

FREEPLAY

Issue 5

• stop press •

id SLAM PIRATES WHO PUT QUAKE ON THE NET!

On the 10th of June, a beta-test version of *Quake* illegally found its way onto the Net. The code was stolen from id Software's internal network and provoked this angry response from id's Biz Guy No.2. "These guys are supposedly fans of ours, then they steal from us like petty losers. They are just maggots on the mucilaginous dung pile of life. These people are the main reason that very few software developers can remain independent of large corporate ties. It doesn't hurt us much, but it puts smaller guys out of business." Since the incident, id have confirmed the person responsible has been identified and reported to the authorities. "We have not decided whether or not to put anybody in jail yet, but we certainly can if we want to." Apparently the beta-version is severely unfinished, with parts of the levels



missing completely. It's also badly bugged in places. id strongly advise fans to wait for the full game. "Anyone who sees the finished full

game and hears the CD audio tracks by Nine Inch Nails will not want to play the stolen half-ass version." All the more so, because the beta-version is also NOT compatible with the final version for multiplayer link-up. CVG is strongly against piracy of any sort, and we advise you get the proper game. If, that is, you want to face us on the Net, on the finished game's custom Deathmatch-only levels. And experience Shub-Niggurath the way he should be experienced!



THE RED-HOT RUMOUR DEPARTMENT!

Every month, we hear tons of exciting rumours about the games industry. Some are clearly rubbish, more often than not though there's some truth to them. Here we've sifted out the bull to bring you the most thrilling gossip!

- All the Sonic games are going to be released on one disc for the Saturn. It's going to be called *Sonic Series*.
- Such is the N64 craze in Japan at the moment, that supplies of coloured joypads are running short, even though there aren't any games that need more than one pad yet!
- Nintendo have teamed up with Seta (who did *Shogi*) to produce an N64 arcade board.
- Sega are going use the miniature 8 megabit RAM Toshiba memory card (reported in CVG #175) with Saturn VF3.
- *Tekken 3* on PlayStation is going to need a hardware add-on.
- Electronics Boutique are going to sell PlayStations for a special trade-in offer of \$99. They'll take 10 SNES carts, 13 Megadrive games or five Saturn discs. A similar deal is set to take place over here.
- Enix (makers of the *Dragon Quest* series) are developing an RPG for Saturn.
- They've also got their first N64 project lined up - *Wonder Project J2*.
- Datel are going to release a 3 1/2 inch disk drive for the PS. Each disk stores the same as a memory card (15 games). But obviously a disk is cheaper.
- SOJ are going to ban all naughty games on Saturn - possibly to make it more suitable for younger users.
- Peter Molyneux (creator of *Populous*, *Theme Park* and *Syndicate*), unhappy with EA's control of his company, Bullfrog, could be leaving to start a whole new one from scratch.
- Mr Mizuguchi has left AM3 to form his own division, AMS. His first game is based around European touring cars.
- SNK and Sega are abandoning the Twin Advanced Rom System. They're using an 8mb RAM cart with *Fatal Fury: Real Bout* and *KOF '96*.
- *Virtual On* uses the Saturn link-up cable. The game is to be premiered at the Tokyo Game Show
- Matsushita plan to unveil M2 at this October show.
- A netlink version of *Sega Rally - Sega Rally Plus*.
- A Saturn screensaver which turns your TV into virtual fish aquarium.
- Saturn *Toshinden 2* is more impressive than the PS version. *Version 2.5* runs at 60 fps, is displayed in hi-res and has extra features.
- A major developer whose name starts with N will have its famous game on Saturn. If this 'N' is the same one we're thinking of, then they're also working on N64.
- Another developer 'S' is bringing out a simulation and 3D fighting game on Saturn.
- The music for *Daytona Remix* may be done over here. In which case it won't be tinkly karoake tunes.
- *Cruisin' USA* on N64 has been delayed until next year. Shame.
- id software are doing some of the coding of Saturn *Doom*. It's going to be link-up too.
- Ed Lomas featured naked somewhere in this issue!



READERS MOST WANTED CHART

Nintendo 64 is still at the top of your 'wants' this month. But now it exists, so if you really want it, go get it!

1	NINTENDO 64	THIS PLANET
2	TEKKEN 3	ARCADE
3	TIME CRISIS	PLAYSTATION
4	MARVEL SUPERHEROES	SATURN
5	SONIC 3D	MEGADRIVE
6	VIRTUA COP 3	ARCADE
7	KING OF FIGHTERS '95	UK SATURN
8	STREET FIGHTER 3	ARCADE
9	32-BIT GAMEBOY	IN OUR HANDS
10	STREET FIGHTER ALPHA	SNES

Others 'pleas' that just failed to make the chart are *Mortal Kombat 64*, *Dirt Dash* on PlayStation, a PlayStation upgrade (why?), *International Karate +* on PlayStation (good stuff) and Squaresoft back at Nintendo. Sniff. Don't forget, include your three Most Wanted's, in order of importance, on the envelope of anything you send to us. Or we'll bin it right away.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	FORMULA ONE GRAND PRIX 2	PC CD-ROM	MICROPROSE
2	NE	ULTIMATE MK3	SATURN	GT INTERACTIVE
3	NE	FADE TO BLACK	PLAYSTATION	EA
4	NE	INTERNATIONAL TRACK & FIELD	PLAYSTATION	KONAMI
5	NE	THEME PARK CLASSICS	PC CD-ROM	EA
6	NE	WING COMMANDER 3 CLASSICS	PC CD-ROM	EA
7	NE	ATLANTA GAMES '96	PLAYSTATION	US GOLD
8	2	DUKE NUKEM 3D	PC CD-ROM	US GOLD
9	3	RIDGE RACER REVOLUTION	PLAYSTATION	SONY
10	11	COMMAND AND CONQUER	PC CD-ROM	VIRGIN
11	NE	SETTLERS 2	PC CD-ROM	BLUE BYTE
12	15	WARCRAFT 2	PC CD-ROM	ABLAC
13	10	CIVILIZATION 2	PC CD-ROM	MICROPROSE
14	14	WORMS	PC CD-ROM	OCEAN
15	17	WORMS REINFORCEMENTS	PC CD-ROM	OCEAN
16	12	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
17	1	CHAMPIONSHIP MANAGER 2	PC CD-ROM	DOMARK
18	RE	LITTLE BIG ADVENTURE CLASSICS	PC CD-ROM	EA
19	NE	BIOFORGE CLASSICS	PC CD-ROM	EA
20	NE	SPACE HULK VOTBA	PLAYSTATION	EA

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These games aren't necessarily the best sellers or the best ever games on each machine. They're what we reckon are the hottest current games for each system

SATURN UK TOP 5

1	ULTIMATE MK3	GT
2	BAKU BAKU	SEGA
3	PANZER DRAGON ZWEI	SEGA
4	GUARDIAN HEROES	SEGA
5	STREET FIGHTER ALPHA	SEGA

SATURN IMPORT TOP 5

1	NIGHTS	SEGA
2	STREET FIGHTER ALPHA 2	SEGA
3	BOMBERMAN	HUDSONSOFT
4	VIRTUA FIGHTER KIDS	SEGA
5	PANZER DRAGON ZWEI	SEGA

PLAYSTATION UK TOP 5

1	TEKKEN 2	SONY
2	JUMPING FLASH 2	SONY
3	RESIDENT EVIL	VIRGIN
4	TRACK AND FIELD	KONAMI
5	RIDGE RACER REVOLUTION	SONY

PLAYSTATION IMPORT TOP 5

1	KING OF FIGHTERS '95	SNK
2	NAMCO MUSEUM VOL 3	NAMCO
3	TRACK AND FIELD	KONAMI
4	BIOHAZARD	CAPCOM
5	TEKKEN 2	NAMCO

PC TOP 5

1	QUAKE: (SHAREWARE)	id SOFTWARE
2	FORMULA ONE GRAND PRIX 2	MICROPROSE
3	DUKE NUKEM 3D	US GOLD
4	CATZ	MINDSCAPE
5	EURO '96	GREMLIN

NINTENDO 64 TOP 3

1	MARIO 64	NINTENDO
2	PILOT WINGS 64	NINTENDO
3	EXTRA COLOURED JOYPAD	NINTENDO

MEGADRIVE TOP 3

1	SONIC 3	SEGA
2	SONIC AND KNUCKLES	SEGA
3	SONIC 2	SEGA

SUPER NES TOP 3

1	YOSHI'S ISLAND	THE
2	MARIO PACK	THE
3	PILOTWINGS	NINTENDO

ARCADE TOP 5

1	PROPCYCLE	NAMCO
2	GUNBLADE	SEGA
3	DIRT DASH	NAMCO
4	VIRTUAL ON	SEGA
5	FIGHTING VIPERS	SEGA



JAPANESE MULTI-FORMAT SALES TOP 10

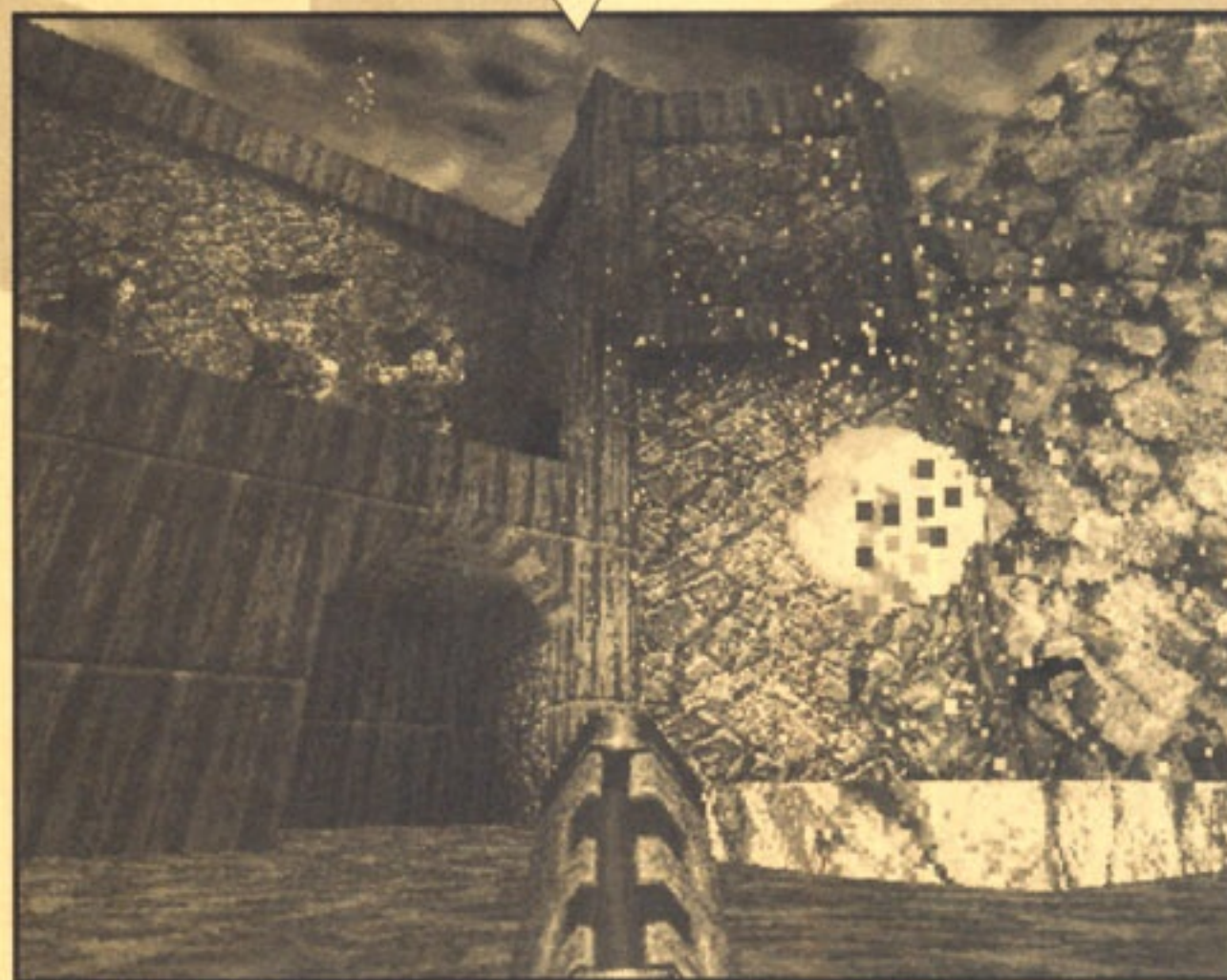
1	NIGHTS	SATURN
2	MARIO 64	NINTENDO 64
3	TRACK AND FIELD	PLAYSTATION
4	TOTAL NBA '96	PLAYSTATION
5	BIOHAZARD	PLAYSTATION
6	TORICO	SATURN
7	KING OF FIGHTERS '95	PLAYSTATION
8	NAMCO MUSEUM VOL 3	PLAYSTATION
9	TEKKEN 2	PLAYSTATION
10	POCKET MONSTER*	GAMEBOY

AMERICAN MULTI-FORMAT SALES TOP 10

1	TRIPLE PLAY BASEBALL 97	PLAYSTATION
2	ULTIMATE MORTAL KOMBAT 3	SATURN
3	RESIDENT EVIL	PLAYSTATION]
4	SHINING WISDOM	SATURN
5	INTERNATIONAL TRACK AND FIELD	PLAYSTATION
6	SUPER MARIO RPG	SUPER NES
7	TRIPLE PLAY GOLD	GENESIS
8	NBA SHOOTOUT	PLAYSTATION
9	KEN GRIFFEY JR'S WINNING RUN	SUPER NES
10	DARKSTALKERS	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC
2	NIGHTS	SATURN
3	MARIO 64	N64
4	FIGHTING VIPERS	SATURN
5	SF ALPHA	SATURN



For the last month, there has been someone playing *Quake* almost non-stop. Whether it's an office deathmatch, a one-player game, or a 16-player internet challenge it's always on. What a game!

TOP 10 THINGS WOT PHIL HAS BROKEN!

"AH AIN'T BROKE NUFFINK!"

- 1 THE INTERNET
- 2 OUT OF LONDON ZOO
- 3 HIS OWN CAR
- 4 HIS ELBOW
- 5 THE LAW***
- 6 FRIEND'S GARDEN **
- 7 FRIEND'S WARDROBE *
- 8 TOM'S DRUNKEN MASTER
- 9 ED'S MAC
- 10 TERRANOVA

ALL TRUE (except maybe the zoo. They freed him!)

* TO LIGHT A FIRE IN THEIR GARDEN

** FOR WHICH HE WAS ARRESTED

*** FOR LIGHTING HIS FRIEND'S GARDEN



*Incidentally, *Pocket Monster* is in the chart because the new Gameboy Pocket has just been released and it's the only good new game released for it

VIDEO GAMING

Dave Keaball's Retro Computer Cabin

As N64 Mario fever grips the office I decided to take time out and dig up a few of my old favourite platformers... nothing to do with the fact that Paul Davies commandeered my Nintendo for back-up purposes in case his ever went wrong! Oh no... why waste such technology on an old fart like the MicroGoblin, who still prefers his games to come with a nice bit of sprite flicker, eh?

When I was a young lad my parents used to load up all the grannies and my sister into a big packing crate and ship us off for our annual trip to Llandudno in Wales. It's a tradition that we still carry out today... It's still tradition that I blow all my money down the GOLDEN GOOSE arcade within the first five hours of getting there! And to this day I still have the fondest memories for an ATARI arcade machine called *PacLand*. It's played as a horizontally scrolling platform game (a unique departure from most Pac games) where you, as the hero, must transport little fairies that have become lost in *PacLand* back to the door that leads to Fairyland! As you traverse through the levels your old enemys Blinky, Pinky, Inky and Clyde are all driving around in dinky little cars, flying planes or riding weird little UFOs in their attempt to hinder your progress. Only when you come across a Power Pill can you reverse rolls and gobble them all up for a hefty bonus. Pac can also interact with the scenery to get some brilliant secret bonuses—on level one moving the fire hydrant rewards you with a firehat thing that lets you collect the mini ghosts dropped from the planes, or pushing a log in the woods releases a load of balloons that can be collected for bonus points. When Pac finally reaches Fairyland he releases his fairy and is given a pair of magic flying boots as a reward by their Queen. Then begins a mad dash home where his wife and baby are waiting to congratulate him.

It's these little touches combined with the wonderful cartoon graphics that make *PacLand* so appealing and the difficulty level is set in such a way that you are constantly being tested on your joystick dexterity and arcade skills.

I was lucky enough to pick up the original cabinet (see below) but you can also experience *PacLand* via the excellent C64 version released by Quicksilva in 1988, the nearly arcade perfect PC Engine version or the up and coming totally perfect PlayStation version (under the NAMCO arcade classics label).

This month's small platformer taster wouldn't be complete without at least mentioning a few of the many awesome Mario games. He began his debut way back in 1980 with *Donkey Kong* followed closely by *DK jr*, *DK 3* and the rather unsuccessful *DK IV* that never made mass circulation due to it being rather similar to the original. From this he bounced back in a coin-op called *Mario Bros*. It's a one or two-player game in



BUY YOUR OWN CLASSIC ARCADE MACHINE!!!
If you've ever dreamed of owning your own classic arcade machine, this is the man to see. Simon Green (pictured left) is getting his mitts on loads in the coming months, and even if you don't want a massive cabinet clogging up the living room he might be able to get hold of some PCBs to play through a supergun or a Datel wotsit!
If you're interested give him a ring on 0973 720312 (N.B. Automatics) and see what he's got. This is an excellent opportunity to buy relatively cheap arcade originals. My *Pac Land* is amaaaaaaazing!!!

WIN! A NINTENDO DONKEY KONG 64 CARTRIDGE!

No...sorry not for the Nintendo 64, but a Nintendo cartridge for the Commodore 64! This neat little cart plays a great game of *Donkey Kong* even though there aren't the full four arcade levels. To win it just answer this question:
Q: Mario has only ever played the 'BAD GUY' once! Which game was it?
Send your entries to "DONKEY KONG CABIN COMPO" at the usual address.

which the brothers run around a series of platformed screens attempting to clear it of the usual collection of turtles, flies, crabs and snowmen, which emerge from the pipes. First of all the baddies are punched by jumping at them from a platform below, you then jump up to their level and kick em in. The good thing about all these games are that Nintendo licensed them out onto various formats. The early Mario games can be found on the C64, Spectrum, Intellivision, Collecovision and more! It wasn't until *Super Mario Brothers* that Nintendo fully realised the fact that Mario would play a big part in selling their machines!

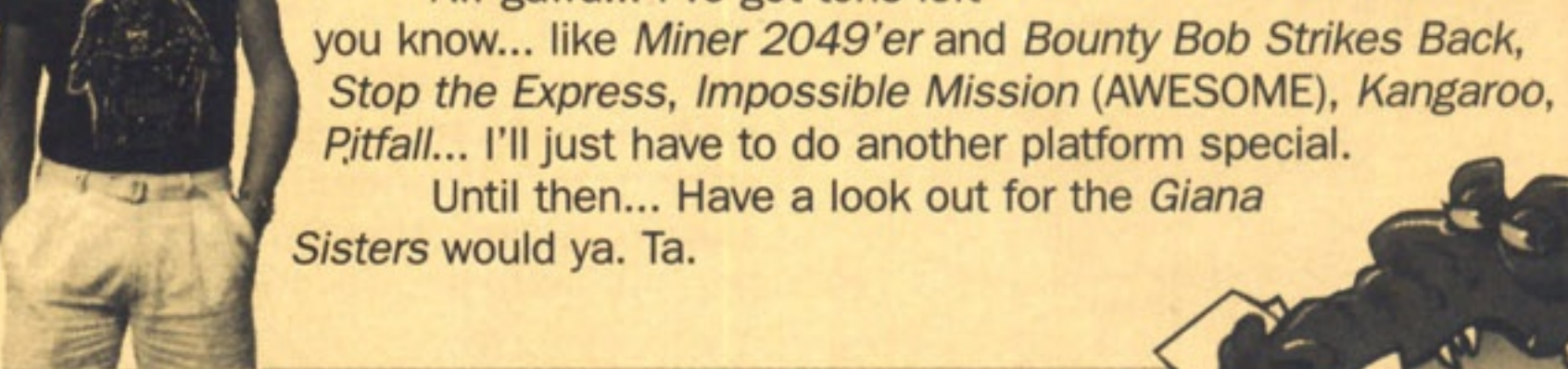
Now... I shouldn't really be saying this cos I think it was banned, but Rainbow Arts did a great little *Super Mario Bros* variant on the C64 and Amiga called *The Great Giana Sisters*. The story goes that one night Giana from Milano was fast asleep when she had a dream and found herself in a weird and wonderful 32 level world in search of a giant magical diamond! The game is packed full of surprise bonus blocks and treasure rooms and as you can hopefully see from the screenshot it's very much in the mould of the Mario games. If your lucky enough to find a copy you should snap it up... and send it to me cos I've been after it for years!

Though *Space Panic* was officially the first ever platformer, the one that most people will remember is *Manic Miner* by Matthew Smith on the Spectrum. It was later released onto nearly every machine going due to its incredibly well thought out and devious screens. The object of the game was to guide miner Willy through 20 caverns collecting objects that would open his exit to the next more difficult cavern. Needless to say this is an absolute classic and comes highly recommended along with its sequel *Jet Set Willy* (though I found the latter infuriating due to the fact that one small error would lead to the dreaded multiple deaths bug!).

The mining theme was always popular with platform games and provided the storyline and setting to one of my all-time favourites—*Wanted: Monty Mole*. I won't bore you with the storyline except to say that Arthur Scargill's caricature appeared later on, thus getting the game some excellent TV and press coverage during the height of the miners strike. The difference between Monty and Willy is that Monty requires a certain degree of luck to get past the various crushers and the infuriating mine cart sequence. The bright bold graphics and animation of all the characters is superb and rather than hinder the game, the frustrating difficulty of the later levels still keeps me coming back for more.

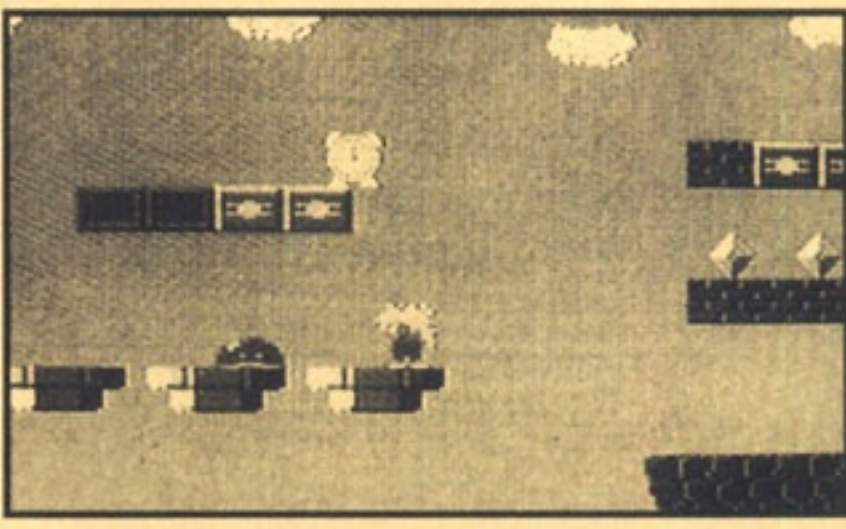
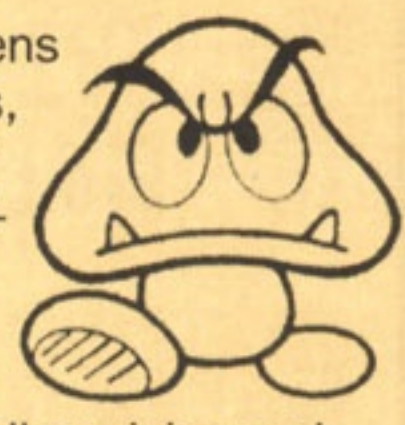
I'm going to round off with perhaps one of the rudest and funniest platformers ever. *Chan and Chan* is very much in the *Mario Bros* mould with loads of secret screens and bonuses to be discovered as well as a hero who farts to kill off the baddies. Add the fact that you have to dodge deadly poo and kick your buddy whilst he's peeing in the bushes, this PC Engine title is a MUST HAVE.

Aw gawd!!! I've got tons left you know... like *Miner 2049'er* and *Bounty Bob Strikes Back*, *Stop the Express*, *Impossible Mission* (AWESOME), *Kangaroo*, *Pitfall*... I'll just have to do another platform special. Until then... Have a look out for the *Giana Sisters* would ya. Ta.

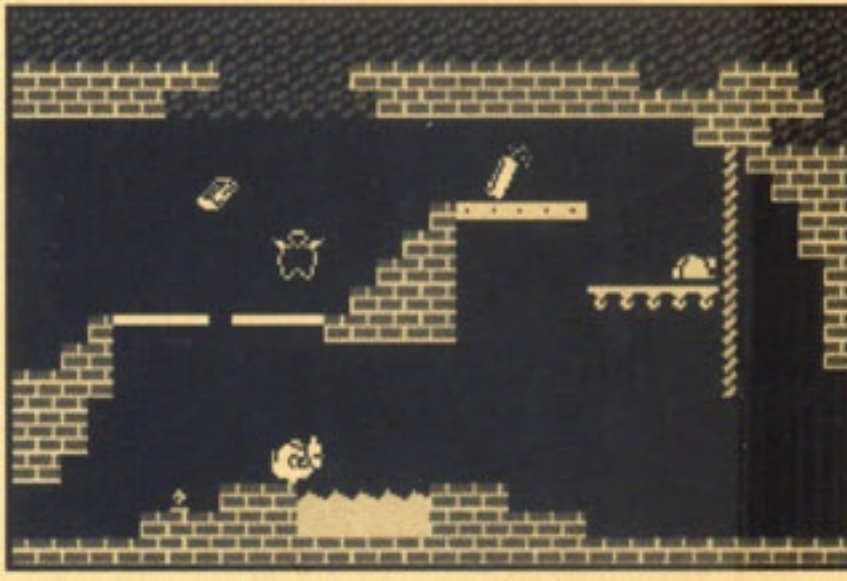


CABIN FREEPLAY CLASSIFIED
"RETROGAMES" HAVE A BRILLIANT FANZINE THING AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.
THOUSANDS OF BRILLIANT OLD GAMES ARE STILL AVAILABLE FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860.

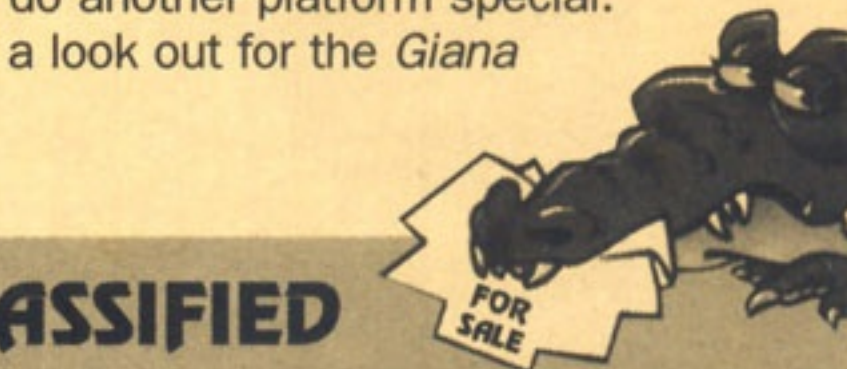
The winner of the *BARMY BURGER* competition was James Lamb who sent in the original *BURGER-TIME* instructions manual and stuff. He got the answer right as well! The VCS is on its way to you... but I'd check out that wiring if I was you, cos it looks like a mouse has been nibbling at the flex.



The Great Giana Sisters. I wonder if they fancied the Mario brothers?



Monty Mole. Time for a comeback?

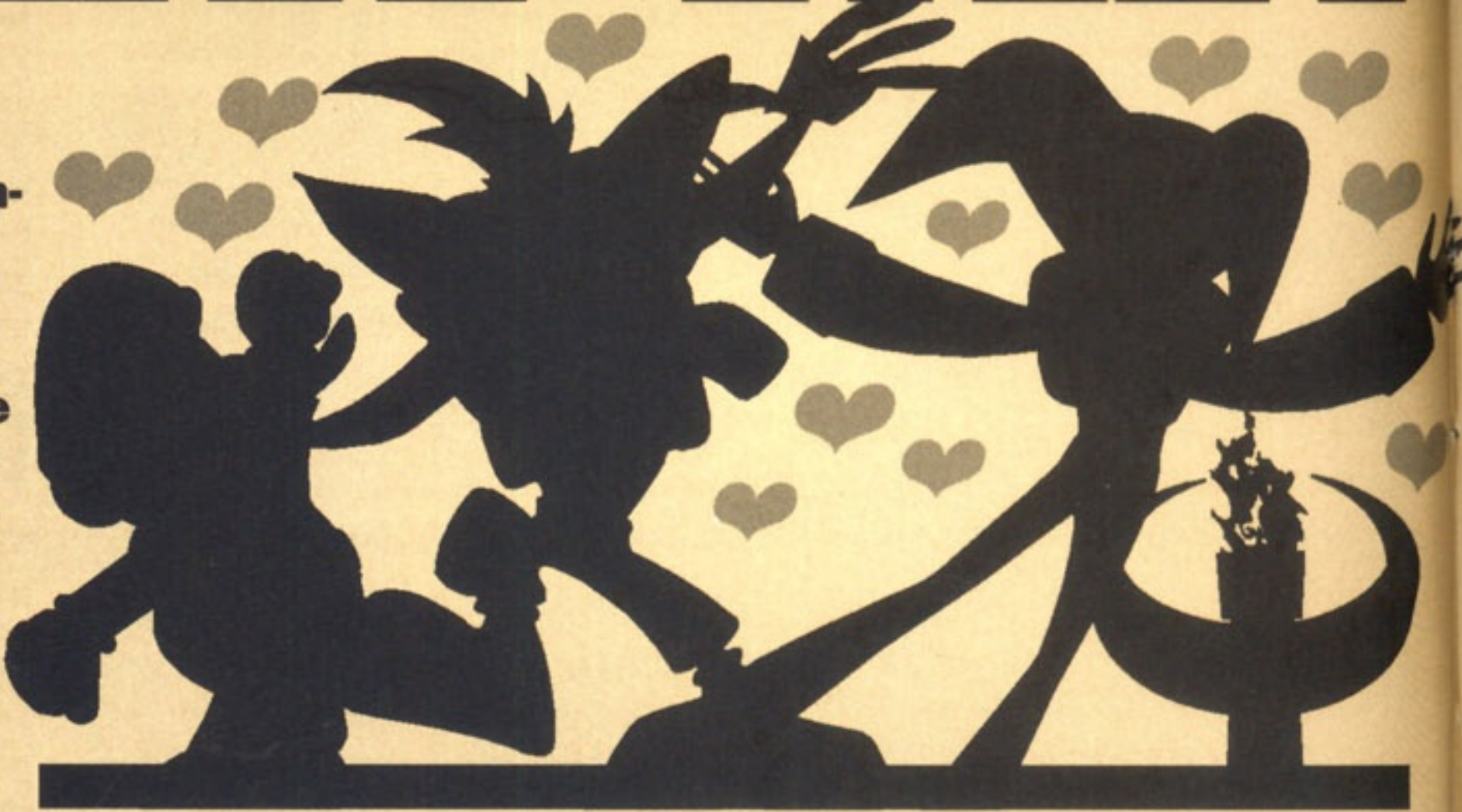


Retro
Computer
Cabin

FREEPLAY

FREERPLAY FAN

So much of our mailbag received each month is full of opinions about which machine is better than another, and for so many reasons. We wondered if it was about time to open a forum for this kind of banter. So this is the beginning of an answer: two pages full of the pros and further pros of each individual game system. This month we requested the opinions of the 'pros' - people who work for the UK's biggest selling games magazines - deliberately keeping ourselves out of the argument, you see. Read what they have to say, and form an opinion. If this opinion starts burning a hole in your head, let it out. Send it here. Mailbag will continue in the main magazine, but we know this subject is a law unto itself.



FREERPLAY FAN

LET'S PLAYSTATION!

The Sony PlayStation... let's be honest, it's excellent! Why? Well how many machines not only offer you games with all the quality graphics, CD sound and sheer playability of an arcade machine? Come up with a few names have you? Okay, now tell me how many of those ALSO have about a billion games either scheduled for release before 1997 or at least well into development? Exactly! Never mind your 'wonder machine' Nintendo 64 or second runner Saturn, how about owning a console that has incredible games here and now? If there's one thing that was quite obvious from all of the recent E3 show reports, it's that pretty much every game developer and publisher has one machine foremost in their mind at the moment - yes, it's your favourite and mine, the PlayStation. Considering the machine hasn't even celebrated its first birthday in the UK and yet we've already been privy to such wonders as *Tekken* and the forthcoming *Tekken 2*, *Ridge Racer* and *Ridge Racer Revolution*, *Wipeout* and the imminent *Wipeout 2097*, it's really becoming very hard to bring the machine down. Ladies and gentlemen, get realistic - get into the PlayStation!



MATT BROUGHTON
DEPUTY EDITOR; MEAN MACHINES PLAYSTATION (OUT SOON!)



Ⓢ *Crash Bandicoot* he's bandicool!



Ⓢ *Tekken 2* - it's truly awesome!!!



Ⓢ Party time with Buggy Mode in *Ridge Racer Revolution*.



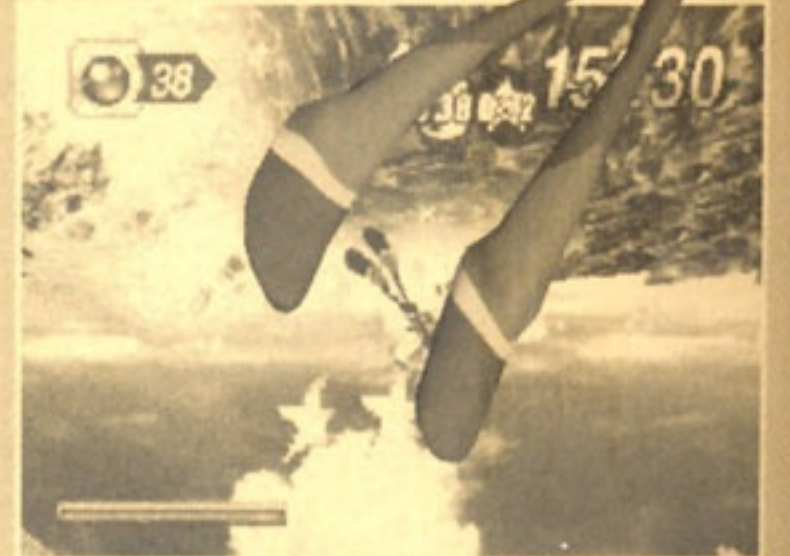
Ⓢ Another hot sequel planned for PS - *Wipeout 2097*.

TO BE THIS GOOD TAKES AGES

My loyalty lies with Sega, and I'll tell you why. Firstly, the Saturn is an incredible piece of hardware: Developers are only just starting to maximise the incredible potential of it! As the Sega Graphics Libraries continue to develop, we can expect to see even more impressive 3D routines in the future. A conversion of *VF3* using the new Sega 8 meg memory cartridge - I can't wait! What's more, Saturn is the undisputed king of 2D games: Capcom have admitted they CAN'T do *Marvel Super Heroes* on PlayStation, and there's no way Sony's machine could match *Guardian Heroes*. Secondly, Sega coin-ops will always be the exclusive property of Sega machines. Even the most loyal Sony or Nintendo fan cannot deny that AM2 are among the finest programming videogame creators around, while AM3 (*Manx TT*), Treasure (*Guardian Heroes*), Team Andromeda (*Panzer Dragoon Zwei*), Sonic Team (*NIGHTS*) and Climax (*Dark Saviour*) all programme exclusively for Sega. *Wipeout* has come to the Saturn, *Ridge Racer* and *Tekken 2* may well come to the Saturn, but *VF2*, *Virtua Cop*, *Daytona*, *Sega Rally* et al will NEVER appear on PlayStation or N64. Finally, Sega culture - to claim you are a Sega fan says something very specific about your game tastes. Sega are cool. They have been and always will be. *Mario 64* may be a more amazing game than *NIGHTS* technically, but there's no debate as to which is cooler. And there's certainly no debate as to which is the coolest system.



Ⓢ *Marvel Super Heroes* havoc!



Ⓢ *NIGHTS* - one of the greatest games ever, only on Saturn!



Ⓢ *VF2* - arguably the greatest fighting game of all time...

DANIEL JEVONS
STAFF WRITER;
MEAN MACHINES SEGA

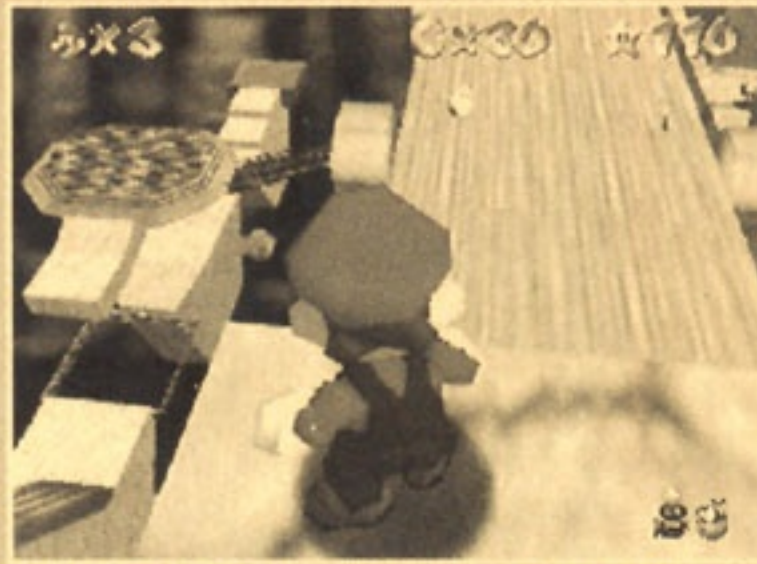
FREERPLAY

NINTENDO POWER!

Consider Nintendo's back catalogue of Super NES games: *Super Mario World*, *Legend of Zelda*, *Super Metroid*, *StarFox*, *Pilot Wings*, *F-Zero*, *Donkey Kong Country*, *Super Mario Kart*, *Yoshi Island*... most of these with incredible sequels on N64 here and now, or planned for the near future. These represent the best that video games have to offer. And, of course, I would venture that they are THE best. I can think of no Nintendo game - not even the much underrated Virtual Boy titles *Galactic Pinball* and *Tele-Ro-Boxer* - that is not a beacon in the field of video games. Even Game Boy is home to some of the all-time greatest exploits of such characters as *Zelda*, *Metroid*, and of course *Mario*. In contrast to the relatively shallow action games which characterise Sega and Sony's systems, Nintendo has always been home to the greatest adventures, and most in-depth racing games ever devised. For a while, fans have been concerned that Nintendo had been left behind in the battle for the greatest hardware - but Silicon Graphics helped change all that. So now, not only do we have the greatest possible imaginations working toward producing phenomenal games, but the best possible technology to support them. And, speaking of support, you know that Nintendo won't abandon their hardware until it is well and truly time to lead the industry forward one whole step.

DAVID UPCHURCH
EDITOR; NINTENDO MAGAZINE SYSTEM

NINTENDO⁶⁴



Ⓛ Mario 64 - the best video game ever!



Ⓛ Waverace 64 - fingers crossed, this will amaze too.



Ⓛ A shot of breathtaking flight action, taken from *Pilot Wings 64*.

PC FOREVER

id software's *Quake* sums up to me why the PC could well be the ultimate videogames platform - and will probably remain in that position years after the Nintendo 64 is but a distant memory. Put in simple terms, it's all down to expandability.

Quake looks, sounds and plays brilliantly as a one-player experience. In fact, in single-player mode alone I rank it alongside (if not slightly above) *Super Mario 64*. But the PC is the future because of networking. Sure, one-on-one PlayStation *Doom* was great, but



Ⓛ *Quake* from id Software, better than *Super Mario 64*?



Ⓛ Net play is the only way to play *Duke Nukem*, okay!!!



Ⓛ Geoff Grammond's *F1 GP2*. A long time coming, BUT...



PC Quake allows sixteen players from across the world to battle it out over the Internet... all for the price of a local phone call. And in its shareware incarnation (another great PC institution), this experience is free.

You can even reprogram the entire game. The PC is a master of adaptability and so is *Quake*. The game has its own map editors and programming language, meaning you can design your own game world, change all of the monsters, create your own new weapons... heck, you can even redefine the whole objective of the game to your own specifications!

The current batch of consoles would be hard pushed to replicate the single-player *Quake* experience and for the time being, the PC is the only platform truly equipped for cheap, multinational, multi-player action. And for me, that's the future of games.

RICH LEADBETTER
EDITOR; MAXIMUM

OLD FATHER TIME

As anyone who knows me will tell you I'm a bit of an owd git. I've been in this industry too long and genuinely think I have seen it all. Well, that's what I used to think. I've had my opinions seriously revised lately with the arrival of a couple of titles. In the first instance, there is *NIGHTS* on Sega's tragically underrated Saturn. Not only does it look quite unlike anything previously seen, but it plays in a completely new and wholly unique way. *NIGHTS* may just have invented a whole new genre for itself - it's not many games you can say that about. And then there's the small matter of *Super Mario 64*. How can I begin to describe a game that is so fundamentally radical in every way? I'd say *SM64* has gone a stage further than *NIGHTS* in redefining the boundaries of what is possible in a game. I cannot do justice to the *Mario* experience in such a short space, it has to be seen moving and played to fully appreciate the groundbreaking importance of this title. No self respecting gamer will want to be without *Mario 64* or *NIGHTS*. In these two titles, Sega and Nintendo have demonstrated their continuing dedication to the advancement of gaming - something Sony has yet to do.

ANDY MCVITTIE
PUBLISHER; EMAP IMAGES (EX-EDITOR OF NMS)

OH YEAH! OH YEAH!

As you can tell, people in this place are every bit as self opinionated as any dedicated gamesplayer. Do you agree with all that has been said? Or do you think certain points could have been expressed better, or are missed completely?!

Which is your favourite games system, and why? You can be as biased as you like, just make your argument sensible and reasonable. Of course 'all-seeing, all-knowing' opinions are welcome too.



The address:
♥ FREEPLAY FAN! ♥
Freeplay
Computer and Video Games
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

FREEPLAY FAN

FREEPLAY

TIPS

THE LEGEND OF LOMAS



Cowabunga, legend fans. Me tippin' pantaloons be bustin' with maargical lists 'n pokes, so read ye onward. Aaat the moment, me favourite tips be thaa Ultimate Kombat Kodes which let me play as me bestest character, Ermac. Oi can do some amazing jugglin' combos for 'im y' know? Enny 'ow, be seein' y' all next munt' artees. Tips ahoy!

Send your tips, cheats or players guides to:

TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON
LANE,
LONDON, EC1R 3AU.

Or E-Mail Ed at:
elomas@candvg.demon.
co.uk

SATURN

ULTIMATE MORTAL KOMBAT 3

Here are the *Ultimate Mortal Kombat* Kodes for the Saturn version which let you play as the three hidden characters. After the Game Over message, the

Ultimate Kode screen appears, which is where these codes should be entered. Just put them in as you would any Kombat Kode by moving each symbol on by the number listed.

Mileena 700-723
Ermac 964-240
Classic Sub-Zero 760-520



To make Shao Kahn say one of his quotes at the start of the game, enter this code when he laughs at the beginning: **Down, Up, Left, Left, Left, Right, Down**. It's the same as the Mega Drive MK1 "Dullard" code, by the way.

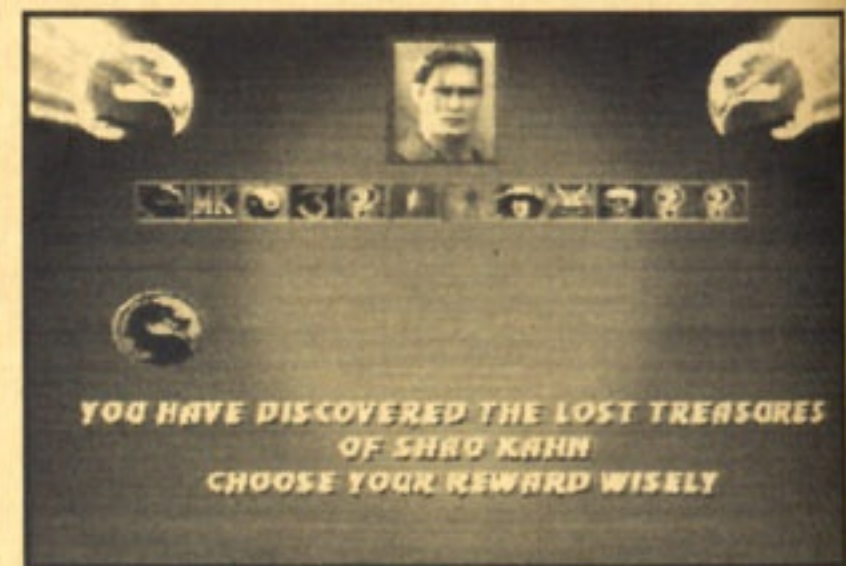


For Free Play mode, start the machine up and go to the skull screen then press **Up, Up, Right, Right, Left, Left, Down, Down** on the second controller.



There's also a hidden treasure for those who complete the game. Move to the far right of the screen and tap **Right** twice to move to a secret option.

same as usual - Left will move your character backwards. For the translucent Dural, use the



Move to the far right to get an extra reward for finishing the game.

SELECT YOUR FIGHTER



TITAN WARS

All of these codes need to be entered when the game's paused. Once you've paused it, press **Right, Down, Down, Left**, then any of these button sequences to get loads more hidden modes.

- Horde Level **C, Up, Down**
- Still Trippin' Level **B, A, Right, Start**
- Chowder Level **Y, Down, Down, Up, Right, C**
- Frost Byte Level **B, Up, Right, Right**
- Tracking Weapon **Left, A, Down, Y**
- Guidable Weapon **B, A, Left, Left**
- Detonating Weapons **Down, Up, Down**
- Rally Mode **Right, A, L, L, Y**
- Video Test **Up, C, B, A, Down**

usual cheat to access her, then hold **Start and C** until the fight starts. The fish now does all of her expressions!



Kill the cows and Hordelings!

VIRTUA FIGHTER KIDS

If you've read the review on page 70, you'll see that we've discovered a few excellent cheats already. To recap, you select Dural by going to the Player Select screen and pressing **Down, Up, Right, A+Left** (for silver) or **Down, Up, Left, A+Right** (for gold).

For Wireframe mode, select your character and hold the **L** button until the fight starts. The controls are the

THE NEED FOR SPEED

The secret car - **The Warrior** - can be accessed by using this Tournament code: **TSYBNS**. Not only will you get the super-fast car, you'll also be able to race on the secret track - Lost Vegas. As well as this, you can change all of the tracks into rally mode by holding the **L** and **R** buttons when selecting a course.

WE'RE STUCK!

If you're stuck on a game, write down exactly what the problem is and send it to:

**I'm Stuck!,
CVG,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.**

Dear Cheatmode,
I heard that on *Mortal Kombat 3* for the Mega Drive you can play as Goro's brother "Nitro". Is this true?
Yours Greatfully,
James

CVG: Of course not.

Dear C&VG,
Please help me!
Last month I was looking through a mates magazine when I came across the *Ultimate Mortal Kombat 3* players guide... didn't print Classic Sub-Zero's and Ermac's finishing moves... didn't print how to access them and Mileena... Please help!
Tom Dalley, Gloucestershire.

CVG: At the moment, noone knows the few missing moves for Classic Sub-Zero and Ermac. We don't even know if there are any more. We tell you how to access the characters in the Saturn version this issue.

Dear CVG Magazine,
I am having problems with *Street Fighter Alpha* on the Saturn. I cannot seem to get Akuma as the final boss character in the story mode. I have tried winning every round with a shadow move, but he does not appear as the last boss.
From Ade, East Ham, London.

CVG: You should get Akuma at the end of the game if you win at least ten rounds with a super combo finish. Make sure you fight Dan by holding Up and all three punches after each opponent to make it easier. If it still doesn't work, try putting the difficulty setting up a bit.

Dear CVG,
I have been stuck on Resident Evil for the PlayStation for over three months now. I am stuck on a number of things:
1. Where is the red jewel?
2. Where is the Helmet Key?
3. How do you open the locked door next to the mirror?

CVG: Here are answers to a few of your many questions.
1. In the room with the stuffed animals on the wall.
2. Destroy plant 42.
3. Finish the game first.

TIPS

PREEPIAY

KING OF FIGHTERS '95

It's possible to play as the bosses without having to complete the game! Just go to the Team Edit screen and press and hold the **Start** button. Now press **Up+Y, Right+A, Left+X, Down+B** to get the extra characters.

OPERATION BLACKFIRE

These cheats all need to be entered on the title screen.

Full fuel and energy L, A, Z, Y, A, Down, Down. (Pause to refill).

Level Skip Press and hold C, B, A, Up, then L. Then release A, C, L, then Up. (Hold A, B, C and Up, then press L in the game to skip).

Invincibility Press and hold A, B, then C. Then release C, B, then A. Now press B, A, B, Y, then hold X.

Now press Up, then hold Down and release X.

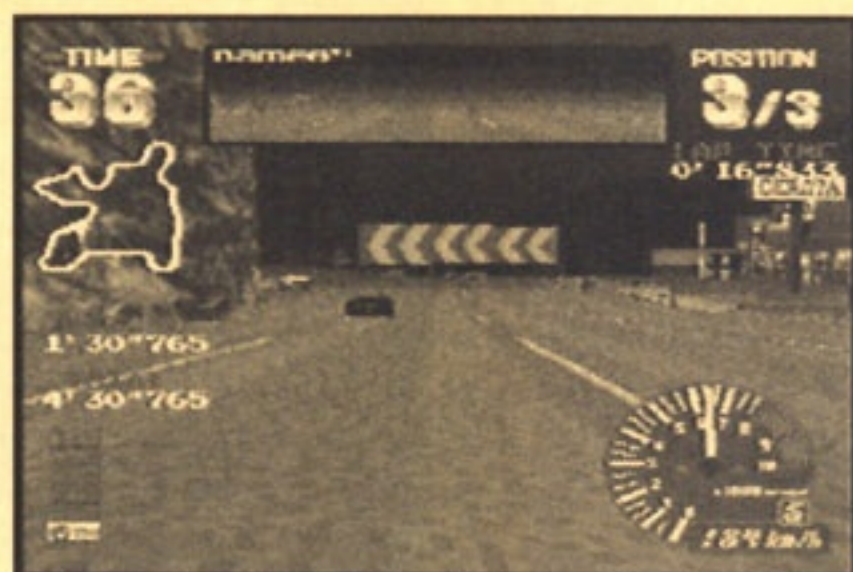
FMV Test Z, A, Z, A, B, A, B, Y, C, A, C, A.

RIDGE RACER REVOLUTION

Rhys Evans from Cardiff has sent in this tip to make your music CDs play faster and higher than usual. By the way, we're not responsible if this ruins your PlayStation or CD.

"Simply loads up RRR and choose a track which will have to be loaded up. Before starting your game, insert a music CD instead of the game disc. Now start the game. As you will see, the loading screen will appear. Swap the CDs back so that the game CD is back in and wait until it has loaded.

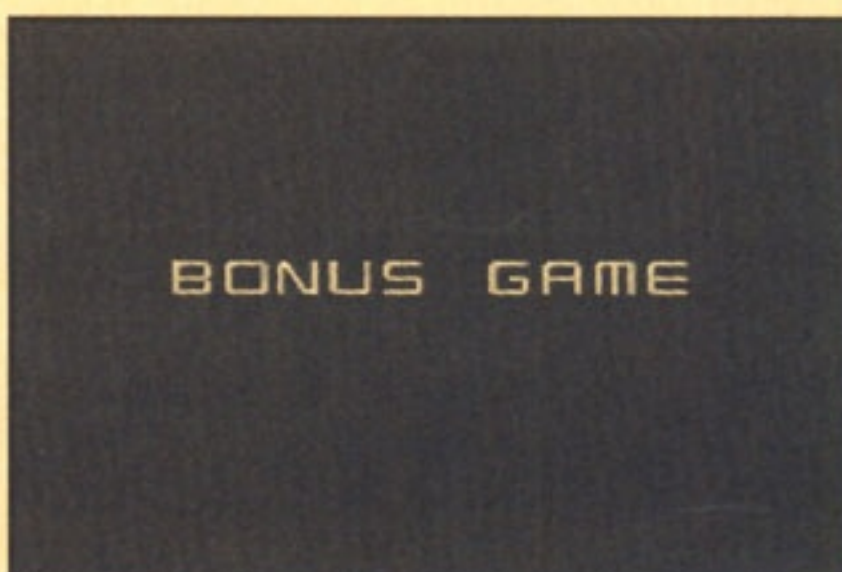
After the "3, 2, 1, GO!", pause the game and put your music CD back in. When you un-pause, the music will have changed. After a race, the cheat will stay activated, as long as you don't choose a different track. You can also put a different music CD in, or the game CD back."



- 4 F, U, R, Cu
- 5 Bd, Cu, Bf, Bf
- 6 T, T, Cl, Bd
- 7 R, Cu, U, H
- 8 Cl, Bf, Bd, H
- 9 H, Bf, Cu, H
- 10 U, U, Bd, F
- 11 F, Cu, Cl, Bf
- 12 Bd, C, Bf, Bf
- 13 R, S, F, Cl
- 14 R, S, T, Bd
- 15 F, U, R, Cu
- 16 F, T, H, U

ZERO DIVIDE

We revealed the cheat to play *Tiny Phalanx* in issue 173, along with loads of others for the game, but we didn't tell you how to become invincible! Start up *Tiny Phalanx*, and go to the option screen. Highlight the speed setting option and press **Left, Up, L2, R2+Triangle**. The screen will go red to let you know that you're invincible.



STRIKER '96

To play against secret teams, including Star Trek, simply win the World Cup tournament. You'll now get an extra cup to compete for with extra teams.

SHELLSHOCK

For a level skip, go to the title screen and press **Up, Down, Left, Right, Down, Down, Right, Right, Square**. If you hear a noise then the cheat's worked. A mission select screen will now appear, letting you choose a level, watch the credits and use a sound test.

RETURN FIRE

Here's a list of codes for later levels. KEY:

- U Umbrella
- Bd Bird
- Bf Butterfly
- F Flower
- S Smiley face
- Cu Cup
- R Rabbit
- T Teddy bear
- Cl Clover
- H Heart

- 1 U, Bd, Bf, F
- 2 S, Cu, R, U
- 3 R, U, Bd, Bd

PC CD-ROM

WORMS: REIN-FORCEMENTS

Go to the weapon options and type **BOBJOB** to get Banana Bombs, Sheep and the Minigun. Also, enter **GREATGIG** as a password in challenge mode to get to the last level. Thanks to **Chris McCarthy from Nottingham** for these cheats.

PLAYSTATION

ADIDAS POWER SOCCER

Here's **Kenneth Sutton from Waterford, Ireland's** tip for scoring an easy goal. During a match, make sure all your men are in your own half and stand just behind the half-way line and press **Hard Pass**. The goalie should be totally in the wrong place leaving you with an easy goal!



drawinz Wot You Dun

My name is Hunter and i am Jaime's dog and i give a bone to my favourite picture. Woof.



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

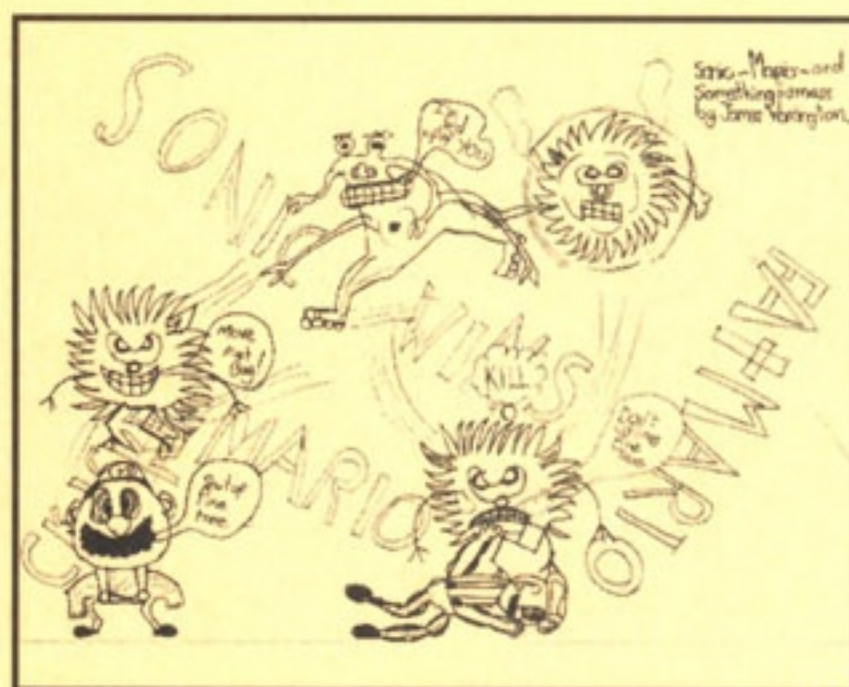
I'm free, free, free! Free to admire your splendour, and curse your abominations!

Yippee!! After weeks of cruel imprisonment, I've escaped from that beast known as Jaime Smith to my Freeplay kennel! Yap! Parp! Pardon me!

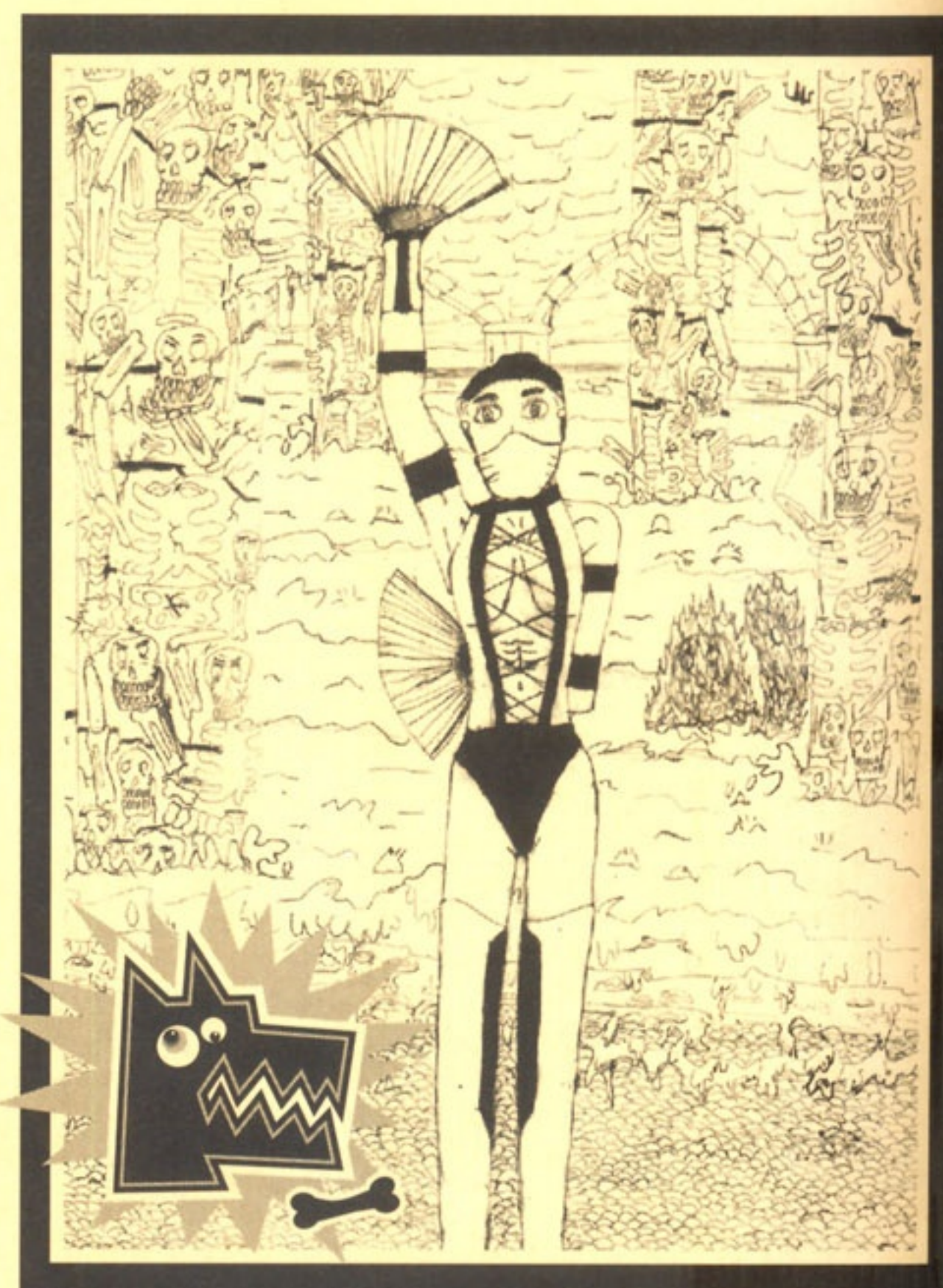
Send 'em in to Drawins Wot You Dun. CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



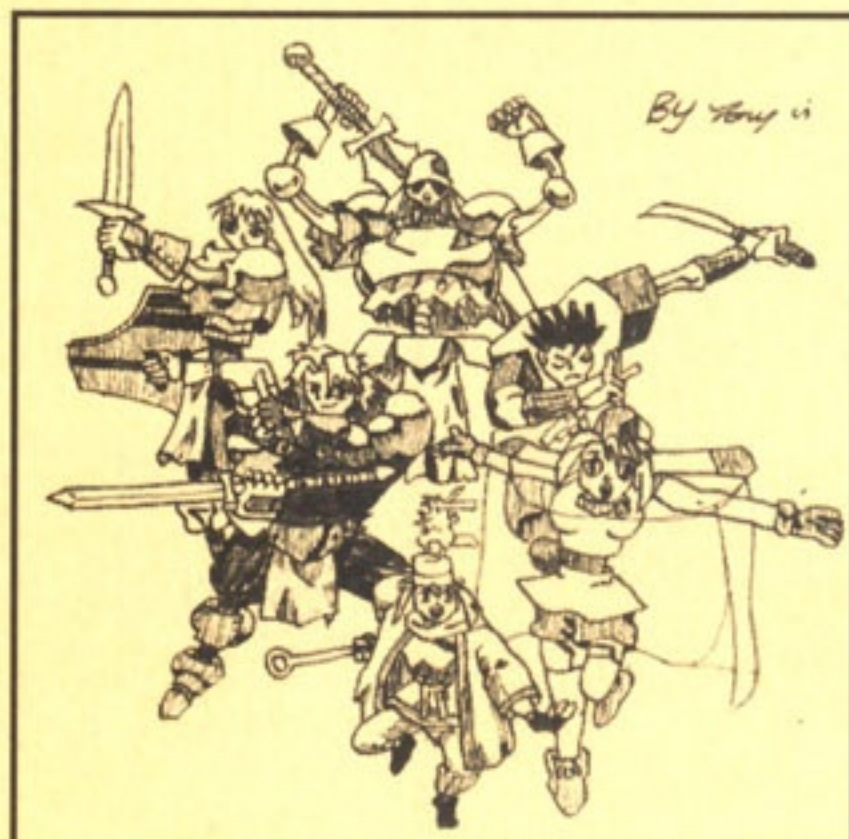
A decent piece of artwork spoiled slightly by the content. Worms Kombat! NNNNOOOOOOOO!!!! No more Worms next time Steven Rounce!



'Sonic and Mario in fight shock'. Only in the imagination of James Warrington, thank goodness.



Now then, we receive tons of 'Drawinz' here at CVG and we love them all. But few come close to the creations of John Mc Mahon. It isn't just the picture of Kitana that we like here but the attention to detail in the background, Splendid.

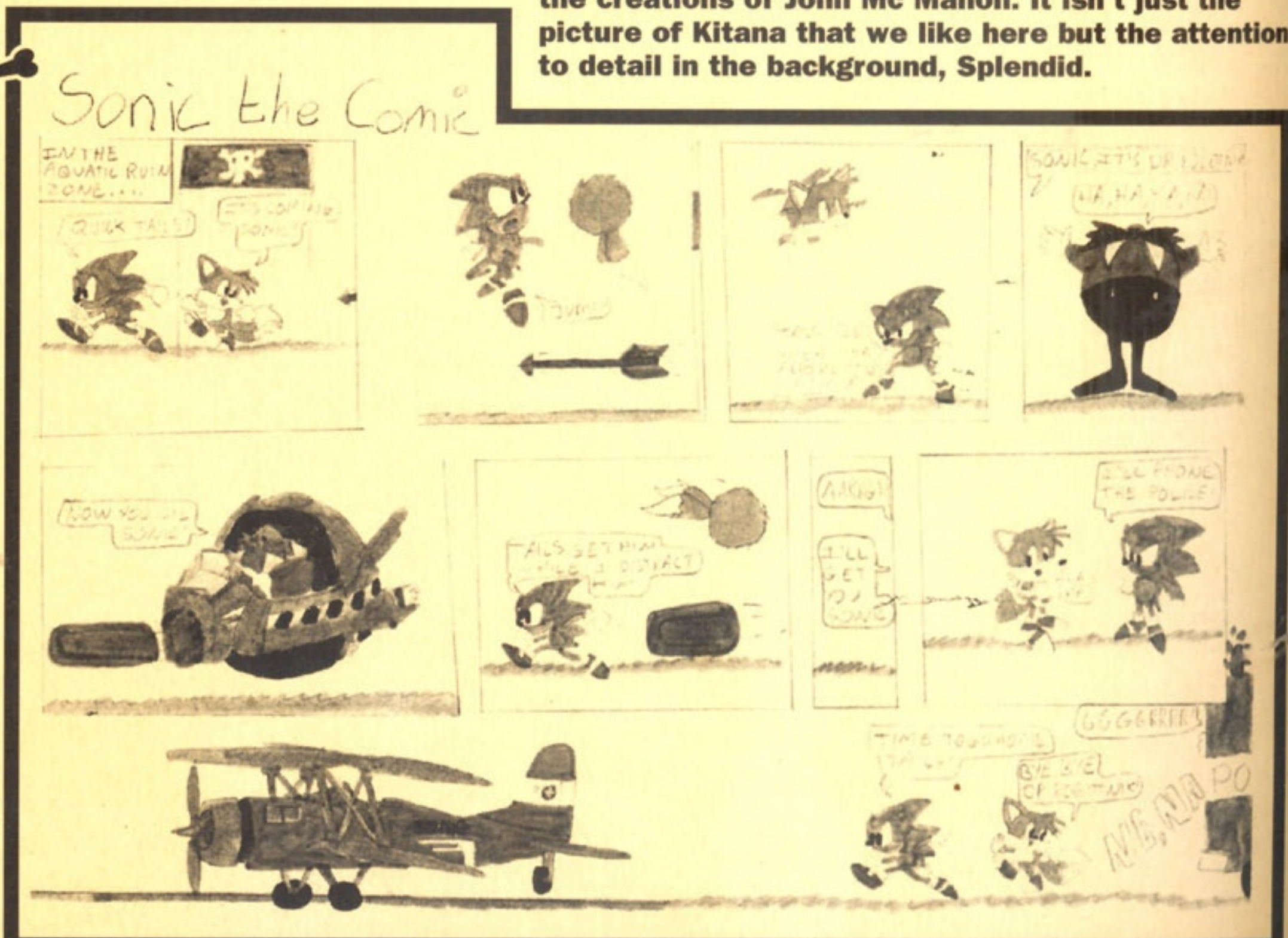


T'riffic work this Tony VI, drawn in black and white too. Nice one.



Nights, a superb game from the equally superb Sonic Team. Drawn courtesy of Adam Playle.

Ryu, a tiny picture from the dainty hands of Ruairidh Galbraith (7). Drawn on the head of a pin (lie).



Sonic the Hedgehog the comic. Not an original idea by any means, but extremely well drawn and presented. The Mortal Kombat strip was also excellent. Well done Tim Butler.

drawinz
Wot You Dun

FREEPLAY

SOUL EDGE MOVES LIST

What with the machine arriving in more arcades now, as well as the new Ver. II becoming available, there are going to be more *Soul Edge* players. Because of this, we're giving away a load of moves and combos, useful to both beginners and regular players alike. Also, you're going to want to get some practice in, as the PlayStation version arrives pretty soon! If you want any more information about *Soul Edge*, here's the best internet site dedicated to it: <http://www.umsl.edu/~s969209/souledge/>

KEY:

- G** Guard
- H** Horizontal Attack
- V** Vertical Attack
- K** Kick
- f** Forwards
- b** Backwards
- u** Up
- d** Down

- HCF** Half Circle roll Forwards
- HCB** Half Circle roll Backwards
- QCF** Quarter Circle roll Forwards
- QCB** Quarter Circle roll Backwards

GENERAL MOVES

GETTING UP

When knocked down, there are a few ways of getting up again. Tap these buttons and directions repeatedly - the faster you do so, the faster you get up.

- u + G Roll away from screen
- d + G Roll towards screen
- f Roll forwards
- b Roll backwards
- K Low Kick
- V Medium Kick
- H Weapon attack

SIDESTEPPING

- d, d Step towards screen
- d, u Step away from screen

SLIDING TACKLE/GRAB

To run at a player and knock them over or throw them, depending on your character.

(when running) f, f + K

WEAPON LOCK

When two powerful attacks hit one another, the weapons may lock together. When this happens, tap any of these buttons repeatedly.

- H High attack
- V Mid attack
- K Sweep

H+V+K If both players press these buttons at once, the weapons will unlock with no damage to either character.

SUPER STRIKES

If the H+V+K buttons are hit at the same time, part of the sword meter will flash. An automatic combo will then be performed, costing you the portion of your meter. If performed to finish an opponent, a special finish move will be done instead.

CHARACTER MOVES

LI LONG

MOVES

- Rope Attacher b+ H
- Low Blow f+ H
- Rope Skipper db+ H
- Turn Around HCB
- Turn Around Slice HCB+ H
- Crazy Windmill H+ V
- Twin Arrow f, H+ V
- Upward Swipe db+ V
- Straight Stab f, f+ V
- Punisher Whip f, hold f+ V
- Nunchuku Foot Spin QCF+ V

- Turn Around/Stab Backwards HCB+ V
- Hopping Side Kick df+ K
- Leg Take Down f, hold f+ K

COMBOS

- Thunderstorm H, H, H
- 2 slices and low slice H, H, d+ H
- Low slice and high slice d+ H, d+ K
- Jackhammer H, H, K
- 2 Slices and leg sweep H, H, d+ K
- 2 Slices, leg sweep, slice H, H, d+ K, V
- 2 High slices and a kick H, V, K
- 2 High slices and low kick H, H, d+ K
- A slice, then another slice d+ H, u+ V
- Hail Storm V, V, V
- 3 Slices df+ V, V, V
- 2 Slices V, H
- 2 Slices db+ V, H
- Slice then kick V, K
- 2 Straight stabs f, f+ V, V
- Twin Harpoon K, K
- Harpoon Driller K, d+ K
- Kick and slice K, d+ H

THROWS

- Leg Hook G+ H
- Neck breaker and slash G+ V

FLOORED OPPONENT

- Quick Stomp u+ H or V
- Hard Stomp hold u+ H or V
- Foot Stomp df+ K

CRITICAL EDGE

- H+ V+ K
- Extender f, hold f+ H+ V

MITSURUGI HEIJIROH

MOVES

- Power Spinning High Slice: b+ H
- Shin Slicer db+ H
- Steel Slicer H+ V
- Phoenix Tail f, f+ H+ V
- Wasp Stinger f+ V
- Thunder Strike f, f+ V
- Leg Sweep d+ K
- Side Kick df+ K
- Straight Kick b+ K

COMBOS

- No Escape H, H, H
- 2 High Slices, Low Slice H, H, d+ H
- Windstorm H, H, V
- Three Punches(w/o weapon) H, V, H
- 2 High, 1 Mid, Upward V, V, H, V
- 2 High, 1 Mid, Low Slice V, V, H, d+ H
- Leg Sweeper f+ K, V
- Sweep to an Upward Slice d+ K, V
- Forward Kick, Downward Slice b+ K, V

THROWS

- Triple Power Slice G+ H
- Front and Back Slice G+ V
- Over the Shoulder (without weapon) G+ H
- Spinning Back Throw (without weapon) G+ V

FLOORED OPPONENT

- Quick Sword Drive u+ H or V
- Hard Sword Drive hold u+ H or V
- Sword Stab df+ V

CRITICAL EDGE

- H+ V+ K
- Extender HCF+ V+ K

VOLDO

MOVES

- Praying Mantis H+ V
- Leg Trap f, f+ H+ V
- Deadly Rose H+ K
- Heaven's Swing d+ V
- Demon Elbow f, f+ V
- Double Low Kick df+ K

- High Vertical Kick db+ K
- Turn Backwards HCB then to roll use G+ H or G+ V

COMBOS

- Dark Shredder H, V, H
- Rat Chase d+ H, H, H
- Mutilator H, H, V
- Killer X V, V
- 5 Overhead Slices V, V, V, V, V
- 2 Spinning Upward Slices d+ V, V

THROWS

- Spin Opponent on Katars G+ H
- Crab Walk G+ V
- Driller QCF+ G+ V

FLOORED OPPONENT

- Quick Katana Drive u+ H or V
- Hard Katana Drive hold u+ H or V
- Stab df+ H then H, H

CRITICAL EDGE

- H+ V+ K
- Extender u, d+ H+ V

TAKI

MOVES

- Backflip ub
- Hard Slice b+ H
- Fast Low Slice d+ H
- Reaping Hook db+ H
- Highslice f, f+ H
- Roll Forward QCF+ H
- Forward Leaping Kick(turns you backwards) f, f+ H+ V
- Handstand Spinning Kick H+ K
- Handstand into a Spinning Kick f, f+ H+ K
- Upward Slice V
- Slower Low Slice d+ V
- Mid-Level Stomach Stab f, f+ V
- Death Spin QCF+ V
- Windmill Kick Hold f+ K
- Spinning Sweep d+ K
- Overhead Flip Kick f+ K
- Roundhouse QCB+ K
- Whirlwind f, hold f+ K
- Mid-Level Jump Kick f, f+ K
- Roll into a Low Sweep QCF+ K

COMBOS

- Thunder & Lightning H, H, H
- 2 High Slice and Low Slice H, H, d+ H
- 2 Slices and a Glowing Slice H, H, V
- Killer Ice Pick(4 Different Slices) f+ H, V, V, V
- 2 Slices and a Kick H, V, K
- 2 Slices and a Sweep H, V, d+ K
- Slice then Heel Kick H, K
- Slice then Mid Kick H, d+ K
- Lightning Strike V, V, V
- 3 Slices V, V, H
- Upward Slice then Downward Stab V, H
- 2 Slices and a Kick V, H, K
- 2 Slices and a Sweep V, H, d+ K
- Death Spin and Air Kick QCF+ V, K
- Slice then Heel Kick V, K
- 3 Slices and a Kick V, V, H, K
- Shooting Stars K, K, K
- 2 Side Kicks and a Glowing Side Kick df+ K, K, K
- 2 Kicks and Leg Sweep K, K, d+ K
- Great Loop d+ K, K
- 2 Roundhouses and a High Slice K, K, H

THROWS

- Waist Slam G+ H
- Cut Throat G+ V
- Triple Punishment QCB+ G+ V

FLOORED OPPONENT

- Quick Katana Stab u+ H or V
- Hard Katana Stab hold u+ H or V
- Backflip Stomp df+ K

UNBLOCKABLE

Super Hit HCB+ V

CRITICAL EDGE

H+ V+ K
Extender d, u+ V+ K

SOPHITIA ALEXANDER

MOVES

Maiden Revenge b+ H
Stab f+ H
Low Slice df+ H
Spin Ankle Kick H+ K
Sunrise Slice d+ V
Fast Turning Slice db+ V
Turning Slow Slice b+ V
Angel Strike QCF+ V
Running Shield Uppercut f, QCF+ V
White Flash uf+ K
Low Kick df+ K
Moon Flip db+ K

COMBOS

3 Slices H, H, H
2 Slices and a Turn Around Ankle Slice H, H, d+ H
2 Slices and a Sunrise Slice H, H, V
2 Slices and a Flip Kick H, H, K
3 Slices and a Roundhouse H, H, H, K
2 High Slices and a Leg Sweep H, H, d+ K
3 Medium Slices (The Conductor) V, V, V
2 Slices and a Shield V, V, H, V
2 Slices and a Shield and an Overhead V, V, K, K
2 Slices and 2 Kicks V, V, d+ H
2 Slices and a Low Slice V, V, d+ K
2 Medium Slices and a Leg Sweep b+ H, V
Turning Slow Slice, then a Fast Slice b+ H, V
White Flash Followed By Ballerina Slice uf+ K, H
White Flash Followed By Sword Pounce uf+ K, V
White Flash Followed By Backflip uf+ K, K
2 Kicks, A Shin Kick, Side Kick K, K, d+ K, f+ K (slowly)

THROWS

Knee to the Nuts G+ H
Neckbreaker G+ V
during Neckbreaker d+ H+ V+ K

FLOORED OPPONENT

Quick Short Sword Pounce u+ H or V
Hard Short Sword Pounce hold u+ H or V
Stab hold df+ V then V, V, V

CRITICAL EDGE

H+ V+ K
Extender QCF+ G+ H

SIEGFRIED

MOVES

Wheel Turner f+ H
Turn Slice b+ H
Hopping Late Horizontal Slash uf+ H
Spinning Roundhouse Kick H+ K
Sledge Hammer f, f+ H+ V
Jump Kick On Sword Lift f, f+ H+ K
Drilling Horn f+ V
Sword Impale db+ V
Headbutt b+ V
Upward Vertical Slash df+ V
Crouching Downswing d+ V
Gut Stab f, f+ V
Skull Scrapper b, b+ V
Double Kick K
Running Leg Take Down f, f+ K

COMBOS

Double Horizontal Slash H, H
High Swing, short pause, then a Low Swing H, d+ H
Spiral Attack H, H, V
100% Spiral Attack, Glowing Zweihander Smash H, H, V, QCF+ V
Brain Masher V, V, V
100% Brain Masher, Glowing Zweihander Smash V, V, V, QCF+ V
Double Headbutt b+ V, H
Triple Headbutt b+ V, H, V
Cross Cutter V, d+ H
One Downswing then a Frontal Kick V, K
Two Downswings then a Frontal Kick V, V, K
Black Mail b, b+ V, V
Crouching Kick then Leg Sweep df+ K, K
Crouching Kick, Leg Sweep, Headbutt df+ K, K, V

THROWS

Pommel Strike G+ H
Double Slash G+ V
Pull your opponent's feet out d+ G+ H
Impale db+ V during b+ V move

FLOORED OPPONENT

Quick Sword Pounce u+ H or V
Hard Sword Pounce hold u+ H or V
Sledge Hammer f, f+ H+ V
Stomp hold df+ K then K, K, K

UNBLOCKABLE

Glowing Zweihander Smash QCF+ V

CRITICAL EDGE

H+ V+ K
Extender f, d, df+ V+ K

SEUNG MINA

MOVES

Back Glaive Strike f+ H
Spinning Sparrow df+ H
Starlight Explosion H+ V
Low Slice df+ V
Axle Kick V+ K
Spinning Blade f+ K
Mountain Crusher f, f+ K

COMBOS

Sparrow's Rush H, H, H
Glaive Slice, Back Glaive Slice H, f+ H
Glaive Slice, Back Glaive Slice, Slice, Leg Sweep H, f+ H, H, d+ K
2 Slices and an Upward Slice H, H, V
Slice and a Kick f+ H, K
2 Slice s and a Roundhouse H, H, K
3 slices (Sparrow's Rush) and a Whirlwind Kick H, H, H, K
3 slices (Sparrow's Rush) and a Leg Sweep H, H, H, d+ K
Starlight Explosion, Glaive Spin H+ V, f+ H
Starlight Explosion, Glaive Spin, Overhead Slice H+ V, f+ H, V
2 Starlight Explosion H+ V, HCB+ V
Meteor Shower V, V, V
100% Meteor Shower, Glowing Glaive Smash V, V, V, uf+ H+ V
Triple Wave V, V, d+ H
2 Slices V, H
High Slice, Low Slice V, d+ H
Slice, Kick V, K
Glaive Stab Followed By Downward Slice f+ V, V
Glaive Stab Followed By Wrap-A-Round Slice f+ V, H
Glaive Stab Followed By Ankle Chop f+ V, d+ H
Skyscraper b+ V, d+ H+ V
Running Triple Kick f, f+ K, K, K

THROWS

Flip Over Slam G+ H
Trip G+ V

FLOORED OPPONENT

Quick Sword Drive u+ H or V
Hard Sword Drive hold u+ H or V
Stomp df+ K

UNBLOCKABLE

Glowing Glaive Smash uf+ H+ V
Fake Glowing Glaive Smash as soon as you go into it, press and hold G

CRITICAL EDGE

H+ V+ K
Extender b, b+ H+ V

ROCK ADAMS

MOVES

Discus Thrower db+ H
Shin Slicer f+ H
Axe Swing f, f+ H+ V
Bear Tackle b+ H+ V
Wishbone f, f+ H+ K
Sky Splitter df+ V
Headbutt b+ V
Pushing Axe f, f+ V
Rock Climber f+ K
Leg Sweep db+ K
Buffalo's Charge f, f+ K
Hit Ground Opponent u+ K

COMBOS

Cut-to-Pieces H, H, H
Tidal Wave f+ H, H, H
Tornado f, f+ H, V
Axe Swing, Poke H, V
Axe Swing, Roundhouse H, K
2 Axe Swings b+ H, V
Low Swing, Sunrise Axe d+ H, V
2 Low Swings, Regular Swing d+ H, H, V
Piston Attack V, V, V
Front Axe, Back Axe V, H
Side Kick, Axe Swing df+ K, H

THROWS

Throw'em Down G+ H
Headbutt and Smash'em G+ V
Face Mask Slam QCB+ G+ V

FLOORED OPPONENT

Quick Axe Pound u+ H or V
Hard Axe Pound hold u+ H or V
Leg Grab, Swing, and Toss (feet must be facing toward you) df+ G+ H

CRITICAL EDGE

H+ V+ K
Extender QCB+ G+ H

HWANG

To access Hwang, follow these instructions, unless you're playing *Ver. II* where he's regularly selectable. Note: Hold your Start button all the time while doing either of these cheats.

Player 1

Start at Mitsurugi and press **Up, Down**
Move to Taki and press **Up, Up, Down, Down**
Move to Rock and press **Down, Up, Down, Up**
If you hear a noise, move to the left to get Hwang.

Player 2

Start at Siegfried and press **Up, Down**
Move to Li Long and press **Up, Up, Down, Down**
Move to Voldo and press **Down, Up, Down, Up**
If you hear a noise, move to the right to get Hwang.

MOVES

Power Spinning High Slice b+ H
Steel Slicer H+ V
Phoenix Tail f, hold f+ H+ V
Wasp Stinger f+ V
Fast Spinning Slice b+ V
Thunder Strike f, hold f+ V
Leg Sweep d+ K
Side Kick df+ K
Roundhouse b+ K
Running Slide f, f+ K
Double Kick K
Hopping Turn Around Kick f, hold f+ K

COMBOS

No Escape H, H, H
2 High Slices then a Low Slice H, H, d+ H
2 High Slices, Crescent Slice H, H, V
Whipping Slice, Mid Slice, Overhead Slice df+ H, H, V
2 High Slices, Mid Slice, and Upward Glowing Slice V, V, H, V
2 High Slices, Mid Slice, and Low Slice V, V, H, d+ H
Side Kick and Overhead Kick K, K
Hopping Triple Turn Around Kicks f, hold f+ K, K, K

THROWS

Triple Power Slice G+ H
Front and Back Slice G+ V
Over the Shoulder (without weapon) G+ H
Spinning Back Throw (without weapon) G+ V

FLOORED OPPONENT

Quick Sword Drive u+ H or u+ V
Hard Sword Drive hold u+ H or hold u+ V
Foot Stomp df+ K

CRITICAL EDGE

H+ V+ K
Extender HCF+ V+ K

THE END. AMEN

QUAKE BITS



We love *Quake*, as you can tell by the way we've been covering it every single month for half a year. Now that the shareware version is available to everyone for free, we decided it would be worth giving you some basic info on where to play *Quake* on the internet, and how to configure the game just how you want it. Please note that some of these things (like the crosshair) will only work on shareware version 1.00 and above.

EURO SERVER LIST

One of the best things about *Quake* is that it can be played over the internet, something we've been doing a lot recently. Here's a selection of a few European servers, with their address and a ping time rating based on our connection from London. These ratings are just a general guide, and will vary greatly depending on your location and your connection. Check "*The Quake Stomping Grounds*" server list regularly, as new servers are appearing every day.

194.198.120.13	Aas, Norway	Very Good
194.72.76.106	London, UK	Very Bad
130.89.231.110	The Netherlands	Very Good
130.209.45.28	Scotland	Good
139.124.44.104	Marseille, France	Very Bad
161.72.14.234	Spain	Reasonable
193.114.84.16	Belfast, N. Ireland	Terrible
134.184.26.51	Belgium	Okay
194.239.25.28	Denmark	Okay
194.51.86.99	Spain	Okay
130.233.34.217	Finland	Okay
146.227.102.101	UK	Good
194.52.84.5	Sweden	Pretty Good
193.166.64.4	Finland	Good

THE TOMINATOR

WARRIOR DATA

Real Name Tom Guise
Favourite Message "Tominated"
Colours Red and Blue/White and Green
Special Features Stupid control system, a warped view button, and a "Transmute" key to change costume during the game.

CHIMPANZI-MANS

WARRIOR DATA

Real Name Phil Dawson
Favourite Message "You slipped on my banana skin" (No sense of humour)
Colours Random
Special Features Runs around aiming at the floor while trying to look into the top of the PC. He doesn't understand 3D games.

GROVER

WARRIOR DATA

Real Name Paul Davies
Favourite Message "Up the stairs, down the stairs"
Colours Blue/Blue and Red
Special Features Super Grover button which changes costume and name.

PINK FLOYD

WARRIOR DATA

Real Name Ed Lomas
Favourite Message "Hello"
Colours Pink and Pink
Special Features Sniper mode, speaks in Pink Floyd lyrics.

MR T

WARRIOR DATA

Real Name Jaime Smith
Favourite Message "I pity the poor fool!"
Colours Orange and Blue
Special Features Hasn't learned to use the run key yet.

MIKE

WARRIOR DATA

Real Name Mike
Favourite Message All of Mike's messages are unprintable.
Colours Completely Blue
Special Features None. Hardcore fighting machine with a bad sense of direction.

Also, look out for Mr F***er (Rad Automatic) and The Master (Rich Leadbetter) who work in the same office and play *Quake* with us.



We skip around these sites all the time, so keep an eye out for the terrifying CVG *Quake* warriors. And give us a chance because our connection is always a bit bad, it's not that we're rubbish and can't handle 15 opponents at once. Oh no.

CONSOLE COMMANDS

These are all commands which can be used from the *Quake* console in the game. There are literally hundreds more, but these are the most useful and interesting to players.



PING Displays the ping time in milliseconds (how long it takes to send and receive information to the server - over 400 is pretty much unplayable)

RECORD [demo name] [ExMx] Use to record a demo of any level.

STOP Stops recording a demo.

PLAYDEMO [demo name] Use this to play a demo back.

SND_SHOW Displays all the background ambient noises on screen.

GOD Toggles God mode on and off.

FLY Toggles flying mode on and off. Use the move up and move down keys to fly.

IMPULSE 9 Gives player all weapons and keys, including the Thunderbolt.

IMPULSE 255 Gives player Quad Damage.

MAP [ExMx] Warps to any level in the game.

REGISTERED 1 Makes the shareware version think it's registered. On the start map, the other three episode gates can be opened, revealing more weapons and items, including the Thunderbolt. Whenever an episode other than the first is entered, the game will hang.

FOV [number] Alters the player's field of vision. The default is 90, and numbers like 200 give a warped view. Lower numbers give a zoomed view.

GIVE [s/n/r/c/h] [amount] Gives the player any number of a certain item. The first letter relates to different things: S for Shells, N for Nails, R for Rockets, C for Cells, H for Health.

NOCLIP Turns all player clipping off. This lets you walk through walls and objects. By using it with the FLY command and going above the level, a map-like over head view can be accessed.

NOTARGET Computer enemies will not attack until they are shot first. They cannot see you at all.

TIME_REFRESH Freezes the game and rotates the view to calculate the current frame rate.

CL_ROLLANGLE [number] Sets how much the player view banks when strafing. By setting it to 10, you'll lean a lot. It's useless, but interesting.

R_FULLBRIGHT 1 Setting this to 1 turns all the brightness in the whole level to maximum. The textures look a bit rubbish, but you can see everything.

SV_FRICTION [number] The default is 4. Lower the friction to give the impression of playing on ice.

SV_GRAVITY [number] The default is 800. Lower it to about 100 to get similar gravity to the secret level.

CONFIG CHAOS

Here are some examples of alias sections of our config files. Aliases set up a single button in the game which will activate certain options. Once you've put these lines in your config file, set a key to activate the mode by adding a line at the bottom like this:
BIND [key name] XRAY_T or CLOSE_T or whatever

FOR X-RAY VISION:

```
alias xray_t xray_on
alias xray_on "alias xray_t xray_off; r_draworder 1"
alias xray_off "alias xray_t xray_on; r_draworder 0"
```

FOR A SNIPER MODE WHICH ZOOMS IN AND PUTS A CROSSHAIR ON:

```
alias close_t close_on
alias close_on "alias close_t close_off; crosshair 1; zoom_in"
alias close_off "alias close_t close_on; crosshair 0; zoom_out"
```

FOR THE TERMINATOR'S TRANSMUTE MODE WHICH CHANGES COLOUR DURING THE GAME:

```
alias color_t color_on
alias color_on "alias color_t color_off; color x x; say Transmute!"
alias color_off "alias color_t color_on; color x x; say Transmute!"
```

TO PLAY SO THAT IT LOOKS LIKE TOM'S TAKEN HIS GLASSES OFF:

```
alias glass_t glass_on
alias glass_on "alias glass_t glass_off; fov 150"
alias glass_off "alias glass_t glass_on; fov 90"
```

TO SEND A MESSAGE WITH THE TOUCH OF ONE BUTTON:

```
alias mess_t mess_on
alias mess_on "alias mess_t mess_on; say xxxxxxxxxxxxxxxx"
```

.....
Here's Ed's entire config file to demonstrate one way of setting up your own character options. You can also add a load of pointless buttons which can only be used in one player mode, like X-Ray vision and maximum brightness mode.

```
bind mouse2 +jump
bind mouse1 +attack
sv_maxspeed 400
cl_forwardspeed 250
cl_backspeed 225
bind SHIFT +speed
scr_conspped 3000
lookspring 150
```

```
alias maim_t mlook_on
alias mlook_on "alias maim_t mlook_off; +mlook"
alias mlook_off "alias maim_t mlook_on; -mlook"
```

```
alias close_t close_on
alias close_on "alias close_t close_off; crosshair 1; zoom_in"
alias close_off "alias close_t close_on; crosshair 0; zoom_out"
```

```
alias chair_t chair_on
alias chair_on "alias chair_t chair_off; crosshair 1"
alias chair_off "alias chair_t chair_on; crosshair 0"
```

```
hostname Lomung
bind LEFTARROW +moveleft
bind RIGHTARROW +moveright
bind ENTER +mlook
bind INS +moveup
bind CTRL +movedown
bind m maim_t
bind z close_t
bind c chair_t
```

```
color 8 9
name Pink_Floyd
com2 -cts -dsr -cd
vid_mode 11
sensitivity 2
gamma .6
+mlook
```



TELL US WHAT YOU KNOW!

More *Quake* servers are being launched every day, and more excellent console commands are being learned all the time, so if you ever discover anything really cool, tell us about it! If you create a level for *Quake*, or create anything else to do with the game, just send it in or tell us where we can get it. We'll give it a review in the mag and let everyone else know too! In fact, if you find anything interesting or cool to do with any great game, just send it to the usual address (have a look on the back page of *FreePlay* and mark it with whatever's in it) or E-Mail Ed at: elomas@candvg.demon.co.uk. See you on the information super-highway, fragfiends!

ENHANCE YOUR ENJOYMENT OF QUAKE!

FREEPLAY



TRACK & TIPS

INTERNATIONAL FIELD



There are loads of ways to play this. You can play for fun, messing about and enjoying yourself; or you can take it too seriously, work out strategies and not have any fun. This technique guide is for sad people who want to do the latter.

100 METRES

Don't bother looking at the screen. Concentrate totally on speed and don't bother dipping for the line as it isn't worth losing your concentration.

LONG JUMP

Don't start running at full speed right at the start or you'll tire by the jump. Instead, tap slowly until you get going, then go flat out as you reach the board. Then hold the jump button to get an angle of around 45 degrees. Stop running as soon as you take off or you'll kick your legs out and land on your back, knocking a few centimetres off your distance.

100 METRE FREESTYLE

Remember that the start comes straight after the first message. Attempt to go completely flat out for the whole two lengths, remembering to turn halfway through. The turn is a good place to rest for a second or switch hand positions to one which is easier on the fingers for the second half.

SHOT PUT

The power and angle are of equal importance here. Start holding the jump button about one quarter circle to the right of the throwing area, and releasing it as you are straight on to get an angle of around 45 degrees. It's better to be a few degrees below than above.

110 METRE HURDLES

Simply go as fast as possible, but always concentrate on timing the jumps. At high speeds, you need to press the jump button as soon as the runner lands from the last jump to make him get over the next hurdle. In multi-player mode, going much faster than everyone else at the beginning will make them get left off the screen, meaning that they run into all their hurdles, thus getting you loads of points more than them.

HIGH JUMP

Though the power bar fills very easily, it's worth going flat out just before the jump to make totally sure that you get the maximum speed. To make timing the jump easier, count ten steps from the beginning. If you can clear 2.70 before the third attempt, you'll be able to move the bar off the top of the posts to 2.99, making mega records possible.



TRIPLE JUMP

As with the Long Jump, don't go too fast at the start of the run up. Press the button as you land for each jump, and keep tapping away all the

time. Get an angle of around 45 degrees and stop running when you take off to roll when you land.

POLE VAULT

It's hard to get a lot of

speed here and get the timing of the jump right. There aren't really any tips worth offering, other than to bash away as fast as possible and get the timing spot on.

HAMMER

Don't tire yourself out with loads of speed at the start - instead, build your speed up so that you're going as fast as possible just for the throw. Watch the direction indicator until it turns orange, then throw it the next time around. It's also possible to get quite a big distance by releasing the hammer when the indicator is yellow, you know. The best angle is around 45 degrees again. As with the discus, it's possible to curve the line of the hammer by tapping either run button when it's in the air.



JAVELIN

Run as fast as possible, and start holding the jump button as soon as the angle indicator appears, then release it just before the line. This should give you an angle of around 45 degrees. Again.

DISCUS

The character just spins around one and a half times, and the jump button only needs to be pressed quickly to get the 45 degree angle. Don't try holding the button as long as the other throwing events or you'll just chuck the discus a few metres. If the discus appears to be going out of the scoring area, it can be curled back by tapping either the left or right run button to bend it to that side.

HIGH SCORES PLEASE!

We want your best results and overall scores to print in our High Scores section. If you think you're particularly good in any event and want to tell the world about it, send them to us. Keep your PS memory card with the times on it, or keep a photo of the screen showing your scores as we'll ask for proof. Don't worry if you can't beat Ed's scores below, we want to compile a list of reader's scores only.

Best Overall Score	16232 points
100 Metres	7.74 seconds
Long Jump	10.70 metres
Shot Put	26.37 metres
100 Metres Freestyle	44.32 seconds
110 Metres Hurdles	9.63 seconds
High Jump	2.80 metres
Hammer	105.82 metres
Triple Jump	20.37 metres
Javelin	105.05 metres
Pole Vault	6.25 metres
Discus	91.23 metres

FREEPLAY CLASSIFIED

CLASSIFIED

GAMES

WANTED: SPEEDBALL 2 FOR GAME BOY. WILL BUY OR SWAP FOR THE GAME. RICHARD PEALL, 13 GROVE AVENUE, YEOVIL, SOMERSET, BAZO 2BB.

CYBERNATOR FOR SALE OR SWAP (£10). IF INTERESTED CALL ADAM NEWMAN, 01827 66485.

FOR SWAP: JUMPING FLASH OR DESTRUCTION DERBY FOR WORMS OR ANY GOOD GAMES. ALSO I HAVE TEKKEN AND DOOM ON OFFER. NICK BYRNE 01263 824394, NORFOLK.

FOR SALE: VF2 (JAP) £30, UNIVERSAL ADAPTOR £25, VAMPIRE HUNTER (JAP) £40, THE LOT £90. IAN DE MARIA, 0181 796 3674.

PLAYSTATION GAMES FOR SALE: WIPEOUT, THUNDERHAWK 2, FIFA '96, WRESTLEMANIA. CALL 01525 750351 ASK FOR CHRIS (AFTER 4.30pm). ALSO LOADS OF SEGA MAGAZINES FOR SALE.

FOR SALE: WING COMMANDER 3 £33. STEPHEN YOUNG, 01277 365682, ONGAR, ESSEX.

FOR SALE: DESTRUCTION DERBY + ACTUA SOCCER FOR £25 EACH. ALIEN TRILOGY + TEKKEN FOR £30 EACH. 01763 245587, ED TREMAINE. PHONE BEFORE 12PM OR AFTER 7PM.

CONSOLES

FOR SALE: UK PLAYSTATION WITH 6 GAMES, SCART LEAD AND STEERING WHEEL. ALL FOR £300. ROBERT WATERS, LONGFIELD, KENT, 01474 873768

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PANASONIC 3DO, SCART, 15 GAMES INCLUDING N.F.S, ROAD RASH, STARFIGHTER. 2 PADS ALL BOXED EXCELLENT CONDITION. ALL FOR ONLY £200. CHRISTOPHER MOONEY, WATERLOO, LIVERPOOL, 0151 474 6398.

MEGADRIVE WITH 16 GAMES AND MENACER GUN £120. ALSO SUPER NES £80 WITH 7 GAMES AND SUPER GAME BOY. SIMON HOINCA, BEDFORD, 01234 348129.

AMIGA 500+, OVER 50 GAMES WITH BOX, 1 MEG UPGRADE, JOYSTICKS, EXTRA DRIVE, MOUSE, TABLE IF WANTED £175. OR SWAP FOR PLAYSTATION. MARK GLOVER, WARLEY, WEST MIDLANDS, 01384 259157.

CONSOLES

SWAP MY SNES, ACTION REPLAY, TURBO PAD, 14 GAMES (INC DKC, MARIO ALL STARS, SECRET OF MANA, STARWING). WORTH £530 AT LEAST, FOR PLAYSTATION AND GAME.

SWAP SNES, 5 GOOD GAMES, UNIVERSAL GAMES ADAPTOR & 3 JOYPADS (GOOD COND), FOR SATURN WITH 1 PAD + EITHER VF2, VC OR SEGA RALLY. CONTACT: S MORRISON, ABERDEEN, 01224 323113.

SEGA MEGADRIVE AND MEGA CD, 8 CARTS AND 7 CD GAMES, 6 MONTHS OLD SELL FOR £200. MATHEW WARKE, RUGELEY, STAFFS, 01889 575790.

SWAP PC ENGINE, SUPER GRAFX + CASH FOR PC ENGINE 5" INCH LT OR 3DO. CALL PETER LEA 01382 624117, SCOTLAND.

I WILL SWAP A MEGADRIVE WITH 3 PADS AND 12 GAMES FOR A SATURN WITH 2 PADS, GUN AND 4 GAMES. STEPHAN DOUGLAS, 01277 365682, ESSEX.

FOR SALE: MEGADRIVE AND SUPER NINTENDO. MANY TOP TITLES INCLUDED OPEN TO OFFERS, CALL PHIL AT CVG HQ.

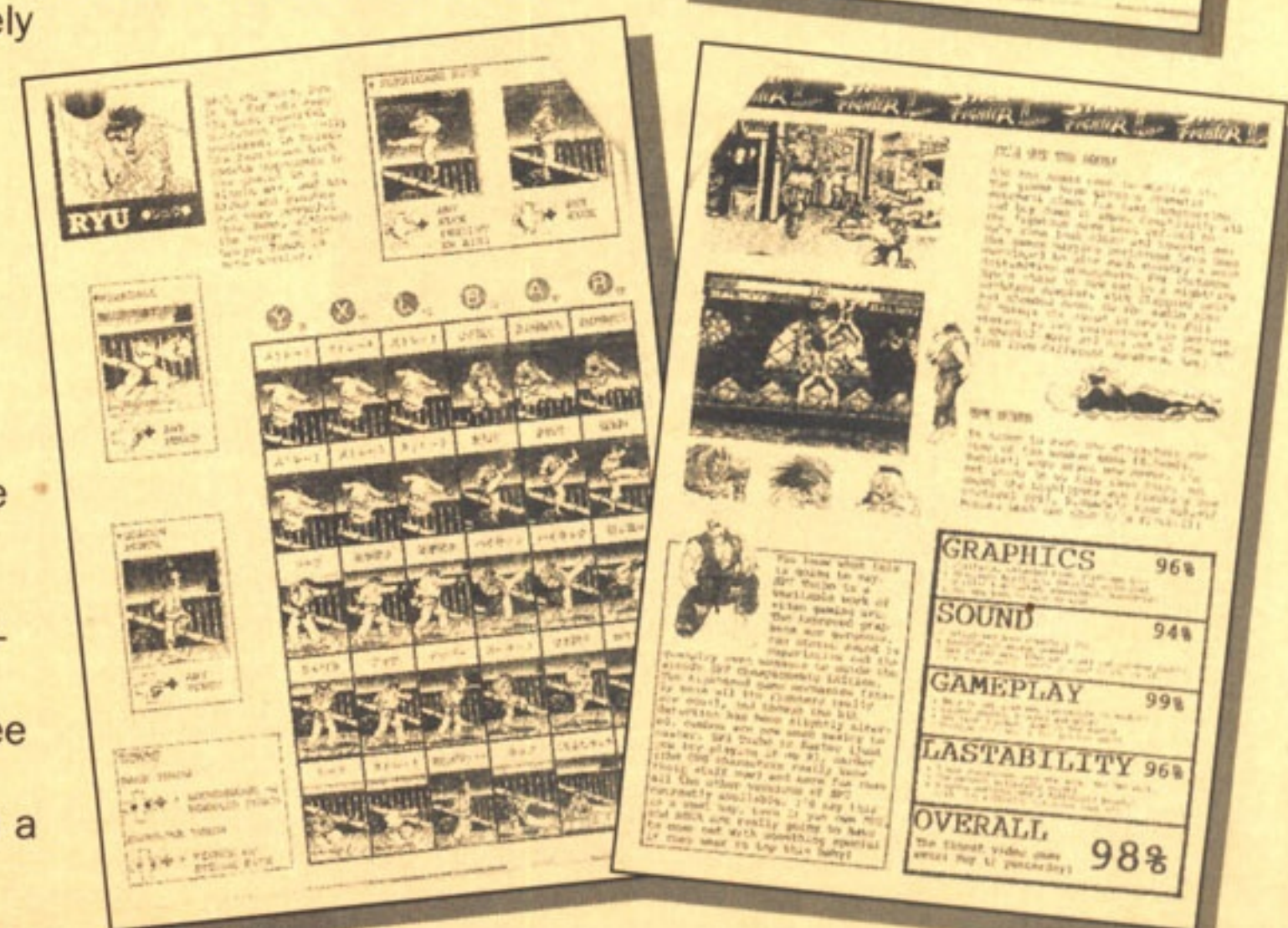
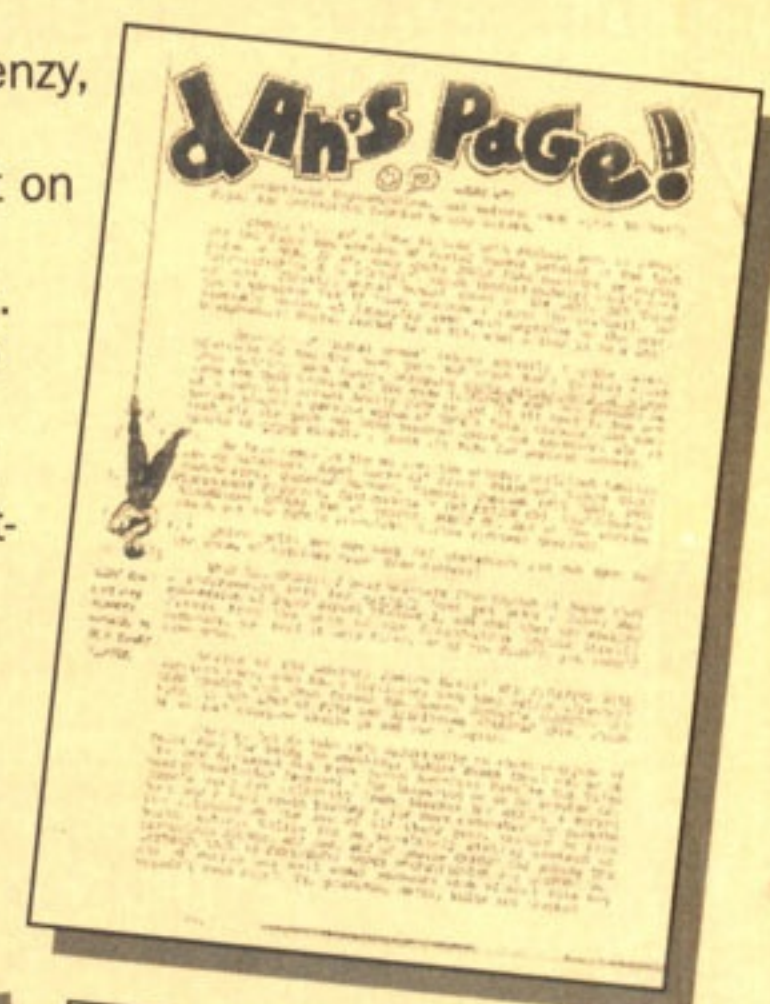
FREEPLAY FANZINES

FANZINES

FREEPLAY



Last month, in an effort to spur you into a creative frenzy, we printed a fanzine which was so impressive it succeeded in landing its creator a job here. We also went on to tell you how, within months of his employment, he earned himself a job on a US games mag in sunny LA. The response to this fairytale has been incredible. No fanzines have come in this month! Perhaps you're all hard at work on your own awesome publications. Well whatever, here's another excellent fanzine which granted its owner work at this very company. He's since earned massive respect for his efforts and was even selected to contribute to our Freeplay Fan page this month. Can you guess which one he is. Capcom Fanzine is clearly the work of a true fan of the legendary software house. Packed with news, previews, reviews, historical features and moves guides, it's extremely informative, well-presented and clearly demonstrates its author's abilities. What's more, it made them a fair bit of money too! If this hasn't got you buzzing with the idea of putting together your own fan magazine, goodness knows what will. C'mon, let's see some awesome fanzines like we did a few months back!

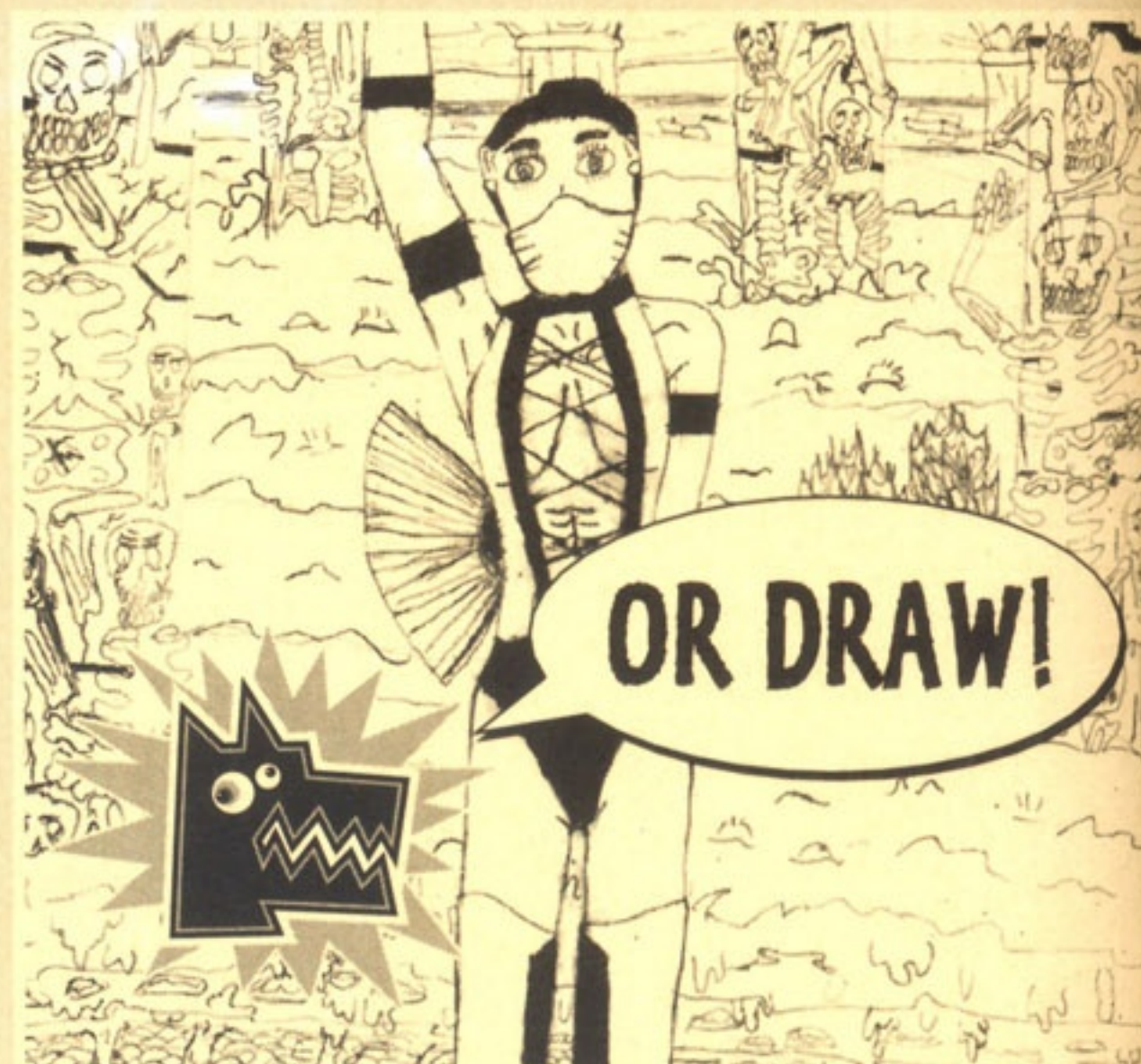


WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO SPECIFY WHICH SECTION YOUR CONTRIBUTION IS FOR (CLASSIFIEDS, FANZINES, HIGH SCORES ETC.)

FREEPLAY

COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU



Enjoyed this issue of Freeplay? We flinkin' hope so, cos this is **YOUR** section of the magazine. Freeplay gives you the chance to add your voice to Britain's greatest video games magazine in all manner of ways. If you can think of any other way you want to contribute to this section, don't hesitate to send us your ideas.

WRITE FOR FREEPLAY!

HIGH SCORES

Cracking the top score on your favourite game is sure proof that you are its rightful master. Obviously none of you are masters, cos you aren't sending any highscores. Best lap times, first shot time averages, *TnF* world records, *VF2* rankings - send any scores.

MOST WANTED

Why won't Capcom bring out a new *Ghouls 'N' Ghosts*? Is there ever going to be a *Virtua Racing 2*? If these are the kind of thoughts running through your mind, send them in. Your three Most Wanted, in order of importance. Who knows, maybe Senor Capcom will see it...

ART

This seems to be your favourite section of the magazine. We literally get hundreds of pieces of artwork. And we personally look at every single one of them. If we haven't printed yours yet, it's probably still in the massive 'IN' tray. Keep them coming.

TIPS

Hidden stuff, techniques, codes, level selects, guides - send any hot gaming gems in to our Tips Troll, Ed Lomas. There's a prize for the best. And 'best' means new and incredible, not old and stolen from old CVGs.

CLASSIFIEDS

This is where you can offload any unwanted kit, or seek out some top bargains. It's not just video game-related stuff we accept, you can advertise anything - providing it's not illegal of course.

CARTOONS

We reckon Freeplay would look three hundred times better with some wicked cartoons in it. So why not remedy that problem. Send us some top toons featuring anyone you want - games characters or otherwise!

FANZINES

Some truly brilliant fanzines have graced Freeplay, but recently the flow of 'zines has dried up. Come on, aren't there some fanatics out there wanting coverage for their crazed publication?

PLEASE TICK
(THE RELEVANT BOX)

TICK



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CONTRIBUTION IN NO MORE THAN 25 WORDS

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* MOST WANTED *

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2
3

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