

# FREEPLAY



## PARAPPA WORLD TOUR! HIS DAD TELLS ALL TO CVG!



It was CVG's highlight at the ECTS show. Not *Blade Runner*, not *Burning Rangers*, not *Quake 2* But, an interview with the creator of *PaRappa the Rapper*!

With a Japanese pop career spanning ten albums, Masaya Matsuura is the man who made *PaRappa* – the rhythm/action game that sent Japan into a PlayStation-buying frenzy last Christmas. Now the Hip Hop Hero is heading west coast way! First, Matsuura first demonstrated his skill for the game – rapping 'cool' on a giant PlayStation pad in front of crowds. No cheap button bashing either, this really was cool rapping! Then we got to discuss *PaRappa*'s creation, the possibility sequel, and even taking *PaRappa* on tour!

**CVG: How did you come to work for Sony?**

**MM:** I was signed to Sony Music, so I knew PlayStation was coming out. It took several years to develop the hardware though, (and details) were a little foggy. So I made software for PC.

**CVG: You made *PaRappa* for PC?**

**MM:** My music career started with computer composing in 1983. The environment wasn't sophisticated like now. It's good to create using ready-made software, but I got frustrated because it always sounded the same. Theatre has its own music, a singer has their own voice, but computer music doesn't have its own system. So I made a CD sampler on PC. I tried remixing on this software and found rap music very

funny to play on the computer. This is the basis of *PaRappa*'s creation!  
**CVG: *PaRappa*'s sound changes depending on your performance. How?**

**MM:** *PaRappa* doesn't use midi (internal sound chip), its soundtrack is played on CD. It has four different tracks of the same type, for cool, good, bad and awful. Play 'cool' and the other tracks aren't heard. If the score system decides you're not good, this cool track disappears and another comes in.

**CVG: Did you or Sony have to work out how to do this on PlayStation?**

**MM:** After my development on PC, I branched into (Philips) CDi. I'd already done a prototype of the mix on CDi, similar to *PaRappa*'s tracks changing.

After the PlayStation came out, I asked Sony's people the difference between CDi and PlayStation, so I could become accustomed to PlayStation.

**CVG: Do you have any more ideas for 'weird' types of games?**

**MM:** I'm doing a secret project on PlayStation, but I can't say anymore.

**CVG: Are you doing *PaRappa 2*?**

**MM:** Ah, big secret.

**CVG: Are you more interested in making games or music?**

**MM:** I don't think of games and 'others' having a difference. I want to make fun. After I make something, people say "it's a game" or "it's not a game". This is the situation with *PaRappa*. I don't care about that.

**CVG: Did any particular bands inspire you when making *PaRappa*.**

**MM:** I did *PaRappa*'s soundtrack with several musicians and one was a DJ. He doesn't use instruments, just records. After his creation, many

pre-recorded soundtracks were include in *PaRappa*, but you can imagine the problem of rights. We couldn't use original tracks, so I spent a long time resolving this problem. If you have much knowledge about music you can imagine what the originals were.

**CVG: You did a little performance out there to a small audience. Ever have dreams of doing it in Wembley Stadium?**

**MM:** Oh no, stop it! (laughs) Even that for me, it's big, you know. You can't understand how nervous I am, demonstrating on stage. I do a live show with an unusual music style. I play the keyboard for the songs, but sometimes I make mistakes. But for this kind of demonstration I am the producer and musician. I know much about *PaRappa*'s system, so I couldn't lose!  
**CVG: Would you tour with *PaRappa*?**  
**MM:** Someone has spoken about that. At the end of this year Sony Computer's people are thinking about a live show with *PaRappa*.

**CVG: Would you feel worried if someone else did *PaRappa 2* or 3?**

**MM:** Yeh sure. Although Enix is doing a game like *PaRappa* (called *Bust-A-Move*, see New Games). At the last Game Show in Japan they presented it. But the game system is not secret.

**CVG: What did you think of *Digital Dance Mix*?**

**MM:** Ah, it's great.

**CVG: Sony Europe are doing a *Spice Girls* game. Have they asked you to help them out with it?**

**MM:** No.

**CVG: Would you do it?**

**MM:** I'd think about it (laughs).



## THE RED-HOT RUMOURS DEPT. IT'S BURNIN' BABY!

- Lobotomy Software have got their Saturn *Quake* engine running on PlayStation at 30 frames per second – smoother than Saturn! Apparently a two-player split-screen mode wouldn't be too much trouble. It's been shown to GT Interactive who are currently considering *Rage* for the conversion (the team who did cruddy Saturn *Doom*).
- Following a new agreement, all of Capcom's new arcade games will be made for Sega's consoles. Capcom are

- also going to use Sega's Model 3 hardware for their new coin-ops, starting with the new *Street Fighter EX*.
- Sony have licensed all future games featuring Lara Croft. Future *Tomb Raider* games will now only appear on PlayStation. and PC.
- *Final Fight EX* will be released in the arcades next year. Details are unknown, but a Model 3 scrolling 3D fighting game is likely.
- Namco are set to release *Micro*

- Machines V3* in Japan.
- Lobotomy's first N64 game, *Aquaria*, already looks fantastic. The graphics run at 60fps and are apparently some of the best seen. Enix are converting the game to PlayStation.
- Activision want Lobotomy to convert *Hexen 2* to the consoles.
- Famous rap stars are to do the music for *PaRappa the Rapper 2*.
- *Blade Runner* and *Carmageddon* are both coming to PlayStation.




## READERS MOST WANTED CHART

The place where you shout out for what you want. And right now you're shouting for more Lara Croft!

1	TOMB RAIDER 2	PS/SAT
2	RES EVIL 2	PS/SAT
3	TEKKEN 3	PS
4	ZELDA 64	N64
5	FFVII	PS
6	VF3	SAT
7	TIME CRISIS	PS
8	HOUSE OF THE DEAD	SAT
9	F-ZERO 64	N64
10	F1 97	PS/SAT/PC

Missing out by a hair this month were *Sonic R*, *Quake 2*, *Sega Touring Car*, *Saturn Quake*, *NIGHTS 2* and *Grandia*. We had some decent silly ones too this month, such as *Theme CVG*, *Exorcist* on video (what, you haven't got it?), *Whores of Babylon* (erm), *Zool 64* (oof) and *Elvis Sideburns* (?). We refuse to mention *Worms 2*, oh sh... Keep sending them in or you can forget your mail being printed, got it?

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## UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	V-RALLY	PLAYSTATION	OCEAN
2	4	LITTLE BIG ADVENTURE 2	PC CD-ROM	EA
3	2	DUNGEON KEEPER	PC CD-ROM	EA
4	5	ISS PRO	PLAYSTATION	KONAMI
5	9	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
6	8	WORMS: PLATINUM	PLAYSTATION	OCEAN
7	7	TOMB RAIDER	PLAYSTATION	EIDOS
8	12	ROAD RASH: PLATINUM	PLAYSTATION	EA
9	13	CHAMPIONSHIP MANAGER: DOUBLE PACK	PC CD-ROM	EIDOS
10	11	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
11	19	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT
12	10	MARIO KART 64	NINTENDO 64	THE GAMES
13	RE	C&C: COUNTERSTRIKE	PC CD-ROM	VIRGIN
14	RE	DIE HARD TRILOGY	PLAYSTATION	EA
15	NE	REBEL ASSAULT 2: WHITE LABEL	PC CD-ROM	VIRGIN
16	18	C&C: RED ALERT	PC CD-ROM	VIRGIN
17	3	ATOMIC BOMBERMAN	PC CD-ROM	INTERPLAY
18	NE	DIG: WHITE LABEL	PC CD-ROM	VIRGIN
19	NE	WARCRAFT 2	PLAYSTATION	EA
20	RE	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

You're looking for a game to buy, right? Here are the best games to get this month.

### SATURN UK TOP 5

- |   |                     |        |
|---|---------------------|--------|
| 1 | DUKE NUKEM 3D       | SEGA   |
| 2 | MARVEL SUPER HEROES | VIRGIN |
| 3 | RESIDENT EVIL       | SEGA   |
| 4 | SONIC JAM           | SEGA   |
| 5 | DRAGON FORCE        | SEGA   |

### SATURN IMPORT TOP 5

- |   |                     |           |
|---|---------------------|-----------|
| 1 | SONIC R             | SEGA      |
| 2 | SILHOUETTE MIRAGE   | TREASURE  |
| 3 | LAST BRONX          | SEGA      |
| 4 | GRANDIA             | GAME ARTS |
| 5 | MARVEL SUPER HEROES | CAPCOM    |

### PLAYSTATION U.K. TOP 5

- |   |                         |                |
|---|-------------------------|----------------|
| 1 | PARAPPA THE RAPPA       | SONY           |
| 2 | CASTLEVANIA S.O.T.N.    | KONAMI         |
| 3 | F1 '97                  | PSYGNOSIS      |
| 4 | STREET FIGHTER EX PLUS  | VIRGIN         |
| 5 | ODDWORLD: ABE'S ODDYSEE | GT INTERACTIVE |

### PLAYSTATION IMPORT TOP 5

- |   |                        |             |
|---|------------------------|-------------|
| 1 | FINAL FANTASY VII (US) | SQUARESOFT  |
| 2 | GUN BULLET             | NAMCO       |
| 3 | COOL BOARDERS 2        | UEP SYSTEMS |
| 4 | STREET FIGHTER EX PLUS | CAPCOM      |
| 5 | XENOGears              | SQUARESOFT  |

### PC TOP 5

- |   |                            |            |
|---|----------------------------|------------|
| 1 | HEXEN 2                    | ACTIVISION |
| 2 | TOMB RAIDER 2              | EIDOS      |
| 3 | CURSE OF MONKEY ISLAND     | VIRGIN     |
| 4 | JEDI KNIGHT: DARK FORCES 2 | VIRGIN     |
| 5 | BROKEN SWORD 2             | VIRGIN     |

### NINTENDO 64 TOP 5

- |   |               |           |
|---|---------------|-----------|
| 1 | GOLDEN EYE    | THE GAMES |
| 2 | LYLAT WARS    | THE GAMES |
| 3 | ISS 64        | KONAMI    |
| 4 | BLAST CORPS   | THE GAMES |
| 5 | MARIO KART 64 | THE GAMES |

### NINTENDO IMPORT TOP 3

- |   |                |         |
|---|----------------|---------|
| 1 | TUROK (GERMAN) | ACCLAIM |
| 2 | BOMBERMAN 64   | HUDSON  |
| 3 | EXTREME G      | ACCLAIM |

### 16 BIT TOP 3

- |   |                |           |
|---|----------------|-----------|
| 1 | SONIC 3D       | MEGADRIVE |
| 2 | MARIO KART     | SNES      |
| 3 | GUNSTAR HEROES | MEGADRIVE |

### ARCADE TOP 5

- |   |                      |         |
|---|----------------------|---------|
| 1 | TOP SKATER           | SEGA    |
| 2 | HOUSE OF THE DEAD    | SEGA    |
| 3 | THE LOST WORLD       | SEGA    |
| 4 | KING OF FIGHTERS '97 | SNK     |
| 5 | VAMPIRE SAVIOUR      | CAPCOM3 |

## JAPANESE MULTI-FORMAT SALES TOP 10

1	DERBY STALLION	PLAYSTATION
2	LAST BRONX	SATURN
3	LANGRISSER IV	SATURN
4	LADY GOLF	PLAYSTATION
5	ROCK MAN X4	PLAYSTATION
6	POCKET MONSTER	GAMEBOY
7	MOBILE SUIT GUNDAM - ONE YEAR WAR	PLAYSTATION
8	TAMAGOTCHI	GAMEBOY
9	SAGA FRONTIER	PLAYSTATION
10	MONSTER FARM	PLAYSTATION

## AMERICAN MULTI-FORMAT SALES TOP 10

1	STAR FOX 64	NINTENDO 64
2	TRIPLE PLAY '98	PLAYSTATION
3	WORLD SERIES BASEBALL '98	SATURN
4	WILD ARMS	PLAYSTATION
5	SHINING THE HOLY ARK	SATURN
6	SYNDICATE WARS	PLAYSTATION
7	MARIO KART 64	NINTENDO 64
8	HERC'S ADVENTURES	PLAYSTATION
9	DYNASTY WARRIORS	PLAYSTATION
10	TEKKEN 2	PLAYSTATION

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

1	QUAKE	PC CD-ROM
2	FINAL FANTASY VII	PLAYSTATION
3	TOP SKATER	ARCADE
4	GUN BULLET	PLAYSTATION
5	QUAKE 2	PC CD-ROM

computer  
and  
video  
games



## CVG'S TOP 10 GAME SPEECH MISQUOTES

- ATTACK THAT SQUIRREL JET! - KEN (SF2)
- I'M A BISCUIT! - RYO (KOF 95)
- WIKKI IS THE POO! - TOAD (JAP MARIOKART 64)
- YA MOTHER'S CRAP! - BAHN (FV)
- LORD LUCAN! - RYU (SF2)
- DUKE NUKEM! - SAKURA (SFA2)
- CHEESE SLICE! - CYCLOPS (X-MEN)
- EXTRA PEPPERADE! - WOLVERINE (X-MEN)
- SNAGGLEPUSS! - ADON (SFA)
- VERY STRONG NIGHTS - REALA (NIGHTS)



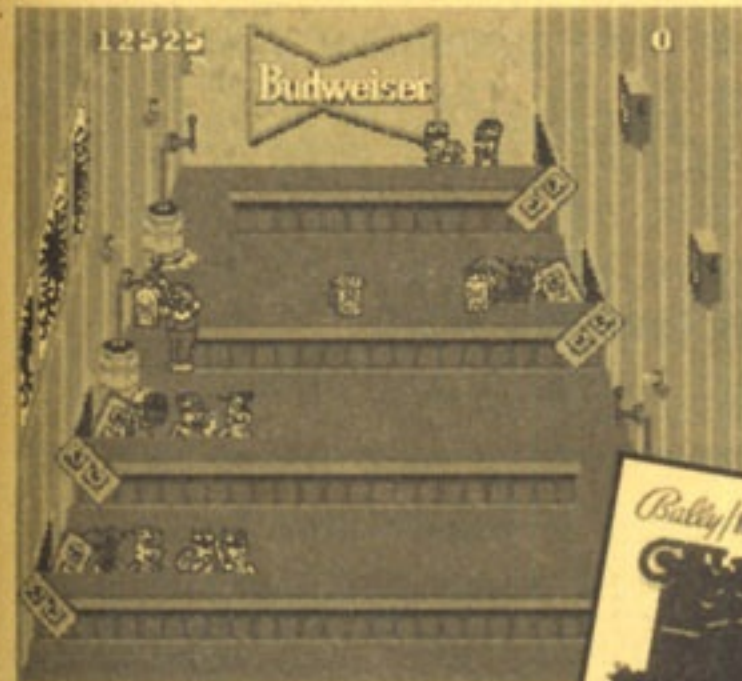
Rich Leadbetter's

# Retro Ninja Reggae Dojo

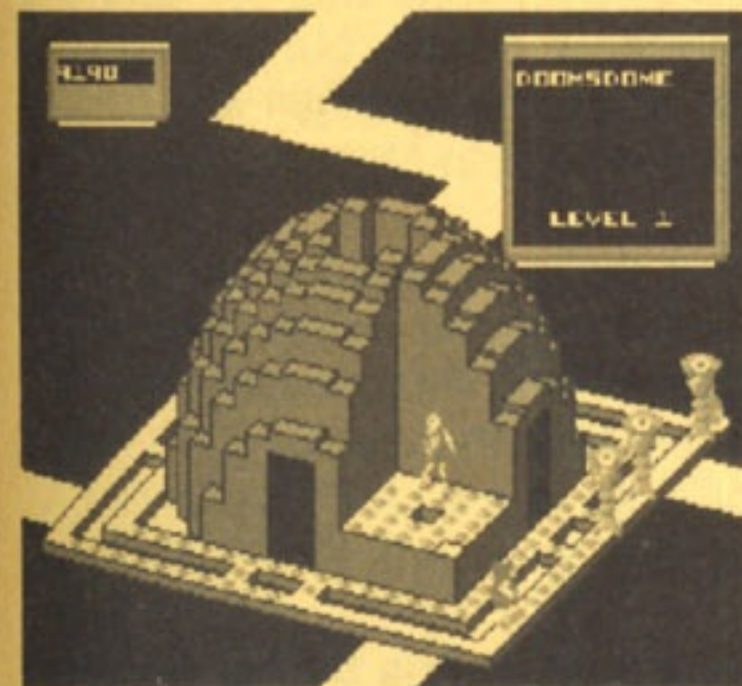


With MicroGoblin Dave Kelsall "off on holiday", it's down to the Master Rich Leadbetter to bring you this month's collection of old has-been games.

It might interest you all to know that the MicroGoblin waited until I'd had a few too many Ribenas at the EMAP summer party before he asked me to "do" the cabin in his absence. But hey - it's an honour. No, really. It is. Really.



TAPPER. Refreshes the parts.



CRYSTAL CASTLES. Bentley.

was the order of the day here, only this time a trackball was used to guide the main character, Bentley Bear, around. This is still a decent blast today.

So here's a bunch of ancient coin-ops and suchlike that still spring to mind from my mis-spent youth. Some of the best games these days come from the people who defined what videogames were all about in the early eighties - Namco, Sega, Williams (well maybe not the last one)... but what on earth happened to Atari?

Williams bought them actually. The two companies redefined arcade gaming and now... now they are one glorious whole! Oh yes.

A piece of gaming history is Williams' mega TAPPER. The aim here was really simple. You were a barman and you basically had to run between bars, filling up pints (it was sponsored by Budweiser!) and sending them flying at the ever-thirsty customers (some looking much like Jaime Smith and Ed Lomas!). And don't forget to collect those empties!

Despite its really simple gameplay, TAPPER remains absolutely brilliant... and if you don't have access to the coin-op (or an emulation thereof), you'll be as pleased as punch to discover that US Gold's C64 and Atari translations were equally cool.

Some awesome Atari classic I can remember include the mind-numbingly ace CRYSTAL CASTLES - a kind of precursor to MARBLE MADNESS with a less refined 3D style to the graphics.

PAC-MAN style gameplay



## BANJO KOSHIRO

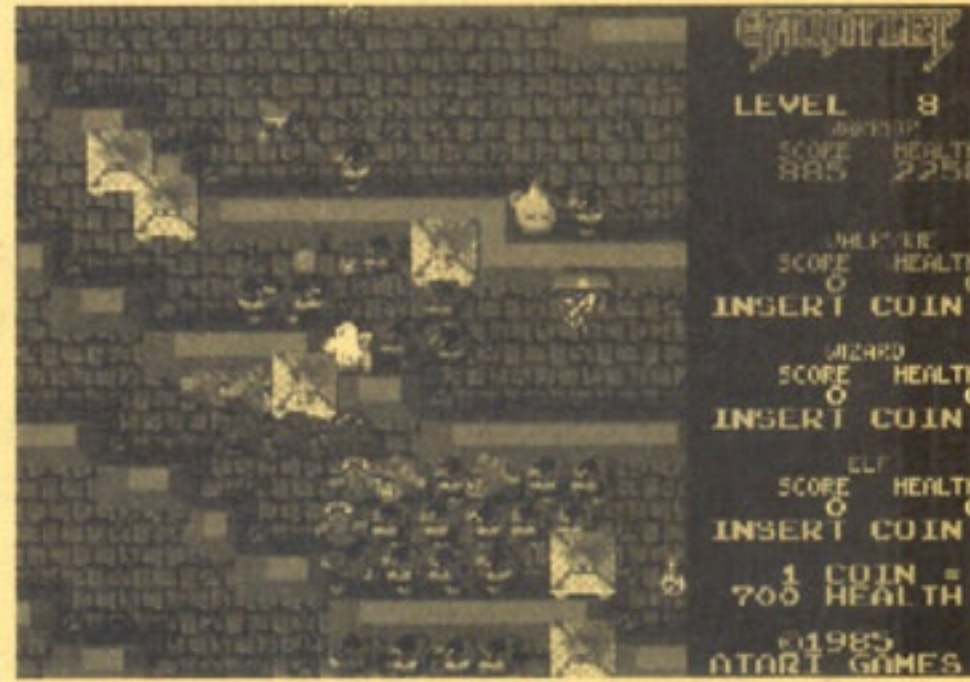
What have REVENGE OF SHINOBI, STREETS OF RAGE and STREETS OF RAGE 2 got in common? Apart from the fact that they're all brilliant Megadrive games, they all have music by Japan's Yuzo Koshiro. In his day (the early nineties) he orchestrated some of the finest techno soundtracks heard on Megadrive and indeed Super NES (ACTRAISER was a classic). In fact, Koshiro ripped out the sound circuitry in the Megadrive and actually made it part of his studio. His in-game soundtracks went on to become top sellers in CD format in Japan. But where is he now eh? EH?



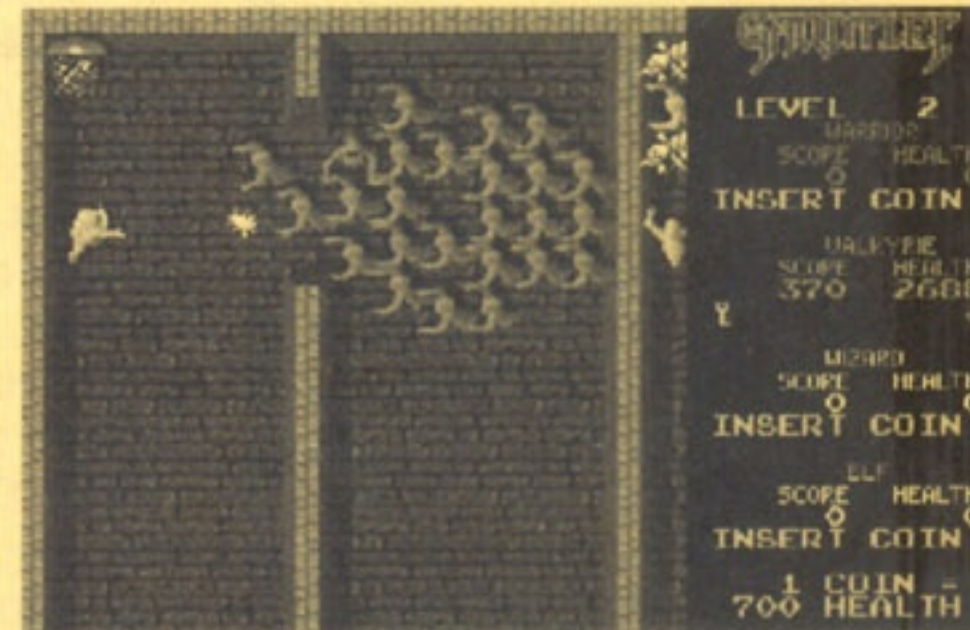
SHINOBI (above) sported top ninja tunes. The RAGE series (below) went all bangin' techno. Wicked!



PAPERBOY and 720 were other epochal Atari titles before the rot set in (TOOBIN' anyone?), but my favourite game of the period is definitely GAUNTLET - the first simultaneous four-player arcade game in the world! This stunning maze-based game had definite Dungeons & Dragons overtones with four different classes of character: warrior, elf, wizard and valkrie. This was probably the first videogame ever to feature real teamplay (Megadrive owners should make a



GAUNTLET. Atari's gaming highpoint.



Remember GAUNTLET's speech? "Ed now has temporary repulsiveness!"

beeline for GAUNTLET IV which featured an RPG-style quest in addition to the basic conversion). Put simply, GAUNTLET was arcade gaming at its best - probably Atari's highest point before the start of their downfall. Oh well - enough! Dave Kelsall will be back next month with more retro goodies and I haven't got any more space for my planned Capcom bit (with bur-illiant games like BLACK TIGER, COMMANDO and er, VULGUS lined up) but hey - maybe next time eh?

## MASTER'S CYBERSPACE PICKS

There's a huge amount of retro stuff on the Internet, as Dave has been covering over the last six or seven Cabins. My favourite sites are as follows... First of all, you've GOT to bookmark the EMU news home page (<http://members.aol.com/emunews/index.htm>). This has full-on info on every emulator for every system ever devised! Probably the best emulator is MAME, which reproduces over 230 arcade games perfectly on PC, Mac and even Amiga! There are tons of MAME pages about, but I suppose my favourite is Lord 13's MAME page (<http://people.mw.mediaone.net/l13/mame1.html>). This'll sort you out with a huge amount of brilliant games to try out!

## DOJO FREEPLAY CLASSIFIED

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

THE EXCELLENT RETROGAMER (NO.11) IS STILL AVAILABLE! INCLUDED IN THIS ISSUE IS A LOAD OF PAC MAN STUFF AND PART TWO OF THE INTELLIVISION PROFILE. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.



Retro Ninja Reggae Dojo

FREEPLAY



# TIPS

TIPS

THE LEGEND OF LOMAS



Look into my eyes. Keep looking. Keep looking. Keep looking. Now STOP looking! In those few seconds I transmitted a hidden message into your subconscious. If you now close your eyes you should see nothing. But if you concentrate hard you will hear my voice saying "Get me tips, get me tips, get me tips". Now, do as I say. Ya-tah!

## PLAYSTATION

### RAGE RACER

**Robert Gaskell from Harpenden** has been working hard to come up with some excellent cheats. His first is for *Rage Racer*. To get yourself masses of cash, complete all four tracks in all the classes, then after the credits finish go back to Grand Prix mode. Go to class 5 and during the start countdown ("3, 2, 1") pause the game and exit. Now select **class 1** and go to car select then car shop. You should have 999999999eg!

### SOUL BLADE

**Robert Gaskell** has also pointed out something from *Soul Blade* that we've never noticed. In arcade mode choose Sophitia and when the game is loading (the Sophitia vs whoever screen) hold **Square+Triangle+Circle** until her skirt changes colour.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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

If you've got access to Email, send us some cool tips to this address. Otherwise, send them to the address on the left and a real person will bring them to us. Whatever you do, don't rip tips off from internet sites or other magazines because that's what losers do. And losers don't win games.

TIPS.CVG@ECM.EMAP.COM

## INTERNATIONAL TRACK AND FIELD

Although it's not of any practical use, you may be interested to hear that **Robert** also knows how to move the on-screen displays. While playing, pause the game and hold **L1+L2+R1+R2+Triangle**, then press **Up** or **Down** to move the displays at the top of the screen. Hold **L1+L2+R1+R2+X**, then press **Up** or **Down** to move the bottom displays.

## V-RALLY

Some of our tips letters are getting very obscure. This one from **Oliver Goldsmith** is almost written in shorthand, but see if you can get anything useful out of it. "Tip:- V-Rally '97 found extra car, Toyota Celica, 160mph:- Complete championship on Easy, Medium, Hard, then go to Time Trial, go on first Corsica track on arcade section. Set a lap time of under a minute. On next lap you will spot a little road open on the right side of the track. Go down it and you will see the Toyota Celica floating in the air. You can save it to memory card." Doubleplusgood Oliver.

## COOL BOARDERS

Try going to the options screen and pressing the **Select** button **40 times**. The announcer's voice should then be higher than usual when you play the game.

## TIME CRISIS

**K. Singh-Rai from Warley** has found an interesting little cheat for *Time Crisis*. On the screen where you choose Story of Timed Mode, shoot

once on the wall on the far right of the screen. You will then get the Easy Mode with five lives instead of three. Cool - we'd never noticed that.

## TIGERSHARK

**Toby Hall from Worcester** is here to save poor *TigerShark* players from going mad. First up are these level passwords.

- 2 AKULA
- 3 PASHA
- 4 MIRAS
- 5 NAKAT
- 6 REZKY
- 7 TUCHA
- 8 ZARYA
- 9 VOSTA

These cheats should be entered as passwords.

- |              |                             |
|--------------|-----------------------------|
| <b>KURSK</b> | <b>Invincibility</b>        |
| <b>KIROV</b> | <b>Infinite ammo</b>        |
| <b>RUBLE</b> | <b>Weapon upgrade</b>       |
| <b>KIEV</b>  | <b>Watch all FMV</b>        |
| <b>MINSK</b> | <b>Turn off all cheats</b>  |
| <b>SNEEG</b> | <b>Sea Hunter mini game</b> |
| <b>BUGGY</b> | <b>Play Bug Rider</b>       |

## RELOADED

This is pretty funny. Enter the Health cheat first - Pause the game then hold **L1+L2** for 10 seconds. Then, with them still held press **Down, Right, Left, Triangle, Right, Down**. Now play the game and die so that you turn into a pile of blood and guts on the floor. Then Pause the game again and top up your health with the Health option so that you come back to life... as a pile of blood and guts! Excellent!

## FIGHTERS IMPACT

Those who've bought *Fighters Impact* on import will surely be desperate to know how to play as miniature fighters. Here's how - highlight a fighter on the select screen, hold **Down+X+C** then press **Start**. So simple, yet so fun.

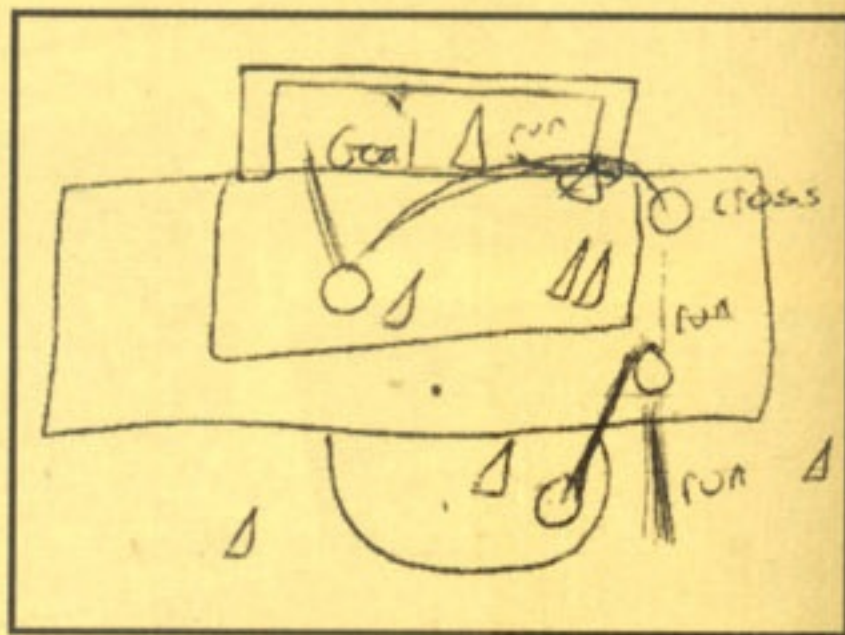
## THE CROW: CITY OF ANGELS

A gaggle of cheat passwords for you to enter, some of which make the game quite funny.

- |                       |                   |
|-----------------------|-------------------|
| <b>Skinny Mode</b>    | <b>TTXSCCSXTT</b> |
| <b>Long Neck Mode</b> | <b>XCTCSSTCXC</b> |
| <b>Debug Mode</b>     | <b>SXSCITCSXS</b> |
| <b>FMV Viewer</b>     | <b>TTCCCCCTT</b>  |

## INTERNATIONAL SUPERSTAR SOCCER PRO

Someone silly enough to forget their name sent this diagram to explain their guaranteed way of scoring at *ISS Pro*. "All you need to do is through-ball it to the edge of the six yard box, run to the byline, cross and you have an open goal waiting. **Important: Do 4-3-3.**" Thanks, rather stupid person.



## SATURN

### MARVEL SUPER HEROES

Everyone who's bought this amazing game will be bursting to know how to play as Dr Doom and Thanos. Here are not only those cheats, but also one to play as Anita, the small girl who follows Donovan around in *Night Warriors*!

The first thing you need to do is complete the game on the default difficulty setting without losing a continue. After the credits have finished, go to the character select screen and enter one of these codes.

**For Dr Doom, press Down, Down, then press and hold A, B, then C quickly.** Victor Von Doom can do all the moves he does against you in the game.

**For Thanos, press Up, Up, then press and hold Z, Y, then X quickly.** Thanos can do a different Infinity move for each Infinity Gem.

**For Anita, press Up, Right, Down, Left, Up, Right, Down, Left, then hold Up. While holding Up press and hold X, Y, then Z quickly** and your picture should turn to Anita. She has a miniature version of Donovan's sword floating behind her





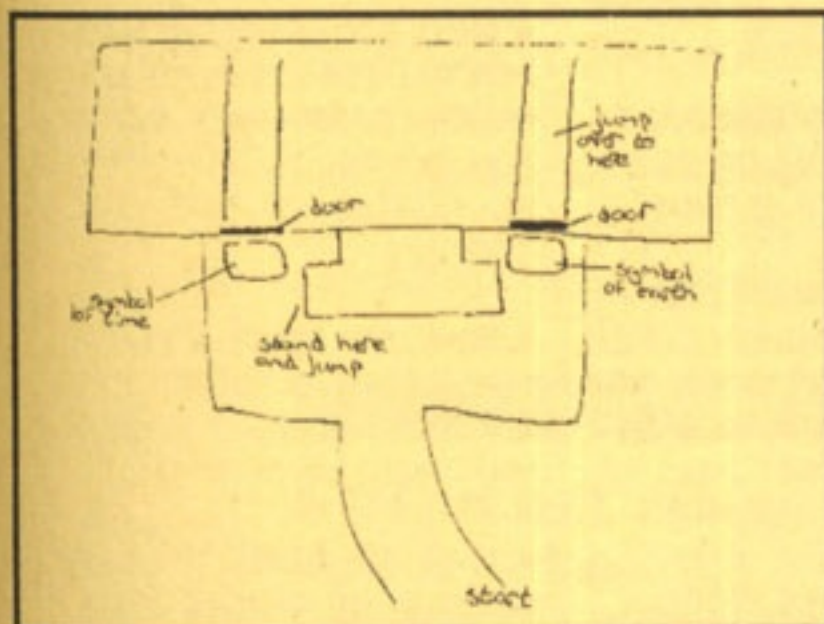


Ⓜ Anita's so tough that she can destroy even Dr Doom with ease!

which she commands to hit her enemy. She has similar moves to Donovan, with his special attack (reverse Dragon Punch motion and punch) which calls upon either Akuma (Gouki) or Hsien-Ko (Lei-Lei) to hit the enemy! Her Infinity Attack fires off loads of dolls heads and can hit up to 100 times! Awesomely awesome! Paul nearly exploded when he saw this hidden character!

## EXHUMED

**Danny Batley from Rochdale** has figured out how to get two of the Symbols easily on the Sobek Mountain Shrine level. "Right at the start of the level, go towards the first door and kill the two Anubis Guards and the spiders then turn left and look up and you will see a ledge with the Symbol of Time on it. Now face the sloped column and jump while walking forward. You should end up high in the air and when you get to the peak of your jump press the Left Strafe button and you should now end up on the platform with the Symbol of Time on it. Now go through the door and kill the guards, and on the opposite side you will see a platform. Jump over to it, go through the door and get the Symbol of Earth. Simple!"



## WARCRAFT 2

While playing a game, press the Start button and go to the Enter Password screen.

Enter any of these codes with the C button to get cheat effects.

<b>TSGDDYTD</b>	Invincibility
<b>NTHCLNS</b>	Level skip
<b>GLTRNG</b>	10000 gold, 5000 lumber, 5000 oil
<b>DCKMT</b>	All upgrades
<b>VRYLTL</b>	All spells and mana restore
<b>NSCRN</b>	All map
<b>MKTS</b>	Fast building
<b>HTCHT</b>	Fast lumber harvest
<b>THRCBNLYN</b>	Quick ending
<b>NTPRF</b>	Laser display
<b>NVRWNNR</b>	Remove victory sequence
<b>NGLS</b>	Disable magical traps
<b>YPTFLWRM</b>	Instant defeat

## PC CD-ROM

### MDK

These cheats from someone who forgot their name can only be used once per level. Just type in the code for whichever item you want.

<b>HEALME</b>	100% health
<b>INEEDABIGGUN</b>	Gun power-up
<b>TORNADOAWAY</b>	Twister
<b>HOLOKURTISFUN</b>	Decoy
<b>OLIKETOLOB</b>	Mortar
<b>NASTYSHOTTHANKS</b>	Homing sniper grenade

### RELOADED

To select the hidden character, Fwank, use this cheat from "Mr Blood Child". On the character select screen, press Caps Lock then type **ILOVEMYTEDDY**. As with the PlayStation version, a balloon should float onto the screen and cover Sister Magpie's picture. Select her and you'll get Fwank.

## NINTENDO 64

### STAR WARS: SHADOWS OF THE EMPIRE

Some excellent cheats which make Shadows far more fun!

First off, start a new game and enter your name as "Wampa Stompa", making sure you use capital letters at the start of each word with **one space before "Wampa" and two before "Stompa"**.

Once you've done that, you can take control of certain enemy vehicles during the game! For example, to control the AT-ST on the Battle Of Hoth stage play until they appear. Now press **Left on the cross-key** (on the left of the N64 controller) and the **C-Right** button at the same time, then press **Up** (also on the cross-key). If you now flick through the game views with the C-Right button you should find one over the top of the AT-ST. Use the cross-key to steer with Up to fire.

You can take control of any enemy in the first-person *Doom*-style levels in a similar way. Press **Right on the cross-key and C-Right** at the same time, then press **Up**. Switch through the views with C-Right until you find the new character.

You may know that you can fly as the X-Wing and TIE Fighter if you collect all of the challenge points, but it's also possible by cheating! While playing, hold **Left on the cross-key** as well as **C-Left, C-Down, C-Right, L, R and Z**. With all of these held, press **Up or Down on the 3D Stick** to change into different ships!

### WAVE RACE 64

**Will Powell from Tenterden in Kent** reckons he knows how to avoid losing loads of time when you fall off your ride. If you get half knocked off so that your feet are dangling in the water, pause the game as soon as

you can. Leave it paused for about two seconds and unpaue. You should be standing up on your bike with little or no speed loss. Cool.

### MARIO KART 64

Here's **William Butters from Cheshire's** short cut for Choco Mountain. "It takes roughly 20 seconds off your normal time. The short cut is at the first bump after the 'falling rocks' sign. As you approach it you should be able to see the Nintendo sign on the slope to the left. Drive over the bump and continue until you get to the grey rocks on the left hand side. Quickly turn around and the Nintendo sign should now be to your right. Drive close to the red rock on your left. Just before you have passed the beginning of the bump, turn to the right and use a mushroom to fire yourself at the rock with the Nintendo sign. Press the R Button just before the rock face to get as much height as possible. You should hit the rock slightly to the right of the bump's flat highest point. If you pull this off you'll hit the rock face and fly over it, landing with a 'pomph' on the other side having cut a fair portion of the track out. Now you can drive along the straight and finish the lap. Parts of the cliff don't let you hit it and you will tumble to the ground so timing and accuracy are important." Hope you got all that.

**Richard Spencer from Carmarthenshire, SW Wales** has a *Mario Kart 64* short cut of his own to share with you all. On the Kalimari Desert track where the train crosses the track for the first time, turn left down the tunnel and turn back onto the track at the second crossing place. If you don't you will not be counted as completing that lap and will end up in 8th place. If you drive on the track you will get a faster lap time, and if you happen to be caught in the tricky situation of the train coming towards you tuck in as close to the wall as you can and the train will pass without hitting you. Cheers Richard.

Or you could try **Matthew Swift from Birmingham's** variation on the Kalimari Desert short cut. Turn left down the first crossing along the train track, but make sure you have a red shell with you. As you exit the tunnel, start braking and fire your red shell straight down the track. Reverse, turning right as it circles and comes back towards you. The shell should come to a rest next to the fence six posts down from the tunnel. Accelerate straight at the shell, making sure you are 90 degrees from the fence and hop onto the shell. The explosion should blow you over the fence and leave you ahead of the other players. Is it really worth all this effort? See what you reckon.

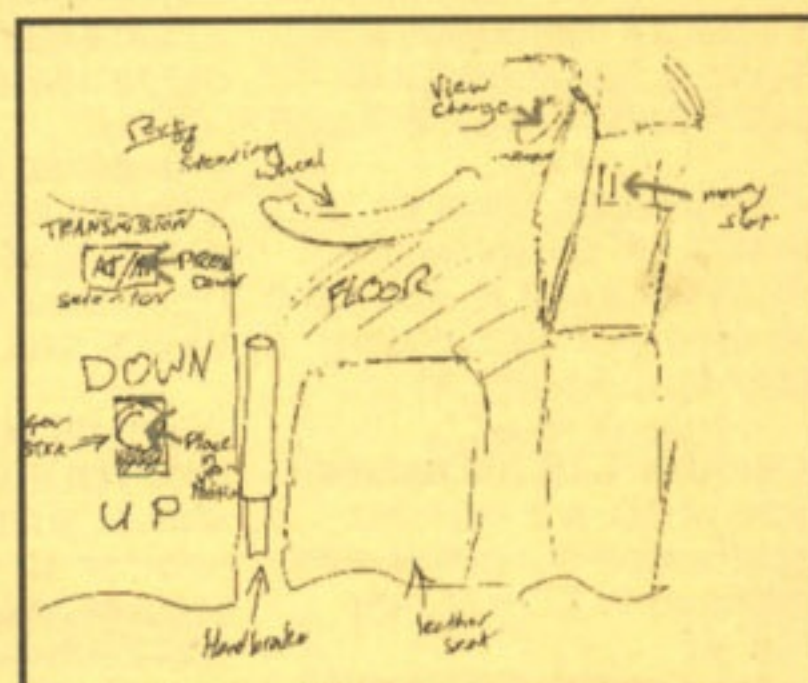
We've got another small tip, this time from **Robert McMahon from Upper Norwood**. He explains how to do a super jump, though it takes a bit of practice. "At the start of the race, get a turbo start and head for the character in front of you. Just before you hit them press jump and you should land on their head, then press jump again quickly. This will launch you high in the air, even sometimes off the top of the screen (you get a good view of the track!). You will then land on the track way ahead of the pack! You can use this trick during the race if you get any turbos. Also it allows you to take short cuts, for example on Wario's Stadium, when you jump off the character hold Left and you can clear the wall easily."

And as an added bonus, **Robert** included this tip as well. "Also, after going over a jump or ramp and hitting a bank, press brake as you hit and you will drop straight back onto the track. You can then carry on racing instead of tumbling down the bank and stopping."

## ARCADE

### GTI CLUB RALLY

**Brian Walker from Aberdeen** has found a cheat for *GTI Club Rally* which lets you play as the Alsatian dog which barks when you go past! Before putting your money in, use the back of your wrist to hold the gear change in the **Up position** while holding the **transmission select button** with your fingers. Now insert your money, select your mode of play and car while still holding everything. Don't let go until the voice says "Go!" to start the race. In easy mode everyone plays as dogs, while in medium it's just you. Poor old Brian says he doesn't know about hard mode because he ran out of money playing *Scud Race* and couldn't afford to find out. Never mind. Thanks again Brian!



Ⓜ This is how Brian from Aberdeen views *GTI Club Rally*.

### HOUSE OF THE DEAD

**Richard James Pheby from Southampton** sent this mysterious tip which may be of use to you if you can decypher its true meaning. "Rescue all hostages you come across and enter a blue bonus room on last chapter on *House Of The Dead*." Who knows?

## WE'RE STUCK!

Dear CVG,

Please could you answer my questions. I would be very, very, very, very happy if you did. Thanks.

1. On *Super Mario 64*, could you please tell me how to do Snowman's Lost His Head on level 4? (Star 5)
  2. On level 6 could you please tell me how to do A-maze-ing Emergency Exit (Star 5)
  3. On level 3 could you please tell me how to do Blast To The Stone Pillar (also Star 5)
- Thanks

CVG:

1. Go to the top of the mountain and you'll find a big snowball on a wooden ledge. Talk to it, then race along the slide to the head at the bottom, making sure you beat the snowball down. Wait by the head and the snowball should hit it and make the snowman's body.
2. Look at the map on the wall before entering the maze, and head for the ledge marked with a blue circle. Go through the door you find and swing along the ceiling to the star.
3. Get in the cannon (after talking to the little pink guy) and fire yourself onto one of the tall spikes poking out of the water. Don't aim too low or Mario won't be able to hang on. Climb to the top and jump your way along onto the ledge with the star.



# FREEPLAY

# FREE ADS

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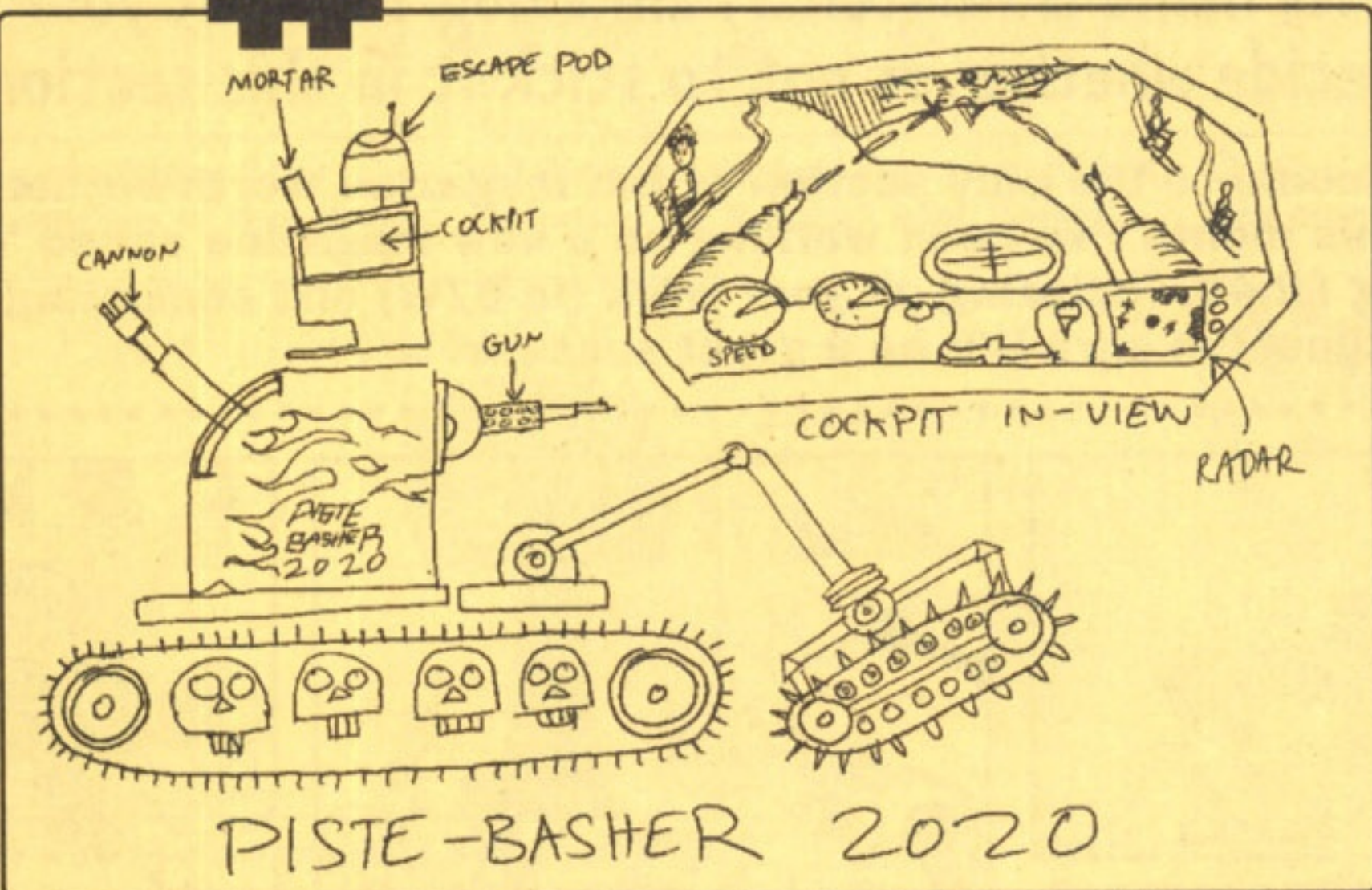


# MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Launched last month, we knew this page would be a smash-hit. Your chance to tell the World your game idea and, by publishing it, copyrighting the concept to you in the process. With the pressure of magazine deadlines though, you've yet to know about Melting Pot as we put this month's section together. Still, office contributions have been overwhelming. So here's a few more of our own ideas, now with added ratings. Plus one from Norway about... *Worms*. Grief.

MELTINGPOT REVEAL YOUR IDEA - FOR THE GREATEST GAME EVER!



PISTE-BASHER 2020

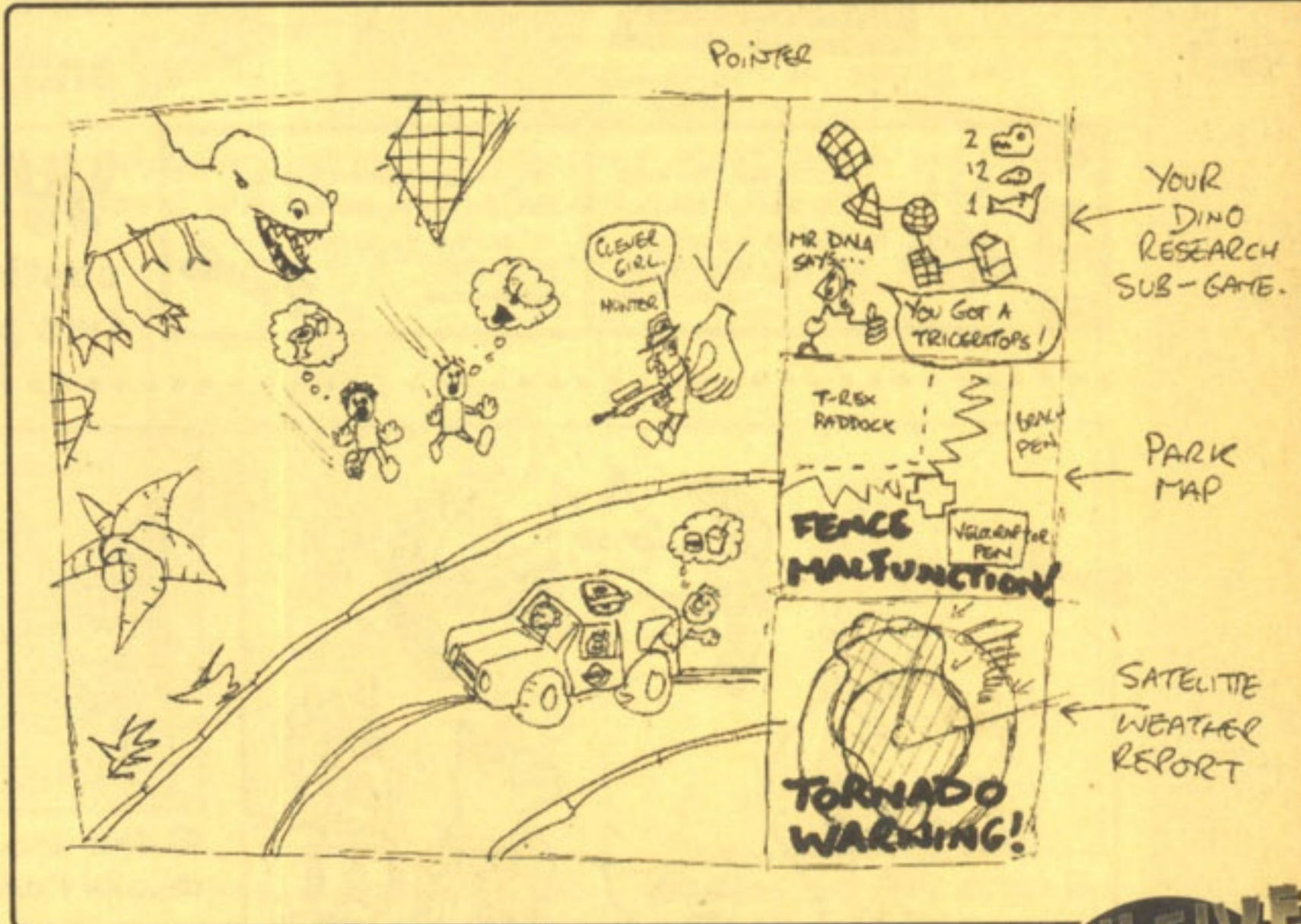
© Tom Cox. NSD Productions.

The game is set in the year 2020. The World is in ruins after the 4th World War. Global Warning has melted all the ice on the poles, but now it has strangely all turned to snow!

The Globe is now divided into territories controlled by fearsome warriors adept at snowboarding, skiing and ice-skating. You are a rookie piste-basher pilot in training for front-line action. Suddenly, the ice-world peace conference is attacked by primitive wookie snowmen and the World is yet again at war. Your

task is to eliminate any enemy tribesmen on skis, but to avoid your own people.

Your view is from the cockpit of a piste-basher. You can control the speed and direction of the vehicle, also the aiming and selection of guns. There are five missions to complete. At the beginning of each mission you're randomly placed in the battle arena. Using the radar, you travel up and down the hilly terrain trying to pick off skiers as they rush past you. When all the enemy skiers are dead you are transferred to the next level.



JURASSIC THEMEPARK

© Tom Guise.

My game is based on Bullfrog's popular *Themepark* game, only this one is filled with the greatest attractions ever - dinosaurs! Starting with your island, you have to build research labs to produce dino DNA. This process isn't automatic. You have to discover different species yourself in a Rubik style sub-game (there are 20 types of dino to discover!). With your first beasties growing, you have to build the park - mow out paddocks, build fences, the visitors' centre, get jeeps, employees, goats etc. When the park opens, you can ship in punters to go on the tour. This is where the fun really kicks in! Aside from all the usual management stuff (cleaning toilets, adding salt to the chips), you also face disasters. Watch the satellite weather map for

hurricanes. These can rip down fences - freeing the monsters to feast on people! Employing hunters and repairing fences can nip this in the bud, but if things get too wild (and the raptors get free), you have to get out! The game then switches to *Cannon Fodder*-style controls, as you lead humans toward the emergency helipad - beyond the grasslands, pterodactyl aviary and volcanic plains! A network option would allow you to send poachers into other players' parks to sabotage their fences and steal their new species. I seriously want to make this game, so Bullfrog, give us a job!



CYBERWORMS 3D

© Bug & Bull. Finnsnes Norway. Me and my friend (my friend and I. Grammar! - CVG) have an idea for a new worms game. We call it

*CyberWorms 3D*. The story goes like this: After an epic battle the worms almost died. However, with new technology they were refitted with mechani-

cal parts returning them to battle as cyborgs. The entire game is 3D, with all the old weapons and some new ones like a laser, rocket pack, flame-thrower, and a tank that will be placed at a random position in each round. You can enter the worms like in *Dungeon Keeper* and get a better aim, distance to target, etc.



PIZZA BOY Vs. the LIVING DEAD

© Alex Huhtala & OmegaGamez. This should have been the true sequel to *Paper Boy*, instead of the rehash we were given all those years ago. In *Pizza Boy*, like the original, you must please the local neighbourhood, but this time by delivering pizzas. At the start and between each level you are working in the pizza parlour, as orders come in you must make the pizzas, in a dough-based reworking of *Burgertime Deluxe*. Once five orders have been taken and made, you're off delivering. On subsequent levels there's an increasing amount of pizzas to deliver. The trusty BMX has been replaced by a shiny new mountain bike, but later levels also see you on roller blades and a skateboard. Working your way up to every pizza boy's dream ride - a scooter. Riding up the street, you must throw pizzas onto the

doorsteps of customers. Hazards to look out for are fireworks, leaking fire hydrants, dogs, tramps, and hordes of the LIVING DEAD! Residents have been trapped in their homes by the marauding zombies, and you must ensure they get their daily pizza. Miss a delivery and on the next level there will be more zombies, as the residents will die of starvation and turn into the living dead. Complete a level and tips from the successful deliveries take you to an item shop, where you can buy weapons for your bicycle. Rocket Launchers, machine guns, glocks and smart bombs are available. Bonus points are scored by destroying zombies. Run out of ammunition and you'll have to resort to wheely-ing the zombies to death.



PREPLAY





Shut up and listen!  
All drawingz must include  
your name (clearly printed on  
the back of your work) to  
stand a chance of being  
shown on my pages!



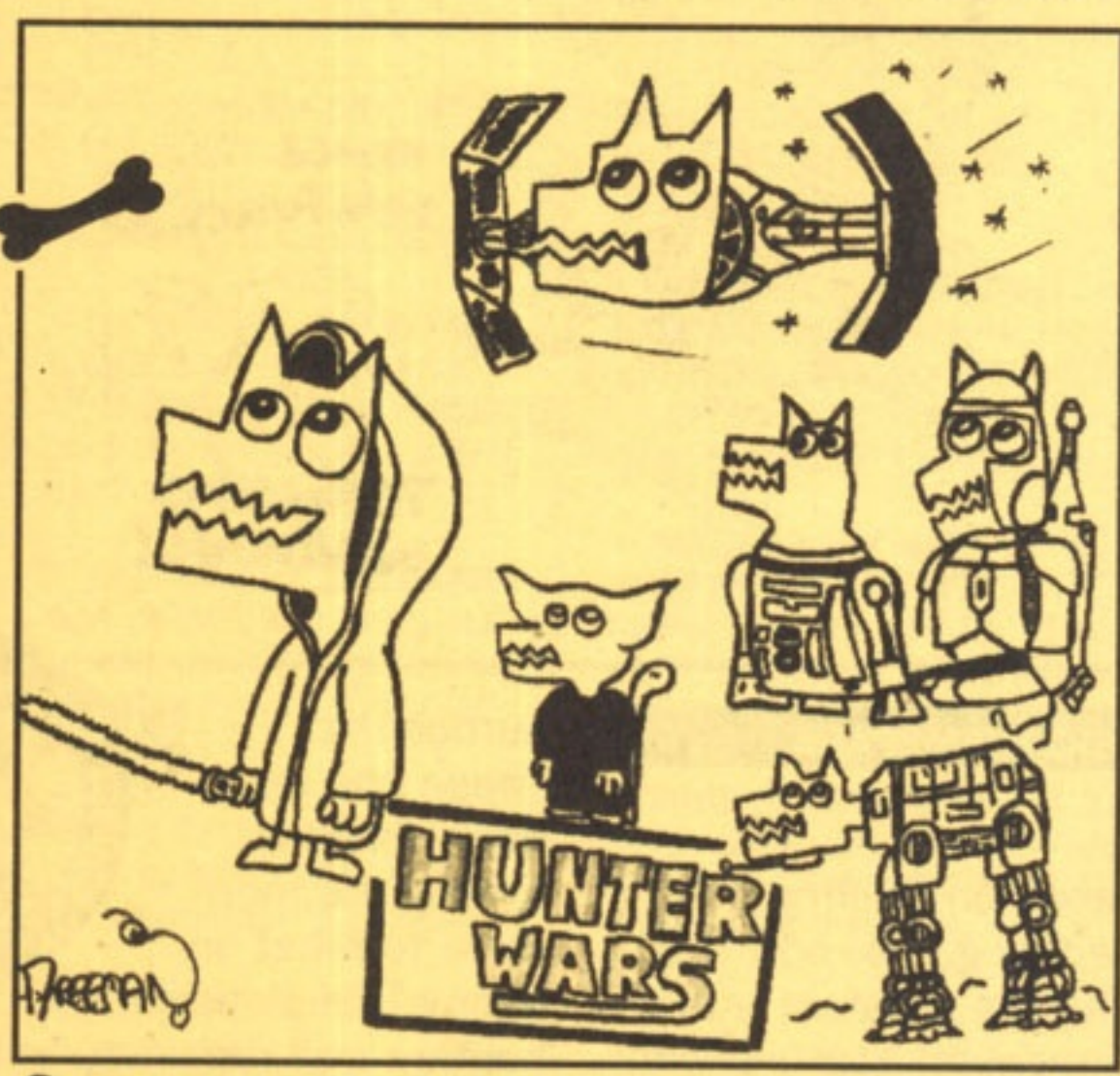
# drawinz Wot you dun

Hello. My name is Hunter.... I am a dog. I look at your work and decide whether or not to stick it in this section.

<b>KEY</b>	 Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. <b>DON'T DO IT!</b>	 Originality, creativity, style, fun, and not copied straight off another magazine. <b>DO IT MORE!</b>

**W**elcome to the only section of the magazine worth bothering with. This month I've been working on a new magazine called 'DWYD', costing £2.49, featuring all your work (in B/W) and consisting of just two pages, I'm sure it'll be a great success!

drawinz  
Wot you dun



① 'Hunter Wars' the third film in a five-part epic. Film shot courtesy of Andy Freeman.



① The God of Drawinz as well, thanks Heather McKenna.



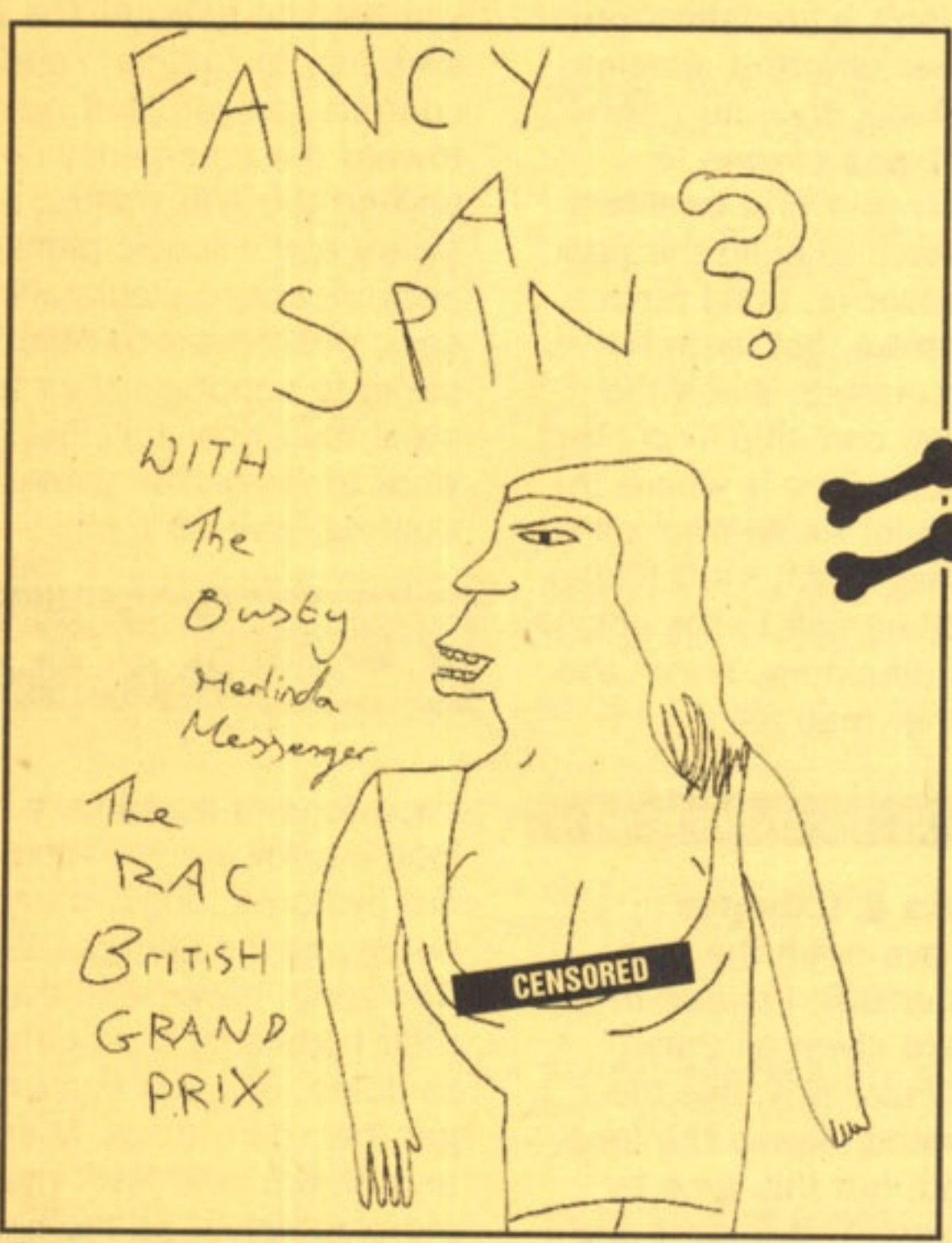
① I don't much like that flabby belly, Gareth Williams.



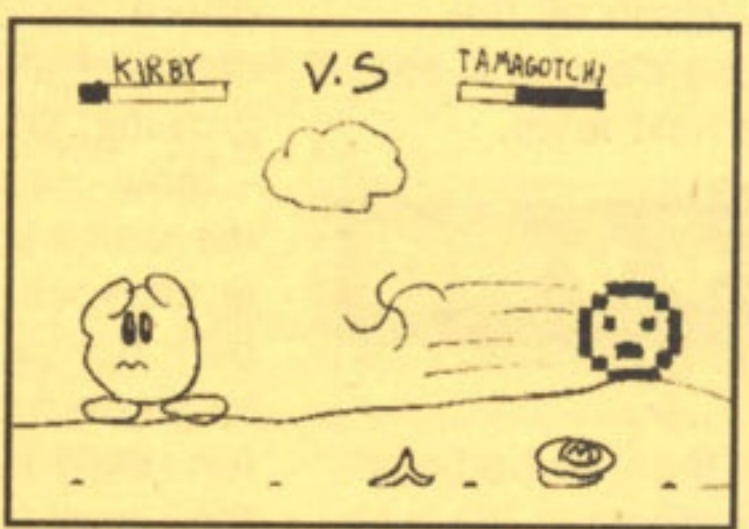
① No more reservation art from our regular illustrator-guru Carl White, we have Riad Uddin. Hooray!



① Ed Lomas is a star! That's a fact. He is also naked. Adam Baxter.



① Yes please, but not with this hideous monster thank you very much Neil Macey.



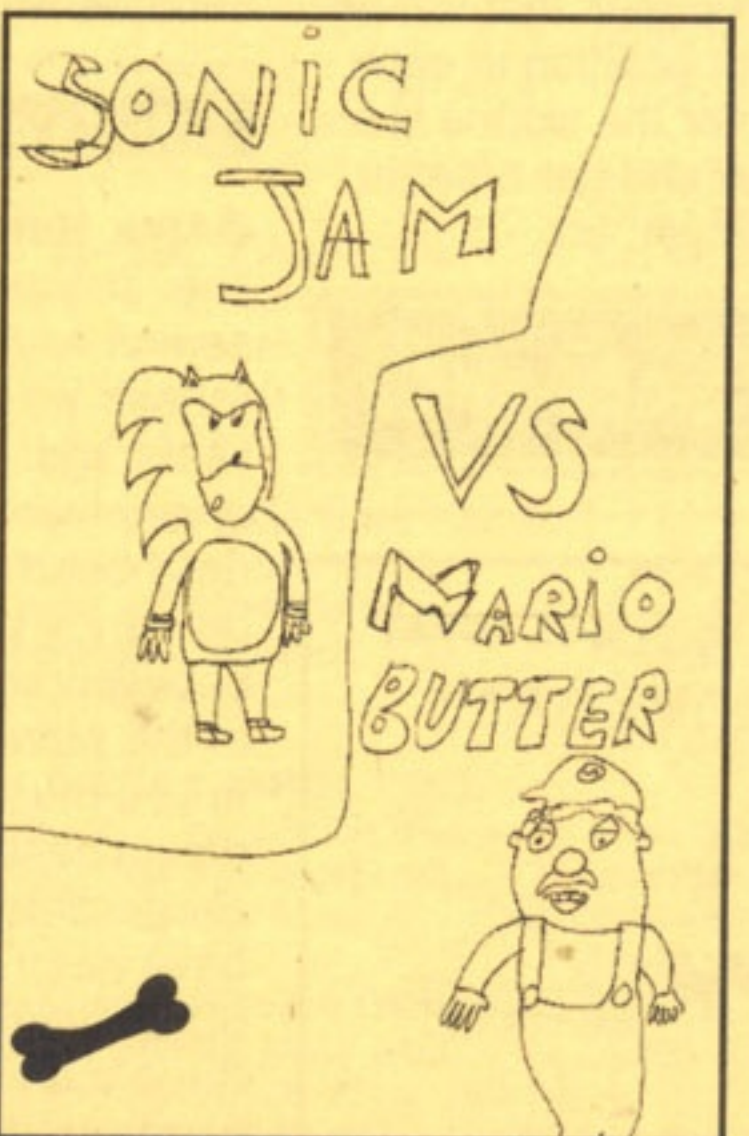
① Eh... Tamagotchis aren't violent. Are they Aaron Roberts?



① More violence than the rest! Thanks to guys like Adam Petruczok.



① Ahh...the lovely Felcia. Relaxing after a hard days scrapping. Sarah Carby.



① CVG office humour has obviously rubbed off on Neil Macey. Thanks your work.



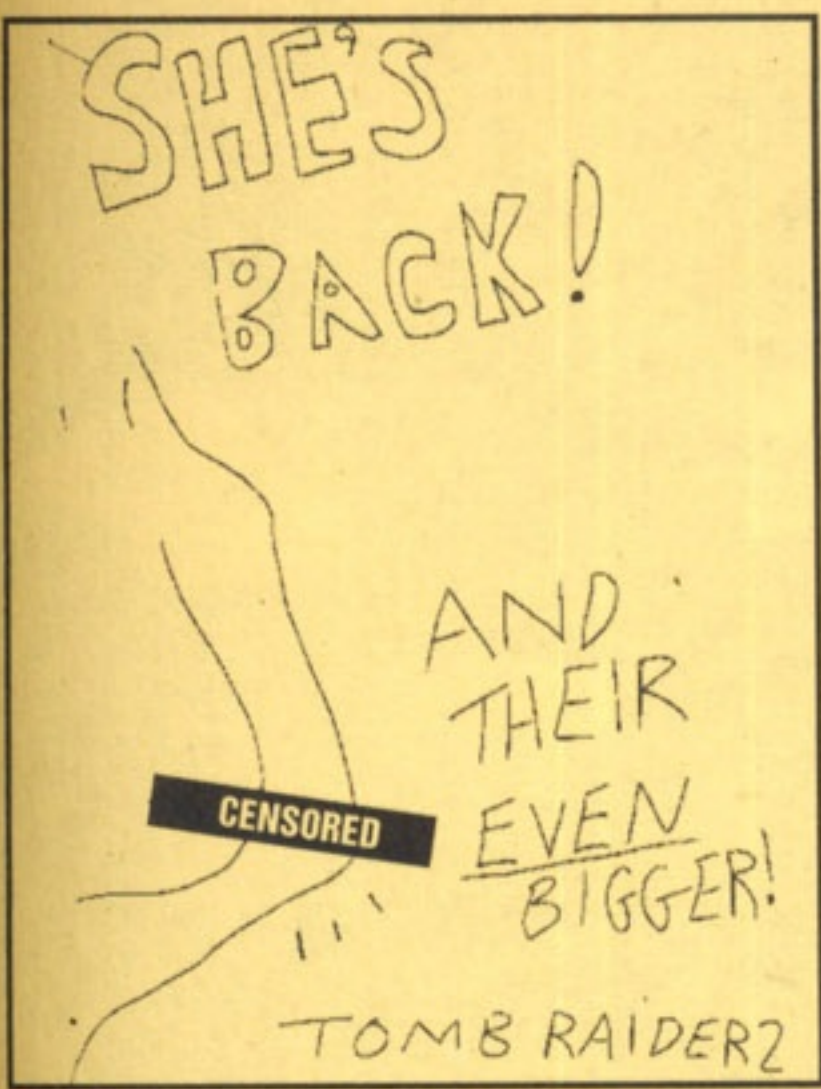
① Clever computer composite courtesy of creator: Ben Whymark, cluk cluk!



① Hunta la vista, baby! I love the 'kill worms' gun and the skulls in this picture. Nice work Aron Glasser, you are cool.

FREEPLAY





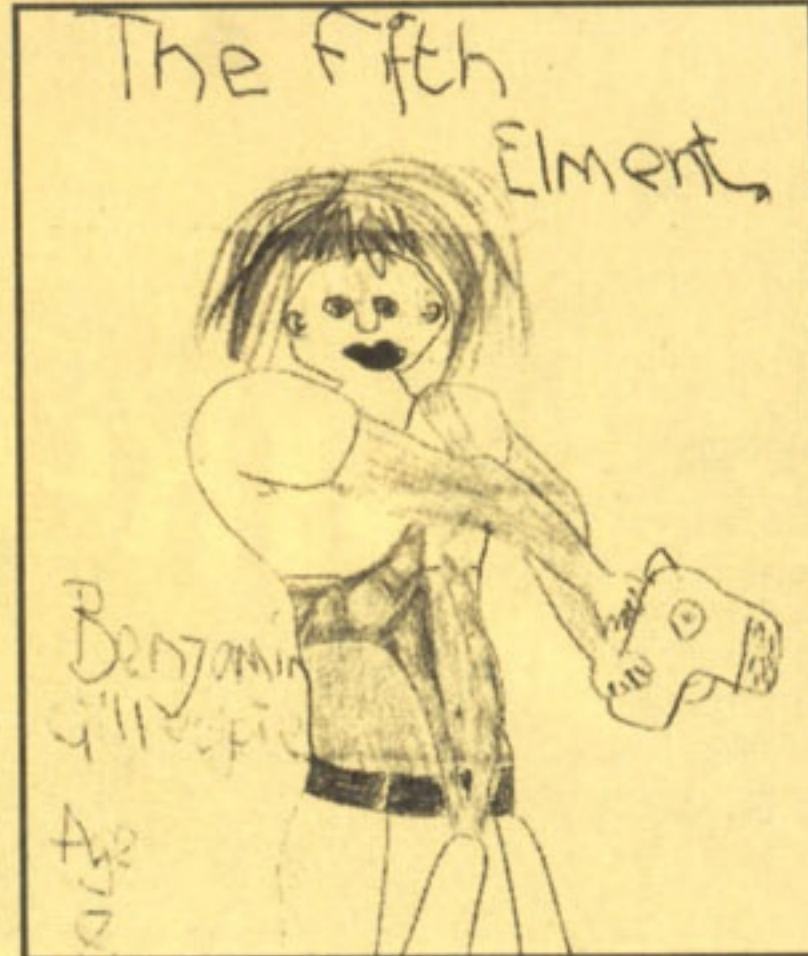
④ Nice piece of official Core advertising courtesy of Neil Macey.



④ Vampire Saviour. One of the 1998 releases on Saturn? Alex Bailey.



④ Nice original idea. One of many this month. Ta David Walmsley.



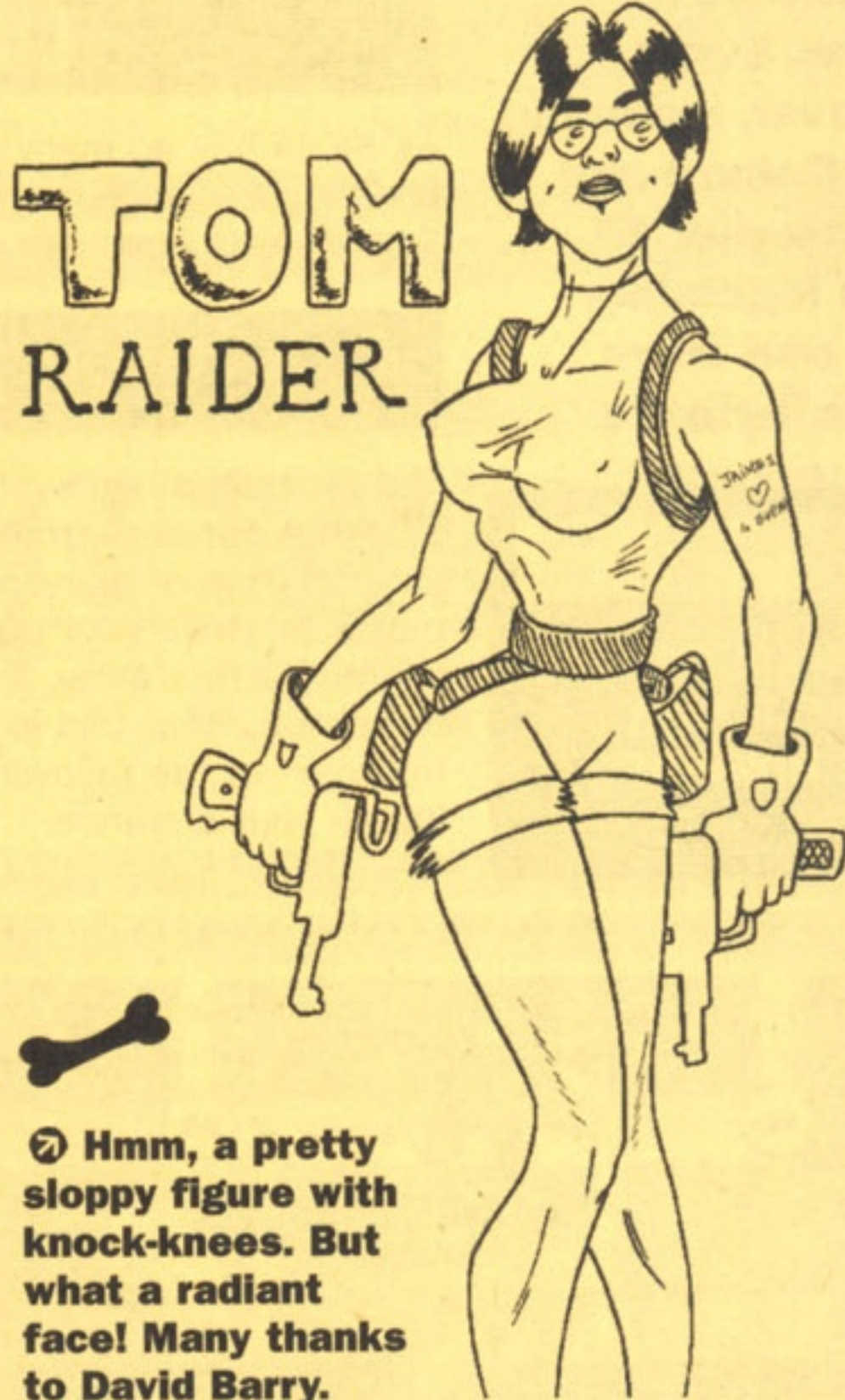
④ Now, I might be wrong but this looks like a drawing from someone older than 8 yrs old. Correct me if I'm wrong Ben!



④ 'Outta ma way zombie scum!' I personally wouldn't give a warning! Thanks Richard Ewins.



④ This isn't a warning it's a promise, and it's exactly what I do each month. Philipa Smith.



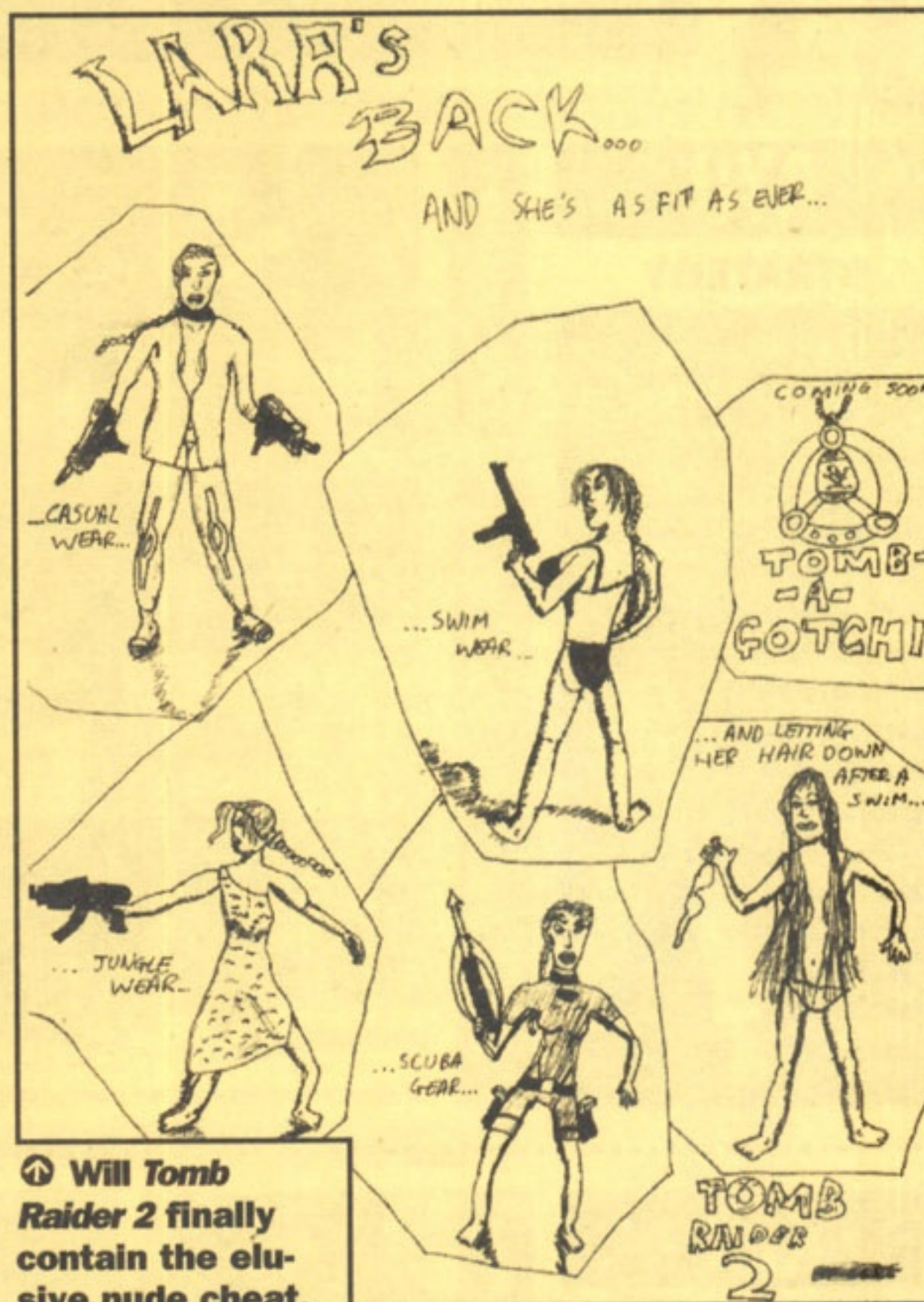
④ Hmm, a pretty sloppy figure with knock-knees. But what a radiant face! Many thanks to David Barry.



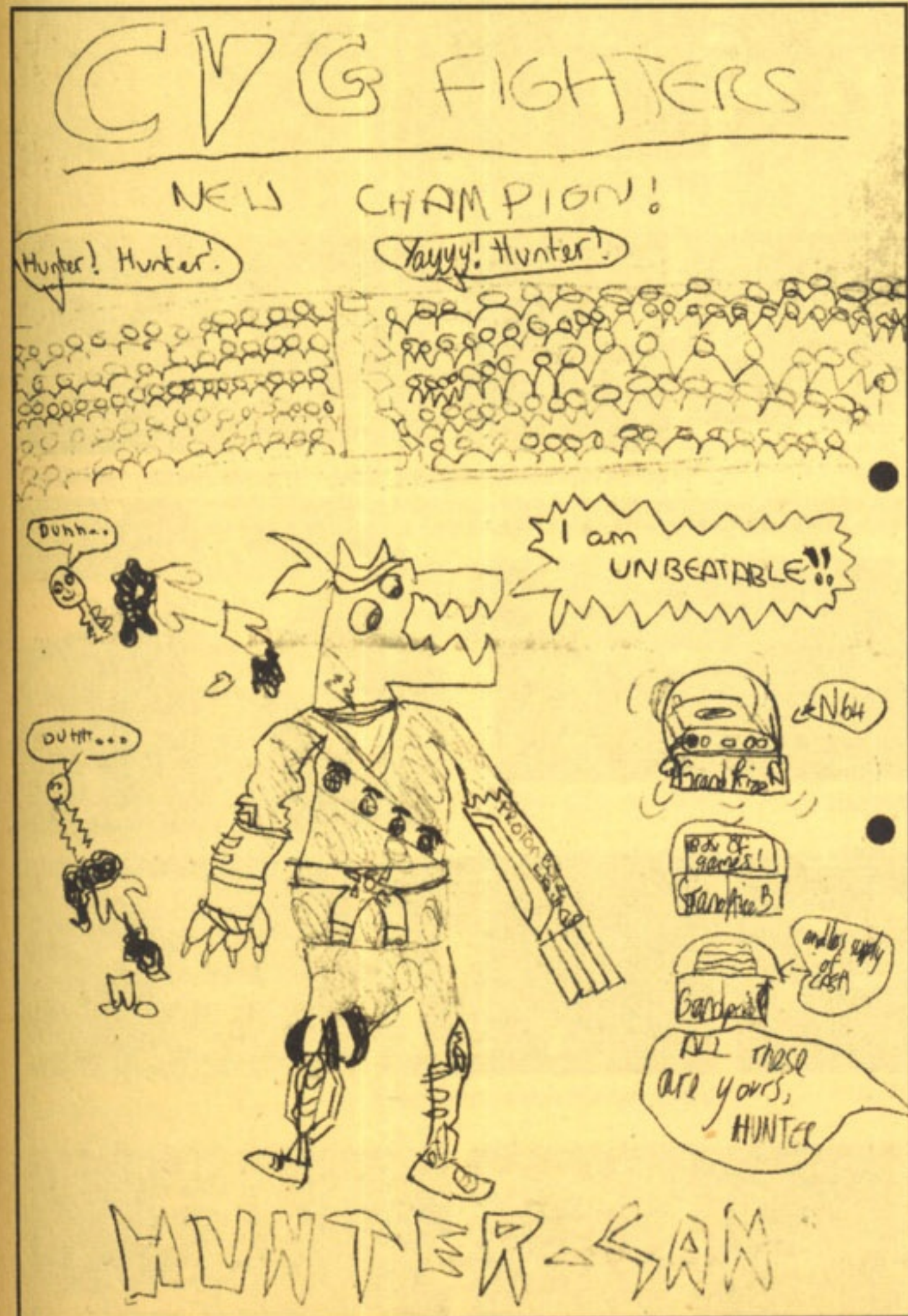
④ How about some art for Parappa 2.



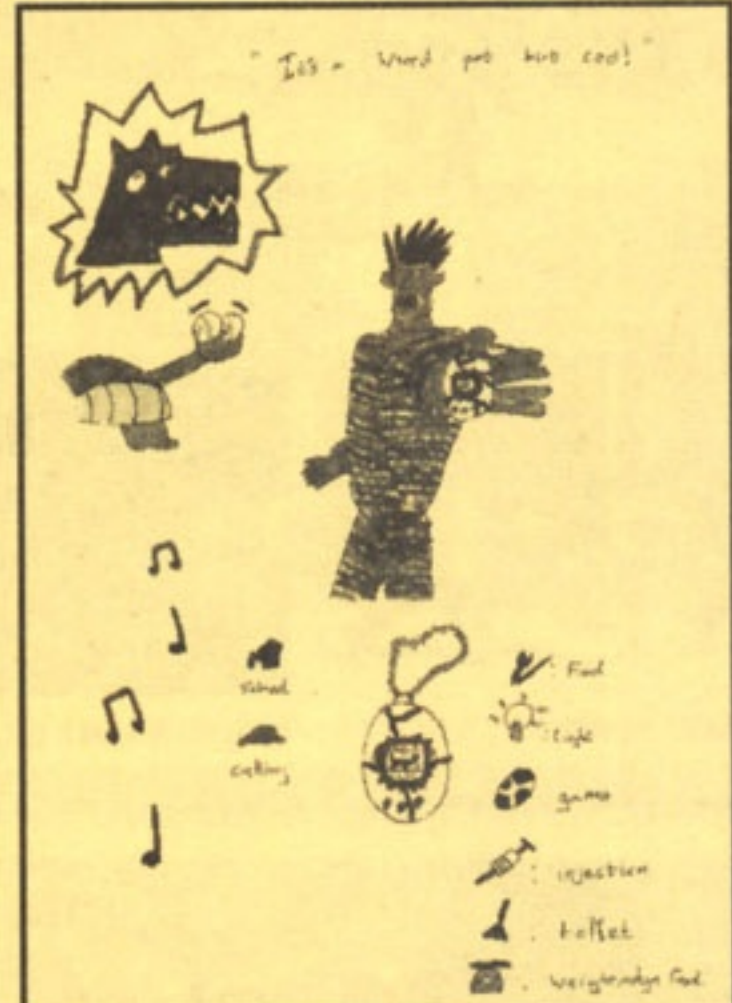
④ Nice original artwork from Michael Watson.



④ Will Tomb Raider 2 finally contain the elusive nude cheat. Andrew Robeson hopes so.



④ Another self-gratifying picture of me, this time in my casual fighting gear. Paul Morr is the one to thank for this.



④ More Tamagotchi art, this one from Sir Nonamebackkon.



④ One of many pieces of Tamagotchi artwork this month. This one from Gary Lloyd. Great!



④ Res' Evil certainly is a popular game. It's got blood and everything. Gregory Cronin.



④ I had to squeeze this one in. Hunter-Gotchi from Gary Lloyd.

Send 'em in to:

drawinz  
not you dun

CVG, Emap Images,  
37-38 Millharbour,  
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'

drawingz  
not you dun

FREEPLAY



# STREET FIGHTER plus α



## STREET FIGHTER EX PLUS ALPHA GUIDE

**S**treet Fighter EX Plus Alpha is one of the best arcade to home conversions of all time. Every minute detail has been being ported over, including all 21 characters plus PlayStation originals, Sakura and Dhalsim. Having spent the past few weeks playing SF EX, what better game could there be for the legendary CVG play guide treatment? Besides, we can use more characters than just Ryu and Ken. Akuma for instance.

### CHARACTER OVERLOAD

As SF EX has so many characters, it isn't possible to fit all 23 fighters into one player's guide, so we've taken the most popular characters used in English AND Japanese arcades and broken them down for you.

### RANGE

The jumping range system in EX is similar to SF3 (but different from Alpha's), so if you jump in from a near position it's best to use a punch to strike your opponent. If you're slightly further away, a flying kick does a better job. Bear this in mind and alter the first part of the following combos depending on your distance.



#### KEY

- P - PUNCH
- K - KICK
- A - AWAY
- T - TOWARDS
- QCT - QUARTER CIRCLE TOWARDS
- QCA - QUARTER CIRCLE AWAY
- HCT - HALF CIRCLE TOWARDS



### RYU

#### STRATEGY

As Super Combos aren't that effective in chiselling away an opponent's energy in EX, Ryu now plays more like the SF3 version than the Alpha series edition. Play conservatively and when there's an opening, punish your opponent with your most damaging combo.



REGULAR COMBO



LEVEL 1 SUPER COMBO



LEVEL 3 SUPER COMBO



### KEN

#### STRATEGY

Ken also handles differently now, as his Dragon Punch is toned down and now ineffective against jumping opponents. Ken's Super Cancels are much easier to perform than Ryu's - something to take advantage of. Don't feel demoralised if your Super Combo misses, as punishing falling opponents is far more difficult in EX. Unless your opponent has an aerial Super Combo, that is.

REGULAR COMBO



LEVEL 1 SUPER COMBO



LEVEL 3 SUPER COMBO





# GOUKI

## STRATEGY

One of the most interesting characters in the game because he has so many Super Combos to Super Cancel with. Controlling the pace of the fight is very important in EX and with Gouki it's a cinch, as he can adopt both the conservative way of Ryu and Ken's more up-beat style. And if things are going very badly, there's always the aerial fireball...



**REGULAR COMBO** JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL

**REGULAR COMBO 2**  
 AERIAL FIREBALL → D+MEDIUM K (IN MID AIR) → MEDIUM SWEEP → FIREBALL

**LEVEL 1 SUPER COMBO**  
 JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCA X2 +P) OR SUPER DRAGON PUNCH (QCT X2+P)

**LEVEL 3 SUPER COMBO**  
 JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCA X2+P) → SUPER DRAGON PUNCH (QCT X2+P) → SUPER FIREBALL (QCA X2+P)

**LEVEL 3 SUPER COMBO** AERIAL SUPER FIREBALL (QCT X2+P IN MID-AIR) + D+MEDIUM K (IN MID-AIR) + MEDIUM SWEEP + HADOKEN + MESATU GOHADO (QCA X2+P) + SUPER DRAGON (QCT X2+P)



# ALLEN SCHNEIDER

## STRATEGY

Allen shares the same moves as Ryu in that he has a fireball and a Dragon punch. However, he also has another special move that really sets him apart - the Justice Fist. The Justice Fist when used in a combo can be truly devastating, but should you miss, the recovery time is painfully long.



**REGULAR COMBO** JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL

**LEVEL 1 SUPER COMBO**  
 JUMPING STRONG PUNCH → MEDIUM SWEEP → JUSTICE FIST OR FIREBALL → FIRE FORCE (QCT X2+P)

**LEVEL 3 SUPER COMBO** JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL + FIRE FORCE (QCT X2+P) + TRIPLE BREAK (QCT X2+K) + FIRE FORCE (QCT X2+P)

Perhaps the most awe-inspiring combo in the game and definitely does the most damage (drains 1 full energy bar!). Even though the combo uses up 4 gauge bars, it is possible as the Super Combo gauge refills 1 full block during the combo! The key lies in timing the second Justice Fist to hit your opponent as they fall from the Triple Break.

**LEVEL 2 SUPER COMBO 2**  
 GUARD BREAK (STRONG P+K) → JUMPING STRONG KICK → MEDIUM SWEEP → JUSTICE FIST → TRIPLE BREAK (QCT X2+K)

**LEVEL 3 SUPER COMBO**  
 JUSTICE FIST → FIRE FORCE (QCT X2+P) → TRIPLE BREAK (QCT X2+K) → JUSTICE FIST

# BLAIR

## STRATEGY

One of the more accessible characters in the game. Blair's primary attack is her sliding throw, which can also be used to avoid projectile attacks (her slide can even be performed after you see the projectile launch and is guaranteed to hit your assailant). Her Level 3 Super Combos are very easy to do, but to get the best results, wait until the last strike of each Super Combo before Super Cancelling into the next.

**REGULAR COMBO** JUMPING STRONG PUNCH + MEDIUM SWEEP + SLIDE (QCT +K)

**LEVEL 1 SUPER COMBO**  
 JUMPING STRONG PUNCH → MEDIUM SWEEP → SHOOT KICK (QCA +K) → SPIN SIDE SHOT (QCT X2+K)

**LEVEL 3 SUPER COMBO**  
 JUMPING STRONG PUNCH → MEDIUM SWEEP → SHOOT KICK (QCA +K) → SPIN SIDE SHOT (QCT X2+K) → MIRAGE COMBO KICK (QCT +P) → SPIN SIDE SHOT (QCT X2+K)





# GUILE

## STRATEGY

Guile remains pretty much unchanged since his last outing in SSF Turbo, with the exception of his Super Combos. As his Sonic Boom is fast to launch and has very little recovery time, use it very often. However his dreaded medium sweep has been shortened so the usual sweep/Sonic Boom/Somersault tactic is not as effective in EX. Still a very good choice.

REGULAR COMBO



JUMPING STRONG PUNCH

MEDIUM CROUCHING PUNCH

SONIC BOOM



LEVEL 1 SUPER COMBO



JUMPING STRONG PUNCH

MEDIUM CROUCHING PUNCH

SONIC BOOM

OPENING GAMBIT (CHARGE A, T, A, T+P)

LEVEL 3 SUPER COMBO

JUMPING STRONG PUNCH + MEDIUM CROUCHING PUNCH + SONIC BOOM + OPENING GAMBIT (CHARGE A, T, A, T+P) + DOUBLE SOMERSAULT KICK (CHARGE D+A, D+T, D+A, U+T+K)

# D.DARK

## STRATEGY

Though he shares moves similar to Ken, our D.Dark has a different style from the Burning Red all together. By using the Dark Wire in conjunction with the EXplosive, D.Dark can be a very tricky customer to attack effectively.

REGULAR COMBO



JUMPING STRONG PUNCH

MEDIUM SWEEP

DARK WIRE (QCT+P) IF THE WIRE HITS, PRESS AWAY AND THEN KILL BLADE (DRAGON PUNCH MOTION)

LEVEL 1 SUPER COMBO



EXPLOSIVE (QCT+K)

WHEN OPPONENT STEPS ON THE MINE, DARK WIRE (QCT+P)

DARK SPARK (WHILE THE WIRE IS STILL ATTACHED TO YOUR OPPONENT, P)

DARK SHACKLE (QCT X2+K)

# CHUN LI

## STRATEGY

What Chun Li lacks in effective 2-in-1 special moves, she makes up for in speed and air superiority. As in SF2 she has phenomenal jump power and this is the way to find a gap in your opponent's defence. But you must learn the range and limits of her jumps, otherwise Chun Li will be a sitting duck for any character with a Dragon Punch-like move.

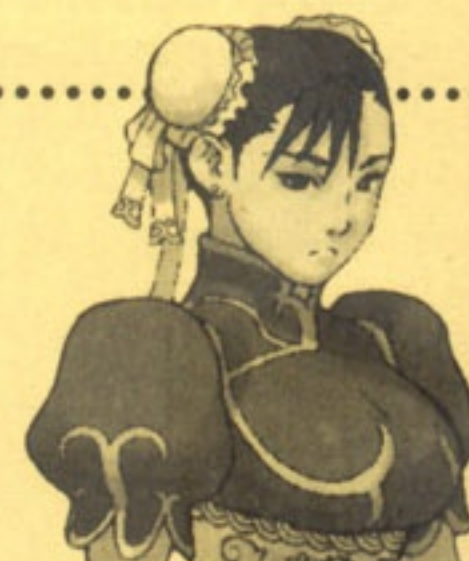
REGULAR COMBO



JUMPING STRONG PUNCH

MEDIUM SWEEP

SPINNING BIRD KICK



LEVEL 2 SUPER COMBO



JUMPING STRONG PUNCH

MEDIUM SWEEP

SPINNING BIRD KICK

SUPER FIREBALL (QCT X2+P)

THOUSAND RENDING KICKS (QCT X2+K)

# C.JACK

## STRATEGY

Though C Jack has the same charge style special moves, the timing for his 2-in-1s are very different. By delaying the away-towards motion for a fraction of a second, his specials should combine with regular attacks for a 2-in-1. But the Super Cancelling requires the lightning fast thumb slides of Guile's Super Combos. Doh!

REGULAR COMBO



JUMPING STRONG PUNCH

MEDIUM PUNCH

DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P)

LEVEL 3 SUPER COMBO

GUARD BREAK (STRONG P+K) + JUMPING PUNCH + MEDIUM PUNCH + DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P) + CRAZY JACK (CHARGE A, T, A, T+P) + HOMERUN HERO (QCA X2+P) + BATTING HERO (HCT)

# KAIRI

## STRATEGY

Kairi is very similar to Ryu/Ken and all their regular combos are possible as well as Ryu's Level 1 Super Combo. Where he differs however, is when the SC gauge is stocked to the max and Kairi can use his most damaging combo. Similarities to Ryu aside, Kairi is definitely worth learning as his Super Cancelling action is top class.

LEVEL 3 SUPER COMBO



JUMPING STRONG PUNCH

MEDIUM SWEEP

HADOKEN

AERIAL FIREBALL (QCA X2+P)

SUPER FIREBALL IN MID AIR (QCT X2+P)

DIVING KICK (QCT X2+K)



## SECRET CHALLENGERS

Not so much secret characters as they are immediately selectable, Gouki and Garuda will come into the game and challenge you should you do the following.

### GOUKI

The original secret challenger from *SSF Turbo*, Gouki makes his usual dramatic entrance by Fire Crackering Vega at the beginning of the round. As long as you don't lose a round up to the ninth fight, Gouki should be your 10th opponent. But unlike *SSF Turbo*, *EX* Gouki is far easier to beat and he doesn't always punish mistakes.

### GARUDA

Garuda is much harder to lure into combat as his requirements are many.

1. You must achieve 2 Perfect finishes.
2. Finish 3 rounds with Super Combo finishes.
3. You must do at least a Level 3 Super Combo during the game.
4. Do at least a combo of 8 hits (12 hits with Chun Li) 3 times during the game.
5. All this has to be done in one credit.

A much tougher customer than Gouki, patience and perfection is what you need to beat Garuda. Just don't try anything fancy!

## THE SF2 BARREL-BREAKING BONUS STAGE

The beloved Barrel Bonus Stage is back in glorious 3D!!! Sounds too good to be true? Complete all of the Expert Practice Mode tasks and the Barrel Stage will appear on the task count screen and will be yours to forever enjoy.



Ⓢ Destroy every single one of the barrels that rolls on to get a "perfect". Plus a special reward!



Ⓢ See if you can work out how to get a perfect 10 out of 10 score with Skullo's gymnastic display.

## SKULLOMANIA FAN CLUB

Gouki and Garuda maybe the secret boss characters of the game, but Skullomania wins hands down when it comes to in-game secrets.

## UNITED COLOURS OF SKULLOMANIA

While all the other characters in the game have a choice of 3 different colours, Skullo has 6 for the player to choose from. Each of the 6 attack buttons has a different colour assigned to it.

## FIRE CRACKER VARIATIONS

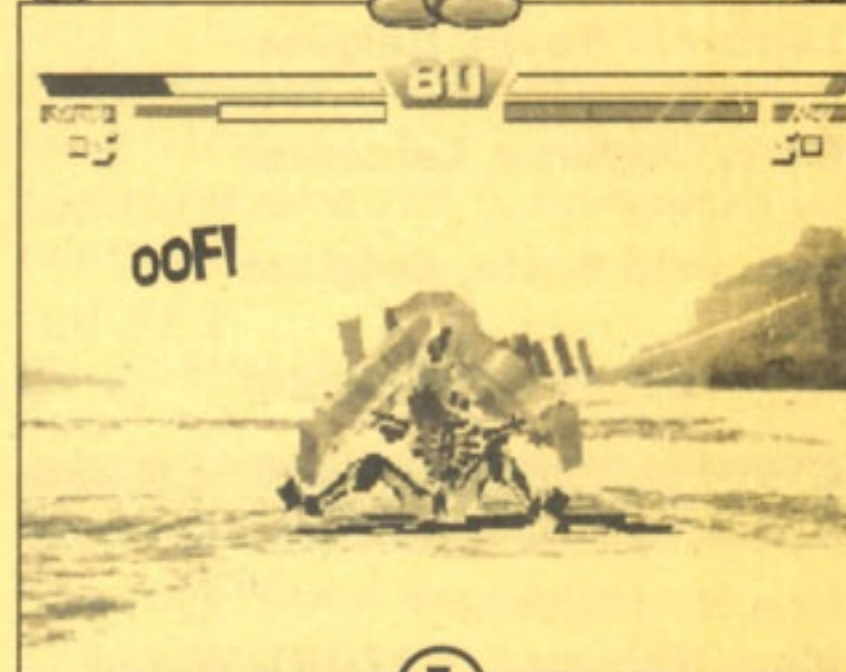
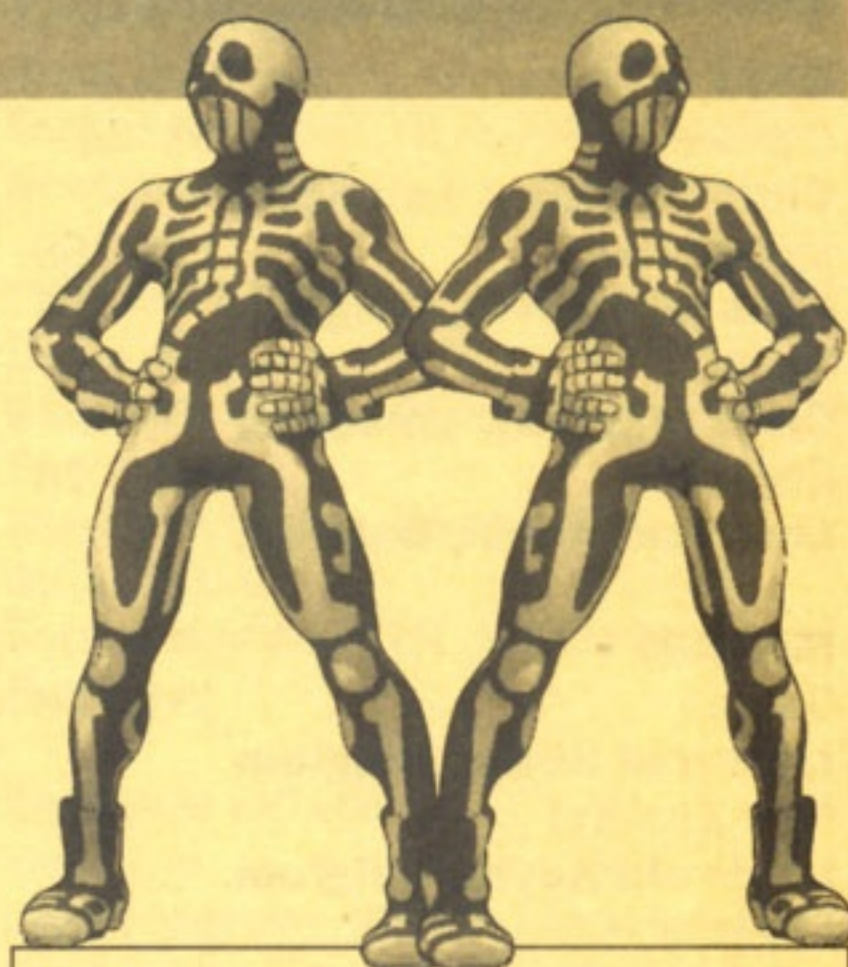
If you think Gouki's Fire Cracker was cool, wait until you see Skullo's two different Fire Cracker variations. To see his first variation, enter the FC command as usual and when his body flashes blue, hold down weak punch, medium kick and down. Keep them held throughout his FC routine.

For the second, begin the FC as the other variation, but when the screen changes to the actual FC, with weak punch and medium kick held down, press left, right, right, down, left. Try to press each D-pad command as the screen changes pictures. For example, when the first screen change occurs, press left, and when it changes again, press right and so on. It's tough but it's worth it to see Skullo do his Ultraman-esque beam attack!

## STREET FIGHTER OLYMPIC EDITION



By holding down weak punch, medium kick, strong punch, and down after Skullomania's Skullo Tokachev or C Jack's Batting Hero/Soccer Ball kick, a little sporting oddity occurs. With the Tokachev, a points counter will appear in the bottom right hand corner and Skullo will be judged on his gymnastic abilities. Manage to achieve 10.00 and an invisible crowd will applaud and a 'BRAVO' will show above the timer. With C.Jack's Batting Hero/Soccer Ball Kick, a little Japanese text will appear in the same corner and indicate that you've scored 1 point or if it's an especially good strike, a homerun!!



Ⓢ Every hit of Skullo's hidden "firecracker" is to the nuts of the other character! Awesome move!





# FREEPLAY

# HIGH SCORES

**We want to know who are the best gamers in the World. We already know that all of them read CVG, so we want your highest scores to print here in FreePlay.** Take a new game, get brilliant at it and send us your best score on a piece of paper or shaven animal. Keep some proof of the score in case we ask for it, either as a video, photograph or saved game. Also include the three-digit "tag" name you enter whenever you get a high score so that everyone else can look out for your mark at the arcades. Stop wasting gaming time - get to it!

## HIGH SCORES, CVG,

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

### V-RALLY (PLAYSTATION)

#### EASY

Corsica	55"84
<b>Chris Maybray, Leicester</b>	
Indonesia	1'00"88
<b>Loosveld Kevin, Belgium</b>	
Spain	59"48
<b>Chris Maybray, Leicester</b>	
England	1'12"24
<b>Loosveld Kevin, Belgium</b>	

#### MEDIUM

Safari	1'03"48
<b>Loosveld Kevin, Belgium</b>	
New Zealand	1'27"00
<b>Loosveld Kevin, Belgium</b>	
England	1'01"76
<b>Loosveld Kevin, Belgium</b>	
Corsica	58"52
<b>Chris Maybray, Leicester</b>	
Indonesia	1'05"44
<b>Loosveld Kevin, Belgium</b>	
Alps	1'18"92
<b>Loosveld Kevin, Belgium</b>	

### DESTRUCTION DERBY 2 (PLAYSTATION)

Pine Hills Raceway	22"79
<b>Mark Rainford (RAZOR), Wigan</b>	
Chalk Canyon	49"90
<b>Mark Rainford (RAZOR), Wigan</b>	
SCA Motorplex	37"83
<b>Mark Rainford (RAZOR), Wigan</b>	
CAPRIO COUNTY RACEWAY	21"51
<b>Mark Rainford (RAZOR), Wigan</b>	
BLACK SAIL VALLEY	31"19
<b>Mark Rainford (RAZOR), Wigan</b>	
LIBERTY CITY	22"07
<b>Mark Rainford (RAZOR), Wigan</b>	
ULTIMATE DESTRUCTION	32"63
<b>Mark Rainford (RAZOR), Wigan</b>	

### RESIDENT EVIL (PLAYSTATION)

Game Complete	01:40'03
<b>Alex Haas, Holland</b>	
Game Complete (with Rocket Launcher)	01:24'29
<b>Michael Lai, Liverpool</b>	

### SOUL BLADE (PLAYSTATION)

Arcade Mode	0'19"16 (Voldo)
<b>Matthew Hopkins (MAT), Crewe</b>	
Special Weapon Survival Mode	
474 wins	(Rock)
<b>Kinkyue Yeung (KIN), London</b>	



⚠ This is getting a bit excessive, don't you think? Playing to 474 wins must have taken hours!

### RAGE RACER (PLAYSTATION)

#### MYTHICAL COAST

Best Lap	0'49"334
<b>Kevin Mackay, Malta</b>	
Best Race	2'33"351
<b>Kuljeet Chauhan, Southall</b>	

#### MYTHICAL COAST REVERSE

Best Lap	0'48"871
<b>Michael Lai, Liverpool</b>	
Best Race	2'30"246
<b>Michael Lai, Liverpool</b>	

#### OVERPASS CITY

Best Lap	1'12"717
<b>Kuljeet Chauhan, Southall</b>	
Best Race	3'45"864
<b>Kuljeet Chauhan, Southall</b>	

#### OVERPASS CITY REVERSE

Best Lap	1'11"979
<b>Miroslav Jeftic (M.J), Ruma, Yugoslavia</b>	
Best Race	3'41"441
<b>Miroslav Jeftic (M.J), Ruma, Yugoslavia</b>	

#### LAKESIDE GATE

Best Lap	1'03"713
<b>Michael Lai, Liverpool</b>	
Best Race	3'18"552
<b>Michael Lai, Liverpool</b>	

#### LAKESIDE GATE REVERSE

Best Lap	1'09"995
<b>Michael Lai, Liverpool</b>	
Best Race	3'34"983
<b>Michael Lai, Liverpool</b>	

#### EXTREME OVAL

Best Lap	0'20"360
<b>Palvinder Singh (GUGGIE), Bradford</b>	
Best Race	2'06"220
<b>Adi Wells, York</b>	

#### EXTREME OVAL REVERSE

Best Lap	0'21"254
<b>Steve Edwards, Maidstone</b>	
Best Race	2'11"242
<b>Michael Jamieson (MDJ), Scotland</b>	

### TEKKEN 2 (PLAYSTATION)

117 Wins	(Lei Wulong)
<b>Arjun Singh Panejar, Games Domain</b>	

Time Attack	1'38"26 (Lee Chao Lan)
<b>Paul Powell (POW), Pontypridd</b>	

### WIPEOUT 2097 (PLAYSTATION)

Phantom Class Times

#### TALON'S REACH

Best Lap	0'17"1
<b>Thomas Darbyshire, Lancashire</b>	
Best Race	1'30"8
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	

#### SAGARMATHA

Best Lap	0'17"4
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	
Best Race	1'33"8
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	

#### VALPARAISO

Best Lap	0'29"4
<b>Graham Ndebele (TGN), Tyne &amp; Wear</b>	
Best Race	2'40"9
<b>Thomas Darbyshire, Lancashire</b>	

#### PHENITIA PARK

Best Lap	0'27"0
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	
Best Race	2'25"3
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	

#### GARE D'EUROPA

Best Lap	0'31"7
<b>Graham Ndebele (TGN), Tyne &amp; Wear</b>	
Best Race	2'45"1
<b>Graham Ndebele (TGN), Tyne &amp; Wear</b>	

#### ODESSA KEYS

Best Lap	0'31"2
<b>Graham Ndebele (TGN), Tyne &amp; Wear</b>	
Best Race	2'49"7
<b>Thomas Darbyshire, Lancashire</b>	

#### VOSTOK ISLAND

Best Lap	0'30"4
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	
Best Race	2'40"9
<b>Revo Jaansoo &amp; Toomas Veeber (XL), Amsterdam</b>	

#### SPILSKINANKE

Best Lap	0'25"5
<b>Thomas Darbyshire, Lancashire</b>	
Best Race	2'16"6
<b>Thomas Darbyshire, Lancashire</b>	

### MARVEL SUPER HEROES (IMPORT SATURN)

Best Score	1,632,800
(Iron Man)	
<b>Stephen Wake, Doncaster</b>	
Best Time	16"81
(Juggernaut)	
<b>Stephen Wake, Doncaster</b>	

### SONIC JAM (SATURN)

#### SONIC THE HEDGEHOG 1

(Time Attack)	
Green Hill Zone 1	25"91
<b>Nathan White (NAT), London</b>	
Green Hill Zone 2	17"71
<b>Nathan White (NAT), London</b>	

### SEGA RALLY (SATURN)

Still going strong.

#### DESERT

Best Lap	0'49"51
<b>Andy Beeching, East Sussex</b>	
Best Race	2'30"78
<b>Andy Beeching, East Sussex</b>	

#### FOREST

Best Lap	1'09"60
<b>Andy Beeching, East Sussex</b>	
Best Race	3'32"85
<b>Andy Beeching, East Sussex</b>	

#### MOUNTAIN

Best Lap	1'05"15
<b>Andy Beeching, East Sussex</b>	
Best Race	3'17"76
<b>Andy Beeching, East Sussex</b>	

#### LAKESIDE

Best Lap	1'06"10
<b>Andy Beeching, East Sussex</b>	
Best Race	3'21"59
<b>Andy Beeching, East Sussex</b>	

### SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds

**Sarah Cabry (GEM), Sheffield**

### SATURN BOMBERMAN (SATURN)

Master Game completed 305860

**Richard La Ruina (RIK), Cambridge**

### VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used) 6'33"35

**Romeo Mazzei (R.M), Amsterdam**

### MANX TT (SATURN)

#### LAXEY COAST

Best Lap	0'52"84
<b>Steve Lyth, Whitby</b>	
Best Race	2'43"80
<b>Andy Beeching, East Sussex</b>	

#### TT COURSE

Best Lap	1'05"48
<b>Andy Beeching, East Sussex</b>	
Best Race	3'19"36
<b>Andy Beeching, East Sussex</b>	

#### LAXEY COAST REVERSE MIRROR

Best Lap	0'52"84
<b>Andy Beeching, East Sussex</b>	
Best Race	2'43"28
<b>Andy Beeching, East Sussex</b>	

#### TT COURSE REVERSE MIRROR

Best Lap	1'03"56
<b>Andy Beeching, East Sussex</b>	
Best Race	3'18"72
<b>Andy Beeching, East Sussex</b>	

HIGH SCORES

FREEPLAY



**VIRTUA COP 2 (SATURN)**

Virtua Cop 1 Mode  
Rank 1 14,501,900  
**Craig Paton (CWP), Glasgow**

**FIGHTERS MEGAMIX (SATURN)**

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 25 Wins  
**Themis Bakas (ACE), Nunhead**  
7 Mins, Rentahero 49 Wins  
**John Thompson (JON), Leyland**  
15 Mins, Rentahero 111 Wins  
**Jim Grant (JIM), Isle of Wight**

**CHRISTMAS NIGHTS (SATURN)**

9999+ Link Attack  
**Nathan White (NAT), London**  
0'08"632 Time Attack  
**Themis Bakas (ACE), Nunhead**

SONIC INTO DREAMS  
Level and boss complete 4'01"226  
**Ryan Carline (RYE), Chester**

**NIGHTS (SATURN)**

Puffy beaten with 102 remaining  
**Brian Lelas (GMB)**  
Reala beaten with 107 remaining  
**William Curley, Surrey**  
Jackle beaten with 104 remaining  
**Ruverne Latchanna, South Africa**  
Wizeman beaten with 78 remaining  
**Nathan White (NAT), London**  
Gillwing beaten with 109 remaining  
**Themis Bakas (ACE), Nunhead**  
Gulpo beaten with 107 remaining  
**Brian Lelas (GMB)**  
Clawz beaten with 100 remaining  
**Nathan White (NAT), London**

351 Link (Spring Valley 1)  
**Tom Russon (awaiting evidence)**  
93030 Points (Spring Valley 1)  
**Tom Russon (awaiting evidence)**  
666960 Points (Spring Valley)  
**Nathan White (NAT), London**

326 Link (Mystic Forest 1)  
**Nathan White (NAT), London**  
565420 (Mystic Forest)  
**Nathan White (NAT), London**

370 Link (Soft Museum 1)  
**Nathan White (NAT), London**

426Link (Splash Garden 1)  
**Nathan White (NAT), London**

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

157040 (Twin Seeds)  
**Nathan White (NAT), London**

**KING OF FIGHTERS '96 (SATURN)**

Survival Mode (Level 8, Iori) 20'43  
**Yasuhiro Hunter (YAS),**  
Oxford Arcade Mode (Level 8)  
3,564,200  
**Yasuhiro Hunter (YAS), Oxford**

**STARFOX 64 (IMPORT NINTENDO 64)**

Level One Score 185  
(Extra Mode)  
**William Murray, Northampton**  
Total Score 1410  
**Stephen Wake, Doncaster**

**TUROK: DINOSAUR HUNTER (IMPORT NINTENDO 64)**

Training Mode 2'37  
**Sam Vanhkonen, Finland**

**SUPER MARIO 64 (NINTENDO 64)**

Koopa The Quick 17"0  
**Andrew Densley (ACD), Bath**  
Princess Slide 31"2  
**Chris Murphy, Manchester**  
Level 13 180 coins  
**Michael Lai, Liverpool**

**STAR WARS: SHADOWS OF THE EMPIRE (NINTENDO 64)**

Mos Eisley and Beggars Canyon  
3 minutes, 38 seconds  
**David Macfarlane (DSJ), Glasgow**

**MARIO KART 64 (IMPORT NINTENDO 64)**

Quite a surprise in the *Mario Kart 64* scores this month. It's one of the most popular games with you lot sending times in, but this issue is dominated by the mysterious 'Ultimate'. The strange gamer sent in photographic proof of every one of his/her times with "Good record" or "Bad record" written on each. Looks like we've got a new challenger!



One of the many pictures sent by 'The Ultimate'. The best lap is clearly shown as just 5"72!

**LUIGI RACEWAY**  
Best Lap 32"79  
**Stephen Wake, Doncaster**  
Best Race 1'42"28  
**The Ultimate (TUL), The Netherlands**

**MOO MOO FARM**  
Best Lap 26"02  
**Chris Kelly (CKI)**  
Best Race 1'19"34  
**The Ultimate (TUL), The Netherlands**

**KOOPA TROOPER BEACH**  
Best Lap 28"03  
**The Ultimate (TUL), The Netherlands**  
Best Race 1'26"17  
**The Ultimate (TUL), The Netherlands**

**KALIMARI DESERT**  
Best Lap 35"00  
**The Ultimate (TUL), The Netherlands**  
Best Race 1'52"63  
**The Ultimate (TUL), The Netherlands**

**TOAD'S TURNPIKE**  
Best Lap 51"84  
**Chris Kelly (CKI)**  
Best Race 2'37"98  
**Chris Kelly (CKI)**

**FRAPPE SNOWLAND**  
Best Lap 35"81  
**The Ultimate (TUL), The Netherlands**  
Best Race 1'48"34  
**The Ultimate (TUL), The Netherlands**

**CHOCO MOUNTAIN**  
Best Lap 30"60

**William Murray, Northampton**  
Best Race 1'33"37  
**William Murray, Northampton**

**MARIO RACEWAY**  
Best Lap 17"92  
**Chris Kelly (CKI)**  
Best Race 55"26  
**Marc Rebeiro (MAR), Penzance**

**WARIO STADIUM**  
Best Lap 05"72  
**The Ultimate (TUL), The Netherlands**  
Best Race 35"13  
**William Murray, Northampton**

**SHERBERT LAND**  
Best Lap 34"32  
**Chris Kelly (CKI)**  
Best Race 1'46"67  
**Chris Kelly (CKI)**

**ROYAL RACEWAY**  
Best Lap 50"04  
**The Ultimate (TUL), The Netherlands**  
Best Race 2'32"73  
**The Ultimate (TUL), The Netherlands**

**BOWSER'S CASTLE**  
Best Lap 38"94  
**Chris Kelly (CKI)**  
Best Race 1'59"93  
**Chris Kelly (CKI)**

**DONKEY KONG'S JUNGLE PARKWAY**  
Best Lap 14"50  
**The Ultimate (TUL), The Netherlands**  
Best Race 52"12  
**The Ultimate (TUL), The Netherlands**

**YOSHI VALLEY**  
Best Lap 30"88  
**The Ultimate (TUL), The Netherlands**  
Best Race 1'37"27  
**The Ultimate (TUL), The Netherlands**

**BANSHEE BOARDWALK**  
Best Lap 36"34  
**Chris Kelly (CKI)**  
Best Race 1'50"75  
**Chris Kelly (CKI)**

**RAINBOW ROAD**  
Best Lap 1'19"46  
**The Ultimate (TUL), The Netherlands**  
Best Race 4'02"74  
**The Ultimate (TUL), The Netherlands**

**WAVE RACE 64 (NINTENDO 64)**

**DOLPHIN PARK**  
Stunt Score 20800  
**Jaime Smith (J\_), CVG Magazine, London**

**SUNNY BEACH**  
Best Lap 0'20"869  
**Barry Morgan (BAD), Luton**  
Best Race 1'05"375  
**Stephen Wake, Doncaster**  
Stunt Score 13187  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**SUNSET BAY**  
Best Lap 0'21"171  
**Barry Morgan (BAD), Luton**  
Best Race 1'09"473  
**Barry Morgan (BAD), Luton**



Stunt Score 14400  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**DRAKE LAKE**  
Best Lap 0'24"199  
**Stephen Wake, Doncaster**  
Best Race 1'15"326  
**Stephen Wake, Doncaster**  
Stunt Score 20480  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**MARINE FORTRESS**  
Best Lap 0'23"760  
**Chris Murphy (CHR), Manchester**  
Best Race 1'18"989

**Chris Murphy (CHR), Manchester**  
Stunt Score 20785  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**PORT BLUE**  
Best Lap 0'28"286  
**Stephen Wake, Doncaster**  
Best Race 1'27"580  
**Stephen Wake, Doncaster**  
Stunt Score 30665  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**TWILIGHT CITY**  
Best Lap 0'29"310  
**Stephen Wake, Doncaster**  
Best Race 1'30"561  
**Stephen Wake, Doncaster**  
Stunt Score 21565  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**GLACIER COAST**  
Best Lap 0'27"523  
**Chris Murphy (CHR), Manchester**  
Best Race 1'27"368  
**Chris Murphy (CHR), Manchester**  
Stunt Score 31130  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**SOUTHERN ISLAND**  
Best Lap 0'25"042  
**Stephen Wake, Doncaster**  
Best Race 1'19"552  
**Stephen Wake, Doncaster**  
Stunt Score 17118  
**Torkel Hanson (TH\_), Edinburgh, Scotland**

**TEKKEN 3 (ARCADE)**

Game Complete (Kuma) 2'51"25  
**MC Okwuosa (MCO), Holloway**

**DEAD OR ALIVE (ARCADE)**

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

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

**HOUSE OF THE DEAD (ARCADE)**

Rank 1 63480  
**Themis Bakas (ACE), Nunhead**

**VIRTUA STRIKER 2 (ARCADE)**

Tournament won (Spain)  
22 goals scored, 2 goals conceded  
**Themis Bakas (ACE), Nunhead**



HIGH SCORES



FREEPLAY



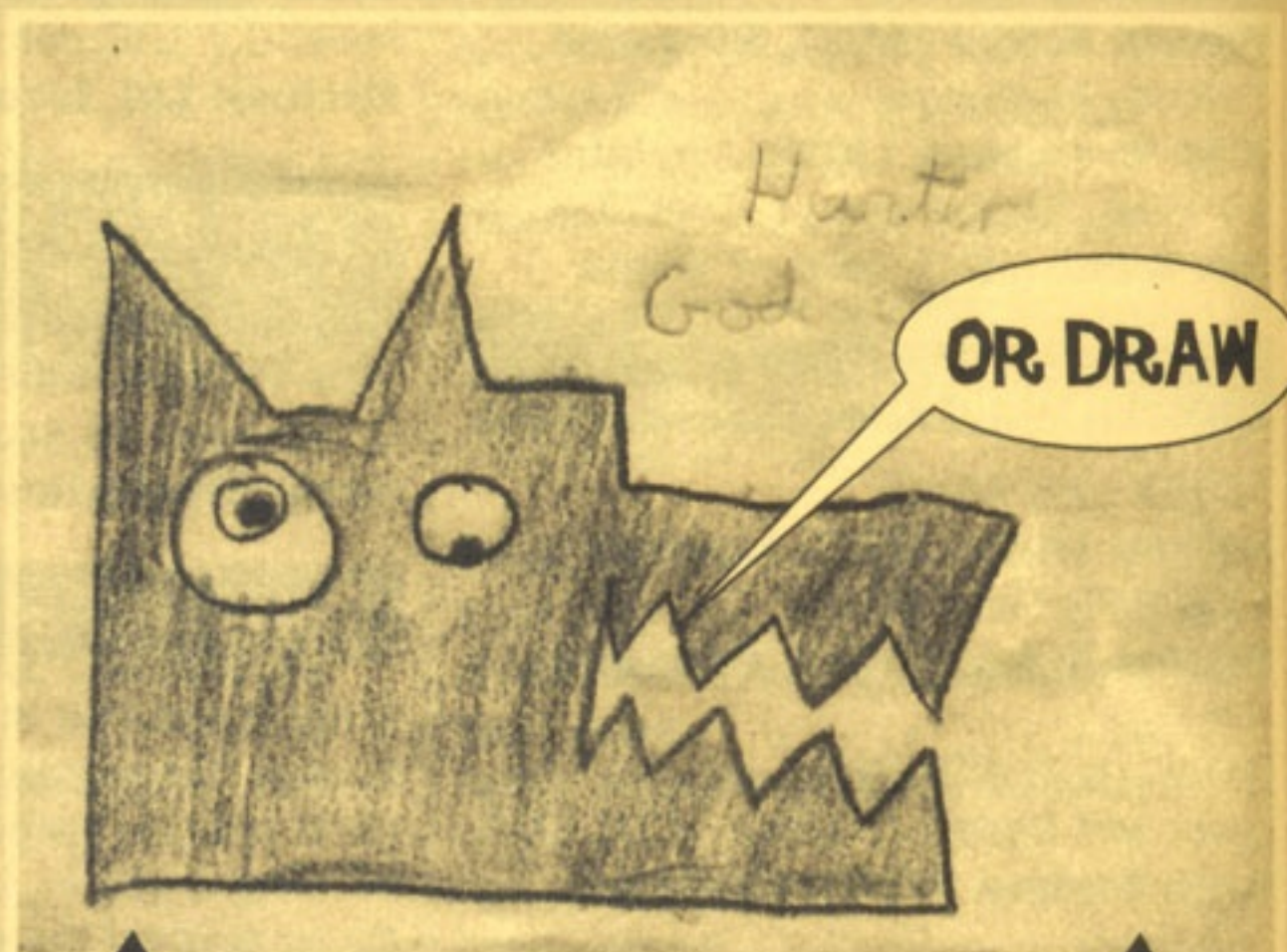
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WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, FANZINES, ETC). IF YOU DON'T, CHANCES ARE IT'LL TAKE A FEW YEARS LONGER FOR YOUR CONTRIBUTION TO APPEAR.

## FREEPLAY

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

**W**ow! That's another hot issue of FreePlay out of the way! Was there anything of yours in it? If not, why not? It's easy to contribute to FreePlay - it is YOUR section of the magazine after all! If you've got gaming information that you think the rest of our readers will be interested in, send it to the address at the top of the page. Whatever you do, make sure that you write the section it's for in **BIG LETTERS** on the envelope. Or else, okay?



WANNA BE IN OUR GANG, OUR GANG?

### TIPS

Without copying them from other magazines, or even old issues of CVG, tell us the best tips for the latest games. Try and keep them for big, new games because we don't want to waste space printing the 'drop trousers' cheat for *IK+* on the Amiga (you press the 'T' key, in case you're wondering). The best tips and cheats each month win a free game!

### HIGH SCORES

Every month the High Scores section gets more popular. It's your chance to prove that you're the best in the world at your favourite game, or to have a laugh at everyone else's scores. Put your best achievements down on paper and keep some proof, then let us know about it! It's as easy as 1, 2, uh... 4.

### ART/CARTOONS

Hunter the dog from Hell calms down when he receives good artwork. Send him any drawings or cartoons you've done and he'll print his favourites. He'll drop a turd on the rest.

### MOST WANTED

See the chart on the front page of FreePlay? That's where we find out what you really want to read about. Use the form below or put your choice on the back of an envelope when writing to us. Let us know what games you're most looking forward to, whether they've been officially announced or otherwise. Come on, you can make a difference!

### FREE ADS

The new name FreePlay Free Ads speaks for itself. It's the section of FreePlay where you have to pay £20 to place an advert. Not really - they're free! It'll cost you nothing to place a message where you can buy, sell or swap almost anything, even friends! One condition - just make sure everything's legal.

### FREEPLAY FAN

What's your favourite game of all time? Why? What's so great about it? Don't just tell your mates, tell the world! We'll print your letters of luurve in FreePlay Fan.

### FANZINES

The dictionary says: fanzine (*fan, zeen*) *n.* a small-circulation magazine produced by amateurs for fans of a specific interest, pop group, etc. We say: "Send it to us and we'll hype it into Mir's orbit."

### MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

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