

FREEPLAY

BEAST MASTERS INVADe JAPAN! HOTTEST TOY STORY IN THE LAND OF THE RISING SUN!

Transformer Beast Masters are currently the top selling toy in Japan. For the bulk of you this will mean nothing, but just think back to the days of the original Transformers, Optimus Prime and the Decepticons and you'll be on the right tracks. Why are we telling you all this? Well, that's because these toys are the stars of a new show in Japan.

In order to market the toys, Takara have created a 100% CG animated Science Fiction adventure series. It's shown every week for about thirty minutes and is the first fully CG animated series ever shown in Japan. To top it all off, Takara are making a PlayStation game of the series at this very moment. It made its long awaited Japanese debut at the recent



PlayStation club festival.

The story behind the series goes something like this. Two rival groups of robots are at war with each other, and as the battles get worse, each of the robots ships suffer critical damage and crash on a primitive planet. In

order to adapt to the planet's environment each robot scans the surrounding environment and takes the form of whatever animal he finds.

The robots can transform between their metallic and animal form but when they are weakened they must return to animal guise. At the start the evil team consists of a T-Rex (leader), Pterandon, Scorpion, Wasp and Spider. The good team consists of a Gorilla (leader), Velociraptor, Rhino, Cheetah and a Mouse, and as the series continues new robots join the teams.

We reckon these toys are quite frankly awesome. Nothing else even comes close to matching the amount of moving parts and detail on the machines. The bad news though is that they are not currently available here, so the only way you're going to be able to see them is in our Gizmo Palace on pages 12 and 13. However, if you fancy getting your voices heard and these toys in the shops, give Hasbro a ring and say you think it would be brilliant if they released them. The number is 0181 569 1234. Make yourselves known readers!

MORNING, MORNING. RUMOURS, GOSSIP, STORIES. *

- The head of Sony's R&D department has left the company to work on a top secret new machine from VM Labs. With all sorts of other rumours floating around about how it will wipe the floor with the N64. The deal already has a major, yet unknown manufacturer behind it, so this could prove to be a significant move to bring a fourth console into the market.
- 3Dfx have confirmed that a new 3D graphics card will be available for the PC sooner than we think. A few boring stats say that the new card can run 180 million pixels a second, and has a 4.3 Gigabytes per second memory bandwidth. If that gets you stirring...
- Good news for all CVG readers is that a British university has discovered that playing games could be good for your health. The study showed that a short spell on games like *Quake* produces antibodies that help reduce stress.
- EA are rumoured to be buying out

- Activision! With neither party giving away any clues at the moment, this could be nothing more than hot air. But with certain parties indicating that EA were thinking about taking down the For Sale sign at Virgin it seems that there could well be another addition to the bulging EA ranks.
- The first one is not even out yet, but rumours are already starting to appear about *Daikatana 2!* Don't expect any details for a long time yet.
- Work is now well underway on the *Final Fantasy* movie. None of the characters from the previous games will appear in the rendered movie, but will still feature the heavy Sci-Fi aspect from previous versions. Staff members include former Disney animators, an art director from Fifth Element and even the CG director from none other than Namco, who worked on the opening sequences from *Soul Blade* and *Tekken 2*.
- Lovely Lara Croft seems to be

- everywhere at the moment! With a movie in the pipeline, she'll also be starring in a new TV series on MTV to begin this summer. The strange news is that it doesn't appear to be a *Tomb Raider* show!
- Having played the 90% complete version of *Res Evil 2*, it seems as though the game is being set up perfectly for a third game! Loose ends are being left to give you cliffhangers before the next one appears.
- On the Sega front, it appears that *Scud Race* will not be appearing on the new machine and neither will *House of the Dead*. Instead, *HOTD WILL* be coming out on the Saturn and we've already seen a very early version. The good news is, that the converters Tantalus look as though they are doing a very good job! Going back to the new machine though, it has been confirmed that *Daytona 2* will be one of the first titles for it.
- *© CVG Sandwich man, 1997.





READERS MOST WANTED CHART

With a couple of the biggest games of the year now out, your attentions have turned to this month's cover story--

1	RESIDENT EVIL 2	PS/SAT
2	TEKKEN 3	PS
3	ZELDA 64	N64
4	HOUSE OF THE DEAD	SAT
5	QUAKE 2	PC
6	GRAN TURISMO	PS
7	VF3	SAT
8	F-ZERO 64	N64
9	X-MEN VS SF	PS/SAT
10	SHINING FORCE 3	SAT

Some of the games that just failed to make it into the top ten this month were virtually every sort of *Marvel* and *Streetfighter* games you could think of and even *Time Crisis 64* picked up a few votes. *VF3* seems to have slipped a bit in your most anticipated, but *Gran Turismo* is a surprise entry. On a more humorous note, someone wanted Ed Lomas to be on the 'Fizer Refresh Your head' bit at the end of the Chart Show (why??) and quite a few of you wanted cheaper N64 games. They've bought them down once, but it's not enough eh! We're still getting votes for *Final Fantasy* even though it's been out for almost a month now! But at the end of the day, *Res Evil 2* stole it and by quite a margin. Needless to say, with the Japanese release looming, gore fever is hotting up!

Contents

Page	
1	News/Readers charts
2	Official Charts 
3	The Retro   Computer Cabin
4	Tips 
6	Free Ads
7	Melting Pot
8	Drawinz wot you dun
10	Mortal Kombat 4 Exclusive 6 Page Players guide!
16	Reader ad form

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
2	2	G-POLICE	PLAYSTATION	PSYGNOSIS
3	1	CROC	PLAYSTATION	EA
4	3	LYLAT WARS	NINTENDO 64	THE GAMES
5	5	AGE OF EMPIRES	PC CD-ROM	MICROSOFT
6	NE	EXTREME G	NINTENDO 64	ACCLAIM
7	13	MARIO KART 64	NINTENDO 64	THE GAMES
8	4	JEDI KNIGHT	PC CD-ROM	VIRGIN
9	6	C&C: AFTERMATH	PC CD-ROM	VIRGIN
10	7	V-RALLY	PLAYSTATION	OCEAN
11	17	SUPER MARIO 64	NINTENDO 64	THE GAMES
12	10	ACE COMBAT 2	PLAYSTATION	NAMCO
13	NE	RIVEN: MYST 2	PC CD-ROM	BRODERBUND
14	8	TRACK & FIELD: PLATINUM	PLAYSTATION	KONAMI
15	9	ABE'S ODDYSEE: ODDWORLD	PLAYSTATION	GT
16	12	QUAKE: REPLAY	PC CD-ROM	GT
17	11	NUCLEAR STRIKE	PLAYSTATION	EA
18	RE	ISS PRO	PLAYSTATION	KONAMI
19	RE	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
20	14	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

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

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM 3D	SEGA
3	SONIC R	SEGA
4	RESIDENT EVIL	SEGA
5	MARVEL SUPER HEROES	VIRGIN

SATURN IMPORT TOP 5

1	SHINING FORCE 3	SEGA
2	BURNING RANGER	SEGA
3	PANZER DRAGON RPG	SEGA
4	GRANDIA	GAME ARTS
5	BOMBERMAN FIGHT	HUDSON

PLAYSTATION U.K. TOP 5

1	FINAL FANTASY VII	SONY
2	TOMB RAIDER 2	EIDOS
3	BREATH OF FIRE 3	OCEAN
4	TOCA TOURING CAR	CODEMASTERS
5	TIME CRISIS	SONY

PLAYSTATION IMPORT TOP 5

1	PARASITE EVE	SQUARE
2	KRONOA	NAMCO
3	GRAN TURISMO	SONY
4	CHOCOBO'S DUNGEON	SQUARE
5	J-LEAGUE 3	KONAMI

PC TOP 5

1	BLADE RUNNER	VIRGIN
2	ULTIMA ON-LINE	EA
3	TOMB RAIDER 2	EIDOS
4	QUAKE 2	ACTIVISION
5	ACTUA SOCCER 2	GREMLIN

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	DIDDY KONG RACING	THE GAMES
3	ISS 64	KONAMI
4	LYLAT WARS	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	BOMBERMAN 64	HUDSON
2	TOP GEAR RALLY	GT
3	NAGANO OLYMPICS	KONAMI

16 BIT TOP 3

1	SONIC 3	MEGADRIVE
2	SUPER GHOULS AND GHOSTS	SNES
3	ZELDA 3	SNES

ARCADE TOP 5

1	SF3: SECOND IMPACT	CAPCOM
2	MORTAL KOMABT 4	MIDWAY
3	SUPER GEM FIGHTER	CAPCOM
4	KING OF FIGHTERS '98	SNK
5	TOP SKATER	AM3

JAPANESE MULTI-FORMAT SALES TOP 10

	TITLE	FORMAT
1	DEAD OR ALIVE	SATURN
2	POCKET MONSTERS	GAME BOY
3	EVERYBODIES GOLF	PLAYSTATION
4	FRONT MISSION SECOND	PLAYSTATION
5	FFVII: INTERNATIONAL	PLAYSTATION
6	BIOHAZARD: DIRECTORS CUT	PLAYSTATION
7	MOONLIGHT SYNDROME	PLAYSTATION
8	BREATH OF FIRE 3	PLAYSTATION
9	REAL POWER PRO BASEBALL	PLAYSTATION
10	MONSTER FARM	PLAYSTATION

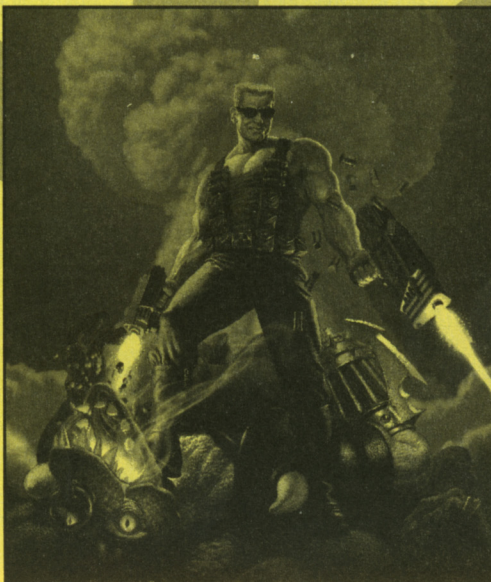
CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

	TITLE	FORMAT
1	QUAKE	PC CD-ROM
2	DUKE NUKEM 3D	SAT/PLAY/N64
3	ACTUA SOCCER 2	PLAYSTATION/PC
4	DIDDY KONG RACING	NINTENDO 64
5	ULTIMA ONLINE	PC CD-ROM

AMERICAN MULTI-FORMAT SALES TOP 10

	TITLE	FORMAT
1	RES EVIL: DIRECTORS CUT	PLAYSTATION
2	CASTLEVANIA	PLAYSTATION
3	FINAL FANTASY VII	PLAYSTATION
4	GOLDENEYE 007	NINTENDO 64
5	NFL GAMEDAY	PLAYSTATION
6	NHL '98	PLAYSTATION
7	NASCAR '98	PLAYSTATION
8	MARVEL SUPER HEROES	PLAYSTATION
9	TOP GEAR RALLY	NINTENDO 64
10	MK MYTHOLOGIES	PLAYSTATION



15 LAMEST VIDEO GAMES CHARACTERS OF ALL TIME

- 1 MR MEAT (FIGHTERS MEGAMIX)
- 2 CHEESY THE MOUSE
- 3 SKUNNY
- 4 NOOB SAIBOT
- 5 THE OTTIFANTS
- 6 SAWADA (SF THE MOVIE)
- 7 MR BONES
- 8 GREEN DOG
- 9 ZOOL
- 10 THE OOOZ
- 11 RAYMAN
- 12 VECTORMAN
- 13 JOHNNY BAZOOKATONE
- 14 WORMS

OFFICIAL
CHART ROUND-UP

FREEPLAY

Dave Keball's Retro Computer Cabin



As this is the last month I'll be hosting 'The Cabin' (more about this later) I've compiled a slap dash guide to what I believe makes the ultimate retro collection. Games heaven or festering electronic waste of space - you decide!

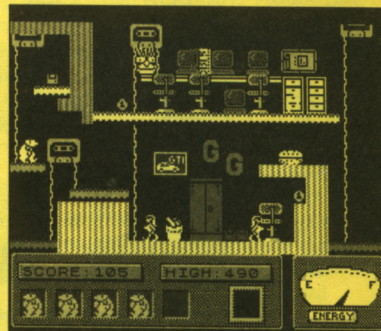
GOBLIN'S STOCKING FILLERS!

One of my all time favourite 'modern' games is *Christmas NIGHTS* by SEGA, which coincidentally is taped to the front of the latest issue of SEGA SATURN MAGAZINE. Buy it NOW! I've always been a big fan of a game with a nice bit of snow or the odd ice level and here's my seasonal top three to prove it.

1. MOLEY XMAS. Classic Monty mayhem given away free on YOUR SINCLAIR.

2. XMAS LEMMINGS. Another freebie for the Amiga saw our little chums dressed up as santa and a nice bit of snow on the logo.

3. THE NIGHT BEFORE XMAS. A very rare Mega Drive cart that puts you in Santa's boots as you bounce your way around a platform-filled winter wonderland. (I think!)



MOLEY XMAS. More monty magic from Gremlin Graphics.



ZX81 ('81)

If you see one of these little beauties for a fiver down your local car boot sale snap it up, especially if it's in a good box. The silver papered printer is a classic as well. Just don't leave it on too long - they melt very easily!

BEST GAMES: 3D MONSTER MAZE



VCS ('81)

The machine that started it all off for most of us. Some of the later carts got quite sophisticated with people paying hundreds of pounds for rare promo carts (mad!!!).

BEST GAMES: SPACE INVADERS, COMBAT, MISSILE COMMAND, ASTEROIDS AND A FEW THOUSAND MORE.



VIC 20 ('81)

Yuk! I've never been a great fan of the Vic-20. It was very expensive and came with only 3.5k of memory built in! Yet it amassed a pretty loyal following and a few half-decent games.

BEST GAMES: JELLY MONSTERS, GRIDRUNNER, ARCADIA, ALL SCOTT ADAMS ADVENTURES.



INTELLIVISION ('81)

Better than the VCS but not quite up to ColecoVision standards. Buy one with the excellent voice module for awesome computery style speech effects.

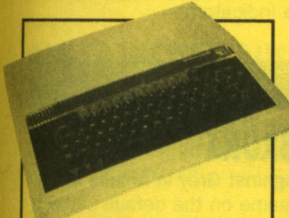
BEST GAMES: LOCK 'N' CHASE, B-17 BOMBER, BURGERTIME, DISCS OF TRON AND PAC MAN.



SPECTRUM ('82)

Sir Clive Sinclair's little rubber wonder won the hearts of millions of British gamers and spawned one of the largest and most original software libraries ever.

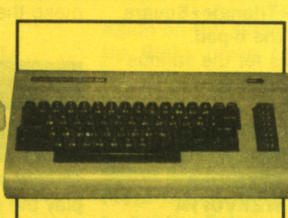
BEST GAMES: MANIC MINER, JET SET WILLY, ALL ULTIMATE GAMES, 3D DEATHCHASE, SKOOL DAZE.



BBC B ('82)

Once THE educational computer that was later put to much better use as a late starting games machine.

BEST GAMES: ELITE is a must along with most of the Acornsoft titles including REVS, AVIATOR and SENTINEL (update coming out soon on the PC).



C64 ('82)

My favourite home computer ever! This follow up to the Vic-20 had unrivaled graphics and sound with one of the biggest software collections of all time. Don't forget the tape deck!

BEST GAMES: All Jeff Minter, Epyx and LucasArts games, IMPOSSIBLE MISSION, PARADROID, BEACH HEAD II etc...



COLECOVISION ('83)

A dream console that wowed punters both sides of the water. Get hold of one with a VCS convertor and the dinky steering wheel for some hard core retro console action.

BEST GAMES: HERO, MR.DO'S CASTLE, GYRUS, ZAXXON, ANTARCTIC ADVENTURE, TAPPER.



VECTREX ('83)

Don't hesitate to buy this awesome all-in-one home console. They have been known to change hands for up to £400. The vector graphics are pure style!

BEST GAMES: ARMOUR ATTACK, MINE STORM, COSMIC CHASM, WEB WARS... actually ALL of them!



AMSTRAD CPC 464 ('84)

Love 'em or loath 'em, Alan Sugar's Amstrad was a cheap all-in-one alternative to other 8-bits. Pick up the whole system including colour monitor for £15 at a boot fair near you!

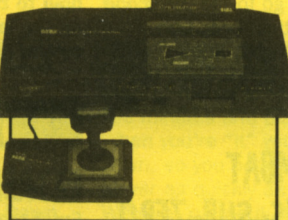
BEST GAMES: HEAD OVER HEALS, ARKANOID and hoards of other Spectrum conversions.



NES ('85)

Nintendo's little 8-bit has only recently been discontinued. Look out for the complete gamers kit including Rob the robot and zapper gun

BEST GAMES: MARBLE MADNESS, SHAKE RATTLE AND ROLL, ALL MARIO BROS, STAR WARS, ZELDA.



MASTER SYSTEM ('85)

SEGA's first triumph in Europe came with this 8-bit wonder. Two versions were released but I always preferred the original with built-in ALEX KIDD game. Look out for the 3D glasses as well. They're ace.

BEST GAMES: FANTASY ZONE I,II,II, PACMANIA, and all game 'cards' are worth getting.



KONIX ('89)

A dream machine with high-res graphics, 25 channel sound, 4,096 colours and an ingenious controller that could be reconfigured depending on the type of game you were playing! Unfortunately it was never released and has become the holy grail of consoles.

AND ITS GOODBYE FROM HIM.

Well, its all change next month as I hang up my Quickshot 2 and hand over the Cabin to Keith Ainsworth of Retro Gamer Fanzine. Keith is a massive retro fan and knows more about old computery stuff than anyone in the country. So you're in safe hands (at last!)

Over the couple of years CVG has run the Cabin I've noticed a massive increase in the demand for old stuff. The internet is full of arcade and computer emulators with retro re-releases and updates coming thick and fast from all the major industry players. Original hardware and games are getting more expensive and difficult to find. (Car boot fairs are still your best bet).

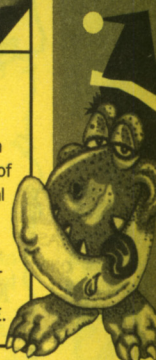
In other words - retro is here to stay!
So keep on collecting and have fun!

Dave Keball

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

RETROGAMER (NO.12) IS OUT NOW! INCLUDED THIS ISSUE IS THE SEGA MASTER SYSTEM AND THE CHANCE TO WIN A VIRTUAL BOY. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFIELED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.



Retro Computer Cabin

FREEPLAY

TIPS



Perhaps before you go for a 'Peak Performance' you need some 'Peak Practice'. Nyuk! Nyuk!

PEAK PERFORMANCE

To get extra cars in 1 Player, Time Trial or Course Editor mode, first go to the car select menu. **Highlight Garage A then hold L1 and press Circle.** Now go to **Garage B** and do the same. Finally, go to **Garage C**, hold **L1+R1** and press **Circle**.

To change the regular cars slightly, go to the car select screen in 1 Player mode and highlight **Garage A**. Hold **Circle** and press **X** and it'll change one of the cars. Do the same on each of the garages to change the others.

While in the Course Editor, hold the **X** buttons and press **Triangle** to get a white cone. Keep putting white cones on the course until you run out and start the race. All the cones should be footballs!

When looking at the cars in any garage, hold **L1** and press **R1** to make the indicators

SATURN

LAST BRONX

To fight against Grey in Arcade Mode, play the game on the default settings and win the first 8 fights with more perfects than defeats. If you manage to do this, you'll fight Grey next. To play as Redeye, finish Arcade Mode with Yoko on the default settings. You can now pick Redeye by highlighting Joe or Yusaku and pressing Up

To get the stupid weapons (fish, brooms, umbrellas, etc) complete the Basic Training Courses eight times. Then, when selecting your character, hold to the side of them. If they are on the left, hold Left and if they're on the right, hold Right.

NINTENDO 64

EXTREME-G

Enter these names to get loads of excellent cheat modes. If you can't get them working in lower case, try them in capitals.

xtreme	Even faster than usual
arsenal	Free missiles
nitroid	Infinite turbos
roller	Play as a boulder
ghostly	Scenery is translucent
fisheye	Fisheye lens mode
magnify	Magnified mode
antigrav	Race upside-down

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

Tips



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

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off other magazine or the internet. We could do that ourselves if we wanted to, if our network cables hadn't all been nibbled to bits by darned mice.

TIPS.CVG@ECM.EMAP.COM

FORMULA 1 '97

Abdul Quaim (quaim@rocket-mail.com) among others wrote in about *Formula 1 97's* cheat modes. You need to enter these codes as your driver and team name in Grand Prix mode.

Virtual mode

VIRTUALLY
VIRTUAL

Floating ship mode

PI
MAN

Four new tracks

BILLY
BONUS

Overhead camera

ZOOM
LENS

G-POLICE

To get all the weapons and infinite ammunition, go to the Weapons Loadout screen and hold **L1+L2+R1+Circle+Triangle+Square** and press **Left** on the d-pad. Here are passwords for the various levels which have been sent in by loads of people.

2	OLEFGLPI
3	WDZWTYQI
4	STXGIDEA
5	WZKVOFFA
6	GRXJTYGA
7	IMWGTDXI
8	YMPCUZYI
9	YVVFHNAJ
10	WNLJUSBJ
11	UGSIBPNA
12	QEJUXFDJ
13	UGWHVEQA
14	SFMEZGGJ

CROC: LEGEND OF THE GOBBOS

For a level select, go to the passcode screen and enter this: **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

If you really have to play this game, use some cheats to get through it as quickly as possible.

NXCVR	Infinite potions
GTTBHR	1000 lives
ZCHRRY	Start on level 8.
Press L1	If you die to fight Quan Chi,
or L2	to fight Shinnok
GRVDT	View credits

ODDWORLD: ABE'S ODDYSEE

For a level select (we REALLY recommend you avoid using these cheats until you've finished the game properly yourself) go to the main menu and hold **R1**. Now press **Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left**.

To be able to watch any of the rendered sequences in the game, go to the main menu and hold **R1**. Now press **Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right**.

THE LEGEND OF LOMAS



Merry Christmas loyal followers. All that guff about Christmas being a time for giving is rubbish.

It's a time for receiving. This year more than anything I want some top quality tips. If you want to make this the best Xule of my life, please send me tips as presents. If you're lucky I'll give you any game you want in return. Hoho.

PLAYSTATION

CRASH BANDICOOT 2

To get hold of 10 extra lives for nothing, go to the second warp room and jump up and down on the barking bear repeatedly. Eventually 10 lives will appear, but you can only do this once.

NUCLEAR STRIKE

Use these passwords to play on the various levels and access a few hidden features.

Island	CUTTHROATS
Peace	COUNTDOWN
2nd Peace	PLUTONIUM
DMZ	PUSAN
Fortress	ARMAGEDDON
E3 Demo	LIGHTNING
Future Strike	COMMERCIAL
Commercial	

TIPS

FREEPLAY

banana stealth uglymode wired fergus
Slippery tracks
Invisible racers
No graphical effects
Wireframe mode
Shoot 'em Up Mode
drones become Fergus McGovern

RA50
Quit a race, and you finish in your current position
Enter this name, then go back and change it to one of the programmers' first names from the credits (such as Greg, Ash, Justin, etc). You'll get their faces on the vehicles.

TOP GEAR RALLY

Each time you finish an entire year including all six seasons (the four regular ones, plus Expert and Professional) you get a hidden vehicle. After the first year you get a Milk Float, the second year gets you the Helmet Car (a helmet on wheels), the third year gets you the Cupra Car, the fourth year gives you the Beachball Car and the fifth year gives you an extra option. The extra option means that you can go to the car selection screen and press the C-Down button to get reflective bodywork. Very fancy indeed.

You can get a few extra car colours at any time by going to the car select screen, holding L+R+all the C-buttons. If you now press Up you make your car white, and if you press Down you can make it black.

SAN FRANCISCO RUSH

There are masses of hidden cheat modes in this game, so if you've already bought it on import you should try them out.

As you cross the finish line of a race, crash your car. **As the words "Game Over" are flashing, hold L+R+Z until the high score display demo starts.** Your car will be smashed up and on fire, but will drive around as normal.

On the car select screen, press and hold C-Down then C-Up, then release them both. Now press and hold C-Up then C-Down, then release both buttons. Your car will change size. Do the cheat again to change it to another size.

On the car select screen, hold C-Up and press the Z-Trigger four times. You'll now be able to drive a smashed up car. Do the cheat again to make it catch fire as well.

On the car select screen hold the Z-Trigger and press C-Down, C-Down, C-Down. The fog will change colour! Woowooow!

On the car select screen, press and hold C-Left then C-Right. Now let go of both buttons and press and hold C-Right then C-Left. Release both buttons and your front tyres should change size. Do the cheat again to get another size.
Again on the car select screen, press

and hold C-Right then C-Left. Now let go of both buttons and press and hold C-Left then C-Right. Release both buttons and your rear tyres should change size. Do the cheat again to get another size.

On the setup screen, hold the Z-Trigger and press Up then Down on the cross-key. Now release the Z-Trigger and press Up, Down, Up, Down. A weight will appear to show the current gravity. Enter the cheat again to get different gravity settings.

On the setup screen, press and hold C-Right then the L shoulder button. Release both buttons and press the Z-Trigger. Now press and hold C-Right then the L button, then press the Z-Trigger again. A texture pattern for the track will appear at the bottom of the screen. Repeat the cheat to get different textures.

On the setup screen, press Left then press and hold Right then C-Right. Now release both buttons and press C-Up, C-Left, C-Down, then the Z-Trigger. There should now be no car collision whatsoever.

On the setup screen, hold the Z-Trigger then press and hold C-Down then C-Up. Keep holding the Z-Trigger and let go of the C-buttons. Now press and hold C-Up then C-Down. The timer should now be off when you play.

On the setup screen, press L, R, L, R, L, R quickly. Now when you play, all the traffic cones will be replaced by mines!

Again on the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left quickly to turn all the tracks upside-down!

On the options screen, highlight Mirror and hold all the C-buttons. Press Left or Right on the cross-key to get the Extreme option. This reverses all your controls.

Win a race on any circuit, then go to the track select screen and press the Z-Trigger four times to get special car mode.

If you get half the keys on any course you'll be able to drive the cab on that course from then on. If you get all of the keys on a course you get the hot-rod as well.

Start a two-player practice game and abort during the countdown at the start of the race. The timer will go to five minutes and player 2 will be "it". When you're "it" your timer goes down, so you need to tag the other player as quickly as possible. Whoever runs out of time first loses.

MACE: THE DARK AGE

To make your fighter wear bunny rabbit slippers, **go to the character select screen. Now move to Ragnar, Dregan and Koyasha in that order, pressing Start on each. Then select your character with A or B.**
 To choose a background, **go to the character select screen, highlight**

the fighter whose background you want to play in and press Start four times. Then just choose your character and start as usual.

To play as Grendal, **play a 2-player game and get three wins in a row. Now go to the select screen and highlight the Executioner. Hold Start and Evade and Grendal should appear. Keep holding the buttons and press an attack to start he game in his hideous form.**

To get Ichiro and Gar Gunderson as playable characters, **start the game up and wait for the first copyright screen to appear. When it does, press Right, Up, Left, Down, Right, Up, Left, Down.** You should hear a noise to let you know that they're now available on the select screen above the Executioner.

To play as Janitor Ned, **first go to the character select screen. Now highlight Koyasha, Executioner, Lord Deimos and Xiao Long in that order, pressing Start on each.** Now pick any character with A or B to choose Ned.
 To play as Pojo you have to perform Taria's execution in a fight. Then go to the character select screen, highlight Taria then hold Start and Evade. Pojo will show up. Keep holding the buttons and press an attack to select.

These cheats let you have 2-player fights in all sorts of strange conditions. Simply go to the character select screen and highlight the fighters in the order they're listed here, pressing Start as each of them is highlighted.

- Big Noggin** Ragnar, Al Rashid, Tekeshi
- Switch Heads** Al Rashid, Tekeshi, Mordos Kull, Xiao Long, Namira
- Micronaut Mode** Takeshi, Al Rashid, Ragnar, Xiao Long
- Speed Grid** Ichiro, Xiao Long, Koyasha
- San Fran Rush** Xiao Long, Koyasha
- Castle Mordos Kull** Taria, Ragnar
- Macchu Picchu** Namira, Koyasha, Taria
- Miniature GOLF** Koyasha, Mordos Kull, Takeshi
- Random AI (in 1-player mode)** Hell Knight, Xiao Long, Dregan, Namira

ARCADE MARVEL SUPER HEROES VS STREET FIGHTER

If you pick Dan as one of your team members, then **hold the Light Punch button until the fight begins**, he appears with an explosion. No use whatsoever.

To get the game running even faster than Turbo mode, **choose your team and at the Vs screen hold Light Kick, Mid Punch and Hard Kick.**

To play as a hidden black and white version of Spider-Man, **go to the character select screen and hold Start. Now move to Ryu, hold Down for about five seconds then press Light Punch and Hard Punch at the same time.**

To play as Evil Sakura, **go to the character select screen and hold Start. Now move to Wolverine and, still holding Start, press and hold Right so that you highlight Hulk. Keep holding the buttons and stick for about five seconds, then press Light Punch and Hard Punch at the same time.**

To play as Evil Zangief, **go to the character select screen and hold Start. Now move to Blackheart and, still holding Start, press and hold Left for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as Mephisto (Blackheart's 'parent'), **go to the character select screen and hold Start. Now move to Hulk and, still holding Start, press and hold Down for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as Shadow Charlie, **go to the character select screen and hold Start. Now move to Dhalsim and, still holding Start, press and hold Up for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

To play as the US Agent, **go to the character select screen and hold Start. Now move to Bison and, still holding Start, press and hold Up for around five seconds. Still holding everything, press Light Punch and Hard Punch at the same time.**

KING OF FIGHTERS 97

To play as Orochi Iori, **go to the character select screen and highlight Iori. Now hold Start and press Left, Right, Left, Right, Left, Right, then A+C at the same time.**

To play as Orochi Leona, **go to the character select screen and highlight Leona. Now hold Start and press Up, Down, Up, Down, Up, Down, then B+D at the same time.**

To play as the hidden Orochi team, **enter the code for Orochi Leona, then go back to the character select screen. Now hold Start and press Up, Left, Down, Right, Up, Down, then B+C.**

That's it for this month - Merry Christmas, my little elves! Use your holidays wisely - devising a zillion awesome cheats and tips for us to print next issue! Peace.

FREEPLAY

CLASSIFIED

PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

CONSOLES

● **PHILIPS CDI + 2 GAMES.** NEEDS NEW CONTROL PAD. ONLY £80 RING SEAN ON 01942 891737 AFTER 4PM

● **GAMEBOY + 6 GAMES** INC; WWF & DOUBLE DRAGON, NIGHT LIGHT + CASE £60 CALL 01676 542755

● **VECTREX + 7 GAMES.** EX. CONDITION £300 ONO OR PART EXCHANGE FOR STAR WARS TOYS. PHONE LEE 01794 501104

● **PS + 6 TOP GAMES INC.** ISS PRO & SOUL BLADE, 2 PADS + MEM CARD £200 ONO CALL CHRIS 01536 402973

● **NEO GEO CD & CART + 6 GAMES** FOR SALE. ALSO LOADS OF PC ENGINE GAMES, AND 2 CONSOLES FOR SALE. CALL 01893 443051

● **GAMEBOY** £75 WITH AMP, LIGHT MAGNIFIER, TETRIS, KIRBY PINBALL, TURTLES & MEGA MAN 3 & CARRY CASE. CALL 01280 815227

● **SWAP SNES 13 GAMES** ADAPTER & 2 PADS, FOR PS WITH 1 PAD & 1-3 GAMES. OR SELL FOR £140 CALL 01912 528340

● **SEGA SATURN FOR SALE** BOXED, 2 PADS, 9 TOP GAMES £150 ONO STOKE ON TRENT AREA. CALL 01538 387782

● **MEGADRIVE & 5 GAMES.** PLUS 2 PADS. FULLY BOXED, GOOD CONDITION. £60 CALL 0131 5384370

● **FOR SALE: 32X & MD2,** 3 PADS & 9 GAMES INC; V.FIGHTER, MK3, V.RACING & VECTORMAN £80 CALL 01235 529754

● **N64 WITH MARIO, WAVERACE,** MARIO KART, TUROK & MEM. CARD + 2ND RED PAD. SCART/VIDEO LEAD ONLY £300 ONO BOXED. CALL 01905 855094 (FLAT 1)

● **MEGADRIVE 2 & 10 GAMES** FOR £70. CALL LUKE ON 01737 248223

● **PS + 11 GAMES INC;** C&C, CRASH, TR, SFA2 & MMV3, 2 PADS, MEM. CARD (ALL BOXED) £200 CALL MATTHEW 01246 204364

● **VECTREX + 4 GAMES,** OFFERS PLEASE! OR PART EXCHANGE WITH PLAYSTATION GAMES. SEND OFFERS WITH SAE TO ROSS SILLIFANT, 3 VICTORIA SQ, HOLSWORTHY, DEVON, EX22 6AA

● **SNES + 2 PADS,** 3 GAMES (UNBOXED) WITH ADAPTOR & PLAYERS GUIDES £60 PHONE 0114 2557547 ALSO KI GOLD PLAYERS GUIDE £15

● **WANTED: UK N64,** MUST BE IN GOOD CONDITION PAY £80 OR WITH LYLAT WARS & PAD #125 CALL 0113 2628559

● **SNES WITH 15 GAMES** INCLUDING KI, DKC & STREET RACER & 2 PADS. £180 CALL 01923 236509

● **GAME GEAR** WITH SONIC 2, MICRO MACHINES & JUDGE DREDD, 4 GAME ADAPTOR ALL FOR £80. ALSO SAT. VIRTUA FIGHTER £20

● **MEGADRIVE + 8 GAMES,** GAME GENIE, 2 PADS & COMP. PAD, CARRY CASE £80 CALL 0171 7329408 AFTER 5.30 PM ASK FOR CHRIS.

● **SATURN FOR SALE** WITH 2 PADS, 11 HAMES + LIGHT GUN ALL FOR £250 CALL DAVID ON 01473 735716 (INC RF UNIT)

● **FOR SALE: PC ENGINE** CORE GRAFX 2, SCART, JOYPAD & PSU £50 SUPER GB FOR UK SNES, BOXED & COMPLETE £20 CALL 0161 7994670

● **SATURN - 5 WEEKS** OLD, 2 PADS, MEM. CARD, NIGHTS & PAD, FIGHTERS MEGAMIX, TOMB RAIDER & 4 MORE £195 CALL 01229 473940 AFTER 6PM

● **SATURN + 12 GAMES,** MEM CARD, 4 PADS & GUN £200. PHONE BARNABY 01494 758578

● **PLAYSTATION + 10 GAMES,** LOADS OF ACCESSORIES, MAGS, DEMO'S £275 ONO CALL ADAM 0181 6414468 AFTER 4PM

● **VECTREX + 7 GAMES.** EXCELLENT CONDITION - GAMES BOXED, CONSOLE NOT £250 TEL: 01942 209921

● **N64 (PAL)** FOR SALE + 2 GAMES. WILL

SEPERATE £240 ASK FOR LUKE, NO OFFERS 0181 4028683

● **MD, PAD & 6 GAMES** ALL BOXED INC; WORMS, VECTORMAN, FIFA 95 & MEGAGAMES £50 NO OFFERS. CALL 0151 4288548

● **PLAYSTATION** FOR SALE WITH 7 TOP TITLES, 3 PADS, LINK, WHEEL, GUN, MEM. CRADS WORTH £555 SELL FOR £275 CALL 01923 447913

● **WANTED: PC ENGINE & NEO GEO** MACHINES & GAMES WANTED. WILL CONSIDER ANYTHING. TEL: 01453 521112

● **N64 + PAD,** MARIO 64 & SHADOWS OF THE EMPIRE, ALL BOXED WITH INSTRUCTIONS, IN MINT CONDITION £200 ONO CALL 01446 743266

● **SNES + 14 GAMES,** 3 PADS, MULTITAP. GAMES INC; DKC3, SFA2, MARIO 2, OLYMPICS, DOOM & SGB + GAME ALL £250 CALL RICHARD ON 0151 7224079

● **SNES + 14 GAMES,** 3 PADS, MULTITAP. GAMES INC; DKC3, SFA2, MARIO 2, OLYMPICS, DOOM & SGB + GAME ALL £250 CALL RICHARD ON 0151 7224079

● **SATURN + 2 PADS & 8 GAMES** INC; RALLY, VF, SWWS '97, UMK3, WIPE-OUT & DEMOS. SWAP FOR PS & PADS, WITH 5-6 GAMES. DESPERATE!! CALL NIGEL ON 01952 404531

● **WANTED: A PLAY STATION,** PAT UP TO £90. ASK FOR JIM ON 01487 841277

● **WANTED: NEO GEO CE** OR NEO GEO CDZ SYSTEM. WILL OFFER UP TO £70. CALL KIM HA ON 0171 4983504 AFTER 6PM ONLY

● **N64, MARIO KART,** ISS, EXTRA PAD & MEM. CARD, MAGS WORTH £325 SELL FOR £230 PHONE 01268 463152 AFTER 4PM

● **SEGA, NINTENDO & COMMODORE** HARDWARE & SOFTWARE FOR SALE. SEND SAE TO PETER CARR, IVY COTTAGE, LONG MEDOWS, EAST HERRINGTON, SUNDERLAND, SR3 3PP

● **SATURN & 7 GAMES,** 2 PADS & STEERING WHEEL £200 ONO CALL FRED ON 01422 844411 GOOD CONDITION

GAMES

● **SATURN GAMES;** F. MEGAMIX £35, WWS'97, VIRTUA COP & VIRTUA STICK £25 EACH. PLUS MORE CALL E. GIBB 01703 847578

● **FOR SALE; RAYMAN & RRR** £12 EACH, TEKKEN 2 £25, SUPER PUZZLE FIGHTER 2 £20 ALL GOOD CONDITION OR £55 THE LOT. CALL KRIS ON 01684 893804

● **SWAP MY F1** OR DEST. D 2 (PS) FOR YOUR TUROK (N64) GOOD CONDITION. CALL 0161 2233545

● **WANTED: MK3** FOR THE MEGA DRIVE WILL SWAP FOR NFL SPORTS TALK FOOTBALL STAR-RING JOE MONTANA. PHONE 01620 826586 AND ASK FOR IAN

● **HUGE RETRO COLLECTION** FOR SALE, ALL FORMATS, HARDWARE & SOFTWARE. SEND SAE TO 11 OAKLANDS RD, GROOMBRIDGE, T/WELLS, KENT TW3 95B

● **WANTED: JAP MD GAMES;** SYBTERRANIA, TOY STORY & SONIC 3D. MUST BE COMPLETE & AS NEW, GOOD PRICE PAID. CALL 0161 7994670

● **WANTED: NHL POWERPLAY** HOCKEY ON SATURN WILL PAY UP TO £15-20 CALL & ASK FOR IAN ON 0161 4257401

● **FOR SALE TUNNEL B1, LOADED,** ALIEN TRIL-OGY, BUST A MOVE 2, TRUE PINBALL OR SWAP FOR EXHUMED, KRAZY IVAN OR OVERBLOOD. CALL 0181 4506879

● **ANYBODY WANNA SWAP COOL BOARDERS** OR TEKKEN 2 FOR BROKEN SWORD? CALL 01703 267516

● **SATURN GAMES;** LOADED, C.KNIGHT, V.HYDRLIDE £10 EACH ALIEN TRIL. £15. EX. CONDITION BOXED WITH MANUALS. CALL PETE 0151 4953337

● **DESPERATELY WANTED: FINAL FANTASY 2 & 3** FOR GAMEBOY. CALL 01799 502426

WANTED: FOR MEGA DRIVE ROBOCOP VS. THE TERMINATOR. CALL ROBERT ON 01738 443404

● **WANTED: ANY RPG'S,** ESPECIALLY CHRONO TRIGGER, TERRAMANIA & FINAL FANTASY 1 OR 2. CALL ALEX ON 01296 398053

● **SWAP MY WAVE RACE** 64 FOR YOUR BLAST CORPS 64. CALL 0181 9926835 ASK FOR DANIEL

● **SWAP XMAS NIGHTS** FOR KING OF FIGHTERS '95 (PAL) OR SONIC JAM (ANY) OR SELL FOR £25 ALSO SUPER GUN FOR SALE/SWAP. CALL 01782 238683

● **DONKEY KONG COUNTRY** (SNES), ISS DELUXE 9SNES) VECTORMAN (MD) £10 EACH OR £25 THE LOT. CALL 01606 592381

● **8 MEGA DRIVE GAMES** FOR £20. MD CONSOLE FOR £20 CALL DAN ON 01527 451739

● **SNES GAMES FOR SALE;** DOOM, TOM & JERRY & TINY TOONS + CONVERTER. ALL FOR £33. CALL 01588 638552

● **WANTED: THEME PARK** (PS) WILL SWAP FOR COOL BOARDERS, ALIEN TRILOGY, NBA JAM EXT. OR ONSIDE SOCCER. CALL LEIGH ON 0161 9454429

● **WANTED: CHRONO TRIGGER** (US) + ADAPTOR & OR SECRET OF MANA (UK) WILL PAY £35 OR £25 FOR SECRET OF MANA. PHONE 0181 5314065 AFTER 5PM & ASK FOR DAMIEN

● **WANTED WWF RAW** FOR SUPER NINTENDO. CALL 0121 6087498

● **PS GAMES; DIE HARD TRILOGY & ISS PRO** £25 EACH. CALL 01322 340273

● **PS GAMES; CROC & TOBAL NO. 1** £30 EACH OR BOTH FOR £55 CALL 01745 334751 AFTER 5PM ASK FOR DAVID

OTHERS

● **SEGA ARCADE COIN-OP** ENDURO RACER FOR SALE, MOTORCYCLE HANDLE BARS TYPE, WORKING ORGER, GREAT FUN. OFFERS TEL: 01753 522963

LOOKING FOR NEON GENESIS EVANGELION FANS. WRITE TO ME ROBIN POULTON, 70 WESTFIELD CL, 79-109 LOTS RD, CHELSEA, LONDON SW10 0RQ

● **WANTED: BLACK VIRTUA GUN** , WILL PAY CASH. CALL JOE 01457 865771

● **WANTED: FEMALE PENPAL,** AGED 15-18 LIKES SIMPSONS, PLAYSTATIONS AND ME! WRITE TO MARK WILKINSON, 76 RED LANE, BOLTON, BL2 5EL (PLEASE SEND A PHOTO).

● **WANTED: M/F MANGA** MENTAL PEN PALS. ANY AGE, JUST WRITE (PLEASE SEND A PHOTO) MATTHEW JENKINS, 63 TOWER ST, TREForest, PONTYPRIDD, MID GLAMORGAN, SOUTH WALES.

● **SWAP GAMESTER** STEERING WHEEL FOR 14" TV WITH SCART SOCKET OR SELL FOR £50 VGC CALL ROB 01582 461093

● **OFFICIAL SEGA SATURN MAG,** ISSUES 1 & 2. NO LONGER AVAILABLE AS BACK ISSUES. OPEN TO OFFERS CALL GARY ON 01642 597017

● **GAMESMASTER MAGS** FOR SALE, ISSUES 8-50 OPEN TO OFFERS. CALL 01482 572764 ASK FOR NEIL

● **HERE'S VALUE FOR YAI** 17 GOOD CONDITION COMPUTER & VIDEO GAMES MAGS FROM JUNE 96 - OCT 97 ONLY £25 CALL 01274 502435

● **WANTED: MALE PEN PAL** INTERESTED IN DESIGNING GAMES 12-13. THE KNOLL, 26 LONDON RD, LIPHOOK, HANST, GU30 7AN

● **WANTED: PS PRO ISSUES** 1-6 & POWER STATION ISSUES 1-7. PHONE 01288 598796

● **WANTED: 3DO MAGAZINE** #1 & 15. WILL PAY GOOD PRICE. ALSO IMPORT 3DO GAMES WANTED. WILL PAY GOOD PRICE. CALL ALAN ON 01257 252840

● **18 COMPUTER MAGS,** RECENT ISSUES INC; PS POWER, GAMES MASTER & ESSENTIAL PS £15. TEL: 0181 429082

● **WANTED: GAME GENIE** CODE BOOK FOR MEGA DRIVE. PLEASE, PLEASE HELP. CALL 01592 759174

CLASSIFIED

FREEPLAY

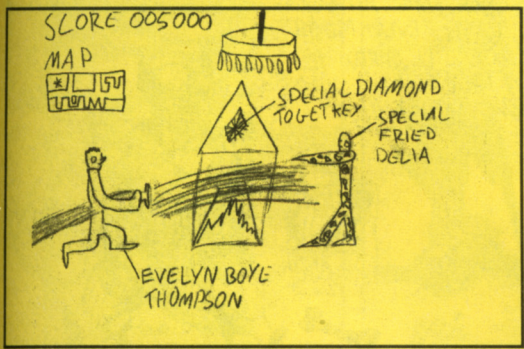
MELTING POT

YOUR CHANCE TO CREATE A GAME!

Want to tell the World your brilliant idea for a game? Scared that unscrupulous people will sell it off as their own? Send it to Melting Pot. Not only does everyone get to read your fantastic concept, but because it's in print, it's copyrighted to you! Oh, and one small note about how best to get your idea printed. Keep the writing to no more than 300 words and include a bold black and white drawing of how it looks. Reams of pages and poor art won't be chosen. Nuff said.

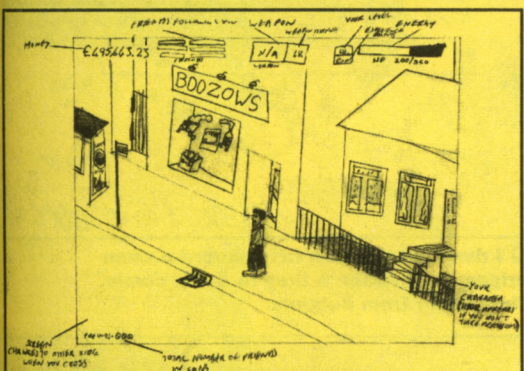
SAUSAGE EVIL

© Tommy To, Bethnal Green
My game is based on Capcom's Resident Evil, but is set in a bed and breakfast. All the staff have been fried due to an oil flood in the kitchen and have turn into crispy fried Delia Smiths. You, Evelyn Boye Thompson, professional B and B Inspector and companion, Michelle Goh, are trapped in room 13 and trying to escape, but, exhausted after a night session. Radio connection have been terminated and the closest telephone booth is outside. Weapons include fire extinguishers, water hoses and the usual guns etc. You need to collect different objects to get special items.



LIFE

© Garry paton
My game is an RPG in the 20th Century. You control a guy and start in your house. To choose it you must refer to a large map of Britain, pick a town, then a street, then a house. You start with £500,000 to spend. You're a married man in your



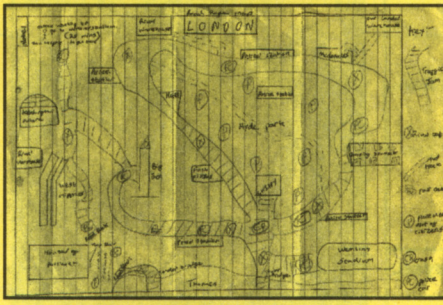
thirties (you pick your wife out of a choice of 10, then her name). After exploring the contents of your house, of which the furniture is already positioned, you leave your house to go to shops, maybe for food or a newspaper, but when you return your house has been robbed and your wife killed!
After that you have to question people and ask them if they saw anything. You have to buy a car and in the process travel in aeroplanes, buses and trains! You have to gain money by performing certain jobs like being a waiter or being a stripper.
You eventually find the evildoer is a boss of a criminal organisation - who is different every time you play a different game. Saving points are places like your house or hotels. You eventually find gun shops, but you have to get a gun under 44 caliber. If you don't, you get found by the cops then get nicked! Same goes for things like shop-lifting. You don't have to get a gun, you can solve the problem in a more civilised manner like phoning the police to come and get him when you find him and have him captured.
Another thing would be collecting friends to join you to form a gang and make a base. Then you can all take over the bad guy's organisation for yourself or just defeat the bad guys (kill or get arrested) and continue just to be friends. You could decide when the game is finished, so you could continue for as long as

you like, getting more friends. I think it would make a cool game, maybe for the new 128-bit Sega machine.



RUSH HOUR

© Scott Williams
A driving RPG. You can be 1 of 10 taxi firms driving in 52 major cities worldwide.
Idea:- To drive your chosen taxi through rush hour traffic picking up celebrities and normal citizens and dropping them off at their requested destination with time limits. Police chases occur when speeding or mowing down citizens. You also loose speed and time. Real time car damages and handling effects.
You get competition from rival taxi firms. In later levels other firms become more violent with attempts to drive you off the road and shooting at you.
You can get experience points for reaching your client and their destinations (this will allow your car to become faster and have more handling capabilities) experience points also for ramming other firms off the road and evading capture by police. You might get tips (credits) off your clients depending on how fast you get there and how well you drive (you get a map of each city).
You can custom-edit your taxi-firm - create your own car-specs and log, + car designs. Road rage will occur. Please, please Psychosis make this game.



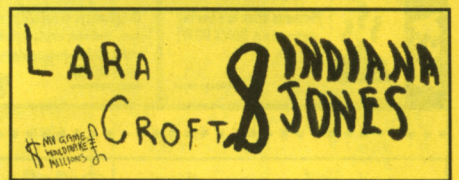
LITTLE RED RIDING HOOD + OTHER STORIES

©Ez Best
You are the fairy story's characters versus each other. For example, Little Red Riding Vs The Wolf, or the Three Little Pigs Vs The Big Bad Wolf (large variety of characters then - CVG). None of the characters have weapons apart from things from the fairy tales like a basket for Little Red Riding, and a brick, straw and a stick for the 3 little pigs! You can have evil secret characters such as the Wicked Witch of the North or West or whatever.



LARA CROFT VS INDIANA JONES

It is the year 2000, the world has recently been

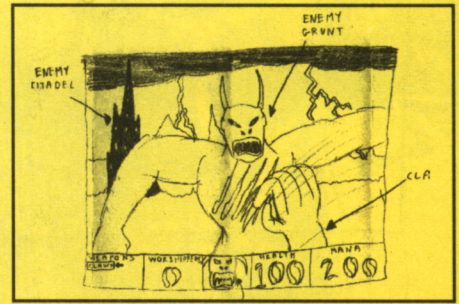


ravaged by the 3rd World War. So ravaged in fact, that humans become an endangered species, cities are turning to ruin and jungles are growing through them. The animal population thriving however (thus the Tomb Raider theme). Soon the human population rises by three million people per country and most cities are rebuilt. However Nazi's also come back into power and plan for the 4th World War (Nazis usually mean our good mate Indy). Lara Croft and Indiana Jones then come together in an epic jungle/war adventure. Indy to crush the Nazis, and Lara because the Nazi leader is none other than Larson's elder brother, Xavier (full name Thomson Xavier).



DEMON LORD

© Henderson Games 1997
This game would be played over the internet and would use an advanced version of the Quake engine. It takes place in the depths of Hell.
You begin by joining a tribe of puny Grunt demons (who, like every other character in the game, are controlled by other net users). You can improve your type of demon by absorbing mana from enemy demon tribes you kill. Your demon evolves according to how you play - like in Panzer Dragoon Zwei - so if you go on a mad killing spree your demon will grow large muscles and lots of weapons, whereas defensive players evolve magic abilities. Once you are powerful enough, you can build yourself a citadel and fill it with defences, and attempt to enlist the services of weaker players.
The weapons and magic in the game don't use ammo. Instead, you draw energy from the amount of human followers you have on Earth. If you team up with other demons you can take energy from their followers as well. You can go to Earth and kill enemy demon followers. You can also seduce humans and get them to sell you their souls, giving you HUGE amounts of mana, and you can have women give birth to your demon spawn, which you can control if your main demon gets killed.
The game never ends, but the goal would be to become an all-powerful Demon Lord and destroy or control all the other demons. And with players from all over the world trying to do the same thing, this would be the best game ever.

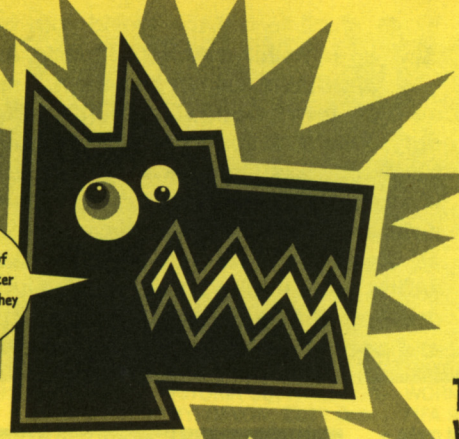


XXX FEATURE NAME IN HERE XXX

PREPLAY

drawinz wot you dun

Drawins that are dun on A4 (that's about the size of this mag), have a much better chance of going in because they are easier to fit on the scanner. Woof.

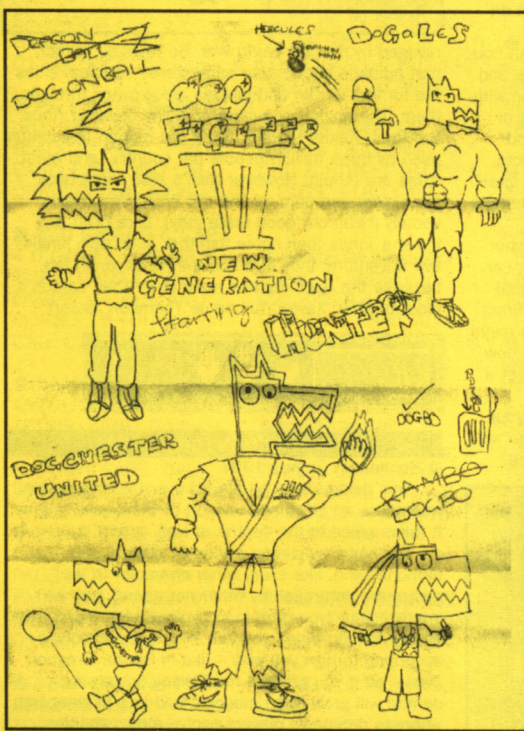


KEY	Pictures that are boring get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!
	_____	_____

This is where budding young Leo DaVinc's and struggling Vinnie Vangoffers try to scribble their way to CVG stardom.

Standards have been slipping, so I've decided to come down on you hard this month, like a million tons of lead ingots. Get those weak brain boxes into gear otherwise I'll bite your fingers off and bury them at the back of the garden!

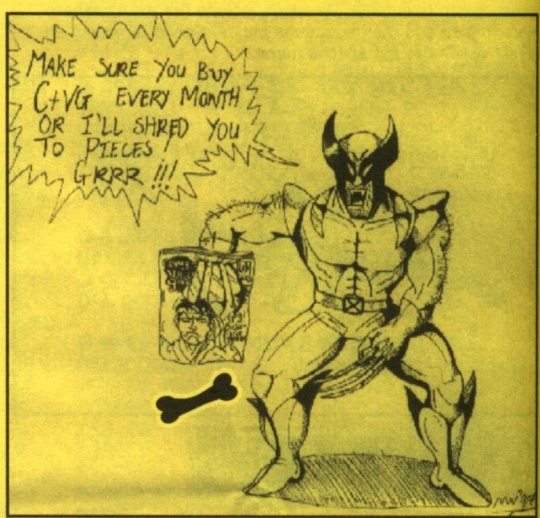
drawinz
wot you dun



ⓐ A dog-gone crazy K9 picture from John Nguyen. This nearly went walkies! Knerr! Ak! Grunn!



ⓐ Mario's been playing away from home. From D Gaudion.



ⓐ You betcha Michael Watson.



ⓐ Ray Higgins and his pals play kiss-chase in the playground.



ⓐ I dun killed more'n fifty hunerd o them wiggerey critters 'n they're a-still comin. Chris Dufor from Belgium.



ⓐ Hidden talent from the wee brain and wee pencil of wee Jamie Campbell. Wee-wee breath.



ⓐ How can he scream with his head chopped off? Grit-Brain. Elliot Crispin Brown.



ⓐ Hunter's fat uncle Cruncher, from Cian O'Brien aged 10.

MORTAL KOMBAT 4

VERSION 2.1 CVG's FREEPLAY STRATEGY GUIDE

BY SLASHER, QUAN

Here's the strategy guide you need to conquer the viciously violent fourth edition of Midway's premiere fighting series, *Mortal Kombat*. Version 2.1 is now out and it fixes most of the bugs of the glitchy version 1.0 we covered a few months back, and (apparently) all the Fatalities, Kombat Kodes, and other secrets are now active. Rip this out and bring it with you to the arcades, then start ripping off a few heads, spines, and other body parts. In the game.

PLAYGUIDE

GENERAL TRAINING

GROUND KOMBOS

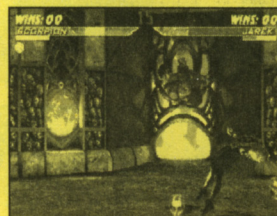
Those who remember *MK 3*'s ridiculously complicated dial-a-button ground kombos will immediately note that ground kombos have been vastly simplified in *MK 4*. First of all, the options are exactly the same for everyone. You basically have three choices, as shown below:



Three Hits: Hit HP, HK, HK



Two Hits into Special Move: Hit HP or HK, HK, then immediately do the motion for a special move. The special move's animation will cut off the last HK, much like a *Street Fighter* two-in-one.



Launcher: HP, HK, D+HK; this will knock them into the air, setting them up for a juggle kombo.



K HP = High Punch RN = Run
E LP = Low Punch U = Up
Y HK = High Kick F = Forward
S LK = Low Kick B = Back
 BL = Block D = Down

JUMP IN KOMBOS

To initiate a juggle kombo where you knock the opponent off their feet and into the air, jump in with a High Kick. To start a ground kombo, jump in with a High Punch. Jumping in with a Low Punch or Low Kick will knock the opponent down onto the ground, so don't use those if you want to start a kombo.

DEFENSIVE HIGH PUNCH KOMBOS

Another great way to start a kombo is knock a jumping opponent out of the air with a standing High Punch. The distance and positioning to make this work is much different from previous *MK* games; you must be farther back than usual. Make sure your HP connects with the tip of their foot, otherwise you might take the hit!

MAXIMUM DAMAGE

A new (and in my opinion, utterly ridiculous) addition to *MK 4* version 2.0 is the maximum damage barrier for kombos. Once your kombo hits 40% or higher damage, the Max Damage indicator flashes on-screen and you're flung away, ending the kombo. If you use mad skill and you're able to reach 39%, your final hit could theoretically take you into the high 50s, but that's the best you're gonna get. Now don't misunderstand me, I am definitely in favour of damage control on kombos, but this is just TOO much... why not simply tick the damage down to one or two percent per hit over 40%? That way the bad-ass players could show off, without the damage being too high. As it is, ANYONE can do one of the simplistic maximum damage kombos, leaving no room at all for showboating! Goodbye to all the fun Kai kombos from version 1.0...



WEAPONS AND OBJECTS

You can pick up almost anything, such as your own dropped weapon, an opponent's weapon, rocks, skulls, and other goodies simply by hitting D+RN. You'll throw rocks and similar objects automatically when you grab them. If you want to throw a weapon, simply use your standard weapon draw motion.



3D DODGING

Tap RN, RN to dodge upward into the screen, or D+RN, RN to dodge downward. This is a useful technique to use to retrieve a lost weapon which has been scrolled out of play by camera rotation. However, it's not as useful as sidesteps in other 3D games, because the dodge is so fast that unless it's perfectly timed you'll still get hit. Use it when the opponent throws a projectile, or when they're in close and you want to surprise them.

THROWS AND LIMB BREAKERS

Throws are done with LP when standing close, and the new limb breakers are executed with LK at close range. Unfortunately, in version 2 it's not possible to follow up either one with a combo (such as Kai's limb breaker -sweep combo in version 1.0).

FAN FATALITY

This is similar to the 'pit' stage fatalities from past MKs. All the characters can 'execute' this Fatality on the Prison Stage where you uppercut the opponent into the sharp, rapidly rotating blades of a fan. Simply do the indicated motion for your character while standing close.

VS SCREEN KODES

Much like MK 3, MK 4 has Vs screen codes which can produce various effects as noted below. Enter the codes with player 1 and player 2's LP, BL, and LK buttons. The number indicates the number of times you must hit the appropriate button. Here are the known Vs screen codes thus far:

Code #1 - Free Weapon	111-111 (one weapon at the start of the round)
Code #2 - Throwing Disabled	100-100 (no throws allowed)
Code #3 - Armed and Dangerous	444-444 (start off with weapon equipped)
Code #4 - Silent Combat	666-666 (music is off)
Code #5 - Explosive Combat	050-050 (final hit causes loser to blow up)
Code #6 - Random Weapons	222-222 (begin fight with random weapons)
Code #7 - No Power	123-123 (start off one hit away from death, great for fatalities!)
Code #8 - Many Weapons	555-555 (weapons litter the arena)
Code #9 - Randerp Combat	333-333 (randomly morph into other fighters)
Code #11 - Weapon Kombar	002-002 (you never drop your weapons)
Code #13 - Noob Sabot Mode	012-012 (possibly enables a fight against Noob Sabbot, but the method is still unknown)
Code #14 - Red Rain	020-020 (the rain turns red on the mountain stage)

SECRETS ALTERNATE OUTRITS

Move the cursor onto the desired character and push the Yang symbol, then select the character and you'll be clad in a slightly different costume, which might be a simple colour swap or as complicated as a new garment or face (Sub-Zero, for instance, takes off his mask).

Hold start (HP+BL+LK)
 Hold start (HP+BL+LP)
 Hold start (LP+BL+LK)
 Hold start (LP+BL+RN)
 Hold start (LP+LK+RN)
 Hold start (LP+HK+LK)
 Hold start (HP+BL+RN)
 Hold start (HP+BL+RN)
 Hold start (HP+LK+RN)
 Hold start (LP+BL+LK)
 Hold start (HK+BL+LK)
 Hold start (HP+BL+LK)
 Hold start (HK+BL+LK)
 Hold start (HP+BL+RN)
 Hold start (HK+HP+RN)
 Hold start (HP+LP+HK)
 Hold start (HP+HK+RN)
 Quan Chi

JAREK WINS

RELKO WINS

SCORPION WINS

LIU KANG WINS

RAIDEN WINS

SONYA WINS

SUB-ZERO WINS

TANYA WINS

J. CAGE WINS

JAX WINS

REPTILE WINS

SHINOOK WINS

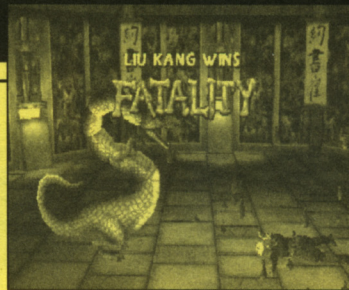
KAI WINS

LIU KANG

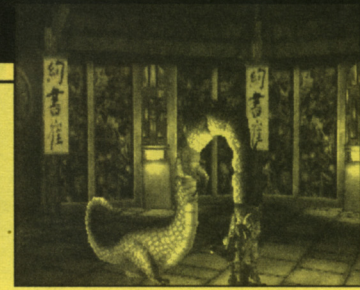
GENERAL STRATEGY

Liu Kang has changed very little, if at all, from previous MKs. In fact, in version 1.0 he could do the Bike Kick without charging, so he's been greatly weakened in version 2.1. You want to either hang back and win the fireball wars with Liu Kang's superior projectile arsenal, or get in their face and go for kombos into the Bike or Flying Kick.

FATALITIES



Fan Fatality F,F,B,LP



Dragon Fatality F,F,F,D,BL+HK+LK(Sweep distance)

KOMBOS

Jump in with HP, standing HK, standing HK, Flying Kick



Standing HK, standing HK, D+HP, jumping HK, Air Fireball
Defensive HP, jumping HK, Air Fireball

MOVES

- Weapon – Jagged Sword B,F,LK
- High Fireball F,F,HP (can be done in the air)
- Low Fireball F,F,LP
- Flying Kick F,F,HK
- Bicycle Kick Charge LK three sec., release

SONYA

GENERAL STRATEGY

Sonya Blade was one of the dominant characters in version 1.0 of MK 4, but sadly the developers decided to add a pause after her Cartwheel. Whereas before the move could be used with impunity to harass opponents, now it's been reduced to use only in kombos or if you block an attack which leaves them vulnerable. Go for the Leg Grab whenever they twitch, use the Bike Kick as a defensive counter, and the Square Wave anytime you think they'll jump. Be offensive and make them afraid to do anything but turtle, then run in and throw them.

FATALITIES



Fan Fatality D,D,B,B,HK



Kiss of Death D,D,D,U,RN (Sweep distance)

KOMBOS

Jump in with HK, Cartwheel, Square Wave Flight



Jump in with HP, standing HK, standing HK, Ring Toss
Defensive HP, standing HP, jumping HK, Air Throw

MOVES

- Weapon – Spinning Blade F,F,LK
- Cartwheel D,F,LK
- Ring Toss D,F,LP
- Leg Grab D,LP+BL
- Bike Kick B,B,D,HK
- Square Wave Flight F,B,HP
- Air Throw BL when close in the air

REPTILE

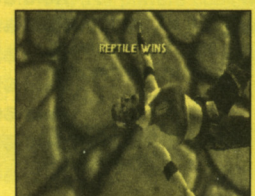
GENERAL STRATEGY

When has there ever been a version of MK in which Reptile didn't suck?! MK 1, I suppose (of course, he wasn't playable). Adding the Ground Krawl to Reptile's repertoire in version 2 just wasn't enough. Stay away from this character unless you're an expert; his slow projectile (which is utterly duckable by the way) and lack of combo potential cripple him. However, if you're playing in a mismatch, the best way to use Reptile is to disappear and harass them with a mix of long-range Acid Spits and close-range throws, ducking Low Kicks, and other cheap taktiks.

FATALITIES



Head Chew Hold [LP+HP+LK+HK],U (close)



Fan Fatality D,F,F,LP

KOMBOS

Jump in with HP, standing HK, standing HK, Dash Punch



Jump in with HK, Ground Krawl Defensive HP, standing HP, Ground Krawl

MOVES

- Weapon – Axe B,B,LK
- Ground Krawl B,F,LK
- Acid Spit D,F,HP
- Invisibility BL+HK (repeat to reappear)
- Dash Punch B,F,LP

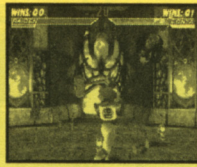
RAIDEN

GENERAL STRATEGY

The thunder god is back, but unfortunately he's not the superpower he once was. Deprived of his shocker and burdened with a longer-than-usual delay when he throws the Lightning Bolt, Raiden relies mainly on his killer Superfly and Teleport confusion tactics. Be careful, however, a blocked Superfly leaves him vulnerable as always. On the bright side, Raiden's weapon, the Mallet, is possibly the best weapon in the game and a great combo starter... Use it at close range in foot games.

KOMBOS

B+HP Mallet swing, B+HP Mallet Swing, Superfly



Jump in with HP, standing HK, standing HK, Lightning Bolt
Standing HK, standing HK, Down+HP, jumping HK, Air Superfly

FATALITIES

Fan Fatality D,F,B,BL

MOVES

Weapon – Mallet F,B,HP
Superfly F,F,LK
(can be done in the air)
Lightning Bolt D,T,LP
Teleport D,U

SCORPION

GENERAL STRATEGY

Repeat after me: "Don't jump." That's what you should tell your opponents, because Scorpion can punish any jumping opponent with a huge defensive juggle combo or even a teleport. Follow any knockdown with a teleport and then a throw or a limb breaker. His new Hades Flame move is almost completely worthless, as it's slow and can't be used in any good combos. Scorpion is 100% old skool.

FATALITIES



Fan Fatality F,F,D,D,LK
Toasty! B,F,F,B,HP+BL (just outside sweep distance)

KOMBOS

Jump in with HP, standing HK, standing HK, Spear, Roundhouse Kick



Defensive HP, defensive HP, Teleport, Spear, standing HK, Down+HP, jumping High Kick, Air Throw
Standing HP, standing HK, Down+HP, Spear, HK, Down+HP, jumping High Kick

MOVES

Weapon – Sword F,F,HK
Spear B,B,LP
Teleport D,B,HP (can be done in the air)
Air Throw BL when close in the air
Hades Flame D,F,LP

SUB-ZERO

GENERAL STRATEGY

Scrub-Zero's back and he's been weakened again! Now he doesn't even have his Ice Shower or Ice Puddle... and the Ice Clone is totally lame, as it's deactivated any time you're close. The only use for the Clone is to lay one when the opponent's jumping and so they land on it. Otherwise, this character's back to the MK 1 basics... Freeze if they're going to jump, Slide when they twitch, and play foot games.

FATALITIES



Head Pull+Spine Hold
BL+RN [F,B,F,D,HP] (Close)

KOMBOS

Standing HP, standing HK, D+HP, Jumping HK, Slide



Jump in with HP, standing HK, Freeze, step back, jump in with HK, Slide
Defensive HP, Freeze, Jumping HK, jumping HK

MOVES

Weapon – Ice Staff D,F,HK
Freeze D,F,LP
Slide LP+BL+LK
Ice Clone D,B,LP
(can be done in the air)

REIKO

GENERAL STRATEGY

Reiko is Noob Saibot with a makeover. He still has the old Teleport Throw, but gains a Flip Kick, Shurikens, and an entertaining Circular Teleport. This guy's not the greatest character, in fact he's pretty weak against MK 4's elite. Use the Teleport Throw as an occasional surprise, pelt them with Shurikens from a distance, and occasionally whack 'em with your club.

FATALITIES



Torso Kick F,D,F,LP+BL+HK
+ LK (Close)

MOVES

Weapon – Spiked Club D,B,HP
Teleport Throw D,U (BL to throw when close)
Flip Kick B,D,F,LK
Shurikens D,F,LP
Circular Teleport B,F,HK

KOMBOS

Jump in with HP, standing HK, standing HK, Shurikens



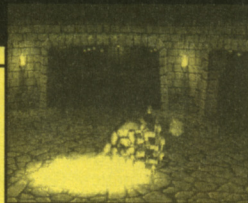
Jump in with HK, Flip Kick, Teleport Throw
Defensive HP, Flip Kick, jumping HK

SHINNOK

GENERAL STRATEGY

Almost by default, Shinnok is the best character in the game. Given the ability to impersonate any other character (with far less transformation time than Shang Tsung players are accustomed to), he can adapt to any situation and emerge victorious. He's the expert player's character of choice. Unfortunately, as he has no unique moves of his own, he is a bit boring.

FATALITIES



Hand of Death
D,B,F,D,RN (Close)



Fan Fatality D,D,F,HK (Close)

MOVES

Weapon - Bladed Staff B,F,LP

Impersonations:

Fujin	F,F,B,HK
Kai	F,F,F,LK
Reptile	B,B,F,BL
Scorpion	F,B,LP
Liu Kang	B,B,F,HK

Sonya	F,D,F,HP
Jarek	B,B,B,LK
Sub-Zero	D,B,LP
Quan Chi	B,F,B,F,LK
Tanya	B,F,D,BL
Raiden	D,F,F,HP
Cage	D,D,HP
Jax	F,D,F,HK



FUJIN

MOVES

Weapon - Crossbow B,B,LP

Whirlwind F,D,LP (hold LP)

Levitation F,D,F,HP

Body Slam B,F,D,LK (after Levitation)

Dive Kick D+LK (in the air)

Flying Knee D,F,HK

FATALITIES



Fan Fatality D,D,D,HK (Close)

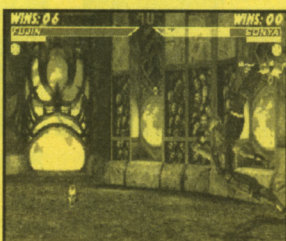


Crossbow Explosion BL+RN x4 (Half screen distance)



KOMBOS

Jump in with HK, jumping HP, Dive Kick



Jump in with HP, standing HK, standing HK, Flying Knee

Standing HP, standing HK, D+HP, Levitation, Body Slam, standing HP, Flying Knee

KAI

GENERAL STRATEGY

Kai is the most skilled, skills-based skillerado in the game. Meaning, he totally kicks ass, and could be the best MK 4 komatant (short of Shinnok). Harass opponents with constant Rising Fireballs, especially when jumping... if one connects you have numerous juggle kombo opportunities. The Handstand is awesome, fast, and annoying, but the removal of Kai's leg throw from this position (which was in version 1.0) definitely weakens him. If they are trying long-screen fireball wars, you can always trade hits with Falling Fireballs. Maximum damage certainly ruins Kai's bigger kombos, but you can still bust out some nugget busters.

FATALITIES

Fan Fatality F,F,D,BL

MOVES

Weapon - Bladed Staff D,B,LP

Handstand BL+HK

(BL to return to feet) (while in handstand, HK or LK to kick, hold LP to spin)

Falling Fireball B,B,HP

Rising Fireball F,F,LP

(can be done in the air)

Flying Punch D,F,HP

KOMBOS

Jump in with HK, jumping HK, land into Flying Punch



Near the corner: Rising Fireball, standing juggle HP, Rising Fireball, standing juggle HP, standing juggle HP, Flying Punch

Defensive juggle HP, standing HP, Flying Punch

TANYA

GENERAL STRATEGY

Oh my bride! Tanya's a little better in Version 2.0 with her Drill Kick, in fact she's a lot better! She's right at the top with Shinnok and Kai. You can harass people constantly with her fast moves, and bust out the Drill Kick as the perfect anticipation counter. Be careful with the Cartwheel however, it's not that fast and easy to counter if it misses or is blocked. Her Air Fireball is good, and her Boomerang is a very pesky weapon.

MOVES

Weapon - Boomerang F,F,HK

Fireball D,F,HP

Cartwheel Kick D,B,LK

Air Fireball D,B,LP (in the air only)

Drill Kick F,F,LK

KOMBOS

Jump in with HP, standing HK, standing HK, Drill Kick



FATALITIES



Kiss of Death D,D,U,D,HP+BL (Close)



Standing HP, standing HK, D+HP, Cartwheel Kick
Defensive juggle HP, standing HP, Drill Kick

GENERAL STRATEGY

Quan Cheap in the house! The lord's sorcerer is up to mad tricks with his Teleport Stomp and he's definitely the little Jimmy character of choice. However, once the opponent gets used to countering the Stomp (either by blocking and then Uppercutting, or by jumping back with HK in anticipation), Quan loses some of his lustre. The Green Skull is an effective, large projectile which can take jumpers out of the air, and the Slide is also superb. However, this isn't quite enough to put Quan over the top... He ends up in the middle of the pack.

MOVES

Weapon - Dagger	D,B,HK
Air Throw	BL when close in the air
Green Skull	F,F,LP
Steal Weapon	F,B,HP
Teleport Stomp	F,D,LK
Slide	F,F,HK

FATALITIES

Fan Fatality F,F,D,HP

KOMBOS

Jump in with HK, Green Skull



Jump in with HP, standing HK, standing HK, Green Skull
Defensive juggle HP, standing HP, Slide

JAREK

GENERAL STRATEGY

Jarek makes it all happen with fierce tactics. His Cannonballs are utterly dominant, and with no charge time he's even better than Kano at 'em! The Ground Slam, even more powerful than Jax's Earthquake, is a cheap-ass damage inducer and great to use to konklude any kombo. The TriBlade is a fairly good projectile. All in all, Jarek is one of the best characters and can hold his own in almost any fight... Be sure to use the Ground Slam any time they get too defensive and stay on the ground.

FATALITIES



Heart Rip F,B,F,F,LK (Close)

MOVES

Weapon - Scimitar	F,F,HP
Cannonball	B,F,LK
Ground Slam	B,D,B,HK
TriBlade	D,B,LP
Vertical Cannonball	F,D,F,HP

KOMBOS

Defensive juggle
HP, standing HP,
Cannonball



Jump in with HP, standing HK, standing HK, Cannonball
Standing HP, standing HK, D+HP, Jumping HK, Ground Slam

KOMBOS

Jump in with HK, Nut Punch
(Vs. males only in the corner)



Jump in with HP, standing HK, standing HK, Shadow Kick

Defensive juggle HP, standing HP, Shadow Uppercut

JOHNNY CAGE

GENERAL STRATEGY

Apparently back from the grave, Johnny (pronounced "Gianni") Cage, who was rumoured to have been killed at the end of MK 2, has most of his old moves. In fact, he is the same character he's always been, minus the ability to do a kombo after the Nut Punch (too bad). His Fireballs can still be used in an excellent confusing game of keep-out. Throw the low one at close range and the high one from far, occasionally alternating, and the enemy will be afraid to move, jump, or even twitch. The Shadow Uppercut is a perfect counter to any jumping attack. Cage is good, but not one of the best.

MOVES

Weapon - Sword	F,D,F,LK
Shadow Kick	B,F,LK
Nut Punch	BL+LP (can't use on women 'cause they don't have nuts to punch)
Shadow Uppercut	B,D,B,HP
Low Fireball	D,B,LP
High Fireball	D,F,HP



FATALITIES

Fan Stage D,D,F,F,HK (Close)
Torso Rip F,B,D,D,HK (Close)

JAX

GENERAL STRATEGY

Jax is back on the scene and he's gonna throw you DOWN, baby! Jax was one of the kings of MK 2, but by now his status has slipped a bit, especially with the loss of the Gotcha Grab and the Quad Throw. Go on the offensive with Missiles and Dashing Punches, then when the opponent starts to turtle up, unleash a few Earthquakes to sting them for unblockable damage. If they start to get any funny ideas about jumping at you, counter with a jumping HK into Backbreaker or a defensive juggle kombo. All around, Jax is a solid character.

MOVES

Weapon - Spiked Klub	D,F,HP
Earthquake	F,F,D,LK
Dashing Punch	F,D,B,LP
Backbreaker	BL in the air when close
Missile	D,B,LP

FATALITIES

Fan Fatality F,F,B,LK

KOMBOS

Jump in with HK, then jump at them again and do the Backbreaker



Jump in with HP, standing HK, standing HK, Dashing Punch

Defensive juggle HP, standing HP, jumping HK, Backbreaker

WRITE FOR FREEPLAY

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, WE'LL LEAVE THEM IN A CONFUSING HEAP FOR MONTHS AND MONTHS AND MONTHS.

FREEPLAY

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



You've spared us some time out of your busy Christmas holiday schedule of eating lots of food and playing games all day. Thank you. Now see if you can spare some time to make yourself famous! Look at the sections mentioned below and work out if you've got any bits of information that will fit into the sections of FreePlay. If you have, we'll print your contribution for the world to see and maybe even organise some free presents for you. See you next year!

MERRY CHRISTMAS EVERYONE!

TIPS

It never snows at Christmas. This means that you'll all be stuck indoors for two weeks playing all the latest games non-stop. In this time you'll surely work out some fantastic tips or be able to write out an excellent guide for your new games. Send them to us (new tips only please) and if we print them you might find a free game coming your way.

HIGH SCORES

Fuelled on an entire month's worth of advent calendar chocolate, giant tubes of Fruit Pastilles and sugar mice, high scores will be easy to get.

ART/CARTOONS

We've got this miserable dog called Hunter. This is the only time of year that he cheers up, so make the most of it by sending him all your drawings. Hopefully he won't eat them.

MOST WANTED

We know that you've been waiting for this Christmas's big games for over a year. Now we want to know what you're looking forward to for Christmas 1998! Whenever you send anything to CVG, write the gaming articles you want more than anything else in the world and we'll compile them into the Top 10 chart on the front page every month.

MELTING POT

If no-one's made the game you've always wanted yet, design it yourself. Those that get printed are copyrighted! Just keep them short.

FREEPLAY FAN

At Christmas time it's easy to fall in love with a game. Put your reasons on paper and send them to FreePlay Fan so that everyone can see what's so great about your fave game.

FREE ADS

Auntie Francis got you *Rayman* for Christmas? Just smile, say "Thank you" and fill in the form below to offload it on some poor fool! Ha ha!

FANZINES

Want to be just like Paul Davies? Not the long head, complete madness and Japanese pop music collection, but being a magazine editor. Make a fanzine of your own and we'll try to mention the best ones in FreePlay.

MOST	WANTED
IN ORDER OF IMPORTANCE	
1
2
3
4
5

NAME

ADDRESS

.....

TEL NO.

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

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

THIS IS A FREE SERVICE

- * 1. If you are under 18, make sure that you have your parents' permission before placing or replying to an advertisement.
- * 2. If you are under 18, or live at home, make sure that you have your parents' permission to include your telephone number in any advertisement.
- * Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.

computer and video games **AGAINST PIRACY** computer and video games

WE'RE AGAINST GAMES PIRACY - IT HURTS DEVELOPERS AND ULTIMATELY US. DON'T BUY COPIED GAMES.

FREEPLAY