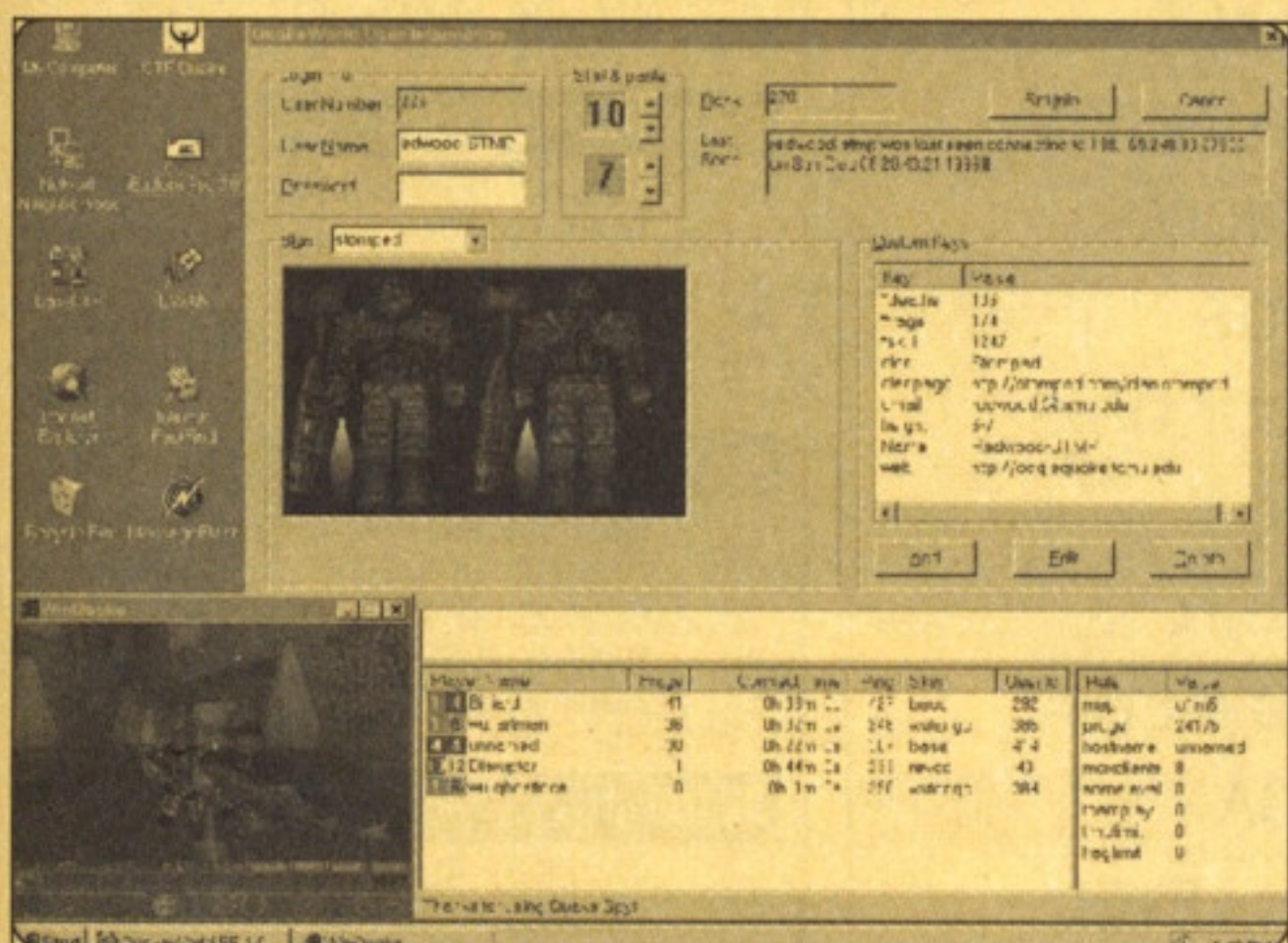


FREEPLAY

ENTER QUAKEWORLD!



Since Quake first surfaced in summer last year, we've hailed it as the future of gaming, for one simple reason - its phenomenal networking abilities. Now its creators, id Software, have pushed its global gaming power a step further with the advent of QuakeWorld!

QuakeWorld is id's masterplan to turn Quake from being merely an internet-compatible multiplayer game into an full-blown global net-war! By creating their own Master Server (a server is the machine that runs a deathmatch), they intend on tying many other servers in the World together, all of which report back to them! It goes something like this: Users have an account which records all their performance data. All frags on the entire internet will be logged, with a global ranking order of everyone playing the game. As Quake developer John Carmack puts it, "You should be able to say "I am one of the ten best QuakeWorld players in existence" and have the record to back it up!" Other rankings can also be recorded, such as greatest frags/ minute or longest uninterrupted Quake game. It's id's intention to see if they can make internet gaming a justifiable business for them. QuakeWorld will be a free piece

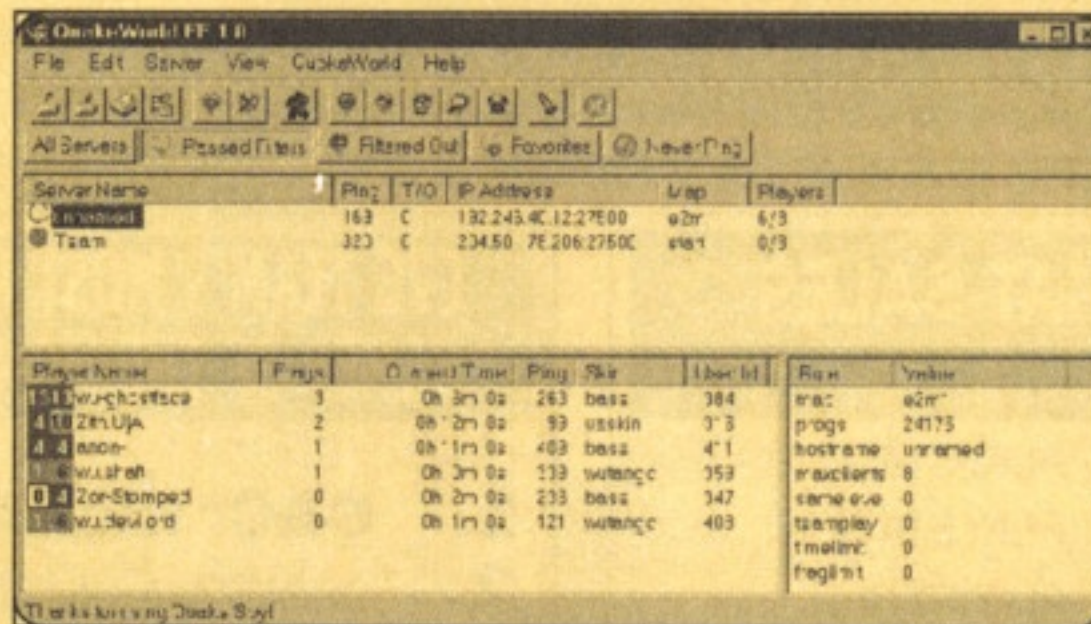


of software (although you need registered Quake to run it), which can be downloaded from id's website. New players can then enter QuakeWorld matches anonymously. If they like it they can register and get on the ranking list (memberships charges of \$10 have previously been mentioned).

Should a registered user want to enter a game, anonymous 'newbies' get kicked off. Also players that annoy the QuakeWorld community can be barred from entering by the Master Server. Already, some regular internet players have banded together to form their own 'clans'. QuakeWorld will cater for them by supporting 'clan skins'. This allows them to dress in special team outfits, so you can battle as a team of Boba Fetts, Terminators, or anything you choose!

On top of all this, QuakeWorld is id's chance to improve the quality of net-linked deathmatches. Anyone who currently plays Quake over the Net will know the problem of 'ping' times - the lag time between entering a command and getting a response. With loads of people from around the world logged on to one game, sometimes the server has too much to cope with, slowing down its response and sometimes even causing the game to freeze. QuakeWorld changes the way internet Quake plays. Rather than trying to process everything at once and keep the game moving uniformly, the

server now deals with each player's inputs as it receives them. So different parts of the game are out of synch. What this means is that doors open a bit later when you move toward them. Or if you fire a rocket when strafing, it launches from your previous position. However, there will be no lag time - it's like playing a single player game! This new link system needs a dedicated server to run it (one which isn't also maintaining a player of its own). As such it's no use for normal deathmatches among cable-linked PCs. However, id hope to use it as a test-bed for new features and it could make it into the forthcoming Quake 2! As we went to press (18/12/96) id had stated that major bugs had been eliminated and to expect its release



within two weeks. However, it was originally due to debut in September. So if it still isn't released when you read this, it's because id will only release their software when they're happy with it.

RED-HOT RUMOUR DEPARTMENT

Sega's internal development are the hot subject here. Saturn *Sega Touring Car* is being converted by the CS Team who did *Virtual On*, and *Manx TT* is being done by team behind Saturn *Wipeout*. Meanwhile, it's claimed that *Virtua Fighter 3* is going to use an add-on that pushes the Saturn's power close to that of arcade Model 3! And supposedly AM2's new Model 3 *Supercar* is going to be converted using it! We'll believe that when we see it!

READERS MOST WANTED CHART

More unanimously than ever, N64 is top of the list again this month!

1	NINTENDO 64	UK
2	SUPER MARIO KART R	N64
3	VIRTUA FIGHTER 3	ARCADE
4	MARIO 64	N64
5	TIME CRISIS	PLAYSTATION
6	FINAL FANTASY VII	PLAYSTATION
7	STAR WARS: S.O.T.E	N64
8	TEKKEN 3	ARCADE
9	X-MEN VS STREETFIGHTER	SATURN
10	GRANDIA	SATURN

Other Most Wanted include a multi-format console that plays any game from any machine (we'd like one of them), an Internet Saturn or PlayStation, CD prices to plummet to around £20, *Sensible Soccer* converted to 32-bit machines, CVG to become weekly (you want to kill us?), *Powerdrift* for Saturn, and 64DD. Keep them coming in, otherwise we just burn your stinking no-good letters.

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3	Retro Computer Cabin
4	Ed's Tips
6	Classified ads
7	Highscores/ Fanzines
8	Drawins wot you dun
10	Star Gladiator players' guide
16	Reader ad form

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	TOMB RAIDER	PLAYSTATION	EIDOS
2	NE	DIE HARD TRILOGY	PLAYSTATION	E.A.
3	NE	FIFA '97	PLAYSTATION	E.A.
4	NE	VIRTUA COP 2	SATURN	SEGA
5	2	SOVIET STRIKE	PLAYSTATION	E.A.
6	7	FIFA '97	PC CD-ROM	E.A.
7	3	CRASH BANDICOOT	PLAYSTATION	SONY
8	5	FORMULA 1	PLAYSTATION	PSYGNOSIS
9	4	TEKKEN 2	PLAYSTATION	NAMCO
10	9	TOMB RAIDER	PC CD-ROM	EIDOS
11	8	WIPEOUT 2097	PLAYSTATION	PSYGNOSIS
12	12	CHAMPIONSHIP MANAGER 2	PC CD-ROM	EIDOS
13	6	SCREAMER 2	PC CD-ROM	VIRGIN
14	13	WALLACE & GROMIT	PC CD-ROM	BBC MEDIA
15	11	DAYTONA USA: CCE	SATURN	SEGA
16	17	MONTY PYTHON: HOLY GRAIL	PC CD-ROM	7TH LEVEL
17	16	WORLDWIDE SOCCER '97	SATURN	SEGA
18	10	SYNDICATE WARS	PC CD-ROM	E.A.
19	14	FLIGHT SIM 6.0	PC CD-ROM	MICROSOFT
20	18	WORMS UNITED	PC CD-ROM	OCEAN

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

SATURN UK TOP 5

1	VIRTUAL ON	SEGA
2	VIRTUA COP 2	SEGA
3	STREET FIGHTER ALPHA 2	VIRGIN
4	WORLDWIDE SOCCER '97	SEGA
5	SEGA AGES	SEGA

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	CHRISTMAS NIGHTS	SEGA
3	VIRTUAL ON (+JOYSTICKS)	SEGA
4	KING OF FIGHTERS 96	SNK
5	DIE HARD ARCADE	SEGA

PLAYSTATION UK TOP 5

1	DESTRUCTION DERBY 2	PSYGNOSIS
2	TOMB RAIDER	EIDOS
3	LEGACY OF KAIN	BMG
4	VICTORY BOXING	JVC
5	TEMPEST X	INTERPLAY

PLAYSTATION IMPORT TOP 5

1	RAGE RACER	NAMCO
2	TIME CRISIS	NAMCO
3	SOUL EDGE	NAMCO
4	NAMCO MUSEUM VOL.4	NAMCO
5	ZERO DIVIDE 2	ZOOM

PC TOP 5

1	C&C: RED ALERT	VIRGIN
2	QUAKE	GT
3	CIVILIZATION 2: SCENARIOS	MICROPROSE
4	SIMPSONS CARTOON STUDIO	E.A.
5	REALMS OF THE HAUNTING	GREMLIN

NINTENDO 64 TOP 5

1	MARIO KART 64	NINTENDO
2	SHADOWS OF THE EMPIRE	LUCASARTS
3	ANOTHER JOYPAD!!!	NINTENDO
4	MARIO 64	NINTENDO
5	KILLER INSTINCT GOLD	NINTENDO

MEGA DRIVE TOP 3

1	SONIC 3D	SEGA
2	ISS DELUXE	KONAMI
3	ULTIMATE MK 3	WILLIAMS

SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	STREET FIGHTER ALPHA 2	THE
3	DK COUNTRY 3	THE

ARCADE TOP 5

1	VIRTUA FIGHTER 3	SEGA
2	ALPINE RACER 2	NAMCO
3	X-MEN VS. SF	CAPCOM
4	KING OF FIGHTERS 96	SNK
5	SEGA TOURING CAR	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	PUYO PUYO	PLAYSTATION
2	ARC THE LAD 2	PLAYSTATION
3	HARUKAZE BATTLE V FORCE	PLAYSTATION
4	POCKET MONSTER	GAMEBOY
5	NAMCO MUSEUM VOL.4	PLAYSTATION
6	BELTLOGGER 9	PLAYSTATION
7	ARC THE LAD	PLAYSTATION
8	KING OF BOXING	PLAYSTATION
9	RIGLORD SAGA 2	SATURN
10	WIPEOUT XL	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	SUPER MARIO 64	NINTENDO 64
2	NASCAR RACING	PLAYSTATION
3	TOBAL No.1	PLAYSTATION
4	SF ALPHA 2	PLAYSTATION
5	FIGHTING VIPERS	SATURN
6	WIPEOUT XL	PLAYSTATION
7	STAR GLADIATOR	PLAYSTATION
8	MK TRILOGY	PLAYSTATION
9	JOHN MADDEN '97	GENESIS
10	JOHN MADDEN '97	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH



- | | | |
|----|---------------------------|------------------|
| 1. | C&C: RED ALERT | PC CD-ROM |
| 2. | CHRISTMAS NIGHTS | SATURN |
| 3. | QUAKE | PC CD-ROM |
| 4. | VIRTUAL ON | SATURN |
| 5. | FIGHTING VIPERS | SATURN |



* TOP 10 NEW YEAR'S RESOLUTIONS *

- ① (ED) TO BE MORE DECISIVE (I THINK)
 - ② (TOM) TO BE RELIABLE (EVEN SLIGHTLY)
 - ③ (JAIME) NOT TO LOSE MY TEMPER AS OFTEN
 - ④ (PAUL) TO ASTOUND AND AMAZE WITH STUNNING JOKES FOR TOPPER, LARFS ANDY!
 - ⑤ (ALEX) GROW MY HAIR INTO A THREE FOOT MONUMENT SO THE PEOPLE MAY ENJOY
 - ⑥ (MIKE) TO ENJOY THE BEAUTY AND SPLENDOR OF THE ROMANTIC DOCKLANDS
- *** MYSTERY GUEST RESOLUTIONS ***
- ⑦ (?) NOT TO BREAK THINGS ANY MORE
 - ⑧ (?) TO THINK OF SOME NEW OFFICE JOKES
 - ⑨ (?) TO POO LESS
 - ⑩ (?) 640x1024

Dave Kelsall's Retro Computer Cabin



Well I got me PlayStation for Christmas, the N64's got pride of place by the TV and my Saturn's set up in the front room. Complete waste of money when you consider I spend most of my time loading up the likes of TOILET KIDS on my crusty old PC Engine!



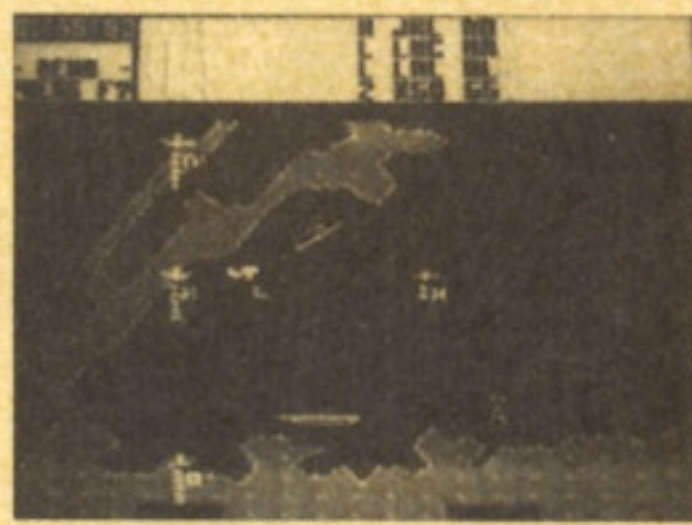
It seems that nearly everyone's using the worldwide interbahn Net thing nowadays (apart from me unfortunately). Though this wasn't always the way, you see, because I dabbled in a bit of modem malarky back in the days of Compunet (for the 64K Commodore 64) when A) no one else had a modem. B) Baud rates meant that downloading a 16k demo was a bit of a hit-and-miss affair. C) It cost a flinkin' fortune!!! But for the time it was excellent – pages packed full of free games and demos (companies would often download a teaser of their latest release), also 'chatrooms' galore where the likes of Jeff Minter and Tony Crowther and other celebrities would hang out with all the latest gossip! Though the 'internet' has been around since the seventies specifically for the military, universities and Doogie Howzer MD wannabes,

Compunet was one of the first decent systems available to the general public, apart from the rather limited PRESTEL and a few odd bulletin boards.

TLL by Vortex software (of *ANDROID I* and *II* fame) had me doing cartwheels when it was first released in 1984 and I still regularly play it today. So, what's so amazing about a game that's sole mission is to take off and fly a jet plane low-level over five 'dots' and then land on a runway to begin a remarkably similar mission while avoiding the odd telegraph pole? Well apart from the excellent Quasi-3D graphics I guess it just boils down to the fact that its easy to pick up and fun to play (STILL). The coder, Costa Panayi later went on to write the technically superior *CYCLONE* that required the player to pilot a helicopter (complete with automatic winch) around a group of islands picking up crates of medical supplies and stranded islanders whilst avoiding a constantly threatening cyclone and low flying aircraft.

Now its not often that the Goblin tackles a game as mentally taxing as an air traffic control simulation, but *KENNEDY APPROACH* by Micropose

software is an exception! The game lets you build up your air traffic skills by progressing through different airports – from the relatively easy Atlanta to the much more testing Denver, Dallas Fort Worth, Washington and finally the nightmare that is JFK. To make contact with an incoming plane you position a grid over the plane, press the fire button and the computer speaks the name of its flight, its flight number etc... Then, as the tower, you adjust the altitude, bearing and direction to keep the plane in a holding pattern or bring it in for a landing. With up to 20 different aircraft taking off, landing or circling its no easy task trying to avoid a major disaster, especially when bad weather, emergencies etc... are thrown into the mix. So does it all sound like a boring pile of old hog's pee to you! Well frankly it would be if it wasn't for the amazing C64 speech that keeps you informed of the various aircrafts' status. Worth playing for that alone, honest! Especially when you consider that to fit all the speech inside your C64, Electronic Speech Systems of Berkley, California had to compress the original sample down to a 100th of its original size! To play back the speech all the registers of the C64 speech chip are shut down except the volume control, which is varied up and down to recreate the waveform. Keep a look out for other Micropose sims such as *SOLO FLIGHT* and *F15 STRIKE EAGLE* all programmed under the watchful eye of real-life fighter pilot and company MD 'Wild' Bill Stealey.



Don't be put off by this screen shot, cos *KENNEDY APPROACH* is flippin' ace.

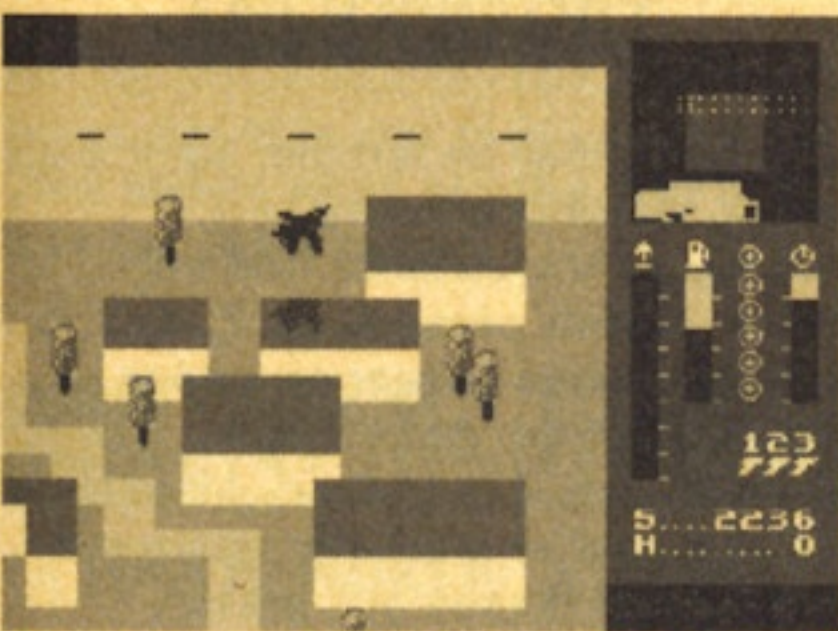
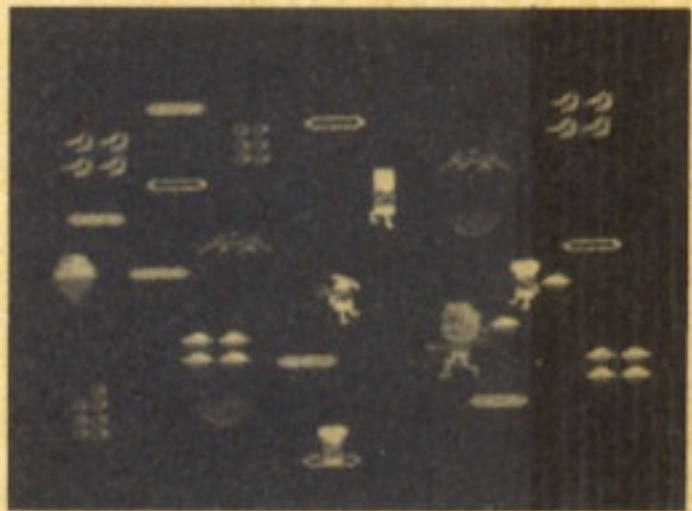
TYPHOON THOMPSON by Broderbund software on the Atari ST is an often forgotten gem that I dug up a few weeks ago. The idea of the game sounds a little complicated, but basically involves Thompson being sent on a load of missions by the spirit guardians to retrieve a magical artifact held in a treasury dome within the heart of a load of island villages in the middle of the sea. The treasury's domes are guarded by sea sprites that need to be bumped into the water by Thompson's craft and then scooped out and into a sack to exchange for the item held within the treasury. Once that item is taken to the spirit guardians the next level begins! Phew, I don't think I understand that either but it hasn't stopped me from playing this wonderful ST classic. Obviously a tiddly black-and-white screen shot can't do justice to the way this game and all the cool little characters that inhabit the various islands move around the convincing 3D waterscape. Though the original is quite hard to track down, you might be able to find it on the 'Respray' label, along with a host of similar classics.

TYPHOON THOMPSON bagging a few sprites.



Unbeknown to me when I purchased a copy of *FOOD FIGHT* on the Atari 7800 was what a loyal following the game had. Apparently the legendary Jeff Minter is a big fan, so my sources tell me! The story goes that Charley Chuck (I wonder if Vic and Bob are fans too?) loves to eat, so when he went to the carnival one hot summers day he headed straight for the food fight contest. Charley has to battle his way across the screen to an ice-cream cone, on route are stacks of food and three man-holes. To win, Charley must race to the ice cream cone before it melts, without falling down a manhole, touching his opponents, or being walloped by flying food, compliments of the four chefs – Angelo, Oscar, Zorba and Jacques. Luckily Charley can thwart the chefs by walloping them with randomly placed food or forcing them down the man-holes. But if you miss, look out for the flying spinach. Or cherry tarts. Or tomato puree. Exciting stuff! I especially like the bit when Charley reaches the ice-cream – his mouth opens up in suitably comical fashion and gobbles down the cone in one (sounds like me)!

FOOD FIGHT is the king of all food-related games.



Judge your height above buildings with the TLL's shadow.



CYCLONE's chopper picking up a few extra bonus people.

WIN A COPY OF NAMCO MUSEUM VOLUME 1, 2, AND 3!

Largely due to the fact that my 'car boot compos' have had rather limited success, I've managed to get hold of some brand new old games again this month, thanks to the nice people at SONY. Needless to say the



NAMCO MUSEUM series of games are completely awesome and an essential purchase for retro fans. I love em!

To win one, answer the following question.

Q: WHAT SPECCY GAME IS THE 'SEXY' YOUNG LADY RESIDING ON THE RIGHT-HAND 'STRIP' OF THIS PAGE FROM?

Send your entries to "THE GOBLIN" at the usual address.

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE: PHONE 0181 203 8868.

SIMON GREEN (NOW A REGULAR IN CLASSIFIEDS) HAS A BURGEONING COLLECTION OF VINTAGE ARCADE PCB'S FOR SALE. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 01952 242097 FOR MORE DETAILS.

THE GOBLIN NEEDS YOU: DO YOU HAVE A SHOP SELLING OLD COMPUTER GAMES AND STUFF OR HAVE YOU WRITTEN A FANZINE ABOUT OLD COMPUTER AND VIDEO GAMES. IF SO SEND ME YOUR DETAILS OR FANZINES AND I'LL ADVERTISE THEM HERE IN THE CABIN. I'M ALSO VERY INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION AND ANY GAMES THAT ARE CONNECTED WITH STAR WARS EG. LUCASARTS NIGHTSHIFT, PARKER BROS STAR WARS (ANY FORMAT). OH, AND ANYTHING YOU RECKON IS RARE OR INTERESTING! TOP PRICES PAID BY THE WAY, BUT ITEMS MUST BE BOXED AND IN GOOD CONDITION. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.



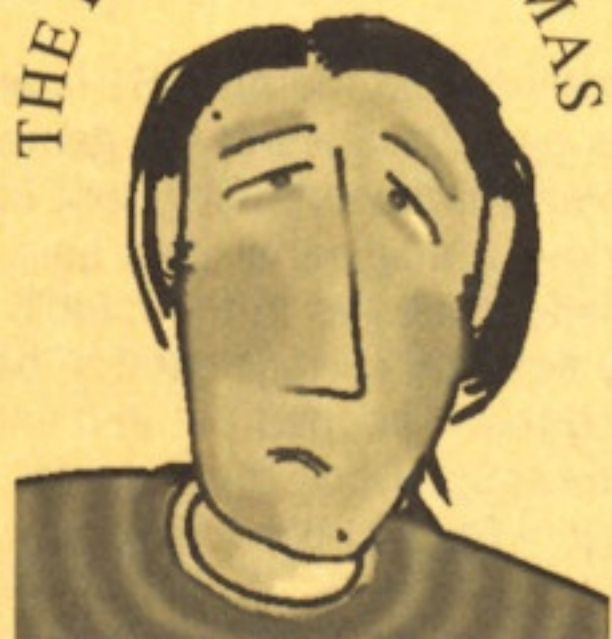
Computer Cabin

FREEPLAY

TIPS

TIPS

THE LEGEND OF LOMAS



I'm not very well. Every month my picture deteriorates as Jaime re-sketches me. I looked a lot better when Tom Cox was Art Editor. This month's tips secret is packed to the brim with cheats for the latest games - even some for import Nintendo 64 owners! Have fun!

Send your tips, cheats and players guides to:

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



PLAYSTATION RE-LOADED

It's possible to play as Fwank the clown from the first *Loaded* game! To get him, highlight Mamma and press **L1, C, R1, Down, Down, R1, C, L1, L1**. A balloon should appear over Sister Magpie's picture. Select her and start the game!

TUNNEL B1

While playing the game, press **R1+L1+R2+L2+T+C+X+S** at the same time (that's all of the PlayStation's buttons). You should now have all of the weapons and full energy!

PANDEMONIUM!

Use these passwords to cheat your way through the game.

- **BORNFREE** Level Select
- **HARDBODY** Invincibility
- **VITAMINS** 31 lives
- **CORONARY** Loads of health hearts
- **EVILDEAD** Invincible enemies
- **TWISTEYE** Rotate the screen by holding L1+L2 and moving the D-pad
- **INANDOUT** Quitting returns you to the map screen
- **THETHING** Hold L2 to mutate your body. Press L2+X to reset
- **BODYSWAP** Press Triangle to swap characters during the game
- **OTTOFIRE** Special weapons never lose power
- **TOMMYBOY** Takes you to a pin ball screen when you finish a level
- **CASHDASH** Takes you to a "speed greed" screen when you finish a level

PROJECT OVERKILL

To give yourself instant cloaking abilities at any time, **hold T and press S, C, C, S**. Release T, then hold X and press T, T, then release X.

To speed yourself up while playing the game, **hold Up and press T, T, T**. Release Up then hold Down and press X, S, C. Release Down.

To give yourself maximum health, highlight "Review Mission", and **hold S**. Now press **C, X, T**. Release **S**, hold **C**, and press **S, X, T**. The word "Cheater" should appear at the top of the screen to let you know it's worked.

In the **Throg Breeding Facility** level you'll find a secret entrance to the "Lost City" secret level. Look around the bottom right-hand corner of the map, and keep breaking through secret walls until you find it. It's worth the effort!

DESTRUCTION DERBY 2

To get all of the tracks right from the start, simply enter the password "MACSrPOO".

To see the game credits, enter the password "CREDITZ!".

To see the FMV credits, enter the password "ToNyPaRk".

TOBAL NO.1

To select a different camera view, press and hold **L2+R2** while the game is loading, after you've picked a character.

Hom has got a secret "suicide" move where he turns himself off! To do the move, press **L1, L2, R1, R2, X, Down**.

SATURN

DAYTONA USA: CCE

Clifford Bonney from Oxford sent these tips to access some of the secrets in *Daytona USA: CCE* first. Thanks very much Clifford!

Set the game on Hard difficulty and win on all of the tracks. Now go to the track select screen and hold **X+Y+Z**, then press **A or C** to mirror the track. Play on the track now, and you'll be in the famous Mirror Mode with all of the corners reversed.

The original *Daytona* Hornet will be added to your collection if you manage to win on all the tracks at the Medium difficulty. The Hornet is by far the best car in the game, with full stats in every area.

Uma the horse becomes available by setting the game to **Hard difficulty**, then winning **Endurance races** on the first two tracks. The horses are very fast, and don't lose any speed when they run across the grass.

Uma 2, the second horse, is playable if you can win on all of the tracks using the first Uma while the options are set to their default values.

VIRTUA COP 2

To warp straight to the final boss from the start of the game, **go to the stage select screen and repeatedly shoot the stage 1 arrow**. Keep doing this until the time runs out and you should start at the end!

To access the third options screen, simply complete the game on Easy or above. On this screen is a ???????? option which turns into Big Head Mode when you've played over 58 games. To get up to this number quickly, set the game on **Hard mode, no continues, and 1 life and start a game**. Get shot by the first baddie and don't continue. Now start the game again, and keep repeating this until you reach a total of **58** games and the option appears!

While choosing your stage, **hold X on the pad to play as Rage, Y to play as Smarty, and Z to play as Janet!**

VIRTUAL ON

In addition to the cheats printed in our players guide starting on page 82, there's another which gives Raiden and Temjin a new white costume each. To use it, go to the title screen and hold **Up**, then press the **L and R Shift** buttons at the same time. You should hear a noise to tell you that it's worked, and the two characters will be white when you start the game.

Viper 2 and Temjin both have secret moves not mentioned in our guide. When their when gauge is full, jump into the air and press **Up, Up+Y, Y** to perform the moves.

BUST-A-MOVE 2

In case you didn't notice last month, if you play the game in December (as long as your Saturn internal clock is correct), you get a special Christmas intro sequence with different music!

TOSHINDEN URA

The game may be terrible, but it's got a few secret characters in it. To play as the bosses, Wolf and Repli, **quickly press A, B, Z, X, Y, C** as the options appear on-screen at the start of the game.

To play as Sho and Verm, go to the main menu screen and press: **A, B, Z, X, Y, C, A, Z, C, X, B, Y, A, Y, C, X, B, Z**.

If you complete the game and watch the end credits, you can fiddle with the screen by holding the **L and R Shift** buttons and moving the **D-Pad** around.

NINTENDO 64

KILLER INSTINCT GOLD

To play as Gargos, press **Z, A, R, Z, A, B** during any of the characters' story intro.



SATURN/PLAYSTATION/ARCADE



NBA JAM EXTREME

One of the most impressive things about *NBA Jam Extreme* is that there are so many secret characters and hidden modes to find. Here is a list of codes to access ALL of them!

- **Small Players+Big Heads**
On Big Head Select, press Up, Down, Left, Right, Down, Up, then select Yes.
- **Big Feet Mode**
Hold Left or Right when leaving Big Head Select.
- **Head-er-olds Mini Game**
Hold Up+Extreme on all 4 pads when leaving Team Select.
- **Marshmallow treats**
Hold Up at end of title sequence, before screen dims.
- **Random Team Select**
On Team Select, press Up+Turbo.
- **Random Player Select**
After Random Team, press Up+Turbo again.
- **Show fake code message**
Hold Start button on Power-up.

These codes should be entered by holding the buttons on the Team Select screen, right through to the Versus screen, then pressing the directions listed.

- **Shot % Display**
Hold Extreme+Shoot, and release on Vs screen.
- **Infinite Turbo**
Hold Turbo, then press Up, Down, Up, Down, and release Turbo.
- **No Turbo Meters**
Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons.
- **Remove Crowd**
Hold Extreme+Pass+Up, and release on Vs screen.

These codes should be entered at the tip-off, while the ref is walking out to throw the ball. They must be done quickly without pressing any of the buttons too many times.

- **Computer Assistance Off**
Extreme, Turbo, Pass, Pass
- **Beach Ball Mode**
Pass x2, Turbo, Extreme, Turbo, Pass x2.
- **Soccer Ball Mode**
Pass x2, Turbo x2, Extreme x3.
- **Quick Hands Mode**
Pass x3, Turbo x3, Extreme x3, Pass x3.
- **Max 3Pt Mode**
Pass x8, Extreme, Pass x7.
- **Legal Goaltending**
Extreme x8, Pass, Extreme x9.
- **Dead-eye Dick**
Turbo x5, Pass, Extreme, Turbo x6.
- **Super Rainbow Shot**
Turbo x5, Pass, Pass, Turbo x6.
- **Power Push**
Turbo x2, Pass x2, Turbo X2, Pass x2, Turbo x2, Pass x2, Turbo x2.
- **Max Speed**
Extreme x10, Pass x3.

These codes should be entered on the Keep Record screen as your name by selecting the first 2 letters, then backspacing twice, then putting in the next 2 letters,

then backspacing again. Repeat this until the code is entered and you'll hear a noise to confirm that it's worked. Then put in whatever name you want to play with.

- **Start at Playoffs** PL AY OF FS
- **Start at Finals** FI NA LS
- **Start with 2 Playoff games won** CH EE SY
- **Start with 3 Playoff games won** NO VI CE
- **45 second Shootout** SH OO TO UT
- **Sound Test** KA ZO O

To use these secret character codes, choose to enter your name, then put in the initials and dates below. Some characters have no code, meaning that they are only available once you've selected someone else from their team. Each team also has their own kit, and specially-coloured court!

SCULPTURED PASSWORD (POWERED-UP PLAYERS)

Dwain Skinner	DAS	Feb 21
Dave Ross	DJR	June 8
Jeff Peters	JBP	May 17
Daren Smith	DRS	April 10
Mike Callahan	MWC	May 1
The TinMan	TIM	Jan 24

SCULPTURED (POWERED-UP PLAYERS)

Mark Ganus	MMG	Sept 16
Roy Wilkins	RNW	Sept 15
Rob Dautel	RAD	Mar 19
James Hebdon	JPH	April 26
Dean Morrell	DSM	May 9
Mike Peery	MJP	May 26

SQUID TEAM

Melissa Pardike	MAP	Mar 26
Jane Bradley	JLB	May 23
Jonathan Dansie	JWD	Aug 2
Lee Phung	LEE	Jan 1
Jason Greenberg	JAY	April 18
Chris Hawkes	CDH	Feb 21

ACCLAIM

Weasel	DAN	Feb 1
Magic Hair	SET	Dec 8
Samoa	SDR	April 10
Sequoia		
Air Nick		
Pistol WAN		June 10

ACCLAIM

Mark "Chaos" Shafer	XTL	May 2
Bob "Striker" Davidson	RAD	Oct 18
Fumongous	GUN	Jan 11
Geoff "Clouseau"		
Higgins	GCH	April 13
Air Dog	SAM	Jan 21
Ice Princess	MDK	Dec 24

CELEBRITY TEAM

Junior Seau	JR	June 1
John Elway	WAY	Sept 30
Frank Thomas	BIG	Dec 6
Marv Albert	MRV	Dec 31
Newt Gingrich	NEW	Aug 12
Samoa	TVH	June 6

SPECIAL SPORTS TEAM

Cheryl Swoopes	SWO	Jan 1
Rebecca Lobo	LOB	July 4
Carol "Blaze"		
Blazejowski	BLZ	Mar 1
Bob Lanier	LAN	Sept 10
Air Nick	ARN	May 18
George Gervin	ICE	April 27

MISFIT

Stinger	MSS	Oct 26
Shamrock	JHG	Aug 26
Diamond Dave	DJP	June 29
Chris "Hacker" Slate	JCS	Dec 8
Todd "Cowboy"		
Mowatt	TVC	Oct 3
Richard "Richito"		
Szeto	RTS	Feb 25

ROOKIE

Jason Caffey	SCT	Nov 14
Randolph Childress		
Kevin Ganett		
Alan Henderson		
Antonio McDyess		
Shawn Respert		

ROOKIE

Lawrence Moten	REG	Jan 17
Cherokee Parks		
Bryant Reeves		
Joe Smith		
Kurt Thomas		
Ed O'Bannon		

ROOKIE

Jerry Stackhouse	BAP	Aug 11
Gary Trent		
Corliss Williamson		
Damon Stoudamire		
Rasheed Wallace		
Antonio McDyess		

ALL-STAR EAST

Vin Baker	LMH	June 28
Terrell Brandon		
Patrick Ewing		
Penny Hardaway		
Grant Hill		
Juwan Howard		

ALL-STAR EAST

Reggie Miller	EST	Mar 14
Alonzo Mourning		
Scottie Pippen		
Glen Rice		
Juwan Howard		
Patrick Ewing		

ALL-STAR WEST

Clyde Drexler	WST	July 12
Sean Elliot		
Shawn Kemp		
Jason Kidd		
Karl Malone		
John Stockton		

ALL-STAR WEST

Dikembe Mutombo	RMC	April 21
Hakeem Olajuwon		
Gary Payton		
Mitch Richmond		
David Robinson		
John Stockton		

HAPPY TEAM

Pirate Bill	SAL	Feb 2
Mr. Happy	MJT	Mar 22
Dufus the Clown	GRR	June 19
Three Feet Under	TOD	April 17
Mr. Unhappy	GEM	Nov 3
Ooohh	JLH	Jan 26

INVISIBLE TEAM

Who	WHO	Jan 1
Brained	BCS	Jan 7
Monkey Boy	PJP	Nov 2
Howie	BCE	July 10
Jim Jung	JKJ	Dec 13
Huh	CBR	June 25

ACCESS ALL TEAMS

YME	May 17
------------	---------------

To get all of the new costume colours for every character (Gold, shadow, and white) without playing the training mode properly, **press Z, B, A, Z, A, L** on one of the intro screens (where it tells a character's story).

To give yourself all of the secret options, press **Z, B, A, L, A, Z** on a story intro screen.

To view the end game credits, press **Z, L, A, Z, A, R** on a story intro screen.

In 2-player mode, you can select your background by holding **Up or Down** and pressing one of the attack buttons on pad 1. To select your music, do the same on pad 2. To get the secret **Sky Stage**, both players need to **hold Down and press MK**.

WAYNE GRETSKY'S 3D HOCKEY

To turn on the debug mode, press: **C-Down and R, C-Left and R or C-Up and R** at the main screen. A menu will appear where you can fiddle with a load of digits. By changing the first 6 numbers you can edit the graphics slightly. We'll leave you to work out what you can do (try 010000 for chubby players with big heads!).

CRUISN USA

To get some extra cars, go to the car selection screen and hold **C-Up, C-Left, and C-Down**.

There are also three extra tracks which you can access from the start of the game without playing right through. Go to the track select screen and hold these buttons to pick the track you want.

- **Golden Gate Park** C-Left, C-Down, and L
- **Indiana** C-Up, C-Right, and L
- **San Francisco** C-Right, C-Down, and L

For the bonus arcade vehicles – the Police Car, Bus and Jeep – **hold a View button while picking your car with the Start button**.

MEGA DRIVE

ULTIMATE MORTAL KOMBAT 3

To get some new menu options, go to the main menu and press **A, C, Up, B, Up, B, A, Down or C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**.

To play as Ninja Smoke, select regular robot Smoke and hold **HP+LP+HK+LP** until the fight starts.

SNES

ULTIMATE MORTAL KOMBAT 3

To get a sound test option, go to the **title screen** and press: **Left, Down, Y, Y**.

TIPS

FRIDAY

FREEPLAY

CLASSIFIED

GAMES

● **UK PSX GAMES** – TEKKEN 2, WIPEOUT 2097, F1, CRASH BANDICOOT & RESIDENT EVIL. £15 – 20 EACH. PLEASE WRITE TO: G. HORTON, 68 BELVEDERE RD, TAUNTON, SOMERSET, TA1 1BS

● **WANTED – USED GAMES, FOR PLAYSTATION, 3DO, SATURN, N64, ARCADE PCB'S.** TOP PRICES PAID. I ALSO BUY AND SELL USED SOFTWARE & HARDWARE. SEND SAE FOR LISTS TO: STEVE VOX 48 DAWLISH ROAD, READING, BERKS, RG2 75F.

● **PLAYSTATION GAMES FOR SALE,** DESTRUCTION DERBY, DISCWORLD (WITH GUIDE). £25 EACH. RING (01222) 731300 ASK FOR SIMON.

● **FOR SALE: FIFA 96 AND KILLER INSTINCT,** OR WILL SWAP FOR MICKEY'S MAGICAL QUEST OR SIDE POCKET POOL. £15 EACH. CALL JONATHAN ON 01492 592631.

● **FOR SALE: GAME BOY FOR £20.** 6 GAME BOY GAMES FOR £30. CALL LIAM ON 01203 599715.

● **PSX GAMES:** RR REVOLUTION £30, RESIDENT EVIL £30. SATURN GAMES, EXHUMED £30, NIGHTS £30. CALL STEPHEN ON 01592 593049.

● **I WILL SWAP:** SPACE HARRIER 2, SUPER HYDELYDE & MEGA GAMES 2 FOR THE FOLLOWING GAMES; DESERT STRIKE, JUNGLE STRIKE, X-MEN. CALL MOHAMED ON (01254) 661521.

● **SIX MEGADRIVE GAMES FOR SWAP.** INCLUDING RISE OF THE ROBOTS. SWAP FOR SUPER STREETFIGHTER 2 OR MORTAL KOMBAT GAMES ON MEGADRIVE. IF INTERESTED CALL JOHN ON 01372 450822.

● **I WILL SWAP VIRTUA RACING (MD) FOR MK3 (MD).** CONTACT BEN ON 0161 285 8320 (STOCKPORT).

● **I WOULD LIKE TO SWAP RESIDENT EVIL ON THE PLAYSTATION.** FOR ALIEN TRILOGY, GUNSHIP, FORMULA ONE. CONTACT G. BRECHIN 01049 5151 45364. (ASK FOR PARENTS PERMISSION BEFORE CALLING THIS NUMBER!)

● **SPECTRUM, C64, C16, ELECTRON, VIC 20 AND MS GAMES FOR SALE.** TAPES 50P – £4. CARTS £4 – £8. PHONE GARETH ON 0191 373 6322.

● **WANTED DONKEY KONG 2 OR 3, BOMBERMAN 3 FOR SNES,** WILL PAY £20 EACH. TURTLES IN TIME PAY £10. MUST BE PAL, BOXED WITH MANUALS. 0113 2628559.

CONSOLES

● **GAME BOY, SUPER GAME BOY ADAPTOR, 10 GAMES, MAAGNIFIER, MAGAZINES.** VGC WORTH £400. SELL FOR £90 (BARGAIN). CALL ALEX JONES ON 01634 845942. (SORRY PHIL BROKE YOUR LAST AD).

● **SNES FOR SALE. 1 JOYPAD. 2 GAMES BOXED.** IDEAL CHRISTMAS PRESENT. £65 ONO. CALL PAUL NEWMAN: 0115 9894410.

● **JAP PSX: PLAYS ALL GAMES.** 10 GAMES INC: TEKKEN 1/2, RR 1/2, BIOHAZARD, WIPEOUT & DOOM. 2 PADS & MEM. CARDS. CALL MO: 0181 471 0780. AFTER 8.

● **JAGUAR FOR SALE WITH 5 GAMES & 2 PADS.** 5 GAMES ARE; DOOM, CLUB DRIVE, SYNDICATE, CYBERMORPH, POWER DRIVE RALLY. £120 ONO. PHONE ROB 01980 670250.

● **MEGA DRIVE FOR SALE.** 5 GOOD GAMES BOXED, PLUS ACCESSORIES. £125 ONO. CALL MATT ON: 01438 743905 (4-9 PM)

● **SATURN + SEGA RALLY, X-MEN, VF AND V.COP & GUN + PAD & RF/SCART LEAD.** ALL BOXED AS NEW. £260. TEL: 01924 825627. ASK FOR BEN.

● **FOR SALE MEGA DRIVE WITH MEGA GAMES 6 + 3 OTHER GOOD GAMES.** 2 PADS (1 TURBO). ALL VERY GOOD CONDITION. £100. PHONE ANTHONY: 0151 2806379.

● **SNES 16 GAMES, 2 PADS, UNIVERSAL ADAPTOR £210.** MEGADRIVE 15 GAMES, 2 PADS £160. PHONE TONY ON 01268 772337 RAYLIEGH.

● **SNES WITH TWO CONTROL PADS.** 7 GAMES INCLUDING NHL 96 AND MICRO MACHINES + 2 VIDEOS. £80 CALL PHIL 01255 434432.

● **SWAP SNES WITH 7 GAMES,** CONVERTER, 2 JOYPADS + CASH! FOR SATURN WITH GAMES. MUST COLLECT. RING 0171 561 1211 NORTH LONDON.

● **N64, 3 GAMES.** MARIO, PILOT WINGS, WAVERACE. BRAND NEW ALL BOXED. £375 ONO. CALL ANDREW AFTER 7PM WEEKDAYS. 0181 845 2937.

● **MASTER SYSTEM 2 WITH CARRY CASE & 4 GAMES.** £25. PHONE 01302 830352 AND ASK FOR RICHARD. DONCASTER. S. YORKS.

● **MEGADRIVE 9 GAMES,** JAGUAR 3 GAMES (INC. DOOM) AND SNES 6 GAMES. SWAP FOR UK PLAYSTATION WITH RESIDENT EVIL AND DOOM. CALL RICH 01262 490 339.

● **SEGA SATURN FOR SALE.** WITH: CONTROLLER, DEMO DISC, THUNDERHAWK 2, DAYTONA USA, EURO 96 GAMES. ALL BOXED IN VERY GOOD CONDITION £200. CALL DARREN ON 01793 887186.

● **AMIGA 1200 VGC.** JOYSTICK, MOUSE AND PLENTY OF TOP GAMES, ALL ORIGINALS, BOXED WITH INSTRUCTIONS, RING FOR DETAILS. £215. JAMES 01923 461260.

● **SEGA SATURN. 2 GAMES + LIGHTGUN (FULLY BOXED) – £185.** TEL: CARL 01900 817368. BUYER COLLECTS.

● **MEGA DRIVE 2 + 2 CONTROLLERS,** POWER PACK, TV LINK & 6 GAMES. INC. 3D BALLZ & X-MEN. £70. PHONE DANIEL ON 01243 584479

● **WILL SWAP PLAYSTATION 11 GAMES, 2 PADS, MEMORY CARD.** FOR N64 JAP/USA WITH 1 GAME, 2 PADS. MUST WORK WITH SCART/VIDEO, AUDIO/PAL. CALL KEVIN 01304 841783.

● **WANTED: SEGA SATURN + 1 PAD.** MUST BE IN GOOD CONDITION. WILL PAY UP TO £90 CASH. CALL SAMIN ON 01708 722419. AFTER 4.30PM.

● **SNES WITH 10 GAMES.** INC; DKC, DKC2, KILLER INSTINCT & MARIO KART. BOXED. EXCELLENT CONDITION. £120. CALL STEPHEN 01904 765611.

● **SEGA SATURN WITH 7 GAMES.** INCLUDING SEGA RALLY, DAYTONA USA. 2 CONTROL PADS, SCART & RF LEADS. £299. ALL BOXED MINT CONDITION WITH INSTRUCTIONS. TEL: MATTHEW 0161 4349404.

● **MINT CONDITION A1200 – BOXED.** MANY UTILITIES + GAMES. HARDLY USED. WOULD BE A GOOD PRESENT. £160 ONO. OR SWAP FOR PLAYSTATION. CALL WARREN ON 01296 20635.

● **MEGADRIVE + 3 PADS** (1 SIX BUTTON), SONIC 1,2,3, SONIC & KNUCKLES, FIFA 96, MK2, MICRO MACHINES 96 & 5 OTHER GAMES. £100. CALL MICHAEL ON (BRADFORD) 613283

● **US SATURN, 2 PADS, 8 GAMES** INC. SFA2, TOMB RAIDER, NIGHTS + PAD, UNIVERSAL ADAPTOR £350 ONO. CALL JAMES: 0114 2552609. (SHEFFIELD).

● **FOR SALE SNES + 2 CONTROLLERS, 7 GAMES** INC. MK3 & THEME PARK. SNES SUPER SCOPE WITH SCOPE 6 GAME. ASKING PRICE £190. TEL: 0171 7328522.

● **SEGA MEGADRIVE 2.** 2 PADS (1 SIX BUTTON). 10 GAMES INCLUDING; ROAD RASH 2, SONIC 1&2,

MICRO MACHINES 1&2, DESERT STRIKE, EARTHWORM JIM 2. £125. MOST BOXED WITH INSTRUCTIONS. CALL GREG ON 01925 755698.

● **2 MEGADRIVES + CD'S.** 6 CONTROLLERS, 2 LIGHT GUNS, TOTAL 22 GAMES, BOXED. REASONABLE OFFERS OR SWAP FOR SAT + GAMES. TEL. CHRIS ON 01785 850629 (STAFFORDSHIRE).

● **SEGA GAME GEAR WITH 6 GAMES,** CARRY CASE, MAINS & CAR ADAPTOR. GAMES INCLUDE DYNAMITE HEADDY AND SONIC. ALL FOR JUST £50. CALL SAAM ON 01268 710619.

● **WANTED SATURN OR PLAYSTATION FOR MEGADRIVE, 6 GAMES** SOME IN BOXES, CARRY CASE, 3 PADS. SNES 3 PADS 10+ GAMES! CALL STUART ON 0121 4581728.

● **MEGADRIVE 2 + SNES FOR SALE.** MD HAS 3 PADS INCLUDING 1 SIX WITH DIGI PROCESS & 7 GAMES. £80. SNES + SF2T & PAD. £60. CALL MO: 01384 252228.

● **SNES FOR SALE, WITH 6 GAMES.** INC. THEME PARK + 2 PADS AND LOADS OF MAGS. £110. I WILL PAY POSTAGE. PHONE MAT: 01547 528194 AFTER 6PM.

● **SNES WITH SUPERSCOPE,** ACTION REPLAY CARTRIDGE, 2 JOY PADS PLUS 18 BRILLIANT GAMES. ALL BOXED IN EXCELLENT CONDITION. ONLY £250. CALL M. LEACH ON 01709 540768 (ROTHERAM).

OTHERS

● **COMMODORE 64 FOR SALE WITH OVER 100 GAMES.** BARGAIN AT ONLY £35. WILL SWAP FOR DOOM ON PLAYSTATION. CALL RICHARD ON 01327 842960.

● **FOR SALE RALIEGH STYLER BIKE** IN GOOD CONDITION FOR £80. CALL JUSTIN ON 0171 7328522.

● **MANGA VIDEOS FOR SALE:** GUYVER SERIES SET (12 VIDEOS) £40. CRYING FREEMAN 1-4 £28. DOOMED MEGALOPOLIS 1-4 £28. CYBERPUNK COLLECTION £30. MORE AVAILABLE. PHONE NICK ON 0113 2666766.

● **ISSUE 5&6 OF MAXIMUM.** NMS #48. ISSUE 5 CONTAINS 42 PAGE TEKKEN 2 GUIDE! SELL MAXIMUM'S FOR £8. NMS £1.50. CALL MO: 01384 252228.

● **EDGE ISSUES 1-39.** ONLY ISSUE 3 MISSING. MAKE ME A SENSIBLE OFFER. ROBERT 0113 2823691.

● **FOR SALE. PSX STEERING WHEEL WITH FOOT PEDALS.** PLUS SONY SCART LEAD. ALL FOR £50. CALL ROBERT ON 01474 873768.

FREEPLAY

HIGH SCORES



Thanks to you, we're looking to increase the size of our High Scores section. But we need more scores! Prove that you're the best at your favourite game by sending some incredible scores for top games on any system! Take a look at these, and see what you need to beat!

NIGHTS (SAT)

Reala beaten with 104 seconds remaining **William Curley, Surrey**

Jackle beaten with 102 seconds remaining **William Curley, Surrey**

367660 Points (Spring Valley)
William Curley, Surrey

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

395 Link (Splash Garden 1)
Paul Lautler, London
503680 Points (Frozen Bell 1)
Paul Lautler, London

VIRTUA FIGHTER 2 (SAT)

Game complete,
Hard setting, all others default
0'58"02 (Akira)
Adam Dorée (A.D)

We find this one a bit hard to believe. Send a photo and tell us how you did it, Adam, or we'll tell everyone you're a fraud!

FIGHTING VIPERS (ARC)

Game complete, 2 rounds,
3'09"31 (Bahn)
Paolo Tarulli (ZAK), London

SEGA RALLY (SAT)

Fastest Desert Lap
0'49"68
Gary Cormack (GAZ), Scotland

Fastest Desert Race
2'31"42
Gary Cormack (GAZ), Scotland

Fastest Forest Lap
1'10"46
Gary Cormack (GAZ), Scotland

Fastest Forest Race
3'34"26
Gary Cormack (GAZ), Scotland

VIRTUA FIGHTER 2 (SAT)

Game complete,
Hard setting, all others default
0'58"02 (Akira)
Adam Dorée (A.D)

We find this one a bit hard to believe. Send a photo and tell us how you did it, Adam, or we'll tell everyone you're a fraud!

TEKKEN 2 (PS)

26 Wins (Law)
Gregory Nichols (GSN), Lancs.

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 45.533
Ian McAllan, Middlesex
Best Race 2.19.723
Ian McAllan, Middlesex

NOVICE EXTRA
Best Lap 45.683
Adi Wells, York
Best Race 2.19.799
Adi Wells, York

INTERMEDIATE
Best Lap 1.00.424
Adi Wells, York
Best Race 3.10.160
Adi Wells, York

INTERMEDIATE EXTRA
Best Lap 1.03.287
Matthew McMillan (MAT), Bearsden
Best Race 3.13.257
Adi Wells, York

EXPERT
Best Lap 1.09.278
Matthew McMillan (MAT), Bearsden
Best Race 3.35.940
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1.10.203
Matthew McMillan (MAT), Bearsden
Best Race 3.35.487
Matthew McMillan (MAT), Bearsden

RESIDENT EVIL (PS)

Completed in 01:43'30
Andrew Rutherford, Macclesfield

FIGHTING VIPERS (SAT)

Game complete, 2 rounds,
Very Hard setting
4'02"60 (Mahler)
Paul Davies (POL), CVG
4'15"06 (Sanman)
Paul Davies (POL), CVG

KILLER INSTINCT 2 (ARC)

Best combos by **David Hines (GNR), Doncaster.**
Fulgore 59 hits
TJ Combo 73 hits
B Orchid 72 hits
Jago 73 hits
Gladius 72 hits
Sabrewulf 73 hits
Kim Wu 72 hits
Tusk 54 hits

Darren Thompson (DAZ) from Doncaster's best combos.
Maya 71 hits
Spinal 57 hits

WE WANT MORE!

We want top scores for new games, like *Virtua Cop 2*, *Virtual On*, *Cool Boarders*, *Mario Kart 64*, *Rage Racer*, *Fighters MegaMix*, *Tempest 2000*, *Tempest X*, *Christmas NIGHTS* (best link attacks), *Virtua Fighter 3*, plus anything else relatively new. Or, if you can beat any of the scores here, we want to know!

FREEPLAY

FANZINES



Brilliant RPG fanzine with lots of reviews, guides, artwork, and more RPG info than we've got!
Journey's End,
230 Thornbridge Avenue,
Great Barr,
Birmingham,
B42 2AL



Excellent quality, brilliant artwork, and coverdiscs covering Commodore 64.
Commodore Scene Magazine,
c/o R.B. Productions,
35 Nottingham Road,
Nuthall,
Nottingham,
NG16 1DN



News, previews, reviews, tips and features covering all formats. One of Ed's friends wrote a bit as well!
GamesPlayer, c/o Barry Lewis,
197 City Way,
Rochester,
Kent,
ME1 2TJ



LOADS of writing with reviews, reports and tips. Very good.
Station,
Alex Sulman,
St Margarets,
Cardinals Green,
Horseheath,
Cambs, CB1 6QY

My name is Hunter and I eat metal and small children, so don't you forget it!



drawinz Wot you dun

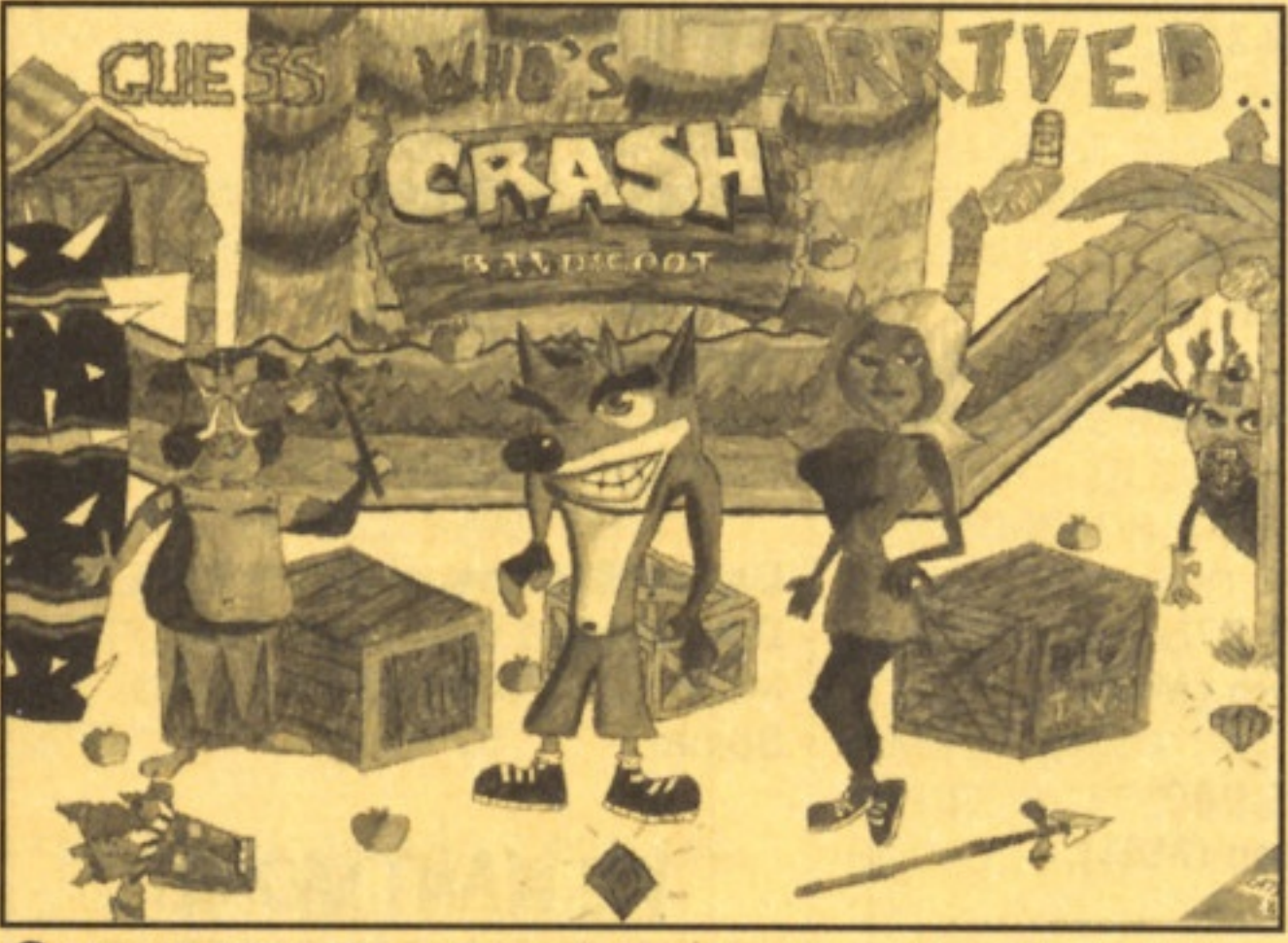
Watcha! Get ready for two pages of the most fantastic drawinz you've ever seen!!

Hello my faithful. Welcome to your favourite section of the mag. A nice selection of art this month, but I feel there's something lacking. I want art that'll bring tears to my eyes, art that'll make me jump for joy and art that'll make me pee my fur, and soil my blanket.

KEY

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

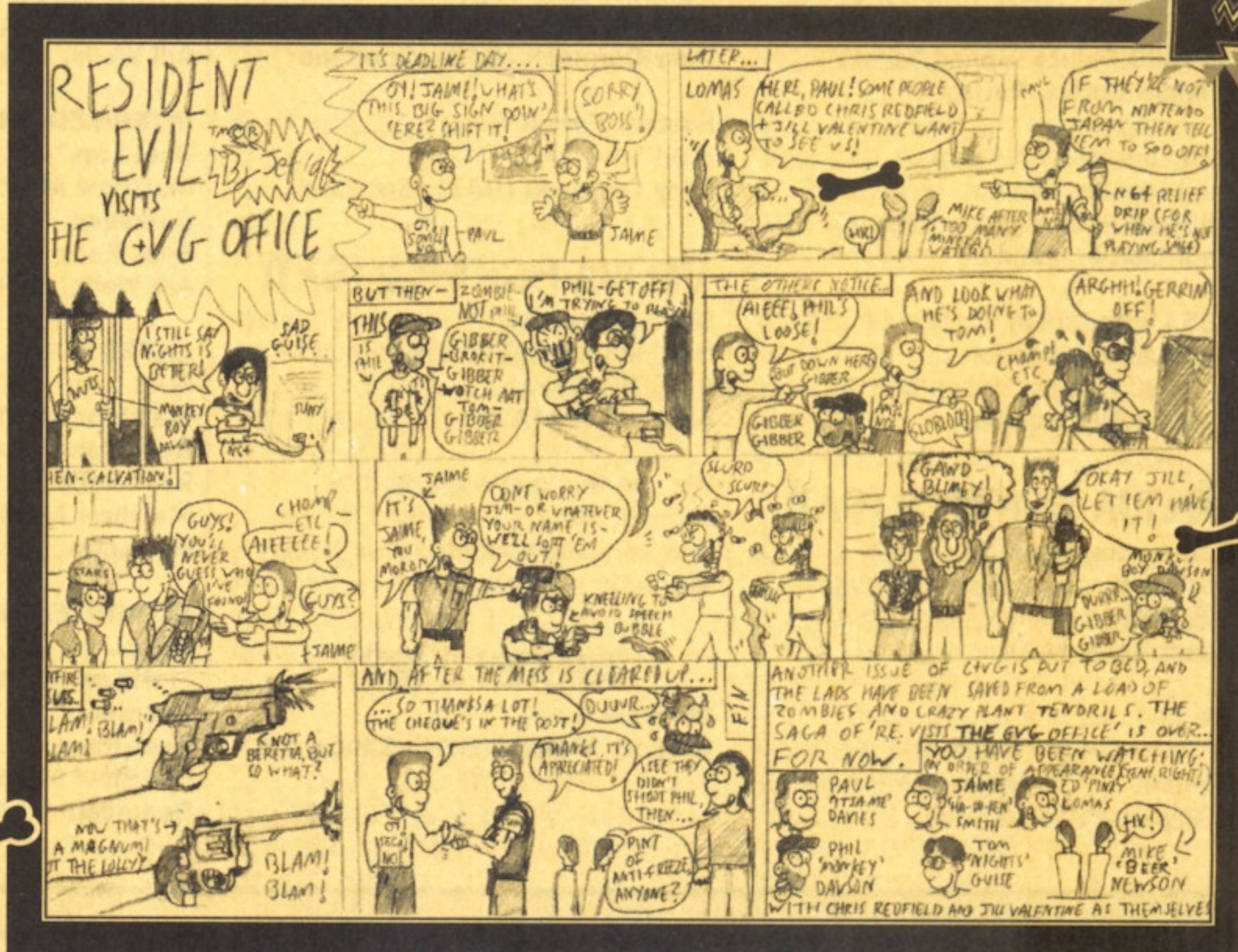
Originality, creativity, style, fun, and not copied straight off another magazine. **DO IT MORE!**



① 'Crash Bandicoot Fever' has hit the nation. Could it be the best platform game of the year? ...No! But never mind - look at this art from Cathal O' Mallyry. It's greeattt!



② Those 'madcap' CVG lads up to no good again. Me and Mike however, decided to spend a quiet evening inside feasting on Ed's legs and bum.



③ Excellent cartoon from Geoff De' arth. Nicely drawn. Good humour and well presented. 9/10

④ Another cover already designed that Jaime doesn't have to worry about. Thanks Michael Watson.

⑤ The evil Shin-Gouki from the hopefully not so evil Joe Venables.



⑥ The fantastic Virtual On from arcade wizards Sega captured on paper by the eyes and hands of Matthew Frame. Cheers!



⑦ Crash Bandicoot is certainly a popular fella! Even if he is obviously quite rude. Nice work Mark Gorman.



⑧ I love this one. If only all games had heavenly characters like this! We can but dream! Philip Canso.



⑨ NO! No more Cheesy, Bug, Cool Spot or Firo and Klawd, they're banned! And that's that! Louis Venables is the one to blame for this one!

drawinz
Wot you dun

FREEPLAY



Excellent Tekken 2 characters. Thanks (sorry, no name).



Brilliant Quake characters from Nunu. Thanks, partner!



Nice bit of VF3 art from yet another unknown superstar.



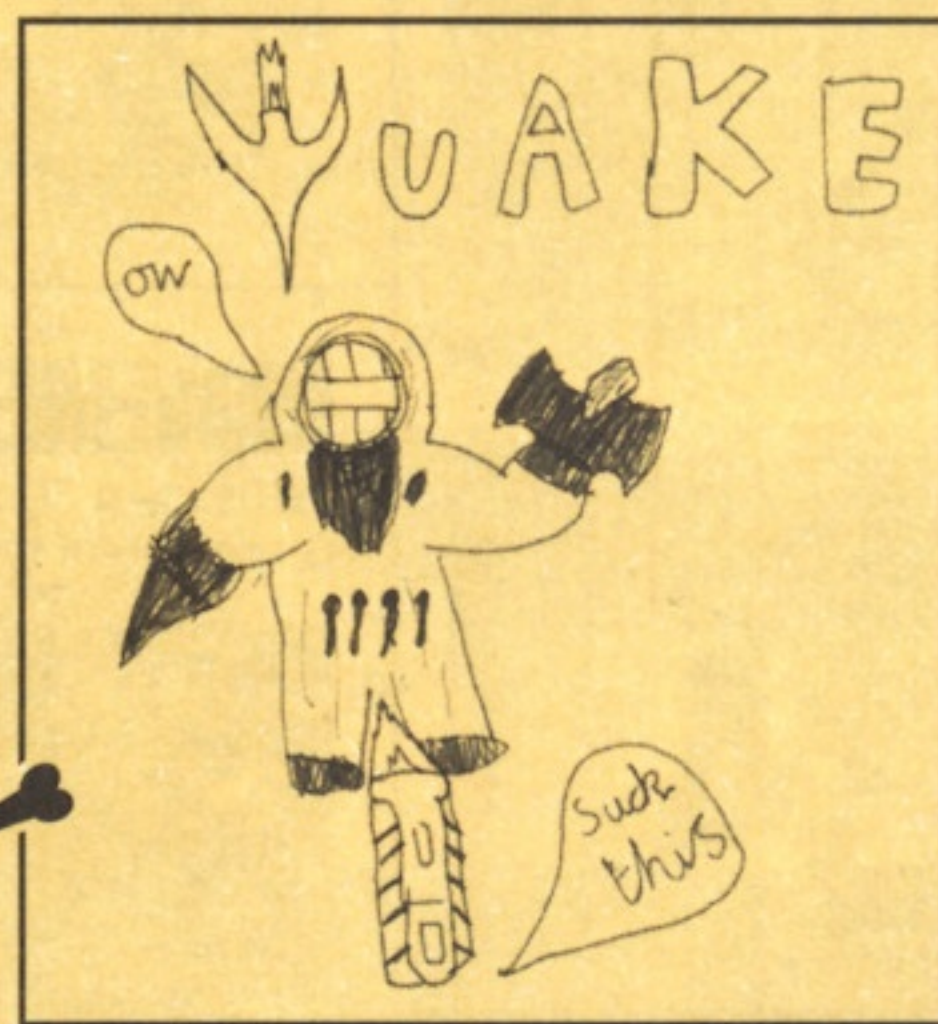
Oddball assortment of SF characters if ever I saw one. Many thanks to Joseph Sherwood.



Saturday NIGHTS fever! Nice watercolour from the dainty hand of Vicki Reckless.



Nice piece of black and white pen inking! Slightly too grotesque for my liking but superb anyway. Top marks Larry Bundy Jr.



Ed on the cover! Could happen, but not while I'm around! No name.



Simpson, eh! Watch the Simpsons on BBC2: they're cool (if old). Thanks to Sam Gullum

QUAKE! If it wasn't good I'd be sick to death of it. James Drummond is the artist!

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!

DEAR HUNTER

I BEG YOU TO PUT
THIS PICTURE IN YOUR
EXCELLENT 'MAG'!

Oh! I said I wanted no more of this kind of thing! You hear?!!

drawingz
wot you dun

FREEPLAY

PLAYERS GUIDE: STARGLADIATOR

Bought *Star Gladiator*, but can't get any technical mastery out of the game? Don't worry! After last month's *Street Fighter Zero 2* fiesta, Yas Hunter delves into his psyche to produce the ultimate player's guide for Capcom's 3D beat-n-slash'em up, *Star Gladiator* for you to feast over.

©CAPCOM

KEYS



A = SQUARE

B = TRIANGLE

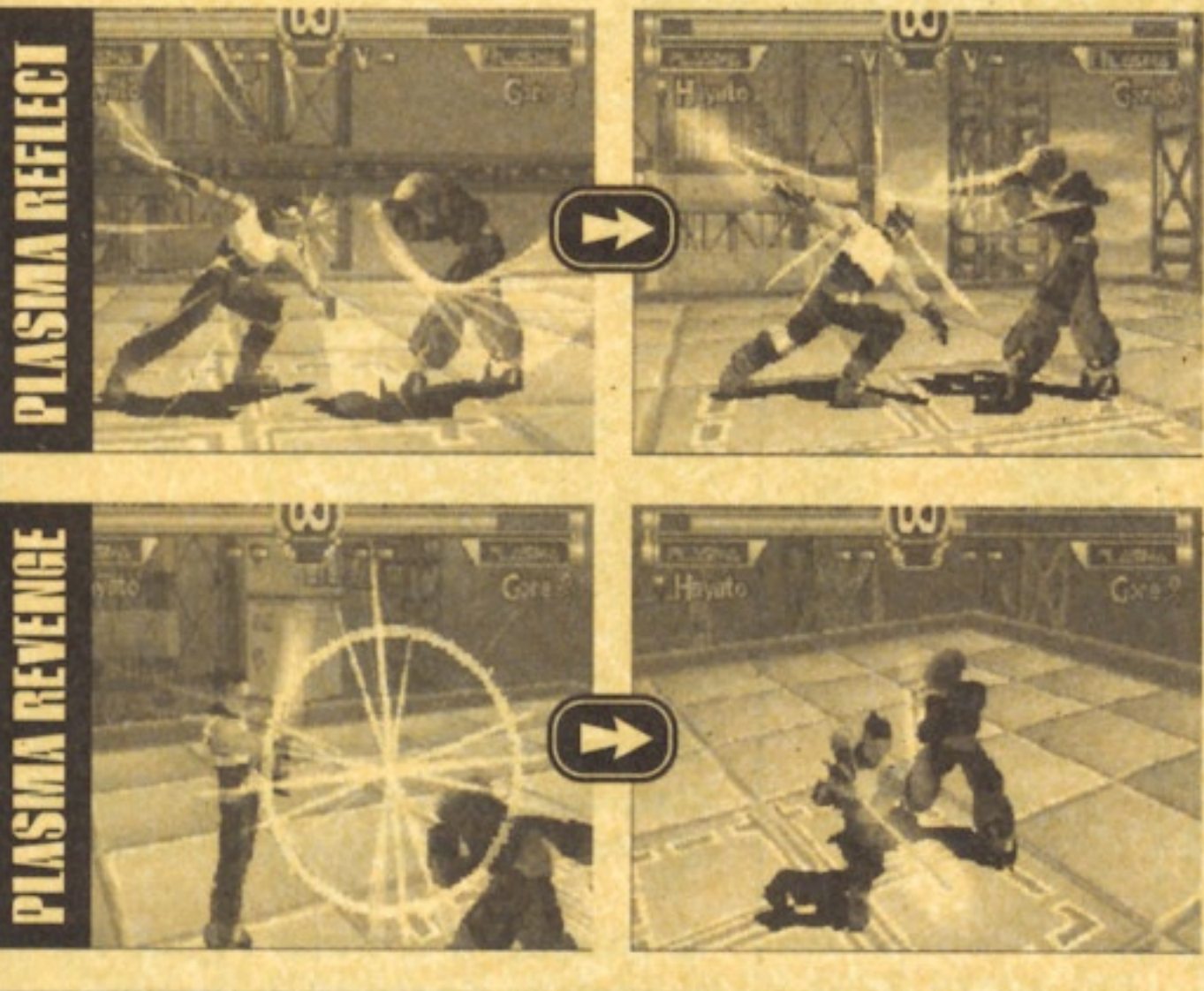
G = X

K = CIRCLE

★ BACK TO THE BASICS

PLASMA REVERSALS

There are two types of Plasma Reversals - Plasma Reflect and Plasma Revenge. Plasma Reflect stops the incoming attack and 'stuns' the opponent for you to strike with the move of your choice. Plasma Revenge automatically slices the recipient in two - one of the best ways to stop a Plasma Combo.



THE SPIN-AROUND SLICER

A move that will be instantly familiar for you Michelle Chang users out there. If the hit is successful, the victim is spun around 180° exposing his back for you to enter any combo of your choice.



MOVEMENTS

As this is a 3D game, it's vital that you use the space of the arena to the fullest. By pressing G and one of the three directions, your character will move in, out, or towards your opponent.



★ SECRET CHARACTERS

Want hidden characters? We've got them! Here's a lowdown on the secret fighters.



BILSTEIN

The boss of the game is very similar to Akira as he tends to put all his power into an

attack but suffers from huge recovery times. But with a little patience, Bilstein has the ability to win the round in a matter of seconds. If you fancy using Bilstein, enter the following command on the player select screen:

Hold down **SELECT**. Place the cursor on Gore. Tap in **G, K, G, K, A, A, A, B, B, B, G+K**. All the secret fighters codes can only be used on the arcade mode but once the bosses are available, they can be used in any of the other modes.

COMBO

Away B
AAAA
Sliding Kick

POSSIBLE PLASMA FINAL ROUTES

AABKA and
AAAA

USEFUL PLASMA COMBOS

AAAA
KAAA
AAAA
AAAA





KAPPA

Similar to Gerelt, Kappa specialises in fast combinations and nimble movements. To fight against him, finish the third stage with double zeros on the clock – either on the 'Seconds' or the 'Hundredths of a Second' counter.

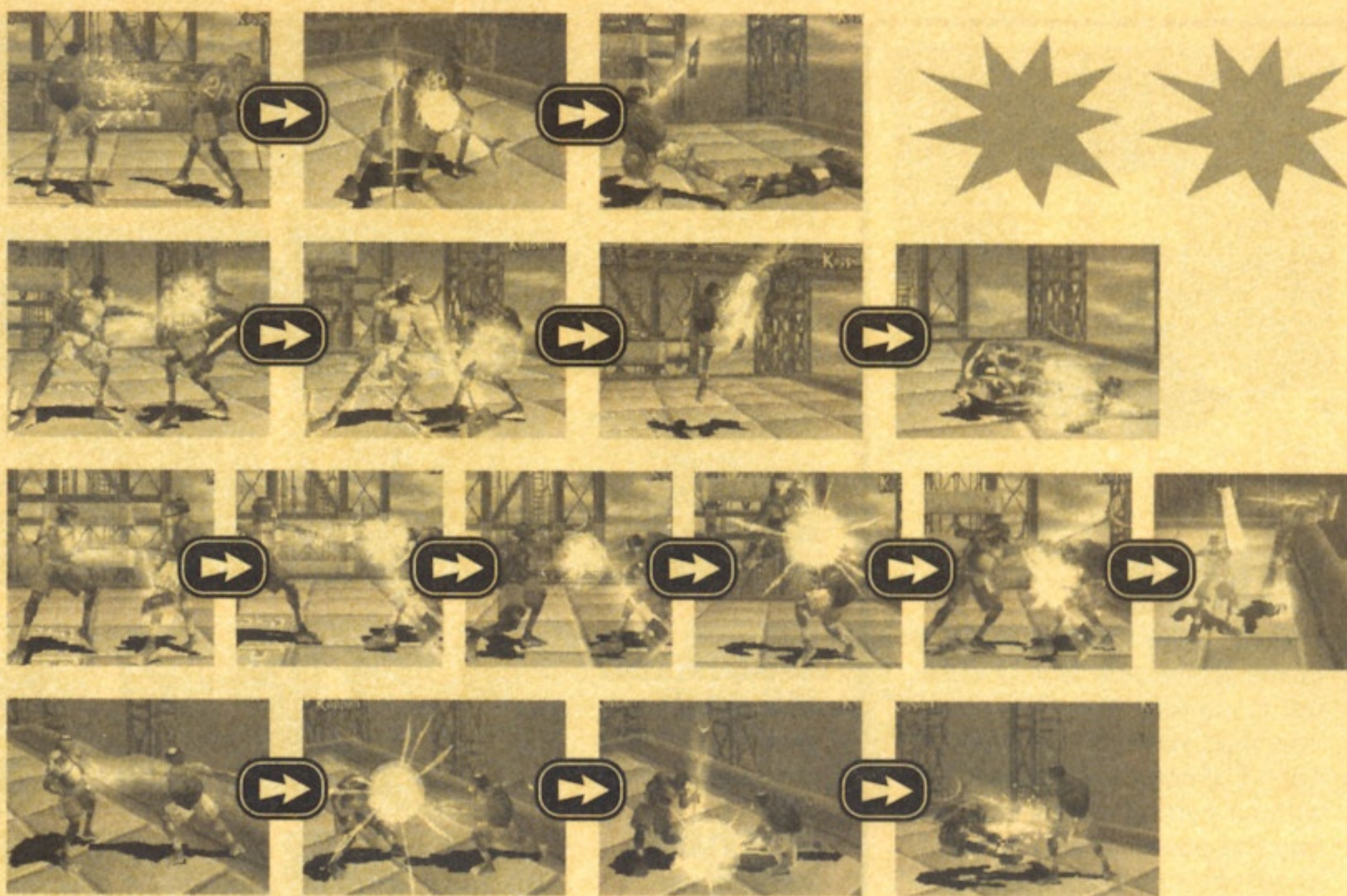
Or to use him, input the following on the player select screen:
Hold down **SELECT**. Place the cursor on Hayato. Enter **K, A, B, A, G, A, B, A, K, A, G+B**. By the way this code is useless unless Bilstein is available!

COMBO
Away B
Reverse throw
down K

COMBO
Quarter-circle
Forward
A x4
K
Down-Towards K

POSSIBLE PLASMA FINAL ROUTES
AAAKAA
AABKAA
AABAAA

USEFUL PLASMA COMBOS
AABAAA
KKBBA
AAAA
KKK



BLOOD

A PlayStation original character. Blood is a hybrid of the original Bilstein and Hayato, with some moves of his own thrown in for good measure.

He can't be fought against as a CPU opponent but he is selectable. Once Bilstein and Kappa is available, use this cheat on the player select screen:

Holding down **SELECT**. Highlight Bilstein and tap in **G, A, G, A, G, A**. Change the cursor to Kappa. Enter **K, B, K, B, K, B, L1 & R1**.

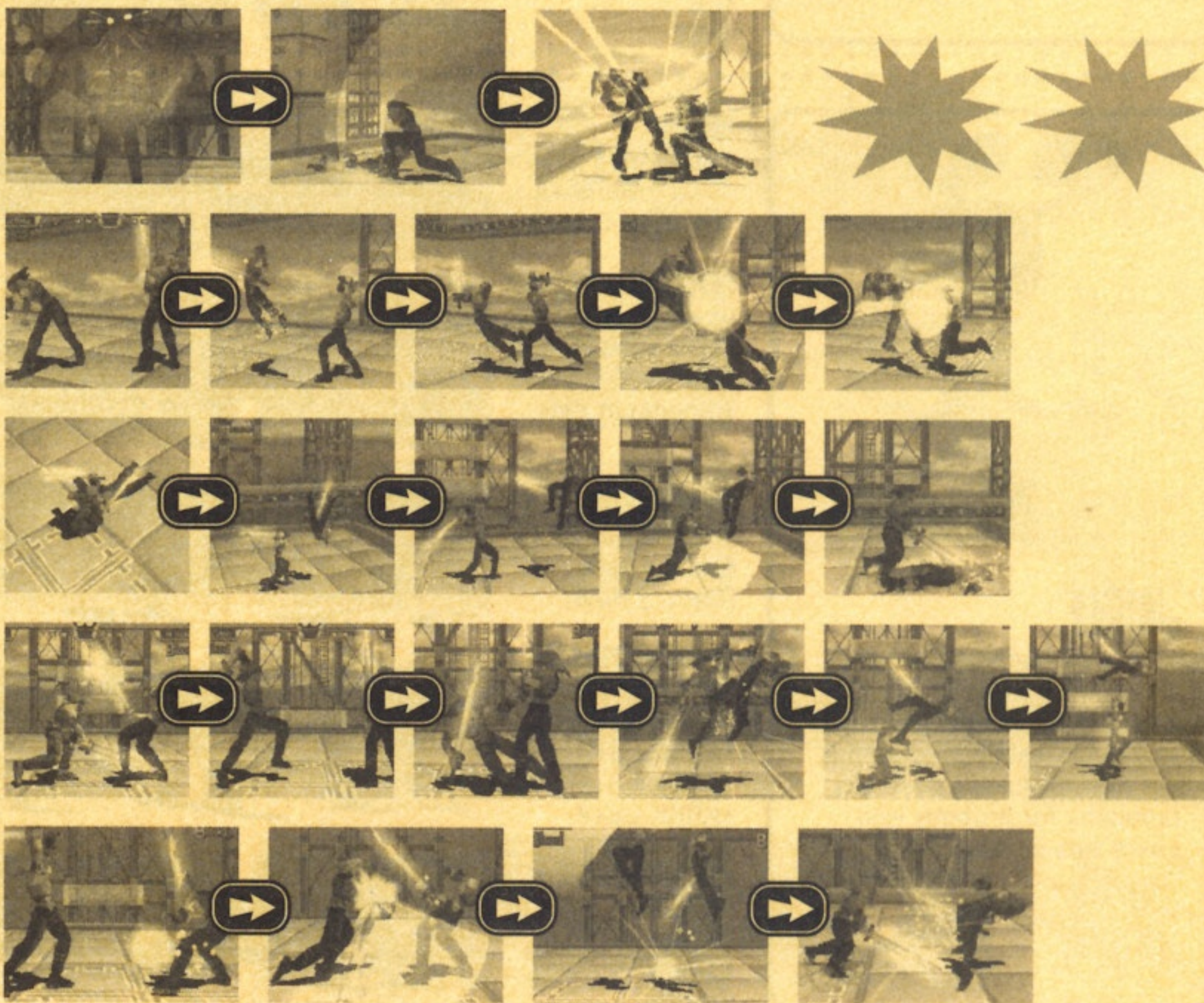
COMBO
Crimson Force
Dark Surprise
DownB

COMBO
AwayB
AA
Evil Storm

COMBO
Earth&Heaven
AAAA

POSSIBLE PLASMA FINAL ROUTES
AAAKKA
AABKKA
KABBAA
KKBBAA

USEFUL PLASMA COMBOS
AAAKKA
AAAA



SPECIAL STAGE: SUPER BILSTEIN



Finish the game under 6 minutes and prepare yourself for Super Bilstein! Like Dural in the VF games, Super Bilstein is classed as a Bonus Stage – it doesn't affect the outcome of the game whether you beat him or not, as you've already finished the game. But boy is he tough!

He has almost the identical repertoire as original Bilstein, but his reach is considerably longer and he has a teleportation move which he has a nasty tendency of

using every time you use your weapon. AND he can't be knocked out of the ring!! Impossible?! Not quite. He suffers the same flaws as the original Bilstein.

WHAT? FINISH THE GAME IN UNDER 6 MINUTES?!

The key to finishing the game before 6 minutes are up is as follows:

STAGE 1-3:

As soon as the round has begun, attack with a Plasma Final as the opponent will hardly block. With some characters, it's possible to knock out the CPU fighter in less than 3 seconds!

STAGE 4 - 6:

The following three stages are the toughest stages of the entire game! This is where you will have to actually think about the fight at hand and one of the best tactics to use here is to start of with a Plasma Reflect. Choose the Plasma Reflect that is relevant with your opponent's most widely used strikes (i.e Hayato & Gerelt use A slashes, June & Gamof use B slashes).

STAGE 7 - 9:

Dash to the edge of the arena, hold your guard and watch in utter shock as the CPU fighters jump off the ring without even attacking!





HAYATO

Hayato is the Ryu-esque fighter of the game, and is your best bet if you're a Star Gladiator beginner. He has enough speed to constantly attack without getting caught out, but has the power to end a round in a matter of seconds.

COMBO
Down-Forward+A
A
Quarter-Circle
Towards+BBA
Down+K

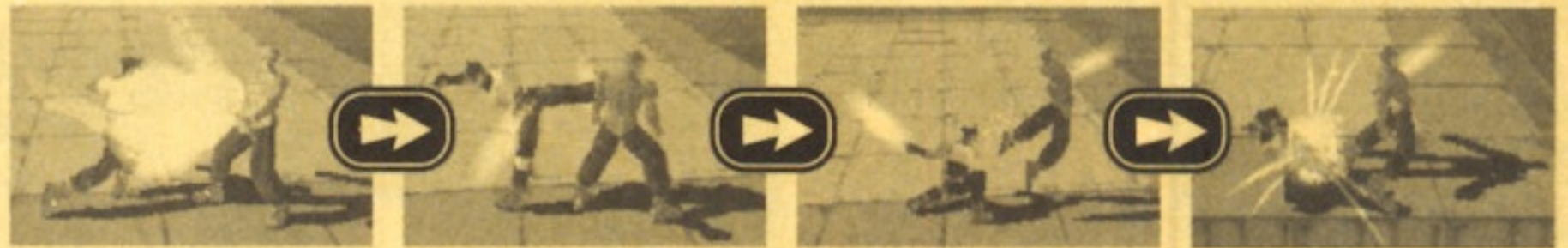
COMBO
Away B
KKBK

**POSSIBLE PLASMA
FINAL ROUTES:**

AAAKAA
AABKAA
AABAAA

**USEFUL PLASMA
COMBOS:**

AAAKAA
AAAA
KKK
KKBB



JUNE

June's strengths lie in her sheer speed and agility. The CPU is a sucker for the 'stick and move' tactic, and getting perfects shouldn't pose any problems for anybody who bears this in mind.

COMBO
Rising Knee
Down-Towards+A
Heel Kick Combo

COMBO
Dash+A
Somersault Kick
Reverse
Somersault Kick

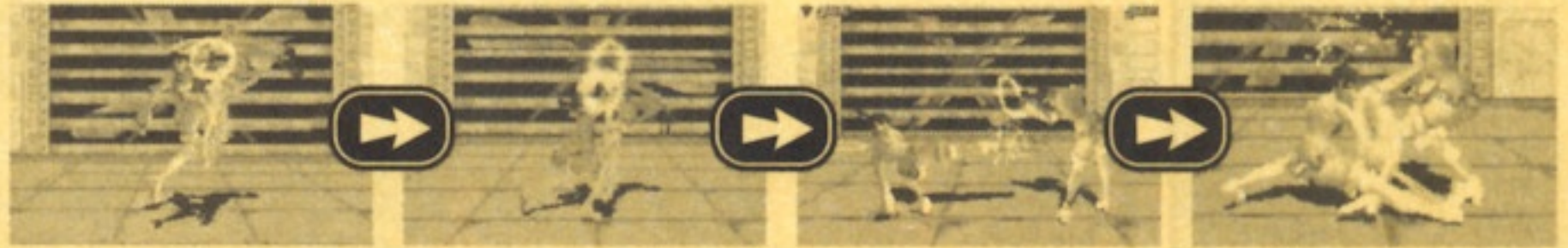
COMBO
Away+B
Rising Knee
Mercury Hold

**POSSIBLE PLASMA
FINAL ROUTES:**

AAKKBK Up+K
AKKKBK Up+K
BKKBK Up+K
KKBKK Up+K

**USEFUL PLASMA
COMBOS:**

KKKK
AAKB
KKBKB



SATURN

The most original character in the game and a very strange one at that! Saturn utilises very fast, high number combos that have a high success rate as his attacks often change heights. However, a majority of his specials involves Saturn using himself as the weapon, so be careful not to jump off the ring by accident.

COMBO
Away+B
Quarter-Circle
Forwards+B
Down+A

COMBO
Away+B
Away Towards+K

COMBO
Down Towards+K
Down Towards+K
Down+A

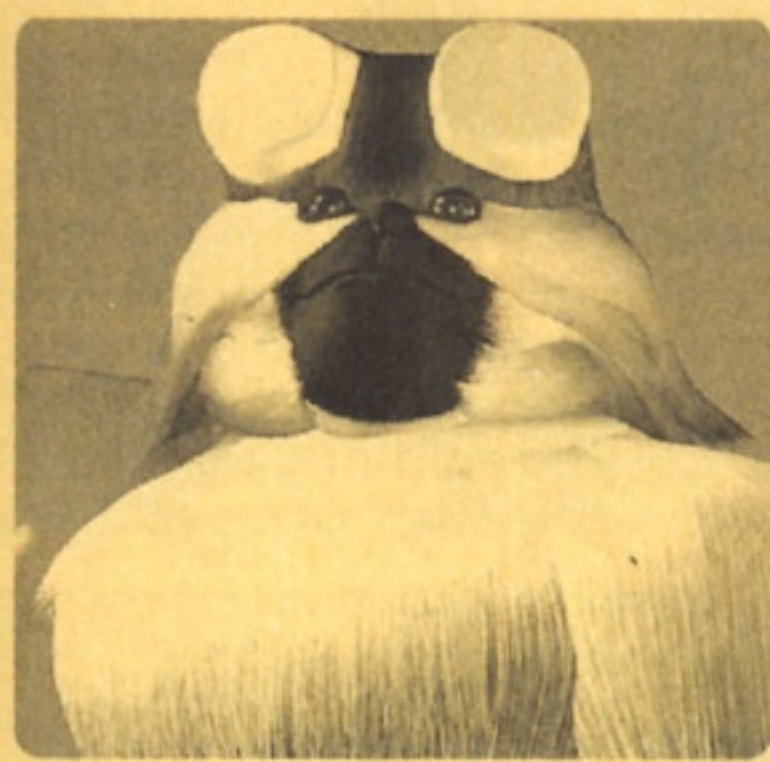
**POSSIBLE PLASMA
FINAL ROUTES:**

AAKKBB
ABKKBB
BBKKBB

**USEFUL PLASMA
COMBOS:**

BBB
AAA





GAMOF

Zangief – with extra hair! As with the Russian wrestler, Gamof is one of the slower characters but when he does hit, the opponent's energy bar drops drastically. Learn to be patient or you could end up at the wrong end of a Perfect.

- COMBO**
A
Spinning
Piledriver
- COMBO**
Away+B
Giant Swing
- COMBO**
Gamo Ride
K
Jump A
- POSSIBLE PLASMA
FINAL ROUTES:**
ABBAKA
BBBAKA
BABAKA
BAKAKA
KABAKA
KAKAKA
- USEFUL PLASMA
COMBOS:**
ABB
BBB
BAB



ZELKIN

Swooping down to catch his prey when they are they are most vulnerable is Zelkin's best form of attack. Jump out of your opponent's oncoming attack with the aid of his double jump, and strike him down with the awesome Sky Destruction!

- COMBO**
Away+B
Away Towards+B
KKKKKK
- COMBO**
Jump+A
Down+A
Down-Towards+A
- COMBO**
AAA
Down-Towards+A
- POSSIBLE PLASMA
FINAL ROUTES:**
AAKAAA
AAKBAA
BKKAAA
BKKBAA
- USEFUL PLASMA
COMBOS:**
AAAKKKK
BKA



GERELT

The Spanish fencer's best form of attack is sheer speed and his confusing awkward movements. One of the easier characters to master, Gerelt has one of the easiest Plasma Finals in SG. Forcing 'Ring Outs' becomes no problem once you get accustomed to his special moves.

- COMBO**
Away+B
AA
SDF
- COMBO**
Down-Towards+A
Jump+K
Down+B
- COMBO**
Down-Towards+A
Forward+A
Down-Towards+K
- POSSIBLE PLASMA
FINAL ROUTES:**
AABAAA
AABKAA
AAAKAA
- USEFUL PLASMA
COMBOS:**
AABAAA
AAAA
KKKK





GORE

One of the more demanding Gladiators who becomes unstoppable once you've mastered some of his frustrating combos. Mother Brain's son is not going to win any beauty contests, but persevere with his strange style and you're sure to win the respect of any challenger.

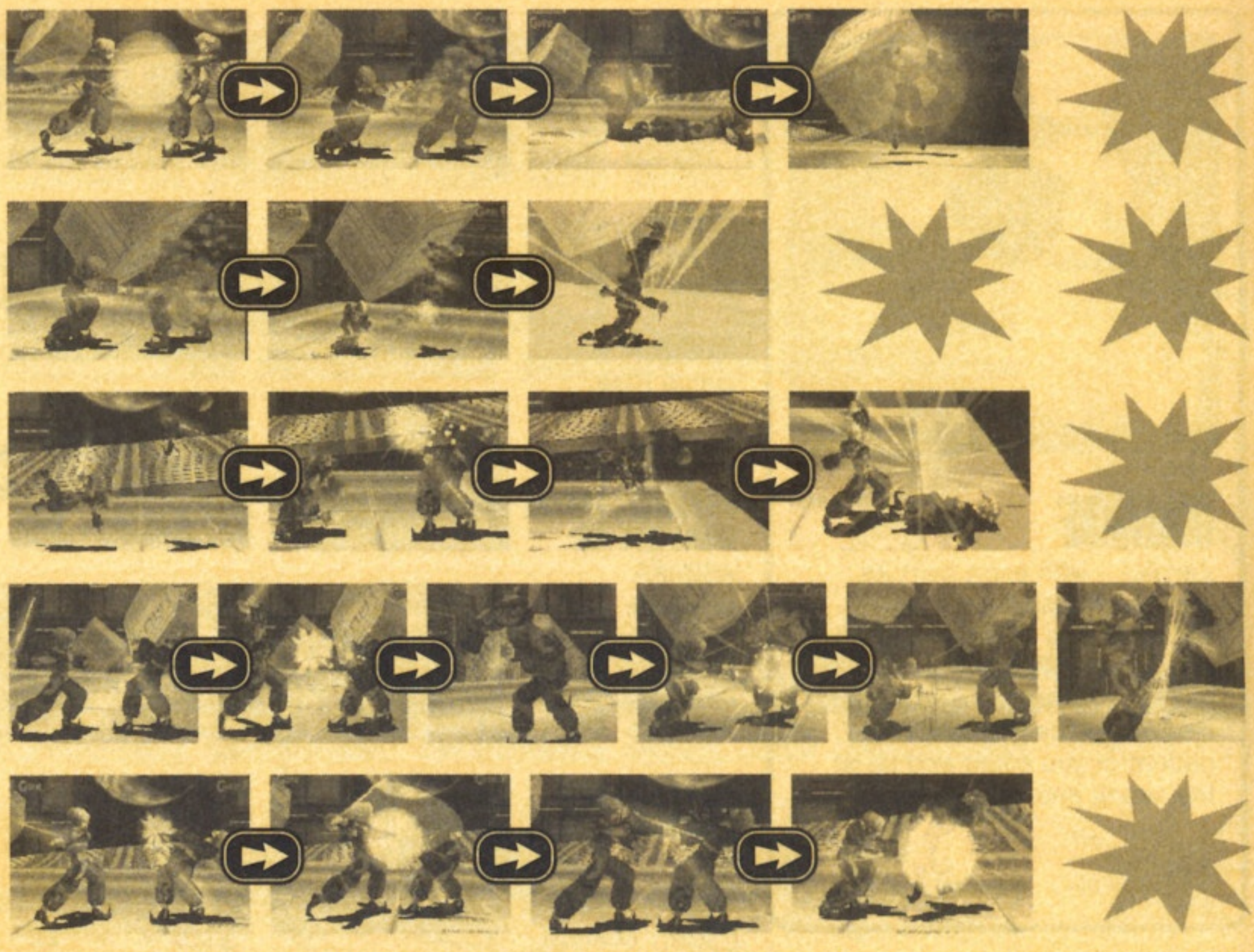
COMBO
Away+B
Gas attack
Towards-Away+K

COMBO
Gas Attack
Bubble Attack
Down+B

COMBO
Away+K
AAA

**POSSIBLE PLASMA
FINAL ROUTES:**
KAKABA
BBBABA
BABABA
BAKABA
KABABA

**USEFUL PLASMA
COMBOS:**
BBBB
AAA



RINGAL

Want a character who has Plasma Final that can almost end the bout in more or less one attack? Then Ringal is your character. His nasty Chomper Final is very painful and has a very high chance of connecting. Couple this with good strength and low recovery time, you've got one meat-loving lethal weapon!

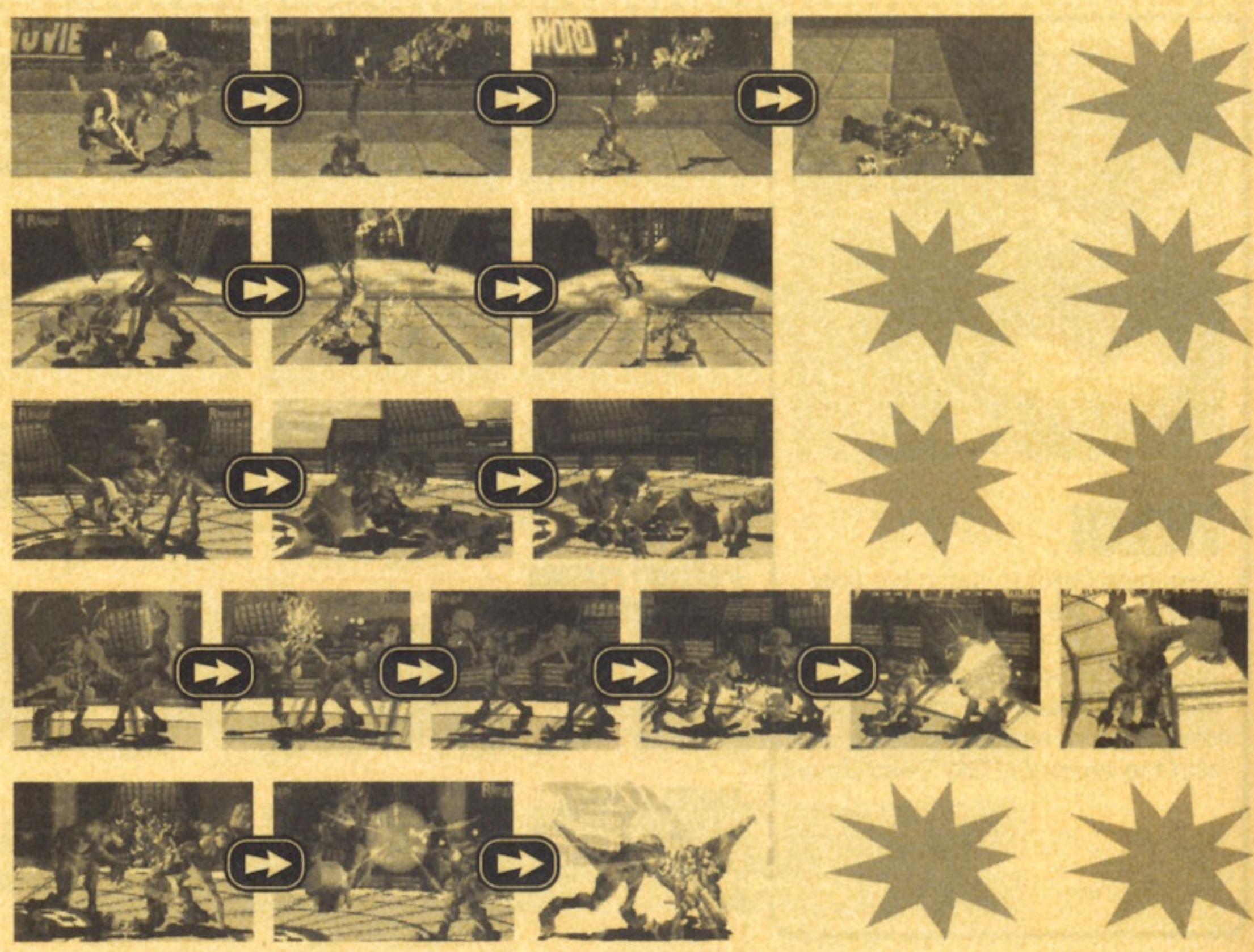
COMBO
Towards+K
Quarter-Circle
Away+K
K
Dash+K

COMBO
(Facing away from
opponent)+K
Dino Flame

COMBO
Towards+K
Down-Towards+K
Down x2
K

**POSSIBLE PLASMA
FINAL ROUTES:**
AAKAAK, AAKBAK
AKKAAK, AKKBAK
BKAAK, BKKBAK

**USEFUL PLASMA
COMBOS:**
KKKK
AAA
AKA



VECTOR

The slowest character of the entire game. Needless to say he is among the most powerful! Vector's two hit combos may not seem very sexy, but they cause more damage than a majority of the big hitters. However be sure to vary your attack pattern, or else prepare to be Plasma Reversed every time.

COMBO
Away+B
Reverse Throw
Up+B

COMBO
Horizontal Laser
Flying Drill

COMBO
AAA
Up+B

**POSSIBLE PLASMA
FINAL ROUTES:**
ABBAKK
BBBAAK
KABAKK
KAKAKK

**USEFUL PLASMA
COMBOS:**
AAA
BBB



★ WAIT, THERE'S EVEN MORE!

As if the secret fighters weren't enough, here's three hidden 'modes' for you to have your wicked ways with. ★ ★ ★

SD MODE

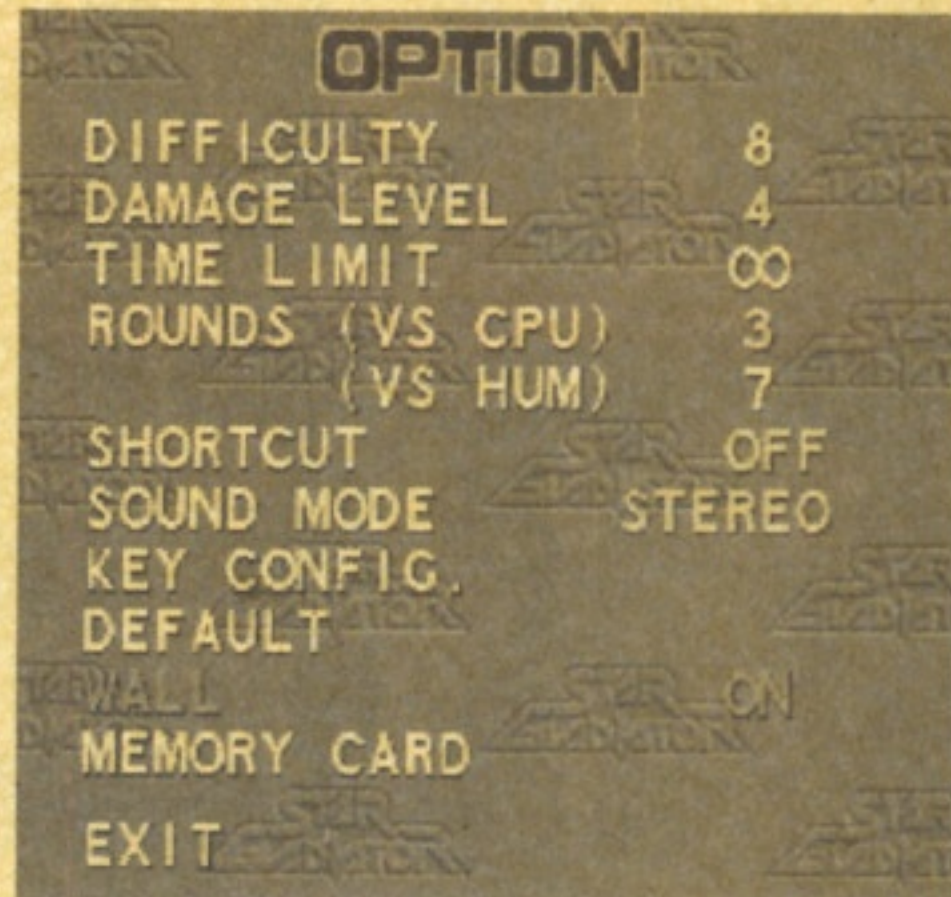
Gore has quite a big head, but it can be enlarged even further with the aid of this little cheat.

Enter: **Right, START, Square and Circle** and keep them held down. Use this code either after you've chosen your character or in between rounds.



WALL MODE

After finishing the arcade mode of the *Star Gladiator*, Wall mode becomes available. This mode is selectable from the options menu, and can be saved onto the memory card. Wall mode offers a completely different gameplay to the 'original' mode, as the fighters can't be knocked out of the ring. They also 'float' higher, along with flying miles away when they get struck by any move.



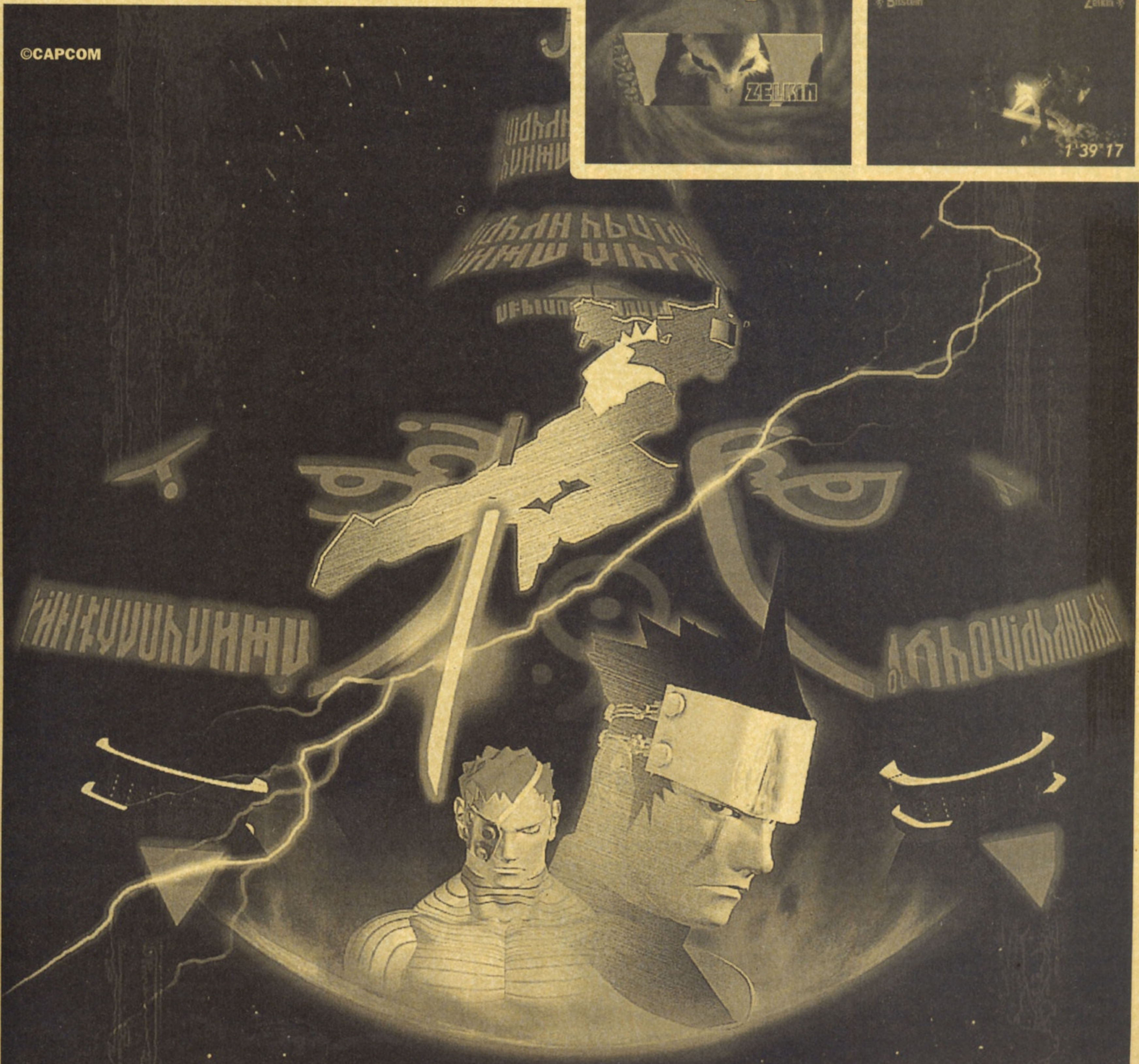
RANDOM SELECT MODE

By holding down START and SELECT on the team battle mode, you can let the CPU randomly choose the gladiators to be on your team.



HEY, WHO TURNED THE LIGHTS OUT?

To fight in a very dark arena where you can only see the combatants weapons, hold down L2, R2 and down on the D pad in between fights.



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Happy New Year everyone! We hope you enjoyed the first FreePlay of 1997. FreePlay is YOUR section of the magazine, and we need your ideas and contributions to make it every month. If you've got something that you think the gaming world cannot live without, send it to us! And if you've got an amazing idea for a new section of FreePlay, let us know about that too!

HIGH SCORES

You've had almost a month to practice on the games you got for Christmas, and we want to know how good you are at them. Send us your best scores and achievements on any recent games (except *Track and Field*) and we'll print them to let the world know how goo you really are!

MOST WANTED

What are YOU most looking forward to in 1997? What are YOU most looking forward to in 1998? Just tell us what games YOU personally want more than anything else. Just write your top three, in order of preference on the back of the envelope whenever you send anything to us!

ART

Hunter's got the post-Christmas blues. He spends all day howling for more pictures, and we just don't know what to do! Send us more of your artwork soon, or we'll have to send Hunter to the glue factory! We'll print our favourites in *Drawins Wot You Dun!*

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If you manage to stumble across a brilliant cheat or helpful tip, send it in to Ed. Complete guides and the best tips could win you free games! Just don't bother sending hundreds of old cheats, please.

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