

FREEPLAY

TEKKEN 3 MUSICIANS CHOOSE BIG BEAT!

We think the music in *Tekken 3* is awesome. So we asked Namco if they could get some answers from their great musicians. And, hey, THEY DID! Thank you to: Nobuyoshi Sano, Keiichi Okabe and Yu Miyake.

CVG: How closely do you work with the game designers when choosing the right attitude for the music? Do you discuss themes with the artists and the Producer?

NAMCO: We had a meeting with the planning staff to carefully discuss a kind of music to be used for [arcade] *Tekken 3* when the project was launched. We proposed to the planning staff Big Beat (it is called Digital Rock in Japan) as the main tune to be used throughout the game.

Big Beat has never been introduced in the game music in general and was suited for the world of *Tekken 3*. Of course as a prime reason *Tekken 3* sound team love Big Beat. Consequently we actually produced the music and had the planning staff check it each time it was completed. We have never been asked to retake. Because there was no image difference between the sound staff and the planning staff owing to careful preliminary meetings.

[For PlayStation] we basically agreed to follow the taste of music as the arcade version, so here music production also went well. As for intro and ending movies we had meetings with the movie staff as well as the planning staff many times to come to fit the sound to the images (pictures).

CVG: How long did it take to produce a soundtrack for *Tekken 3* – arcade and PlayStation? How many people got involved?

NAMCO:

| | | |
|---------------|--------------------|-----------|
| • Arcade | Production period: | 3 months |
| | Staff: | 3 people |
| • PlayStation | Production period: | 6 months |
| | Staff: | 10 people |

CVG: When you create music for the arcade, do you aim to make the best electronic sounding music, or do you imagine the tunes being performed with real instruments, like the Arrange tunes?

NAMCO: We never completed a music based on the idea that we have to give up the sound we really want to produce because of the restriction of hardware/software. Restriction encourages us to be more creative. So we have been able to present something that was only possible to achieve on our equipment. *Tekken 3* should be the fruit of our experiences in the past. We achieved it by making efforts to reach the goal of "The Best Electronic Music."

CVG: Have you encountered any technical challenges – for example things you would like to achieve with music that is technically very difficult on PlayStation?

NAMCO: We completed the system of playing music smoothly every round for the arcade version, of which we are proud for its originality and effectiveness. We tried to do the same on PlayStation but failed because of restrictions of the PlayStation and *Tekken 3* game. It is very regrettable, although we hope to achieve it somehow in the future. And we spent much time producing the sound which was by no means inferior to that of the arcade version by covering up the weakness of the sound on PlayStation.

CVG: Which groups, and musicians have influenced you?

NAMCO: We considered following artists for *Tekken 3* music:

- Prodigy
- Chemical Brothers
- Lunatic Calm

- The Crystal Method
- Underworld
- Coldcut

CVG: Please recommend some great music that you like, other than your own.

Nobuyoshi Sano

- YMO: *Thousand Knives*
- Frankie Goes to Hollywood: *Welcome to the Pleasuredome*
- Underworld: *Pearls Girl*

Keiichi Okabe

- Ryuichi Sakamoto: *Merry Christmas Mr Lawrence*
- Pet Shop Boys: *Being Boring*
- Chemical Brothers: *Leave Home*

Yu Miyake

- Holst: *Jupiter (The Planets)*
- Jackson 5: *Never Can Say Goodbye*
- Nine Inch Nails: *Perfect Drug*

CVG: Would you consider using, or have you already used, using famous musicians for game music?

NAMCO: We have never used them, in some cases they have been used internally though. We have the ability to produce music more effective in the game, rather than having it made by others. We think it should be done if a well-known musician must be employed for the sake of a given game. But there seems to have been few cases in which a well-known musician employed did good work for the game.

CVG: Ever considered performing live yourselves? A one-off live event? Or going on tour maybe?

NAMCO: We are very interested in making a live tour on business. We'd love to receive an invitation to England.

CVG: How about releasing a music CD of your own original music, perhaps aiming to get into the Top 10, and appear on Japanese music programs?

NAMCO: We hope it will come true in the future (not only in Japan but in any other nation.)

CVG: Please tell us about your background - what you did before working at Namco, and what games have you worked on previous to the Tekken series?

NAMCO: Nobuyoshi Sano

- Before Namco: I was a university student in telecommunications engineering.
- Past games to have worked on: *Numan Athletics*, *Attack of the Zolgear (Galaxian3)*, *Ridge Racer*, *Ridge Racer 2*, *Rave Racer*, *Mach Berekers*, *Dunk Mania*, *Cyber Cycles*, *Dirt Dush*, *Propcycle*, *Xevious 3D/G*

Keiichi Okabe

- Before Namco: Hair dresser
- Past games to have worked on: *Spiral Fall* (medal game of a large unit), *Ace Driver*, *Ace Driver 2*, *Victory Lap*, *Aqua Jet*

Yu Miyake

- Before Namco: I was a university student specializing in management information.
- Past games to have worked on: None. *Tekken 3* was the first game for me.

CVG: What track is the guitar sample from in Lei's stage? It must be popular because East 17 use it in one of their songs.

NAMCO: I'm afraid I don't know the artist East 17, but I am personally interested in the music. I'd like to hear it once.

READERS' MOST WANTED CHART

This month, a new entry at number 10 for *Resident Evil 3*, *Final Fantasy 8* holds firm at four, and *Zelda 64* finally finds its way to number one after spending several months in the top three.

| | | |
|-----|------------------|-------------|
| 1. | ZELDA 64 | N64 |
| 2. | TEKKEN 3 | PLAYSTATION |
| 3. | DREAMCAST | SEGA |
| 4. | FINAL FANTASY 8 | PS/PC |
| 5. | METAL GEAR SOLID | PLAYSTATION |
| 6. | TOMB RAIDER 3 | PLAYSTATION |
| 7. | F-ZERO 64 | N64 |
| 8. | PLAYSTATION 2 | SONY |
| 9. | 64 DD | NINTENDO |
| 10. | RESIDENT EVIL 3 | PLAYSTATION |

Zelda 64, a game which has been in development since before the advent of PlayStation, continues to excite interest among gamers. Having now achieved near-mythical status, if *Zelda* fails to ever see the light of day, it's unlikely that Nintendo will ever recover. Footy games still don't seem to be getting a look in – we had a few votes for *ISS 98* but nowhere near enough to place it in the top 10. But, as usual, we had a high number of nonsense nominations – "a cop simulator" was one example. And as people blast their way through *Res Evil 2*, they're already thirsting for a third instalment of blood and gore.

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UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|------|------|-----------------------------------|-------------|-------------|
| 1 | 2 | GRAN TURISMO | PLAYSTATION | S.C.E.E. |
| 2 | 1 | WORLD CUP '98 | PLAYSTATION | EA |
| 3 | 3 | RESIDENT EVIL 2 | PLAYSTATION | VIRGIN |
| 4 | 9 | MEN IN BLACK | PLAYSTATION | GREMLIN |
| 5 | NE | QUAKE 2: THE RECKONING | PC CD-ROM | ACTIVISION |
| 6 | 5 | TOMB RIDER: PLATINUM | PLAYSTATION | EIDOS |
| 7 | 8 | TEKKEN 2: PLATINUM | PLAYSTATION | S.C.E.E. |
| 8 | 4 | WORLD CUP '98 | NINTENDO 64 | EA |
| 9 | 6 | WORLD CUP '98 | PC CD-ROM | EA |
| 10 | 10 | DIE HARD TRILOGY: PLATINUM | PLAYSTATION | EA |
| 11 | 11 | FORSAKEN | NINTENDO 64 | ACCLAIM |
| 12 | 13 | CRASH BANDICOOT: PLATINUM | PLAYSTATION | S.C.E.E. |
| 13 | 7 | X-FILES: UNRESTRICTED ACCESS | PC CD-ROM | EA |
| 14 | NE | ARMY MEN | PC CD-ROM | UBI SOFT |
| 15 | 12 | TOMB RAIDER: UNFINISHED BUSINESS | PC CD-ROM | EIDOS |
| 16 | 15 | MICRO MACHINES: PLATINUM | PLAYSTATION | CODEMASTERS |
| 17 | 14 | GOLDENEYE | NINTENDO 64 | THE GAMES |
| 18 | 16 | ULTIMATE SOCCER MANAGER '98 | PC CD-ROM | CENDANT |
| 19 | 18 | GRAND THEFT AUTO: SPECIAL EDITION | PLAYSTATION | TAKE 2 |
| 20 | 19 | ISS PRO: PLATINUM | PLAYSTATION | KONAMI |

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 | PANZER DRAGON SAGA | SEGA |
| 2 | BURNING RANGERS | SEGA |
| 3 | DEEP FEAR | SEGA |
| 4 | WORLD LEAGUE SOCCER | SEGA |
| 5 | QUAKE | SEGA |

SATURN IMPORT TOP 5

| | | |
|---|--------------------------|----------|
| 1 | RADIANT SILVERGUN | TREASURE |
| 2 | POCKET FIGHTER | CAPCOM |
| 3 | DREAM GENERATION | MESSIAH |
| 4 | LUNAR 2 | SEGA |
| 5 | HIGH SCHOOL TERROR STORY | KID |

PLAYSTATION U.K. TOP 5

| | | |
|---|-------------------|------------|
| 1 | COLIN MCRAE RALLY | CODMASTERS |
| 2 | BREATH OF FIRE 3 | OCEAN |
| 3 | DEAD OR ALIVE | S.C.E.E. |
| 4 | ISS '98 | KONAMI |
| 5 | KULA WORLD | S.C.E.E. |

PLAYSTATION IMPORT TOP 5

| | | |
|---|-------------------|------------|
| 1 | POCKET FIGHTER | CAPCOM |
| 2 | JINGLE CATS | SONY MUSIC |
| 3 | SOLE DIVIDE | ATLUS |
| 4 | KING OF PARLOUR 2 | TIN |
| 5 | XI (SAI) | S.C.E. |

PC TOP 5

| | | |
|---|-----------------------|------------|
| 1 | COLIN MCRAE RALLY | CODMASTERS |
| 2 | QUAKE 2: MISSION PACK | ACTIVISION |
| 3 | BRIAN LARA CRICKET | CODMASTERS |
| 4 | OUTCAST | INFOGRADES |
| 5 | POPULOUS 3 | BULLFROG |

NINTENDO 64 TOP 5

| | | |
|---|--------------------|----------------|
| 1 | BANJO KAZOOIE | THE GAMES |
| 2 | MORTAL KOMBAT 4 | GT INTERACTIVE |
| 3 | 1080° SNOWBOARDING | THE GAMES |
| 4 | BUCK BUMBLE | UBI SOFT |
| 5 | WWF WARZONE | ACCLAIM |

NINTENDO 64 IMPORT TOP 3

| | | |
|---|----------|----------|
| 1 | ZELDA 64 | NINTENDO |
| 2 | FZERO 64 | NINTENDO |
| 3 | ISS '98 | KONAMI |

GAME BOY TOP 3

| | | |
|---|-------------------------|-----------|
| 1 | ESWAT | MEGADRIVE |
| 2 | ZELDA: LINK TO THE PAST | SNES |
| 3 | WORLD OF ILLUSION | MEGADRIVE |

ARCADE TOP 5

| | | |
|---|-----------------------|--------|
| 1 | STREET FIGHTER ZERO 3 | CAPCOM |
| 2 | FIGHTING VIPERS 2 | AM? |
| 3 | STREET FIGHTER EX 2 | CAPCOM |
| 4 | VIRTUA FIGHTER 3 | AM? |
| 5 | ERGHEIZ | NAMCO |

JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|----|-------------------------|-------------|
| 1 | FIFA: RTWC '98 | PLAYSTATION |
| 2 | STOLEN SONG | PLAYSTATION |
| 3 | WORLD STADIUM 2 | PLAYSTATION |
| 4 | BAROQUE | SATURN |
| 5 | SUPER REAL SOMETHING | SATURN |
| 6 | PARASITE EVE | PLAYSTATION |
| 7 | TEKKEN 3 | PLAYSTATION |
| 8 | METLE RANCER: REINFORCE | PLAYSTATION |
| 9 | GRAN TURISMO | PLAYSTATION |
| 10 | SUPER ROBOT WARS | PLAYSTATION |

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

| | | |
|---|---------------------------|-------------|
| 1 | J-LEAGUE WINNING ELEVEN 3 | PLAYSTATION |
| 2 | COMMANDOS | PC CD-ROM |
| 3 | QUAKE 2 | PC CD-ROM |
| 4 | BANJO KAZOOIE | NINTENDO 64 |
| 5 | TEKKEN 3 | PLAYSTATION |

AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|----|--------------------|-------------|
| 1 | TEKKEN 3 | PLAYSTATION |
| 2 | NBA COURTSIDE | NINTENDO 64 |
| 3 | 1080° SNOWBOARDING | NINTENDO 64 |
| 4 | TRIPLE PLAY '99 | PLAYSTATION |
| 5 | GOLDENEYE | NINTENDO 64 |
| 6 | MLB '99 | PLAYSTATION |
| 7 | RESIDENT EVIL 2 | PLAYSTATION |
| 8 | BLASTO | PLAYSTATION |
| 9 | SAGA FRONTIER | PLAYSTATION |
| 10 | DIABLO | PLAYSTATION |



CVG'S 15 'MOST INAPPROPRIATE' MUSIC FOR GAMES - EVER!

| | | |
|----|-----------------------------------|--------------|
| 1 | ATARI KARTS | JAGUAR |
| 2 | ATTACK OF THE MUTANT PENGUINS | JAGUAR |
| 3 | MOTOCROSS X | JAGUAR |
| 4 | TOM AND JERRY | SNES |
| 5 | CRUIS'N USA | N64 |
| 6 | SAN FRANCISCO RUSH | N64 |
| 7 | EXTREME G | N64 |
| 8 | RADAR RATRACE | COMMODORE 64 |
| 9 | SENSIBLE SOCCER '98 | PC CD-ROM |
| 10 | SPICE WORLD | PLAYSTATION |
| 11 | WORLD CUP '98 (CHUMBAWUMBA) | PLAYSTATION |
| 12 | IZNOGOU | PLAYSTATION |
| 13 | BURNING ROAD | PLAYSTATION |
| 14 | SEGA TOURING CAR | SATURN |
| 15 | DAYTONA USA: CHAMPIONSHIP EDITION | SATURN |

OFFICIAL CHART ROUND-UP

FREEPLAY

VIDEO GAMING

GOSUB Keith Ainsworth's
 :IF PEEK(16386)=
R.E.T.R.O
R.A.N.C.H
 THEN=GOTO 10>>
 :RETURN



Mattel launched the Intellivision console in January 1980. Created from the words intelligent and television, Mattel were trying for a more sophisticated and superior image from the start. The console looks stylish even today, in its chocolate brown plastic and two gold strips along the top. Of course, it had to have woodgrain-effect side pieces.

To play an Intellivision game you use the notorious disk controllers for movement. These take a lot of getting used to and were one of the reasons Mattel never caught up with Atari. The disk tilts about its centre in one of 16 directions. The controllers have four fire buttons and a numeric keypad. The games came with colourful keypad overlays.



Ⓢ **Mattel's marriage of intelligence and vision.**

The Intellivision arrived in the UK in September and cost £199.95 (twice the price of the Atari VCS) including the Soccer cartridge. The console was said to be "startling for its realism". The football game (oh all right, Soccer) was shown to journalists who gasped at the 3D pitch and footballers who could dribble at all angles.

Auto Racing is viewed from above like Micro Machines. You can race five laps against the clock in one-player mode or battle an opponent for points in two-player. You get two points when the other crashes and one point if you pull ahead so the other is nearly off the picture (sound familiar, Micro Machines fans?). The graphics here are truly excellent, and include buildings that are shaded beautifully to throw shadows on the ground. With five big courses and a choice of cars this was a great game.

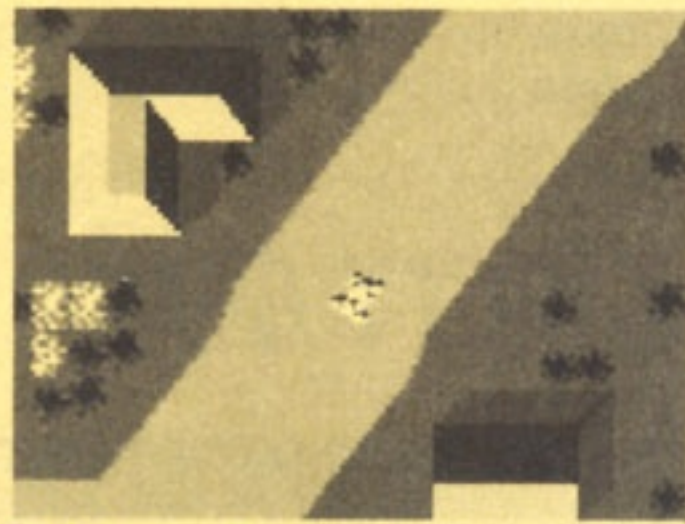
CVG GOES INTELLIVISION INSANE!

The first issue of CVG reviewed *Astrosplash* (a big-selling, simple vertical shoot-'em-up) and went overboard in its praise for the Intellivision. "The whole game is given a visual depth which ordinary video units cannot equal. Instead of the stilted movements which are an eyesore on so many games." Eyesore?! Steady on!

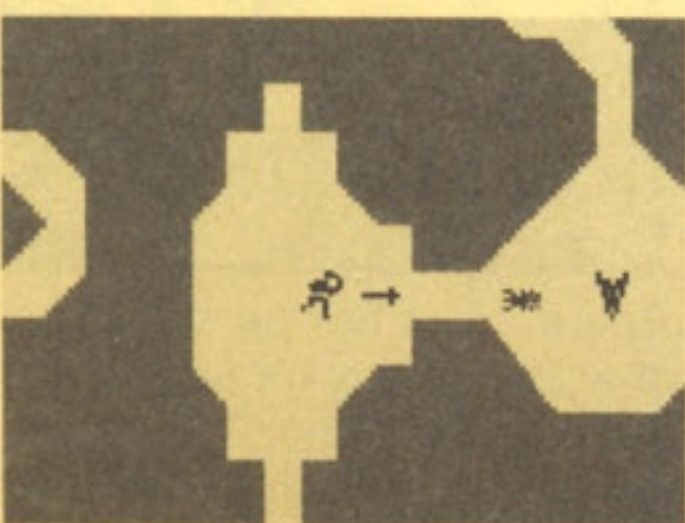
The Intellivoice voice synthesis module has been featured on this page before and spawned the classics *Space Spartans* and *B-17 Bomber*.

Burgertime has you playing a chef preparing some burgers. Spread over a screen of platforms and ladders are the buns, the meat patties and slices of tomato and lettuce. By walking over these ingredients they drop down to the platform beneath. The aim is to get them all to the bottom. The chef is chased by hot dogs, eggs and pickles. The hot dog is especially well drawn; it has little legs and eyes and has a waddle of a walk. The cart got a hot review in CVG, scoring 4,4,5,5, including five for addiction.

November 1982 saw *Advanced Dungeons & Dragons* hit the shops. This addictive game sees you battling through many caves to reach the treasures of Cloudy Mountain. You search for arrows and tools while cautiously exploring



Ⓢ **Auto Racing: Brilliant graphics and gameplay!**



Ⓢ **Advanced D&D: No complex dice rolls needed.**

the caves. New sections of the cave are only lit up as you move into them. Treasure can also be found but is always guarded by monsters. You can often hear sleeping monsters before you can see them. A sequel, *Advanced D&D: Treasure of Tarmin*, was also one of quality. This time the graphics are in 3D, set in a castle of rooms and corridors (who said *Doom*?). A mite slow but very appealing.

Tron Deadly Discs was a tie-in with the Disney movie. You battle warrior attackers armed with only a disc that's rather like a futuristic Frisbee. The controller disc moves Tron around the screen and a ring of keypad buttons launches the disc in eight directions. *Deadly Discs* has that, "just one more game" compulsion.

Imagic's *Nova Blast* is an extremely fast *Defender* variant in which you protect four capsuled cities. *Swords and Serpents* is their forgotten gem. Viewed from above like *Gauntlet*, your main aim is to find all the treasure and store it in a chest on the first level. The cart has a fine mixture of battle and strategy that has real atmosphere.

Imagic's *Beauty & The Beast* sees Horrible Hank run off with your girl Tiny Mabel. You play Bashful Buford. To quote the manual, "Buford may be scrawny, but he's got spunk." Indeed.

You're made to climb a skyscraper to save Mabel. You can only climb up open windows and have to avoid the boulders plus birds, bats and rats. The game has plenty of musical cues, excellent collision detection and likeable graphics. Thumb candy.

The best Parker Brothers Intellivision cart has to be *Super Cobra*. Made along similar lines to *Scramble* (this is the official sequel) you find yourself flying down the caverns of an enemy base - this time in a helicopter. Eleven sections give you a big challenge, each level introducing changes in terrain and the weapons being thrown at you.

Activision's *River Raid* and *Beamrider* converted well to the Intellivision but a new game named *Worm Whomper* cast you as a man with a bug gun out to protect his prize flowers. The fun comes from the sheer numbers of worms and bugs you have to deal with. This is a frenetic blaster with a difference.

Atarisoft *Pac-man* is possibly the best console version of *Pac-man*. Everything is the right colour and the sounds are spot on, with the disk proving precise and accurate.

Diner (the sequel to *Burgertime*) is my favourite Intellivision game ever. You control the chef again in screens consisting of platforms, ramps and ladders. You roll food balls down the levels on to a plate at the bottom of the screen while being chased by the villains.

The evil hot dogs are back but now they are aided by a cheap cherry, a bad banana and Mugsy, the mug of root beer. Mugsy, in particular, is wonderfully drawn and animated. You can see the froth of the beer move back and forth as he walks.

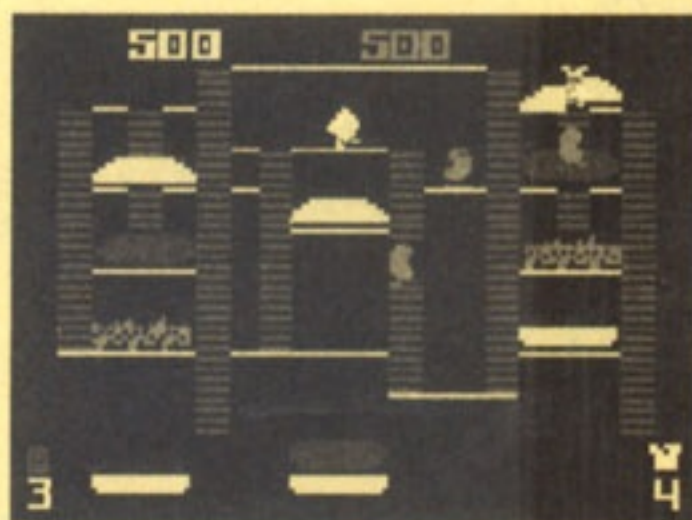
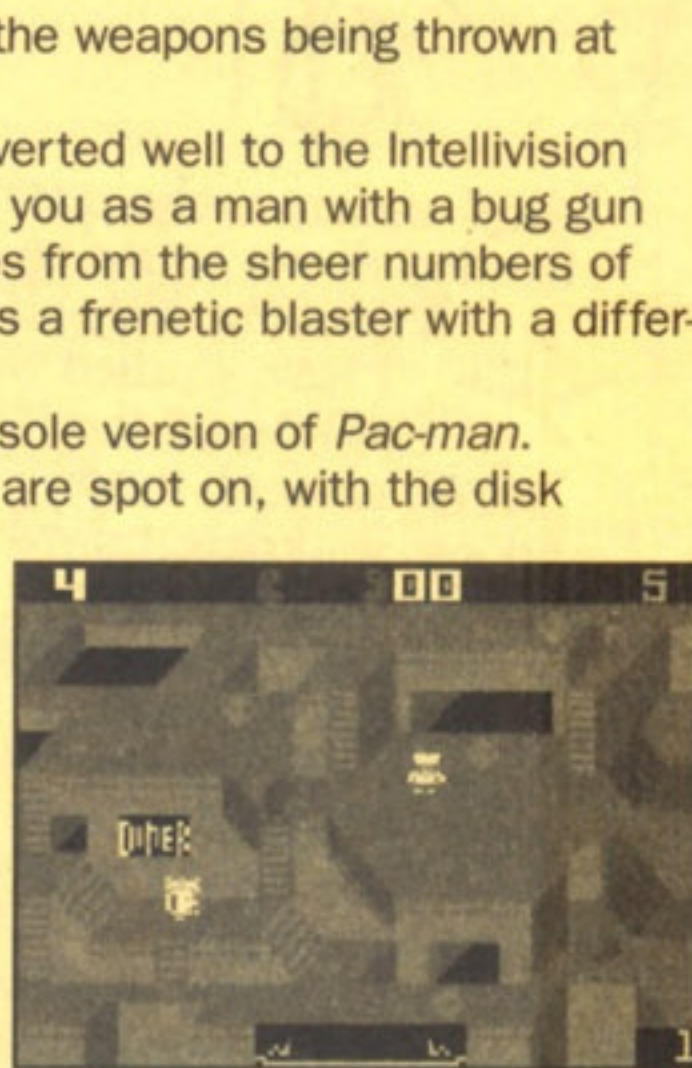
You wipe out the villains with food balls. This is great fun! A well-timed roll can knock out several enemies at once scoring up to 8000 points. It's impossible to say too many good things about *Diner*. It has plenty of variation, cute graphics, great tunes and excellent gameplay. A tour-de-force of programming.



Ⓢ **Tron Deadly Discs: Run around and throw a frisbee at people. Great stuff!**



Ⓢ **Beauty & The Beast: This is NOT Donkey Kong.**



Ⓢ **Burgertime: Avoid evil food and make burgers!**

BOOKMARK THESE:

Fans of classic carts should definitely subscribe to the ccnuk mailing list. You can find more details at <http://www.gyruss.demon.co.uk/ccnuk>

The RETROGAMER fanzine web page has just been updated and is packed with loads to see and read. <http://www.geocities.com/SiliconValley/Heights/5874/>



RETRO RANCH CLASSIFIED

RETROGAMER Issue 16 is out now! Activision's classic Atari VCS carts are profiled and there is more detail on the last years of the Intellivision. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge 'for sale' list of classic console and computer games too. You can e-mail Keith on retrogamer@hotmail.com

TIPS

THE LEGEND OF LOMAS



Using ancient techniques handed down to me by Viracocha himself, I have studied the position of the stars, planets, moon and sun and determined that the period known as "summer" has begun. During this time, a great evil known only as "sunlight" will hurt your eyes if you venture outside. To avoid it, stay inside and play games all day!

PLAYSTATION

VIGILANTE 8



Enter these cheat codes as passwords.

I WILL NOT DIE

Invincibility
WMNNWLHTSCUCLH
All levels and characters

GO SIGHTSEEING

No Enemies
DEADLY MISSILE
Super-powerful homing missiles

HARDEST OF ALL

Super Premium Hi Octane
Difficulty setting

SEND YOUR TIPS, CHEATS
AND PLAYERS GUIDES TO:

TIPS



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

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and we don't want big lists of cheats for ancient crappy games. Thank you.

TIPS.CVG@ECM.EMAP.COM

REDUCE GRAVITY

Uh... Reduce Gravity

SAME CHARACTER

2 players can be the same character

MONSTER WHEELS

Massive Tyres

To get a hidden turbo boost, press **Up, Up, Up**, then fire your Machine Gun. A homing missile will stick to your car and make you zoom ahead at high speed.

Here's how to do each weapon's second hidden attack.

INTERCEPTOR MISSILES

Halo Decoy

Up, Up, Down, Fire Machine Gun
(Costs 2 missiles)

BULLS EYE ROCKETS

Stampede

Up, Down, Up, Fire Machine Gun
(Costs up to 5 rockets)

SKY HAMMER MORTAR

Turtle Turnover

Down, Down, Down, Fire Machine Gun
(Costs 2 shells)

BRUISER CANNON

Cow Puncher

Down, Up, Down, Fire Machine Gun
(Costs 2 shells)

ROADKILL MINES

Cactus Patch

Left, Right, Up, Fire Machine Gun
(Costs up to 6 mines)

FORSAKEN

To use these cheats, simply enter them at the password screen as

you would a normal password.

bubbles Cheat Mode On
iamzeus Invincibility, all weapons, infinite ammo, everything!

thefullmonty Level Select
lumberjack Press Quick Mug or Solaris buttons a few times for special weapons

jimbeam Press Quick Laser button a few times for lasers

titsoot Special textures for special ship

BLASTO

If you want to play with alternate costumes, go to the main menu and press **Up, Up, Down, X, Triangle, Circle** quickly.

GUILTY GEAR



There are a few hidden characters that can easily be picked up through playing the game. To play as Baiken, just finish in normal mode without using any continues. To play as Testament or Justice, all you need to

do is finish the game in arcade mode on the normal difficulty using as many continues as you fancy.

RASCAL

To make yourself invincible, go to the password screen and enter the code "infin".

To give yourself infinite ammunition, go to the password screen and enter the code "juicy".

ROAD RASH 3D

To get Blast 2X while racing without having to look backwards, hold the **Zoom Out** button then press and hold the **Rear View** button as well. Now release Zoom Out and the you should get Blast 2X as you race.

SATURN

COURIER CRISIS

Did you know that you can stick your finger up at people by pressing **L+X** together? Just don't do it at the police, or there'll be trouble!

To make your character grow, go to the main options screen and press **A, C, C, B, B, B, A, A, C**. Do it again and you'll shrink.

To get to the hidden practice level, go to the course selection screen and press **R+Z** together.

To stop the camera going through buildings, pause the game and press **Up, Up, Up, Up, Down, Down, Down, Down**.

To make the trees wobble around when hit, pause the game and press **Up, Right, Down, Left, Up, Right, Down, Left**.

To play in wireframe mode, pause the game and press **Left, Left, Right, Right, Left, Right, Left, Right**.

Enter these just as you would normal passwords.

SAVAGEAPES
XFIFTYONEX
KFKFKFOEKJ

Play as a gorilla
Play as an alien

DFDKFKHCJK

Start with the Pantera

IFKFKFKGKJ

Start with the Zaskar
Start with the STS 1

Here are passwords which will let you jump right into the game wherever you want.

1 **EFLCIFCGKJ**
2 **IFLCIFCKKI**
3 **MFLCIFCOKJ**
4 **AFLCIFCKKJ**
5 **FHCLFIGCJL**
6 **FLCLFICCL**
7 **FPCLFIOCJL**
8 **FDCLFIKCJL**

- 9 **KFLCIFCGII**
- 10 **OFLCIFCCII**
- 11 **CFLCIFCOIJ**
- 12 **GFLCIFCKIJ**
- 13 **FFCLFIGCCJ**
- 14 **FJCLFICCIJ**
- 15 **FNCLFIOCJJ**

go green and in almost every mode you'll see a little blue man. Click on him and select the duck that appears to get new pieces.

QUAKE

To access the debug menu, go to the password screen and **fill up all of the gaps with the letter "Q"**. It should tell you that the password is no good. Now go back to the options menu and there should be a debug option with level select, invincibility and so on.

BIO F.R.E.A.K.S.

To switch the game into a first-person perspective (so that you're looking from your fighter's eyes), hold **Left on the cross-key while playing and press Start**. To switch back to the regular view, hold **Down on the cross-key and press Start**.

QUAKE

To give the Nail Gun lovely tracer effects, pause the game and highlight Autotarget. Now press **R, L, X, Y, Z, L, X, Y, Z**.

BURNING RANGERS

To get an exciting (not) navigation sound test, finish the game once then enter your password as **NAVIXXTEST** on the mission select screen. Awesome! (not)

NINTENDO 64

FORSAKEN

With these *Forsaken* cheats, all the directions should be pressed on the digital cross-key, unless they have the letter "C" in front of them, in which case you should press the yellow C-Button instead.

To turn on the gore, go to the Press Start screen and press **Z, Down, C-Up, C-Left, C-Left, C-Left, C-Left, C-Down**.

For Psychedelic Mode, pause the game and press **A, R, Left, Right, Down, C-Up, C-Left, C-Down**. From now on the graphics will constantly change colour, giving you a bad headache until you pass out and wake up in casualty.

For Turbo Crazy Mode, pause the game and press **B, B, R, Up, Left, Down, C-Up, C-Left**. Now you'll have infinite nitro boosts.

For Wireframe Mode, pause the game and press **L, L, R, Z, Left, Right, C-Up, C-Right**. The graphics will now look like *Tomahawk* on the Amstrad PCW 9256 word processor.

WETRIX

To be able to select your floor pattern (including the Mona Lisa!) complete all of the practice rounds and go to the options screen. You should have a new option called Floor where you can choose your favourite.

To get a load of new shapes to replace the standard pieces, first finish all of the practice rounds. Now get the OK rating in every mode (you don't need to worry about Multiplayer and Practice) so that the options flash green. Once you've done this, the background will

allammo
Maximum ammo for current weapon

fly
Fly mode (type "walk" to remove)

summon xxxx
Replace "xxxx" with the name of an item in the game (enemy, weapon, whatever) to make it appear

killall xxxx
Replace "xxxx" with enemy name

ghost
Walk through walls (type "walk" to remove)

invisible x
Replace "x" with 1 to be invisible to monsters, 0 for normal mode

suicide
Kill yourself

playersonly
Freeze time

hideactors
Hide all items

showactors
Shows all the items again

WORLD CUP '98

To use these cheats (some of which are South Park-related) change any player's name to one of the codes and press Enter. Then choose "Back" and return to the Main Menu so that the player name is back to its original setting. Once at the Main Menu, press Scroll Lock to activate the cheats.

Zico 1982 Classic Match
Hurst 1966, 70, 74 and 82 Classic Matches

Gabo Big Head Mode
Nella Alien Mode
Gonzo Hot Potato Mode
Cartman Dive Mode
Kenny Fire Ball
Kyle Skeleton Players
Mr Hat Mad Ball Mode

FORSAKEN

While playing the game, pause and type "**bubbles**", then enter one of these cheat codes. You should also have a go with some of the other codes listed with the PlayStation cheats.

iamzeus Invincibility, all weapons and ammo

thefullmonty Level Select

MEN IN BLACK

To turn on cheat mode (you need to do this before you can enter any of these codes), press Escape while playing to get to the Main Menu, then type in **DOUGMATIC**. You should go back into the game, where you can press Escape again before entering one of these cheat codes.

PROTECTME Invincibility
HEALME Maximum health
GIVEME All weapons
LOADME Infinite ammo
MOVEME Creates save games for each level
AGENTx Replace "x" with J, K, L or X
KILLEM HQ Kill all enemies
ARTIC Skip to MiB HQ
AMAZON Skip to Mission 1
FRALES Skip to Mission 2
Skip to last mission

UNREAL

Enter these cheat codes at the console (press the "~" key to bring it up) or just press Tab, then type them in.

behindview x
Replace "x" with 1 for *Tomb Raider* view, or 0 for normal

god
Invincibility

open xxxx
Replace "xxxx" with a map name

MORTAL KOMBAT 4 (PLAYSTATION, NINTENDO 64)

To select a character's alternate costume, rotate the Select Screen pictures twice before selecting them. To get Sonya and Tanya's second costumes, you need to do three rotations instead.

To bring up the cheat option, go to the regular Options screen and highlight "Continue". Now press and hold **Run + Block** until the cheat option appears. One of the hidden options is "Automatic Fatalities". To use this, beat your opponent then press **D, D, D, BK+HP** and your character will do one of their fatalities for you.



To play as Goro, select the Hidden option at the bottom of the character select screen, then move up three times then across one to Shinnok. Now press **Run + Block** to choose Goro. His moves are as follows:

Fireball F, B, HP
Stomp F, F, B, HK
Double Swipe F, F, HP
Chest Kick B, B, HK

To play as Noob Saibot, select the Hidden option at the bottom of the character select screen, then move up twice and across one to Reiko. Now press **Run + Block** to select him. Here are his moves:

Fireball D, F, LP
Teleport D, U

To play as Meat, play in Group Mode and win as all 16 of the characters against another player. After you've won with the last character, pick whoever you want to play as next, and instead of the regular character they'll be Meat instead. All of their moves will be the same as usual - it's just the way they look that's different.



MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Ever spent your hard earned cash on the latest game, and come away feeling disappointed? Think you can do better? Then we want to hear about it! Melting Pot is the area to share your game ideas with the rest of the world. Show them all that you're no chump when it comes to designing the ultimate game, just send us a description (no more than 250 words) and a screenshot (drawing, sculpture, performance art, installation art, whatever takes your fancy) and we'll do the rest. Remember - you love games, we love games - let's make games better!

MONOPOLY DOG ON THE RAMPAGE

©Mr Wibble, Tin Planet, Space

This game is to make up for the fact the dog piece was taken out of the latest version of Monopoly. It's a *Doom*-style first person shoot-'em-up, but much better. You have to destroy your enemies, the car, ship, iron and hat and steal all their money, thus gaining the Monopoly! You get money by destroying houses and hotels while wandering round the Monopoly board, using weapons such as a rocket launcher, flame thrower and even a demolition crane! It would have 1500 levels and a lot of interactive RPG-like stuff. It would be better than *Trash It!*

CVG: Thanks, Wibbly. Are you a disgruntled ex-Hasbro employee, or just the voice of reason? Anyway, the reason he's no longer in Monopoly is because Hunter had him!



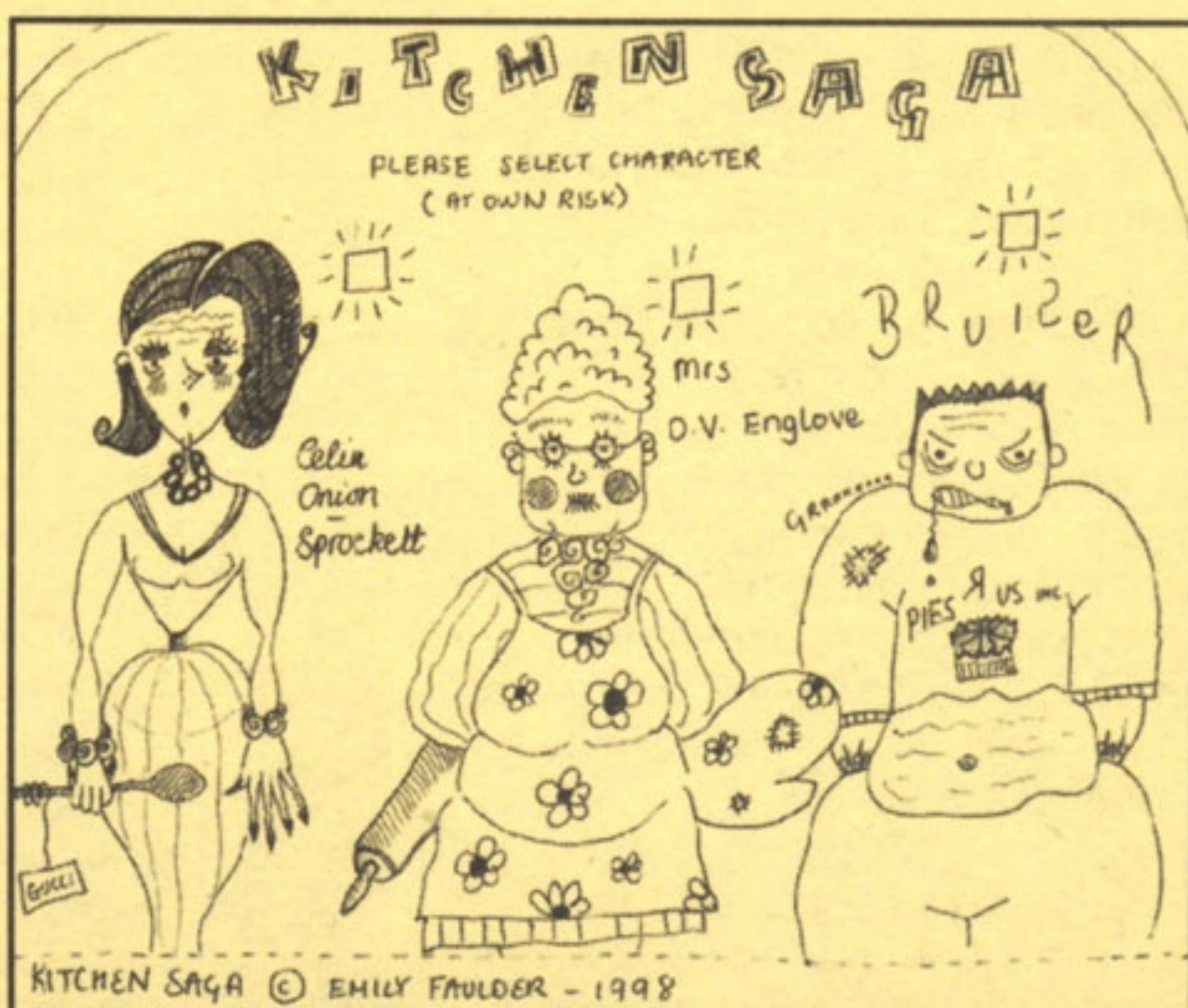
RATING



KITCHEN SAGA

©Emily Faulder, 1998

Choose from American, English or Italian kitchen modes, each come with appropriate ingredients. For example, English kitchen will have ample supplies of cucumber sandwiches and lashings of ginger beer. Select one of the characters: Bruiser, 200 pounds overweight, receding hairline and beer gut; Mrs OV Englove, complete with floral apron and matching oven mit; or Celia Onion-Sprockett, a posh type with fur-trimmed Prada electric whisk. Your chosen character will crawl, shuffle or trot about the kitchen creating culinary delights to your specification. Oh! The joy of making Onion-Sprockett consume vast quantities of ale splattered pork pie. Kitchen Rampage Mode is a race against the clock to wreak as much havoc as possible in Delia Smith's kitchen. The more mess you make and the greater the value of the china you smash, the better your score. High scores are rewarded with a beating from a genetically enhanced Delia. This is the game for the new Millennium.



CVG: Indeed a quantum leap in terms of what you can do in a game, but when we put effort into cooking, we like to eat the rewards afterwards. Thanks for making us smile Emily.

RATING



PUB FIGHTER 3D

©Rob Barnes, 1998

This 3D fighting sim game would take place in different pubs in the UK. For example, The Rams Head, The Red Lion and the notorious Queen Victoria. You would be able to select your character from a choice of 8-10, varying from the big, slow, thuggish types to the scrawny, cocky, mouthy type. Different weapons would be available to fight with, including snooker cues, darts, chairs, empty glasses and bottles. Fights would start with cut scenes of blokes watching footy or other manly sports on the big-screen TV, your character would spill a pint over his opponent or make him miss a shot at pool. Bonus games between each fight would consist of games of pool and how many pints could be downed in a minute. Guest characters would appear as bosses - Gazza could be one. You'd progress further and further until the final showdown, where you face Robert Carlisle as Begby from *Trainspotting*.

CVG: Not entirely original, but this is pretty funny. Maybe you could have a bonus game set in All Bar One, where you fight all the suits. And Tom Guise could be a character who keeps getting barred from different pubs for falling over and breaking things.

RATING



POSSESSIVE THEFT!

©Nathan Wilding, Rotherham, 1998

In the game you play the part of an ex-con who is shot to death by the cops. When you died Satan gave you another chance to relive your time as a no-good, thieving murderer - basically, Satan sends your soul to wreak havoc on planet Earth. You are a ghost called Swag who floats around from country to country, mindlessly stealing, killing and causing complete chaos. But that sounds too simple eh? Well, the thing is you don't do it yourself, oh no! You use someone else's body by possessing it, and getting them to do the cheating and stealing. Causing extreme violence in over 20 different countries, including Los Angeles, China and even the moon. You can possess anyone from a New York tramp, a tiger in Africa or even the Queen of England. Of course, there must be a way to die, and there is. If you are in the body of a person and get gunned down by the police, run over, trodden on by an elephant or anything like that, then you die - same as the body you possess.

CVG: Nathan Wilding, the hardest 12-year-old on the planet. It's a cool idea, and has the potential to make an engrossing and atmospheric game.

RATING



THE BEST OF THE REST

The Melting Pot overfloweth with these gems.

Killer farm animals seem to be popular this month, **The Mad Cow Effect** from **Alex Tritton** sees all farm animals going mad, and you having to stop them. Similar is **Resident Cow** from **Alex Darlington**, described as not suitable for vegetarians, you simply destroy all cows with the mad cow disease. **Cheesy Games** get in on the act with **Agent Woolly: The Zombie Sheep Killer**, a radioactive turnip has caused the village sheep to mutate into a flock to avoid. Changing the tone, there's also a trend for light-gun games. **Carl Butler** suggests **Alien Vengeance**, an arcade shooter in a similar style to *The Lost World*, where four players can play, teaming up to clean L.V.426 of the alien menace. **Joe Follows** thinks there should be a **Star Wars** gun game. It'll happen Joe, it'll happen. Meanwhile, **Stephen Mason** lends weight to the cause with **Attack From Mars**, which has some of the best graphics we've seen. A polite person, who for-

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

FREEPLAY

BLOOD AND DUST

©Christian Jacknelle, Matt Bryant and Neil Dyson

This is a first-person adventure game set in the Wild West. It takes ideas from the classic Western movies like *For a Few Dollars More*, *The Good, The Bad, The Ugly* etc. The player can choose from a number of characters such as Bounty Hunter, Marshall, Gambler, Gunslinger or Red Indian. All characters possess core skills like shooting, tracking, conversing and gambling. Each character also has the ability to improve their skills as the game progresses. Shooting skills would improve through target practice or having wasted plenty of bad guys. The overall aim of the game is different for each character. The Bounty Hunter would be searching for bad-dies with a price on their head, the

Gambler wants to make loads of money, the Gunslinger would challenge all and sundry to a gunfight and the Red Indian would want revenge on the people that burnt his village. Featuring shooting, cattle rustling, bar brawls, horseback chases and so on. You could even see your face on a wanted poster (a use for the pocket camera?). Money earned can be used to buy better weapons, clothes, horses and even the services of certain types of houses. If you are a really bad person then you end up swinging by the neck! The recommended platform would be the N64, but the 64DD would be a necessity to store the sampled speech, graphics and music. A cool advertising slogan could be 'The Good, The Bad and The DD'.

CVG: A Western game where you could do all these things would rule. Thankfully, this isn't just a straight shoot-'em-up like LucasArts' Outlaws, there's far more scope and imagination here.



HITMAN

©Todd Esplin, Bradwell Common, 1998

You are a hired hitman, paid to kill an unsuspecting civilian. Only one problem, you must find him somewhere in a huge metropolis. Every day that goes by when you haven't done the job, you lose money. If you take too much time finding him/her then you're fired and a different hitman is hired, making you broke. If you succeed, collect your money at the meeting point, and find a phone for the next job.

There are three different ways you can find your target. The best way is to look into a phone book to see where the little blighter lives. That doesn't mean they're going to be there though. He could have gone shopping, making your job harder. You can't just walk into the supermarket with a gun in your hand, or you'll have the police on your tail.

Think of the possibilities, searching hotels, offices, houses, petrol stations, public toilets... well, maybe not that! You can also collect objects like crowbars, to break into disused bars. Your supply of weaponry is endless. You start with a silencer and, as you earn more money, stop off at a gun shop and buy a variety of guns, including sniper rifles. The game is viewed in a third-person perspective.

CVG: We had a similar suggestion in issue 195, but clearly a lot of you want a game like this, and so do we. Remember, MPs: shooting people isn't good, but in games it's fun!

THE ULTIMATE ONLINE GAMING IDEA

©H & J Games, 1998

The gameplay will be like *X-Wing vs TIE Fighter*, and played on the largest server ever built, which is constantly updated. The game features a huge universe, and is about a battle between a couple of clans, there is a constant on-going fight between these groups. One of the clans could be bounty hunters, and all the other clans could hire them to do certain missions or aid them in battle. The game would have a storyline, but it would be in real-time and formed by the players themselves.

Clans could start wars against each other, and ally themselves with others. You could advance in grades and acquire bonuses such as money to upgrade and buy new ships. The goal

would be to conquer as many planets as possible. Different planets would contain resources, necessary for the clans' survival. The game would be cheat proof, and no trainers would be allowed (eh?). People would have to contact the manager of the server if they wanted to start a new clan. The same goes if they'd like to create a new ship or weapon, the manager would set a price or reject it, depending on the nature of the ship. The whole game would run 24 hours a day, and is constantly developing.

CVG: A huge space opera that's constantly being played and is evolving is a great idea, and one we've had ourselves. We'd suggest that the best players are invited to become bounty hunters, and you'd have to limit new technologies because they'd affect the balance of the game.



RATING



GODHEAD

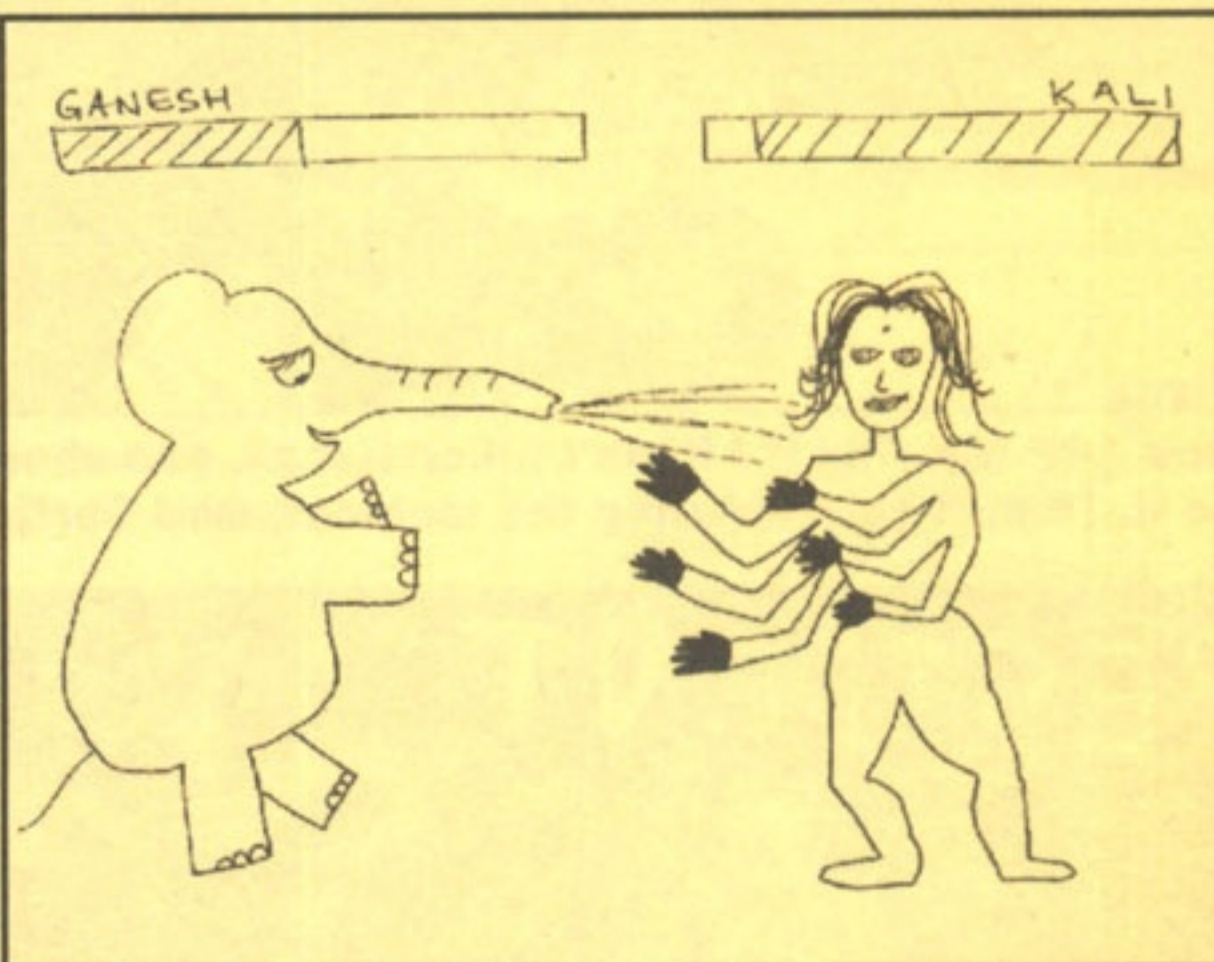
©Laila Farishta, 1998

This is a fighting game for two players where each one plays as a god. A lot of the characters would be based on Hindu gods, such as Ganesh, who looks like an elephant, or Kali, who's the one with six arms. Some could be Greek or Roman gods, like Nike the god of speed. Other gods could be taken from other religions to add to the list of characters.

Each one has special powers related to their appearance and the traditional beliefs surrounding them. So

Ganesh could use his powerful trunk to whack people or spurt water at them. Kali could use all her arms to aid her in battles. They all have weaknesses as well. So Ganesh could be slow and Nike could have few powers other than run fast.

The important thing about this game is that if you beat your opponent, you acquire some of their powers. For example, if Ganesh beats Nike he becomes fast, if he beats Kali he grows extra limbs. The end-of-level baddie would, of course, be the Devil, who would have awesome powers – including the power to turn invisible while fighting, or call on help from the hounds of Hell. To beat the Devil, you need to beat several other gods with yours to acquire their strengths. But you can never guess the strategy the Devil will adopt, so the powers you acquire can help or hinder you.



CVG: It may sound like War Gods, but this is a lot better. We like the way you can steal abilities, but it'll need extensive play testing to get the balance of all the fighters right.

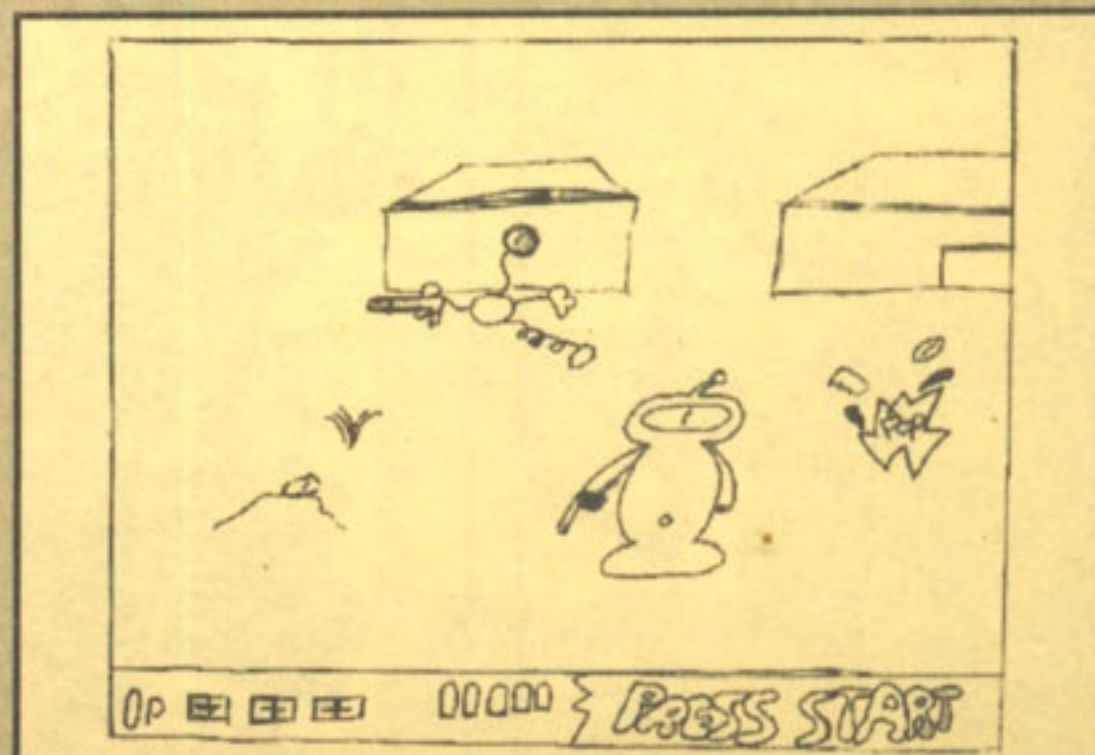
RATING



got to include their name has an idea called **Universal Championship Cup Soccer**, where the likes of Chelsea and Juventus play against equivalent teams from other planets! **Ants in Your Pants** comes from the mind of **Andy Whatman**. You control an ant, who has to collect leaves and food. It includes an appearance from that Bud Ice ant eater. **R Kadow** obviously likes strategy games, and he'd like to see a **Command and Conquer Star Trek** pak, an add-on that allows you to fight famous battles in Trek history. More movie inspired games suggested include **Evil Dead** from **Ralph Dorey**, which is a bit like Die Hard Trilogy, but of course has Bruce Campbell, not Willis. **Reservoir Dogs** comes from **Frazer Smith**, and even features that famous walking intro, the rest is all about planning and performing a heist. Our favourite is, however, **Austin Powers The Game**, from **L Shingle**, who suggests that after losing the *Tomorrow Never Dies* licence to MGM, Rare

should do the next best thing, and make their next gun game a spoof featuring Austin Powers, baby. Two super cute ideas next, the first is **Candy Land** from **Ted Hughes** (isn't he a poet?), about a boy called Simon, who falls down a hole and discovers a land of sweets. **James The Cat** comes courtesy of **Stuart Moore**, starring his old cat who must retrieve the opto-crystal. Sci-Fi thrills can be found in **F.R.I.C.T.I.O.N.** from **Chris Sillitoe**, but he doesn't know what it stands for, he just says it sounds cool. About a guy in some organic body armour. **Vadim Harris** suggests **Murder 2000**, which he describes in maths as $Doom \times GTA \times 100 = Murder\ 2000$. Bizzarest game of the month comes from **Matthew Bullman** with **Queen - Best Songs**, starring the famous band touring the globe, meeting the fans and performing songs. End of level bosses like Pink Floyd will try to steal their songs! **Theme Craft** should be the next instalment of the cutesy management game according to **Ross Jermy**,

where you must run an airline and airport, building planes and flying around the world. Finally, we'll leave you with a bang, **Nick Gillham** wants to see **Sim Apocalypse**. A game where you destroy all life on other planets. How sweet.



Ⓢ **Stephen Mason's game, Attack From Mars, has the best graphics ever! Apparently.**

WELLINGPOT VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREPLAY



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.

Some fantastic work sent in by all you marseterful artists, all proudly shown in this month's Drawinz. They remind of the old days, when I was a young pup, when life was simple.

KEY

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

Originality, creativity, style, fun, and not copied straight off another magazine. **DO IT MORE!**

You might have been able to guess from my irritable ramblings in the past few issues, but I haven't been myself lately. Some kind of identity crisis, probably exacerbated by the number confused sketches I've had to sort through. But I'm back now and you better watch out!



Ⓛ You ARE fat! And if I hadn't killed Kenny, somebody else would've done it. Thanks for capturing the moment, Carl Curtis.



Ⓛ This is the same as the very first Lara. Thanks, mystery artist.



Ⓛ Adele Melish's idea for a great new game. Shame about her legs.



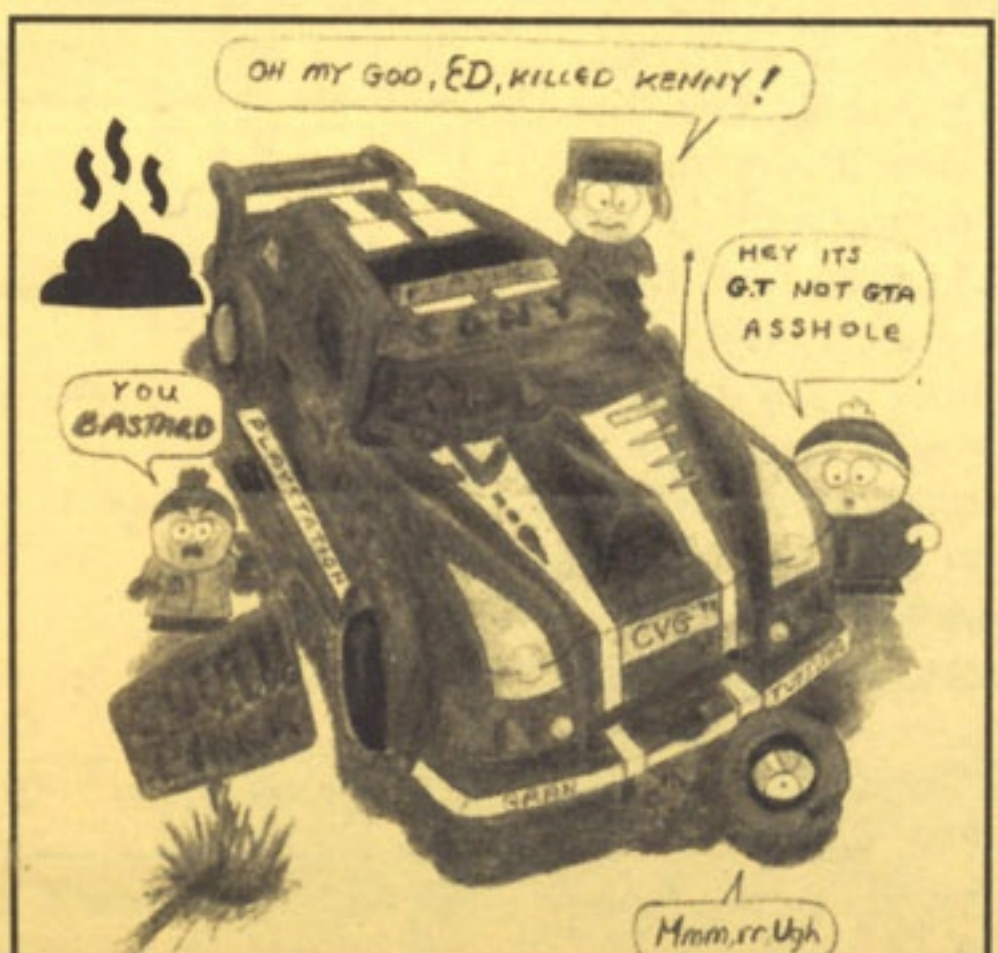
Ⓛ The month's most striking picture comes from Yuko Toda. Manga meets Res Evil. It's fab, but I'm gonna give you a turd anyway. Ha ha!



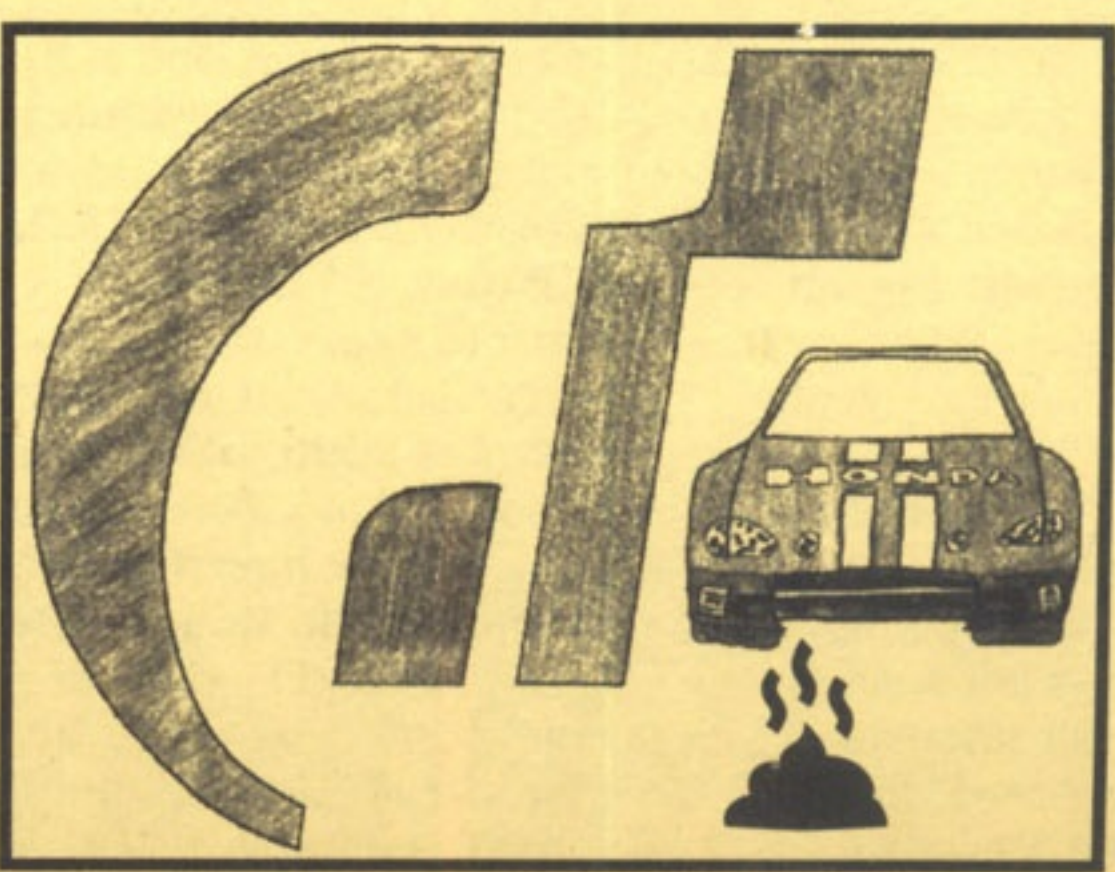
Ⓛ Shane David Layden sent us this terrific celebration of great games.



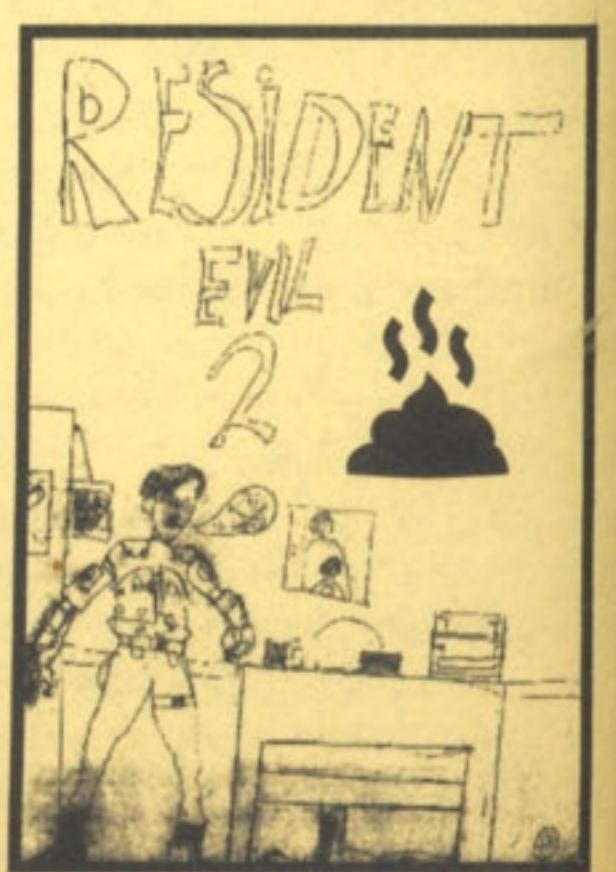
Ⓛ Jonathan Teoh's vision of Jaime Smith. Aaargh!



Ⓛ Great car, Adam Payle. Awesome.



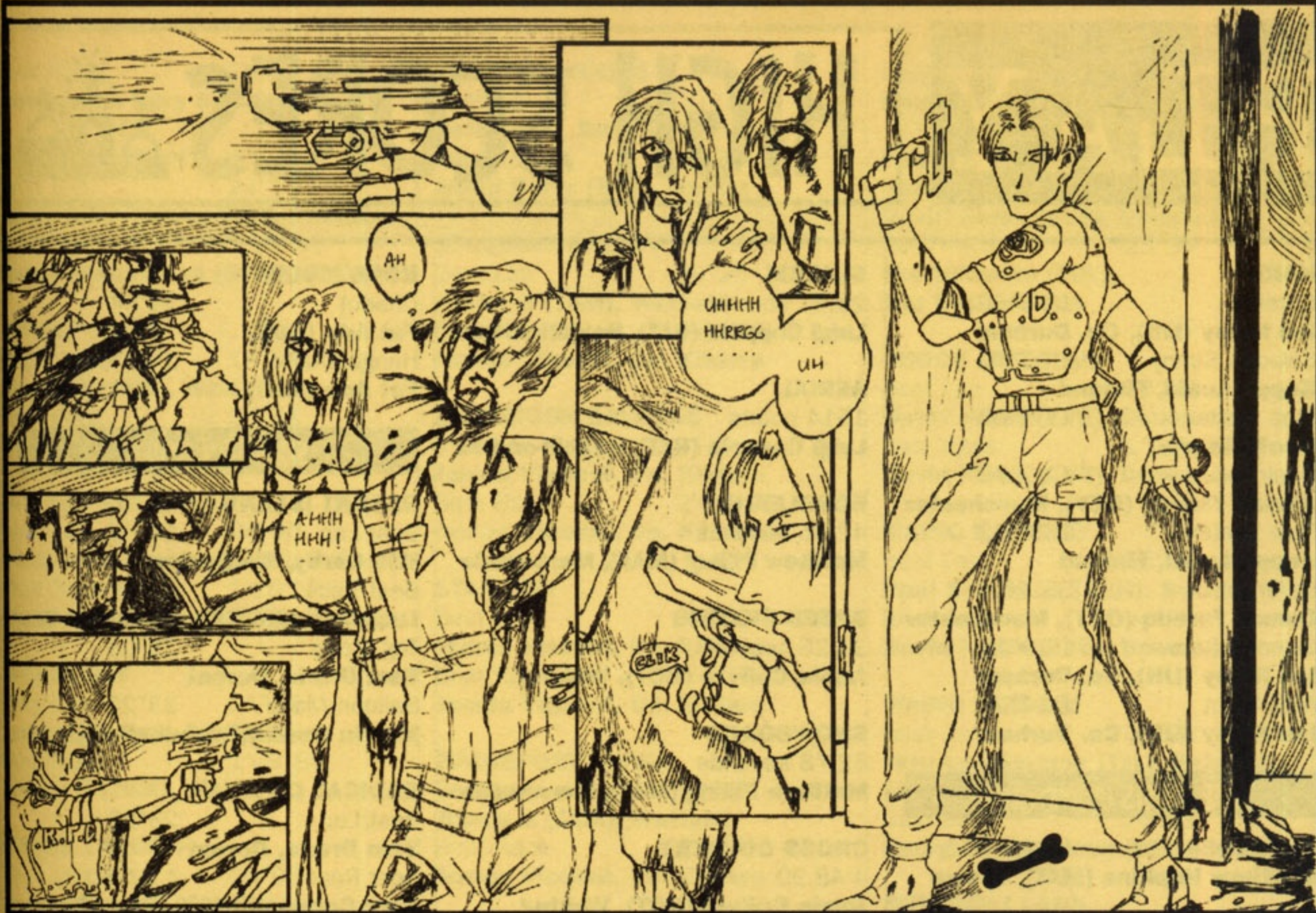
Ⓛ You're a Winner, Anthony, but this picture aint! It's too straight and like advertising.



Ⓛ Matt, how long this take you: five minutes?

drawinz
wot you dun

FREEPLAY



From Jeanne Price, who has a great career ahead of her in comics, should she want it. Top. Class.



Sigh. If only I were a virtual human being! Cheers Henry Cady.



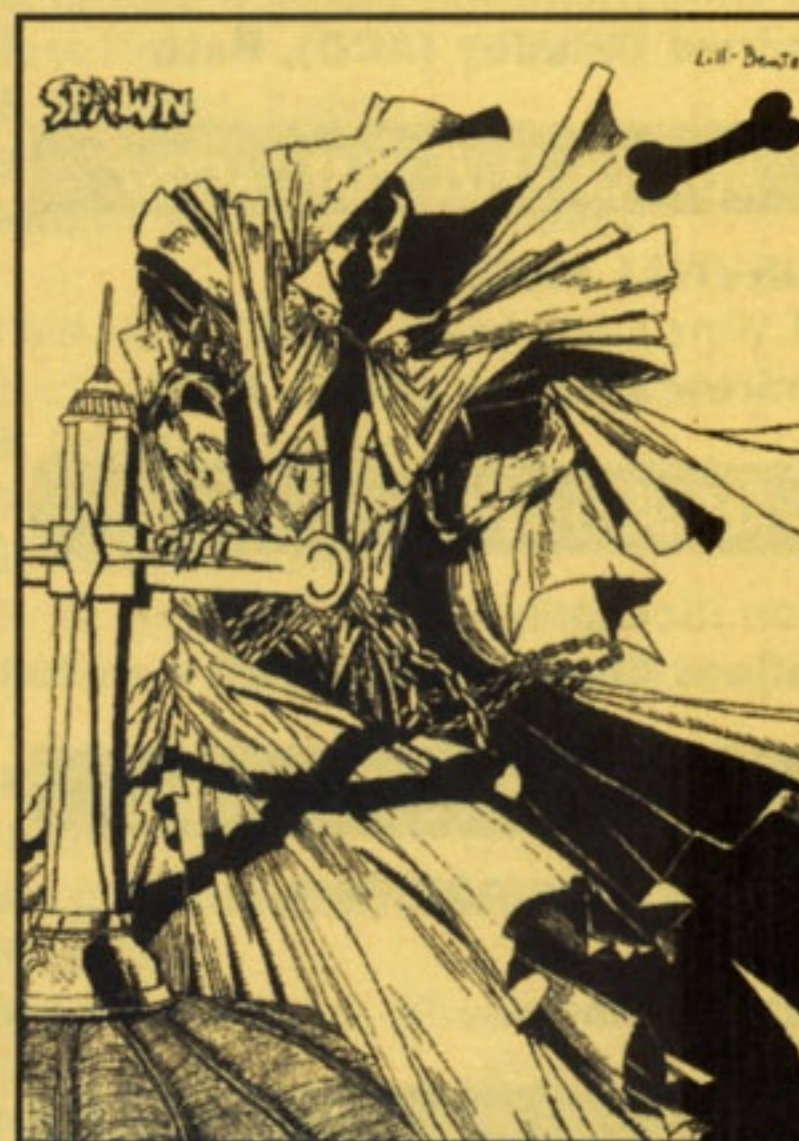
Not at all scary. No. Nice angle though, Michael Palliser.



Tekken fighters fart at each other! Thanks Chris Hyatt.



Gary Rivers, you have high standards.



Highly atmospheric. Lil Beate does a great job with Spawn.



This is awesome. Thank you, Henry McCausland.



Peter Jordan catches the CVG team, as they dress on their days off. How did you know about this, anyway. The one of Tony is very accurate. Great drawin'. I like it a lot. Thanks.



Coochy coochy who?



Excellent bit of bloodletting! Well done, David Dow.

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

FREEPLAY

HIGH SCORES



Go around boasting about your video game skills? Think you're hard, do ya? FreePlay's High Scores section is the definitive list of the greatest gamesplayers in the world. Look through the scores here and see whether you can beat any of them - if you can, tell us about it! If possible, take a photo of the screen as proof (in a dark room with the flash turned off) and send that in as well. Also include your three digit arcade tag name - you know, the name you enter if you actually manage to get a high score (normally something like "AAA"). Get to it!

HIGH SCORES, CVG,

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

TEKKEN 3 (PLAYSTATION)

TIME ATTACK

1'29"61 (Xiaoyu)
Andrew Densley (ACD), Bath

SURVIVAL MODE

36 Wins (Heihachi)
Andrew Densley (ACD), Bath

DEAD OR ALIVE (PLAYSTATION)

SURVIVAL MODE

24 Wins (Jann-Lee)
Andrew Densley (ACD), Bath

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 2.21'54
Kuljeet Chauhan, Southall

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME

1'04"4
Nury Gamboa

V-RALLY (PLAYSTATION)

EASY

Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM

Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD

Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

TIME CRISIS (PLAYSTATION)

Story mode 11'21"76
Matthew Hopkins (MAT), Crewe

TIME ATTACK

Stage 1 2'37"50
Richard Peet, Fenny Compton
Stage 2 3'27"46
Richard Peet, Fenny Compton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE

1-2A-3A-4A 8'52"26
Matthew Hopkins (MAT), Crewe
1-2A-3B-4B 9'29"93
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 9'33"70
Matthew Hopkins (MAT), Crewe
1-2B-3B-4B 8'24"36
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 8'36"83
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'12"66
Matthew Hopkins (MAT), Crewe

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:39'17
Mark McEwan, Glasgow
Game Complete (with Rocket
Launcher) 01:23'47
Mark McEwan, Glasgow

RESIDENT EVIL (SATURN)

Battle Mode, Jill
998 points, A grade
Themis Bakas (ACE), Nunhead

WINTER HEAT (SATURN)

SPEED SKIING

11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP

154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL

32.80 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING

43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON

50.83 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

SLALOM

28.47 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

AERIAL

1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH

42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING

34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD

52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY

4'48.99
Jamie Collyer (HOT), Woking

11 EVENT OVERALL

14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL

10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0

Best Time 51"44
Joe Jennings, Derby
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1

Best Time 1'08"80
Jon Pendleton (JON)
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2

Best Time 1'10"04
Jon Pendleton (JON)
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3

Best Time 1'22"00
Joe Jennings, Derby
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE

Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK

Best Time 1'22"60
Joe Jennings, Derby
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE

Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

HOUSE OF THE DEAD (SATURN)

SATURN MODE

65,742
Fat Ade (ADE)

BOSS MODE

Chariot 21'54
Fat Ade (ADE)
Hangedman 1'13"60
Fat Ade (ADE)

SONIC R (SATURN)

RESORT ISLAND

Best Lap 15"32
Will Carey, Worcester
Best Race 55"40
Luigi Coppola (BAT), Bexhill-on-Sea
Tag Mode 23"08
Sam Draris, Dorset
Balloon Mode 33"22
Martin Dooley, Woodhall Spa

RADICAL CITY

Best Lap 23"52
Sam Draris, Dorset
Best Race 1'07"80
Gary Cormack (GAZ), Stonehaven
Tag Mode 19"84
Tom Dentith (TOX)
Balloon Mode 44"30
Elliott Hind, Streatham

REGAL RUIN

Best Lap 19"53
Kamal Bhatia, Leicester
Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset
Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY

Best Lap 25"20
Luigi Coppola (BAT), Bexhill-on-Sea
Best Race 1'20"93
Kamal Bhatia, Leicester
Tag Mode 23"08
Gavin Woodworth, Cumbria
Balloon Mode 29"27
Martin Dooley, Woodhall Spa

RADIANT EMERALD

Best Lap 38"36
Kamal Bhatia, Leicester
Best Race 2'14"02
Kamal Bhatia, Leicester
Tag Mode 29"28
Gavin Woodworth, Cumbria
Balloon Mode 33"60
James Larham, Cambridgeshire

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 27 Wins
Will Carey, Worcester
7 Mins, Janet 62 Wins
Brian Lelas (B.L), Dublin
15 Mins, Janet 157 Wins
Brian Lelas (B.L), Dublin

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'17
Mark McEwan, Glasgow

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"98
Peter Veal, Bury St Edmunds

Best Race 38"10
Peter Veal, Bury St Edmunds

FOSSIL CANYON
Best Lap 24"10
Remy Kamermans (RMK), Holland
Best Race 1'13"81
Remy Kamermans (RMK), Holland

JUNGLE FALLS
Best Lap 18"50
Jimmy G (JAM), Watford
Best Race 56"31
Jimmy G (JAM), Watford

HOT TOP VOLCANO
Best Lap 24"96
Remy Kamermans (RMK), Holland
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 21"85
James Vincent, Co. Kildare
Best Race 1'08"85
Jimmy G (JAM), Watford

PIRATE LAGOON
Best Lap 25"06
James Vincent, Co. Kildare
Best Race 1'19"73
James Vincent, Co. Kildare

CRESCENT ISLAND
Best Lap 29"06
Jimmy G (JAM), Watford
Best Race 1'32"20
James Vincent, Co. Kildare

TREASURE CAVES
Best Lap 18"75
Jimmy G (JAM), Watford
Best Race 58"73
James Vincent, Co. Kildare

EVERFROST PEAK
Best Lap 34"01
James Vincent, Co. Kildare
Best Race 1'46"36
James Vincent, Co. Kildare

WALRUS COVE
Best Lap 38"75
James Vincent, Co. Kildare
Best Race 1'58"03
James Vincent, Co. Kildare

SNOWBALL VALLEY
Best Lap 20"85
James Vincent, Co. Kildare
Best Race 1'05"21
James Vincent, Co. Kildare

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 37"46
Jimmy G (JAM), Watford
Best Race 1'56"63
Chris Hinkley (CRS), Peckham

GREENWOOD VILLAGE
Best Lap 28"36
Jimmy G (JAM), Watford
Best Race 1'31"11
Jimmy G (JAM), Watford

WINDMILL PLAINS
Best Lap 41"86
James Vincent, Co. Kildare
Best Race 2'07"83
James Vincent, Co. Kildare

HAUNTED WOODS
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'03"46
Adam Berry (BEZ), Bolton

SPACEDUST ALLEY
Best Lap 39"25
Jimmy G (JAM), Watford
Best Race 2'02"73
James Vincent, Co. Kildare

DARKMOON CAVERNS
Best Lap 41"66
James Vincent, Co. Kildare
Best Race 2'08"10
James Vincent, Co. Kildare

STAR CITY
Best Lap 34"00
James Vincent, Co. Kildare
Best Race 1'47"83
James Vincent, Co. Kildare

SPACEPORT ALPHA
Best Lap 39"46
Jimmy G (JAM), Watford
Best Race 2'04"50
James Vincent, Co. Kildare

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"6
Mark McEwan, Glasgow
Level 13 180 coins
Michael Lai, Liverpool

LYLAT WARS (NINTENDO 64)

CO 275
Greg Ihnatenko (GRE), Stockport
ME 412
Greg Ihnatenko (GRE), Stockport
KA 275
Tatu Luostarinen (TJL), Finland
SX 278
Greg Ihnatenko (GRE), Stockport
MA 219
Tatu Luostarinen (TJL), Finland
AG 536
Greg Ihnatenko (GRE), Stockport
VE 237
Luke Fulcher (LCF), Gorleston
Total Score 2149
Luke Fulcher (LCF), Gorleston

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"51
The Ultimate (TUL), The Netherlands
Best Race 1'21"94
The Ultimate (TUL), Netherlands

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'16"76
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"69
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 34"04
David Hines (EYE), Doncaster
Best Race 1'49"50
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"07
David Hines (EYE), Doncaster

Best Race 1'35"20
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"48
David Hines (EYE), Doncaster
Best Race 25"34
The Ultimate (TUL), The Netherlands

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

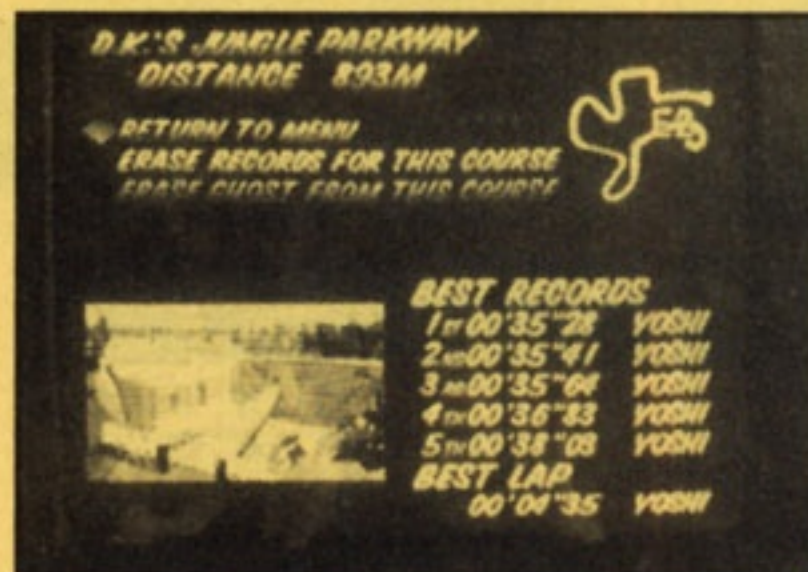
WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"28
David Hines (EYE), Doncaster
Best Race 1'41"17
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 33"04
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"60
David Hines (EYE), Doncaster

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 35"28
The Ultimate (TUL), The Netherlands



Proof of The Ultimate's score.

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"73
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"28
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'16"52
David Hines (EYE), Doncaster
Best Race 3'53"34
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22095
Matthew Hopkins (MAT), Crewe

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 22376
Matthew Hopkins (MAT), Crewe

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 29525
Matthew Hopkins (MAT), Crewe

PORT BLUE
Best Lap 0'27"908
B. Morgan, Luton
Best Race 1'27"423
B. Morgan, Luton
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 31095
Matthew Hopkins (MAT), Crewe

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 27035
Matthew Hopkins (MAT), Crewe

HOUSE OF THE DEAD (ARCADE)

70,140 (All scientists saved)
Michael John Laxton (MJL), Manchester



There, on the left! Shoot it!



ノスタルジックな懐かしさ! STREET FIGHTER EX

PLAYER'S GUIDE

Now that the latest 3D *Street Fighter* game is in most arcades around the country, we've got a preliminary moves list for you to take along. The secret time-release characters Kairi and Shadowgeist should be appearing soon, so there's the possibility of a moves update in the months to come.

© CAPCOM

KEY

| | |
|----|-------------------------|
| U | Up |
| D | Down |
| B | Backwards |
| F | Forwards |
| DB | Diagonally Down/Back |
| DF | Diagonally Down/Forward |
| UB | Diagonally Up/Back |
| UF | Diagonally Up/Forward |
| LP | Light Punch |
| MP | Medium Punch |
| HP | Hard Punch |
| LK | Light Kick |
| MK | Medium Kick |
| HK | Hard Kick |



GENERAL TECHNIQUES

GUARD BREAK

The Guard Break works in almost the same way as it did in the first *Street Fighter EX*. To do the move, just press two attack buttons of the same strength (LP+LK, MP+MK or HP+HK) and you'll perform an unblockable hit which will stun your opponent for a second. A Guard Break will cost you one level of your Super Meter.

One difference from the first *Street Fighter EX* is that you can stick a Guard Break on the end of most attacks. For example, you can hit your opponent with a close Sonic Boom then immediately follow-up with a stun hit.

EXCEL SYSTEM

To activate the new Excel System, jump and press a Punch and a Kick of different strengths (like LP+HK or MP+LK) together. You'll now be able to link almost any hit together in a similar way to *Street Fighter Alpha 2*'s Custom Combos. While you can get away with randomly bashing buttons, it's better to figure out a good combo with Special Moves and Super Combos in it.

CHARACTER MOVES LIST

RYU

| | |
|--------------------|--------------|
| Hadoken | D, DF, F + P |
| Shakunetsu Hadoken | D, DB, B + P |
| Shoryuken | F, D, DF + P |
| Hurricane Kick | D, DB, B + K |
| Senbukyaku | F + MK |

| | |
|-----------------------------|---------------------------|
| Shinkuu Hadoken | D, DF, F, D, DF, F + P |
| Shinkuu Tatsumakisenbukyaku | D, DB, B, D, DB, B + K |
| Shin-Shoryuken (Level 3) | D, DF, F, D, DF, F + 3 Ks |

CHUN LI

| | |
|-------------------|--|
| Hyakunetsukyaku | Press K Repeatedly |
| Hienshoo | D, DB, B + K |
| Spinning Air Kick | D, DF, F + K |
| Gomenne! (Taunt) | LP, LP, F, LK, HP |
| Soushouda | F + MK |
| Yousoukyaku | While in air D + MK |
| Ryuseiraku | While in the air, any direction + MP or HP |

| | |
|--------------------|------------------|
| Sennetsukyaku | D, DF, F x 2 + K |
| Kikoushou | D, DF, F x 2 + P |
| Hazantenshyaukyaku | D, DB, B x 2 + K |
| Kikoshou | D, DF, F x 2 + P |

KEN

| | |
|------------------|--|
| Hadoken | D, DF, F + P |
| Shoryuken | F, D, DF + P |
| Hurricane Kick | D, DB, B + K |
| Forward Roll | D, DB, B + P |
| Jigokukazaguruma | While in the air, any direction + MP or HP |

| | |
|----------------------|------------------|
| Shoryureppa | D, DF, F x 2 + P |
| Shinryuken | D, DF, F x 2 + K |
| Shitsufuujinraikyaku | D, DB, B x 2 + K |

GUILE

| | |
|-----------------------|--|
| Sonic Boom | Hold B, F + P |
| Somersault Kick | Hold D, U + K |
| Air Suplex | While in the air, any direction + MP or HP |
| Spinning Back Knuckle | F + HP |
| Rolling Power Kick | B or F + MK |
| Heavy Stab Kick | B or F + HK |
| Flying Buster Drop | While in the air, any direction + MP or HP |

| | |
|------------------------|-------------------------|
| Opening Gambit | Hold B, F, B, F + P |
| Double Somersault Kick | Hold DB, DF, DB, UF + K |
| Sonic Boom Typhoon | Hold B, F, B, F + P |



HAKUTO

| | |
|--------------------|--|
| Chuugekihou | D, DF, F + P |
| Shougekiha | (During Chuugekihou) F + P |
| Shinnkuugeki | (During Chuugekihou) B + P |
| Shinnkyakugeki | (During Chuugekihou) B + K |
| Gokyakukou | B, D, DB + P |
| Shinnkuugeki | D, DB, B + P |
| Shinnkyakugeki | D, DB, B + K |
| Chuuhou | F + HP |
| Gaishuu | F + HK |
| Ryusui | 360° spin + P |
| Furi | (After Shinnkuugeki or Shinnkyakugeki) D, DB, B + P or K |
| Kireneki | D, DB, B x 2 + P |
| Kyakuhougi | D, DB, B x 2 + K |
| Renshaugeki | D, DF, F x 2 + P |
| Ranbu | LP, LP, F, LK, HP |

D. DARK

| | |
|---------------------|--------------------------------------|
| Dark Wire | D, DF, F + P |
| Dark Hold | (After hitting with Dark Wire) B + P |
| Dark Spark | (After hitting with Dark Wire) P |
| Kill Blade | F, D, DF + P |
| Explosive | D, DF, F + K |
| Knife Nightmare | F + MP |
| Death Spin Kick | F + MK |
| Death Trump | D, DF, F x 2 + P |
| Dark Shackle | D, DF, F x 2 + K |
| EX-plosion | D, DB, B x 2 + K |

ZANGIEF

| | |
|----------------------------|--|
| Double Lariat | Press 3 Punches |
| Quick Double Lariat | Press 3 Kicks |
| Spinning Pile Driver | 360° spin + P |
| Russian Suplex | 360° spin + K |
| Bear Hug | While in Russian Suplex press P |
| Turn Punch | F, D, DF + P |
| Flying Body Attack | While in air D + HP |
| Final Atomic Buster | 720° spin + P |
| Super Stomping | D, DF, F + K (cancel with D, DB, B+K) |

SKULLOMANIA

| | |
|-----------------------------|--|
| Skullo Head | F, D, DF + P |
| Skullo Dive | (During Skullo Head) P |
| Skullo Crusher | D, DF, F + P |
| Skullo Slider | D, DF, F + K |
| Skullo Tkatchov | B, D, DB + K |
| Skullo Dash | F, F |
| Skullo Backflip | B, B |
| Step In Upper | F + MP |
| Dangerous Hit | F + MK |
| Skullo Suplex | While in the air, any direction + MP or HP |
| Skullo Taunt | 360° spin + P |
| Super Skullo Crusher | D, DF, F x 2 + P |
| Super Skullo Slider | D, DF, F x 2 + K |
| New Skullo Dream | LP, LP, F, LK, HP |
| Skullo Energy | D, DB, B x 2 + K |

BLANKA

| | |
|----------------------------|---|
| Electric Cresendo | Press P repeatedly |
| Rolling Attack | Hold B, F + P |
| Back Step Rolling | Hold B, F + P, then any direction and button |
| Vertical Rolling | Hold D, U + K |
| Rock Crush | F + MP |
| Amazon Rebellion | DF + HP |
| Surprise Forward | Press 3 Kicks |
| Surprise Back | B + 3 Kicks |
| Grand Rolling Sabre | Hold B, F, B, F + P (Press P to keep spinning) |
| Beast Hurricane | (While in air) D, DF, F x 2 + P |
| Jungle Beat | Hold B, F, B, F + K |



DHALSIM

| | |
|------------------------|---|
| Yoga Fire | D, DF, F + P |
| Yoga Flame | D, DB, B + P |
| Yoga Blast | D, DB, B + K |
| Yoga Catch | D, DF, F + K |
| Yoga Contact | (After Yoga Catch) Hold K, then release |
| Drill Heading | D + HP |
| Drill Kick | D + HK |
| Yoga Field | D, DF, F + K |
| Yoga Teleport | F, D, DF or B, D, DB + 3 Ks or 3 Pes |
| Yoga Taunt | While in air F, UF, U, UB, B + K |
| Yoga Inferno | D, DF, F x 2 + P |
| Yoga Drill Kick | (While in air) D, DF, F x 2 + K |
| Yoga Legend | D, DB, B x 2 + K |

VEGA

| | |
|----------------------------|---|
| Rolling Crystal Flash | Hold B, F + P |
| Flying Barcelona Attack | Hold D, U + K then P |
| Izuna Drop | Hold D, U + K then any direction + P |
| Sky High Claw | Hold D, U + P |
| Whirlwind Suplex | While in the air, any direction + MP or HP |
| Back Flip | All 3 Kicks |
| Attacking Claw | B, D, DB + P |
| Rolling Izuna Drop | Hold DB, DF, DB, UF + K then any direction + P |
| Phantom Destruction | Hold B, F, B, F + K |
| Spinning Izuna Drop | (After Phantom Destruction) B, DB, D, DF, F + P |
| Grand Crystal Flash | Hold B, F, B, F + P |
| Sky High Claw | (During Ground Crystal Flash) Hold U or UF + P, then release |
| Izuna Drop | (During Ground Crystal Flash) Hold U or UF + K, then release |
| Sky High Illusion | Hold DB, DF, DB, UF + K |

CRACKER JACK

| | |
|----------------------------|--|
| Dash Straight | Hold B, F + P |
| Dash Upper | Hold B, F + K |
| Final Punch | Hold 3 Punches or Kicks then release |
| Batting Hero | D, DF, F + P |
| Soccer Ball Kick | D, DF, F + K |
| Angry Fist | F + MP |
| Homerun Hero | D, DB, B x 2 + P |
| Crazy Jack | Hold B, F, B, F + P (then P or K) |
| Raging Buffalo | Hold B, F, B, F + K |
| Ground Slam Crasher | D, DB, B x 2 + K |

SHARON

| | |
|---------------------------|--|
| Halfmoon Kiss | D, DB, B + K |
| Prism Scissors | While in Halfmoon Kiss any direction + K |
| Gale Hammer Punch | D, DF, F + P (Then press F + P or K for more hits) |
| Bermuda Symphony | D, DF, F x 2 + K |
| Step Combo Punch | F + MP |
| Crush Punch | F + HP |
| Step Combo Kick | F + MK |
| Sliding Sweeper | DF + HK |
| Crimson Terror | 360° spin + P |
| Flying Double Knuckle | While in the air, any direction + MP or HP |
| Sharon Special | D, DF, F x 2 + K |
| Hammer Head Rush | D, DF, F x 2 + P |
| Shadow Combination | D, DB, B x 2 + P |

HAYATE

| | |
|-------------------------------|--|
| Sickle Draw | D, DF, F + P |
| Rushing Blade | D, DF, F + K (Then D, DF, F + P for more hits) |
| Spinning Slice | F, D, DF + P |
| White Blade Spinner | B, D, DB + P |
| Magical Throw | While in the air, any direction + MP or HP |
| Super Sickle Draw | D, DF, F x 2 + P |
| Rising Lightning Slice | D, DF, F x 2 + K |
| Extreme Burning Sun | (While in air) D, DB, B x 2 + P |

FREEPLAY

RED-HOT RUMOURS

● Sony are quietly planning a fight-back against Sega. The company have distributed "PlayStation 2" development kits to games-makers, and they're creating games to rival anything on Sega's Dreamcast.

● Konami are working on two games for Dreamcast, at least one of which could be a Japanese launch game. It's likely that Konami will be revisiting their classic *Castlevania* series on Dreamcast, and hopefully *Contra* as well.

● Meanwhile, four top-class football games are also in development for Dreamcast. CVG has seen screenshots of one of them – and it looks AWESOME!

● *Killer Instinct 3* should be revealed in the next few months. Not much is known about it, but expect old characters to return with a few of their relatives as selectable fighters.

● Capcom are working on both

Resident Evil 3 and *4* at the same time. *Resident Evil 3* is likely to be a PlayStation game similar to the first two, rounding off the story in Europe as hinted previously. *Resident Evil 4* is being done exclusively for Dreamcast, and will be quite different from the first two games in that it should be fully 3D.

● Sega have got *Virtua Fighter 3* running on both the Saturn and Dreamcast, but as yet haven't decided which version to release.

We think it's almost certain that an enhanced version of the arcade game will be available for the Dreamcast's launch, but a Saturn version before then would be nice...

● GT Interactive are supposedly selling the rights to a *Quake* movie to Warner Brothers. Apparently a script has already been written, and work on the movie will start soon. It's said that it could be entirely computer-generated, like a gory version of *Toy Story*.

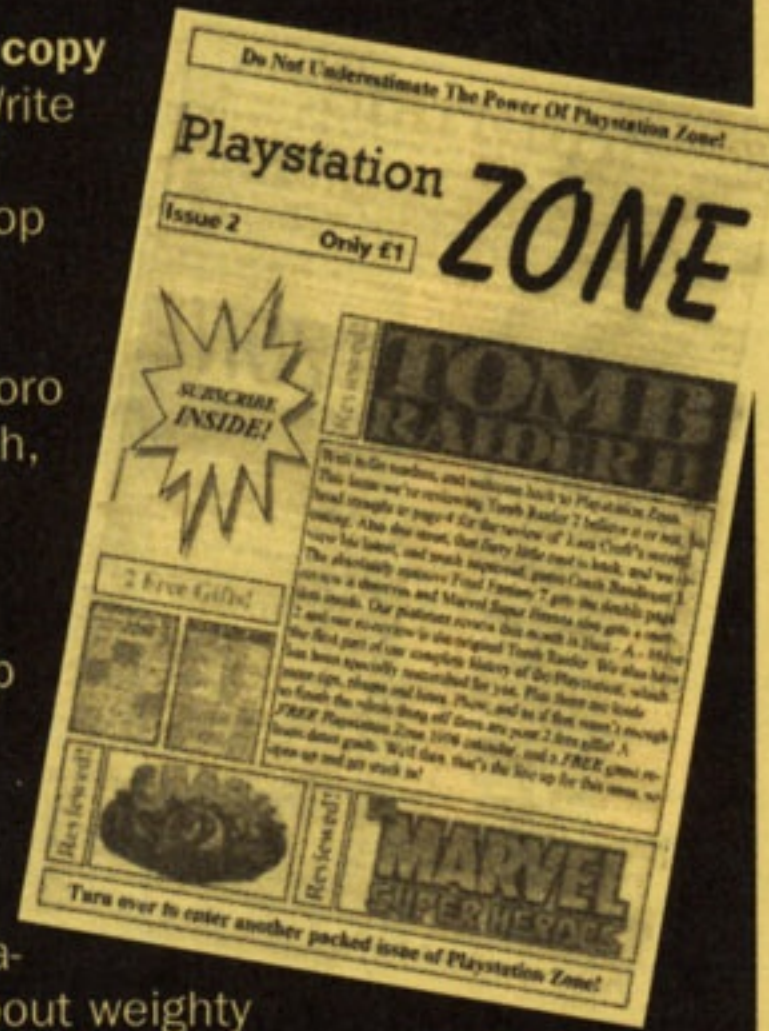
RUMOURS/FANZINES

FREEPLAY

FANZINES

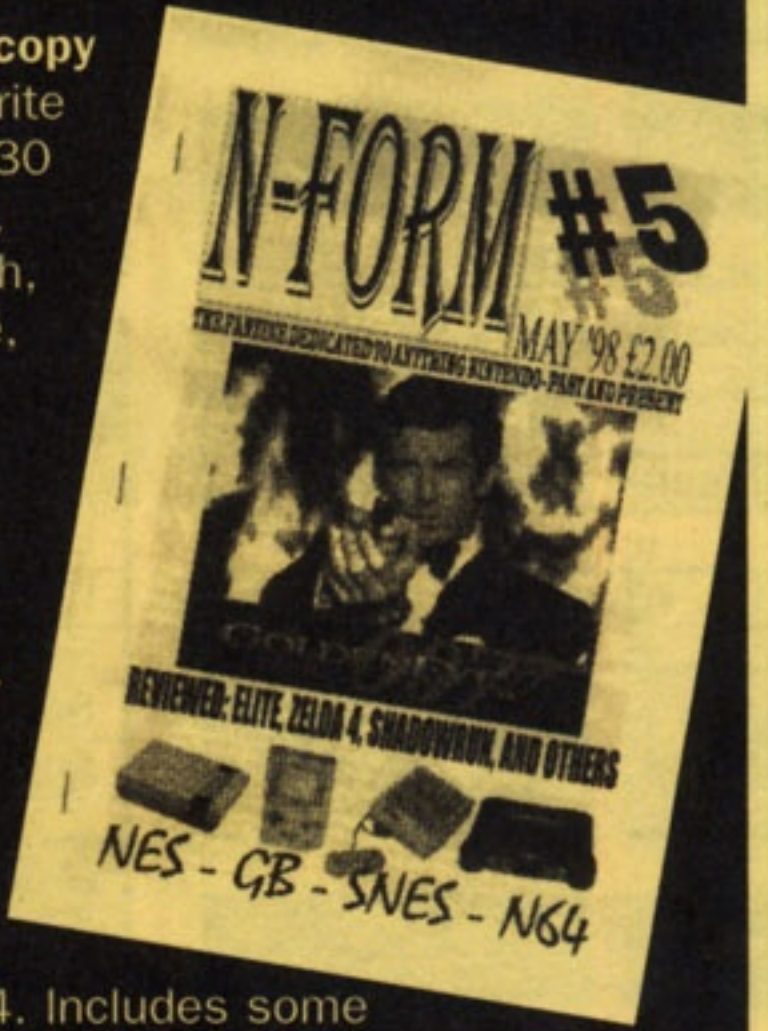
PlayStation Zone

Price: £1 per copy
Availability: Write to PlayStation Zone, Workshop Studios, Millsborough House, Millsboro Road, Redditch, Worcs, B98 7BU.
Content: Reviews of top PlayStation games, with tips and cheats. It also has a feature or two about weighty issues, and plenty of reader interaction. Wins brownie points for including a PlayStation games release schedule.



N-Form

Price: £2 per copy
Availability: Write to James Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND.
Content: Something for die-hard Nintendo fans, with lots of info about anything to do with NES, Game Boy, SNES and N64. Includes some tips and cheats, as well as a reasonably extensive player's guide.



The ZX Files

Price: £1 per copy (usually!)
Availability: Write to The ZX Files, 8 Beechwood Rise, Wetherby, West Yorks., LS22 7QT.
Content: Excellent example of how to do a fanzine – packed full of info on subjects ranging from the conventional to the quirky. This particular issue featured an interview with Clive Sinclair, a bit about *South Park* and the mag's own cartoon strip. Special issues cost more.



Retro Classix

Price: £25 for 12 issues
Availability: Write to Retro Classix, G. Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB.
Content: As the name makes absolutely obvious, this is one for retro-freaks. The ZX81, Atari, Lynx, Amiga and many other weird and wonderful worlds explored in depth. Also includes tips for people who actually play on these things.



Gameplay 2000

Price: £2.50 per copy
Availability: Write to Gameplay 2000, 55 Moor Lane, Woodford, Stockport, Cheshire, SK7 1PW.
Content: Most of this is handwritten or lifted straight from the internet. A lot of effort obviously goes into it, but asking £2.50 for a few bits of paper and a paper clip is a bit much. Created by 10-year-old Chris Mole, for other 10-year-olds.



Fun With Joysticks

Price: 50p per copy
Availability: Write to Fun With Joysticks, 54 Timberland, Bottesford, Scunthorpe, North Lincs., DN16 3SL.
Content: Interminably long essays written by the DREDGE crowd for a similar kind of reader. The fanzine's title sums it all up – Lara Croft features heavily and there's lots of intellectual masturbation throughout. But at least it's cheap.



Diablo

Price: £1.50 per copy
Availability: Write to 54 Laburnum Road, Strood, Kent, ME2 2JZ. Or Tel: 01634 318 094. Fax: 01634 263 504.
Content: Starts off cool and continues in the same vein. Includes thinkpieces with reviews and previews. The issue we looked at also had a *Resident Evil 2* walk-through. It's also multi-format... suspiciously similar to CVG!



FREEPLAY

FREEPLAY FAN



What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Turn to the back page of FreePlay for the address, and make sure you put 'FreePlay Fan' at the top.



Dear FreePlay Fan,

I'm writing in support of the greatest developer and machine of all time:

Sega and the Saturn!

Throughout my 12 years of being an avid video gamer, I'd dreamed of the games that were on Saturn: *Panzer Dragoon* and its sequels, *Quake*, *NiGHTS*, *Marvel Super Heroes*, *Grandia*, *Daytona*, *Rally*... the list goes on! The Saturn has an excellent selection of titles, both arcade conversions and home games. The best video games are arcade games, the best arcade games are made by Sega, and are then converted to the Saturn. But what went wrong? How could the PlayStation have outsold the Saturn, especially when you consider Sega's Christmas '95 line-up of *Sega Rally*, *VF2* and *Virtua Cop*? By rights, the Saturn should have pounded the PlayStation into the ground, especially when you consider the constant stream of excellent titles for the system such as *NiGHTS*. It astounds me when, in arcades, you see people playing myriads of games by Capcom and Sega which have all been excellently converted to Saturn, and then they go away saying how much they wish these games were available on their PlayStation! The stupidity of the general public astounds me. You shouldn't buy a system just because it improves your image...

[We cut it here to protect the public from suicide. The letter continues to degenerate into a boring ramble over six more sides of paper about how great the Saturn is].

Yours, Simon Jordan



Dear CVG,

I am writing to celebrate the greatness that is Capcom. From the moment that this company was born, it has strived to bring us great game after great game. *Street Fighter* was the foundation for all the beat-'em-ups which are top of the league now, the *Tekkens*, the *Virtua Fighters* and especially the SNK coin-ops have tried to imitate the Capcom fighting engine, many think they have bettered it with *King Of Fighters 95* and *96* but in my eyes they haven't. Capcom don't only make beat-'em-ups, with much talent and variety they have made *Resident Evil* (one of the greatest games on the PlayStation) and have cracked it further with its INCREDIBLE sequel *Resident Evil 2*.

With the help of your great magazine I was able to slobber over this fantastic game which is definitely top of my gaming list. So, Capcom, here's hoping that your great

games and variety combined with CVG can strive on to be game champions into the next century.

Shaun Wilson, London



To CVG,

I have been getting your truly awesome mag as much as I can. As soon

as I get my hands on it I always look at FreePlay because it's the best bit (maybe). I just have to say that *Resident Evil* is one of the best games in the world. It combines adventure, horror and gore all at the same time. I love the way you just walk into a room and you see some zombies who slowly turn around and lurch towards you, groaning and exploding in showers of blood as you blow them to bits with your Colt Python. Brilliant! Even those really annoying door opening bits scare me silly and when those monsters on the ceiling in the engine room are chasing you, you just scream... Aiiiiieeee!!!! Ahem.

Anyway I have the *Director's Cut* which doesn't have the cut bits of film in it, but it has three modes of play (I always do advanced because the Beretta explodes zombies heads) and an exclusive demo of *Resident Evil 2!* Damn it's good. There is one thing that would be so cool and that would be multi-player *Resident Evil*. It would be a link-up between players, and you would each start off in different locations in the house (with all the keys). So if you have a Sega Saturn or PlayStation, get *Resident Evil!*

[What about if you've got a PC?]

Also I would like to say that zombies are the best things since sliced bread. Every game should have zombies in it. It should also contain tons of blood, guns and explosions. This is why my other favourite games are: *Carnageddon*, *House of the Dead* and *Area 51*. Thank you very much.

**Adam Insam
(Zombie Eater)**



Dear FreePlay Fan,

I read the letter in issue #195 from Rob-the-box-Whittlow with interest.

After noting his points about how polygon games automatically are proving superior to sprites, a thought ran through my mind: "Sad, shallow and stupid man". He obviously has no idea what makes a game good. He claims that games need more than just polygons, "ie sound". Not a mention of gameplay there. By his reckoning, every game not on a next-generation machine or a PC is crap. What a fool. The failure of the Lynx wasn't due to its

lack of polygons but its complete lack of good games. The Game Boy and Game Gear couldn't "do" polygons either, yet the Game Boy is still incredibly popular even now.

I like polygon games too, things like *Final Fantasy VII*, *Resident Evil* and *Rage Racer* blew me away, but I also love things like *Marvel Super Heroes* and virtually all the other Square/Nintendo RPGs. The last game I got was *Red Alert* (sprites) and next I will be going after either *Tomb Raider 2* or *GTA*. Oh yeah, and Rob-the-box closes by saying that sprites are flat and Animé games are round. One: That is stating the obvious, and two: Animé is Japanese cartoon style - and that's flat. Thank you for taking the time to read this letter.

Yours, Adam Shaw.



Dear CVG,

People who have bought the top game *C&C Red Alert* may have noticed

that in the instruction book, there are small dots at the bottom of every page. This is in fact MORSE CODE!!!

My mate Mike and myself took a lot of time to decode it, so here goes:

Page Message

1. MESSAGE COM ALLIED HAS
2. DECODE CRYPTO NORMAL
3. RED EAGLE PASSES HAWK
4. RED ALERT RED ALERT
5. SOVIET FORCES SECT SEVEN
6. BUILDING RUNWAYS
7. ASSAULT UNITS
8. DISPATCH A.S.A.P.
9. MESSAGE COM HQS SEVEN
10. DECODE CRYPTO
11. VULTURE SNACKS
12. ALLIES LOSE VERDUN
13. FORCES DESTROYED
14. DISPATCH TROOPS A.S.A.P.
15. RETRIEVE TANYA
16. CRITICAL MOVEMENTS
17. SPOTTED NWS AHXA
18. NUCLEAR WARHEADS
19. DESTINED WASHINGTON
20. DELAYED STRIKE AXZULD
21. ADVISE ETA
22. DETAILED CINPA COM
23. PRIORITY INCOME
24. INVESTIGATE SUDDEN
25. DEATHS FOURTEEN ALLIES
26. TOXIC TESTS SHOW
27. LOMIC ACID LEVELS
28. TO CINPA COM
29. PRIORITY SEVEN BUT GO
30. LOMIC ACID COMPLAINT
31. ACCURATE
32. ALSO FIND CRUSHED
33. VERTEBRATE AND SLASHES
34. ON HEAD AND LACE
35. TWO THOUSAND HEADLESS
36. NO BLEEDING RESPOND

37. ROGER THAT WHAT IS IT?
38. SAY AGAIN LOMIC ACID
39. ROGER THAT WHAT IS IT?
40. ACID ANTS DSE
41. FOR WHAT PURPOSE?
42. KILLING NEUTRALIZING
43. DESCRIBE SLASHMARKS
44. LIKE BIG KNIVES
45. CHECKING TWELVE INCHES
46. MARKS ON HEADLESS
47. No Morse Code on this page
48. DO YOU HEAR HUMMING?

Some of the letters may be wrong, but you can make out what it says. It talks about acid ants - could this mean that they are in the game like the PC version?

James Evans

PS. Ed is weird.

CVG: How can someone who just decoded a load of pointless Morse Code from a game instruction book say that Ed's weird?



Dear CVG,

I'm here to say that I think *Final Fantasy VII* is the best game ever! I

don't think *Zelda 64* is going to compete with this gemstone of video gaming. It's an experience too and I haven't played many RPGs, but I must say this is the only one anybody will ever need.

Anyone who has ever had a chance to play this will know why I've rated this No.1 game of all time in my books!

The graphics - the best I've ever seen on any console game, especially those incredible cut scenes! The sound and music suit every aspect of the game. The gameplay - totally new and it's hooked me for weeks!

What I'm really excited about is that I'm on Disc 3 (I got an American version of the game months ago!), yes that's right, today... **[this letter came absolutely ages ago, by the way]**... I'm on the final disc of the best game ever. And with absolutely no help from tips or guides.

Yep, I think this should be game of the year and century, and I hope it's not overshadowed by the "more considered cooler to buy" *Tomb Raider 2*.

I want all PlayStation owners to experience this supreme game, all PS owners who do not buy this are bums! All who criticise this game should be banned from the gaming society.

Square and Sony should be proud to have made this "Game of Supreme Perfection" and all who made this possible should get a bonus in their salaries because they deserve it.

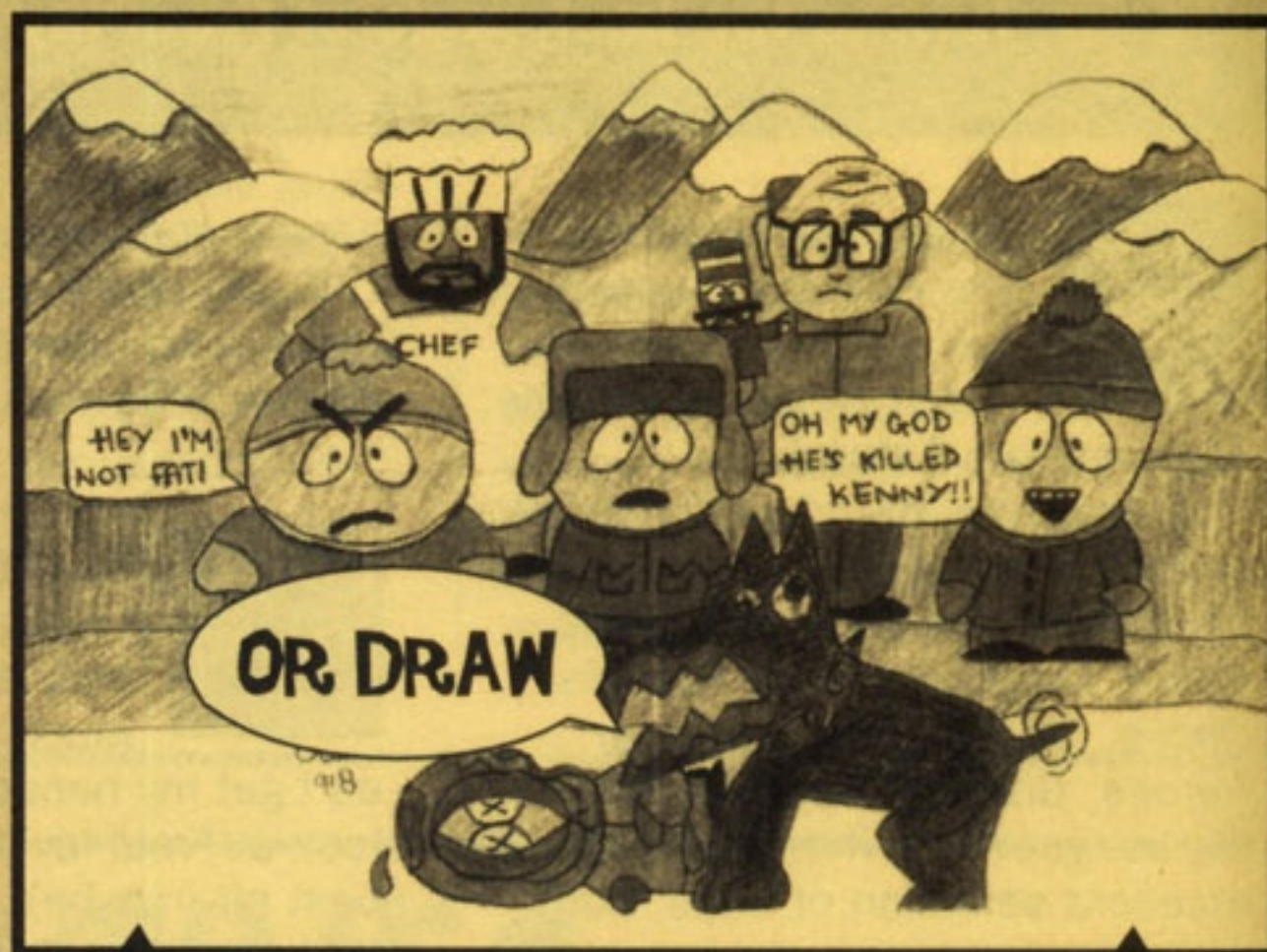
Tonathan Teoh

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE RUTHLESS KILLING MACHINE, ALTERNATIVELY KNOWN AS HUNTER THE DOG, WILL HAVE TO PAY YOU A VISIT.

FREEPLAY

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



This is an important announcement to explain our revolutionary system for contributions to FreePlay: all contributions should have appropriate section names written on the envelope. So, if your letter is for High Scores, then you should have 'High Scores' written on your envelope, your tips should be in an envelope marked 'Tips', and so on. It's all a bit complicated, so we've formed a hit squad to visit schools in areas where there are high numbers of flids who need sorting out.

ED'S TIPS

Blessed are they that can tell the difference between tips in an ordinary games mag and tips in the Holy Yellow Mag, for they can never be fooled by false gods and their fallacies. Waste not thine own precious time on earth with lesser tipsters, and be at one with the divine power of the gods of gaming - every month in FreePlay. Amen.

HIGH SCORES

Tell us your best scores on your fave games and we'll advertise it to the world. You get to feel good about it for a while but, more importantly, you get to see it demolished by someone else almost immediately thereafter. But there's no point being a legend in your own living room is there?

DRAWINZ

Famous artists always try and get their work featured here, and we always give them a fair chance. But, judged against the work of the hardcore FreePlay artistic community, they fail to make the grade every time.

MOST WANTED

Tell us five things you want to see in our mag and we'll show them to you. Make sure all five things are related to games rather than sex - we're not that kind of mag. If you want that type of thing, read some Playstation mag. Ours is a games mag, and we don't need cheap visual sex gags to get readers salivating... not that there's anything wrong with salivating readers - or cheap visual sex gags.

BEST/WORST

Tell us what you like, what you really really like! Some suggestions to help you fill in this bit... Best Coming Soon - Tekken (what else could it be?); Best Review - Spice World (NOT!); Fave Team Member - Hunter; Best Designed Pages - the ones with the most screenshots. You can use a separate sheet of paper if you want.

MELTING POT

Reach a transcendental state of gaming ecstasy by seeing your game idea printed in Melting Pot, where like-minded individuals will pay big money to make your dream a reality.

FREEPLAY FAN

It's the only bit of the mag where readers lose all sense of balance and perspective and start saying things like "the Saturn is the fastest, most popular console in history". But, hey, we all go crazy sometimes.

YOUR CHANCE TO WRITE FOR CVG!

FREEPLAY



CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

- 1 BEST/WORST COMING SOON
- 2 BEST/WORST REVIEW
- 3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMEBER
- 4 BEST/WORST DRAWIN'
- 5 BEST/WORST DESIGNED PAGES
- 6 BEST/WORST COVER
- 7 SUGGEST A CATEGORY
- 8 SUGGEST A CATEGORY

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5



AGAINST PIRACY



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