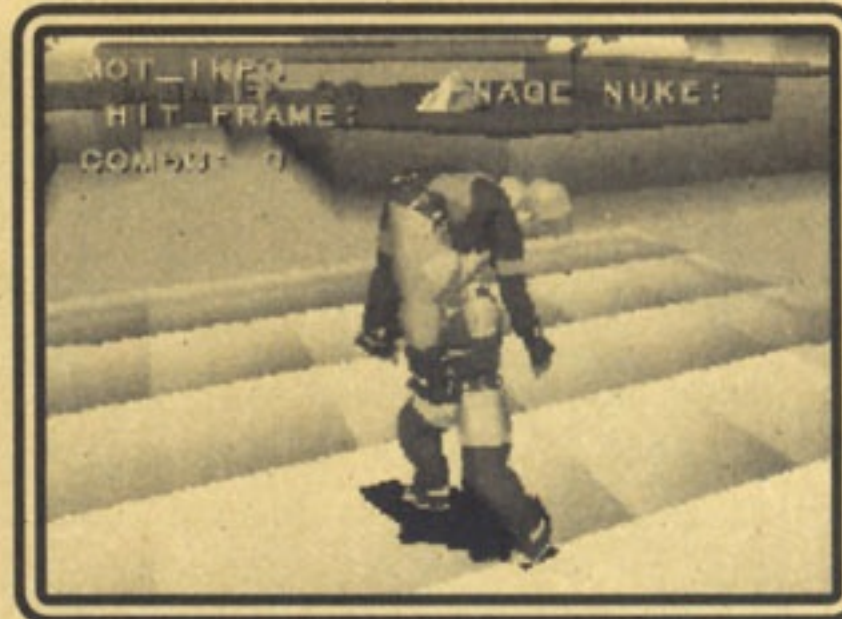
**M**ary is the typical wrestler type, meaning power for the sacrifice of speed and control. Once you get your opponent into a hold, they'd better kiss their energy goodbye but watch out though as once you commit yourself, you're in trouble if the move doesn't hit.



sweep-rolling punch - block + L, H



back smasher - while pushing opponent, forward+throw



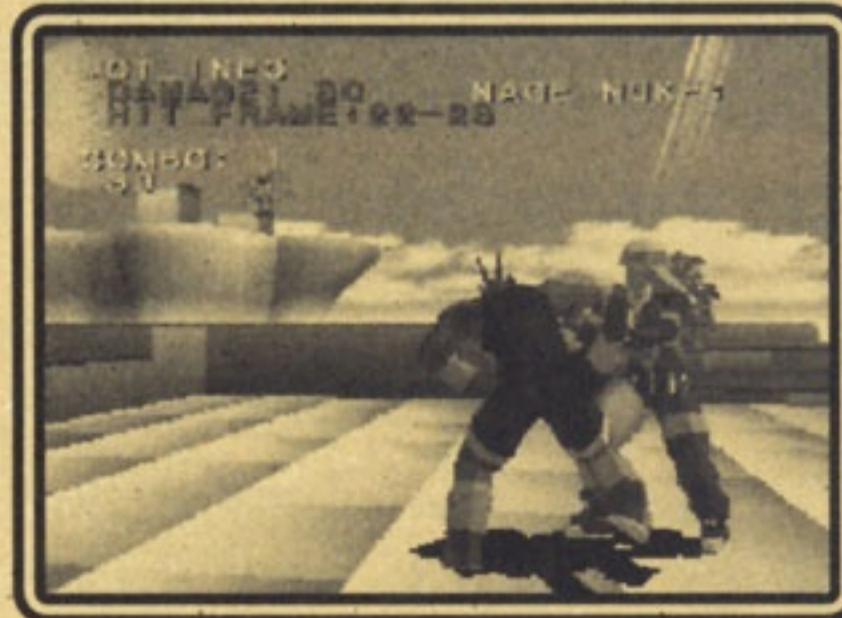
- \* sobat - block + H
- \* triple height attack - H, M, L
- \* double axe handle - forward + M
- \* drop kick - forwardX2 + H

- \* double lariat - backX2 + M
- \* wild hook - back + M
- \* hook - back + H
- \* DDT - while pulling, back + throw

- \* back throw - while pulling opponent, forward + throw
- \* giant swing - while pushing opponent, back + throw

**III**

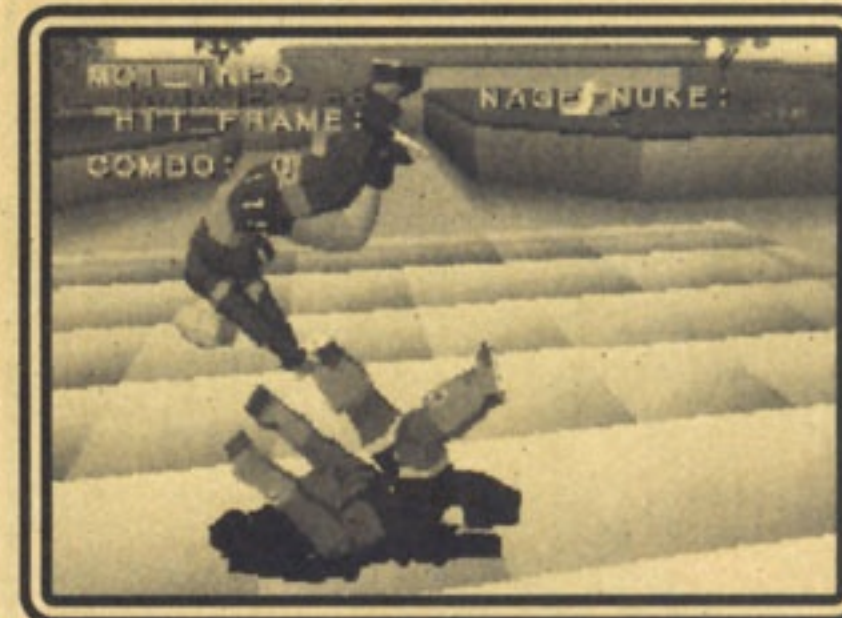
**T**he strongest of the 3 heavies can more or less finish an opponent including the last guy Udan in 4-5 seconds. It's best to start the round with a barrage of awkward medium headbutts and then, when the opponent becomes defensive, go for the kill with either a giant swing or a DDT.



triple headbutt - forwardX2 + H, H, H



back throw - while pulling opponent, forward + throw



- \* triple height attack - H, M, L
- \* headbutt-ass slam - from crouch, M, M
- \* double fist - back + M
- \* super tail whip - backx2 + H
- \* power uppercut - backx2 + M
- \* knee smasher - forwardx2 + L, L

- \* knee smasher-butt - forwardx2 + L, L, M
- \* skull smasher-straight - forward + M, M
- \* triple punch combo - block + H, H, H
- \* double hook-uppercut - block + H, H, M
- \* double wild swing-straight - block + H, M, M

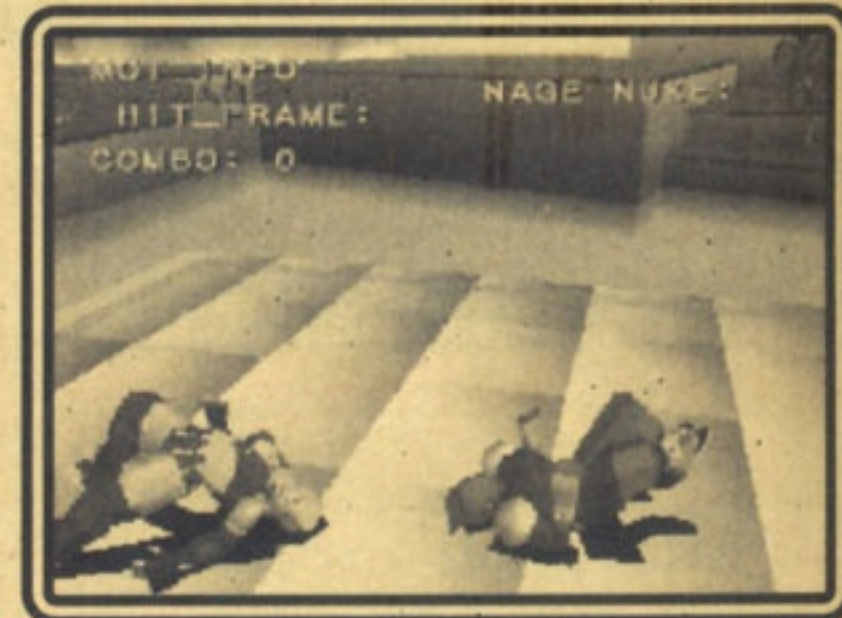
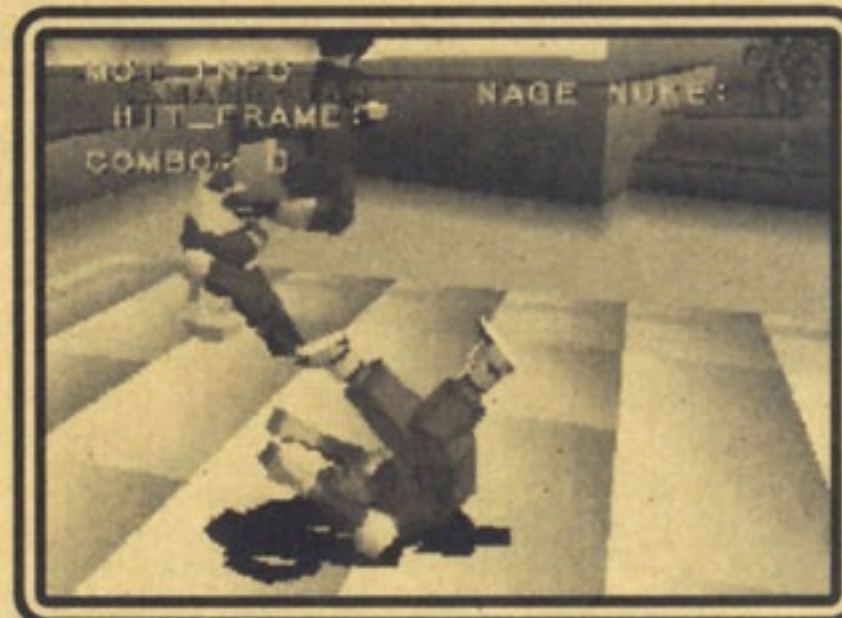
- \* triple height combo 2 - block + H, L, M
- \* DDT - while pulling opponent, back + throw
- \* hell drop - while pushing, forward + throw
- \* giant swing - while pushing, back + throw

**OLIEM**

**W**ith good throws and damaging combos, Oliem is a good choice for you to move on to once you've become used to Tobal's grapple system. A great all-rounder but his only downfall is his lack of long range moves.



back throw - pulling opponent, forward + throw



- \* high low back fist - block + H,L
- \* punch barrage - back + Hx7
- \* sweep - block + L
- \* palm strike-jump kick - forward + M, M
- \* uppercut barrage - back + M, M, M, M, M
- \* spinning knuckle-reverse somersault - back + H, M

- \* jabs-axe kick - H, H, H, H, M
- \* dashing headbutt - from crouch, forward + M
- \* jumping knee - from crouch, back + M
- \* DDT - pulling opponent, back + throw
- \* hell drop - pushing opponent, forward + throw
- \* giant swing - pushing opponent, back + throw
- \* back breaker - while grappling, back + throw

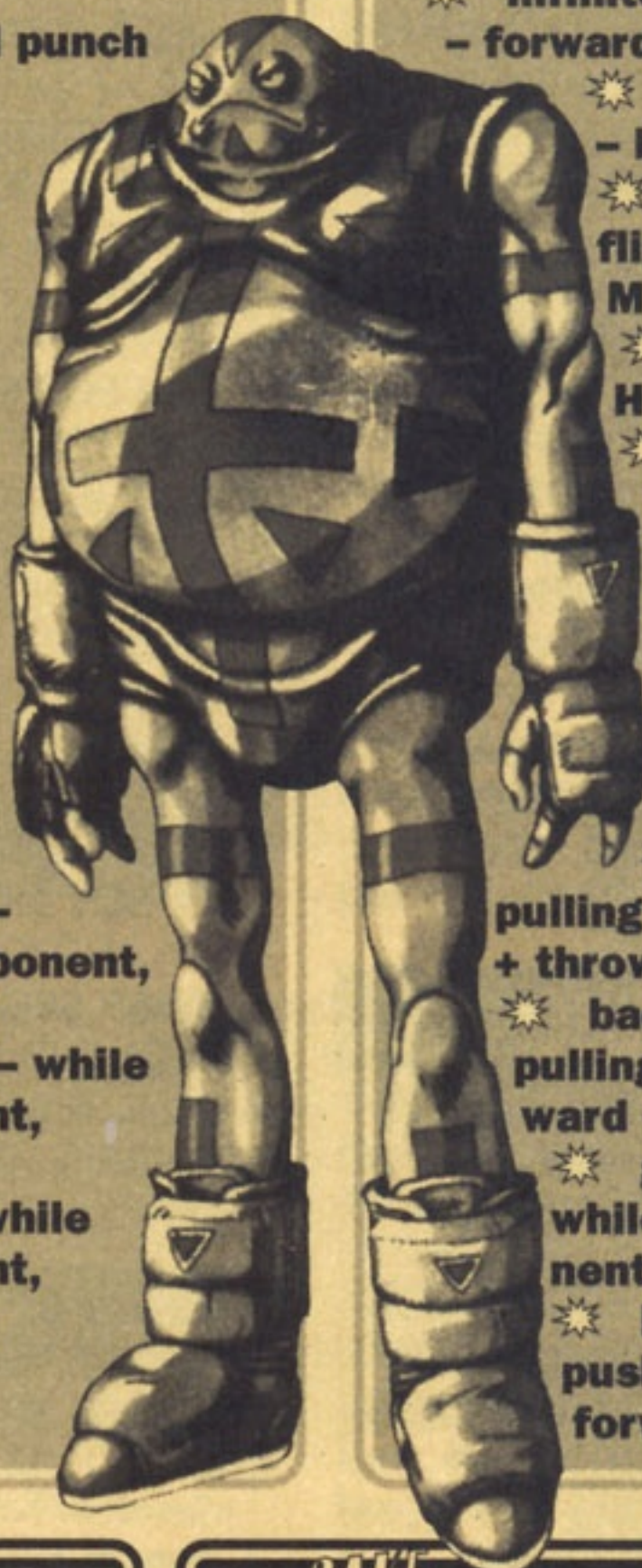


To access the following 3 fighters, you have to finish the four different quests in the quest mode but once they become selectable, they can be saved off onto your memory card.

**MUFU**

Looking like a cross between a bloated Dhalsim and Michael Jackson in Thriller, Mufu is as strange as they come. His style is unorthodox to say the least and though he has a very long reach, his attacks are so awkward that it's hard to chain any moves effectively together. With only average power, Mufu is simply a novelty character.

- \* triple medium kick - back + M, M, M
- \* spring board punch - forward + M
- \* triple height attack - H,H,M,L
- \* double footed sweep - forwardx2+L
- \* hurricane kick - block + H
- \* power double fist uppercut - backx2 + M
- \* DDT - while pulling opponent, back + throw
- \* back throw - while pulling opponent, forward + throw
- \* giant swing - while pushing opponent, back + throw
- \* hell drop - while pushing opponent, forward + throw



**NORK/SNORK**

Once selectable, Snork/Nork is the strongest fighter in the game and should win most of the grapple matches. He may not have a great repertoire but his limited number of moves have a good chance of hitting and can cause hideous damage.

- \* triple windmill attack - block + H, H, M
- \* tantrum punch - forwardx2 + M
- \* infinite tantrum punch - forwardx2 + M infinitely
- \* power uppercut - backx2 + M
- \* sweep-table flipper - block + L, M
- \* hook - back + H
- \* knee capper - forward + L, L
- \* knee capper + table flipper - forward + L, L, M
- \* spinning punch - back + M
- \* DDT - while pulling opponent, back + throw
- \* back throw - while pulling opponent, forward + throw
- \* giant swing - while pushing opponent, back + throw
- \* hell drop - while pushing opponent, forward + throw

**UDAN**

He may be the last boss but is Udan that great? Well, he's got a decent number of moves, can cause above average damage, and he's quite small. And that's his biggest flaw. High attacks may miss but Udan is the biggest sucker for medium strikes so watch out!

- \* one two - H,M
- \* rising double fists - forward + M
- \* spinning turning kick - forward + H
- \* hopping sweep - forward + L
- \* heel drop - forward x2+M
- \* ear attack - backx2+M
- \* lower ear attack - backx2+L
- \* head press - from crouch, back+M
- \* somersault kick - from crouch, forward + M or back + M
- \* drop kick - while facing back towards opponent, M
- \* double spinning reverse - block + H,H
- \* DDT - while pulling opponent, back + throw
- \* back throw - while pulling opponent, forward + throw
- \* giant swing - while pushing opponent, back + throw
- \* face hug throw - while pushing opponent, forward + throw

**QUEST MODE**

**ITEMS**

Here's a low down on the items found in the quest mode.

**POTION**

A very useful item, so long as it's the right potion. However the colour of the potion changes every time you play the game, but once you've figured out which potion is what colour, remember it! All the potions can be used by your enemies too, so be careful. Here's the list of all the potions available:

- LIFE MAX:** Increases the capacity of the life gauge.
- LIFE MAX DOWN:** Decrease the capacity of the life gauge.
- LIFE FULL:** Refills the entire energy bar.
- LIFE UP:** Adds a little energy to the life gauge.
- LIFE DOWN:** Depletes a little energy off the life gauge.
- POISON:** Wipes out the entire energy bar.
- DYNAMITE:** Takes the player into hyper mode - like Saturn 'Vipers'!

**FOOD**

**MEAT:** The amount of energy replenished depends on the size of the meat consumed. Meat can also increase the power and stamina of the fighter.

- CAKE:** Increases the energy bar, but only a little.
- BREAD:** Increases the energy bar more substantially.

**NOT SO OBVIOUS ITEMS**

- BLUE MOLMORAN:** Worth 1 molmoran crystal.
- RED MOLMORAN:** Worth 5 molmoran crystals.
- LAMP:** Gives the player a complete level map instantly. Elevators are coded in blue and red while items are green.
- CHERRY:** Has the same effect as the Dynamite potion, but for only 20 seconds.
- SKULL:** Gives the player twice the power as usual.



**BOOK:** Gives information on any item as long as the player is holding the book. Useful for finding out which potion is which.

**CRYSTAL:** Has the same effect as the skull but makes the one hand useless once the crystal wears out so avoid it!

**SCALES:** If used in conjunction with any potions or food item it doubles the potency of the item.

**POT:** Can store up to six items and can be held in one hand but to use items inside, throw the pot.

**CANISTER:** Throw the canister and a pink grid will appear before your eyes.

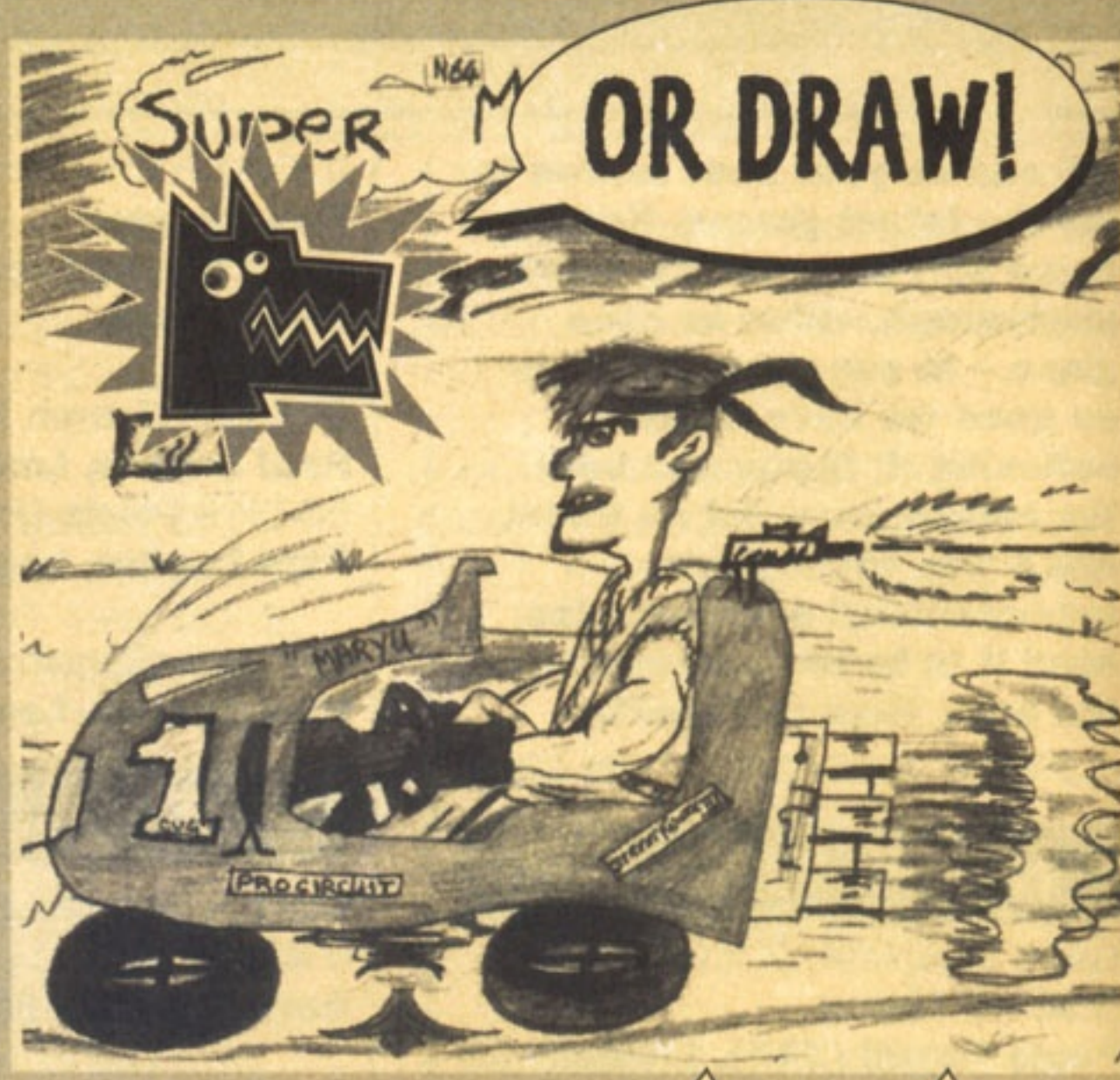
**GRIDS:** A pink grid gives you a mystery item at the cost of five molmoran crystals while the blue grid exchange whatever item you have in your hand for some molmoran crystals.



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**T**hat's the end of another fantastic issue of FreePlay - YOUR section of CVG. If you've seen a section that you feel you can contribute to, send some stuff to the address at the top of the page! And, as we say every month, if you've got a great idea for a new section which will involve our readers, send that in too! FreePlay is YOUR way of getting in touch with other gamers all around the world.

WRITE TO US, PLEASE!

## HIGH SCORES

Who's the best gamesplayer in the world? If you think it could be you, send your best score, lap time, or achievement for any fairly recent game to FreePlay. If you can beat any of the records printed in this issue, let us and the rest of the gaming world know!

## MOST WANTED

If you owned one of the top games companies, what game would you make? Would you die for *Monkey Island 3*? Do you want *Potty Pigeon 64*? Are you saving up your pound coins for *Street Fighter 3*? Whenever you send anything to CVG, give us your top 3 Most Wanted along with it.

**ART** Drawins Wot You Dun is where Hunter the dog prints all of his favourite pieces of art sent in by readers. The bits he doesn't like are used to line his litter tray. Send in your best game-related pictures and comic strips for all of our readers to see!

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We know how strongly you feel about your systems. Most of you love one machine, and hate the others. FreePlay Fan is where you get the chance to tell our other readers the reason for loving one machine, one company, or just one game.

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