

FREEPLAY

Issue 12

FINAL FANTASY VII TO BE CENSORED!



stop press

With the UK version of Squaresoft's videogame sensation currently scheduled for release before Christmas, word has it that Sony may censor the game for the western market!

Certain 'adult' themes have already been cited as possible candidates for alteration. Namely – a brothel scene, cross-dressing, public urination and sex. Sony Computer Entertainment America, who are working closely with Square on the English text version, has yet to make any decision on the matter of censorship, and have stated they are keen to keep the integrity of the work intact. However, with such a massive title, the prospect of limiting the game to a teen rating in the US must be an important factor.

All this speculation has caused outrage among *Final Fantasy* fans on the internet. So much so that a petition has been raised against it. We were particularly moved by the article by Andrew Vestal and have decided to print it in

full. Freeplay Fan contributors take note – this kind of enthusiasm is what we expect!

SAVE FINAL FANTASY VII! PETITION BELOW!

Final Fantasy is a sacred series. Its stories are among the greatest ever told. To find these worlds, characters, and lives in a video game is completely unheard of. *Final Fantasy* games have been tampered with before. Our version of *Final Fantasy II* is missing several items, locations, and abilities. The game was made easier, and 'offensive' items such as a 'stripping' dancer (she was really wearing a bathing suit), and a humorous dirty magazine were removed – because of Americans' "greater sensibilities." The greatest games ever made, altered because someone thought Americans couldn't handle the "shock". I believe Americans can handle the "shock" of *Final Fantasy VII*'s world. Midgar is not a pretty place. It is an ugly desolate slum. Sugar coating it to "protect" the

player is insulting.

Final Fantasy VII is more than the greatest video game ever created. It is a work of art. When gore-fests such as *Mortal Kombat* and *Killer Instinct* are permitted to plague the gaming world, a true masterpiece should be left alone. If Sony "wants to keep the integrity of the work intact", there is a simple solution – do not tamper with what should be left untouched. Translate the language. Change nothing more.

Make your voice heard.

September 7th is still several months away. SCEA has yet to make a decision. If the public make themselves heard, they will listen.

THERE IS STILL TIME TO KEEP FINAL FANTASY VII FROM BEING ALTERED IN TRANSLATION. BUT ACT NOW!

TOMORROW COULD BE TOO LATE.

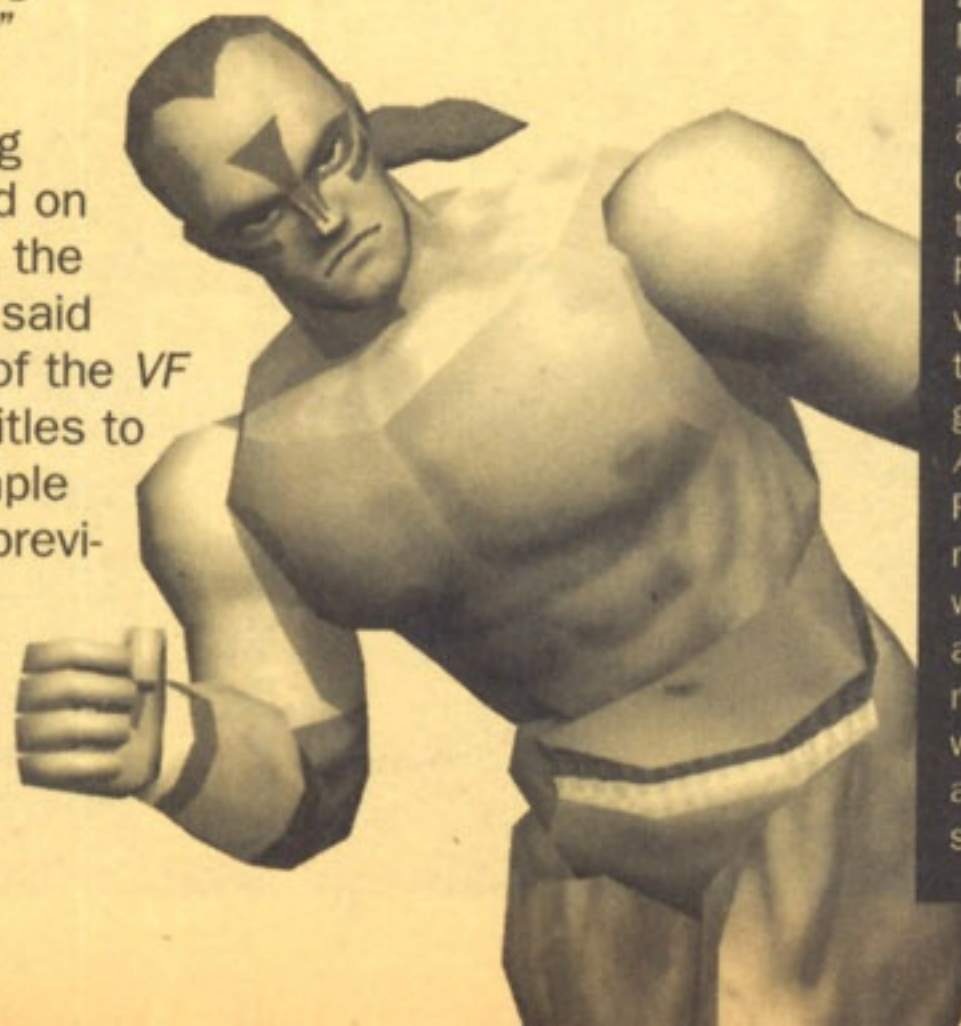
You can find Andrew Vestal's *Final Fantasy VII* Translation Petition at www.zerograv.com

VIRTUA FIGHTER ON PLAYSTATION? RUMOUR DENIED!

Following the recent announcement of Sega and Bandai's merger, Bandai's president – who will also be president of the new SegaBandai – made a shocking statement in the February 6th edition of Japanese newspaper 'Mainichi Shinbun' about major policy changes within the new company's structure.

He stated they had "obtained a license to bring *Virtua Fighter* to the PlayStation. And if Nintendo gives the okay, we'll put it on N64 aswell."

This news has naturally caused all kind of gossip among the worldwide gaming press and on the internet. However, following the statement, a Sega spokesman said there are no plans to port any of the *VF* series or any Saturn-exclusive titles to PlayStation. It seems this example was used to demonstrate that previous PlayStation games could now come to Saturn, and vice versa. The possibility is there, but there are no plans.



RED HOT RUMOUR DEPARTMENT!

The latest word in the gaming industry. Is it true or a load of cobbles? Remember you read it here first.

- Psygnosis to make N64 games – *WipEout 64* first? • A new console coming from NEC – ex-staff from Sega and Nintendo are to be involved. • *Go Go Troublemakers* from Treasure will appearing on Saturn as well as Nintendo 64. • The Saturn *Virtua Fighter 3* upgrade cartridge is based on Lockheed-Martin hardware, and *VF3* is said to be looking good already – the cartridge can handle nearly 1,000,000 polygons per second and is almost as powerful as Sega's Model 3 hardware. • *Scud Race* and *Tomb Raider 2* are the next two games for the Saturn upgrade – development kits are already in the hands of the programmers. • *Tekken 3* on PlayStation will work with a PC and PlayStation connected to each other, rather than using an upgrade – the PlayStation handles the front end and some game code, while the PC stores other information and backup details on the hard drive. • Current hot property Lobotomy are programming Saturn *Quake*. • Namco's first N64 game is to be *Ace Driver 2*. • *Turok Dinosaur Hunter* to be released on PlayStation, Saturn and PC. More likely than not, it'll be a new game using the *Turok* comic book licence. • *Zelda 64* will be on cartridge after all, as 64DD has been delayed again. • A new version of the *QuakeWorld* code is to be released with improved features. • AM2's *Drivers Megamix* will be out within the next few months. • *Star Gladiator 2* and *Vampire Hunter 3* to be put on test in selected arcades soon. • *Street Fighter 3* to be a Saturn exclusive?

READERS MOST WANTED CHART

Ah, we can but dream. And from the look of it, you have the same boring dream every month.

Rank	Game	Platform
1	NINTENDO 64	UK CONSOLE
2	VIRTUA FIGHTER 3	SATURN
3	FIGHTERS MEGAMIX	SATURN
4	NIGHTS 2	SATURN
5	SUPER MARIO 64	NINTENDO 64
6	TEKKEN 3	ARCADE
7	MARIO KART 64	NINTENDO 64
8	ZELDA 64	NINTENDO 64
9	RAGE RACER	PLAYSTATION
10	SATURN NETLINK	SATURN

Among the many pathetic suggestions that didn't make the Top Ten, there's *Final Fantasy 64*, *Wario 64*, *Simpsons 64*, *Killer Instinct* on PlayStation, *Virtua Fighter* on PlayStation (maybel), PlayStation upgrade (maybel), *Chase the Chuckwagon* (?), a job at Electronic Arts, more Chicken Pot Pie, Noel Gallagher as Prime Minister (grief), CVG to be weekly (again) and to beat Ed Lomas at *Quake* (it ain't that hard). Keep sending in your Top Three, otherwise we just chuck your mail away!

Contents

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10	Soul Edge combo guide
14	Classifieds
15	High Scores
16	Write For Freeplay

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	COOL BOARDERS	PLAYSTATION	SONY
2	3	DESTRUCTION DERBY 2	PLAYSTATION	PSYGNOSIS
3	4	C&C: RED ALERT	PC CD-ROM	VIRGIN
4	2	TOMB RAIDER	PC CD-ROM	EIDOS
5	10	TOMB RAIDER	PLAYSTATION	EIDOS
6	8	VICTORY BOXING	PLAYSTATION	VIRGIN
7	7	SIMPSONS CARTOON STUDIO	PC CD-ROM	E.A.
8	9	CHAMP.MAN.2: DOUBLE PACK	PC CD-ROM	EIDOS
9	15	DIE HARD TRILOGY	PLAYSTATION	E.A.
10	6	SOVIET STRIKE	PLAYSTATION	E.A.
11	5	DIABLO	PC CD-ROM	ZABLAC
12	12	JET RIDER	PLAYSTATION	SONY
13	13	DARK FORCES	PC CD-ROM	WHITE LABEL
14	18	FIFA 97	PLAYSTATION	E.A.
15	11	FLYING CORP	PC CD-ROM	EMPIRE
16	16	MONKEY ISLAND 1&2	PC CD-ROM	WHITE LABEL
17	RE	TEKKEN 2	PLAYSTATION	NAMCO
18	17	NBA LIVE 97	PC CD-ROM	E.A.
19	NE	SONIC 3D	SATURN	SEGA
20	RE	WORMS UNITED	PC CD-ROM	OCEAN

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	VIRTUA COP 2	SEGA
2	DARK SAVIOUR	SEGA
3	SOVIET STRIKE	E.A.
4	VIRTUAL ON	SEGA
5	SEGA AGES	SEGA

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	DAYTONA CCE (JAPANESE)	SEGA
3	ENEMY ZERO	WARP
4	DIGITAL DANCE MIX	SEGA
5	CYBERBOTS	CAPCOM

PLAYSTATION U.K. TOP 5

1	RAGE RACER	NAMCO
2	SOUL BLADE	NAMCO
3	DESTRUCTION DERBY 2	PSYGNOSIS
4	NBA IN THE ZONE 2	KONAMI
5	LEGACY OF KAIN	BMG

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VII	SQUARESOFT
2	PARRAPA THE RAPPER	SONY
3	RAY STORM	TAITO
4	PUYO PUYO	BANPRESTO
5	PRINCESS MAKER	SCS

PC TOP 5

1	QUAKEWORLD	GT/INTERNET
2	C&C: RED ALERT	VIRGIN
3	MONKEY ISLAND 1&2	WHITE LABEL
4	CIV 2: SCENARIOS	MICROPROSE
5	SIMPSONS CS	E.A.

NINTENDO 64 TOP 5

1	SHADOWS OF THE EMPIRE	LUCASARTS
2	MARIO 64	NINTENDO
3	MARIO KART 64	NINTENDO
4	WAVERACE	NINTENDO
5	PILOT WINGS	NINTENDO

MEGA DRIVE TOP 3

1	TOY STORY	SEGA
2	ULTIMATE MK3	WILLIAMS
3	SONIC 3D	SEGA

SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	DONKEY KONG COUNTRY 3	THE
3	LEGEND OF ZELDA	THE

ARCADE TOP 5

1	STREET FIGHTER 3	CAPCOM
2	GTI CLUB RALLY	KONAMI
3	STREET FIGHTER EX	CAPCOM
4	TEKKEN 3	
	(60% FINISHED VERSION)	NAMCO
5	DEAD OR ALIVE	TECMO

JAPANESE MULTI-FORMAT SALES TOP 10

RANK	TITLE	FORMAT
1	FINAL FANTASY VII	PLAYSTATION
2	EVE BURST TERROR	SATURN
3	GAME BOY GALLERY	GAME BOY
4	INTELLIGENT CUBE	PLAYSTATION
5	PRINCESS MAKER	PLAYSTATION
6	DRIFT MASTER	PLAYSTATION
7	POCKET MONSTER	GAME BOY
8	PARAPPA THE RAPPER	PLAYSTATION
9	PUYO PUYO	PLAYSTATION
10	FIGHTING ILLUSION K-1 G.P	SATURN

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

RANK	TITLE	FORMAT
1	MARIO KART 64	NINTENDO 64
2	QUAKEWORLD	PC
3	STREET FIGHTER EX	ARCADE
4	GTI CLUB RALLY (4 PLAYER BOMB MODE)	ARCADE
5	J-LEAGUE PERFECT STRIKER	NINTENDO 64



AMERICAN MULTI-FORMAT SALES TOP 10

RANK	TITLE	FORMAT
1	TOMB RAIDER	PLAYSTATION
2	SUIKODEN	PLAYSTATION
3	NBA LIVE 97	PLAYSTATION
4	TEKKEN 2	PLAYSTATION
5	DONKEY KONG COUNTRY 3	SNES
6	TWISTED METAL 2	PLAYSTATION
7	JOHN MADDEN 97	PLAYSTATION
8	NFL GAME DAY	PLAYSTATION
9	MORTAL KOMBAT TRILOGY	NINTENDO 64
10	REBEL ASSAULT 2	PLAYSTATION

CVG'S 10 FAVOURITE TV SHOWS (INCLUDING TIES)

NAME	SHOW
PAUL	1 THE SIMPSONS (ON SKY)
TOM	2 THE A TEAM
ED	3 SHOOTING STARS
ALEX	4 BRUCE FORSYTH'S PLAY YOUR CARDS RIGHT
STEVE	5 X FILES
MIKE	6 BEAVIS & BUTTHEAD
JAIME	7 GLADIATORS: THE ASHES
	8 EASTENDERS
	9 JOHNNY QUEST
	10 SPIDERMAN: ANIMATED SERIES
	KNIGHT RIDER
	ED'S NIGHT PARTY
	BLIND DATE
	ED'S REVIEWS ON GAMESMASTER

Dave Keball's Retro Computer Cabin



Spend all your free time buying up other peoples old tat? Pay extortionate prices for ancient games worth around 10p? Obsessively collect the new Star Wars figures, paying bucketloads of cash for a lump of plastic you'll never take out of the box? You've just entered the "GOBLIN ZONE".

Well, it only seems like yesterday but I suppose that *R-TYPE* by IREM is 'cabin fodder' nowadays. This game blew me away when I first saw it in my local arcade, not because it was anything startlingly new but because what it did, it did incredibly well.

Firstly the graphics are beautifully detailed, boasting some awesome boss creatures. Remember the putrefying sea anemone thing with a huge sea-worm swimming in and out of its many orifices or the enormous starship at the end of level three that required you to slowly travel around the ship destroying its many weapons one by one? The only way to deal with these coral-horrors is to acquire a load of power-ups, which is where *R-TYPE* excels again. The first is an indestructible globe that survives onscreen as long as you do. It will glide along beside you, or if you move either end of your ship up to it, it attaches itself and boosts your fire power. Each subsequent weapon is then specifically designed to make wiping out particular enemies easier if used and deployed correctly. Awesome stuff!

The only really decent conversion that I know of is for the PC ENGINE, that came as part one and two on the little credit card style HUcard thingies, though the speccy version is worth checking out for a laugh!

Wahoooo! Another reason to dust off my PlayStation comes in the shape of *ATARI ARCADE CLASSICS* by GT Interactive. Comprising of *BATTLEZONE*, *TEMPEST*, *ASTEROIDS*, *CENTIPEDE*, *SUPER BREAKOUT* and *MISSILE COMMAND*, this is another essential line-up of old classics. I can always remember where I first played a game you know, and *ASTEROIDS* brought back memories of hanging out in the 'Golden Goose' arcade in Llandudno.

I especially recall all the hard kids who would 'ask' to play my last credit or 'help' me with the nudges on my all-time favourite fruity, *ADDERS AND LADDERS* and demand a few tokens for the privilege. Ah... happy days I suppose! The same gang would then march off for a bit of freeplay fun, courtesy of the old 'customised electric lighter spark flicked into the coin slot trick' on the secluded old copy of *I ROBOT*, or perhaps a they'd 'win' a pound or two by repeatedly ramming a length of wire down the coin-slot of the more decrepit

DOWNLOAD FREE GAMES NOW!

There is a wealth of interesting retro game material available on the Internet. Many titles have been donated by the original programmers, so they are free to download, just as long as you're not planning to sell the games afterwards.

One of the best sites for regular updates about classic videogaming is Yak's Zoo, the official website of legendary Llamasoft programmer Jeff Minter. Now living in sunny Los Angeles working on a top secret project, Jeff has made all of his VIC-20 games available for download. You can access his site at www.magicnet.net/~yak.

It's not only old computer games that are available, there are complete coin-ops available too. Moose's Shareware and Emulation Domain at www.europe.datafellows.com/mirrors/moose has a veritable hoard of coin-op ROM images and emulators for download.

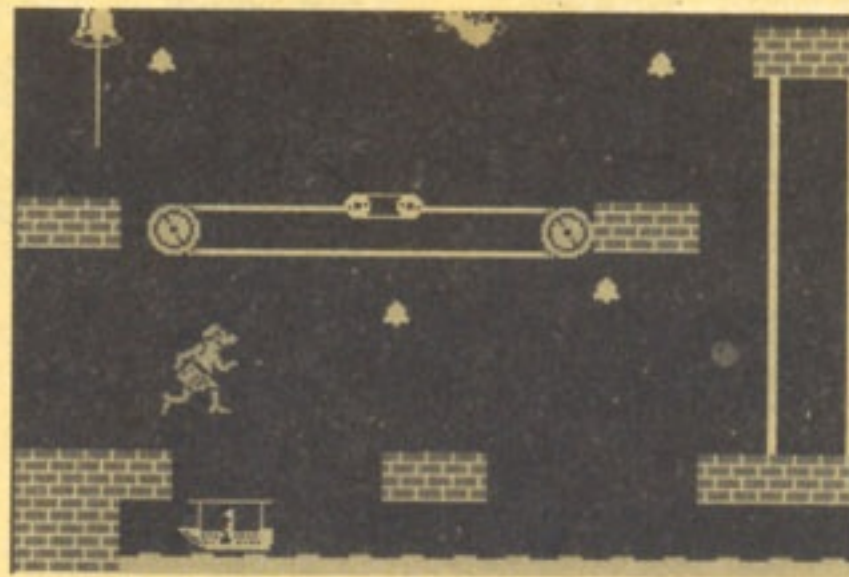
If you're a fan of the Atari VCS console, but can't be bothered to dig the clunky machine out every time you want to play, then download the Stella VCS emulator, which can be found at www4.ncsu.edu/~bwmott/www/2600. Nearly all of the games produced for the VCS can also be found here. (I still reckon VCS Superman is a fine game).



A massive thanks to Alex (Retrodroid) Ward from Acclaim for this essential list. Oh yes, and you should rush out and buy TUROK as soon as its released apparently.



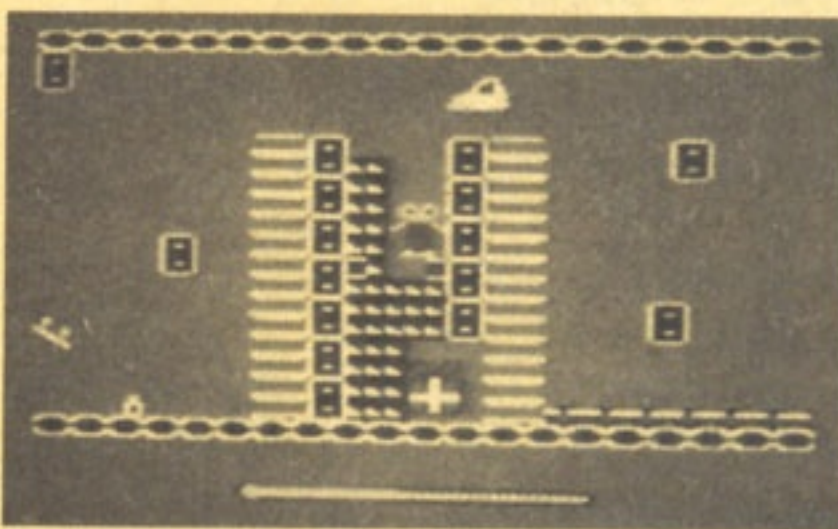
UP 'N' DOWN. Awwwwesome!!!



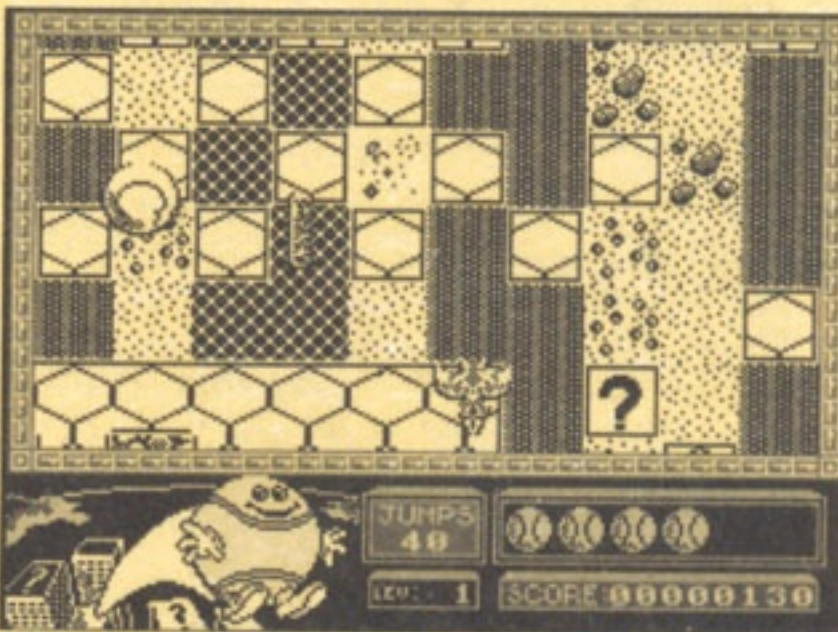
HUNCHBACK II. Versions of the genre appeared on most 8-bits.

the fair Esmerelda. Controls are basic - left, right and jump as you leap and swing across the increasingly difficult ramparts avoiding the constant barrage of arrows and spear-wielding natives. Ocean went on to milk the license for every penny it was worth, with games including the equally popular *HUNCHBACK 2* (not an arcade conversion) and the bizarre *HUNCHBACK AT THE OLYMPICS*. BBC B owners can enjoy a bit of bell-ringing action with *HUNCHBACK* from Superior Software, who rank up there with Acornsoft as the kings of arcade game rip-offs. Vic 20 owners have to settle with *QUASIMODO* by Hitech games. Oh, and by the way, *HUNCHBACK* was also the first Spectrum game ever advertised on TV.

The evil Goblin has taken over the world and has stolen all the World's treasures and hidden them in a giant cave, guarded by an army of weird and wonderful creatures. No, I'm not referring to my enormous games horde at CVG towers, but the excellent *THING ON A SPRING* by Gremlin Graphics. The game is a classic left/right/jump screen to screen affair which involves bouncing your thing around the caverns to ultimately return all the World's treasures. Along the way, you're also required to pick up various objects such as escalator reversers and oil to keep you from rusting up. A point of note is the wonderfully cheesy tune courtesy of the legendary Rob Hubbard, and the typically wacky C64-style graphics.



THING ON A SPRING. Funny music. BOUNDER. Addictive but hard.



BOUNDER was a great original concept and extremely frustrating with a massive 'one more go' factor. Mind you lets not forget the free game of *METATABOLIS* on side B of the C64 version... Actually we may as well, it was bull-dung!

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE IS PACKED FULL OF THE USUAL EXCELLENT OLD GAMES TRIVIA: PHONE 0181 203 8868.

SIMON GREEN HAS A NEW MIDLANDS CONTACT FOR IMPORTING AMERICAN P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 0973 721115 FOR MORE DETAILS. (ALSO APOLOGIES FROM SIMON FOR ANY REQUESTS THAT COULDN'T BE MET DUE TO THE HUGE DEMAND - HOPEFULLY THIS WILL SORT IT ALL OUT).

"RETROGAMER" FANZINE IS AVAILABLE FOR £1.50. MAKE CHEQUES PAYABLE TO KEITH AINSWORTH AND SEND TO 52 KINGFIELD ROAD, ORRELL PARK, LIVERPOOL, L9 3AW.

Just room for a quick Goblin compo. Tell me the name of the game up there on the edge of the page and you could win some mystery retro-goodies (in a limited edition carrier-bag). Send to TAT COMP at new address.



TIPS

TIPS

THE LEGEND OF LOMAS



After my untimely death last month, I have magically recovered. The whole of CVG is celebrating by moving to a greenhouse in the middle of nowhere in order to keep me in my alive state. I would also like some more tips to read during my period of convalescence. Cheers.

Send your tips, cheats and players guides to:

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



FREE GAMES FROM HMV!

Thanks to HMV, we're now going to be giving away a prize of a free game of your choice to the best tip we receive every month. Original tips and guides for new, popular games will win, NOT enormous lists of old cheats copied from other magazines. If you think you're sending us the best tip around, let us know what game you'd like if we agree.



PLAYSTATION

DISRUPTOR

Here are all the level codes from **Dean Ratcliffe, Lancs**. Just enter them on the password screen to skip to whichever level you want.

1. SSTXCCTXXCXX
2. XTCTXXTCCSCC
3. TXCXTSCCXTTS
4. CXCTCXXXSTSC
5. XDCCXTTSCXCS
6. XSCCXTXCCXCS
7. XXTCCXTTCSXC
8. TCXCXTCSTXSX
9. CXXXCCTSXEXT
10. XSXTCSTXCCCX
11. TCCTXXCCXXTC
12. XTXTXCSTCXS

Also, if you press **Select** to go into Map Mode, then press **L1** and **Triangle**, you can go back to the game, only you can float through walls. You can also float through the floors by pressing **L1** or **R1** to move up or down.

LEGACY OF KAIN

To refill your blood meter at any time, press **Up, Right, Square, Circle, Up, Down, Right, Left**.

To refill your magic meter at any time, press **Right, Right, Square, Circle, Up, Down, Right, Left**.

To watch all of the video sequences, press **Left, Right, Square, Circle, Up, Down, Right, Left**, then press **Select** and look at the Dark Diary.

X2

Dean Ratcliffe from Lancs has sent in some cheats for everyone's favourite PlayStation game. Just go to the Options menu and choose to enter a Password.

- | | |
|--------|----------------------|
| 180771 | Invincibility |
| 267776 | Start with 8 Credits |
| 220969 | Start with 9 lives |

- 713948
900277
213490
866141
321904
196861
040186
841003
216409
300167

- Start at level 2
Start at level 3
Start at level 4
Start at level 5
Start at level 6
Start at level 7
Start at level 8
Start at level 9
Start at Criticus
View end sequence

THE ADVENTURES OF LOMAX

To get a level select in *Lomax*, start a game as usual. At any time press **Down+Start** to pause the game, then hold **Up** and press **T, C, X, S**. A number should appear on the left, and you can choose your level by pressing **L1+Select**. Once you've chosen the level to warp to, press **L1+Start**.

Once you've done the level skip cheat, you can fly around the level by pressing **L1+Square** to go into fly mode. Just press **L1+Square** again to land.

RELOADED

Dean Ratcliffe from Lancs also sent this cheat to skip levels in *Reloaded*. When playing, just pause the game and hold **L1** and **R2** for ten seconds. Then, while still holding the buttons, press **Left, T, X, Right, C, T, Down**. You should now be able to access the secret options screen and skip levels.

SPOT GOES TO HOLLYWOOD

When on the title screen, press **T, Up, Right, Down, Left, T, Left, Down, Right, Up, A**. The Cool Select screen should appear, where you can open all of the levels.

Once you've done this, go to the level select screen and hold **Square** and press **Start** to get all of the cut-scenes. Also, you can now pause the game at any time and press **Square**

repeatedly to give yourself loads of extra lives.

Thanks to **Daniel Cupas from Dagenham** for those.

SATURN

COMMAND & CONQUER

Michael Horton from Bexley in Kent has found a way of getting an extra vehicle for the Brotherhood of NOD. It will work on the PC and PlayStation versions of the game as well.

When playing as NOD, get to a level where GDI can produce Orcas – from around level 11 and onwards. Now capture their construction yard and build a new helicopter pad. Now you can produce not only Orcas, but NOD Attack Helicopters as well. They have guns like the GDI guard towers, hold lots of shots, but take a long time to reload.

CHRISTMAS NIGHTS

In case you've stopped playing *Christmas NIGHTS* by now, we just thought we'd let you know that playing on 1st April lets you control *NIGHTS*' evil counterpart – Reala! Once you've played on 1st April, the extra Reala present is added to your collection so you can pick him whenever you want for the rest of your life.

HARDCORE 4x4

Start a game as usual and pause at any time. Now enter any of these cheats on controller 1.

TANK MODE
A, B, Right, A, C, A, Down, A, B, Right, A (ABRACADABRA)

INFINITE TURBO
C, Right, A, Z, Y, C, A, Right (CRAZY CAR)

TV CAMERA VIEW
Right, A, Left, Left, Y, Down, Up, Left, Left (RALLY DULL)

SKIP TO LAST LAP
(Must be in first place)
Left, Left, Left, A, A, A, Left, Left, Left, A, A, A



FREEPLAY

TOMB RAIDER

Uh... sorry, but the tip last month was written up wrongly. Ignore what we put last issue, and use this one instead. Pause the game and go to the inventory screen. Now open the passport, go to the last page, and press **X, Y, Z, Y, X, X, X, Start**. Now get back into the game to immediately finish the level.



NINTENDO 64

SUPER MARIO 64

We're not sure if this works in the final English version of the game, though it definitely does on the Japanese version. Just don't blame us if you spend hours trying it for nothing.

On any of the Bowser boss stages, avoid dying, but don't throw Bowser. Just stay in the level collecting the coins left behind as his flames disappear until you get up to **1,000** (yes, one thousand!). When it does, your lives counter should change to a letter "M", and from now on you'll gain a life whenever you die! Avoid picking up mushrooms though, as they'll now make you lose a life!

PILOT WINGS 64

To turn the giant Mario head on Mt. Rushmore into Wario, get the cannonball bonus game and aim straight for Mario's head. Now fire yourself so that you hit him in the face and it'll turn into Wario! It will stay like that until you do it again, even if you turn the game off.

On the very first level, using the jetpack fly into the small cave under the hill, where the waterfall begins. The game will stop for a bit, and when you fly back out you'll see that it's turned to night.

STAR WARS: SHADOWS OF THE EMPIRE

To view the credits (wow), enter your name as "_Credits", making sure to leave a space at the start, and use a capital C.



WE'RE STUCK!

Dear CVG,
Could you please tell me the hidden tournament cheat and how to play as Ninja Smoke on *UMK3* for the Mega Drive.
Yours Eric.

CVG: To get the hidden Tournament Mode, hold A and C on the main menu screen and press Start. To play as Ninja Smoke, select regular Smoke and immediately hold Back and all the buttons. Keep them held until the fight starts and you should transform into Ninja Smoke.

I would please like to know...
1. How do you do Kung Lao's Babality for *Mortal Kombat 2*?
2. Please may you tell me how to do Reptile, Scorpion and Rayden's Animality in *Mortal Kombat 2*?

3. How do you do a Pit Fatality in *Ultimate Mortal Kombat 3*? Do you tap in their Pit Fatality code then you do an uppercut?
Thanks ever so much mate,
CVG is the best,
Jack Darby, Leeds.

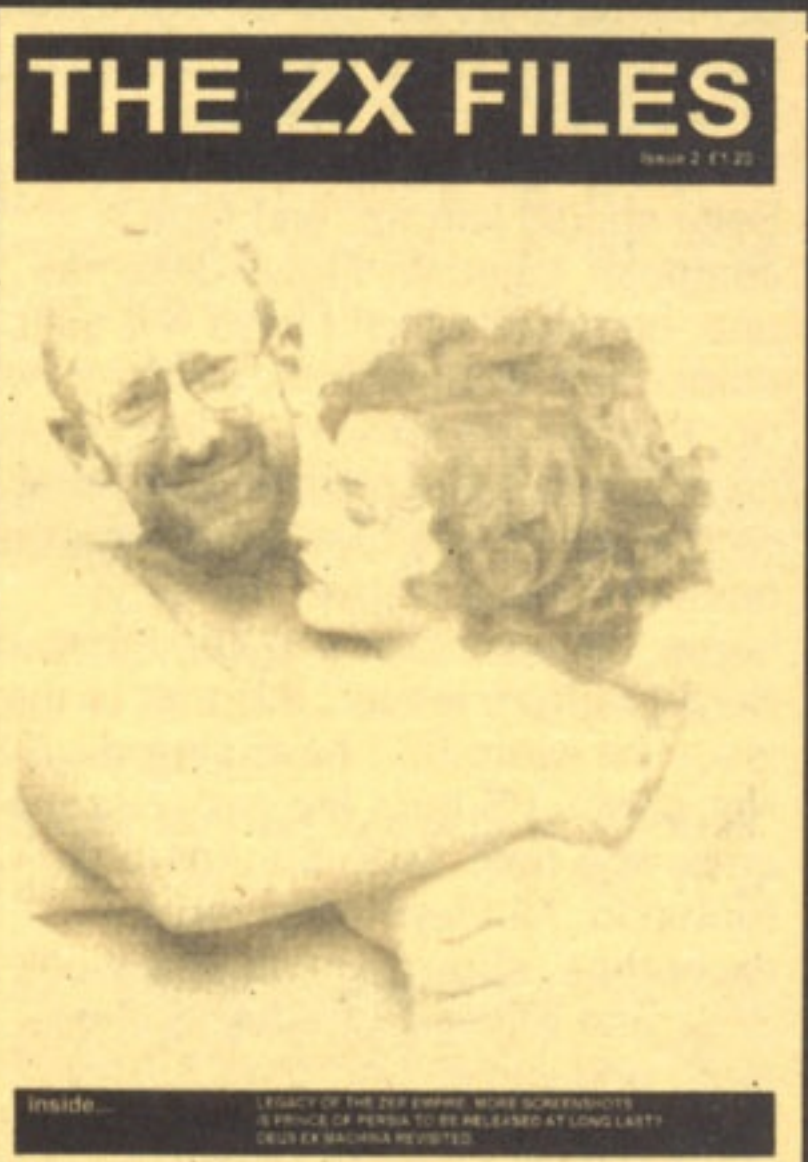
CVG:
1. Kung Lao's Babality is B, B, F, F, HK from anywhere on screen.
2. You can't actually do Animalities in *Mortal Kombat 2*. And you can't be talking about *Mortal Kombat 3*, because Rayden isn't in that. You're mad.
3. To do the *UMK3* Pit Fatalities, you just stand right next to your opponent and press the right button combination quickly, like any other Fatality. Of course, you need to make sure that you're on one of the

backgrounds with a pit to them - *The Subway*, *Shao Kahn's Tower*, *The Pit 3*, and *Scorpion's Lair* are the only stages where it will work.

Dear CVG,
I'm stuck on *Broken Sword* (PS). I can't find the well when you go to Spain for the second time. Please help me because this game is driving me mad. Thanks a lot.
John Forrest, Manchester.

CVG: First, give the bible to the countess and ask her to look up some references. Then talk to Lopez about the wells and ask him how to find them. Now show the downing rod you got from the three next to the utility room to Lopez. You should now find the well you're looking for.

FREEPLAY FANZINES



THE ZX FILES,
30 THE ROWANS,
WETHERBY,
WEST YORKSHIRE. LS22 5EB

THE ZX FILES
The front cover tells you that this is going to be good. All the way through is an excellent sense of humour not usually found in retro fanzines (or the Computer Cabin), as well as loads of useful information, such as how to hack Spectrum emulators. It's cool, and we reckon everyone with a Spectrum should get it, even those who aren't too serious about it.

GAMESPLAYER
Reviews of the latest games (*Mario Kart 64* is this issue's cover story), player's guides, tips, and hand-drawn artwork. Everything is written well, and in great depth, and it manages to cover the very best games around on all formats.



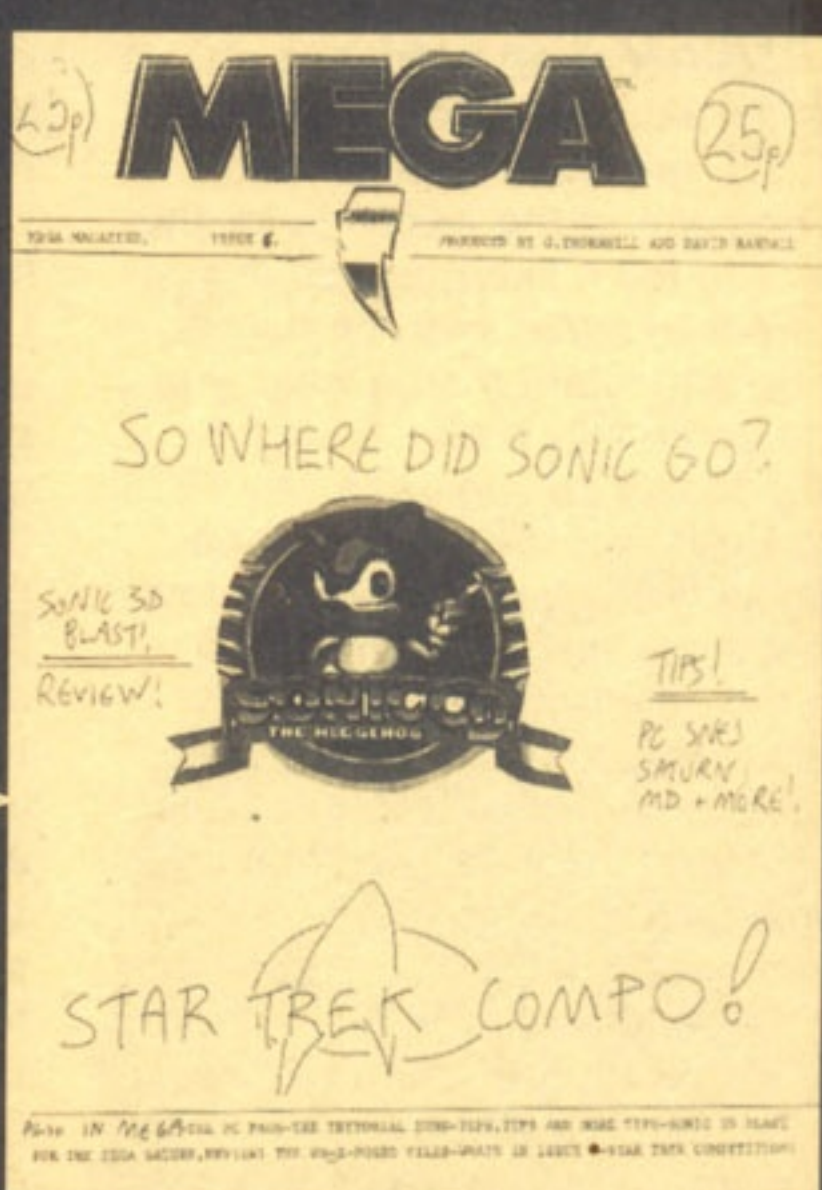
GAMESPLAYER, C/O BARRY LEWIS,
197 CITY WAY,
ROCHESTER,
KENT, ME1 2TJ



N64 FANZINE,
10 GREEN CLOSE,
RINGMER, NR LEWES,
EAST SUSSEX, BN8 5LG

N64 FANZINE
As you'd expect, N64 Fanzine just covers everything to do with Nintendo's latest machine, and the upcoming 64DD. And, as it's written by N64 fans for other N64 fans, it's very enthusiastic - *Mario Kart 64* scores a whopping 98% in the first issue! For more information, send an SAE to the address below and left.

MEGA
While the logo is the same as the old Mega Drive magazine, this new MEGA covers every format! In this issue (issue 6), there's even a competition to win a Star Trek: Next Generation pin badge! It's mostly games tips, plus reviews of the big games. If you want a copy, send an SAE and 35p to the address on the right.



MEGA, GRAEME THORNHILL,
CONIFERS, 3 CHURCH WALK,
BRANT BROUGHTON,
LINCOLN, LN5 0SN

TIPS

FREEPLAY

FREEPLAY FAN



The idea of FreePlay Fan is for you to tell everyone else what YOU love most about YOUR favourite game or company, not to insult other readers and say how rubbish their machines are. From now on, please just send us positive messages saying how much you enjoy video games, rather than listing everything you hate about them. We print every letter in full, exactly as they were sent to us, unless they're marked otherwise.



Dear FreePlay Fan,
Saturn Great! PlayStation Excellent! Ninty 64 Fantastic! M2 Hoo-flipping-ray! I just don't care! What

am I talking about? I am of course referring to the huge amount of console slagging between different console fans. What is the point in all this bickering? Do you not feel shallow? I am sick of people noting the wonderful qualities of their respective consoles and cheesy whinging about the inferior aspects of other peoples' consoles. I myself own a PS yet I have never slagged off any Saturners or Ninty 64 followers or whoever else about their purchases. I am pleased with my console and do not even begin to regret buying it. I do like some of the software on the other consoles but I have more good games on the PS than I could possibly afford so I am happy. Saturn owners are quick to boast about their console's 2D capabilities but I just ignore them because if I had wanted good 2D games then I would have bought a Saturn but I do not and although this means I will miss out on AM 1, 2, and 3 arcade conversions which is a great shame I am still overjoyed about the software on my PS. Finally, I would just like to ask why everyone goes on about how much better than the PS and Sat the Ninty 64 is? It should be a lot bloody better it is coming out 18 months after the PS and Sat, if it wasn't I would be badly disappointed in Nintendo! Please stop all this shallow arguing, if you were not so fascinated in other peoples consoles, you would have more time to enjoy your own.

Yours truly,
David Keddie, Auchtermuchty



Dear C&VG,
What is Monsieur Montagé whittering on about? Since C&VG declined to comment, I

will. The point of the review is for the reviewer to tell it like they see it, you don't have to agree with them, but don't be a petulant moron when you don't (I personally prefer *Tekken* to *Fighting Vipers* so can't see why *FV* (cool as it is) got a High Five when the almighty *Tekken 2* only got a four, but that's the way they saw it and made the call. Do I rant about it?). The issue is not whether the Saturn has more complex architecture than PSX, but that the implementation of the architecture in the PSX version was marginally better in the case of *Tomb Raider* (its routine libraries are better suited to that style of game, sorry Toulouse but that's the way it is. If you want to 'blame' somebody then blame Sega's Hardware designers for making Saturn a pig to develop for). From the sounds of your letter, you're a hardened PSX hater, so how on Earth can you say that the Saturn

Tomb Raider is far superior to the PSX version? Especially if you haven't played the game on both formats. I am in the extremely happy position that I own both machines and I must say that the demos of *Tomb Raider* on Saturn aren't quite as good as PSX (which is why I got that version), whereas if I were going to buy *SFA2*, then I'd go for the Saturn version. Besides, I believe *TR* still got a High Five on Saturn and it was mere cosmetic differences that were being commented on, not gameplay. Never dress up opinion as fact ("everybody knows the Saturn sound chip is far superior to PS's") 'cos they don't and it isn't. There are two of those statements in that letter. Whilst I hate to defend them (it's a dirty job but someone's got to do it), the guys at C&VG obviously love games and they don't care about the platform, whereas your tongue seems so firmly lodged up Sonic's arse you can't see because of the spikes poking your eyes out. Companies and hardware are not the issue, games are and that is what the C&VG crew deliver. The only bias is in favour of the coolest games. If they are biased against Sega so much, why do their games consistently score High Fives: *VF2*, *VC*, *Sega Rally*, *Virtual On*, *Fighting Vipers*, etc?

I would guess that MAXIMUM was only called excellent by you because they agreed with what you said. I mean at the start of the letter it was once "a fair and exciting magazine", before going on to make personal (although I concede possibly accurate) statements regarding the pubertal development of the C&VG writing staff. I mean how much further can you weaken your own arguments with illogical statements? (ie, the power of Saturn Hardware was in no way compared to that of PSX at any point in the review, nor was the integrity of Core's programmers). Regardless of hardware power, it's the games that were being reviewed, not the systems. I hardly think that the comments about *Grandia* were disparaging either, more a sort of anticipatory excitement.

If you don't like the mag, don't read it, if you don't like the PSX don't buy one (but how will you know you don't like it until you've played it?). I love the Saturn, it's a brilliant machine but why do I still feel I have to defend the equally brilliant PlayStation against ignorant Saturn owners? Especially semi-literate ones (I spotted at least four grammatical/syntactical errors in the letter (a fifth may have been a typo).

As for the even less literate 'Kevin Lottering in the Netherlands', and his N64 inspired diatribe against all things non-Nintendo: deary, deary me. There's just no point in even trying to answer it. I think Kevin has enough

punishment: being that stupid, living in the Netherlands and being called Kevin should be enough. (OK that's inconsistent with my personal comments argument a couple of paragraphs back, but hell, consistency is the last defence of small minds!)

John Sowersby



Dear C+VG,

I have wrote in to tell those low life PlayStation losers, to shut the trap about Sega Saturn.

Because Sega, Nintendo are brill. At home I have a Sega, Mega CD, Super Nintendo and Nintendo. I also have a PC, Barcode Battler and a Gameboy. So, I know you won't print all of this letter as it will be far to long. CVG, the best computer mag in the whole world. Right, here I start: PlayStation, Nintendo and Sega Saturn are going to knock you out of business because, well, I think Nintendo and Sega should join up, and form a computer together, I have designed one, on paper which I have not quite named yet, but with 48k of memory. So, PlayStation fans, next year, your computer will be crap. Well, not that crap. Paul Carter: PlayStation are the ones who have flogged the dead horse, or make that will! Oh, Paul Carter is from issue 182, that is the issue he wrote to. I have played a PS. Not all you PS fans are bad, just the ones who hate Sega Saturns and Nintendo. All PlayStation owners except me, should praise and thank Sega and Nintendo for taking their teeth and yanking it from PS. Hey Paul, no offence, lets be freinds and wright to the mag, and talk.

Yours faithfully,
Bobby Newton, Beverley.

PS. Paul I was joking about being freinds.

(You may remember that back in issue #176 we had a letter from Jon Taylor saying how we were "bais" to Sony, followed immediately by a letter in the exact same handwriting about our "bais" to Sony by Jon's friend "Jeff". We just thought that we had to print yet another letter from Jon, again about our "bais" to Sony.)



Dear CVG,

Your bais to Sony I mean you were apologising to PlayStation owners because Saturn *Alpha 2* is

better but when some thing is better on PlayStation you don't do the same to Saturn owners. The Saturn has the better games and yet there are more PlayStation owners. Why? Because of all the hype in all multi-format mags like yours. People got taken in by hype and beacuse of the hype and because the machine had Sony written on it people who don't know nothing about video games brought a

PlayStation what I am saying is PlayStation owners are people who don't know nothing about video games. You go on about the Saturns 3D trying to say it's crap look at *Panzar Dragoon* and *Virtua Cop 2* the 3D is brilliant. The PlayStation has *Wipeout 2097* and *Rigde Racer* but the Saturn has the even better *Daytona CCE* and *Sega Rally* and *F1* and *Wipeout* could end up on Saturn because there Psygnosis. The Saturn has the best of all kinds of games *VF2* and *Fighting Vipers* beat *Tekken* series and *Soul Edge*. *Fighters Megamix* and *VF3* is going to blow these away. The best puzzel *Baku Baku VC1* and *2*. *Sonic 3D* is coming to Saturn. All the best games are on or coming on Saturn. Tell me on thing if the PlayStation is so grate why can't it handle *X-Men*, *Marvel Superherose* and *X-Men verses Street Fighter*. I read that they might use a 3D accleorator chip inside a cartridge for *VF3* and games like it which would boost the Saturn 3D capabilities above the PlayStation even the N64 but your to scard of PlayStation owners to meantion anything like that. You won't print this because you don't like the truth.

Jon Taylor.

PS. Give us more news on KOF96.



Dear FreePlay,

What the hell is going on?! The majority of letters printed in issue 182 of CVG were negative and it

was supposed to be Christmas. My God, PlayStation this, Saturn that, N64's a failure. And Toulouse Montagé's letter!! Hello! CVG is multiformat, they're not biased, they highlight differences between the same games on Saturn and PlayStation so people who own both machines can make an informed choice as to which version is best for them. If this annoys you so much why do you buy the mag, just f**k off and buy Sega Saturn Magazine, okay!! And as for everyone else stop being so negative. I could easily make a great big list of gob smackingly brilliant games released during 1996 - across all three major formats. I think everyone who is "into" games should own a Saturn, PlayStation (both in the shops now in case you hadn't noticed) and a Nintendo 64 from the 1st of March. All three are essential pieces of gaming kit and anyone who says otherwise can f**k off. Now that that's all cleared up I can get back to *Tomb Raider*. Sorry I had to use some strong language but last month's letters were so annoying (yes all of them) that it was necessary.

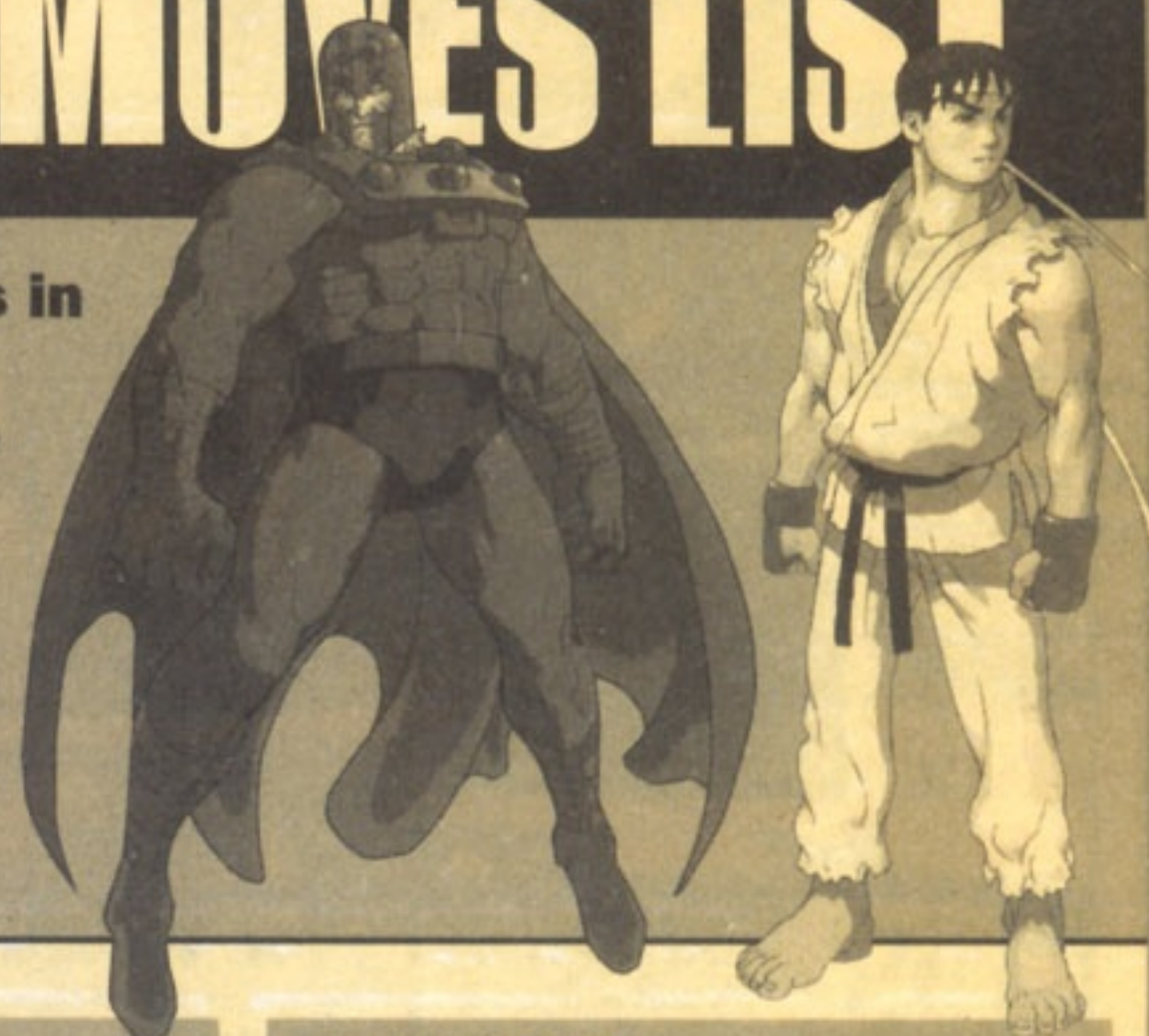
Be happy everyone,
Sweeney Boy, Derry.



X-MEN VS STREET FIGHTER MOVES LIST



Here are all the moves for all the characters in *X-Men Versus Street Fighter* – the English translations, straight from Capcom's Tokyo HQ. Of course we're aware that many of you will already be familiar with most techniques. But we're guaranteed to get complaints if we don't print the full roster. Anyway, Cammy is played slightly differently, plus Rogue, Gambit, and Sabretooth are completely new. So here goes.



* LEGEND *

- | | | | |
|----|---------------|-----|--|
| T | = Toward | WK | = Weak |
| DT | = Down-Toward | MED | = Medium |
| D | = Down | STG | = Strong |
| DA | = Down-Away | 360 | = Spin stick through 360° (full circle) |
| A | = Away | 720 | = Spin stick through 720° (2x full circle) |
| UA | = Up-Away | 2P | = Any 2 punches together |
| U | = Up | 2K | = Any 2 kicks together |
| UT | = Up-Toward | 3P | = Any 3 punches together |
| AP | = Any Punch | 3K | = Any 3 kicks together |
| AK | = Any Kick | | |

X-MEN CHARACTERS

CYCLOPS

(HAS A 2-LEVEL JUMP CAPABILITY)

- | | |
|------------------|--------------|
| OPTIC BLAST | D, DT, T, P |
| RISING UPPERCUT | T, D, DT, P |
| CYCLONE KICK | D, DA, A, K |
| OPTIC SWEEP | D, DA, A |
| MEGA OPTIC BLAST | D, DT, T, 2P |

WOLVERINE

- | | |
|---|--------------|
| BERESERKER BARRAGE | D, DT, T, P |
| TORNADO CLAW | T, D, DT, P |
| DRILL CLAW | |
| JOYSTICK PLUS MED P AND WK K SIMULTANEOUSLY | |
| BERSERKER BARRAGE X | D, DT, T, 2P |
| WEAPON X | T, D, DT, 2P |

STORM

(CAN MID-AIR DASH)

- | | |
|---|--------------|
| WHIRLWIND | D, DT, T, P |
| LIGHTNING ATTACK | |
| JOYSTICK PLUS MED P AND WK K SIMULTANEOUSLY | |
| DOUBLE TYPHOON | D, DA, A, P |
| FLYING | D, DA, A, 2K |
| LIGHTNING STORM | D, DT, T, 2P |

MAGNETO

(CAN MID-AIR DASH)

- | | |
|----------------------------------|--------------------|
| E-M DISRUPTOR | A, DA, D, DT, T, P |
| HYPER GRAVITATION | T, DT, D, DA, A, K |
| MAGNETIC BLAST (Only in Mid-Air) | U, UT, T, P |
| MAGNETIC FORCE FIELD | A, DA, D, DT, T, K |
| FLYING | D, DA, A, 2K |
| MAGNETIC TEMPEST | D, DT, T, 2K |
| MAGNETIC SHOCKWAVE | D, DT, T, 2P |

ROGUE

(CAN MID-AIR DASH)

- | | |
|----------------------------|--------------|
| REPEATING PUNCH | D, DT, T, P |
| POWER DRAIN | D, DA, A, K |
| USE DRAINED POWER | D, DT, T |
| GOOD NIGHT SUGAR | D, DT, T, 2P |
| SYUNGOKUSATU | |
| WK P, WK P, T, WK K, STG P | |

GAMBIT

- | | |
|-----------------------------------|--------------|
| KINETIC CARD | D, DT, T, P |
| CAJUN SLASH | D, DA, A, P |
| CAJUN STRIKE | |
| Charge D, Then quickly U + P or K | |
| ROYAL FLASH | D, DT, T, 2P |

SABRETOOTH

- | | |
|------------------|--------------------|
| BERSERKER CLAW | D, DT, T, P |
| WILD FANG | T, DT, D, DA, A, P |
| ARMED BIRDIE | T, DT, D, DA, A, K |
| BERSERKER CLAW X | D, DT, T, 2P |
| WEAPON X DASH | T, D, DT, 2P |

JUGGERNAUT

- | | |
|--------------------|--------------------|
| EARTHQUAKE PUNCH | T, DT, D, P |
| JUGGERNAUT PUNCH | A, DA, D, DT, T, P |
| NAIL SLAM | T, DT, D, DA, A, K |
| JUGGER' HEAD CRUSH | D, DT, T, 2P |

STREET FIGHTER CHARACTERS

RYU

- | | |
|-----------------------------|--------------|
| HADO-KEN | D, DT, T, P |
| SHOURYU-KEN | T, D, DT, P |
| TATUMAKI-SENPUU-KYAKU | |
| | D, DA, A, K |
| SHINKU-HADOKEN | D, DT, T, 2P |
| SHINKU-TATUMAKI-SENPU-KYAKU | |
| | D, DA, A, 2K |

KEN

- | | |
|-----------------------|--------------|
| HADO-UKEN | D, DT, T, P |
| SHOURYU-KEN | T, D, DT, P |
| TATUMAKI-SENPUU-KYAKU | |
| | D, DA, A, K |
| SHOURYU-REPPA | D, DT, T, 2P |
| SHINRYU-KEN | D, DT, T, 2K |

CHUN-LI

(HAS A 3-LEVEL JUMP CAPABILITY. CAN MID-AIR DASH)

- | | |
|------------------------------|--------------|
| KIKO-KEN | |
| A, DA, D, DT, T, P | |
| SPINNING AIR ATTACK | |
| Charge D, then quickly U + K | |
| LIGHTNING KICK | |
| T, DT, D, DA, A, K | |
| SEN-EN-SYUU | |
| T, DT, D, DA, A, K | |
| KIKO-SYUU | D, DT, T, 2P |
| SENRETU-KYAKU | D, DT, T, 2K |
| HAZAN-TENSYOU-KYAKU | D, DA, A, 2K |

CHARLIE

- | | |
|------------------------------|--------------|
| SONIC BOOM | |
| Charge A, then quickly T+ P | |
| FLASH KICK | |
| Charge D, then quickly U + K | |
| MOONSALUT SLASH | U, UT, T, K |
| (Only in Mid-Air) | |
| SONIC BREAK | D, DT, T, 2P |
| CROSS-FIRE BLITZ | D, DT, T, 2K |
| SOMERSAULT JUSTICE | D, DA, A, 2K |

CAMMY

(HAS A 2-LEVEL JUMP CAPABILITY)

- | | |
|----------------------|--------------------|
| THRUST KICK | T, D, DT, K |
| CANNON DRILL | D, DT, T, K |
| AXEL SPIN KNUCKLE | D, DT, T, P |
| HOOLIGAN COMBINATION | D, DA, A, K, K |
| CANNON REVENGE | T, DT, D, DA, A, P |
| AIR THRUST KICK | D, DA, A, K |
| (Only in Mid-Air) | |
| SPIN DRIVE SMASHER | D, DT, T, 2K |
| KILLER BEE ASSAULT | D, DA, A, 2K |

DHALSIM

- | | |
|-------------------------------|--------------------|
| YOGA FIRE | D, DT, T, P |
| YOGA FLAME | T, DT, D, DA, A, P |
| YOGA BLAST | T, DT, D, DA, A, K |
| YOGA TELEPORT | |
| T, D, DT (A, D, DA), 3P or 3K | |
| YOGA INFERNO | D, DT, T, 2P |
| YOGA STRIKE | D, DT, T, 2K |

ZANGIEF

- | | |
|----------------------|--------------------|
| SPINNING LARIAT | 3P |
| SPINNING PILE DRIVER | 360, P |
| FLYING POWER BOMB | A, DA, D, DT, T, K |
| GLOWING FIST | T, D, DT, P |
| ARIEL RUSSIAN SLAM | T, DT, D, DA, A, K |
| FINAL ATOMIC BUSTER | 360, 2P |

M BISON (VEGA)

- | | |
|--|----------------------|
| PSYCHO SHOT | A, DA, D, DT, T, P |
| SCISSORS KICK | A, DA, D, DT, T, K |
| HEAD STOMP | |
| Charge D, then quickly U + K | |
| SOMERSAULT SKULL CRUSHER | |
| P or Charge D, then quickly U + P (After Head Press) | |
| PSYCHO FIELD | T, DT, D, DA, A, P |
| BISON WARP | T, D, DT, Any Button |
| FLYING | D, DA, A, 2K |
| PSYCHO CRUSHER | D, DT, T, 2P |
| KNEE PRESS NIGHTMARE | D, DT, T, 2K |

AKUMA

- | | |
|-------------------------------|--------------|
| GOU-HADO-KEN | D, DT, T, 3K |
| GOU-SHOURYU-KEN | T, D, DT, P |
| TATSUMAKI-ZANKUU-KYAKU | |
| | D, DA, A, K |
| ASYURA-SENKUU | |
| T, D, DT (A, D, DA), 3P (3K) | |
| TENMA-KUUZIN-KYAKU | |
| D, DT, T, K (Only in Mid-Air) | |
| MESSATU-GOU-HADO | D, DT, T, 2P |
| MESSATU-GOU-SYOURYU | D, DT, T, 2K |
| TENMA-GOU-ZANKUU | D, DT, T, 2P |
| (Only in Mid-Air) | |
| SYUNGOKUSATU | |
| WK P, WK P, T, WK K, STG P | |



My name is Hunter and i want to be Toms dog and i give a bone to my favourite picture.



drawinz
Wot you dun

Alright you bunch of idiots! Stop sending in cack and send in some decent stuff for once!

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

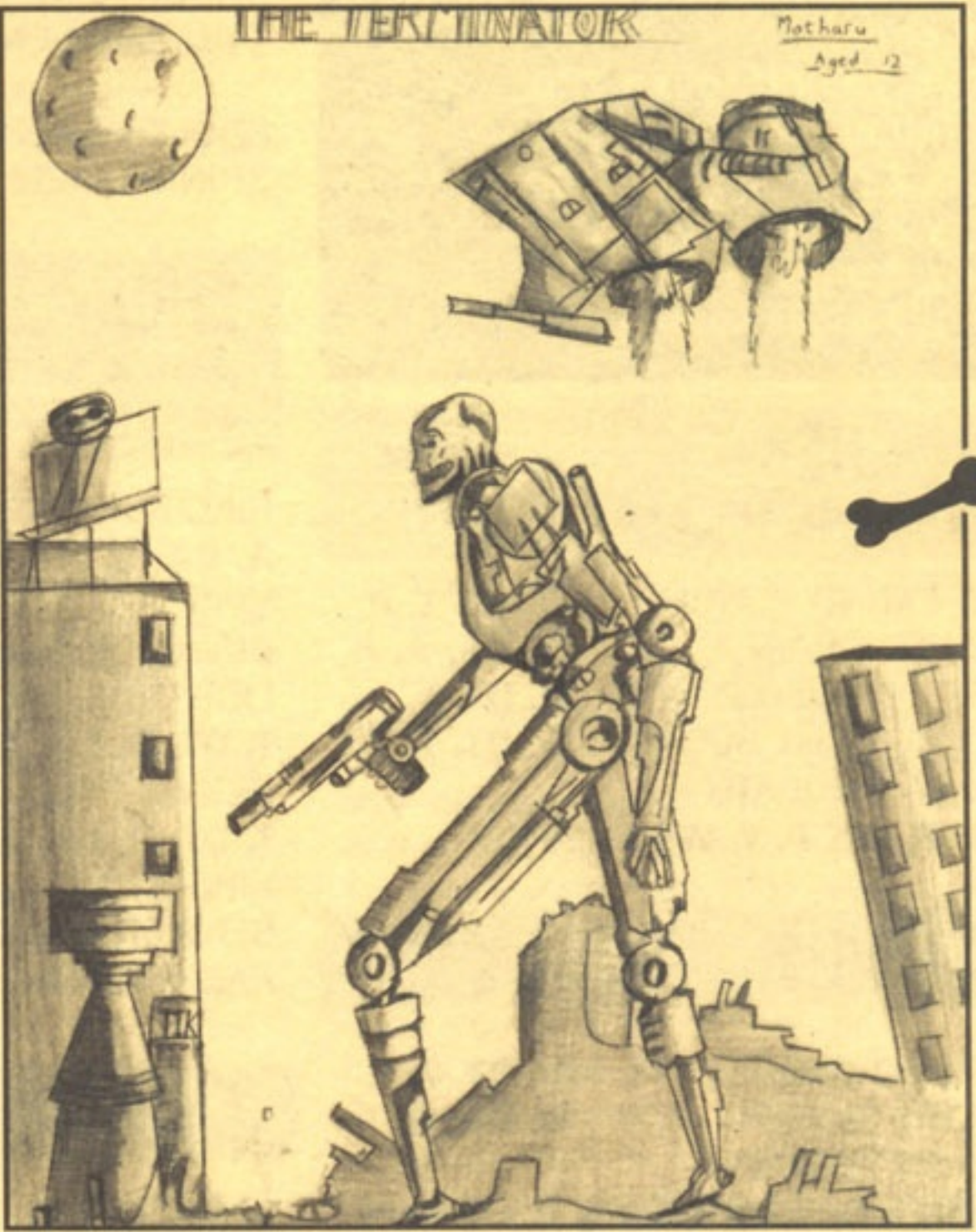
Originality, creativity, style, fun, and not copied straight off another magazine. **DO IT MORE!**

Right! That's it, I've had enough! Every month I warn you about *Mortal Kombat* and *Worms*, *Cool Spot* and *Cheesy*, but what do I get? I'll tell ya! The same old tripe every month! No messing this month, any of that nonsense gets an instant turd. Like it or not! **YOU HAVE BEEN WARNED!**

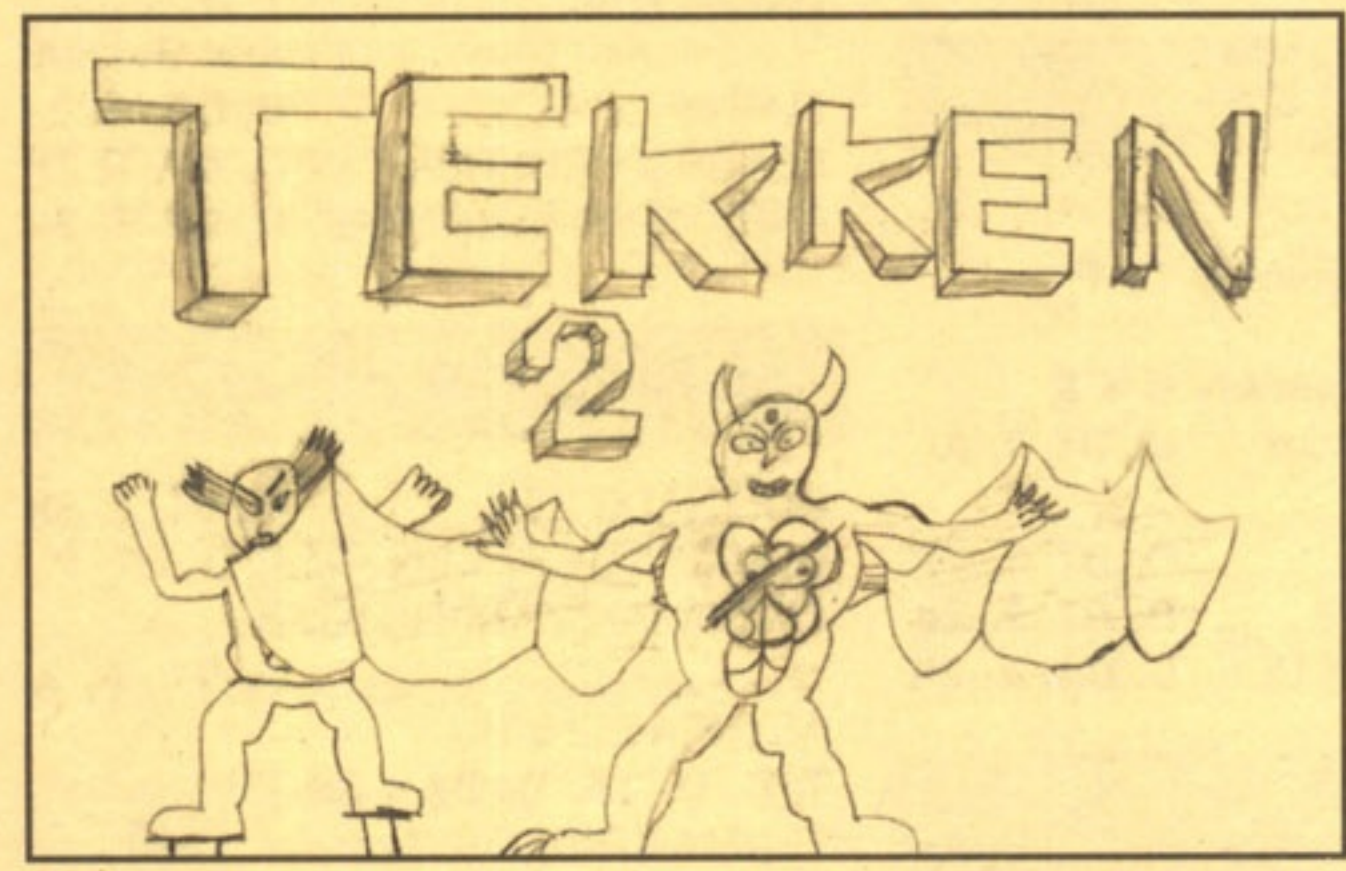
drawinz
Wot you dun



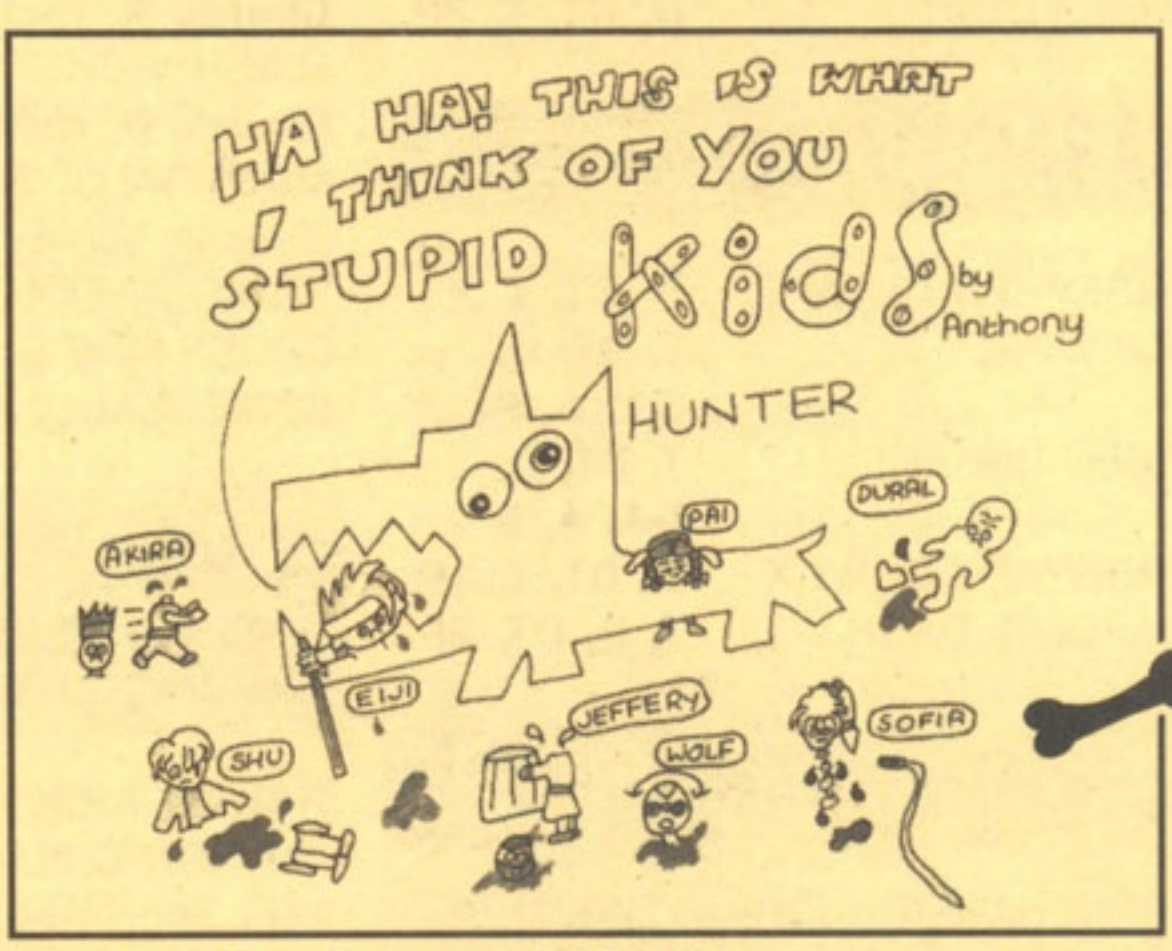
Ⓢ O! Andy Freeman, if you're going to send pictures of the team in make sure Phil Dawson isn't in them. He makes me sick, and so do you! Well, at least I look cool!



Ⓢ What' this eh Chris Edwards? I know you can draw, so why waste your time with copies of art from our mag. Do us both a favour and do something original. Cheers mate.



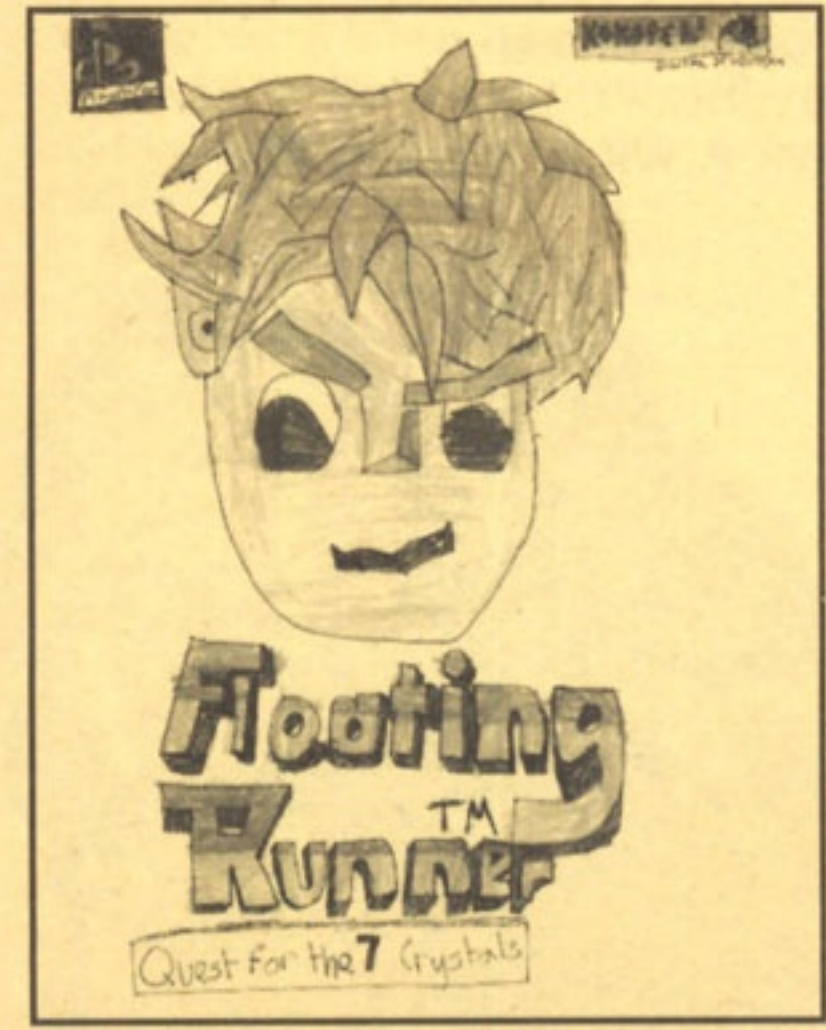
Ⓢ Nice bit of work for a change! Congratulations Danny Lord, but I want more 'fighting' pics of fighting games, not 'standing around like ponces' pictures thank you!



Ⓢ Yeah! I like this one. That's what my body looks like! This is what the drawingz should be like. Original and funny. Top marks Anthony.



Ⓢ Tomb Raider seems to be popular this month. This is one of the better ones. Good work Andrew Lee.



Ⓢ Floating Runner. Not one of my favourite games, but it makes a nice change from MK. Thanks George Gavin.



Ⓢ I like this one as well, nicely drawn, nice bit of imagination, well done John Corbett.

FREEPLAY



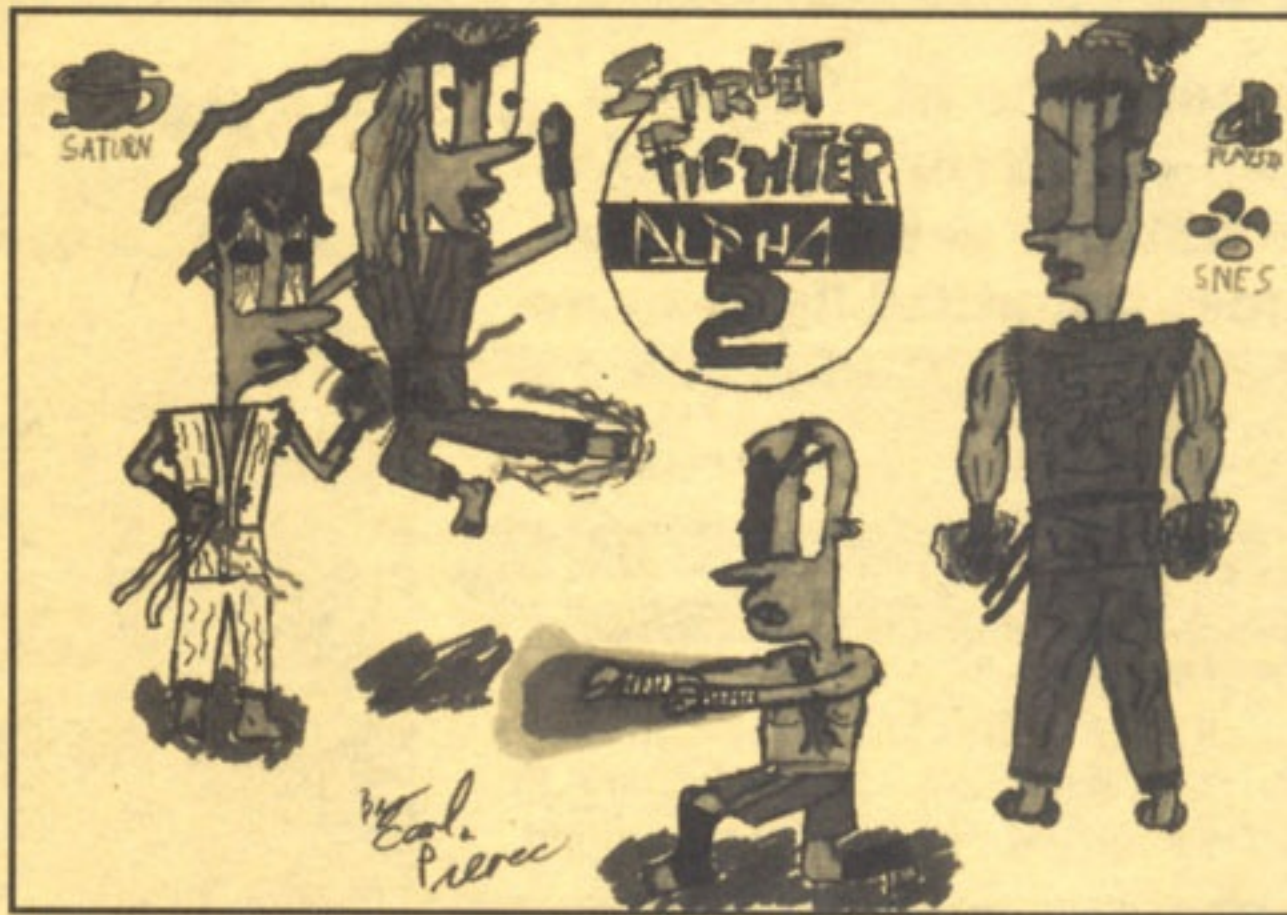
④ Another nice piece of fighting art. I'm sure Sakura was better looking than that before though. Thanks Joseph Sherwood, nice line work!



④ Excellent bit of art this. The others were good too, but there wasn't any more space. Thank you Mr Narbrough.



④ Oi Simon Banes! If you're going to draw pictures of Ed. Please make it look more life-like, he certainly isn't this good looking. Did you know that Lomax is actually modelled on Ed.



④ The second official piece of Capcom UK artwork has been released. Thanks to Carl Pierce.



④ Nice drawing this, however there's no name with it. From now on anyone who doesn't put their name on the back will have a new name made up by me!!



④ She's sexy, daring and dangerous. And she has her own game. What a woman! Thanks Nick Gillham.



④ OAP Doom huh? Sounds like the rubbish Saturn version to me - all jerky and slow. Thanks Steven Cummings.



④ Fargus from Pandemonium isn't one of my personal favourite characters. In fact, I HATE him! I want to get his stupid jester stick and chew it to bits, then start on Fargus himself from the ankles up! Grr! Special no-thanks to Mervi Naukkarinen for sending it in.



④ Blimey! Teenage Mutant Ninja Turtles! I thought they were dead or something! Obviously not. Thanks Carl.



④ The best mag? Well, I suppose you're right. Oh! I just hate being famous! By Paul Strauther.



④ WHAT IS THIS!? If any one ever sends me a picture of Worms again I'll personally track them down and eat them (and their family and friends). You're first Oliver Hayman....

Send 'em in to:

drawingz
wot you dun

CVG, Emap Images,
Priory Court, 30-32 Farringdon Lane,
London, EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'all the work we get, but we do enjoy looking at it all! Art!

drawingz
wot you dun

FREEPLAY

SOUL EDGE



THE BASIC GUIDE TO MASTER SWORDSMANSHIP

New from the master gamesmiths at Namco is the 3D slash'em up, *Soul Blade* (or *Soul Edge*). Combining some of the hottest action seen on the Sony machine with the most beautiful light-sourcing, this game is definitely worthy of a CVG guide.

PLAYER'S GUIDE

IMPACT BLOCKING

Impact blocking allows you to block without taking weapon damage and can come in very handy when your sword's about to go. And for added bonus, you can counter attack for a huge damage enemy punishment. But the timing for impact blocking is slightly different against each fighter so bear that in mind.



⬆ You usually have to enter the guard impact command earlier with a vertical attack and later with a horizontal attack.

DODGING

Dodging can be the key to unlocking an opponent's defenses if they are blocking everything that you can throw at them. Just side-step the attack and slice up his blind side!



⬆ As soon as you successfully dodge, make your opponent pay promptly!

RING OUTS

A great way of turning a losing battle into a solid win is to finish your enemy off with a ring out. Either use a floating combo or a knockdown blow near the edge of the ring for a quick instant victory.



⬆ Following an uppercut with a fast combination is a sure way of achieving a ring out.

CRITICAL EDGE

Being able to do the Critical Edge instantly and constantly is a must if you're to be a *Soul Edge* master! The Critical Edge can decide the outcome of the fight quite easily, but to hit your opponent with it can be quite difficult. The key is to committing the extender of your chosen character to memory and then trying to predict your opponent's movements. For example, if they have a tendency to rush forward and attack at the opening of the round, it's best to dash back twice and Critical Edge immediately – guaranteed to hit! But don't do it too often though or you'll get caught out.

SECRET CHARACTERS!

Being a Namco game, *Soul Edge* is brimming with secret characters. Making them selectable is awkward, but worth it! Remember, these characters can't be used in the Edge Master mode.

SIEGFRIED!

Siegfried! is the evil version of Siegfried (from his 'normal' ending) and as long as you attain all seven of Siegfried's special weapons in the Edge Masters mode, Siegfried! will be ready for you to control! He can be found off the edge of the select screen.



⬆ Siegfried! has all the moves of the normal Siegfried but he causes slightly more damage and wears evil armour!

SOUL EDGE

Soul Edge will be yours after 20 hours has been clocked up on your timer (the clock is on the top left hand corner of the record screen.).



⬆ Soul Edge is a powered up version of Captain Cervantes and has all manner of trickery up his evil sleeves!

SOPHITIA!

To make Sophitia! a member of your *Soul Edge* roster, gain all Sophitia's Edge Master mode weaponry and she's yours to choose. She is next to Siegfried! just off the screen.



⬆ Skimpier outfit but sadly no new moves for Sophitia fans. Still, it's a good bonus!

SOPHITIA!!

If Sophitia! wasn't enough for you, you're sure to like the swimming costume edition Sophitia. Sophitia!! is the same as the other two versions in terms of moves, but for you Sophitia fans out there, she's a must-have addition to your roster!



⬆ For Sophitia!!, collect all 70 weapons in Master mode!



FREEPLAY

KEY 

- H Horizontal attack
- V Vertical attack
- K Kick
- G Guard

This is a beginner's guide to *Soul Edge* so be prepared to experiment after you've committed all these attacks to your memory. Remember, being able to do the moves during practice is nothing if you can't do it in a fight, okay?



MITSURUGI HEISHIRO

Mitsurugi is the 'average' fighter of *Soul Edge*, but has the potential to blossom into the most lethal fighter in the game. With a good range and a useful repertoire of moves, Mitsurugi is a solid character for both beginners and masters alike.



LI LONG

Specialising in close quarter combat is the nunchuka master Li Long. Make your opponent take the first move and when there's a gap in his defenses, dash in and punish him with a variety of multi-hit nunchuka attacks.



SEUNG MINA

The Korean fighter is more than just a pretty face – she's a great long range fighter with a move for every situation possible. But most of her powerful moves tend to have a long delay before striking, so beware against the quicker characters.

FLOATING

UPPERCUT H X3 DOWNWARD STAB LITTLE JUMPING SLASH

USEFUL ATTACK

H X2 V DOWN+V DOWNWARD STAB LITTLE JUMPING SLASH

LONG RANGE

AWAY+H OR TOWARDS+V

SHORT RANGE

DOWN TOWARDS+H OR DOWN+K, V

FLOATING

UPPERCUT H X3 STOMP LITTLE JUMPING SLASH

USEFUL ATTACK

H X2 DOWN+H STOMP LITTLE JUMPING SLASH

LONG RANGE

AWAY+H OR TOWARD X2+V

FLOATING

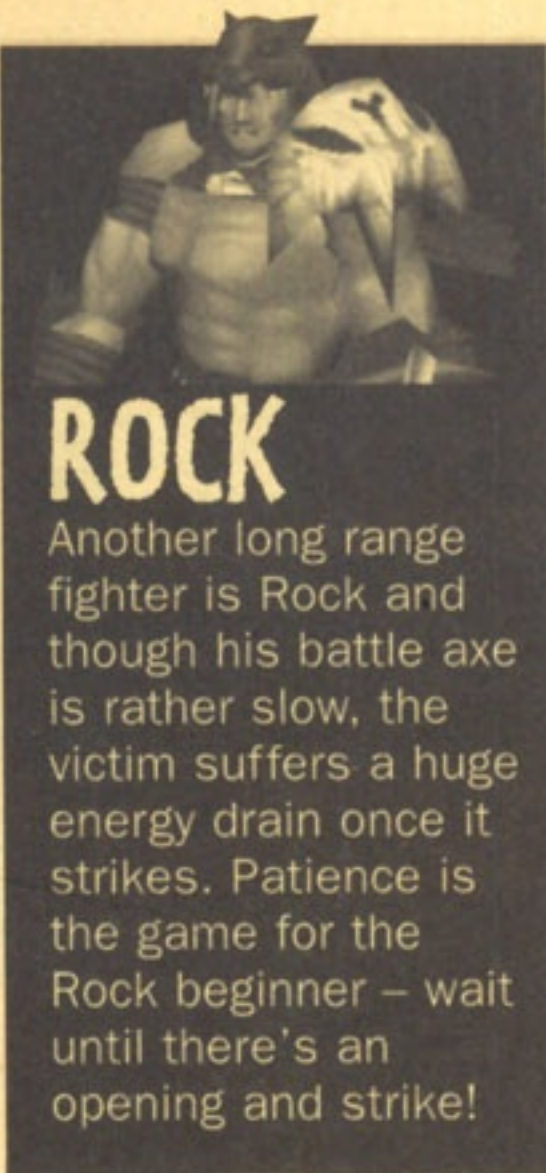
UPPERCUT UPPER CUT STOMP JUMPING LITTLE SLASH

USEFUL ATTACK

H TOWARDS+H X2 DOWN+K

SHORT RANGE

TOWARDS+H K



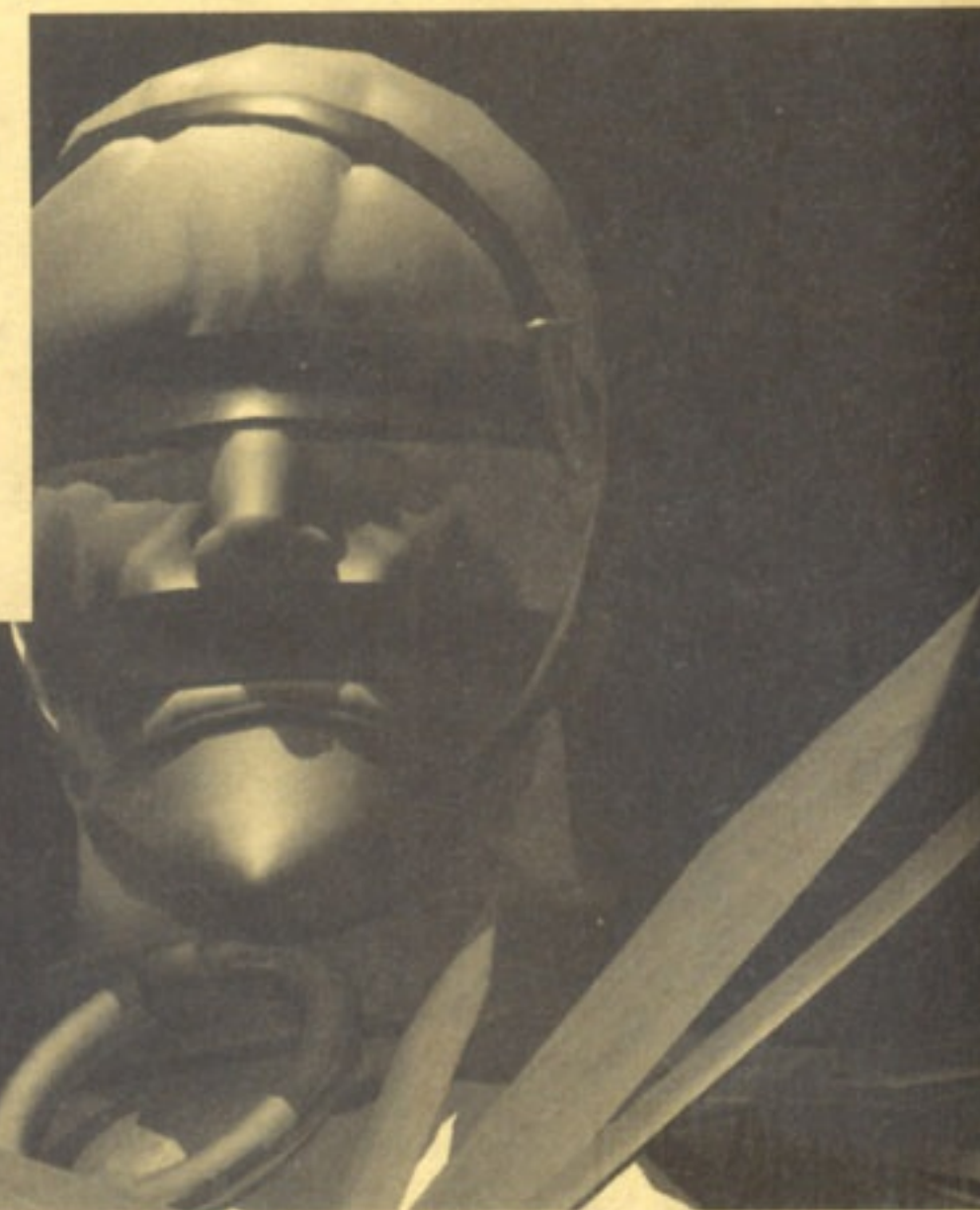
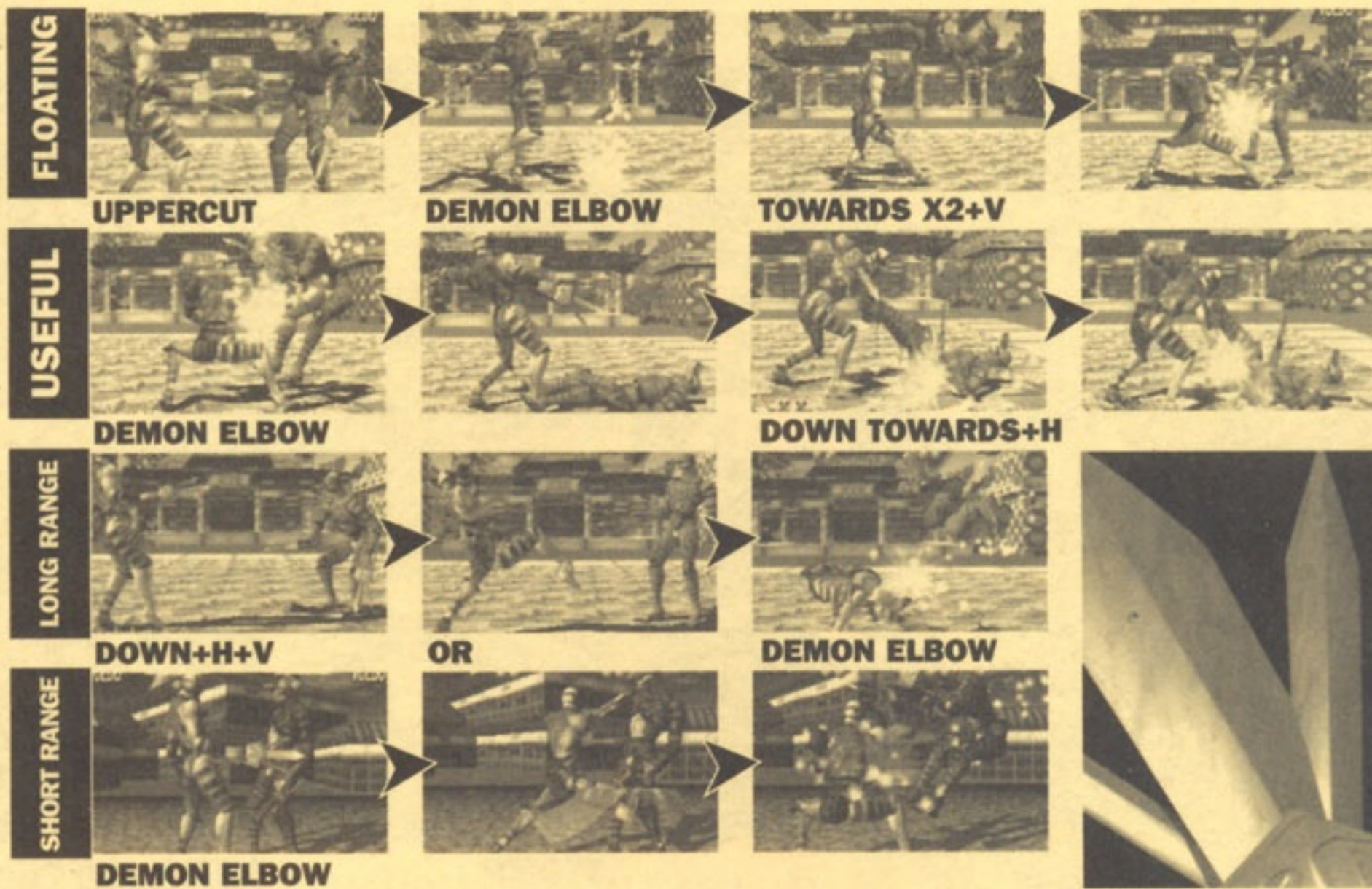
ROCK

Another long range fighter is Rock and though his battle axe is rather slow, the victim suffers a huge energy drain once it strikes. Patience is the game for the Rock beginner – wait until there's an opening and strike!



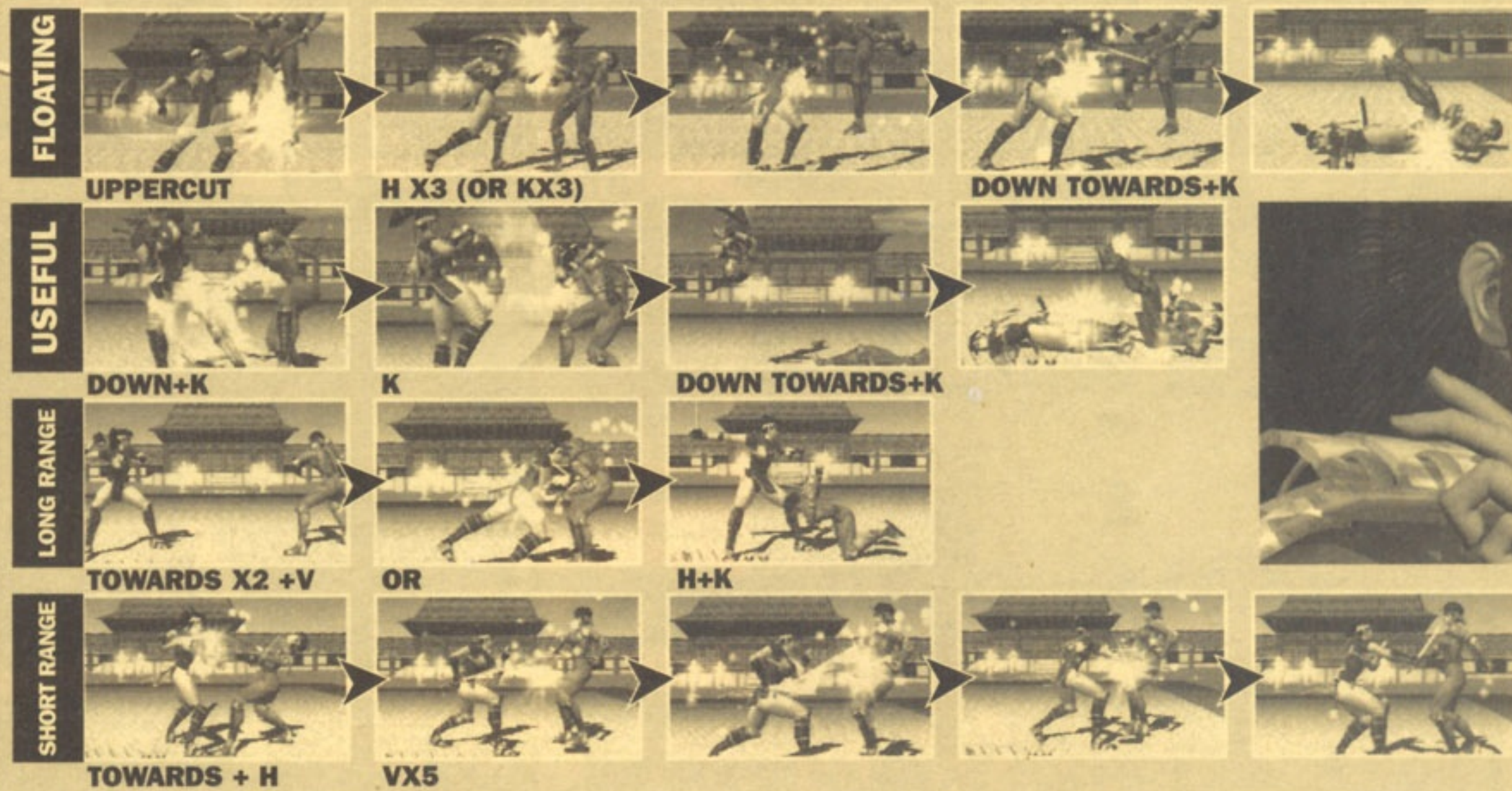
VOLDO

One of the stranger looking characters in the game is Voldo, but once his Demon Elbow is mastered, Voldo becomes one of the stronger fighters in the game. Competent at all ranges, the Italian Retainer is a good choice for the intermediate player.



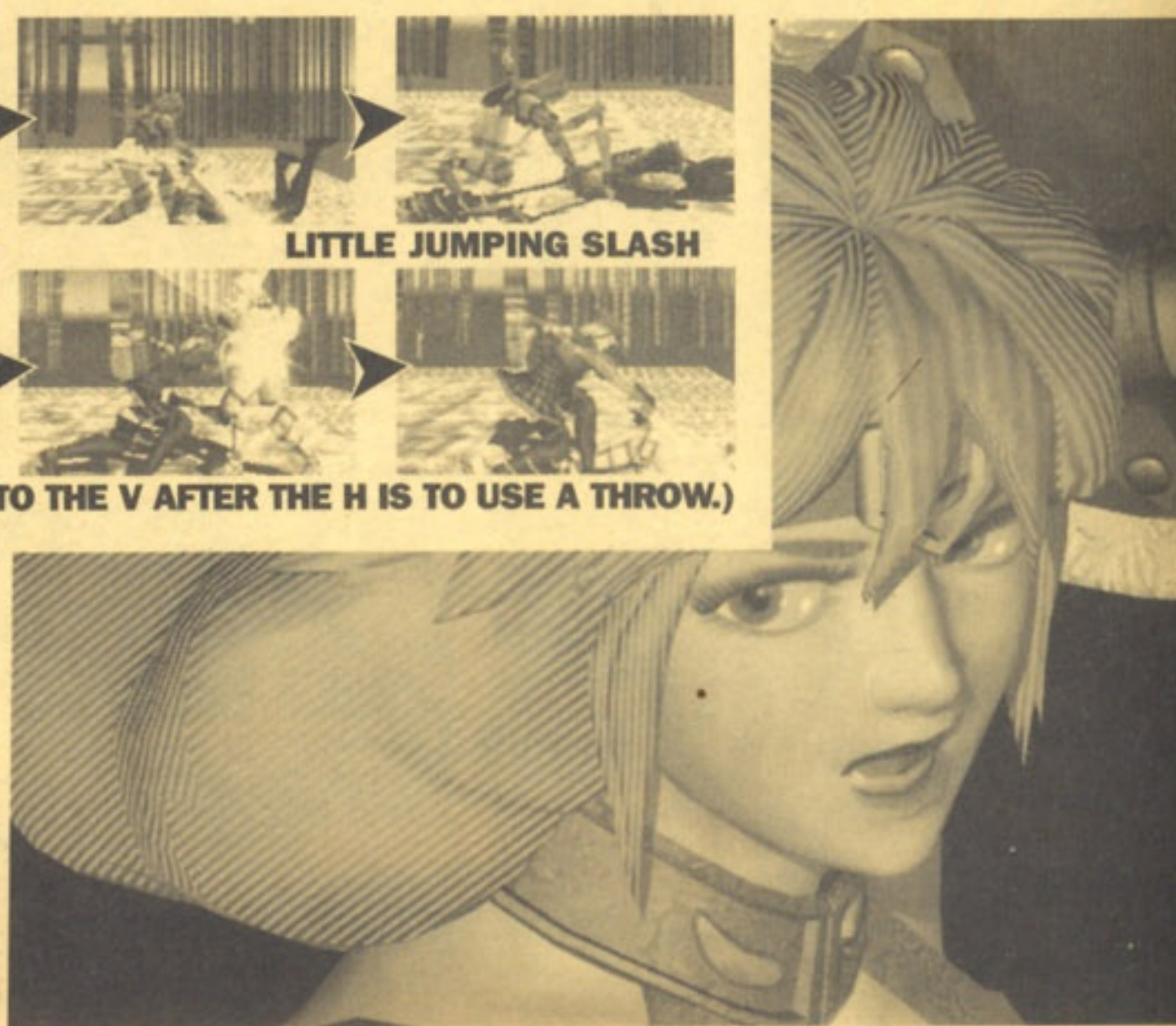
TAKI

Lightning fast combos and close quarter combat is what you have to master with the Kunoichi, Taki. Though she has little in terms of long range attacks, she has multi-height combinations that she can employ once in close. A very good choice for the competent player to move on to.



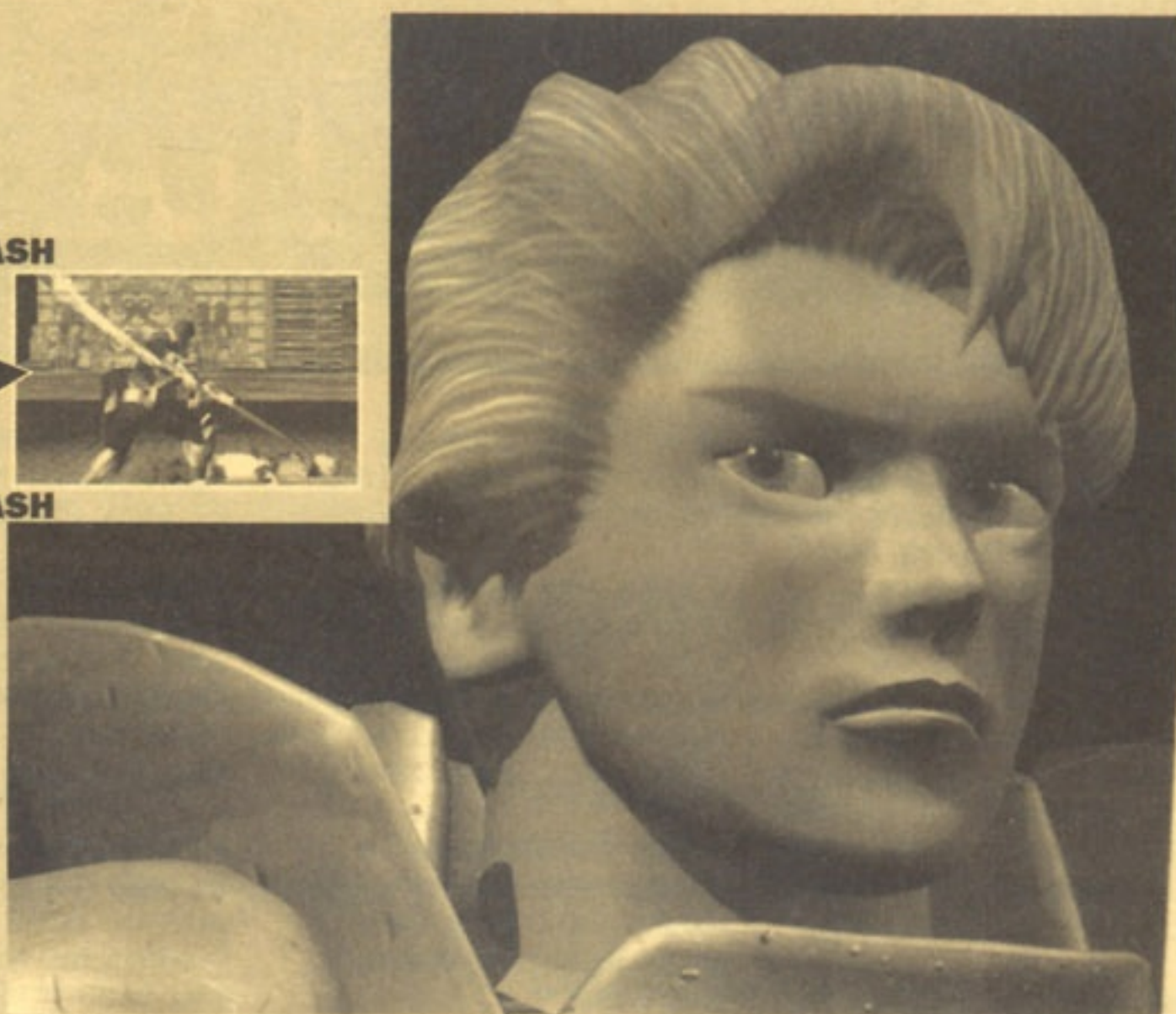
SOPHITIA

Voted the players' choice in Japan, Sophitia has what it takes to be up there with the big boys and you should have no problem in dispatching Cervantes/Soul Edge with her. With a little practice, this Greek flower blossoms into a killing machine!



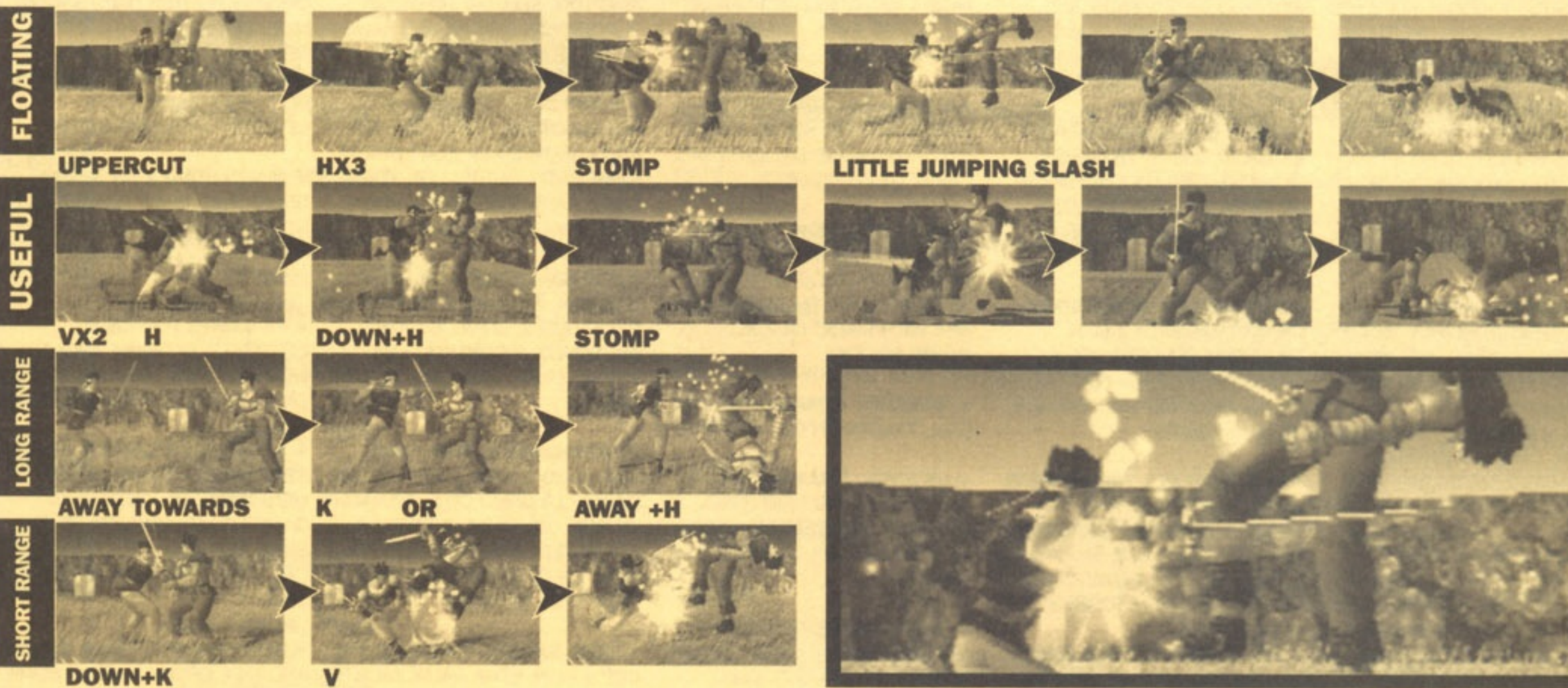
SIEGFRIED

Though he may look young in appearance, don't underestimate this German fighter's skill. He is primarily a long distance fighter, but he has short range moves a plenty, and can be a very good choice for both novices and masters alike.



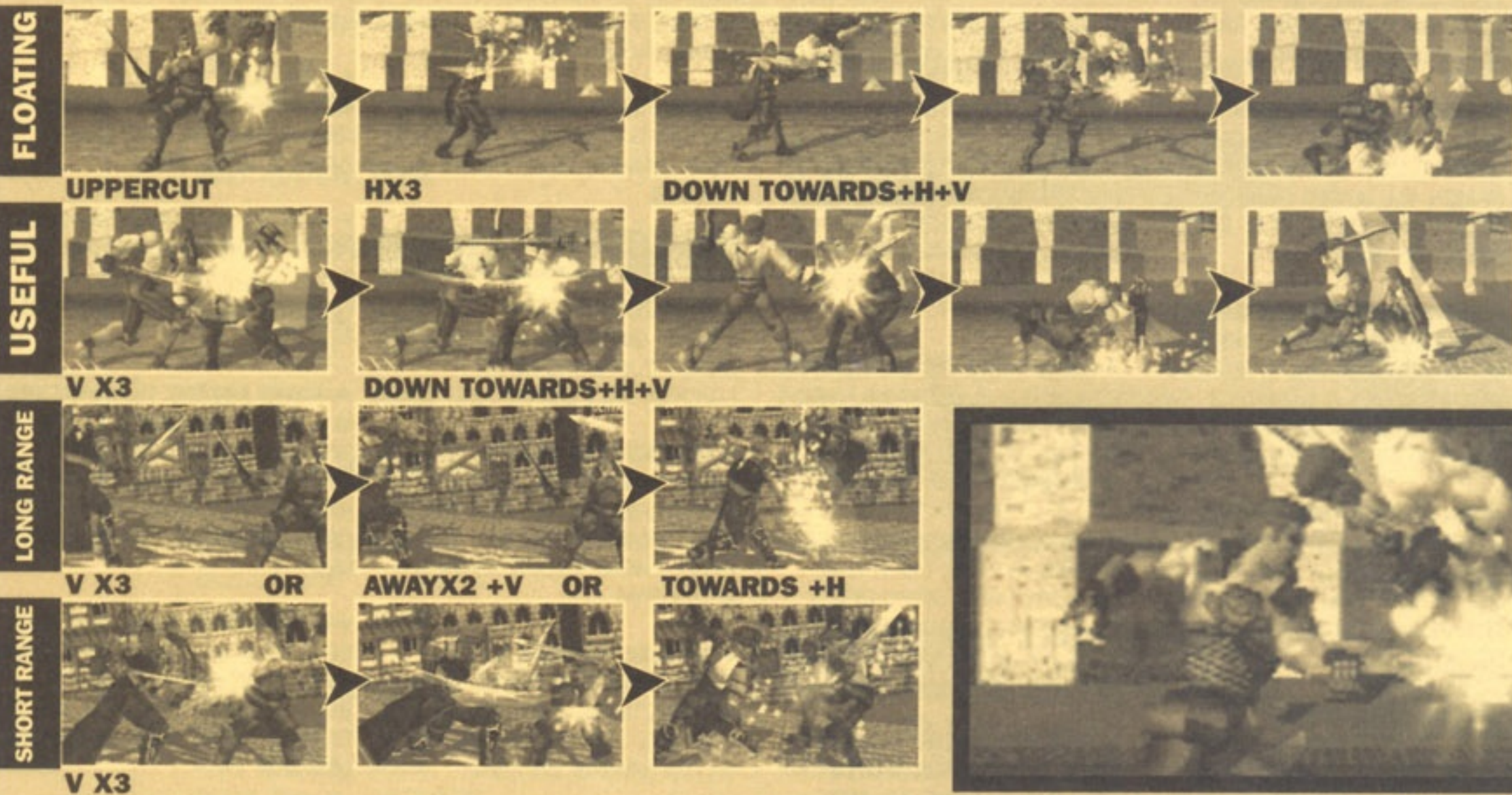
HWANG

Basically a tarted-up Mitsurugi, Hwang can be used in exactly the same way but has a slight advantage as he tends to have a quicker recovery time. He also has his own set of special moves and these can be used to your advantage when fighting a Mitsurugi player.



CERVANTES

The human half of the game's boss has the moves to go with his position. His moves may look deceptively slow, but be warned, he recovers very quickly and only the faster characters like Li Long and Taki have a chance of countering.



ALTERNATIVE ENDINGS

Each originally selectable character has an alternative ending and these can be accessed by using the codes for each character below!

★ MITSURUGI

To access Mitsurugi's ending, you must kill Tanegashima by side-stepping the first bullet and then running like mad towards him and then slash him when he is in range.

★ TAKI

Hold down G+H+towards when her kitchen knife snaps, for the good ending.

★ SOPHITIA

Press G+H while she's walking in the woods and you get to see her other ending!

★ ROCK

When the borders during his ending lift, tap G+H+towards for his second ending.

★ SEIGFRIED

Hold down G+H after he picks up the Soul Edge.

★ HWANG

For Hwang's alternative finish, press G+H when the borders disappear (after he picks up the Soul Edge).

★ SEUNG MINA

Continuously tap G+H when the movie bars are lifted to see her other ending.

★ LI LONG

After he falls to the ground during his ending, tap G+H like a rabid monkey to get his good ending.

★ CERVANTES

Hold down G+H+towards during his ending.

★ VOLDO

Voldo is an odd one as his ending doesn't really change that much. If you want to see it, press all the buttons as well as the directional key when the borders disappear.



FREEPLAY

CLASSIFIED

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HIGH SCORES



Send us your best scores for the latest games. Keep some sort of proof - a screen photograph, video or save game - in case your score is so good we have trouble believing it! If you can beat the scores here, let us know, and if you think you're unbeatable at anything else, send it in to the address on the back page of FreePlay.

RESIDENT EVIL (PS)

Completed in 01:43'06
Hannu Grano, Klaukkala, Finland

SOUL EDGE (PS)

Arcade Mode 3'14 (Hwang)
Yasuhiro Hunter (YAS), Oxford

STAR GLADIATOR (PS)

2'35"87 Level 8 (Rimgal)
Yasuhiro Hunter (YAS), Oxford

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 0'43"193
Paul Beckett, Shropshire
Best Race 2'16"405
Ian T, Canterbury

NOVICE EXTRA
Best Lap 0'43"877
Paul Beckett, Shropshire
Best Race 2'13"457
Ian T, Canterbury

INTERMEDIATE
Best Lap 0'59"220
Thomas Darbyshire, Wigan
Best Race 2'59"705
Miroslav Jeftic (M.J), Ruma, Yugoslavia

INTERMEDIATE EXTRA
Best Lap 1'00"431
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'05"762
Miroslav Jeftic (M.J), Ruma, Yugoslavia

EXPERT
Best Lap 1'02"925
Ben Williams (B.W), Glos.
Best Race 3'13"218
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1'02"459
Matthew McMillan (MAT), Bearsden
Best Race 3'16"774
Miroslav Jeftic (M.J), Ruma, Yugoslavia

STREET FIGHTER ZERO 2 (PS)

2, 583, 200 Level 5 (Rolento)
Yasuhiro Hunter (YAS), Oxford

TEKKEN 2 (PS)

86 Wins (Jack 2)
Yasuhiro Hunter (YAS), Oxford

Time Attack 1'57"96 (Bruce)
Yasuhiro Hunter (YAS), Oxford

WIPEOUT 2097 (PS)

Phantom Class Times

TALON'S REACH
Best Lap 0'22"4
Adi Wells, York
Best Race 2'10"5
Adi Wells, York

SAGARMATHA
Best Lap 0'24"2
Adi Wells, York
Best Race 2'15"3
Adi Wells, York

VALPARAISO
Best Lap 0'37"8
Adi Wells, York
Best Race 3'25"1
Adi Wells, York

PHENITIA PARK
Best Lap 0'37"8
Adi Wells, York
Best Race 3'22"5
Adi Wells, York

GARE D'EUROPA
Best Lap 0'41"8
Adi Wells, York
Best Race 3'36"7
Adi Wells, York

ODESSA KEYS
Best Lap 0'38"4
Adi Wells, York
Best Race 3'30"3
Adi Wells, York

VOSTOK ISLAND
Best Lap 0'38"0
Adi Wells, York
Best Race 3'34"0
Adi Wells, York

SPILSKINANKE
Best Lap 0'35"8
Adi Wells, York
Best Race 3'19"1
Adi Wells, York

FORMULA 1 (PS)

ARGENTINA
1'25"500
Niels Bienman, The Netherlands

SAN MARINO
1'27"308
Niels Bienman, The Netherlands

MONACO
1'16"262
Niels Bienman, The Netherlands

CANADA
1'26"973
Niels Bienman, The Netherlands

GREAT BRITAIN
1'30"092
Niels Bienman, The Netherlands

GERMANY
1'34"473
Niels Bienman, The Netherlands

HUNGARY
1'14"627
Niels Bienman, The Netherlands

ITALY
1'20"300
Niels Bienman, The Netherlands

PORTUGAL
1'20"668
Niels Bienman, The Netherlands

EUROPE
1'22"944
Niels Bienman, The Netherlands

JAPAN
1'46"031
Niels Bienman, The Netherlands

AUSTRALIA
1'14"583
Niels Bienman, The Netherlands

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting,
Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarvilli (ZAK)
15 Mins, Rentahero 98 Wins
(cheesy) Ed Lomas (EDD), CVG

VAMPIRE HUNTER (SAT)

1, 635, 200 (Morrigan)
Yasuhiro Hunter (YAS), Oxford

STREET FIGHTER ALPHA 2 (SAT)

Survival Mode complete,
Level 8 difficulty
Evil Ryu 05'16"81
Ade, East Ham, London

SUPER PUZZLE FIGHTER (SAT)

210, 000 (Donovan)
Yasuhiro Hunter (YAS), Oxford

DAYTONA USA: CCE (SAT)

Three Seven Speedway
0'15"24
Clifford Bonney (C.B), Oxford

NATIONAL PARK SPEEDWAY
0'31"76
Clifford Bonney (C.B), Oxford

DINOSAUR CANYON
0'42"96
Clifford Bonney (C.B), Oxford

SEASIDE STREET GALAXY
1'30"56
Clifford Bonney (C.B), Oxford

DESERT CITY
0'44"24
Clifford Bonney (C.B), Oxford

CHRISTMAS NIGHTS (SAT)

2171 Link Attack
William Curley, Surrey
0'09"469 Time Attack
William Curley, Surrey

NIGHTS (SAT)

Reala beaten with 107 seconds remaining
William Curley, Surrey
Jackle beaten with 102 seconds remaining
William Curley, Surrey
351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
505200 Points (Spring Valley)
Tom Russon

373 Link (Frozen Bell 1)
Paul Lautier, London
583300 Points (Frozen Bell 1)
Paul Lautier, London

395 Link (Splash Garden 1)
Paul Lautier, London

MARIO KART 64 (N64)

Kinoko Cup, Luigi Circuit, as Yoshi
Best Lap 36"88
Geoffrey Tsoi, Stockport
Best Race 1'53"01
Geoffrey Tsoi, Stockport

KILLER INSTINCT 2 (ARC)

Best combos from Chris Martin
(XXX), West Sussex.

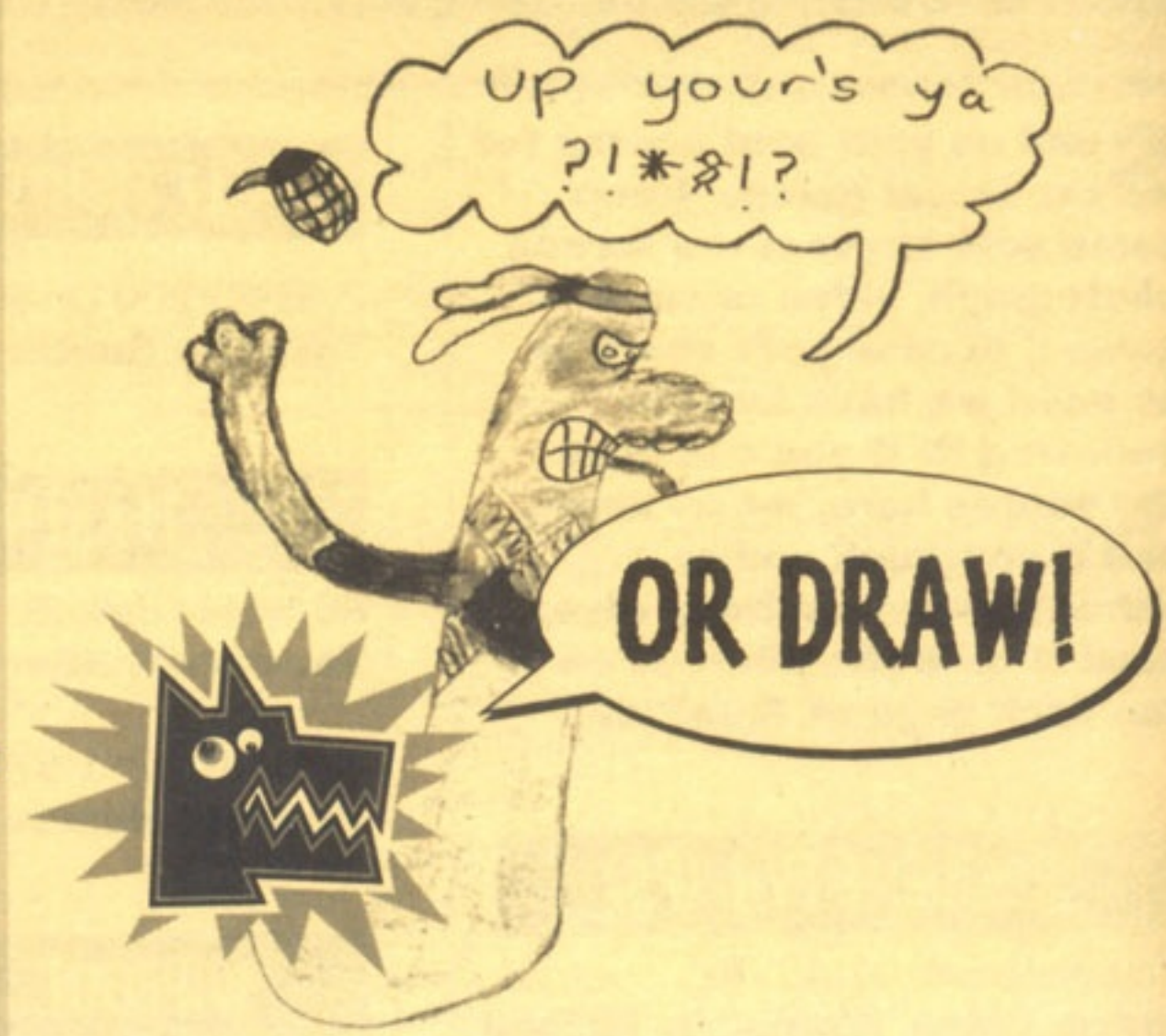
Fulgore	80 Hits	73% Damage
TJ Combo	75 Hits	76% Damage
Orchid	75 Hits	100% Damage
Jago	78 Hits	100% Damage
Gladius	75 Hits	100% Damage
Tusk	65 Hits	81% Damage
Spinal	67 Hits	64% Damage
Kim Wu	76 Hits	100% Damage
Maya	76 Hits	100% Damage
Sabrewulf	76 Hits	100% Damage
Gargos	80 Hits	



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.)

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LONDON, EC1R 3AU



As it does every month, FreePlay has finished. It's over. That's the end. But don't worry - it's back again next month! As it's YOUR part of the magazine, we want YOUR contributions and suggestions for the various sections. We're getting more contributions to FreePlay than ever before... but we want more! More tips, more guides, more fan letters, more high scores, more drawins, and more fanzines!

HIGH SCORES

Everyone likes to think that they're the best in the world at a game. Here's your chance to prove it. Send in your best scores for the latest games and throw down the gauntlet to the rest of our readers. We want to know who can get the best scores, lap times, or whatever.

MOST WANTED

Tell us what games you're most looking forward to. Whether it's out in a few months, or hasn't even been officially announced yet, we want to know what you most want to be playing. Write your top 3 in order on your envelope, and we'll compile a chart every month.

ART

Hunter's been getting very angry recently. He now gives turds to nearly every picture sent in, and tears most of them up! Please send him more original, funny, and well-drawn pictures so that we can take him out in public without a muzzle again.

TIPS

Recent hard deadlines have taken their toll on Ed Lomas. All of his tips have fallen out of his brain, and he needs to update with new, exciting cheats and guides. Send them in, and we'll print the best!

CLASSIFIEDS

We know by looking at sales charts that a lot of you ignore our advice and buy rubbish games. Here's your chance to offload them on an even bigger idiot. Just fill in the form below (neatly) and send it in to us.

FANS

We don't want letters insulting other readers or companies - we want to know what YOU love about your favourite game or games producers. No more "Saturn is rubbish" or "PlayStation sucks" letters please. Just nice, positive messages.

FANZINES

Get together with some friends and make your own magazine. Send us each issue, and we'll mention it in FreePlay and give the address, so that you can get more readers! You can do it!

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FREEPLAY

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