

REPLAY

Issue 16

INSIDE HOUSE OF THE DEAD! COULD THE ZOMBIES BE HEADING HOME?

With *House Of The Dead* currently topping arcade charts and sending everyone ghouling crazy, any suggestion of a Saturn version would be hot news indeed! Well, Sega's new top boys AM1 recently talked about the development of their smash-hit gun game and revealed a number of interesting facts, both about the arcade game and their thoughts on a home conversion!

Although there has been no definite confirmation of a Saturn version yet, it's clear the developers have already put their mind to one, as they revealed some possible new features they'd like to see in it. These include a deeper plot and more secrets to discover! With home-players expecting more backstory from their games, the Saturn version would explain many of the mysteries from the arcade version. And to add value to the plot, the routes you

choose would actually dictate how the game's story unfolded!

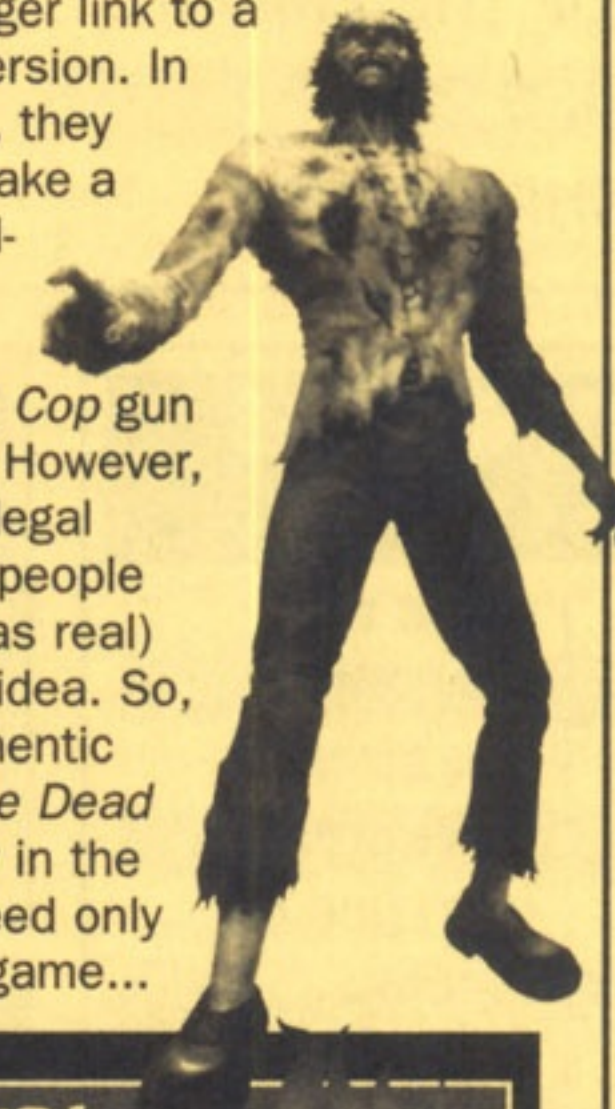
The ability to take different routes through the mansion is one of the features that makes the *House Of The Dead* coin-op so brilliant. With the Saturn version, AM1 intend on expanding that feature further. The junctions in the arcade game only have two routes, however there could be three or four available on Saturn. And while the arcade version only allows you to take a single fixed route through each room, the SS conversion would have multiple paths. On top of this, all-new junctions would be added to later stages of the game. And there may even be more stages too, together with monsters that didn't make it into the arcade version!

Aside from talk of a Saturn version, AM1 also gave some insight

into the arcade version that may interest fans. For example, there are actually three different endings to the game, dependant on your final score. To get the true ending you need to get a 1st ranking, with a score of over 60,000!

From a development point of view, pre-production names for the game included 'Zombie' and 'The Deadly Dead'. And, while the general consensus is that *HotD* was based on *Resident Evil*, the reality is that AM1 started development way back in 1995, before Capcom's Survival Horror game was released!

Finally, comes talk of the gun. It always been thought that AM1 used the classic Virtua Gun because it gave a stronger link to a Saturn conversion. In truth though, they wanted to make a far more realistic gun for the coin-op, believing the *Cop* gun too childish. However, the obvious legal restrictions (people thinking it was real) dashed this idea. So, with our authentic *House Of The Dead* guns already in the home, we need only wait for the game...



THE RED-HOT RUMOURS DEPT. BURNING UP!

The latest words from the streets of Videogame city. Are they true or just air. You decide!

- *Resident Evil: The Director's Cut* is set for release in the US. This PlayStation collector's pack features three versions of the game – the original Japanese version with all its uncut gore, the American version which has been sold out since March, and an all-new mystery tweaked version (the actual director's cut!). Also included will be a demo of the hugely-awaited *Resident Evil 2*. All for \$40.
- Latest word is *Zelda 64* is pencilled for release early next year. As is 64DD, next March, at the retail

price of 10,000 yen (\$90 US approx). Currently, games scheduled for the release day are *Mother 3*, *Sim City*, *Mario Paint 64* and *Pocket Monster 64*.

- Shigeru Miyamoto has said *F-Zero 64* will be at the Japanese Shoshinka show in November.
- *Quake* on PlayStation has been canned – supposedly no-one has been able to get a decent version of the game engine running.
- The next Sonic game IS a racing game. However, it's not a Sonic Kart affair. Called *Sonic R*, it features Sonic and pals using different transportation methods – Amy drives a cart, Sonic runs, Mighty the Armadillo also runs, Tails flies etc.

- After the Sonicworld front-end of *Sonic Jam*, we expect it uses the same engine. So perhaps it's like *Armadillo Racers*. Sega Europe had 16 copies that they've taken to E3!
- *Vampire Savior* is coming to N64. Activision have beaten Sony to the US rights to release *Nightmare Creatures* – the promising *Resident Evil/ Bushido Blade* style game.
- Sega's new 64-bit console (now definitely not called Black Belt), which Lockheed Martin reckon will match Model 2, is set to have built-in on-line capabilities.
- Hasbro are bringing out *Star Wars Monopoly* on PC and PlayStation.
- *Pilotwings 2* is coming out in mid-98. Unknown whether it's cart or 64DD.




READERS MOST WANTED CHART

Topping your wish list by a huge majority this month is *Zelda 64*. But you've got a long time to wait for it.

1	ZELDA 64	N64
2	FFVII	UK PLAYSTATION
3	VF3	SATURN
4	TEKKEN 3	PLAYSTATION
5	SONIC	SATURN
6	RESIDENT EVIL 2	PLAYSTATION
7	QUAKE	SATURN, N64
8	64 DD	NINTENDO 64
9	ISS 64	NINTENDO 64
10	STARFOX 64	NINTENDO 64

Just missing the final count were *Time Crisis* on PlayStation on N64 and *Street Fighter 3* on N64. Among your other suggestions were: working for CVG (naturally), *Speedball 64*, *Mario 64 2*, a PlayStation on-line add-on, *Soul Blade 2* on PS, *FIFA '98* (why?), *Yoshi vs Streetfighter* (oh haha) and *Worms 64* (not even remotely funny). Keep sending them in with all your mail. You know the score otherwise.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	SOUL BLADE	PLAYSTATION	SONY
2	2	X-WING Vs TIE FIGHTER	PC CD-ROM	VIRGIN
3	4	DARK FORCES	PLAYSTATION	VIRGIN
4	3	REBEL ASSAULT 2	PLAYSTATION	VIRGIN
5	5	PORSCHE CHALLENGE	PLAYSTATION	SONY
6	7	SUPER MARIO 64	NINTENDO 64	NINTENDO
7	NE	EA CRICKET '97	PC CD-ROM	EA
8	6	WAVE RACE 64	NINTENDO 64	NINTENDO
9	9	FORMULA 1	PLAYSTATION	SONY
10	11	TOMB RAIDER	PLAYSTATION	EIDOS
11	8	NEED FOR SPEED 2	PLAYSTATION	EA
12	10	ACTUA SOCCER CLUB EDITION	PLAYSTATION	GREMLIN
13	RE	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS
14	19	THEME HOSPITAL	PC CD-ROM	EA
15	NE	FORMULA 1	PC CD-ROM	PSYGNOSIS
16	RE	C&C: RED ALERT	PC CD-ROM	VIRGIN
17	13	VR POOL	PLAYSTATION	INTERPLAY
18	12	SHADOWS OF THE EMPIRE	NINTENDO 64	NINTENDO
19	NE	YODA STORIES	PC CD-ROM	VIRGIN
20	RE	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS

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	FIGHTERS MEGAMIX	SEGA
2	SHINING IN THE HOLY ARK	SEGA
3	SATURN BOMBERMAN	SEGA
4	MICRO MACHINES V3	CODEMASTERS
5	PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1	LAST BRONX	SEGA
2	SONIC JAM	SEGA
3	METAL SLUG	SNK
4	WILLY WOMBAT	SEGA
5	THUNDERFORCE V	SEGA

PLAYSTATION U.K. TOP 5

1	V-RALLY	OCEAN
2	GRAND THEFT AUTO	BMG
3	CASTLEVANIA	KONAMI
4	VIPER	OCEAN
5	Z	SONY

PLAYSTATION IMPORT TOP 5

1	TIME CRISIS	NAMCO
2	COOL BOARDERS 2	EUP
3	TOBAL 2	SQUARESOFT
4	ACE COMBAT 2	NAMCO
5	RUNABOUT	CLIMAX

PC TOP 5

1	DUNGEON KEEPER	EA
2	SOCCER NATION	SUNSOFT
3	RESIDENT EVIL	VIRGIN
4	EXTREME ASSAULT	BLUE BYTE
5	WIPEOUT 2097	PSYGNOSIS

NINTENDO 64 TOP 5

1	ISS 64	KONAMI
2	MARIO KART 64	THE GAMES
3	BLAST CORPS	THE GAMES
4	KILLER INSTINCT GOLD	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	GO GO TROUBLE MAKERS	TREASURE
2	STARFOX 64	NINTENDO
3	WILD CHOPPERS	NINTENDO

16 BIT TOP 3

1	SHINING FORCE 2	MEGADRIVE
2	GUNSTAR HEROES	MEGADRIVE
3	ZELDA: LINK TO THE PAST	SUPERNES

ARCADE TOP 5

1	VAMPIRE SAVIOUR	CAPCOM
2	HOUSE OF THE DEAD	AM1
3	DEAD OR ALIVE	TECMO
4	STREET FIGHTER 3	CAPCOM
5	TEKKEN 3	NAMCO

JAPANESE MULTI-FORMAT SALES TOP 10

1	POCKET MONSTER	GAME BOY
2	V BASEBALL	PLAYSTATION
3	IQ: INTELLIGENT CUBE	PLAYSTATION
4	TOBAL 2	PLAYSTATION
5	STARFOX 64	NINTENDO 64
6	GROOVE ON FIGHT	SATURN
7	PARAPPA THE RAPPA	PLAYSTATION
8	PALOR! PRO	PLAYSTATION
9	GAL GAME	SATURN
10	FINAL FANTASY VII	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	NEED FOR SPEED 2	PLAYSTATION
2	MARIO KART 64	NINTENDO 64
3	TUROK	NINTENDO 64
4	WCW VS THE WORLD	PLAYSTATION
5	WAVE RACE 64	NINTENDO 64
6	NBA SHOOT '97	PLAYSTATION
7	SOUL BLADE	PLAYSTATION
8	RUSH HOUR	PSYGNOSIS
9	SHADOWS OF THE EMPIRE	NINTENDO 64
10	CRUISIN' USA	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	QUAKE	PC CD-ROM
2	V-RALLY	PLAYSTATION
3	RAGE RACER	PLAYSTATION
4	HOUSE OF THE DEAD	ARCADE
5	TOBAL 2	PLAYSTATION



CVG'S TOP 14 FAVOURITE WORDS OF THE MONTH

- CHEDDAR (ED)
- JAR (PAUL)
- PEACE (JASON)
- ALOHA! (ALEX)
- DODECAHEDRON (STEVE)
- SPOOK (TOM)
- CUPBOARD (JAIME)
- MANGLE (ED)
- BIKE (PAUL)
- BEERS (JASON)
- CONUNDRUM (ALEX)
- PLINTH (STEVE)
- McGRUB-UP (TOM)
- TINKLE (JAIME)

Dave Keble's Retro Computer Cabin



Mad meat lobbing pigs, mutant flesh eating chickens and a look back to classic gardening sims are all part of this month's retro offerings.

Gardening games just aren't that well catered for anymore – I mean in the good old days we were spoiled for choice (*HOVER BOVVER*, *WORM WHOMPER*, *JCB DIGGER* spring to mind immediately) yet I can't think of one decent lawn mowing or plant growing sim to have appeared for years! Here's a couple of titles you may recollect from the genre that time forgot.

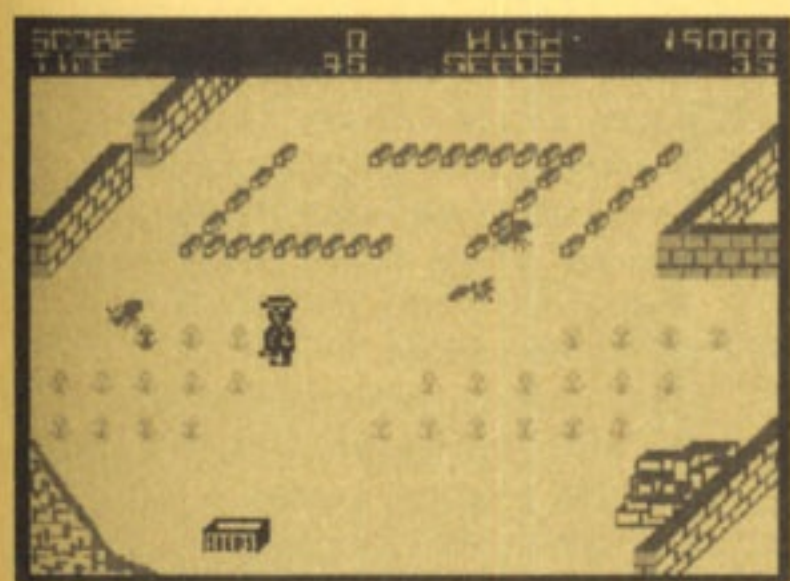


ⓐ **Hardcore hosepipe action from GET OFF MY GARDEN.**

GET OFF MY GARDEN on the C64 by Interceptor software. The hero is a little robot whose purpose in life is to water a garden. The robot moves under a running tap and then trundles off to each of six plants causing them to bloom very much like the speccy title *PSSST!* from *ULTIMATE*. What I like about this and other early C64 games are the bizarre and unlikelike attacking creatures from the 64 waves such as chess pieces, chickens that explode into drumsticks, witches on broomsticks and glimmering LP records. What's also evident in this piece of software is the in-game

sniping that used to go on in the early days with continual references to Jeff Minter such as the first attack wave sprites being cribbed from *REVENGE* and being called 'Remains of the Mutant Camels'. It's a shame cos Minter's games wazzed all over Interceptors efforts.

The love of *PEDRO'S* (the name of the game) life is his garden, the most beautiful in Mexico apparently. Unfortunately all the animals for miles around have suddenly acquired a taste for *PEDRO'S* plants and have broken into the garden to eat them. Oh, and a local tramp has suddenly decided to try and steal all of our unlucky gardener's seeds! (with a plot like that I'm surprised they never licensed the film rights!). In the garden there is a supply of compost that fills gaps in the fence to keep the animals at bay for a while but this isn't *PEDRO'S* only means of eradicating the marauding



ⓑ **PEDRO scaring an ant away.**

RETRODROID'S INTERNET HEAVEN!

Alex Ward spills the beans on this months cool retro sites.



On the train the other day, I passed the old Atari HQ offices, with a big TO LET sale on the roof. It got me into an ATARI mood, so there's a distinct Atari feel to some of the sites this month. For a perspective on the European side of collecting old Atari carts, have a look at <http://oudedoos.hku.nl/public/~atari> 2600, it's an in-depth Dutch site with good stuff about those increasingly rare VCS carts. A must if you're an Atari fan. If you're surfing the Web on a PC, then you've probably amassed a collection of desktop themes already, but if you want some cool retro arcade game ones, then go to www.inficad.com/~schmoe/index.htm and download background patterns and sounds from classics like *Berzerk*, *Dig Dig* and *Crazy Climber*.

Tron was (and still is) one of my favourite coin-ops. Machines in good working order are getting hard to find. But luckily, there is a register of known machines found at www.3gcs.com/tron/arcade.htm. along with some original art. However, the site is mostly US based, so help to expand it and e-mail if there's a *Tron* coin-op near you. The Atari computers had some classic games in their time (remember *Airstrike* anyone?) and if you're after some slightly unusual information then check out Infoman's Atari page at www.holyoak.com/atari/ and learn all about the delights of "frying" your machine.

Finally, if you're old enough to remember the days of the C64 and its legendary coders, then go to www.ts.umu.se/~yak/cccc/heroes.html IMMEDIATELY and check out some of the heroes of the CBM64.

WILL THE REAL MATTHEW SMITH PLEASE STEP FORWARD



Whatever happened to Matthew Smith author of the classic and most fondly remembered spectrum hits of all time *MANIC MINER* and *JET SET WILLY?* In the early eighties he was one of the new breed of bedroom programmer turned software superstars, until that is, he decided to disappear! Now most people have their own theory of what happened to Matthew and we can't ignore the obvious fact that he may just have got peed off with games and is quite happy not being rediscovered. But below are the most common theories for his disappearance.

1. He was a two hit wonder and could never reignite the original spark that led to the speccy's most famous platformers.
2. He gave up programming and is currently selling vacuum cleaners door to door somewhere in Manchester.
3. He got sick of his fame and travelled to Tibet, never to be heard of again.
4. He recently went on TALK RADIO on a slot that asked people who used to be famous to come forward and tell everyone what they were up to. Unfortunately no one on the show had ever heard of his speccy masterpieces and politely shooed him off the air.
5. He's still working on the proper sequel to *JET SET WILLY* and hasn't quite finished it yet!

Another interesting point in this whole mystery is the fact that RETROGAMER'S Keith Ainsworth recently found a mocked up cassette inlay for "*ATTACK OF THE MUTANT FLESH EATING CHICKENS FROM MARS*" in an old charity shop near Liverpool amongst a pile of old BUG-BYTE games. Now this WAS supposed to be Matthew's new game and the ad did run in an old copy of *CRASH* magazine but the product never surfaced. Needless to say the tape was not in the box (unlucky Keith).



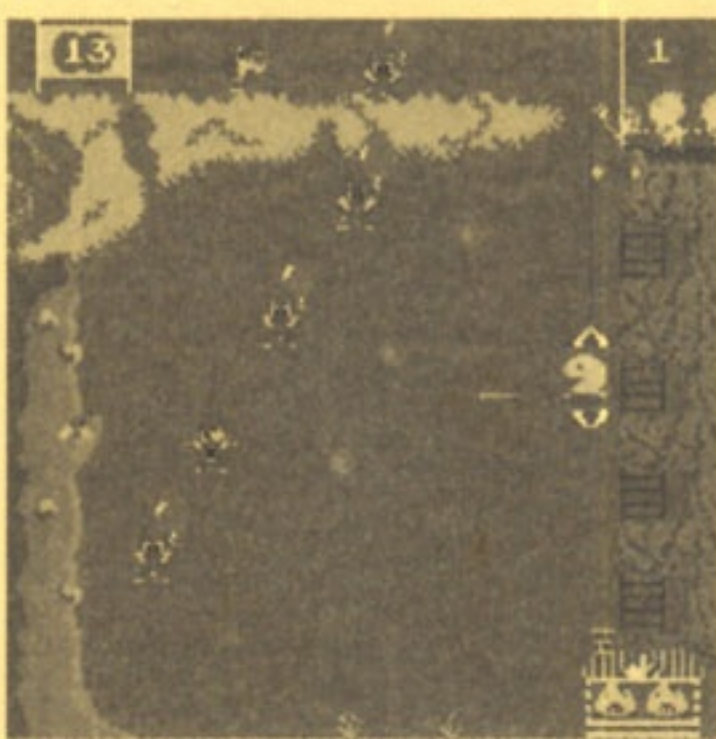
So, there you have it. If anyone can shed any light on the whereabouts of Mr. Smith please let me know, otherwise Matthew will remain one of the great computer game mysteries of all time.

creatures - his main weapon is his ability to jump up and down to scare everything away. And that's it really! Quite pathetic really but the sort of game I love collecting for its hilarious 'cackability' value.

The hardest part of deciding which old coin-op to buy is remembering whether the game was any good or not. So throughout the next few months I'll be highlighting some of the lesser known arcade hits that are worth snapping up next time you're passing your local arcade graveyard. (P.C.B.'s are still quite easy to get hold of relatively cheaply – so persevere).

POOYAN by Stern was released in 1982 and has stood the test of time surprisingly well. In fact, I would easily rate it up there amongst the *MR.DOs* and *AMIDARs* though it's certainly less well known. You control mama pig whose job it is to protect her little *POOYANS* (little pigs I guess) from the nasty wolves. On the first screen mama pig is levered up and down the right hand side of the screen by Buuyans (more pigs) and she has to fire arrows to pop the wolves balloons as they float down the screen bombarding her with rocks. Occasionally you get given a hunk of meat that can be lobbed to wipe out an entire screen of wolves if judged correctly. Beware! If the wolves make it to the bottom of the screen they'll climb up behind our porkey heroine and gobble her up.

Level two is similar except this time the wolves float up the screen on different coloured balloons and take more hits before they burst. If the wolves reach the top of the screen they start pushing a huge rock that eventually squashes the pigs. Complete this screen and it's onto a neat bonus screen were the hunk of meat has to be skillfully lobbed to take out the maximum number of meanies. Then it's back to a slightly tougher screen one with a bit of bonus fruit collection thrown in for good measure!



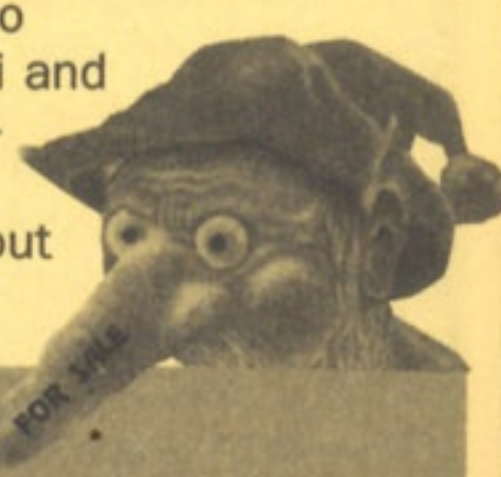
ⓐ **POOYAN. A long forgotten arcade gem.**

I love it! From the lovely attract screens and cute tinkling jingles to the uncomplicated but skillful gameplay, *POOYAN* would grace any retro gamer's collection. It was also released on the Atari and Commodore 64 computers around the same time, so look out for those as well.

CABIN FREEPLAY CLASSIFIED

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

THE EXCELLENT RETROGAMER (NO.10) IS OUT NOW! INCLUDED THIS ISSUE IS THE HISTORY OF INTELLIVISION, A PROFILE OF PETE COOKE, PARKER BROS AND A LOOK AT A FEW EMULATORS. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.



TIPS

PLAYSTATION

SUIKODEN

To get yourself some easy money, go to Marco and play his cup game. The coin will always end up in the positions listed, so you can keep betting and winning as much as you want. If you leave the room and come back, the pattern goes back to the start.

Right, Middle, Middle, Left, Right, Left, Right, Right, Left, Middle, Left, Middle, Right, Right, Right.



THE LEGEND OF LOMAS



Now I'm getting angry! The tips you've been sending me just aren't good enough! If the quality of them doesn't improve, I'll come round your house, pull your arms off and poke you in the eyes with your own fingers. If they do improve, I'll buy you chocolates and give you free video games! Ahh-ha-haah!

THIS LIST OF CHARACTER LOCATIONS FROM ROBERT HALL OF STOKE-ON-TRENT SHOWS WHERE YOU CAN FIND ALL 108 STARS OF DESTINY. EXCELLENT!

CHARACTER	STAR	LOCATION	CHARACTER	STAR	LOCATION
Main Character	Tenkai	This is you.	Futch	Chibi	Dragon Knights' Fortress, joins after Joshua.
Lepant	Tengou	Kouan, joins after Kraze is killed.	Kasumi	Chikyu	HQ, after defeated Milich.
Mathiu	Tenki	Seika, joins after a little persuasion.	Maas	Chibaku	Forest Village.
Luc	Tenkai	HQ, joins when you liberate it.	Chize	Chikou	Secret cavern in the Caves of Qlon.
Humphrey	Tenyu	HQ, joins after Pannu Yakuta battle.	Fuma	Chikyou	Outside Dragon Knights' Fortress.
Kasim	Tenyu	Joins after battle at Moravia Castle.	Moose	Chikyou	Warrior's Village, need Meese, Maas, Mose.
Kwanda	Tenmou	Joins after Pannu Yakuta battle.	Meese	Chihi	The Dwarven Village smithy.
Persmerga	Teni	Return to Neclord's castle after Neclord is killed.	Sergi	Chisou	Kaku, in the bar. Joins when founded HQ.
Gregmio	Tenei	Gregminster, in your house.	Kimberly	Chikou	Antei, recruit when Mathiu gives you letter.
Warren	Tenki	In jail with Viktor, in Moravia Castle.	Sheena	Chimeii	Seika, Inn, recruit when Lepant is with you.
Kun To	Tenfu	Kirov, after you have been to the Secret Factory.	Kessler	Chisin	Outside Secret Factory.
Cleo	Tenmen	Gregminster, in your house.	Marco	Chitai	Warriors' Village, win 5,000 bits off her.
Viktor	Tenko	Gregminster, in Marie's Inn.	Gen	Chiman	Teien, the house near the graveyard. Recruit after trying to get past Dunan Rapids.
Griffith	Tenritsu	After battle at the Northern Checkpoint.	Hugo	Chisui	Qlon, needs the War Scroll.
Clive	Tensyo	Inn at Rikon, towards the end of the game.	Hellion	Chisyu	Teien, the Inn.
Flik	Tenan	Kaku, after row at HQ.	Mina	Chiin	Antei, the Inn. (Wear Toe Shoes).
Camille	Tenyu	Kaku, in the bar.	Milia	Chii	Dragon's Den.
Kreutz	Tenku	Dragon Knights' Fortress.	Kamandol	Chiri	Teien, recruit after Gen.
Stallion	Tensatsu	After Pannu Yakuta battle.	Juppo	Chisyun	Kouan, Lepant's house.
Kage	Teni	At the Secret Factory, pay him 20,000 bits.	Kasios	Chirakou	Scarleticia, after Milich is recruited.
Fu Su Lu	Tensatsu	Kabold Village, after Pannu Yakuta battle.	Viki	Chitatsu	Elven trail, beyond Forest Village.
Kirkis	Tenbi	HQ, after Lepant is recruited.	Rubi	Chisoku	Kabolds' Village, the Inn. Need Kirkis, Stallion and Sylvina level 30+ in party.
Milich	Tenkyu	After battle at Scarleticia.	Vincent De Boule	Chichin	Moravia Castle jail.
Pahn	Tental	Gregminster, in your house.	Meg	Chikei	Kaku, near Inn, need Juppo in party.
Sonya	Tenjyu	HQ, after fight with her in sewers.	Taggart	Chima	HQ, after returning from Dragon's Den.
Anji	Tenzen	Pirates' Fortress, take Tai Ho and Yam Koo with you for her to join.	Giovanni	Chiyu	HQ, after recruiting Lepant.
Tai Ho	Tenhei	Kaku, downstairs in bar.	Quincy	Chiyu	Geran, need 80+ members.
Kanak	Tenzen	Pirates' Fortress, same as Anji.	Apple	Chifuku	Seika, Mathiu's house, after beating Kwanda.
Yam Koo	Tenson	Joins when founded HQ.	Kai	Chihi	Garan.
Leonardo	Tenpai	Pirates' Fortress, same as Anji.	Lotte	Chiku	Rikon, joins when you find her cat in Kaku.
Hix	Tenrou	Joins at entrance of Neclord's castle.	Mace	Chiko	Seek Valley, the smithy, need Maas, Meese, Moose and Mose in party.
Tengaar	Tensui	Joins when rescued from Neclord's castle.	Onil	Chizen	Seika, joins when founded HQ.
Varkas	Tenbou	HQ, after Lepant is recruited.	Kuromimi	Chitan	Kabolds' Village, second time you visit.
Sydonia	Tenkoku	HQ, after Lepant is recruited.	Gon	Chikaku	Kabolds' Village, after Pannu Yakuta battle.
Eileen	Tenkou	Kouan, recruited with Lepant.	Antonio	Chisyu	Seika Inn, when Marie asks for help.
Leon	Chikai	Kalekka, when received Mathiu's letter.	Lester	Chizou	Kirov, the bar, after tasting stews from the two houses joined by a washing line.
Georges	Chisatsu	Kirov, in the Inn, beat him at a game of snap.	Kirke	Chihei	Lorimar, leave and re-enter.
Ivanov	Chiyu	Scarleticia, when defeated Milich.	Rock	Chison	Kouan, Lepant's house.
Jeane	Chiketsu	Antei, Runemaster's shop.	London	Chido	Outside Secret Factory.
Eikei	Chiyu	Teien, need to be level 40+.	Sylvina	Chisatsu	Joins after Pannu Yakuta battle.
Max	Chii	Northern checkpoint after fall of Moravia.	Ronnie Bell	Chiaku	Kirov, after Secret Factory.
Sancho	Chiei	Northern checkpoint after fall of Moravia.	Gasper	Chisyu	Kaku, downstairs in the bar.
Greenseal	Chiki	Joins after you beat Teo McDohl.	Window	Chisu	Warriors' Village, Inn, needs Window Rune.
Alen	Chimou	Joins after you beat Teo McDohl.	Marie	Chilin	Seika, Inn, recruit after founded HQ.
Tesla	Chibun	Antei, recruit after Kimberly.	Zen	Chikei	Qlon, needs Red, Blue and Yellow seeds.
Jabba	Chisei	Rikon, appraiser, show him Nameless Urn.	Sarah	Chisou	Kirov, doing washing. Needs Soap.
Lorelai	Chikatsu	Kouan, the Inn, need to be level 30+.	Sansuke	Chiretsu	Forest Village.
Blackman	Chitou	Kalekka, don't tread on his plants!	Qlon	Chiken	Antei, recruit after killing Teo McDohl.
Joshua	Chikyou	Dragon Knights' Fortress.	Templeton	Chimou	Burnt Village of the Elves, leave and re-enter.
Morgan	Chian	Temple of Qlon.	Krin	Chizoku	HQ, after Lepant is recruited.
Mose	Chiziku	Joins in Kirov, after Secret Factory.	Chandler	Chikou	Kwanba, recruit when founded HQ.
Esmerelda	Chikai	Antei Inn, give her the Opal ring.			
Melodye	Chisa	Kirov, needs Sound Rune.			
Chapman	Chiyu	Antei, in the Armoury.			
Liukan	Chirei	Joins when rescued from Soniere Prison.			
Fukien	Chijyu	Temple of Qlon.			

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



**CVG, 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 taken off the internet or copied out of other magazines - we could do that ourselves if we really wanted to. Any tips we think are good enough will be rewarded with a free game from HMV. And don't ask for a reply.

TIPS.CVG@ECMEMAP.COM

TIPS

FREEPLAY

PLAYSTATION

MICRO MACHINES V3

These first cheats should be entered as character names. Once you've entered one of the cheats, you'll hear a noise to let you know it's worked.

- GIMMEALL** Access all tracks
- CATLIVES** Nine lives
- TANKS4ME** Use tanks on all land tracks

These cheats can be used at any time while playing the game, though it's obviously better when paused. You can do each cheat again to turn it off.

- Behind vehicle view
Left, Right, S, C, Left, Right, S, C
- Super-speed
S, X, C, S, T, X, X, X, X
- Use any object
Down, Down, Up, Up, Right, Right, Left, Left
- Super-bouncy
S, Right, Right, Down, Up, Down, Left, Down, Down
- Floating objects
S, T, S, S, T, S, S, T, X
- Slow enemy cars
C, T, S, X, C, T, S, X

There's also a debug mode which lets you use a few more cheats. To enter debug mode you need to put in this code while playing:

S, Up, Down, Down, S, C, C, T, X.

Once the cheat is working, you can press these button combinations to get some more interesting options.

- Destroy all cars **T+C+X+S**
- Quit race and win **Select+X**
- Change view **Select+any direction**
- Zoom view **Select+L2 or R2**
- Turn player into computer car **Select+S**

RAGE RACER

To get more colour choices when editing your own car logo, make sure that the painting marker is outside of the normal area and hold **L1+L2+R1+R2+Select**. You should get an RGB option which lets you edit the colour values by holding **R1** and pressing Up or Down.

RALLY CROSS

To use these cheats, enter them either as your name when beginning a new season or when you get on the high score table. You can only use one at a time.

- VET ME** Rookie season complete
- IM A PRO** Veteran season complete
- WEEOO** Normal, head-on and mixed-pro seasons complete
- FLOAT** Low gravity
- SPINNER** Low friction
- RADBRAD** Realistic gravity
- FAT TIRES** Big tyre mode
- NO WHEELS** Floating hover-cars



- WHEELS** No car - just wheels
- STONE** Heavy cars
- FEATHER** Light cars
- BANZAI** Better acceleration
- NOVISCIOUS** Mud doesn't slow car

THE CROW: CITY OF ANGELS

If you were silly enough to buy this and have got stuck, have a go with this cheat. To start on the ship level with infinite energy, enter the passcode:

C, X, T, X, C, T, S, C, X, S.

TEKKEN 2

Andrew Rutherford from Macclesfield says that once you've collected all 25 characters on your memory card you can watch any of the end sequences whenever you want by using this cheat. Make sure your completed memory card is plugged in and start the game up. On the PlayStation logo screen, hold **diagonally Up and Right+X+C+Select** until the "Namco Presents" screen fades out and a list of character names appears.

SATURN

SATURN BOMBERMAN

Here's an interesting fact - if you start up Saturn *Bomberman* at any time between 10.00 and 11.00 am you'll start with 6 lives instead of 3!

To choose your starting level, where you'll begin with maximum powerups, enter one of these commands on the title screen (with "Press Start" on it).

- Stage 1 **L+R+Up+Left+A**
- Stage 2 **L+R+Up+Left+B**
- Stage 3 **L+R+Up+Left+C**
- Stage 4 **L+R+Up+Right+C**
- Stage 5 **L+R+Up+Right+X**
- Stage 6 **L+R+Up+Right+Y**

To access two extra characters and an extra-hard opponent setting, go to the "Match Play" screen, and press and hold **L+R** for a few seconds. You should now get Yuna and Manto who both have special abilities.

PANDEMONIUM!

All of these codes should be entered as passwords in order to access all the cheat modes.

- ALMABHOL** Level Select with Maximum Lives
- INANDOUT** Level Select when you quit
- HARDBODY** Invincibility
- VITAMINS** 31 Lives
- CORONARY** Extra Health
- BODYSWAP** Press Z when playing to change character
- EVILDEAD** Invincible Enemies
- OTTOFIRE** Keep Weapons
- TWISTEYE** Hold L+R to rotate view
- CASHDASH** Always get Bonus Race
- TOMMYBOY** Always get Pinball Game

MANX TT SUPERBIKE

Alan Cole from Bristol has sent in this way of accessing the secret Tantalus bike. Choose Arcade Mode and on the transmission select screen press **Up, Down, Up, Down, Left, Right, Y, Z** and quickly choose your transmission. You should now have a purple bike and your rider should have the Tantalus logo on his suit!

SOVIET STRIKE

These cheat codes should be entered at the password screen as usual.

- FREEBIE** Extra life
- VOODOO** 4 extra lives
- GABRIEL** Powered-up weapons
- ALBATROSS** Slow fuel consumption
- COLDPIZZA** Infinite fuel

Use these passwords to play on which ever level you want.

- KRAZHA** Black Sea
- VERBLUD** Caspian
- YADRO** Dracula
- PERIWOROT** Moscow

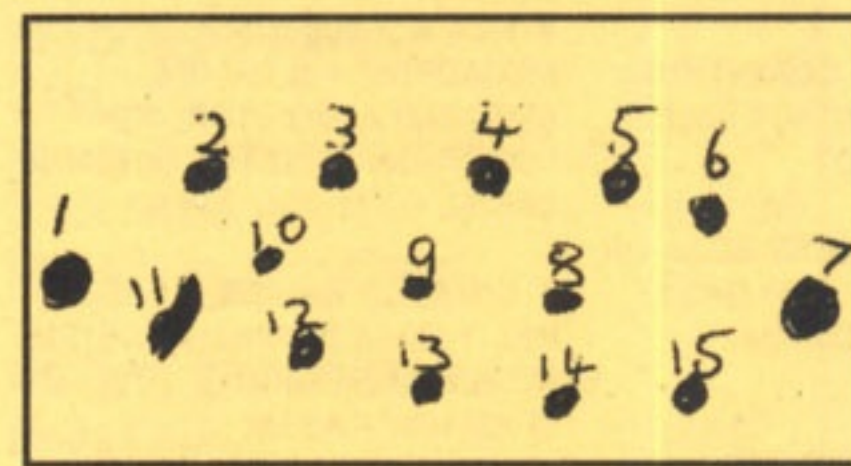
NINTENDO 64

BLAST CORPS

Here's something sneaky which we worked out while playing *Blast Corps*. Park your vehicle right next to a building and hold the Z trigger so that you try to get out. If you're positioned correctly, you'll not be able to and will instead just bang into the building. Keep holding Z so that you repeatedly hit the building with your man and it'll eventually explode. This is particularly useful as it will even destroy buildings that can normally only be blown up with TNT blocks!

STAR FOX 64

This list by **Andrew Rutherford from Macclesfield** lets you know how many hits are required on each level to get a medal.



- 1 150
- 2 150
- 3 150
- 4 250
- 5 100
- 6 300
- 7 200
- 8 150
- 9 100
- 10 150
- 11 200
- 12 50
- 13 150
- 14 150
- 15 150

Collecting all of the medals gives you loads of excellent new features which

we don't want to mention until the game comes out officially. But it's certainly worth the effort.

WAR GODS

Ha ha. You bought an import version of *War Gods*, right? Ah ha ha. Never mind, this cheat mode will save you from complete embarrassment. Ho ho ho.

Go to the title screen and press these directions on the cross-key (not the 3D stick):

Right, Right, Right, B, B, A, A. You'll get a new load of options, including "Easy Fatalities". Using this cheat, you can do any fatality by simply pressing **HP+HK+LP+LK**.

To get infinite credits, go to the title screen and press **Left-C, Left-C, Right, A, B, Up-C, Right-C**.

To play as Exor, go to the character select screen and press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**, then choose any character.

To play as Grox, go to the character select screen and press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**, then choose any character.

PC CD-ROM

OUTLAWS

These cheats from **David Johnson from Sidcup** can be entered at any time during the game. Just type in the code and it should work immediately.

- OLASH** Infinite ammo
- OLPOSTAL** All weapons
- OLREDLITE** Freeze all enemies

I'M STUCK!

You've probably answered this question loads of times but I lost the issue of *FreePlay* which tells the cheat to play as Super Akuma on the PlayStation. What is it?

Also, how do you perform: Charlie's Somersault Justice? Sakura's Vacuum Fist?

Thanks!!
Fearghal Murphy,
N. Ireland

PS. Your mag rules!!

CVG: To play as Super Akuma, go to the Player Select screen and highlight regular Akuma. Now hold Select and press **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.** You should be on Akuma again. Now pick him with any button while still holding Select and you should start the fight as Super Akuma.

FREEPLAY

CLASSIFIED

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

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GAMES

OTHERS

CLASSIFIED

FREEPLAY

PREPLAY

HIGH SCORES



Load up your latest big game and get an impressive score on it. Now write that score on a piece of paper along with your name and three-digit high score arcade tag. Send that score to us, and we'll print the best ones in this section every month! Keep some proof of your score in case we ask for it, and if you're feeling really flash, send us a video showing how you achieved such amazing scores.

HIGH SCORES, CVG,

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

SOUL BLADE (PS)

Arcade Mode 0'28"89 (Taki)
DJ Dirty (DJD)

Special Weapon Survival Mode
142 Wins (Mitsurugi)
**Darren Ketteringham (DAZ),
Basingstoke**

RAGE RACER (JAPANESE PS)

MYTHICAL COAST

Best Lap 0'51"325
Michael Lai, Liverpool
Best Race 2'36"972
Michael Lai, Liverpool

MYTHICAL COAST REVERSE

Best Lap 0'49"816
Michael Lai, Liverpool
Best Race 2'33"507
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**

OVERPASS CITY

Best Lap 1'15"411
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**
Best Race 3'49"932
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**

OVERPASS CITY REVERSE

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

LAKESIDE GATE

Best Lap 1'08"891
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**
Best Race 3'34"009
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**

LAKESIDE GATE REVERSE

Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL

Best Lap 0'20"435
Adi Wells, York
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE

Best Lap 0'21"529
**Miroslav Jeftic (M.J), Ruma,
Yugoslavia**
Best Race 2'14"213
Michael Lai, Liverpool

TEKKEN 2 (PS)

104 Wins (Lee Chao Lan)
**Darren Ketteringham (DAZ),
Basingstoke**

Time Attack 1'53"94
(Yoshimitsu)
Paul Lofthouse, Cornwall

MANX TT (SAT)

LAXEY COAST

Best Lap 0'53"68
Chris Maybray, Leics.
Best Race 2'45"00
Chris Maybray, Leics.

TT COURSE

Best Lap 1'08"32
Chris Maybray, Leics.
Best Race 3'30"80
Chris Maybray, Leics.

LAXEY COAST REVERSE MIRROR

Best Lap 0'53"32
Chris Maybray, Leics.
Best Race 2'45"88
Chris Maybray, Leics.

TT COURSE REVERSE MIRROR

Best Lap 1'11"68
Chris Maybray, Leics.
Best Race 3'38"16
Chris Maybray, Leics.

VIRTUA COP 2 (SAT)

Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting,
Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarulli (ZAK)
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NIGHTS (SAT)

9999+ Link Attack!!
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NIGHTS (SAT)

Puffy beaten with 101 seconds
remaining
Nathan White (NAT), London
Reala beaten with 107 seconds
remaining
William Curley, Surrey
Jackle beaten with 103 seconds
remaining
William Curley, Surrey
Wizeman beaten with 76 seconds

remaining

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

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
606100 Points (Spring Valley)
Nathan White (NAT), London

254 Link (Mystic Forest 1)
William Curley, Surrey
527640 (Mystic Forest)
William Curley, Surrey

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

403 Link (Splash Garden 1)
Nathan White (NAT), London

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

KING OF FIGHTERS '96 (SAT)

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

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'42
James O'Keefe, Lancashire

SUPER MARIO 64 (N64)

Princess Slide 16"0
Clifford Bonney (C.B), Oxford

MARIO KART 64 (IMPORT N64)

LUIGI RACEWAY
Best Lap 33"88
Ian Chan, Scotland
Best Race 1'44"82
Ian Chan, Scotland

MOO MOO FARM
Best Lap 26"34
Greg Ihnatenko, Cheshire
Best Race 1'21"26
Ian Chan, Scotland

KOOPA TROOPER BEACH
Best Lap 28"68
Greg Ihnatenko, Cheshire
Best Race 1'27"28
Greg Ihnatenko, Cheshire

KALIMARI DESERT
Best Lap 36"06
DJ Dirty's pal (Forgot his name)
Best Race 1'53"98
DJ Dirty's pal (Sorry)

TOAD'S TURNPIKE
Best Lap 52"50
Greg Ihnatenko, Cheshire
Best Race 2'39"57
Ian Chan, Scotland

FRAPPE SNOWLAND
Best Lap 36"93
Greg Ihnatenko, Cheshire

Best Race 1'51"55
Ian Chan, Scotland

CHOCO MOUNTAIN
Best Lap 35"15
Ian Chan, Scotland
Best Race 1'46"65
Ian Chan, Scotland

MARIO RACEWAY
Best Lap 18"93
Dany Gray (DAG), Dewsbury
Best Race 1'03"56
Wai Hung Yau, Worthing

WARIO STADIUM
Best Lap 52"47
Chris Murphy (CHR), Manchester
Best Race 3'22"61
Chris Murphy (CHR), Manchester

SHERBERT LAND
Best Lap 36"15
Ian Chan, Scotland
Best Race 1'54"34
Ian Chan, Scotland

ROYAL RACEWAY
Best Lap 51"91
William Murray, Northampton
Best Race 2'36"14
William Murray, Northampton

BOWSER CASTLE
Best Lap 41"10
William Murray, Northampton
Best Race 2'07"77
Ian Chan, Scotland

DONKEY KONG JUNGLE PARK
Best Lap 11"70
Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 34"27
Ian Chan, Scotland
Best Race 1'42"83
Ian Chan, Scotland

BANSHEE BOARDWALK
Best Lap 37"47
Greg Ihnatenko, Cheshire
Best Race 1'56"79
Greg Ihnatenko, Cheshire

RAINBOW ROAD
Best Lap 1'23"61
Chris Murphy (CHR), Manchester
Best Race 4'17"96
Chris Murphy (CHR), Manchester

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

DEAD OR ALIVE (ARC)

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

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



drawinz Wot you dun

Now Listen!
All drawinz must include
your name (clearly printed on
the back of your work) to
stand a chance of being
shown in this section.

KEY



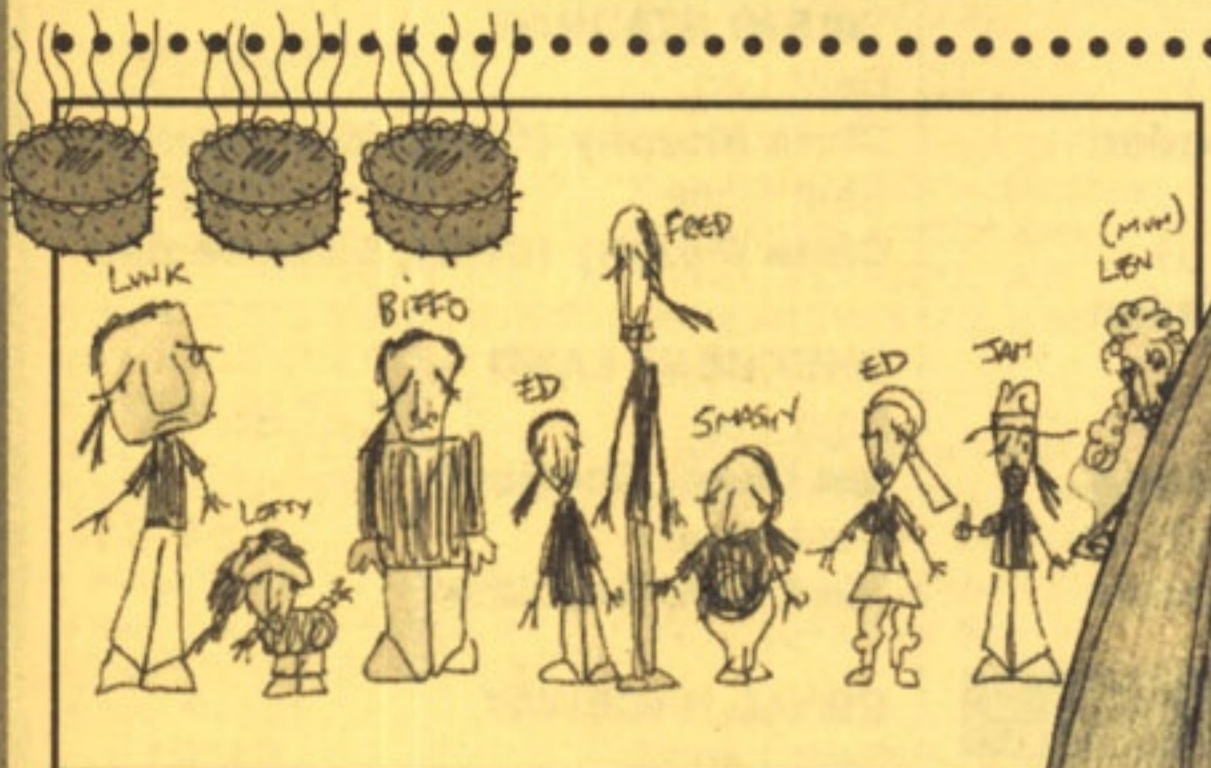
Pictures wot have been
traced or copied or
knocked up in 5 minutes
get a pie. **DON'T DO IT!**

Originality, creativity and
style is also awarded
with a pie this month.
DO IT MORE!



Hi all, welcome to the controversial 'Drawinz' section of the mag. This month all work is printed in black and white.

Due to several complaints over the last two months, the drawinz section has had to undergo quite drastic changes. This month all work will be awarded with a mystery pie (which I created myself). I'll leave it up to you to judge the work for yourself. Why not cut out turds and bones from previous issues and stick them onto this month's work?!



① Nice little picture of our friend Ed with his friends and family, by Tom Guise.

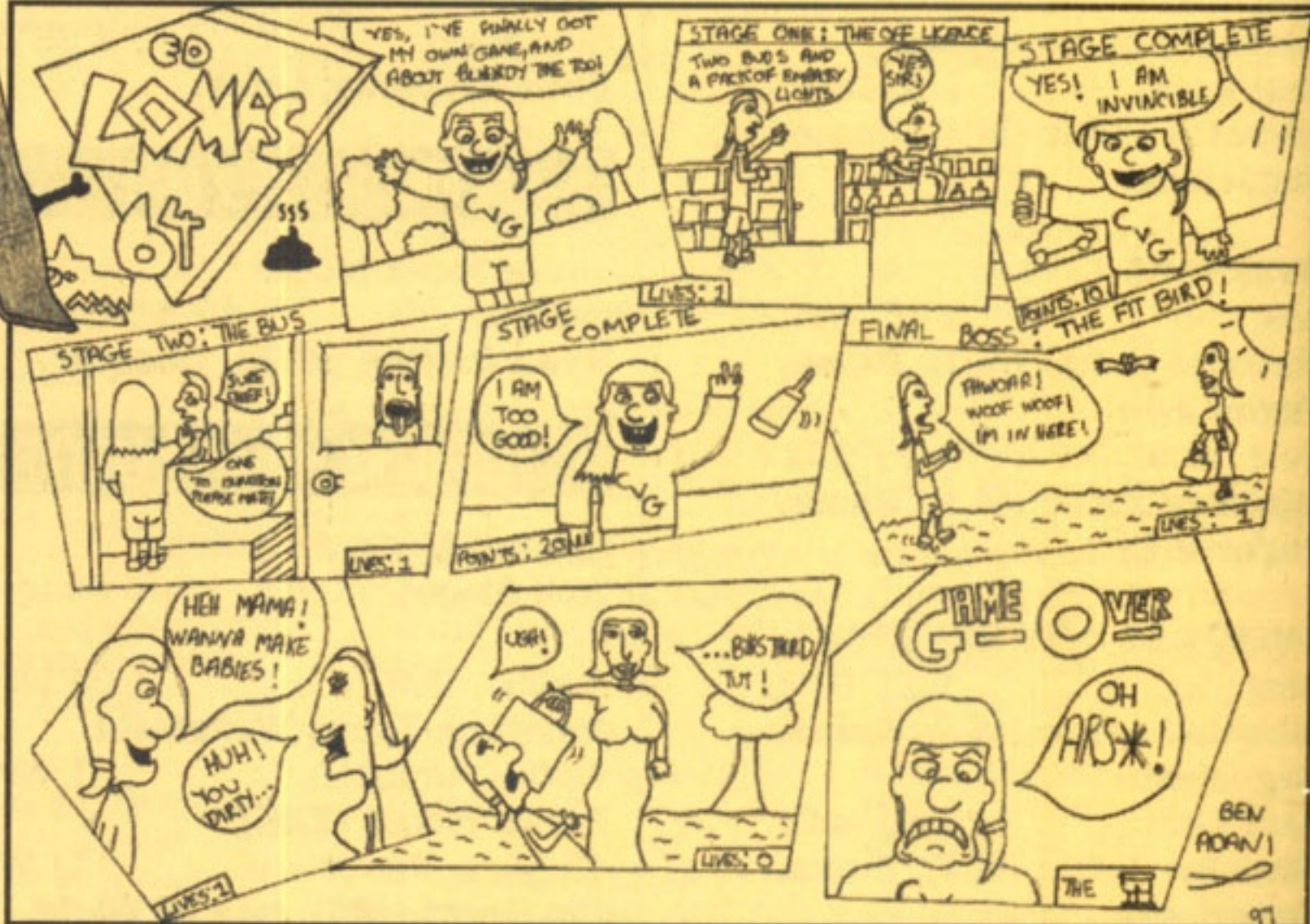
② One of many naughty pictures sent in this month, this one of Morrigan is the work of 'Ade'.



③ Larry Bundy returns once more with another masterpiece. Will we ever see Laura Croft and Indy Together? I think not.



④ Picture of the month this one! So it gets an extra big hairy pie. Superb figure with a superbly drawn background, top marks Andy Pritchard.



⑤ Ahh.. it's just so true to life, many thanks to Ben Adan.



⑥ I just get tougher each month, Dan Allen did this!



⑦ Excellent work Simon. Sorry I don't have room for any more.

drawinz
Wot you dun

FREEPLAY

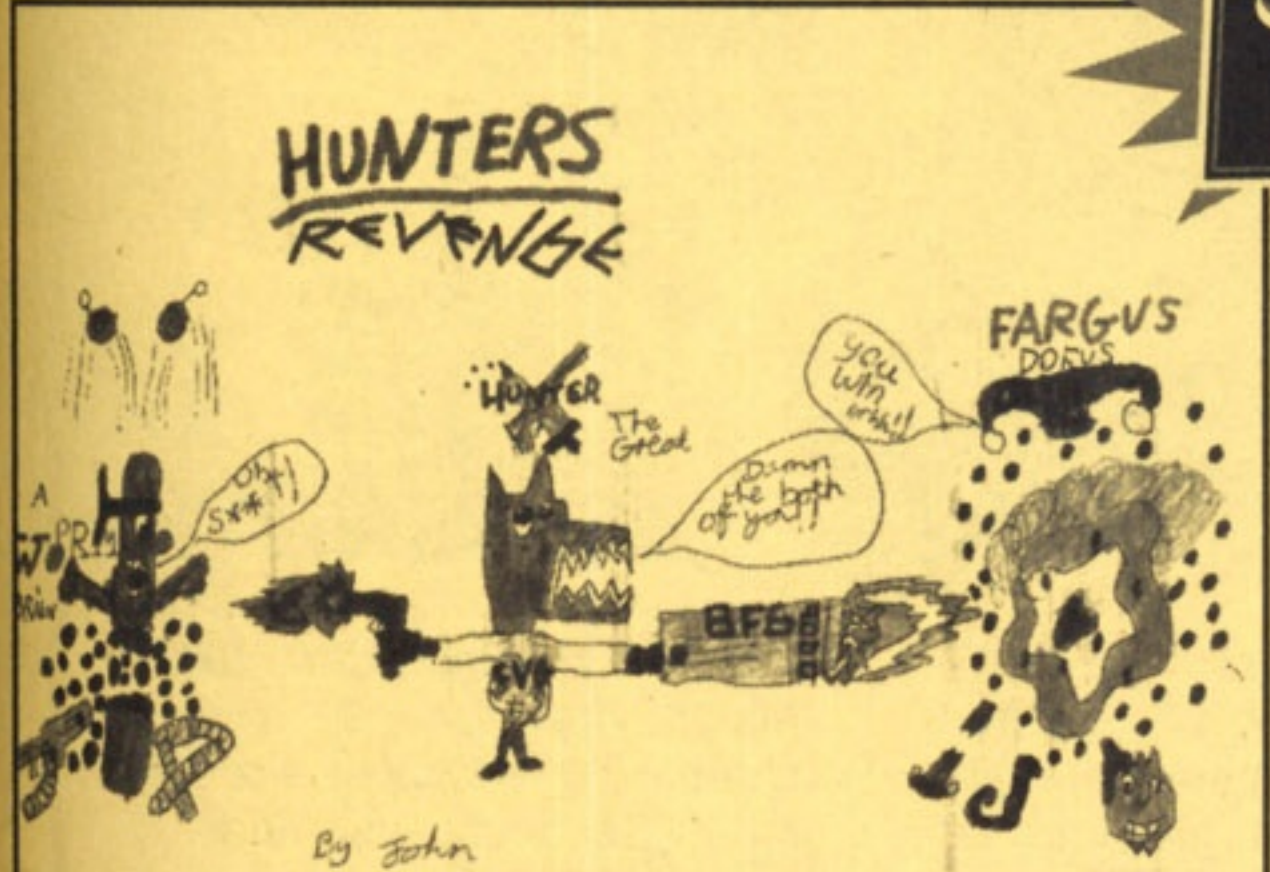


Ⓢ Hunter 64 would surely have better characters than this! Thanks Andrew Young!

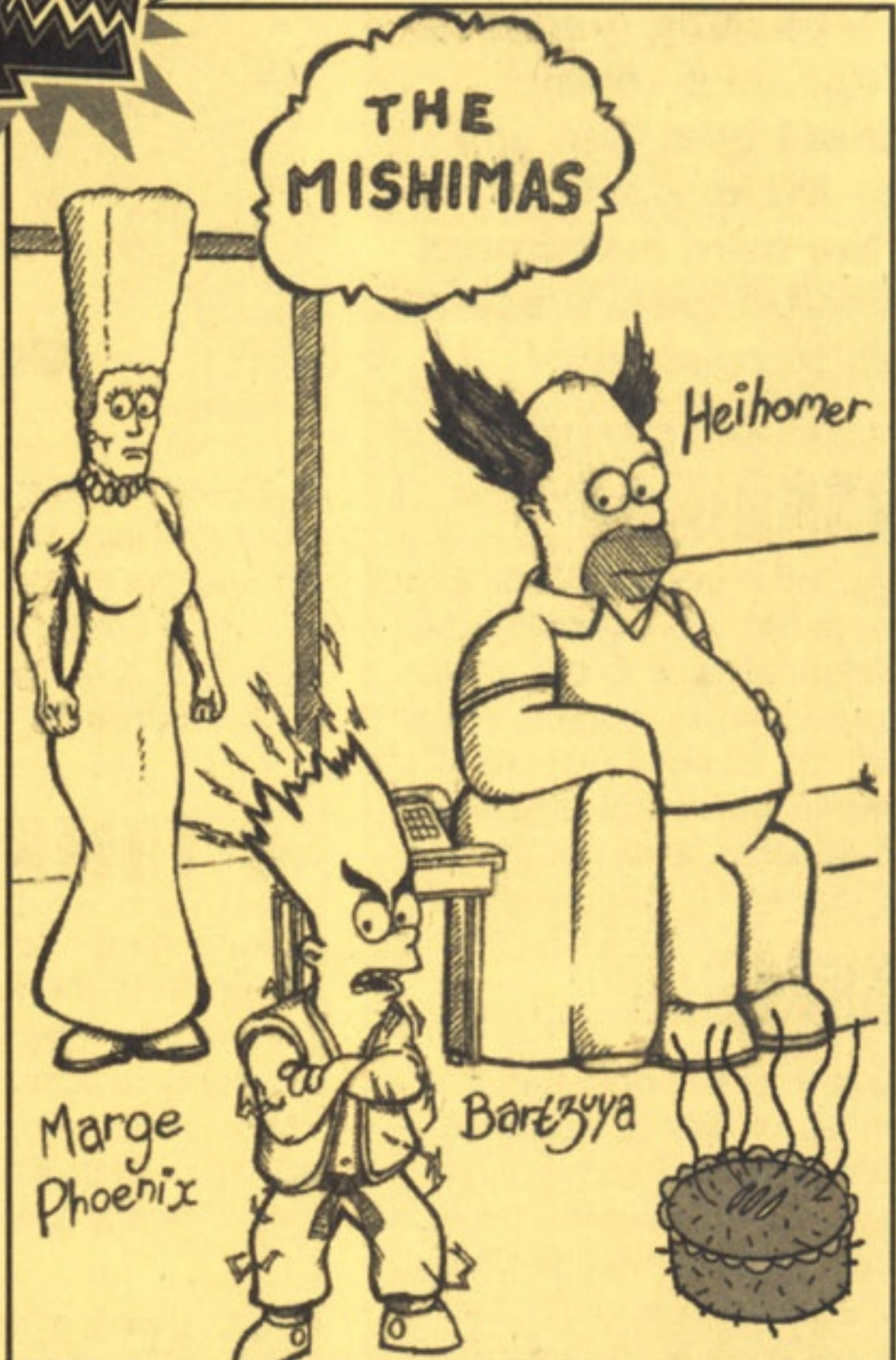
YOU SMELL AND TASTE LIKE CRAP FARGUS!! AND SO DO YOU YA WORM!

GO HUNTER!! KILL EM!!

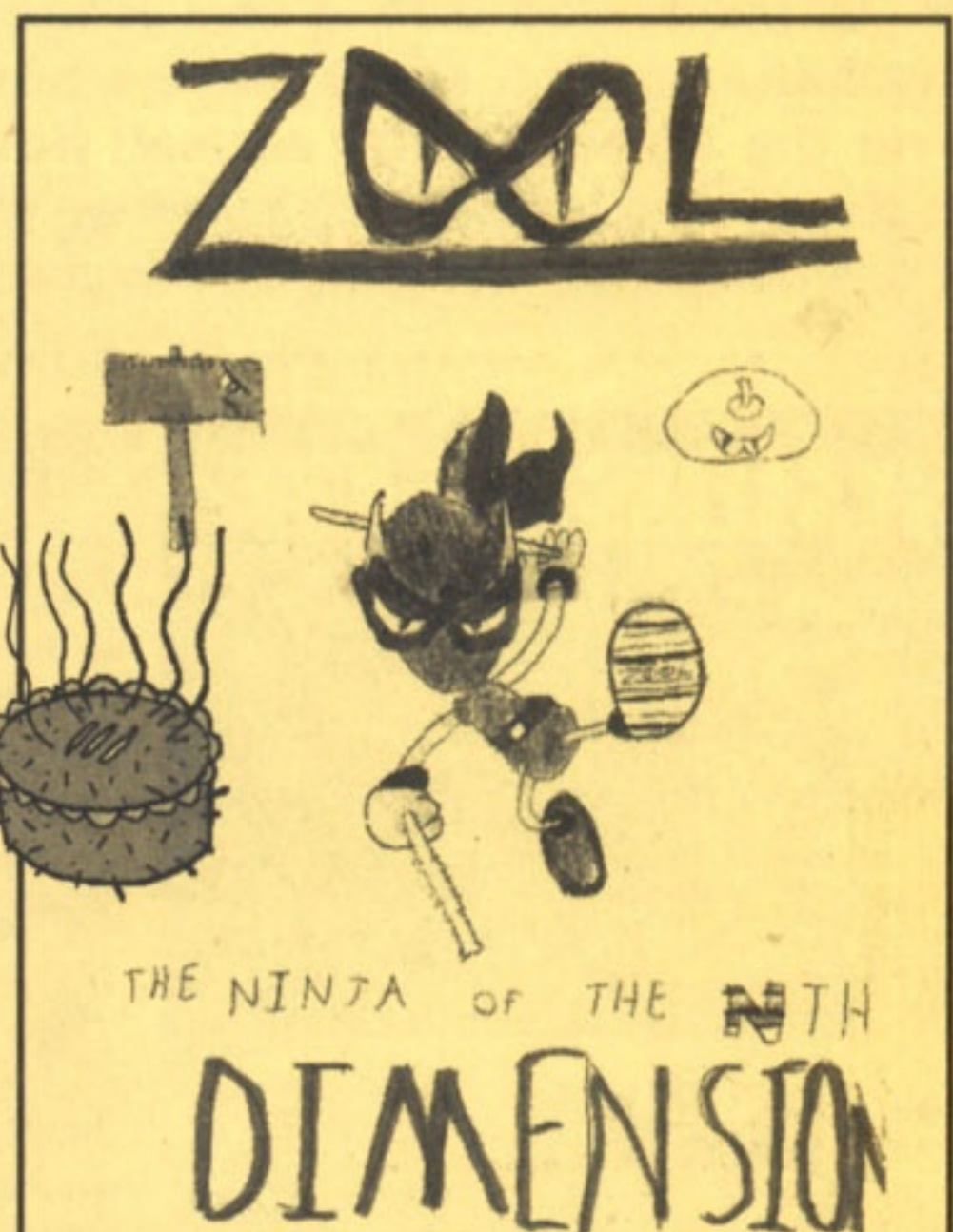
I LIKE THE DOG COLLAR, I LIKE THE BODY AND I ESPECIALLY LIKE THE FACE, BUT I HATE WORMS! NICE ONE THOMAS BAKER!



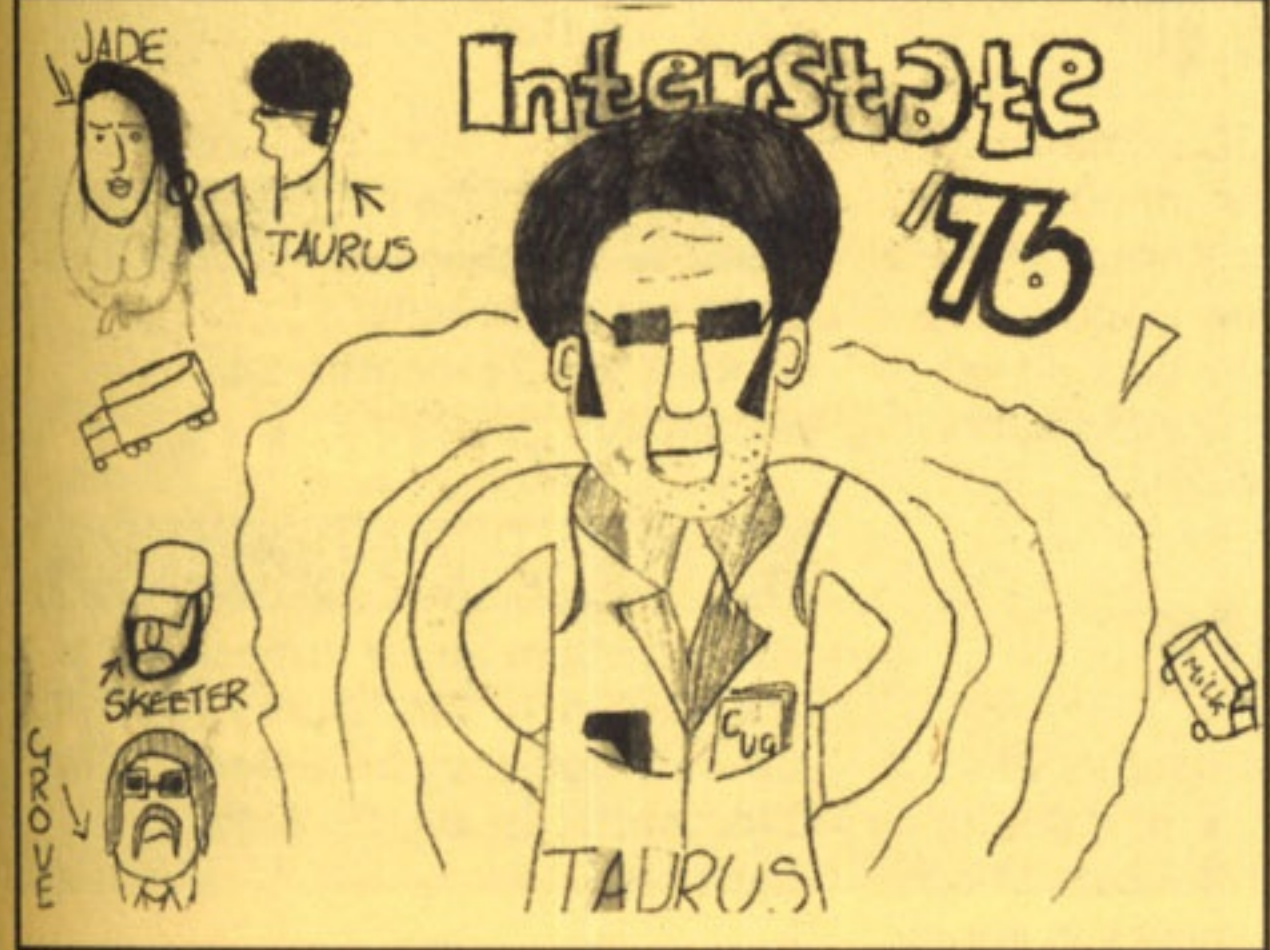
Ⓢ Revenge is just so sweet, however I don't really need those weapons. Thanks Johnny Chambers.



Ⓢ Cool, Tekken meets Simpson. Nice idea and well executed by Mr Noname Onback.



Ⓢ Right! Now you're just doing this to annoy me, aren't you Charlie Cougham.



Ⓢ I can dig this crazy picture you jive talking mo-fo. Interstate '76 is as cool as me, thanks Alex Hodgkiss.



Ⓢ Super cool Mario Kart pictures courtesy of Astra Luke. Keep up the good work!

Ⓢ At last another Star Wars picture, I'd like a few more of these please, art gods. James Snaddon.



Ⓢ Now that's a good idea! Maybe Nintendo will make it! Daniel Lally.

Send 'em in to:
 drawinz
 not you dun
 CVG, Emap Images,
 37-38 Millharbour,
 The Isle of Dogs, London, E14 9TZ
 PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'

drawinz
 not you dun

FREEPLAY

VAMPIRE SAVIOR

The Lord of Vampire

STRATEGY GUIDE AND MOVES LIST

Anybody who's taken more than a passing glance at *Night Warriors* will know that Capcom's vastly underrated title is one of the finest beat 'em ups available. In fact, some players prefer *Night Warriors* over the *Street Fighter* series!! Now the third instalment in the series is about to burst on to the UK arcade scene, it's time for all mortals, CVG included, to rejoice!!!

SYSTEMS ARE GO!!

Anybody who has played the Capcom masterpiece will be at home with *Vampire Savior's* combo system, but for those who are more used to the *Street Fighters* and the *KOFs* are in for a shock. To save you falling at the first hurdle, read on and learn.

CHAINS

Chains in the *Darkstalkers* series are pretty much the same as the chains in *Street Fighter Alpha* in that you can chain all 6 buttons if you press the buttons in the right order. Timing isn't of great essence and the damage isn't out of control either so it holds a great balance in the game. One word of warning though: you can't tag a special or an EX move at the end of a chain like in the *Street Fighter* and *X-Men* games.

TWO IN ONES

Do a normal button press attack then IMMEDIATELY perform a special move to guarantee a special move hit as long as the normal attack is successful. One of the most common systems used in 2D fighting games.

STOCK GAUGE

Stock Gauge in *Vampire Savior* has pretty much the same function as it did in *Darkstalkers*. Stock Gauge is basically a *Darkstalker* equivalent of the Alpha Gauge in *Street Fighter Alpha 1 & 2*. It allows you to utilise both the EX moves (super combos) and the Dark Force. But unlike *Street Fighter Alpha*, you can stock a maximum of 9 'bars'.

DASHING

One of the most innovative aspects that most people don't appreciate in a 2D fighting game is the dash. Dashing opens many options in the game such as allowing players to link moves together that otherwise would be impossible to do, and escaping oncoming EX moves.

ROLLS

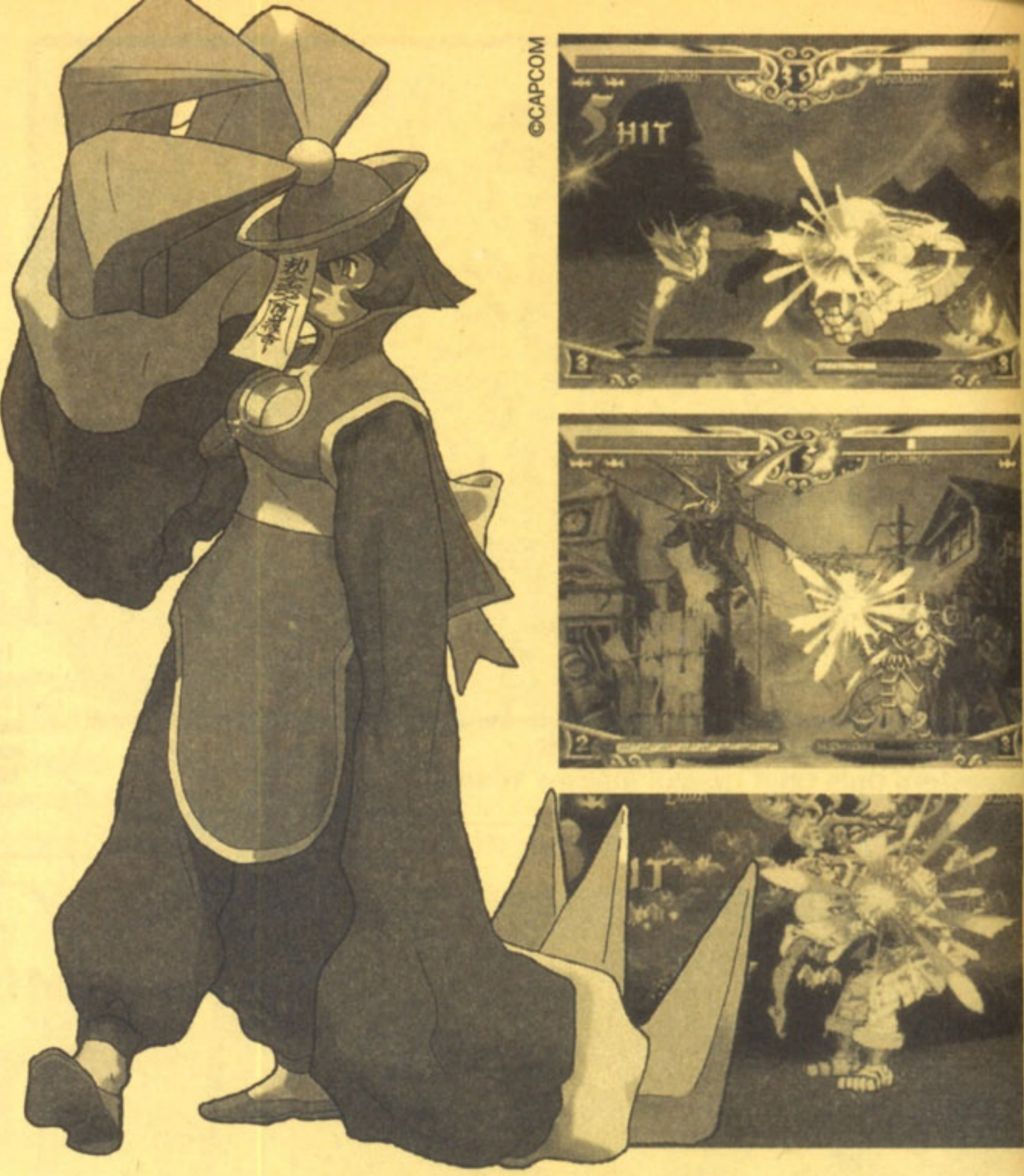
Once you're knocked onto the canvas, push left or right to avoid the opponent's oncoming barrage. Has the same use as the recovery rolls in *SFA1 & 2* but has more flexibility than it's SF counterpart in that you can go either away or towards your opponent and are invincible during it.

GUARD CANCEL

The biggest enemy of players who chain often and the saviour of people who hate being cornered. Block an attack and then IMMEDIATELY input a Dragon Punch motion (with either P or K depending on your character) to knock you opponent down. It's easier to Guard Cancel if a challenger continues the remains of a big combo after you've blocked the first hit and you should also bear this in mind when doing a chain combo. An Alpha counter that doesn't use up a Stock Gauge block.

FOLLOW THROUGH ATTACK

A name we've given a certain technique. When starting a combo from a jumping attack, it's possible to do a 2 hit chain in the air before continuing with the rest of the combo on the ground. By pressing the weak K or P button just above your opponent and



then immediately pressing a strong attack button your fighter should perform a follow through. It's also possible to air block an attack and break out of the guard with a follow through.

FOLLOW UP

More common to a 3D game than a 2D game is the follow up attack. By pressing Up and P or K when the enemy is knocked down, your chosen member of the undead will attack the hapless foe and pound him for extra damage.

ES MOVES

Special moves, guard cancels and follow up moves can be powered up to be an ES move for the cost of one Stock Gauge bar. ES moves in general hit an extra three to four times and are activated by pressing two or three of the attack buttons used to perform the special move i.e. ES Shadow Blade is performed with a Dragon Punch motion + 2P buttons.

LINKING SPECIALS AND EXS

With certain specials and EXs, it's possible to link them together and if done properly, cause masses of damage. For example: with Liliith facing towards the wall, do an ES special throw and jump to meet the foe as he bounces off the wall and input the luminous Illusion for a 21+ hit combo!

DARK FORCE

The new addition to the series is the Dark Force. The Dark Force has a different effect depending on the character. There are two

elements common to all DFs though. First of all, DF is activated by pressing the same strength P and K. Secondly, and more importantly, DFs are invulnerable at the moment of activation. With some DFs, the character becomes unable to block and these fighters are of the Dark Armour class DFs.

SUPER ARMOUR:

Quite obvious really.
Characters: Sasquatch and Bishamon

DARK ARMOUR:

Stronger than super armour and is very similar to the Hyper Armour X move of Colossus in *X-Men: COTA*.
Characters: Hsien-Ko, Aulbath, Anakaris

EXTRA BODY:

Works in the same way as Rose's Soul Illusion and allows the player to double the number of hits during a combo.
Characters: Liliith, Morrigan, J Talbain.

OPTION:

An 'option' or a helper appears and tries to copy the attacks that you do. It seems to be more limited than the Extra Body DF but is very useful.
Characters: Demitri and Felicia

FLYING

Have the ability to fly freely around the screen with this type of DF and annoy the hell out of all challengers.
Characters: Jedah and Q-Bee

POWER UP:

Increases a Darkstalker's power.
Characters: BB Hood, L Raptor, Victor

STRATEGY GUIDE AND MOVES LIST

FREEPLAY



DEMITRI

"I SHALL BE THE NEXT LEADER OF THE DARK REALM!"

Many people describe Demitri as a Ryu clone, but the fact is that he's more subtle and his EX moves make him a world apart from the Japanese Street Fighter. The temptation to fire an infinite barrage of projectiles is there, but you must resist as the hadoken/shoryuken tactic won't work in a *Darkstalkers* game.

SPECIAL MOVES

- CHAOS FLARE QUARTER CIRCLE TOWARDS+P (MID AIR)
- DEMON CRADLE DRAGON PUNCH + P (GUARD CANCEL MOVE)
- BAT SPIN QUARTER CIRCLE AWAY+K

EX MOVES

- DEMON BILLION D, T, D+KK
- MIDNIGHT BLISS D, T, D+PP

DARK FORCE

- DARKSIDE MASTER SAME STRENGTH P + K

GALLON

"TASTY, TASTY, FLESHY, FLESHY!!"

An extremely speedy Darkstalker and very annoying to boot. As his strength is rather poor, producing a massive chains and combos are essential. Don't despair though, as big combos are quite easy to do with Gallon. Use his Beast Cannon continuously and as often as possible to send the opponent's irritation beyond critical!

SPECIAL MOVES

- BEAST CANNON QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
- BEAST CANNON (VERTICAL) TOWARDS, DOWN, DOWN TOWARDS+P (GUARD CANCEL)
- CLIMB KICK D, U+K
- MILLION FLICKER QUARTER CIRCLE AWAY +P CONTINUOUSLY
- WILD CIRCULAR (THROW) HALF CIRCLE AWAY+MEDIUM K OR STRONG K

EX MOVES

- DRAGON CANNON HALF CIRCLE TOWARDS+KK
- MOMENT SLICE WEAK P, MED P, T, WEAK K, MED K

DARK FORCE

- MIRAGE BODY SAME STRENGTH P + K

L RAPTOR

"SCREAM IN HARMONY WITH THE ZOMBIES OF HELL!"

Another totally unique character to the *Darkstalkers* series is L Raptor. With very odd looking and moving moves, the undead rocker is a formidable opponent and many players become weary of fighting anybody who's using him. All perfectly understandable since L Raptor can juggle foes in the air with a combination of specials, ES and EX?

SPECIAL MOVES

- DEATH HURRICANE QUARTER CIRCLE AWAY + K (POSSIBLE IN MID AIR)
- SKULL BLADE D, U+K (POSSIBLE IN MID AIR)
- HELL WARP HALF CIRCLE TOWARDS + K
- DEATH PHRASE DRAGON PUNCH+K (GUARD CANCEL MOVE)
- SKULL PUNISH (THROW) HALF CIRCLE AWAY + P

EX MOVES

- EVIL SCREAM T,A+PP
- DEATH VOLTAGE HALF CIRCLE AWAY+KK
- HELL DUNK DRAGON PUNCH +PP

DARK FORCE

- ULTIMATE UNDEAD SAME STRENGTH P+K

VICTOR

"EVEN THOUGH THE DOCTOR'S DEAD, I AM NOT SAD."

Rather slow moving but a very hard hitter is the Frankenstein's monster, Victor. Chaining and big number combos are not his forte, but as one hit from Victor is equivalent to a 3-hit chain of some of the other 'weaker' characters, Dr Gerdenheim's creation is not at a disadvantage. A good choice for players of any level.

SPECIAL MOVES

- GIGA HEAD A, CHARGE, T+P
- GIGA FIST D, CHARGE, U+P
- GIGA KNEE DRAGON PUNCH +K (GUARD CANCEL MOVE)
- GIRO CRASH QUARTER CIRCLE AWAY+P
- MEGA SHOCK QUARTER CIRCLE TOWARDS+K
- MEGA SPIKE (THROW) 360 DEGREES + MED OR STRONG P
- GRAVITON KNUCKLE DURING NORMAL P THROW, D, U+P
- ELECTRIC AURA PRE CENSORED OUSLY

EX MOVES

- THUNDER BREAK D, CHARGE, U+KK
- GERDENHEIM 3 720 DEGREES +KK

DARK FORCE

- GREAT GERDENHEIM SAME STRENGTH P+K

MORRIGAN

"ARE YOU STILL SCARED? LET'S PLAY TOGETHER."

A Ken clone? Never!! Morrigan plays nothing like the Raging Red and has many linking specials and EXs. She can link chains, specials, DFs and EX all together for a 40+ hit combo! Cheesy? Not really as it's quite hard to do. One of the better characters with tons of combos waiting to be discovered.

SPECIAL MOVES

- SOUL FIST QUARTER CIRCLE TOWARD+P (ALSO MID AIR)
- SHADOW BLADE DRAGON PUNCH +P
- VERTICAL DASH D,U

EX MOVES

- VALKYRIE TURN HALF CIRCLE AWAY+K AND THEN K CONTINUOUSLY
- DARKNESS ILLUSION WEAK P, WEAK P, T, WEAK K, STRONG P
- FINISHING SHOWER MED P, WEAK P, A, WEAK K, MED K
- CRYPTIC NEEDLE T, STRO CENSORED EAK P, T

DARK FORCE

- ASTRAL VISION SAME STRENGTH P+K

ANAKARIS

"DON'T TRY TO COPY ME!"

The choice of most veteran players in the arcades is the Pharaoh/magician, Anakaris. The slowest of all the Darkstalkers, Anakaris is very prone to the faster characters like Morrigan and J Talbain thus your blocking has to be spot on. But if you do master him, the success is that much sweeter and many people will grovel at your feet!

SPECIAL MOVES

- COFFIN FALL D,D +P OR K
- ROYAL CURSE QUARTER CIRCLE TOWARDS +P (ONLY MID AIR)
- SPIRIT RETURN (TO EAT PROJECTILES) QUARTER CIRCLE AWAY+K (TO SPIT OUT) QUARTER CIRCLE TOWARDS+K
- COBRA BLOW A, T+P
- MUMMY DROP QUARTER CIRCLE TOWARDS+P
- PHARAOH HOLE (WHILE DOWN) DRAGON PUNCH +K

EX MOVES

- NARAKU'S HOLE HALF CIRCLE TOWARDS+KK
- PHARAOH MAGIC MED K, WEAK P, D, WEAK K, MED P (POSSIBLE IN MID AIR)
- TELLER OF TRUTH DRAG CENSORED P

DARK FORCE

- PHARAOH SPLIT SAME STRENGTH P+K





FELICIA

"FIGHTING IS LIKE A DANCE - IT'S VERY PRECISE!"
The naked (pretty much) cat woman of doom is by far the fastest and the easiest character to use in *Vampire Saviour*. All her moves are easy to do and are very effective, plus have a high successful hit ratio than other Darkstalkers. A good choice for the beginner but not that much scope for the expert to find new combos.

SPECIAL MOVES

- ROLLING PUNCH QUARTER CIRCLE TOWARDS +P AND THEN P AGAIN
- CAT SPIKE DRAGON PUNCH +P
- DELTA KICK DRAGON PUNCH + K
- EX CHARGE D,D +KK AND HOLD
- HELL CAT (THROW) HALF CIRCLE AWAY + MED K OR STRONG K

EX MOVES

- DANCING FLASH HALF CIRCLE TOWARDS +PP
- PLEASE HELP ME! HALF CIRCLE TOWARDS +KK

DARK FORCE

- KITTY THE HELPER SAME STRENGTH P+K



AULBATH

"I DON'T ENJOY BEATING WEAKLINGS!"
Aulbath remains one of the more enjoyable fighters to use in the *Darkstalkers* series, and is a very irritating foe for most players. Though his moves haven't changed, the method of execution have and has resulted in the Merman king becoming a lot less accessible. However, all Aulbath players persevere, as he is still a great character.

SPECIAL MOVES

- SONIC WAVE A, CHARGE, T +P
- POISON GAS A, CHARGE, T +K
- CRYSTAL FISH A,A, +K
- TRICK FISH DRAGON PUNCH + K (GUARD CANCEL)
- CRYSTAL LANCER (THROW) HALF CIRCLE AWAY + MED P OR STRONG P
- GEM'S ANGER (THROW) **CENSORED** TOWARDS **CENSORED** OR STRONG P

EX MOVES

- AQUA SPREAD TOWARD-DOWN QUARTER CIRCLE+PP OR KK
- WATER JAIL DRAGON PUNCH +PP
- SEA RAGE HALF CIRCLE TOWARDS +PP

DARK FORCE

- OCEAN RAGE SAME STRENGTH P + K

BISHAMON

"ONE SLASH, TWO SLASH, THREE SLASH AND GO TO HEAVEN!"
Bishamon is without a doubt one of the more interesting characters to learn in a video game and the rewards are worth it. Though his appearance may look relatively boring, the Japanese spirit has some great looking moves and are a sight to behold when specials and EX are linked together. A good choice for the competent player.

SPECIAL MOVES

- SOUL STUN HALF CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
- KIENZAN WHILE THE OPPONENT'S HELD BY THE SHIME DAMASHI, A+P THEN DRAGON PUNCH +P
- STORM SLASH (WHILE THE OPPONENT'S HELD BY THE SHIME DAMASHI) QUARTER CIRCLE TOWARDS +P
- IAI GIRI A CHARGE, T + P OR K
- KIRISU TE GOMEN 360 DEGREES + MED P OR STRONG P

EX MOVES

- DEVIL NECK CUTTER HALF CIRCLE AWAY + PP
- STONE DROP HALF **CENSORED** + KK

DARK FORCE

- KOGANE KATABIRA SAME STRENGTH P + K



SASQUATCH

"WHERE CAN I GET A DECENT MEAL AROUND HERE?"
Strong but fast. Sasquatch has the ability to trap others with the greatest of ease, Sasquatch is a great choice for anybody who's just starting out in *Vampire Saviour*, and want to achieve great technical heights without having to change characters.

SPECIAL MOVES

- BIG BREATH QUARTER CIRCLE TOWARDS + P
- BIG BLOW DRAGON PUNCH + P (CHARGING POSSIBLE)
- TYPHOON KICK DRAGON PUNCH + K
- ICE TOWER D,D +P
- BIG SWING 360 DEGREES + K
- BIG BRUNCH (THROW) HALF CIRCLE AWAY + PP

EX MOVES

- BIG FREEZER HALF CIRCLE TOWARDS + PP
- BIG ICE BURN HALF CIRCLE TOWARDS + KK
- BIG SLEDGE 72 **CENSORED** + K

DARK FORCE

- BIG REGISTER SAME STRENGTH P + K

HSIEN-KO

"EVEN THE UNDEAD BECOME HUNGRY YOU KNOW?"
One of the most popular characters from *Night Warriors* but not the strongest is Hsien-Ko. Though she has "Firecracker" style moves, they are easy to do and are very effective but she seems to pale in comparison when compared to the likes of Morrigan and Aulbath.

SPECIAL MOVES

- WEAPON THROW QUARTER CIRCLE TOWARDS + P
- REFLECT GONG QUARTER CIRCLE AWAY + P (POSSIBLE IN MID AIR)
- GUILLOTINE SWING DRAGON PUNCH + P (GUARD CANCEL MOVE)
- HOHTEN GEKI (THROW) HALF CIRCLE AWAY + MED P OR STRONG P

EX MOVES

- JIREITOH HALF CIRCLE TOWARDS + KK
- TENRAIHAN WEAK K, STRONG K, MED P, MED P, U
- CHUKA BOMB HALF CIRCLE TOWARDS + PP

DARK FORCE

- REMOTE CONTROL SAME STRENGTH P + K





JEDAH

"ONLY I CAN RESCUE THIS WORLD!"

The best character ever? Most definitely! And you'll know exactly what we mean after you've used Jedah for a few goes. He seems to have the most potential out of all the new batch of Darkstalkers. Combined with some of the best looking specials moves in any fighting game, Jedah is sure to be hit with most players.

SPECIAL MOVES

- DIO=SEHGA QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
- NERO=FATICA QUARTER CIRCLE AWAY + P
- IRA=SPINTA DURING MID AIR HALF CIRCLE AWAY + K
- SPLEGIO DRAGON PUNCH + P (ONLY GUARD CANCEL)
- SAN PASARE (THROW) HALF CIRCLE AWAY + K

EX MOVES

- PROVA=DI=SELVO HALF CIRCLE TOWARDS + KK AND THEN K
- FINALE=ROSO D,D +PP

DARK FORCE

- SANTO ARIO SAME STRENGTH P + K



LILITH

"AT LAST...MY BODY WILL BECOME ONE WITH ITS TRUE SELF..."

Lilith is very similar to Morrigan and shares many moves. However, she has some great EXs and throws. In fact, one of her EXs can produce 100% damage if you do the move correctly. Persevere with this Darkstalker and you'll discover one of the most interesting new characters.

SPECIAL MOVES

- SOUL FLASH QUARTER CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
- SHINING BLADE DRAGON PUNCH + P (GUARD CANCEL MOVE)
- SOUL SPIN QUARTER CIRCLE AWAY + K
- HIGH JUMP D,U
- SPECIAL THROW (THROW) HALF CIRCLE AWAY + P

EX MOVES

- SPLENDOR LOVE DRAGON PUNCH + KK
- LUMINOUS ILLUSION WEAK P, WEAK P, T, WEAK K, STRONG P
- GLOOMY PUPPET SHOW HALF CIRCLE TOWARDS + KK (REQUIRES 2 STOCK GAUGE BLOCKS)

DARK FORCE

- MINDLESS DOLL SAME STRENGTH P+K



Q-BEE

"WHY ARE YOU SCARED? I WANT YOU TO JOIN MY HIVE."

A strange character and no mistake! Her moves look very spectacular nonetheless and even chains look very good. Not a first choice sort but very interesting.

SPECIAL MOVES

- CR HALF CIRCLE TOWARDS + P (POSSIBLE IN MID AIR)
- DELTA A QUARTER CIRCLE AWAY + K (POSSIBLE IN MID AIR)
- S BY P PRESS K CONTINUOUSLY (POSSIBLE IN MID AIR)
- RM DRAGON PUNCH + K (ONLY A GUARD CANCEL MOVE)
- OM (THROW) HALF CIRCLE AWAY + K

EX MOVES

- QJ DRAGON PUNCH + PP (POSSIBLE IN MID AIR)
- PLUS B HALF CIRCLE TOWARDS + KK (POSSIBLE IN MID AIR)

DARK FORCE

- I SQUARE SAME STRENGTH P+K



BB HOOD

"YOU WANT SOME EH, MR WOLF? I KIIILL YOOUUU LIKE A STIIINKIING PIIIGGG!!"

After an initial period of discontent, we are starting to warm to BB Hood. She looks very innocent but watch her in action and you'll discover that she's a combo maniac with all sorts of dirty, under-handed EX moves and is a real fun character. Give BB Hood a a go and we're sure you'll like her too!

SPECIAL MOVES

- SMILING MISSILE A, CHARGE, P OR K
- HAPPY MISSILE D, CHARGE, U +P
- CHEER OF FIRE DRAGON PUNCH + P
- SHY STRIKE QUARTER CIRCLE AWAY +P (CHARGE POSSIBLE)
- JEALOUSY & FAKE DRAGON PUNCH + K (ONLY A GUARD CANCEL MOVE)
- SENTIMENTAL TYPHOON (THROW) HALF CIRCLE AWAY + P

EX MOVES

- COOL HUNTING HALF CIRCLE TOWARDS + PP
- BEAUTIFUL MEMORY HALF CIRCLE TOWARDS + KK
- APPLE FOR YOU HALF CIRCLE AWAY + KK

DARK FORCE

- THE KILLING TIME SAME STRENGTH P+K

YAS'S COMMENTS

Vampire Savior combines great visuals, haunting sounds and intricate gameplay. In my opinion it's one of the best fighting games ever. If you're sick of your *Street Fighters* and *Virtua Fighters*, *Vampire Savior* looks at the beat 'em up genre in a new light and should come as a breath of fresh air. It'll take absolutely months and months to find all the combos and to appreciate all the little graphical touches that Capcom have put in the game. I implore you to go forth and spend your savings on this great Capcom masterpiece!

YAS HUNTER

PLEASE NOTE: SOME OF THE MOVES HAVE BEEN CENSORED AT CAPCOM'S REQUEST.



マリオカート MARIO KART 64™



MARIO KART 64 - THE CVG HANDY GUIDE TO CHAMPIONSHIP GLORY!!

Mario Kart 64 has been available for some few months now on import and is now set for it's official UK release, we'll show you some of the techniques to get the fastest lap times and all of the short cuts in the game!

MEXIIIICO!

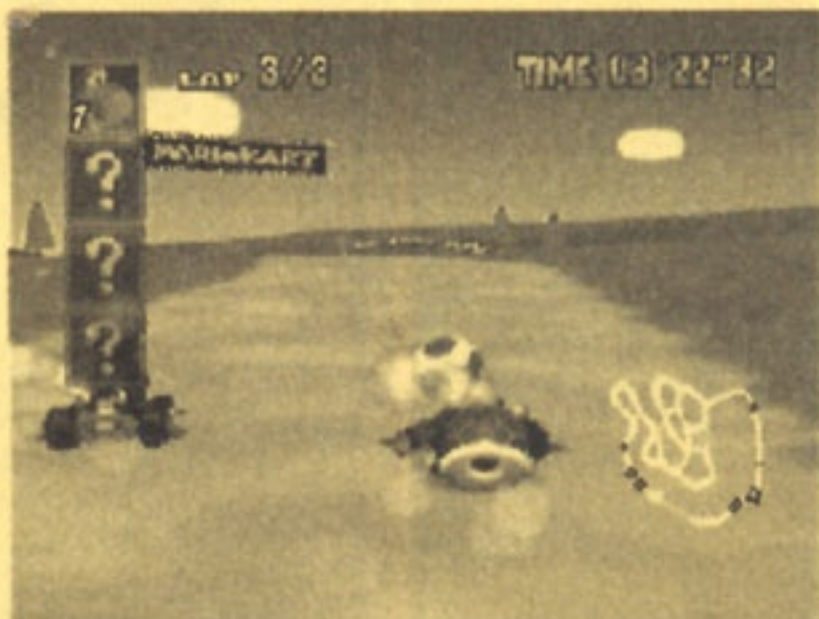
Unlike other racing games (bar the *WipeOut* series), *MK64* not only tests your driving skills but your cunning and dexterity at weapon handling too. You have to know the following to get anywhere in the game and, more importantly, to humiliate your friends to the full potential!



And here it is - the championship glory we're talking about.

DRAGGING

After you get a weapon item, press and hold the trigger button to 'drag' the item behind your kart. Dragging an item has a couple of advantages. Firstly, the item will act as a one-hit shield (except the blue shell which lasts forever) from red shells, green shells, and a heavyweight driver who's trying to run you off the road. And secondly, you can collect another item giving you the advantage of carrying two sets of weapons. But obviously, you can't drag items as such as mushrooms, stars, or lightnings.

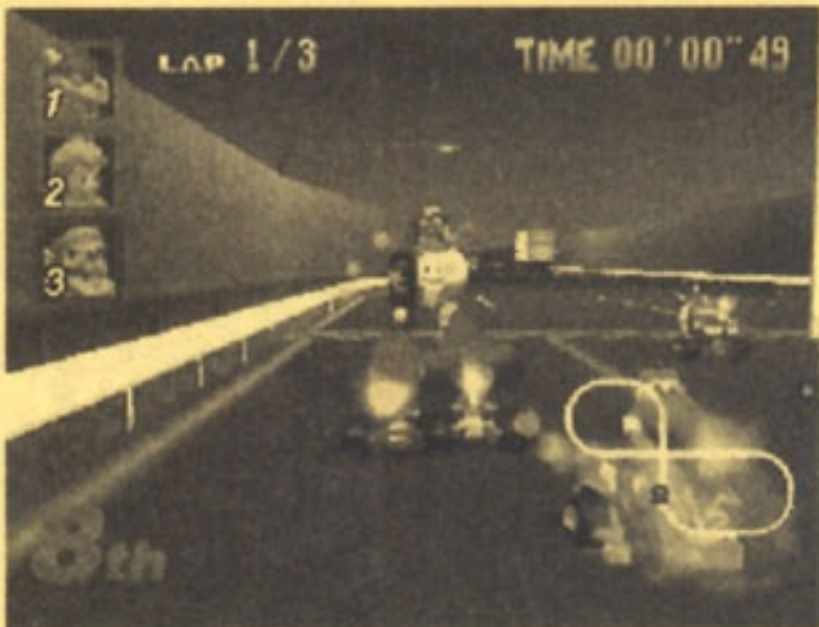


BANANA SLIP RECOVERY

Are those pesky banana skins getting you every time you turn a corner? Now you won't have to fall foul of the slippery menace ever again, as there is a way to recover once you've run over the banana skin. By having a quick stab of the brake immediately after you've slipped on a banana, your driver will wrestle briefly with the steering wheel and then whistle, signalling a full recovery.

TURBO START

The great news for all you *MK* veterans is that the timing is basically the same as for the SNES, but for you lot out there who've never tasted the delights of *MK*, here's how to do so. At the very start of the race, hold down the accelerator button as the red signal starts to fade. When the light turns blue, your kart should burst ahead of the pack and the turbo start has the added advantage of having the same long lasting effect of a mushroom boost.



SLIPSTREAM TURBO BOOSTS

It's not just power sliding and mushrooms that gives your kart a temporary boost of speed - driving behind or in between other vehicles does so too! This is known as slipstreaming and you'll know if you're successful as 'vapours' will appear at both sides of your kart. It's not just other karts that will allow you to slipstream - it's possible to do so with the trucks and the buses of Toad's Turnpike.

MULTIPLE POWER SLIDING

On courses with long bends, ie. Luigi Raceway and Rainbow Road, it's imperative that you power slide and boost 2 to 3 times around a single bend if you're to break any records and leave the rest of the field to eat your dust. It's best to start a power slide on the straight just before a bend (it's possible to travel in a straight line even when you're power sliding) so that will have enough space to fit all 3 power slides and boosts. After you've done a power slide and got the boost, let the increase in speed run for a second and then immediately go into your second power slide. Repeat the same process until you've run out of space. If you master this technique, beating the cream of the Nintendo playtesting squad during the Time Trials will be no problem at all. Even beating them with a full 2 seconds to spare should become a regular occurrence!!

POWER SLIDING

Essential to any *MK64* glory is the power-slide. The power-slides have the advantages of taking a corner without any drop in speed, and if another technique is done properly during the power-slide, gives the driver a temporary speed boost!! To perform a power-slide, hold the jump button and turn at the same time. White smoke should appear from behind your kart if you're power-sliding. And the speed boost is just as easy. During the power slide, keep the jump button held down and push the analogue stick in the opposite direction that you're turning and then let the stick go into neutral. Repeat the same process again for the smoke to turn from white to yellow to orange, and then release the jump button to get a speed boost for around 2 - 3 seconds.



WET SAND

Not a great boost but one that nonetheless giving you that extra "oomph" is the wet sands of the Koopa Trooper Beach. By running on the wet sand, your kart will run an extra 10 kph faster.

MARIO KART 64
RACE-UP

THE CVG HANDY GUIDE TO CHAMPIONSHIP GLORY!!

PREPLAY



WEAPONS OF MASS DESTRUCTION

A Mario Kart game wouldn't be right if there were no power-ups you could use to annoy your opponents with. And MK64 doesn't let us down in that department, with a multitude of destructive splendour at your disposal. While the use of the weapons is obvious, there are some methods of employment that will raise the irritant factor through the roof. Here's one of them.



FAKE BOXES

The most obvious of the lot is the fake box. Plant the fake box right among a patch of item boxes and watch your opponent fly into the sky as they fall sucker to your cunning. Some of the most ideal places for the fake box trap are the hard to see item box depots on Toad's Turnpike and the Bowser's Castle courses. Look out for the giveaway upside-down question mark.

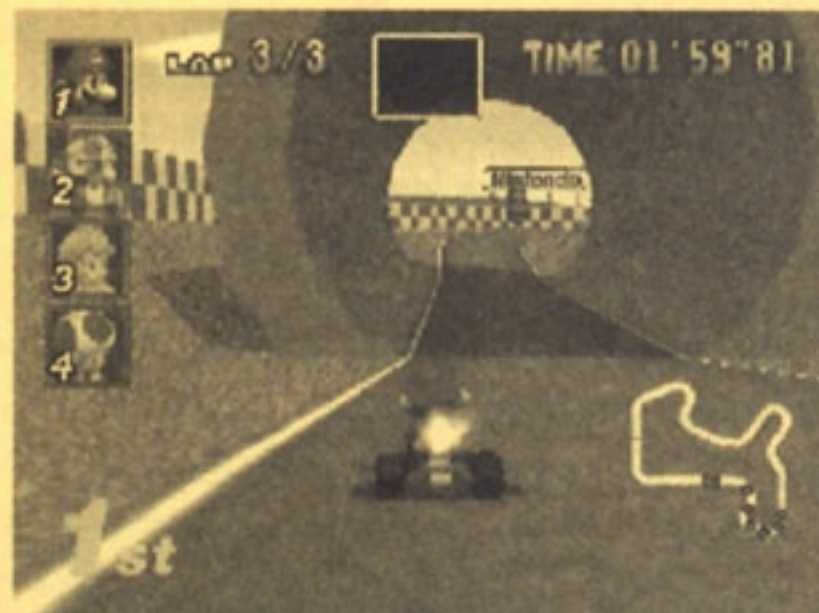


SHORTCUTS

Love them or loathe them, shortcuts are part and parcel of MK64, and mastering them is essential if you're to race against any MK veteran. Pull off all the six shortcuts consistently and record breaking times will be yours!

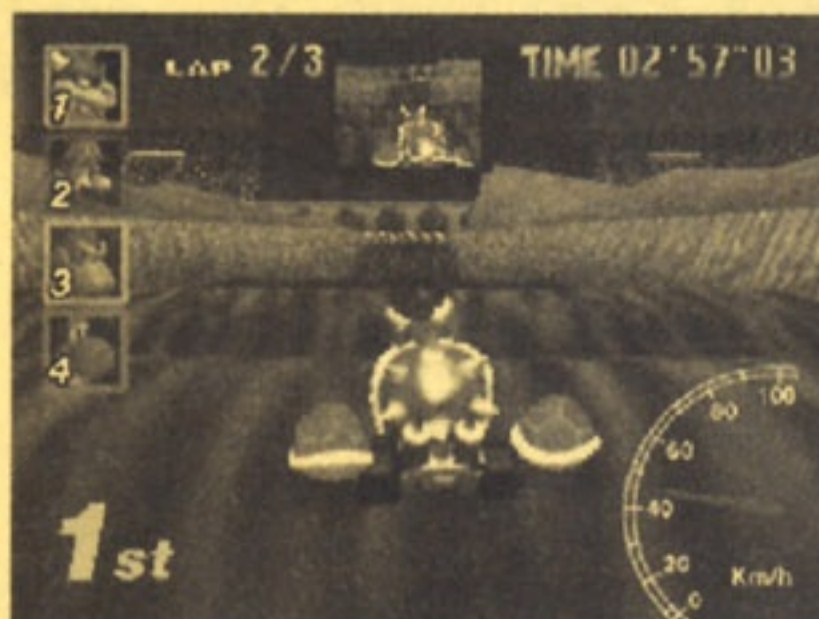
MARIO RACEWAY

A toughie to master but once done becomes a great way to cut seconds off your total time. As you come towards the 4th turn, drive onto the grass verge and then head towards the T-shaped brick wall. Use a mushroom boost and then jump at the very edge of the track to fly over the wall. Try to land on the right-hand side of the wall as you'll get a faster time.



WARIO STADIUM

A great way to baffle anybody who doesn't know this shortcut and it's guaranteed to bug the hell out of them as they have no chance. As you approach the very first hump of the track, power-slide towards the left wall so that you're face on, and as close as you can get to it. Now jump just before the peak of the hump to clear the wall. This should cut half of the track and lap time. Not a hard shortcut to master, but one of the most effective.



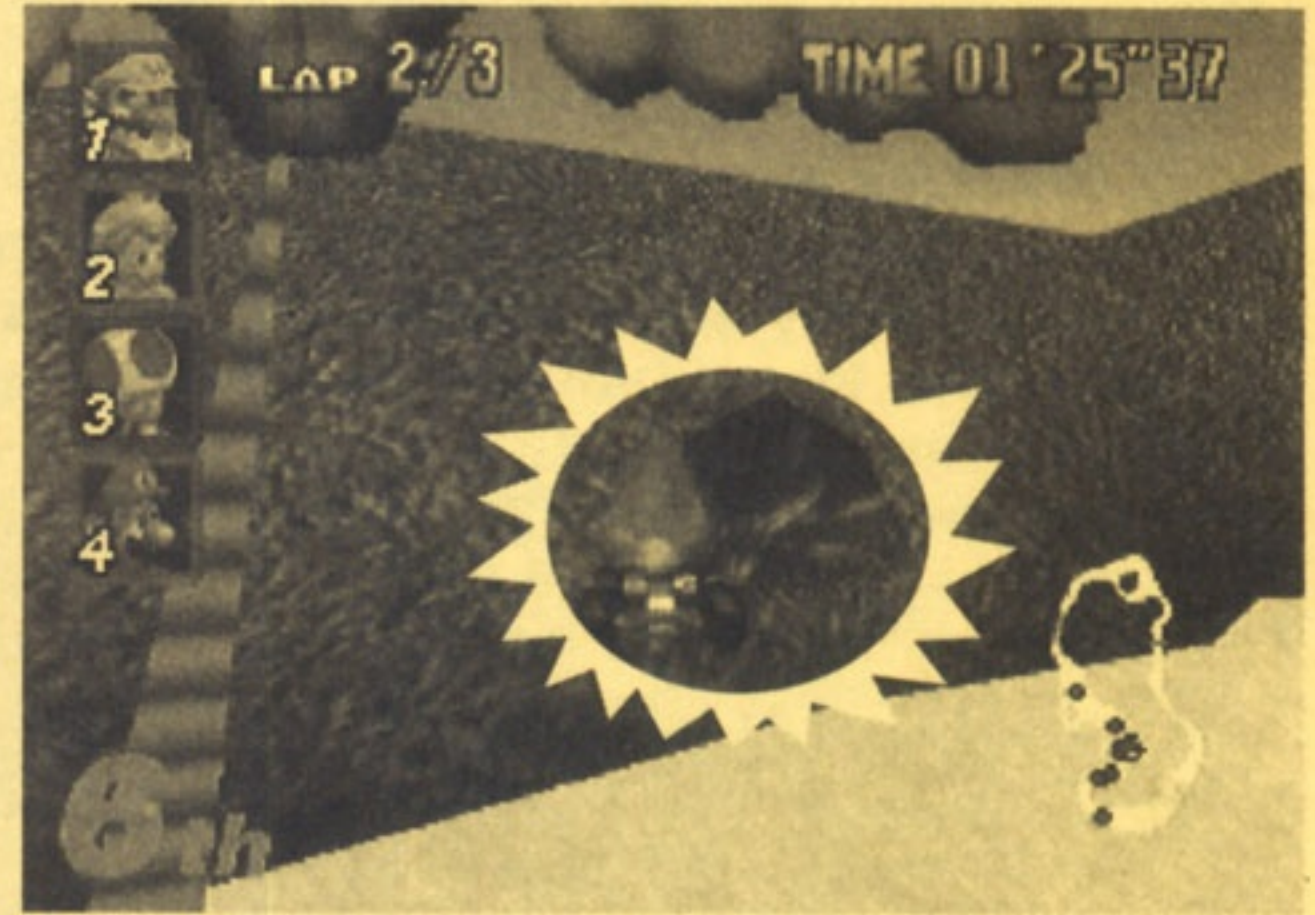
DONKEY KONG'S JUNGLE PARKWAY

Perhaps the least demanding of the shortcuts, but can be lethal if you're careless. As you enter the cave just before the finishing line, aim for the first item block and then drive straight up the slope to cut some 3-4 seconds off your lap time. Go up the slope any earlier and your kart will stall with you languishing some place in the last 3. But if you've got a mushroom, take the shortcut as soon as you enter the cave. Easy!



RAINBOW ROAD

A boring course? Most definitely, even with this shortcut. On the very first dip of the course, jump and turn very sharply to the left immediately after the dip starts. You should sail across and land on the track below with some 2/5 of the course cut. The reverse sign will be flashing in your face, so hop and correct your direction and race to the finish!



ⓐ Make sure you time the jump into the hole properly or you'll end up smashing into the wall!

KOOPA TROOPER BEACH

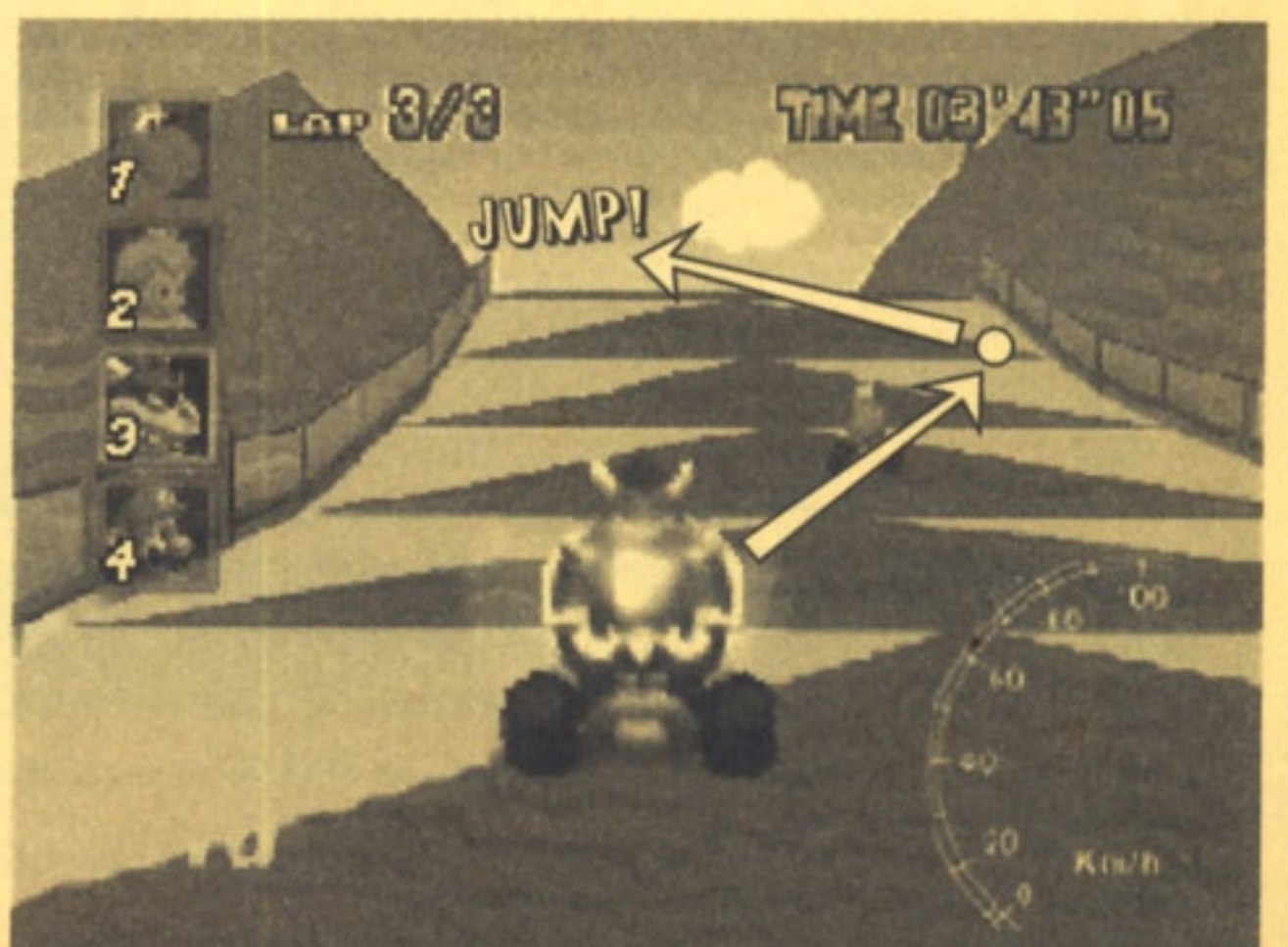
Not content with having just one shortcut on the course, Nintendo have added a second one to please you MK lovers out there.

The first shortcut of the course is the most obvious, but is the more difficult of the two. As you enter the arch with the three successive ramps after it, line your kart head on with the ramp and use a mushroom boost to propel yourself through the hole in the wall. It's possible to make the shortcut without a mushroom by pressing the jump button at the edge of the ramp, but having a boost does make life that much easier.

The second shortcut of KT Beach is far simpler. At the arch with the three ramps, turn sharply to the right and you see a straight that allows you to cut some five seconds off your lap time, but be careful as there are crabs that will make you slide and spin out of control.

ROYAL RACEWAY

If done on the first try, this shortcut will reduce 15 seconds off your total time but fail and misery and shame will be your companions. As you approach the second boost zone on the huge ramp, veer towards the right. As the edge draws closer, drive to the left and aim the kart in line with the brown cliffs of the right mountain. The kart should hit the cliffs with a loud thud and then land in the water. You'll be fished out of the lake and placed on the home straight of the course, well ahead of the pack!!



ⓐ Follow the arrows on the screenshot to go round the left side of the mountain.

MARIO KART 64
2004

THE CVG HANDY GUIDE TO CHAMPIONSHIP GLORY!!

FRIBBPLAY



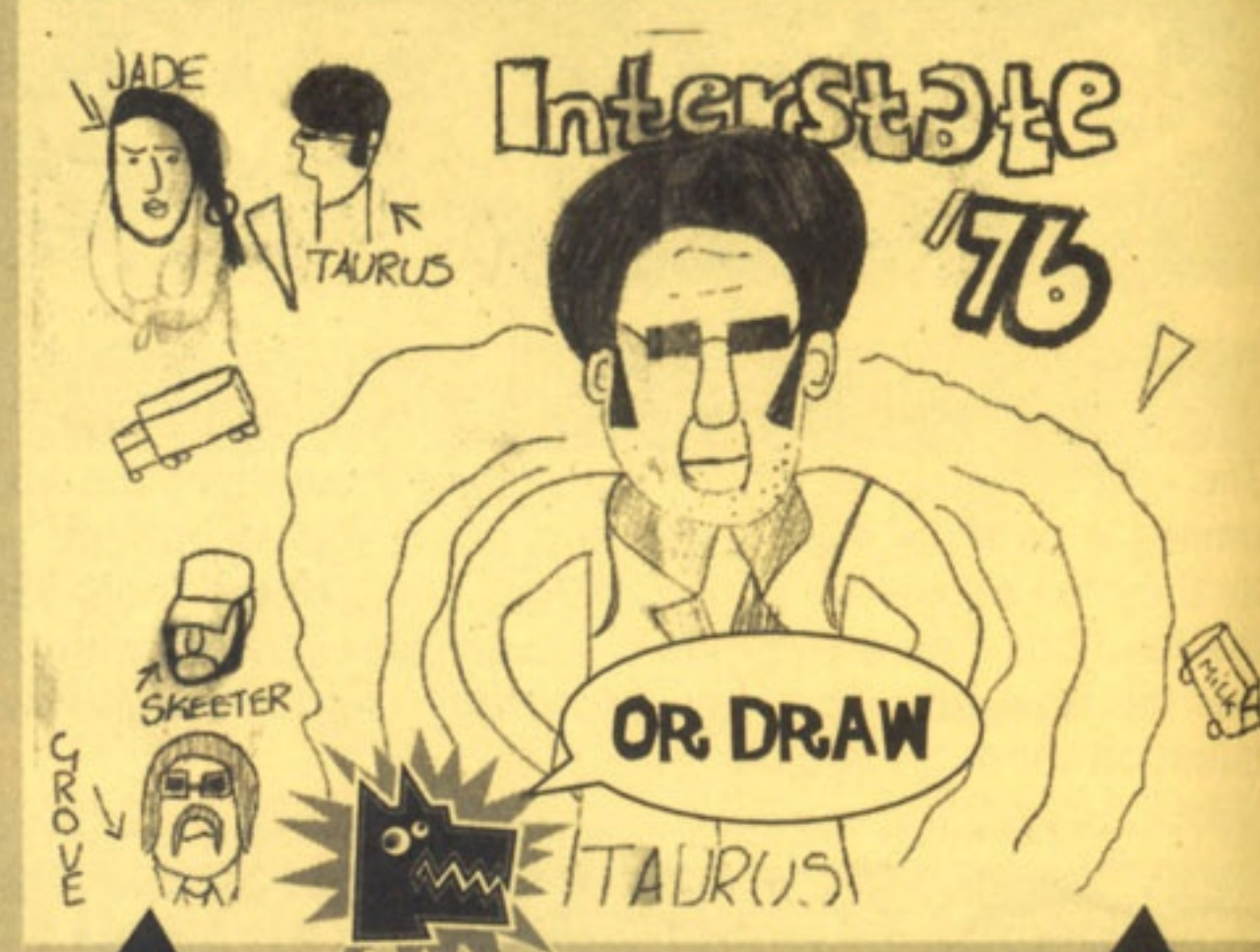
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE THE CLEANERS WILL HAVE A LOT MORE TO SWEEP UP THAN USUAL. GET THE MESSAGE?

FREEPLAY

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

Attention! Attention! Urgent CVG newflash. Following a late breaking story in the offices this month, the most popular section of the mag (lie) has had to undergo major visual changes. Yes, we are sorry to announce that for one month only, the 'dumps' from Drawinz Wot U Dun have had to be removed due to an absolute flood of complaints. So to compensate for this obscenity, we bring you a special one off awrd... The Pie. Gaining it is truly an honour.



YOUR CHANCE TO WRITE FOR CVG!

ED'S TIPS

Poor old Ed. Every month he hunts through Tips World in his eternal quest to provide you with greatest cheats ever. But his minions often let him down. Those who choose to send him their own pearls of wisdom often turn out to be liars. And when they don't work, we laugh at him and he goes red and cries. Only good cheats enter the Lomas Lair.

HIGH SCORES

What could be worse than you spending hours on your favourite game and managing to rack up the biggest high score known to man, only for nobody to believe you? Now there is a place where all good gamers are immortalised - the CVG High Scores page. Simply send in proof of the score, and you're in!

ART/CARTOONS

A terrible disaster has occurred. Far worse than anybody could have imagined. Something is missing, something that will shock you. The turds have gone. Sniffle.

MOST WANTED

We know by your phone calls which games you are looking forward to the most. But we want it in plain English on a bit of paper. So cut off the bit of paper at the bottom, fill in the games that get you the most excited, and post it to us. Or you could tattoo them onto your arm, saw the arm off and send it to us via carrier pigeon. The choice is yours...

CLASSIFIEDS

Even Del Boy, Arfur Daley and Ian Beale combined couldn't cope with some of the bargains we have on offer in Classifieds this month. Whether you're buying or selling, wheeling, dealing, ducking or diving, this is the place for you. Or you could buy a copy of Exchange and Mart but that's not as funny.

FREEPLAY FAN

The die hard gamers write to this page to rant about anything game related. If something has rattled your cage this month, send us a letter to let off some steam, Bennett.

FANZINES

We'd like to take this opportunity to tell all those thinking of sending us a fanzine to post a COPY!!! That way if we accidentally lose it, you still have a master to copy from and everybody's happy! Smiles all round etc.

MOST WANTED

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