

FREEPLAY

Issue 4

HOT CAPCOM NEWS - INCLUDING STREET FIGHTER 3!

stop press.

In an interview with CVG, to feature in next month's issue, Capcom revealed some hot news bites. Some of them too good to hang onto any longer than necessary. First of all Capcom have laid down firm development strategies for PlayStation and Saturn. And they're almost to be expected. Capcom see PlayStation as the champion of everything 3D, whereas Saturn is king of the sprite-based games. Consequently *Resident Evil 2* is a PS exclusive, which allows a more ambitious polygon count. So expect to find more ghouls infesting the same location in that sequel to heighten the level of fear. This also means that *Star Gladiators* is a PS exclusive, although don't hold your breath for that, as they say conversion work could take up to nine months - and that's after it hits the arcades this summer. Sega's system, meanwhile, is capable of supporting the current cream of the complex 2D fighting games. So the



Ryu and Ken are only two characters confirmed for SF3.

awesome *Marvel Super Heroes*, its sequel, and the forthcoming *Night Warriors 3* are all coming exclusively

to Saturn. *Street Fighter Alpha 2*, however, is expected for both Saturn and PlayStation later this Summer.

That Capcom is developing for N64 is no longer a secret. What exactly they have planned is pure speculation at this stage. Whatever it is, it won't be *Street Fighter 3* - they say, mainly because this project is said to be impossible on any known home system. The revelation is that *SF3* isn't 3D at all, but heralds the most advanced 2D technology and game-play ever dedicated to a video game. At 50% completion, the only details Capcom were willing to confirm were the return of Ken and Ryu, and the promise of at least four times the frames of animation. And they say the quality and depth is such that even the greatest *SF2* fanatic will find it hard to return to that series having played the successor. Imagine how this game must look and play to match up to this incredible boast?

BUILT IN N64 GAME?

Computer Trade Weekly recently speculated that N64 may well house a demo of sorts, to make up for the absence of a free game. It sounds like nonsense to us, but their reasons are well founded. Apparently NOA has stated that they are "still looking at ways of providing some instant visual information for the hardware purchaser." It would be excellent if CTW are right. Then again this "visual information" could just as easily turn out to be a four-sided colour brochure showing the initial line-up of games. Rumours, rumours!

SPEAKING IN CODE

A major rumour at E3 regarding something which could get PlayStation, Saturn, PC, and N64 all talking to each other via the internet. Watch this space.

IMPORT N64 LAST-MINUTE ROUND-UP

N64 import prices are still unsettled, but at least they're more sensible now. Apparently last issue's "Import-ant" feature price quotes were partly intended to quell the number of quizzical phone calls, and partly because importers are unsure how many units would be making it out of Japan. But stocks are high, which means dealers can afford to go low in order to satisfy a greater demand. Here's the situation as it stands. Just as a matter of interest, the highest quoted price of the crazy period was £1800!!!

COMPUTER EXCHANGE
0171 636 2666
£549.99 SCART lead, step down
£120 Super Mario 64
£140 Pilot Wings 64

COLIN DIMOND CONSOLES
01782 717783
£799 with Super Mario 64
and Pilot Wings 64

OTAKU (MAIL ORDER ONLY)
0181 699 2199
£800

£100 Pilot Wings 64
£100 Super Mario 64

VIDEO GAME CENTRE
01202 527 314
£699 approx
with Super Mario 64

ACE CONSOLES
0171 439 1185
£550 with RGB SCART fitted.
£130 Super Mario 64
£130 Pilot Wings 64

READERS MOST WANTED CHART

Again, N64 is the object of your desires this month. Next month it'll be UK N64, no doubt.

1	NINTENDO 64	MACHINE
2	MARIO 64	N64
3	VIRTUA FIGHTER 3	ARCADE
4	FIGHTING VIPERS	SATURN
5	COLOUR GAMEBOY	MACHINE
6	STREET FIGHTER 3	ARCADE
7	MORTAL KOMBAT 4	ARCADE
8	DAYTONA REMIX	SATURN
9	SONIC FIGHTERS	ARCADE
10	SONIC 4	MD

Don't forget to include your Most Wanted lists with every letter. We're getting sackfuls of stuff now, so if you don't include them your letter stands less chance of getting printed. Among the other anticipated games, which didn't quite make it to the chart, were *Wave Race 64*, and *Zelda 5* on N64; *Rave Racer*, and *Marvel Super Heroes* - on PlayStation (see Capcom story); *Virtua Cop 2* for Saturn; and a fair few about 64-bit upgrades for existing 32-bit systems. Well, we hear rumours...

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	RE	CHAMPIONSHIP MANAGER 2	PC CD-ROM	DOMARK
2	2	DUKE NUKEM 3D	PC CD-ROM	US GOLD
3	1	RIDGE RACER REVOLUTION	PLAYSTATION	NAMCO
4	NE	STREET FIGHTER ALPHA	PLAYSTATION	VIRGIN
5	NE	EURO '96	PC CD-ROM	GREMLIN
6	3	DOGZ	PC CD-ROM	MINDSCAPE
7	NE	EURO '96	SATURN	SEGA
8	5	SENSIBLE WORLD OF SOCCER 95/96	AMIGA	TIME WARNER
9	NE	ADIDAS POWER SOCCER	PLAYSTATION	PSYGNOSIS
10	6	CIVILISATION 2	PC CD-ROM	MICROPROSE
11	18	COMMAND & CONQUER	PC CD-ROM	VIRGIN
12	14	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
13	4	BRIAN LARA '96	MEGA DRIVE	CODEMASTERS
14	15	WORMS	AMIGA	OCEAN
15	NE	WARCRAFT 2: BEYOND ...	PC CD-ROM	ABLAC
16	NE	NEED FOR SPEED	PLAYSTATION	E.A.
17	12	WORMS: REINFORCEMENTS	PC CD-ROM	OCEAN
18	RE	WARCRAFT 2	PC CD-ROM	ZABLAC
19	16	TOY STORY	MEGA DRIVE	SEGA
20	RE	NASCAR (WHITE LABEL)	PC CD-ROM	VIRGIN

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't sales charts - they're just lists of the games we reckon you should consider buying for your machine this month.

SATURN UK TOP 5

1	ULTIMATE MK 3	GT INTERACTIVE
2	STREET FIGHTER ALPHA	VIRGIN
3	GUARDIAN HEROES	SEGA
4	BAKU BAKU	SEGA
5	VIRTUA COP	SEGA

SATURN IMPORT TOP 5

1	NIGHTS	SEGA
2	KING OF FIGHTERS '95	SNK
3	VICTORY GOAL '96	SEGA
4	PEOPLE OF NONOMURA...	ELF
5	VAMPIRE HUNTER	CAPCOM

PLAYSTATION UK TOP 5

1	RIDGE RACER REV.	NAMCO
2	STREET FIGHTER ALPHA	VIRGIN
3	FADE TO BLACK	E.A.
4	ADIDAS POWER SOCCER	PSYGNOSIS
5		

PLAYSTATION IMPORT TOP 5

1	MOTOR TOON GP	SONY
2	TEKKEN 2	NAMCO
3	JUMPING FLASH 2	SONY
4	NAMCO MUSEUM 3	NAMCO
5	KINGS FIELD 3	FROM SOFT

PC TOP 5

1	QUAKE	GT INTERACTIVE
2	DUKE NUKEM 3D	US GOLD
3	F1 GRAND PRIX 2	MICROPROSE
4	EURO '96	GREMLIN
5	SETTLERS 2	BLUE BYTE

MEGA DRIVE TOP 3

1	BRIAN LARA '96	CODEMASTERS
2	SONIC 3 AND KNUCKLES	SEGA
3	TOY STORY	SEGA

SUPER NES TOP 3

1	SUPER MARIO KART	NINTENDO
2	YOSHI'S ISLAND	THE
3	MARIO PACK	THE

3DO TOP 3

1	RETURN FIRE	EA
2	D: THE DIRECTOR'S CUT	ACCLAIM
3	NEED FOR SPEED	EA

ARCADE TOP 5

1	FIGHTING VIPERS	SEGA
2	TIME CRISIS	NAMCO
3	DIRT DASH	NAMCO
4	SF ALPHA 2	CAPCOM
5	VIRTUAL ON	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	DRAGON BALL Z	PLAYSTATION
2	DRAGON BALL Z	SATURN
3	SWORD & SORcery	SATURN
4	SOUND MAKER	SUPER FAMICOM
5	TREASURE HUNTER G	SUPER FAMICOM
6	FIRE EMBLEM	SUPER FAMICOM
7	PEOPLE OF NONOMURA...	SATURN
8	BIOHAZARD	PLAYSTATION
9	TEKKEN 2	PLAYSTATION
10	ESPN STREET GAMES	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	TOSHINDEN 2	PLAYSTATION
2	SUPER MARIO RPG	SUPER NES
3	SKELETON WARRIORS	PLAYSTATION
4	RESIDENT EVIL	PLAYSTATION
5	MYSTARIA	SATURN
6	HARDBALL 5	PLAYSTATION
7	IRON STORM	SATURN
8	NEED FOR SPEED	PLAYSTATION
9	NBA SHOOTOUT	PLAYSTATION
10	EARTHWORM JIM 2	SATURN

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	SF ALPHA	SATURN
2	MARIO KART	SNES
3	FORMULA 1	PLAYSTATION
4	VIRTUA COP	SATURN
5	TEKKEN 2	PLAYSTATION



TOP 10 RUMOURS

- 1 N64 CONTAINS HIDDEN GAME
- 2 MEGADRIVE CONVERTOR FOR SATURN
- 3 SATURN MANX TT RUNS AT 60FPS
- 4 TIME CRISIS CONFIRMED ON PLAYSTATION
- 5 MILLENNIUM FALCON ON PC
- 6 ID SOFTWARE WORKING ON SATURN DOOM
- 7 MARVEL SUPERHEROES CANCELLED ON PS
- 8 BOMBERMAN COMING TO N64
- 9 PLAYABLE GORO IN N64 MORTAL KOMBAT
- 10 ED LOMAS NAKED IN ISSUE 178

VIDEO GAMING

Dave Kebley's Retro
**Computer
Cabin**



WIN! ACTIVISION ACTION PACKS!

Thanks to companies like ACTIVISION, retro-gaming couldn't be easier! You see, to save you tramping around endless car boot sales in search of bargain 50p ACTIVISION cartridges for your ATARI VCS they've shoved their back catalogue onto MAC and PC-CD ROMS! Hoooooray!!! To win one answer the following question:

Q: What was the follow up to the classic RIVER RAID called?

Send your entries to ACTIVISION/CABIN THING, at the usual address and state whether you want the MAC or PC version.



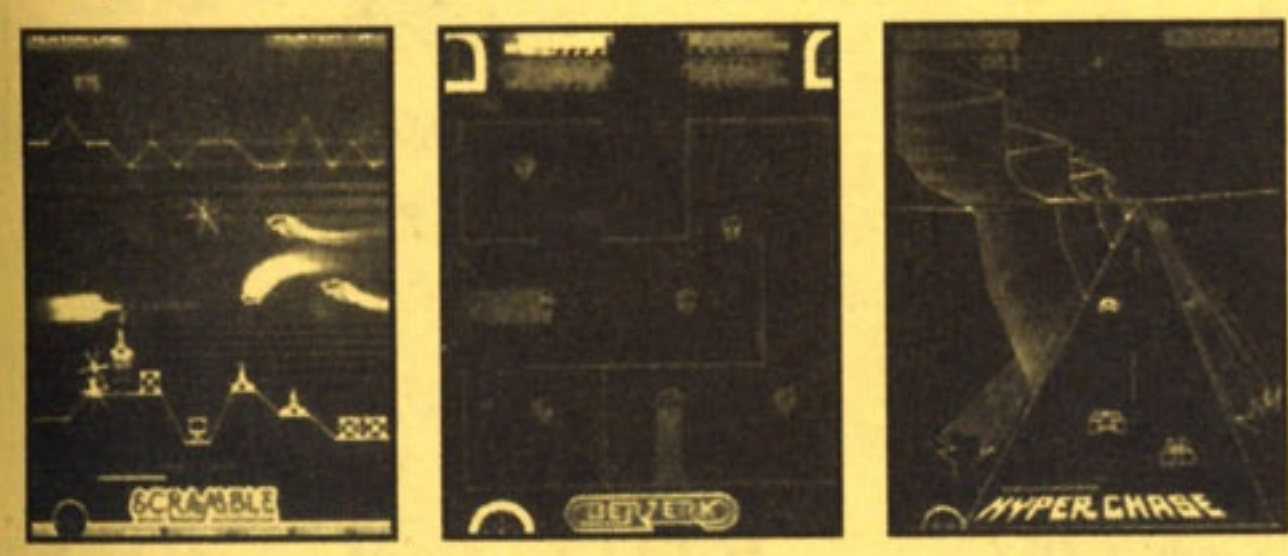
Do you want to experience some of the most sophisticated home video games systems created! Superbly detailed graphics and realistic sound effects combined to bring you some of the most exciting lifelike video games ever! Then switch yer Sinclair™ LED watches back 15 years and read on...

This month I've decided to concentrate on a few of the old consoles that a lot of collectors, including myself, are after at the moment. These were generally the most popular consoles of their time and more obscure machines such as the ATARI 5200, Konix multisystem etc... deserve a page or two of their own.

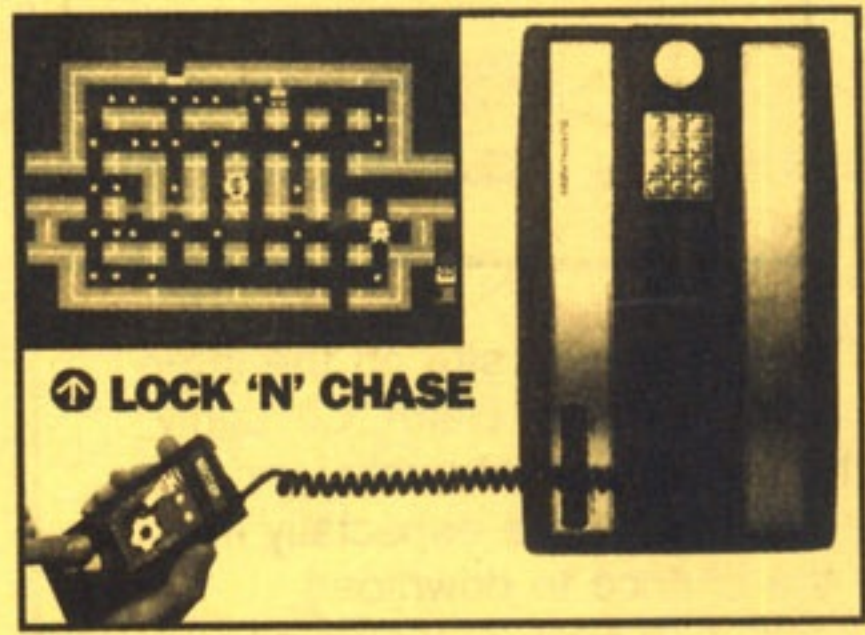
The VECTREX is no ordinary video games unit! It's a really cool looking self contained computer game system with its own built-in screen and an ANALOGUE joystick!!! It also uses vector scanning to control the images on the screen. With this method only the area of screen that has changed updates, whereas a normal TV game re-transmits the ENTIRE screen! These 'vector graphics' were used in several arcade games that you'll remember such as ASTEROIDS and BATTLEZONE (a similar game to ASTEROIDS called MINE STORM comes built into the machine.) MB Games produced about 30 games in total, they're a bit of a mixed bunch but I recommend the following:

- RIP OFF**—similar to MINESTORM except you have to protect little triangles in the middle of the screen from the enemies who are constantly trying to nick 'em.
- BERZERK**—A license from the STERN ELECTRONICS arcade game has you wandering around a maze of rooms killing enemies along the way.
- SCRAMBLE**—Is a pretty faithful conversion of the KONAMI original with most of the gameplay elements left intact!
- SPIKE**—Is the only ladders and levels available for the VECTREX, the graphics are quite entertaining and it's got really funny speech!
- ARMOUR ATTACK**—Similar to COMBAT on the VCS, in other words zip around a maze in your craft blasting tanks etc...If you have a second joystick the game even lets you team up with a friend!
- COSMIC CHASM**—Scoot around in your craft, drilling open doors to find and destroy the enemy reactor.

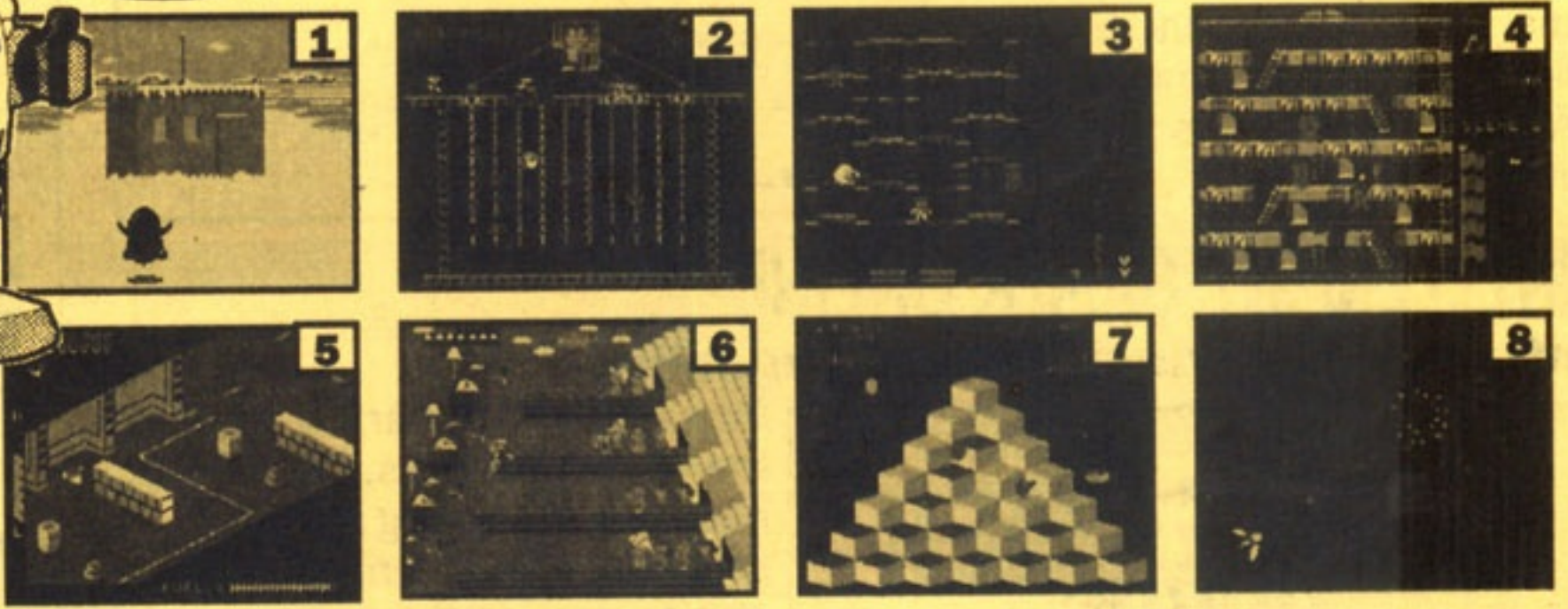
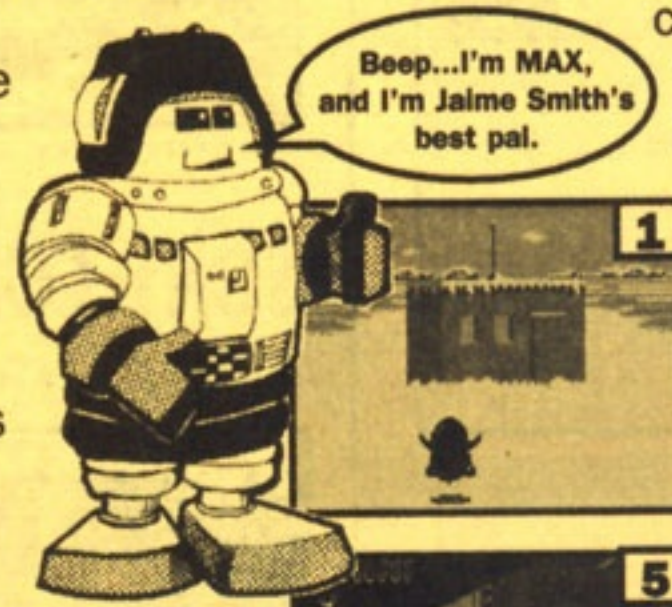
If you see a VECTREX buy it! I guarantee you will not be disappointed, even if you don't get any games with it, there's always the built-in MINESTORM game that's excellent!



Unusual vector graphics, an analogue joystick and colourful screen templates make the Vectrex range of games extremely collectable!



Last but not least is the CBS COLECOVISION. Not only were the graphics and sound noticeably better than its predecessors but it also had three really smart add-on modules—An ATARI convertor, turbo-drive module and home computer. But as with all consoles its the games that count and the Coleco games were eeeeeeeexcellent, with third party developers such as SEGA, NINTENDO, UNIVERSAL and KONAMI etc..all contributing!



There are hundreds of carts to look for, but I strongly recommend that if you see any of the above eight you snaffle them up immediately! Especially MR. DO'S CASTLE, I remember playing this on Llandudno Pier years ago and then never saw it again anywhere! Expect a lot more detailed COLECOVISION and old console coverage in future issues! There are some amaaaaaaazing games waiting to be rediscovered.

- (1) ANTARTIC ADVENTURE (2) DONKEY KONG JR (3) BURGERTIME
(4) MR. DO'S CASTLE (5) ZAXXON (6) TAPPER (7) Q-BERT
(8) GYRUSS

Hello, I'll be there!

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" HAVE A BRILLIANT FANZINE THING AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

THOUSANDS OF BRILLIANT OLD GAMES ARE AVAILABLE FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860.

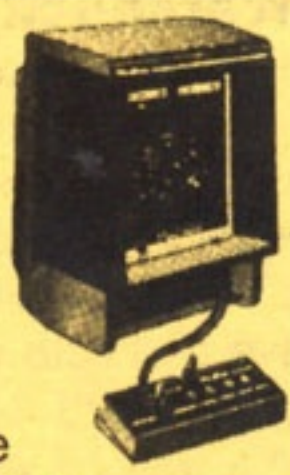
IF YOU'RE AFTER ATARI 2600 CARTS IN THEIR BOXES GIVE SWOPPIT (K+S LEISURE) A TINKLE ON 01952 242097.

Can anyone help poor old P.MILES in Cardiff. He's spent 11 years trying to finish a game called GHOST TOWN on the VIC 20 and needs a solution (he always gets killed on a foot trap!). So if anyone can help, drop me a line and I'll pass it on. Ta.

HMV LEVEL ONE LIKE OLD GAMES TOO!

It's true, HMV are planning an exhibition 'to educate new gamers about the foundations of home and arcade computer games'. In other words there'll be tons of old consoles and home computers set up on wobbly trestle tables to muck around on for a couple of weeks in the LEVEL ONE bit of the store. It's all a bit sketchy at the moment but hopefully they're going to persuade some of the old 'names' to come along and give talks about the good old days.

It's probably going to be around October but I'll keep you posted as to what's happening as soon as I hear. I'm personally looking forward to getting a glimpse of the fabled 'Melcalquarius' that's rumoured to be on display! Give us a call about what you'd like to see!



Thanks to Ricky Leadbetter for his help in sourcing some of the games for this month's cabin.

LET THE MICROGOBLIN BE YOUR GUIDE TO ALL THINGS OLD!

GORF
LEZARD-WON
MAY
MAY
MAY
MAY
MAY
MAY
MAY
MAY

Computer
Cabin

FREEPLAY

SURF'S UP! GRATUITOUS CVG INTERNET PAGE!

DEPRAVED NET ANTICS IN FOCUS

This Internet business is taken far too seriously, don't you think? People telling you where to look, as if you can't use a mouse and clickety-click your merry way around of your own volition. What we'd like to do is share a few of our favourite sites with you, in the hope that you might feel inspired to return the favour. We've found some excellent spots that you won't ordinarily find simply by entering, say, www.nintendo.com. But for those of you who may not have thought it worthwhile to visit some of the major companies' sites, we've shown you what you're missing too.

USEFUL LINKS

These are the pages which launch you to loads more interesting, related sites. Basically these are the ones we like to start with when we're chasing after 'leads' for stories.

HAPPY PUPPY GAMES

<http://www.happypuppy.com>



"The #1 games site on the internet", or so they claim. Certainly the most comprehensive, and enthusiastic. We especially like

Jennifer's Game Critique, who gives you the chance to download QuickTime movies of games ads from Japan, and even recommends some games-related toys plus Anime stuff. Brill!

DELAN'S TV GAMES HOTLINK

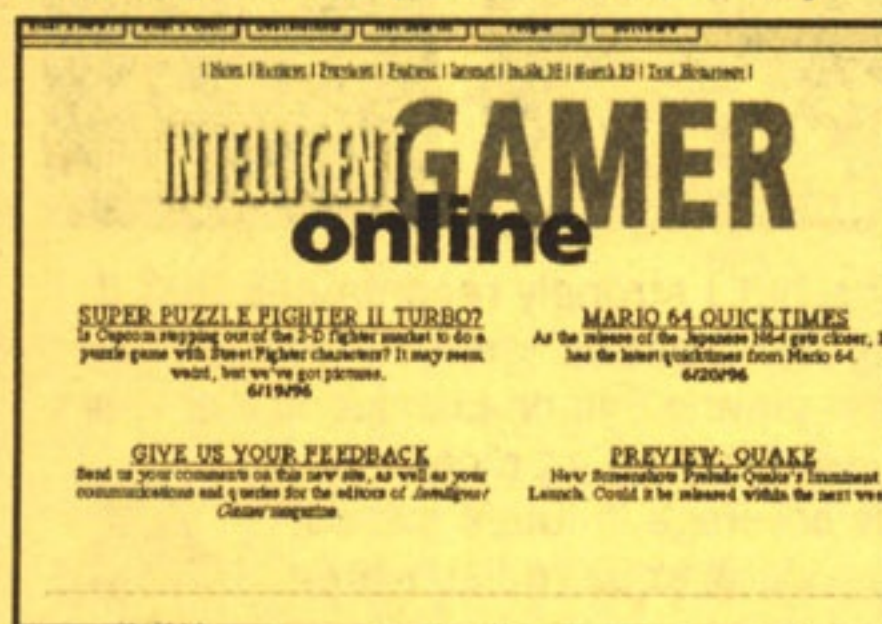
<http://www.hkstar.com/~delanck/tvgames.html>

Before anyone starts writing in, complaining how this is NOT the best possible video games site around – this is not a review, okay. We just like Delan's place because he has compiled just about every major address out there, with links to Japanese and American publishers. His other Jstuff is cool too.



INTELLIGENT GAMER ONLINE

<http://www.primanet.com/~igonline>

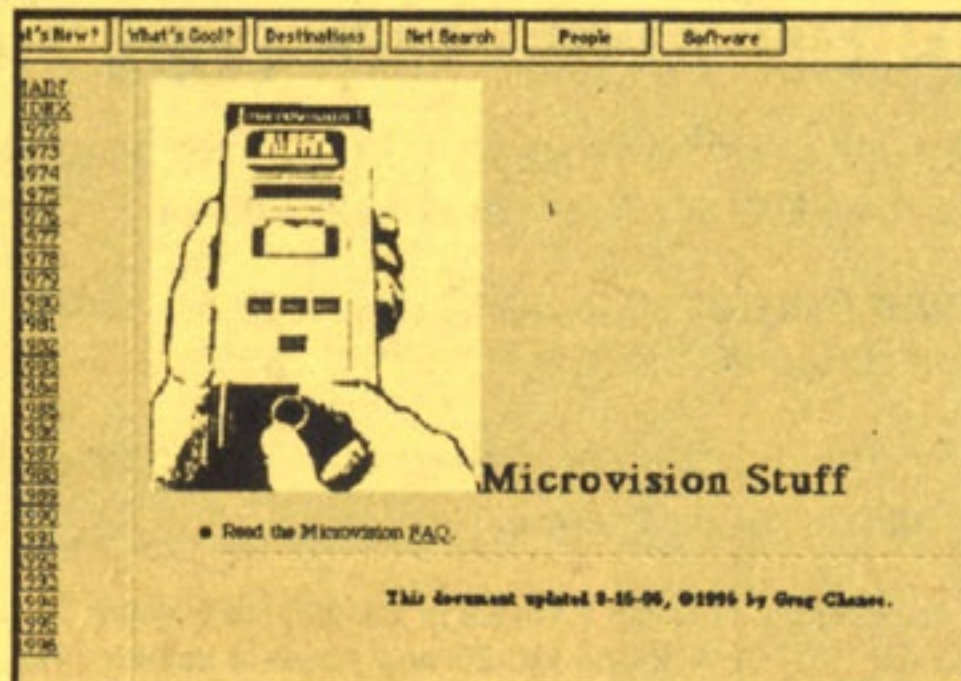


Responsible for starting some of the wildest rumours, but also notorious for nailing the past couple of years' bonafide hottest stories right on the head. Everybody who's willing to admit it has a lit of respect for this site. The guys who publish it are really on the ball. Related sites include Captain Scott's N64 page. Monster!

HISTORY OF HOME VIDEO GAMES

<http://videogames.org/>

Dave Kelsall's favourite place to visit. Still being researched for loads of old tat – the best example of which is probably the Milton Bradley Microvision (early 80's equivalent of Game Boy). Come here to learn all about why you're so glad you're not old enough to remember most of the stuff here. (If you are keep quiet about it, okay!).



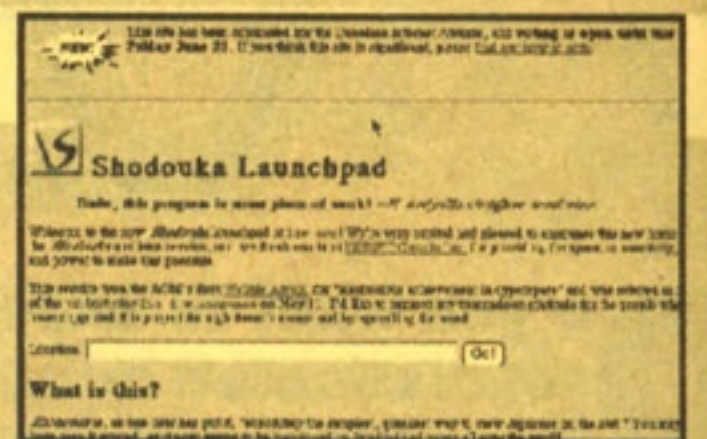
JAPANESE SITES

The hottest video games sites are located in Japan. They're the most beautifully presented and easily best for finding out about new games – if you can get somebody to translate for you, of course.

SHODOUKA LAUNCHPAD

<http://www.lfw.org/shodouka/>

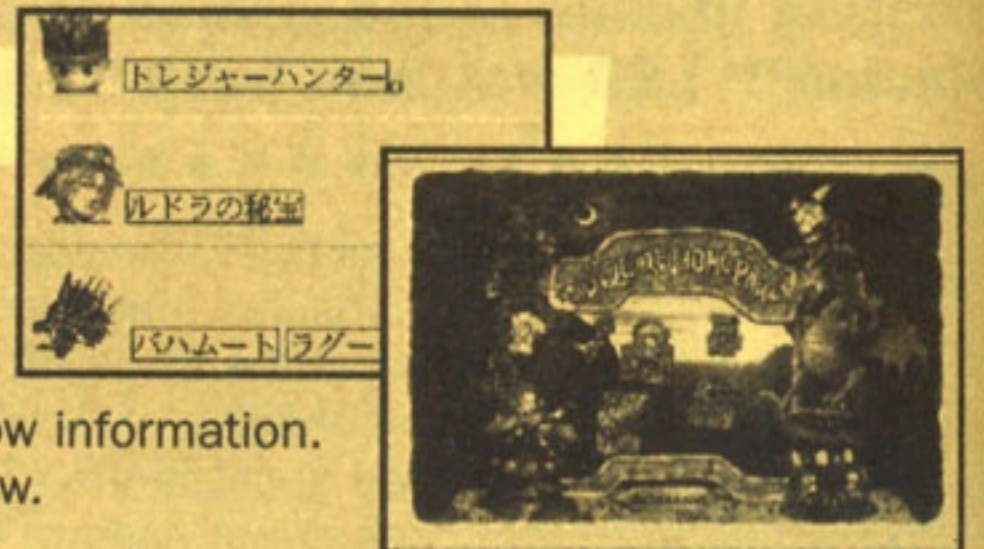
Unless you have a suitable application which can display Japanese writing, all you get is dingbats. To get around that little difficulty, we recommend you try these people who, like all the best things in life, have a service which translates all the symbols for free. It's excellent.



SQUARESOFT

<http://www.spin.ad.jp/square/index-j.html>

A classic example of how the Jsite is so much better than the US one – in terms of need to know information. And strange things you never knew.



SEGA JAPAN

<http://www.sega.co.jp>

Bet you didn't know that NIGHTS was previewed here – screen-shots, artwork, THE LOT – before even the magazines got a sniff of it! This type of thing is rare, but SoJ is always worth looking into for cool Saturn and AM developments.

NINTENDO JAPAN

<http://www.nintendo.co.jp>



Believe it or not, this is the second official Nintendo site to be created. The Nintendo of America address has been offering 'laundered' info for over a year now. It will be very interesting to see the NCL approach.



SONY COMPUTER ENTERTAINMENT

<http://www.sepc.sony.com/SCEA/index.html>



Actually this isn't quite so news based, but does a great job of marketing PlayStation to the masses. Very chic.



QUAKE!!!

We know you're all nuts about this game. So here's where you MUST go to keep yourself informed between the times that we are researching exclusive info to present in the magazine.

AFTERSHOCK

<http://www.nuqneH.org/aftershock/>

The best Quake newspaper on the net. We were kept waiting – YET AGAIN – this month for the shareware version. But these are the people were relying on to tell us when it's finally out there. Yes we do have contacts with id, but they keep changing the plan! Gooarrr! Nnngh! Sshhhhhrrreeaaaaurgh! No, we can wait. We'll wait all year. No problem, oh no.



SHOW US YOURS

So that's the CVG Site-U-Like ball rolling then. Write to Free Play with your suggestions of which are the best places to visit. Better still, draw our attention to the ones you created yourself. Our terrestrial address is printed on the back page.

FREEPLAY CLASSIFIED

GAMES

PLAYSTATION GAMES FOR SALE- ALIEN TRILOGY, WIPE-OUT, MK3 ALL £25, PX CONSIDERED. VIRTUALLY NEW GAMES. CONTACT DAVID KEDDIE 01337 828708, FIFE.

FOR SALE: TOTAL NBA '96 £30, DESTRUCTION DERBY £20 AND WORMS £25 OR SWAP FOR ALIEN TRILOGY OR RIDGE RACER REVOLUTION. CONTACT LEE BAGE 01242 263494, CHELTENHAM, GLOUCESTER.

SWAP: SONIC AND KNUCKLES FOR NBA JAM T.E. CONTACT GEORGE MUSGRAVE, 01507 343412, DONINGTON.

SWAP: FIFA '96 (MEGADRIVE) FOR MORTAL KOMBAT 3 (SNES). CONTACT MARVIN LEAVE, 01784 455133, READING.

SWAP: GAME BOY GAMES FOR ATARI LYNX GAMES OR PAY CASH FOR LYNX UNIT AND GAMES. CONTACT 01403 240400, WEST SUSSEX.

SWAP: MK3 (PLAYSTATION) FOR ANOTHER PSX GAME. CONTACT AMAN, 0956 562185 (AFTER 6PM)

INCLUDE DESKTOP WORKSTATION £180. CONTACT COLIN BOUBERT, 0131 445 3608, EDINBURGH.

FOR SALE: PC ENGINE TURBO DUO, JOYPAD, 16 CD AND CARD GAMES SELL FOR £160. PHONE JAME JAY, 01703 557331, SOUTHAMPTON.

FOR SALE: MEGADRIVE + 32X, 5 GAMES INC VIRTUA FIGHTER, VIRTUA RACING, METAL HEAD, 2 JOYPADS (1 SIX BUTTON), £200 ONO. CONTACT LIAM CHALMERS, 01264 398075, ANDOVER, HANTS.

FOR SALE: SNES, 2 PADS, KILLER INSTINCT AND DKC + 5 MAGAZINE, ALL FOR £85. CONTACT MARVIN LOWE, 01734 455133, READING.

FOR SALE: PANASONIC 3DO, 2 PADS AND 10 GREAT GAMES, INCLUDING SSFII TURBO, FIFA, NEED FOR SPEED AND THEME PARK. ALL BOXED £300. CONTACT BERT / LUX SANGHERA, 0121 551 2589, BIRMINGHAM.

FOR SALE: ATARI JAGUAR WITH JOYPAD + ALIEN VS PREDATOR, £100. CONTACT MARTIN MUIR, 50 FORTH DRIVE, GRAIGSHILL, LIVINGSTON, W.LTHIAN, SCOTLAND, EH54 5LT.

FOR SALE: PLAYSTATION WITH TEKKEN AND CYBERSLED + CARRY CASE, £250 (EXCELLENT CONDITION). CONTACT MATTHEW TIGHE, 01903 883559, WEST SUSSEX.

FOR SALE: SEGA MEGADRIVE 2, 3 PADS, JOY STICK, 7 GAMES INCLUDING TOY STORY, FIFA'96, MMTT'96,

SONIC 2 (ALL UNDER 6 MONTHS OLD), WORTH £260 SELL FOR £125. CONTACT ANDREW GRAHAM, 01889 500414, STAFFORD.

FOR SALE: SEGA MEGADRIVE (VGC), 11 GAMES, 2 PADS (1 INFA-RED) BOXED, £100. CONTACT PETER THOMPSON, 01788 815975, RUGBY.

FOR SALE: NEO GEO CD, FIVE TOP GAMES, INC FATAL FURY 3 AND VIEWPOINT £195. CONTACT J SINGH, 0121 558 7035, WEST MIDLANDS.

FOR SALE: GAME GEAR WITH ADAPTOR, SONIC 1 AND 2, MICKEY MOUSE AND ECCO THE DOLPHIN, £50. CONTACT JOSHUA TAKAOKA, 01635 375489, BERKS.

WANTED: SATURN. WILL SWAP SEGA MEGA DRIVE 2 + 18 TOP GAMES, INC: NBA JAM TE, SONIC 2+3, ZERO TOLERANCE + MANY MORE. ALSO MENACER 6-GAME CART + BATTERIES, WORTH OVER £500. TEL: 01132 2530609

OTHER

HONNER TELECASTER GUITAR, PEAVEY 15W AMP, BOSS PEDAL ETC. WORTH £400 OR SWAP FOR IMPORT / UK SATURN OR PLAYSTATION+GAMES. CONTACT PAUL ADAM, 01738 444818, SCOTLAND.

FOR SALE: IN LINE SKATES (NEW BREED), SIZE 6, £15. BICYCLE HELMET £5, PERSONAL CASSETTE PLAYER £10, KARL KANE CAP £6 AND MB GAMES WORTH £50, SELL FOR £25. RING MARVIN LOWE, 01734 455133, READING.

CONSOLES

SWAP: PLAYSTATION (PAL) FOR NTSC VERSION. CONTACT NICHOLAS GOULANDRIS, 0171 235 4275, LONDON.

FOR SALE: AMIGA 1200 WITH 2ND DRIVE, JOYSTICK, MOUSE MAT, GAMES, MANUALS AND DISK FILE, ALSO

FREEPLAY FANZINES

PlayStation Frenzy

THE ULTIMATE PLAYSTATION FANZINE

1000% Unofficial!

SUMMER 1995 £2 ISSUE 1

180 Games Previewed!

Destruction Derby

Rave Racer

Wipeout

Mortal Kombat 3

and much more!

the ultimate & complete guide!

Want to know why we feature your fanzines every month? It's because - if they're good enough - people take notice.

People who are in a position to offer jobs on the country's best selling video games magazines here at EMAP Images.

Take, for example, PlayStation Frenzy which was received almost a year ago. The 'Editor' landed a cool job in these offices, rapidly earned himself a promotion to the position of Deputy Editor on one of our titles, and just recently accepted an amazing new job in California - Beverly Hills no less - for a US magazine. No word of a lie.

It could be you!

So get off your lazy backside and put something amazing together for our perusal. You won't be wasting your time. Quite the opposite - you could be founding the career opportunity of a lifetime!!!

Wild Speculation

UK PLAYSTATION LAUNCH DATES!!

Sony have gone for a UK launch date in September for the Playstation, but slightly more specifically, it should be the ninth of that month. The price? As of now, Sony reckon a rather reasonable £299 for the base unit with one joypad, and £339 for the Playstation plus one game. Games will be priced at around £35-45. Much cheapness!

The initial game releases? Well by launch, there should be a choice of five top games; these being Ridge Racer, Toh Shin Den, Tekken, Destruction Derby and Wipeout. And a couple of weeks after launch, the rather exciting Mortal Kombat 3 will grace British shelves (See the MK 3 preview for more exciting information on this conversion), along with other British gems from Psygnosis such as Crazy Ivan and Assault Rigs.

The competition? Well, Sega will have had two full months to build up a base in the UK after the July launch of the Saturn, but priced at £399, the Saturn could prove to be too expensive, and less than perfect conversions (such as Daytona USA and a rather glitchy Virtua Fighter) can only add to the Playstation cause.

The only drawback of the system at borders. AARGH!! The bane of the console world will be present in the o (Wipeout and Destruction Derby) will feature borders; however, the other will have these borders programmed. And Sony have stated that all future releases will be full screen and at full speed; the rush of the launch caused the borders on Psygnosis's games. Buy on import or official? Find out the verdict later!

The Chart Part

THE BOTTOM FIVE PLAYSTATION TURKEYS

1. COSMIC RACE (SFS)
2. CRACKERS (SFS)
3. YAKUZA (SFS)
4. KILLER INSTINCT (SFS)
5. WIPEROAD (SFS)

PlayStation 22

TIPS

TIPS

THE LEGEND OF LOMAS



I, Lomas, have sailed the seven seas in search of priceless treasure, so I've. And what treasures they be! My pockets is overflowing with pearls of pokes, and 24-carat codes more saargass than a mermaid's tail, loike the one I ad for me supper. You slobberin' land lubbers don't deserve a whiff of it. But I s'pose I'll let ye'ave a look, sec. Oo-arr.

Send your tips, cheats and players guides to: TIPS SECTION, CVG MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ARCADE

MANX TT SUPERBIKE

This fantastic cheat transforms the bikes into sheep! They still go fast, but make a bleating noise! Go to the transmission select screen and press Up Shift twice, Down Shift twice, bank Left, bank Right, pull brake, then accelerate. You'll hear a sound to tell you it's worked and you'll

then be racing on a sheep!

KILLER INSTINCT 2

To access Gargos, go to the player select screen and hold Up. Now press the buttons in this order: **3, 2, 5, 6, 2, 1, 4, 5**. You'll hear a noise and Gargos will be selectable.

STREET FIGHTER ALPHA 2

At last! More secret characters are revealed! These are all variations on existing characters, but we've heard strong rumours of Blanka and Guile also being hidden!

To access Evil Ryu, go to the select screen and highlight Ryu, then tap the Start button. Then move around the characters in this order: Adon, Akuma, Adon, and back to Ryu. Now hold the Start button and select Ryu with any attack.

Evil Ryu plays very much like Akuma – he's got a teleport, firecracker, juggling Hurricane Kick, 5-hit Dragon Punch, etc.

To access the original Akuma – the one you fight at the end if you get three perfect rounds – do this. Go to the select screen and highlight Akuma, then tap the Start button. Then move around the characters in this order: Adon, Ryu, Adon, and back to Akuma. Now hold the Start button and select Akuma with any attack button.

He can throw two air fireballs at once, and juggle with his super attacks.

To access the original Zangief, highlight him and tap the Start button, then release it. Now move around the characters in this order: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Guy, Ken, and back to Zangief. Now hold Start again and select him with any button.

Original Zangief doesn't have a super bar, and can only perform his original two special moves!

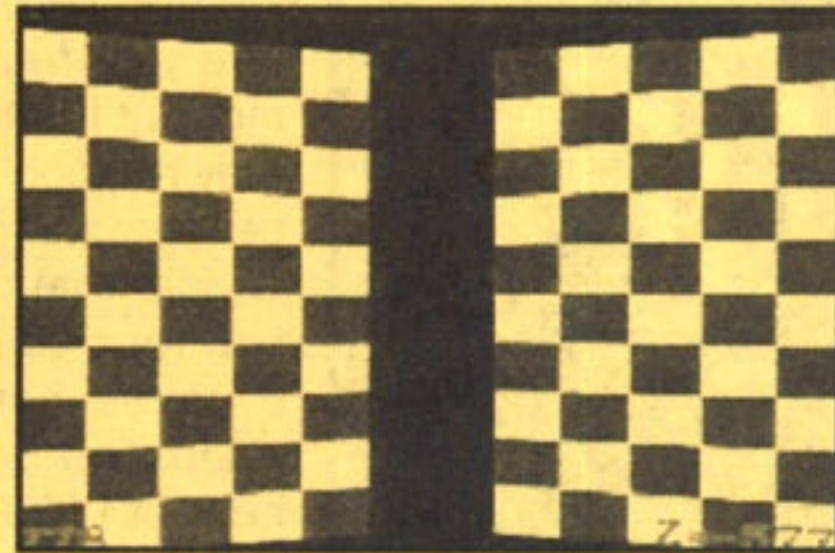
To access the original Dhalsim, high-

light him and tap the Start button, then release it. Now move around the characters in this order: Zangief, Sagat, Charlie, and back to Dhalsim. Then hold the Start button again and select him with any button. Like Zangief, original Dhalsim hasn't got a super bar or his new moves.

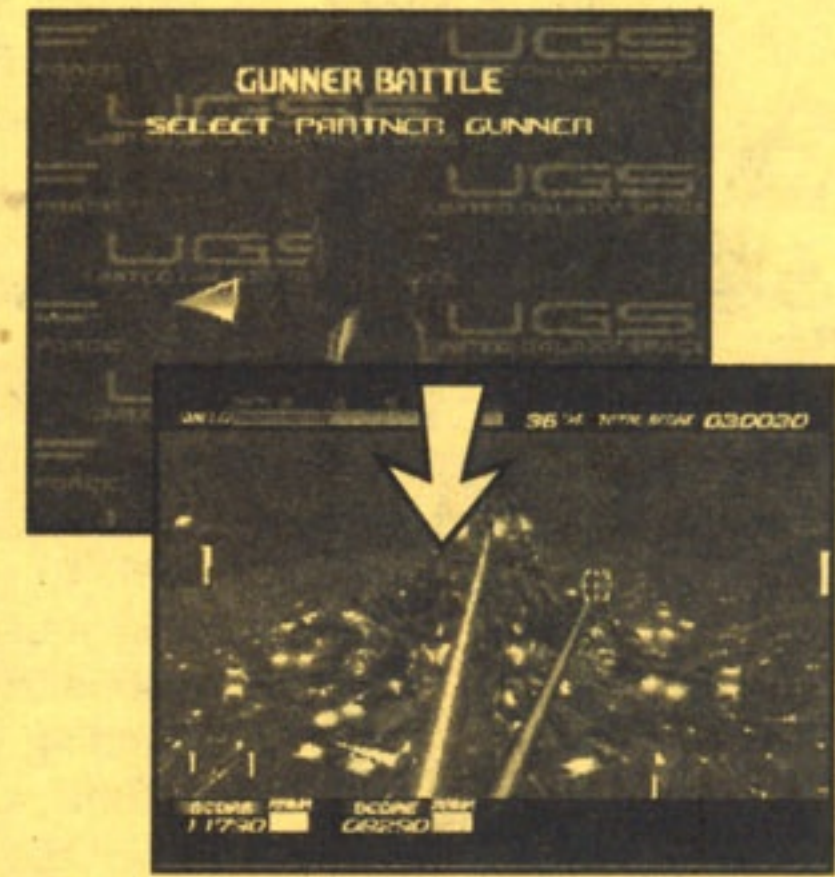
Thanks to Richard La Ruina from Cambridge for the Zangief and Dhalsim codes.

PLAYSTATION GALAXIAN 3

On the rendered Namco introduction screen, press **L1, R2, R1, L2, Up, Down, Up, Down** and you'll hear an explosion. When the logo disappears, a testing film will start up. It's boring.



To get a second pilot named "Ghost", play a game with the Play Recording option ON. When you finish recording, go to the Gunner Battle option to select a partner. If you move to the right, Ghost will be selectable. Now start a game and play on another controller to play with your first game as your partner!



INTERNATIONAL TRACK AND FIELD

In last month's review we showed some screenshots of hidden features in the game, but didn't reveal how to access them. Well, we're going to now. Next month, we'll probably be doing a complete guide as well as printing some records for you to have a go at beating.

The airship can be called in the HIGH JUMP event by clearing your first two jumps, making sure that the distance between them is at least 40cm.



The space shuttle can be called during the POLE VAULT in the same way – clear the first two jumps with the second being at least 40cm higher than the first.



To get a mole to appear in the LONG JUMP or TRIPLE JUMP pit, get a jump where the last three digits are the same – ie. 16.66m, 4.44m.



FREEPLAY



To release the balloons during the HAMMER, get the first two digits to match the last two - ie. 54.54m, 89.89m, 101.01m.

PO'ED

To get a level select, go to the main menu screen and hold **L1+L2+R1+R2+Up**, then press **Circle** to get to start the game. Then, on the difficulty screen, press **Down** while still holding the top four buttons. Now select your difficulty with any button and the level select will appear. Thanks very much to S. Dennett from Birkenhead for sending that in.



THEME PARK

At the start of a new game, enter your name as BOVINE. Start the game, and any time you want more money, just press the Circle, Square and Cross buttons at the same time. You can do this loads of times to become very rich.

RIDGE RACER REVOLUTION

Now that RRR has been officially released and is doing very well, we decided it would be worth printing all the tips for it again.

An extra eight cars can be gained at the start of the game by destroying all 40 of the aliens in Galaga 88 at the start.

To get the Buggy Mode, you need to wipe out every one of the 40 aliens in the Galaga 88 game with exactly 40 laser shots. Miss just one and it's all over.

To make accessing Buggy Mode much easier, use this hidden laser. From the start, wait for Galaga 88 game to start up, then hold **L1+R1+Down+Select**. Now press and hold the Triangle button to wipe out all the aliens on-screen.

To remove the rear-view mirror during the game, play from inside the car and press Start to pause the game. Now Press Triangle and L1 to remove the mirror.

To change the distance of the view from behind the car, pause the game and hold Triangle. Now press L1 or R1 to zoom the view in or out slightly.

To play the secret Spinning Mode, go to the main menu screen and press the Cross and Square buttons to start the game. Keep the buttons held down until the race begins, and at certain corners the message "Spinning Point" will appear. At these three corners, you should try to spin the car as well as possible to get rated by the computer. At the end of the race you'll get an overall rating.

On the title screen, it's possible to move the spotlight around by holding the top four buttons (**L1+R1+L2+R2**) and using the D-pad to guide it about the screen. You can also change the size of it by pressing the four main buttons.

VICTORY GOAL '96

On the Game Setup screen, hold the **L** and **R** buttons until the flags appear. You can now move them around with the D-pad.

BAKU BAKU ANIMAL

There's a hidden Japanese League mode in the UK version of the game. It can be accessed by going to the tile screen and pressing **B, A, C, Up, B, A, C, Up**. Now start to try out the new option.

If you go to the CD player mode in the Saturn and play the music from the UK version of Baku Baku Animal, you'll find an extra track with a remixed dance version of the title music. Simply play track 24!



SNES

TOY STORY

These cheats are similar to the Mega Drive versions. To get a level select, play through the first stage until you reach the bucket of toy soldiers on top of the chest of drawers. Stand on top of it and crouch for five seconds. Now press **Start** to pause, then press **Select**.

To become invincible, play through the first stage to the same point - the chest of drawers. This time, stand on the bottom drawer and crouch for five seconds. Watch the health star and you'll see when you become invincible.

HELP ME... PLEASE!

From now on, we'll do our best to help any readers who are stuck on a game. If you can't find an item, can't figure out how to beat a boss, or whatever, just write down exactly where you're stuck, and we'll do our best to help you. Otherwise, we'll print your request in the mag and other readers will be able to send in a solution for you. Please don't send us stamped addressed envelopes asking for a personal reply because we just don't have time to write back. Instead we'll just steal your stamp and use it ourselves. Send your pleas for help, along with free stamps, to:

I'M STUCK!

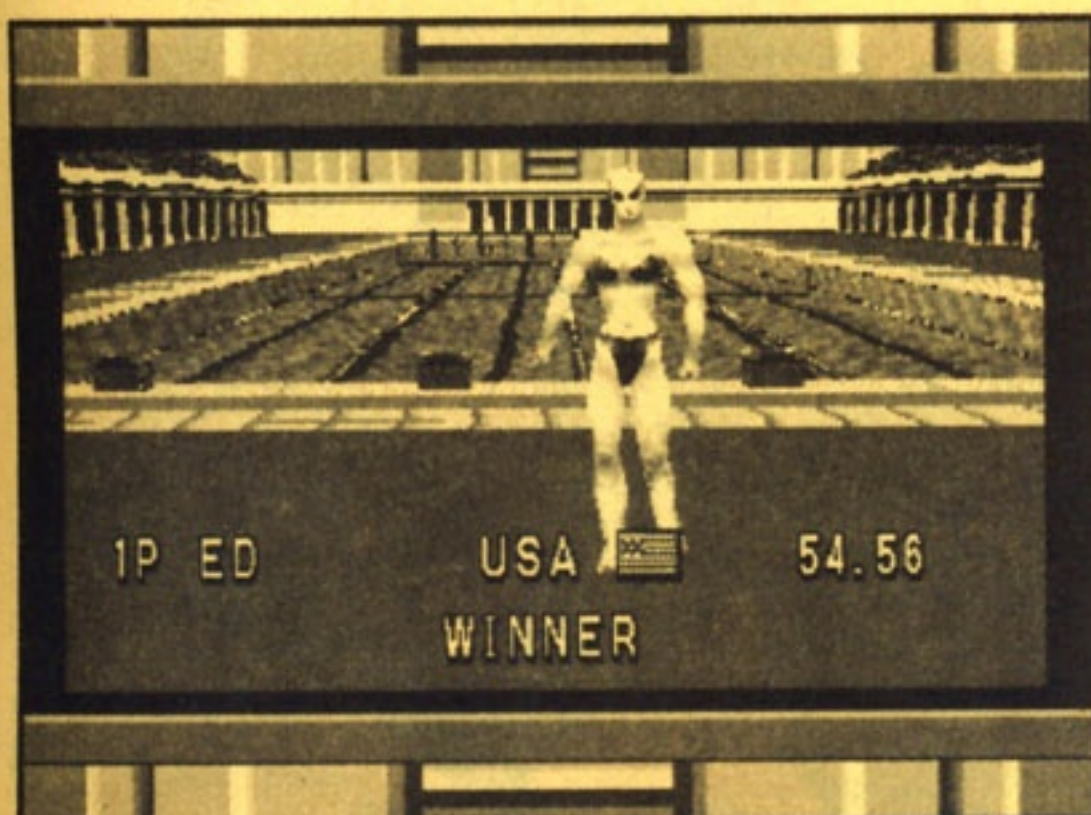
TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.



The T-Rex appears during the SHOT PUT when all four digits of the distance are the same - ie. 11.11m, 22.22m.



To hit a UFO with the JAVELIN, you need to throw it at an angle of over 65 degrees, while running at a fairly high speed. Do this by walking as slowly as possible until the angle meter appears, then hold the throw button. Just before the player reaches the white line, start running very fast and release the javelin. You'll know it has worked if the player stands still, watching the UFO fall.



To make the swimmers race in bikinis, go to the event select screen. Now perform the old Konami cheat - **Up, Up, Down, Down, Left, Right, Left, Right, C, X**. The event will be selected and everyone will be wearing bikinis.

To see the doves in the DISCUS event, do the same as the hammer - get the first two digits to match the last two.

SATURN

TIPS

FREEPLAY

drawinz

Wot you dun



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



"Bwah ha ha! This is my section now and I'll do what I want. Give Hunter art or he will die!" Jaime

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

Look, I'm really busy alright! I'm sick to death of this stupid mutt, Tom left him here and I just don't want him. He got off lightly this month, your art is the only thing that keeps him from barking. Next month he may not be so lucky!

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



Ⓢ "Super Mario axed? No it can't be true! Come here Hunter you hound and feel my displeasure."

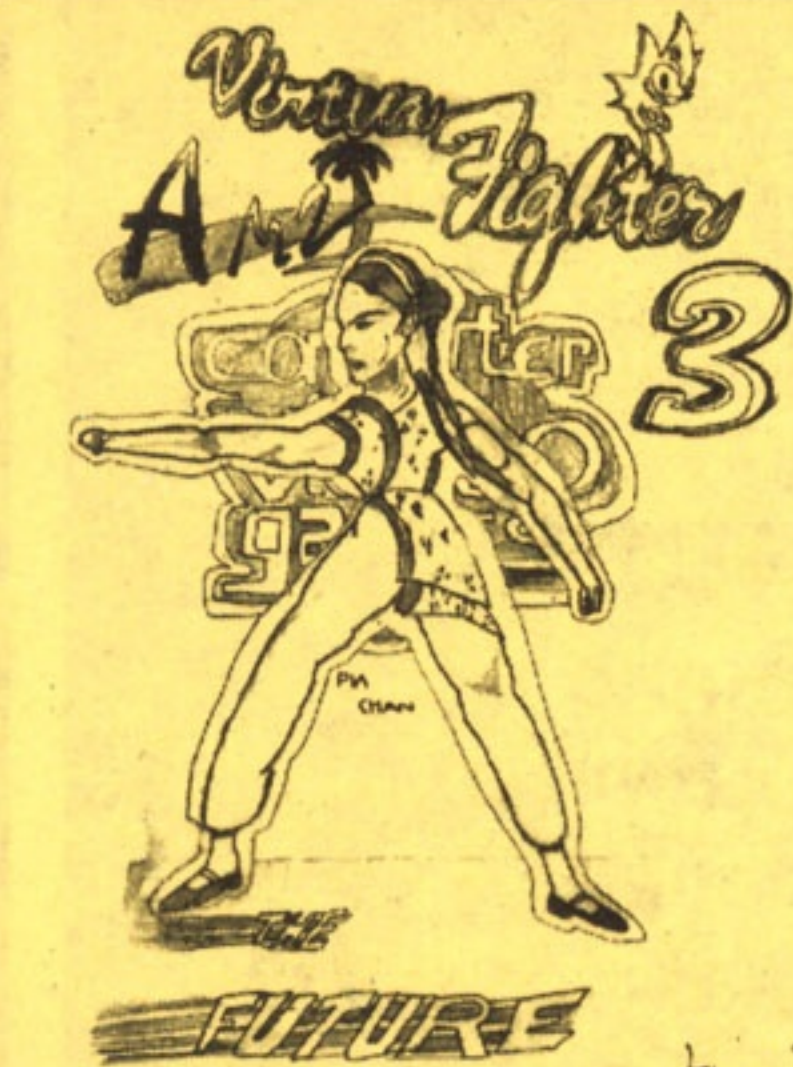
Ⓢ Superb artwork here my friend! Well done Joe Power. I hear Ed hangs out here quite a lot.



Ⓢ Hard, mean and moody... that's me alright. But I tell ya, this drawing isn't bad either! Top one John Page.



Ⓢ I like this one a lot! However, it scares me to think about what you'll be like in ten years' time! Stephen Child (aged 8)



Ⓢ It's the future alright! Nice pencil drawing this. Well done James Nguyen. Just think: you'll play it soon.



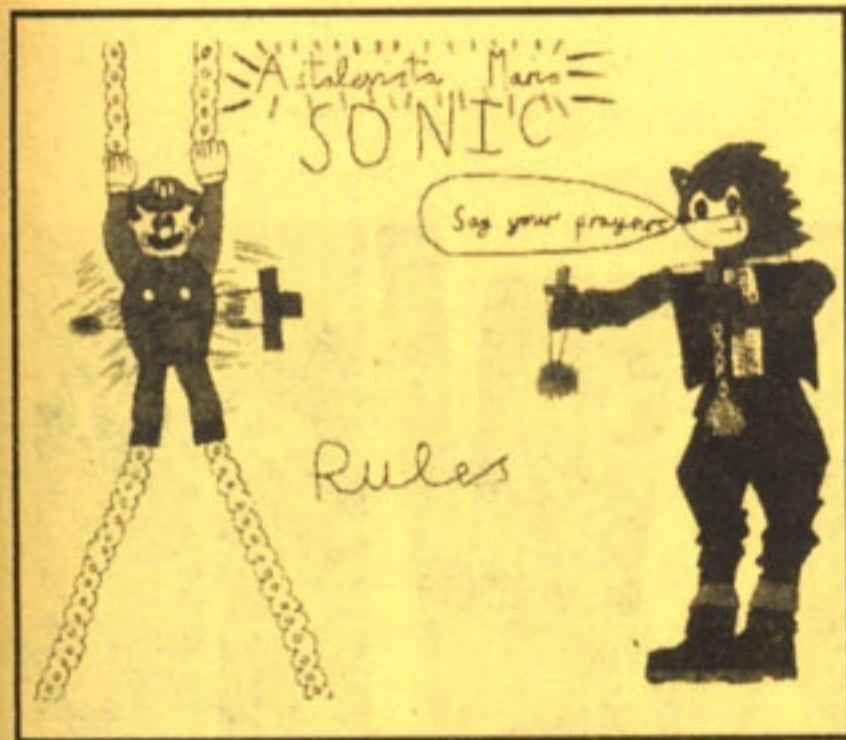
Ⓢ "More violence, I ask you. It just makes me feel strange inside, HUNTER COME HERE NOW!!..... Now where was I, oh yes thanks Craig Lewisoahn, nicely done."



Ⓢ "Another corker, my mood is beginning to change, more like this and I could well adopt Hunter for good, rather than take him to the slaughter house! More from you Matthew Pugh!"

drawinz
wot you dun

FREEPLAY



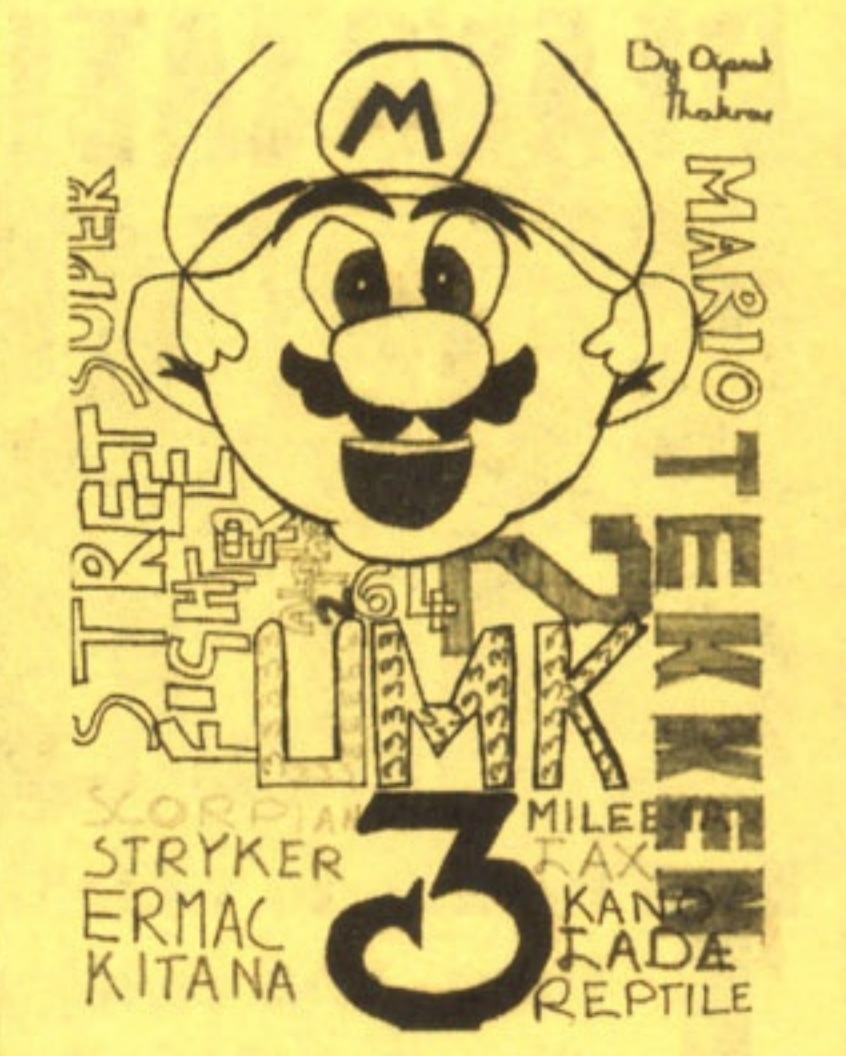
④ Poor Mario! Poor Sonic! where did he get those legs. From the mind of Jessica Ryan that's where.



④ Now here's a game close to my heart - an instant bone for you my friend! And another! Well done Lahiru.



④ Excellent artwork yet again. Not so much Mortal Kombat next month please. Thanks Michael metcalf. Nice work!



④ Now here's a future cover for CVG if I ever saw one. Thanks Dipesh, thanks a bunch, I'll be out of a job.

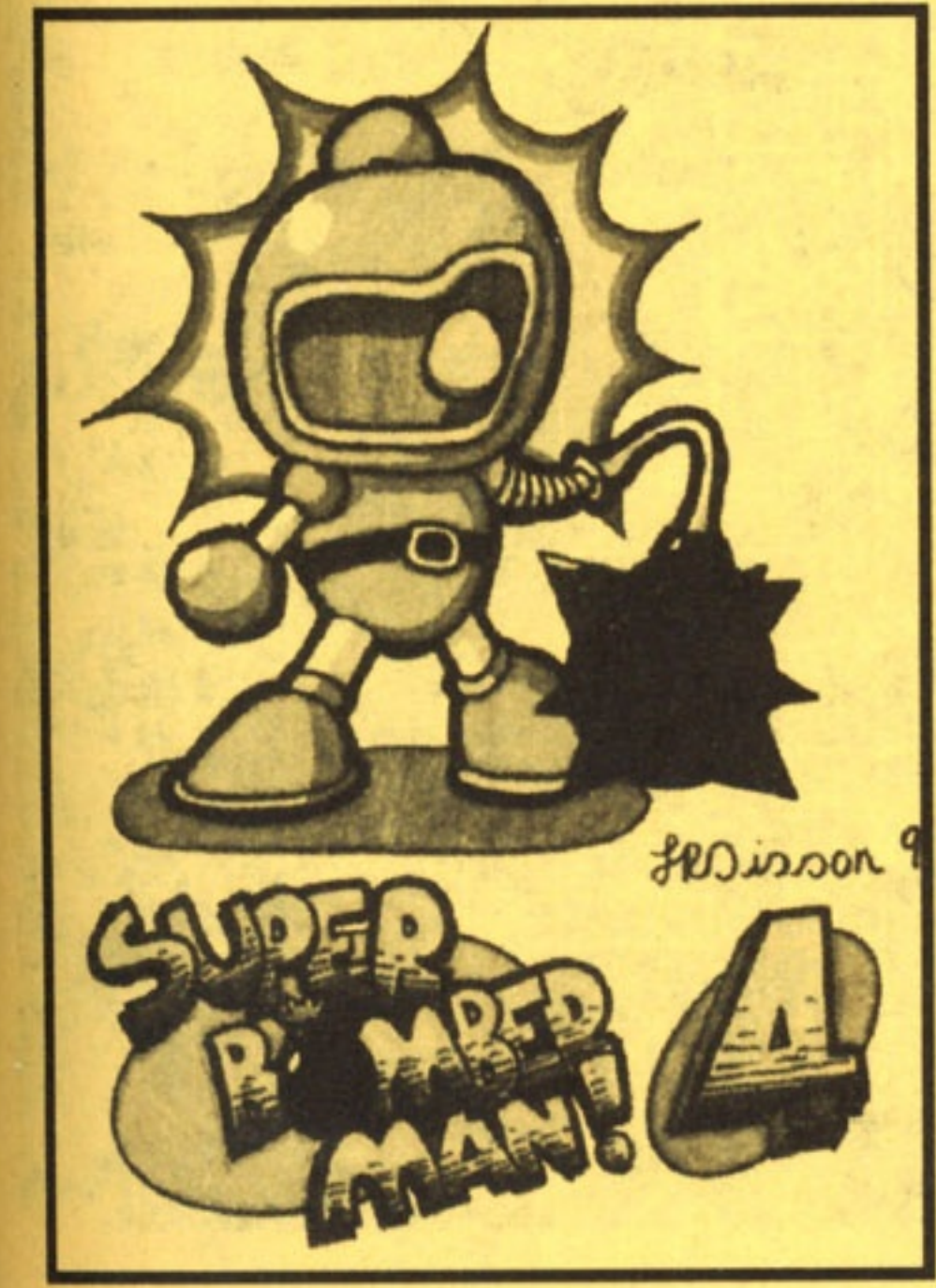


④ Violence everywhere. I love it, thanks William Yu!!



④ Just like the animation from the game. And the correct logo. Top marks James Leonard.
⑤ Original, well drawn and coloured (take my word for that) and commended by mortal master Lomas himself. Give yourself a pat on the back Johnny (Kaine) Corbin!

④ Product placement everywhere I hate it thank you Daniel Butler!



④ The print looks a tad messy. But I assure you it's very colourful. Worms though, I'm sorry but that's not my cup of tea. Thanks anyway Matthew O' Connor keep up the drawing!

⑤ Super, (Bomberman) smashing, great. Sorry we couldn't print the others, they were pretty cool too! by Jonathon Richards



④ Virtua fighter 3 again. Some originality missing here but very good nevertheless!

④ Candy Mutation. Man you are sick! A 'big heads' cheat in Fighting Vipers...hmm, I wonder. Jonathon Raffaerty's creation.

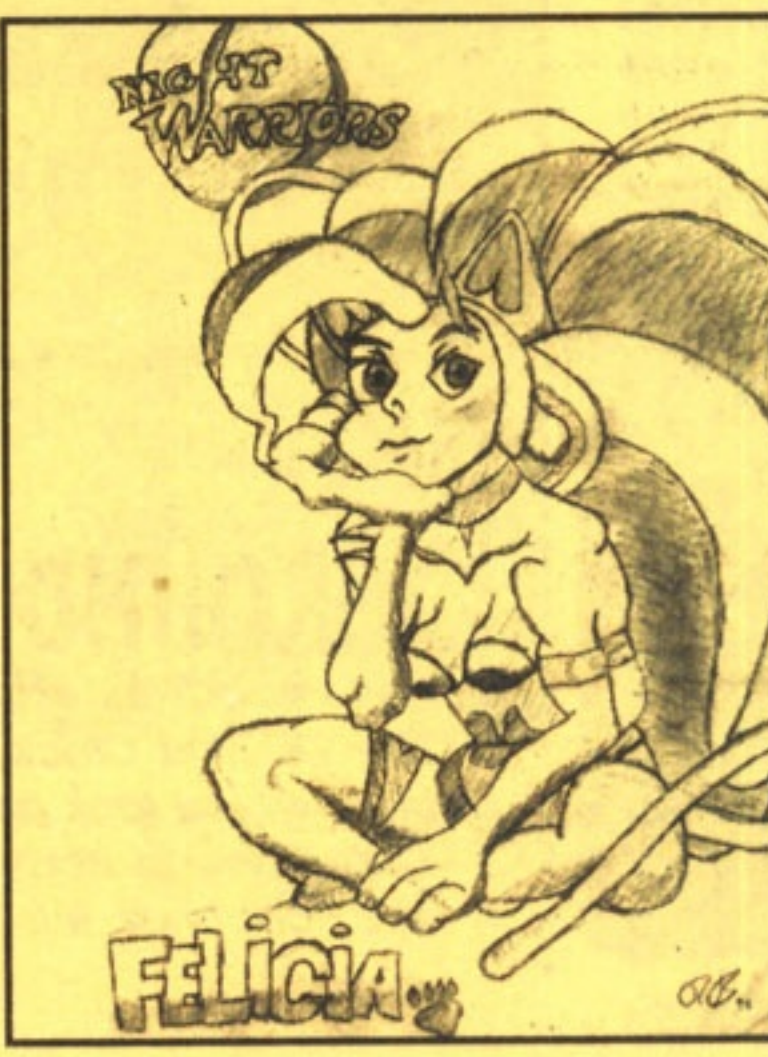


④ I love this one! Almost top prize, next time maybe Nick Barlow!



④ Woof! She's a bit tasty. Shame she's only a computer sprite. Oh well I can only dream. By Richard Bonnett

⑤ Take some of this, Sonic you weakling. No more softy games from you thank you. Cheers Alastair Brotherton.



Wot you dun

PLAYSTATION PLAYER'S GUIDE

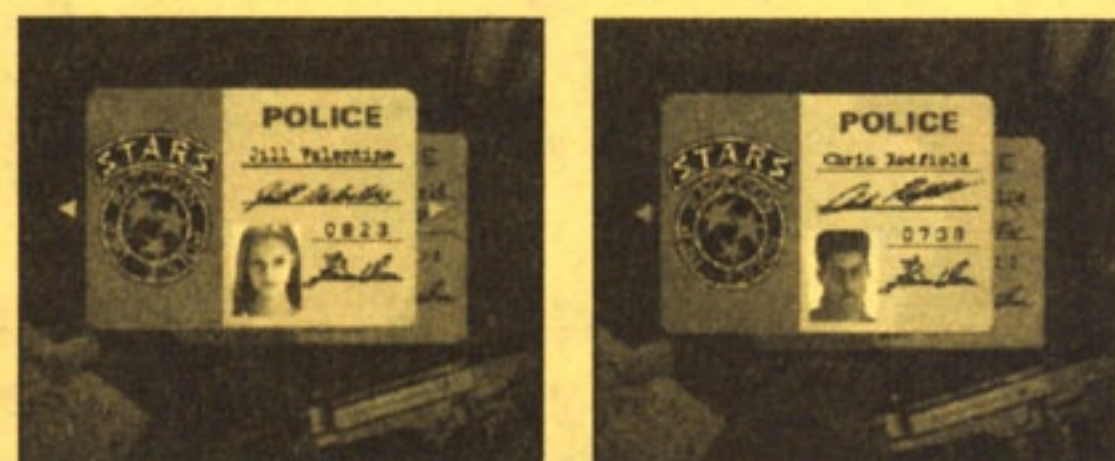
RESIDENT EVIL

The key to finishing all the secrets of Resident Evil is time. And cutting down on that vital commodity is tough when you're disorientated through fright. Rather than hold your hand through the entire game, we've decided to present you with the plans for each area of the mansion, showing which vital items or puzzles are contained within each room. With this information, clocking the game within two hours should be a cinch!



WHO TO GO WITH?

Although Jill and Chris have the same objective, some puzzles and rooms must be approached differently in order to unveil the secret of the Mansion. Before you decide on which character to play as, here's a quick reference guide.



Pick Jill Valentine if you wish to play an easier game: Jill can carry eight items in total and has fewer enemies to within the mansion, but she is the weakest player out of the two so watch her energy. Jill also has the ability to pick locks so opening locked doors isn't a problem.

Pick Chris if you wish to play a harder game: Chris Redfield can withstand more punishment. Though he only has six item slots, so finding chests to store items is imperative for Chris's game. Picking locks is also a weak point, so keys have to be located in order to open locked doors.

Rebecca plays a different role depending on the answer given to her in the medical room. If you wish her to stay in the room, you fight the Plant 42 and Snake alone. If she accompanies you on the mission, she becomes controllable at various points in the game. For example when the Plant 42, grabs Chris, players have Rebecca make the V-Jolt formula and pour the solution onto the plant's roots.

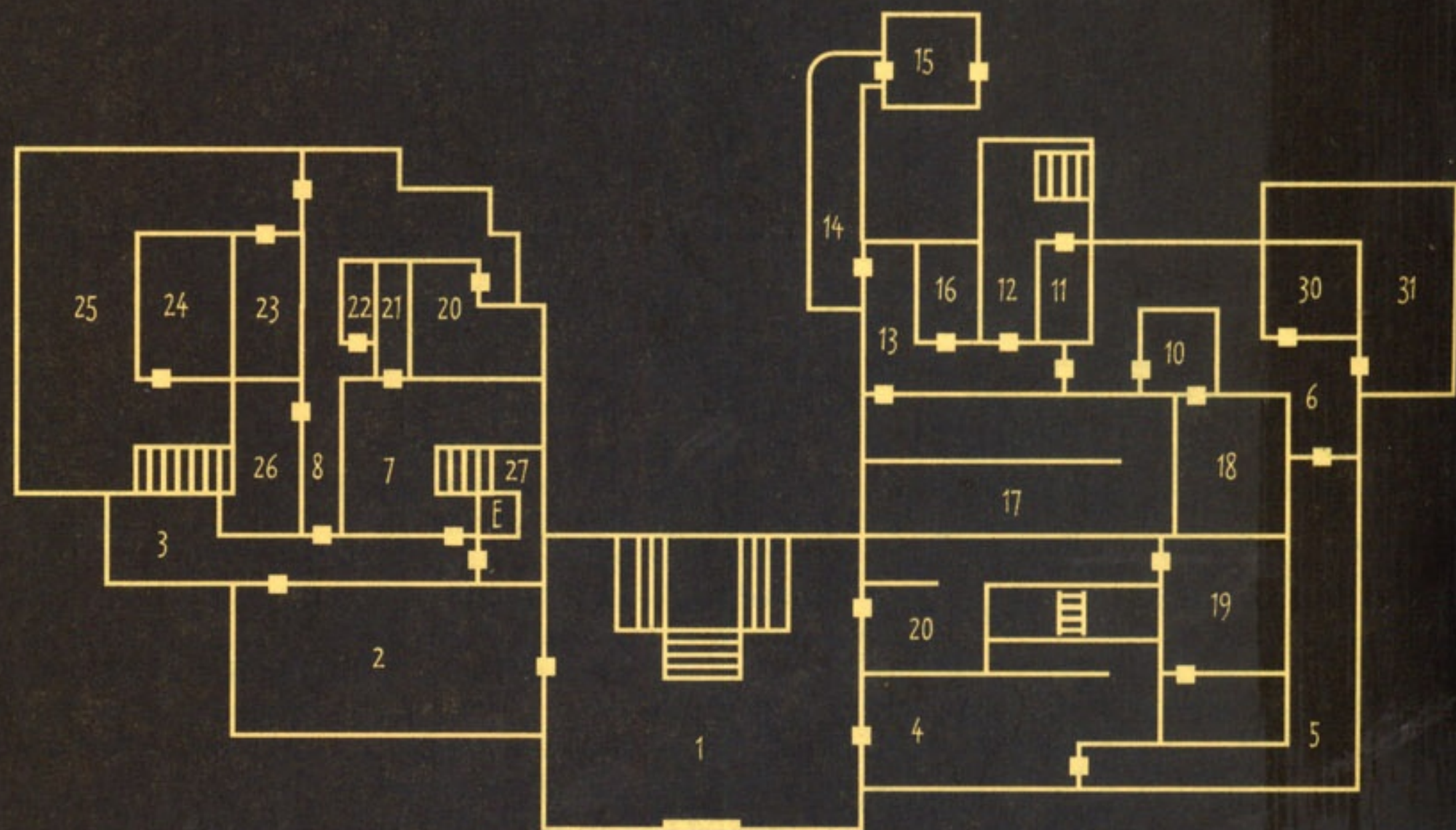
ROOM NUMBER LISTINGS

☠ 1-31	Ground Floor
☠ 32-55	First Floor
☠ 56-62	Courtyard
☠ 63-76	Guard House
☠ 77-81	Guard House B1
☠ 82-91	Courtyard B1
☠ 92-105	Umbrella Lab B3
☠ 106-107	Upper Umbrella Lab

KEY:

- (E) Elevator
- ▢ Ladders or Stairs
- Door
- Passageways or Air Vents

MANSION (GROUND FLOOR).



NAIL THOSE ITEMS

The number beside each item represents which room it's in.

GROUND FLOOR

- 1 - Save point, Beretta, Ink Ribbons.
- 2 - Key (Behind Clock), Emblem (a nice gold emblem would look better here).
- 3 - Clips (Beside Body).
- 4 - 1st floor map, Ink Ribbon (in small room).

- 5 - Move chest to find Clip.
- 6 - Green herb.
- 7 - Piano Room: Move Shelves to obtain music notes.
- 10 - Small Key (in bath).
- 11 - Chest, Chemical bag, Save Point, Ammo.
- 12 - Green herb.
- 14 - Crest Plate: Place all four crests in holes to open door to courtyard.
- 15 - Crank, small key.
- 16 - Doom book, Magnum rounds.
- 17 - Gallery: hit switches in order from youngest to oldest the press switch at the end of the gallery.

HERBS AND SPICE MAKE EVERYTHING NICE!

There are three different kinds of herb to be found through the mansion here's what they do.

- ☠ Green - Restore small amount of players energy.
- ☠ Blue - Cure hero from poison attacks.
- ☠ Red - Combine with Blue or Green to make a full energy restoring mixture.



- 18 - Shotgun (Replace with broken shotgun).
- 19 - Ink Ribbons, Green Herb.
- 20 - Shells (inside Desk), Clip.
- 21 - Secret Room (play piano to open): Gold Emblem.
- 22 - Tiger Room: Must use blue Jewel to obtain Wind Crest, Red Jewel to receive Colt Python gun.
- 23 - Broken Shotgun, Clip, Shells.
- 24 - Rebecca Room, Sword key, Clips, Save point.
- 26 - Clip, Diary, Shells.
- 29 - Green House: Some chemicals may come in handy here!, Armour Key, Herb (various).



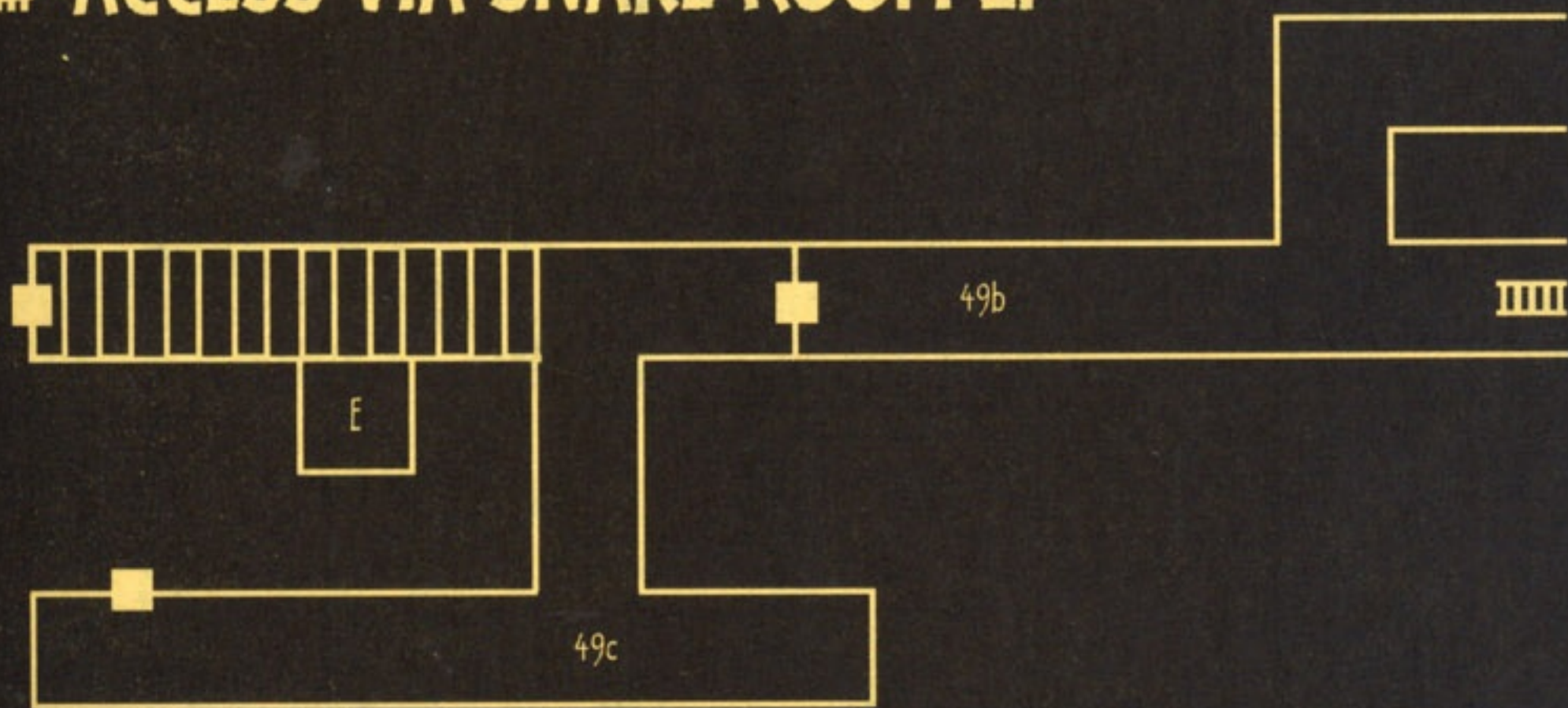
👤 MANSION (FIRST FLOOR).



👤 FIRST FLOOR

- 33- Statue (Blue Jewel).
- 35- Magnum Rounds, Shells, Orders, switch light off and retrieve Red Jewel.
- 37- Small Key (Window Ledge).
- 38- Clip (near Forest).
- 41- Snake Room: Moon Crest, Shells.
- 42- Clip, Candles (use lighter on these).
- 47- Switch (Insect Display), move aquarium and closet to find shells and Researcher's Will, Ink Ribbon (in coat).
- 48- Fireplace (a lighter may come in handy here).
- 49- 2nd Snake Encounter, Access to basement (via hole made by Serpent).
- 49b- Shells.
- 49c- Herbs (Various).
- 50- Lighter, Shells, Red Herb.
- 52- Battery, Shells.
- 53- Magnum Rounds, Scrap Book.
- 53b- Secret Observatory (move bookcase in '53'): Clip, Ink Ribbon, Look out of window.
- 54- Activate switch and push statue towards the light, MO Disk.
- 55- Sun Crest (Move statues over grates and activate switch).

👤 ACCESS VIA SNAKE ROOM 2.



👤 If you asked Rebecca to come with you in the medical room, she'll appear to help Chris after the first snake encounter when he is poisoned. Run back to the medical room to retrieve the serum.



👤 The first encounter with the snake. Keep running and shooting and eventually it will return back to its hole. Examine its lair to find the Moon Crest.



👤 Push the statue over the balcony then run down stairs to retrieve the Blue Jewel.



👤 Find the music notes behind the bookcase. Rebecca soon arrives to help Chris play the piano. This opens a secret room containing the Gold Emblem.

☠ COURT YARD B:1

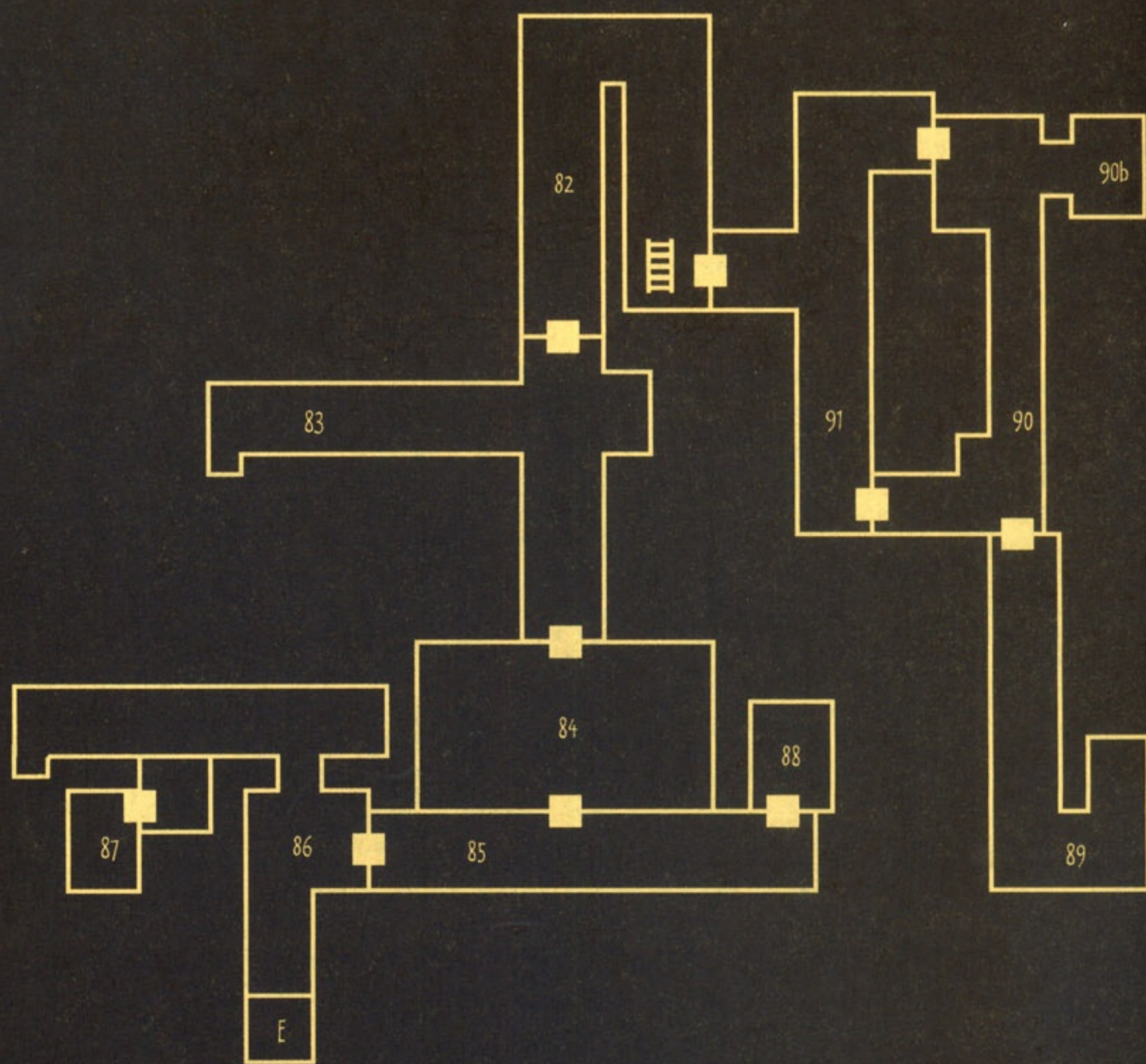
- 82- Save Point.
- 83- Magnum Round (behind boulder).
- 84- Giant Spider Room: Combat Knife.
- 86- Boulder Room: Hexagonal Hole (using the right crank more than once might come in handy), Underground Map (behind Boulder).
- 87- Doom Book 2, Statue, Hexagonal Hole.
- 88- Save Point, F-Aid Spray, Blue Herb, Ink Ribbon.
- 89- Enrico (Bravo Team Member), Clip, Hexagonal Crank.
- 90b- F-Aid Spray, Shells.
- 91- Flame Thrower.



Ⓜ As Chris enters the Court Yard for the first time, he's attacked by a few hounds from hell!



☠ COURT YARD: B1.



☠ COURT YARD

- 56- Various Herbs.
- 58- Herbs, Map (Next to broken lift).
- 59- Use Crank to drain water.
- 62- Secret stairs, use Wolf and Eagle Medals to open (medals are found by vigorously examining Doom books 1 and 2).

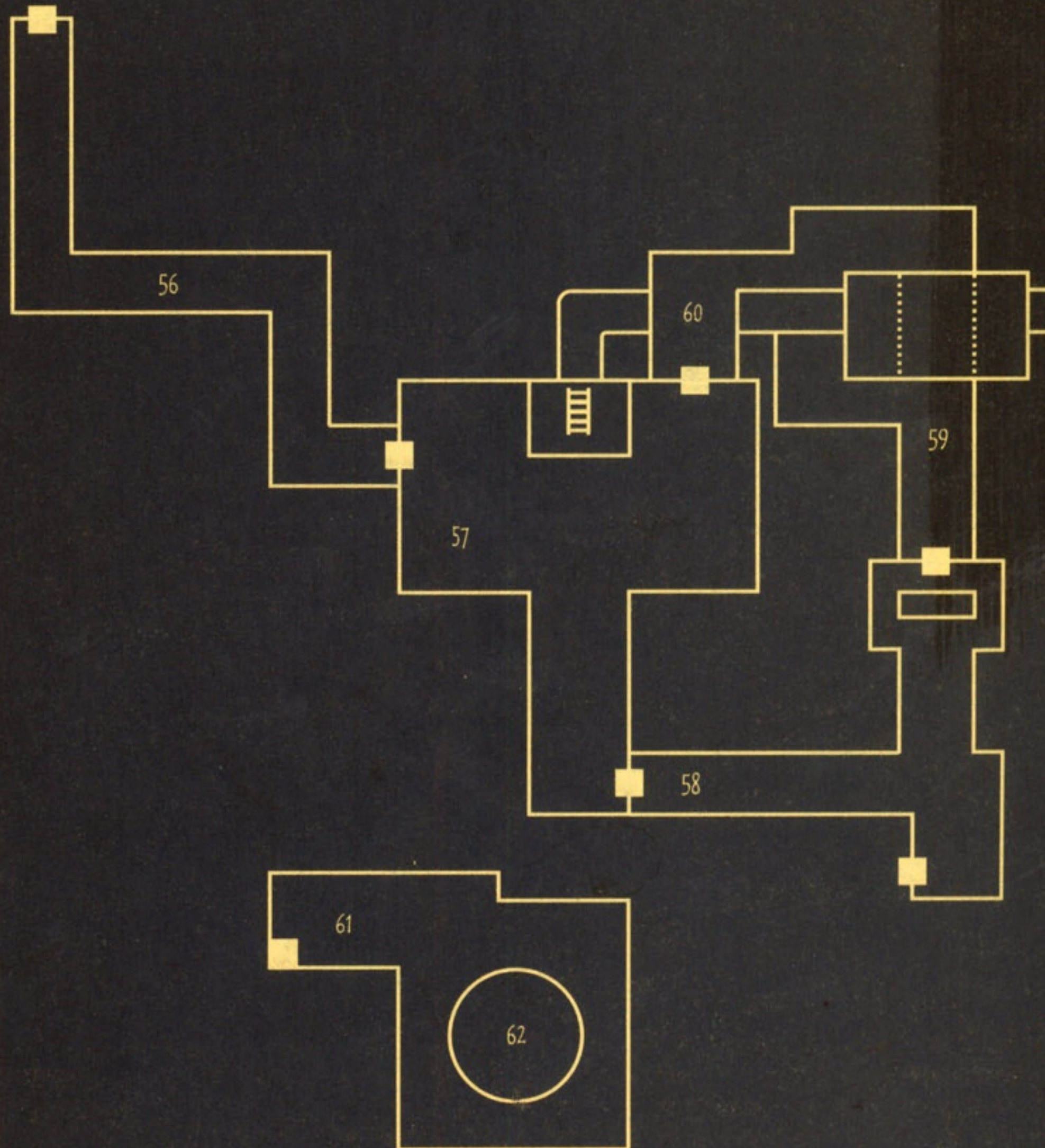


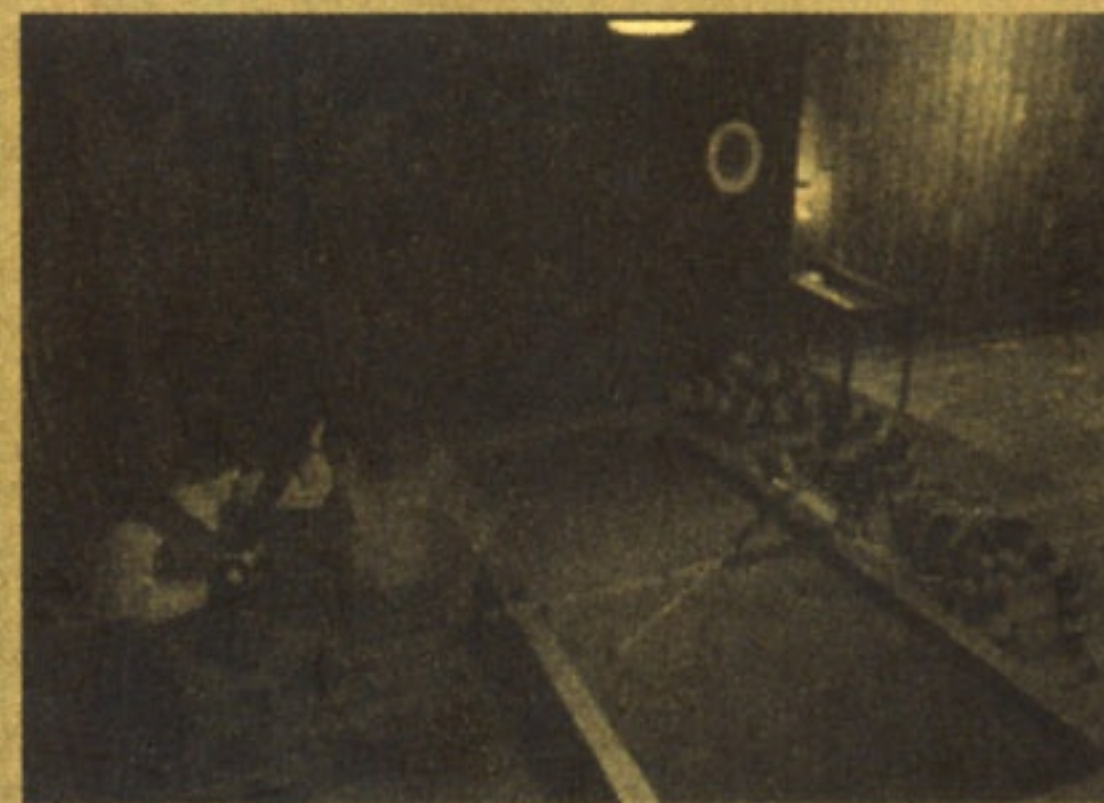
Ⓜ Use the crank found in room 15 to open the flood gates. This drains the water.



Ⓜ Use the medals found in Doom Books 1 & 2 here. This will unveil a secret passage-way.

☠ COURT YARD.





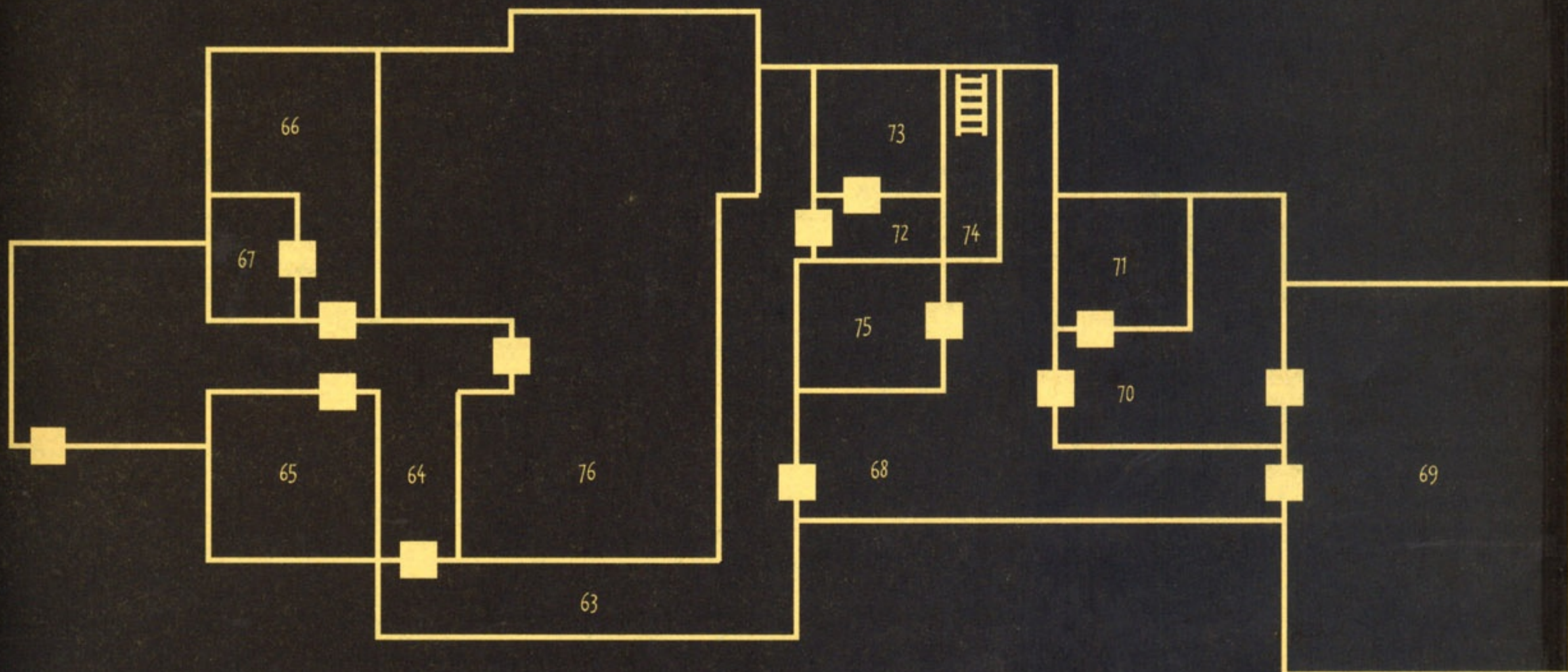
④ The path which appears once the water has drained.

④ Hitting the switches in order in the gallery, will give you the first Crest.

④ While fighting the spiders, examine the pool table for some handy clues.



👤 GUARD HOUSE.



👤 GUARD HOUSE

- 63- Green Herbs (behind statue near Dorm 003).
- 64- Various Herbs, Hint: Push statue to cover hole.
- 65- Save Point, F-Aid Spray, Clip.
- 66- Red Book, Small, Key, Shells.
- 67- Control Room Key (in tub).
- 68- Dorm Key 002.
- 69- Plant 42 room. If Rebecca isn't accompanying our hero, shoot the plant. If Rebecca is helping, go to room 75 and make V-Jolt Form. Helmet Key (fireplace).

- 70- Dorm 003: Ink Ribbons in draw.
- 72- Plant 42 Files, Dorm Map, Shells, push cabinets to reveal ladder.
- 73- Ammo Clip.
- 75- Chemicals Room (illuminate all red lights to open door). Only enter this room is you're in control of Rebecca. To make V-Jolt Formula look at instructions by the door inside room. Note! ingredient 1=water (located in sink).
- 76- Ink Ribbon, Pool Table, Clip.

④ Use the switch in this room to activate a light. Push the statue into its beam to uncover a hidden study.



☠ GUARD HOUSE: B1

- 78- Control Room: Drain water via levers.
- 79- Clips, Shells, Dorm Key 003.
- 80- Root Room: Small key, place V-Jolt Form here.
- 81- Herbs and Boxes.



④ Place the V-Jolt formula onto the Plant 42 roots, to retrieve the Helmet Key.



④ Inside the Guard-House, push the statue over the hole which is next to the red door. This will block the nasty that is hiding under the floor boards.

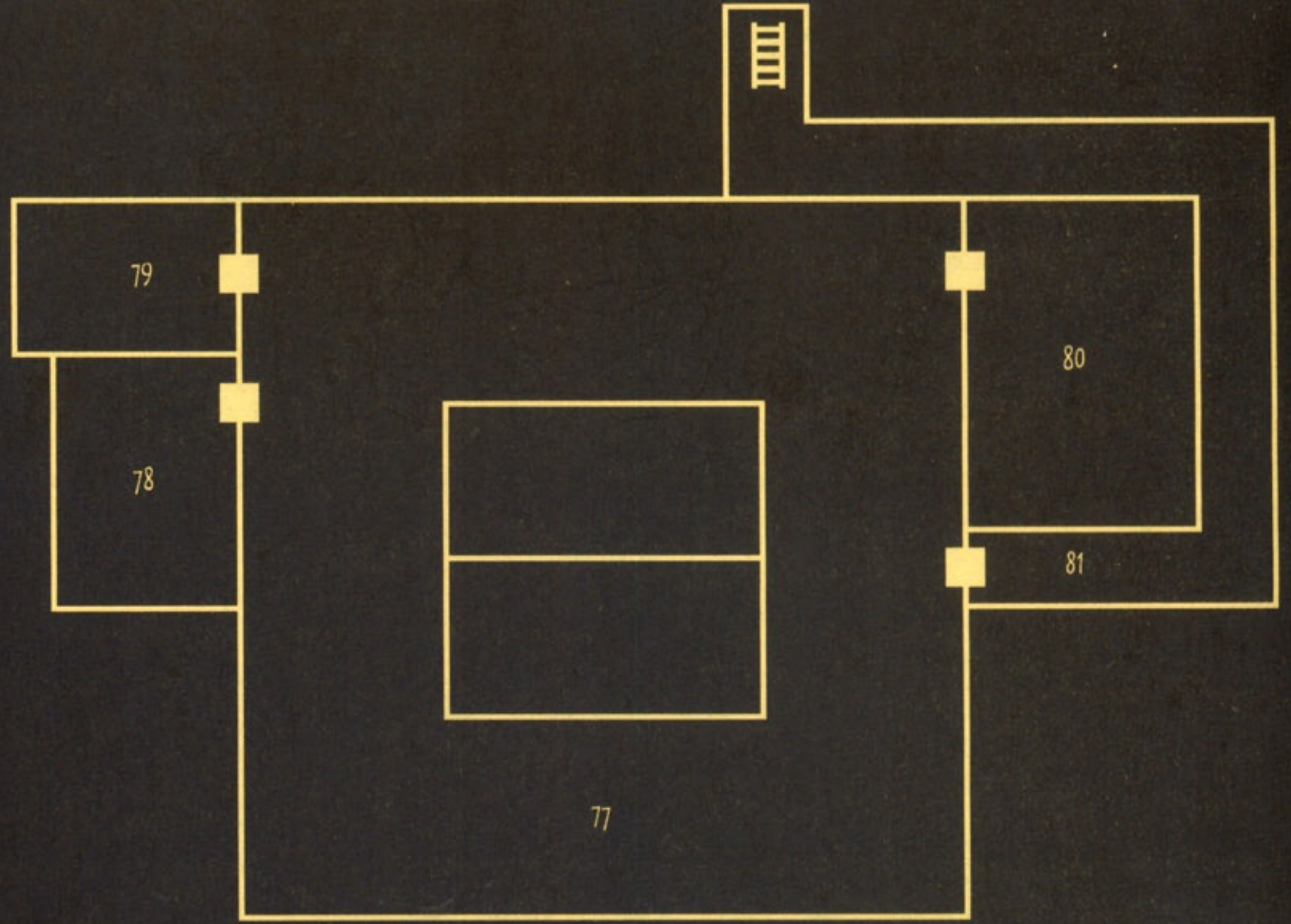


④ Don't bother shooting at the sharks now, activate the lever in the room opposite to drain the water.



④ One of the many dank corridors (63) within the guard house. Search the end of it to find some usefull herbs. Dorm 003 is not too far from here either

☠ GUARD HOUSE: B1.



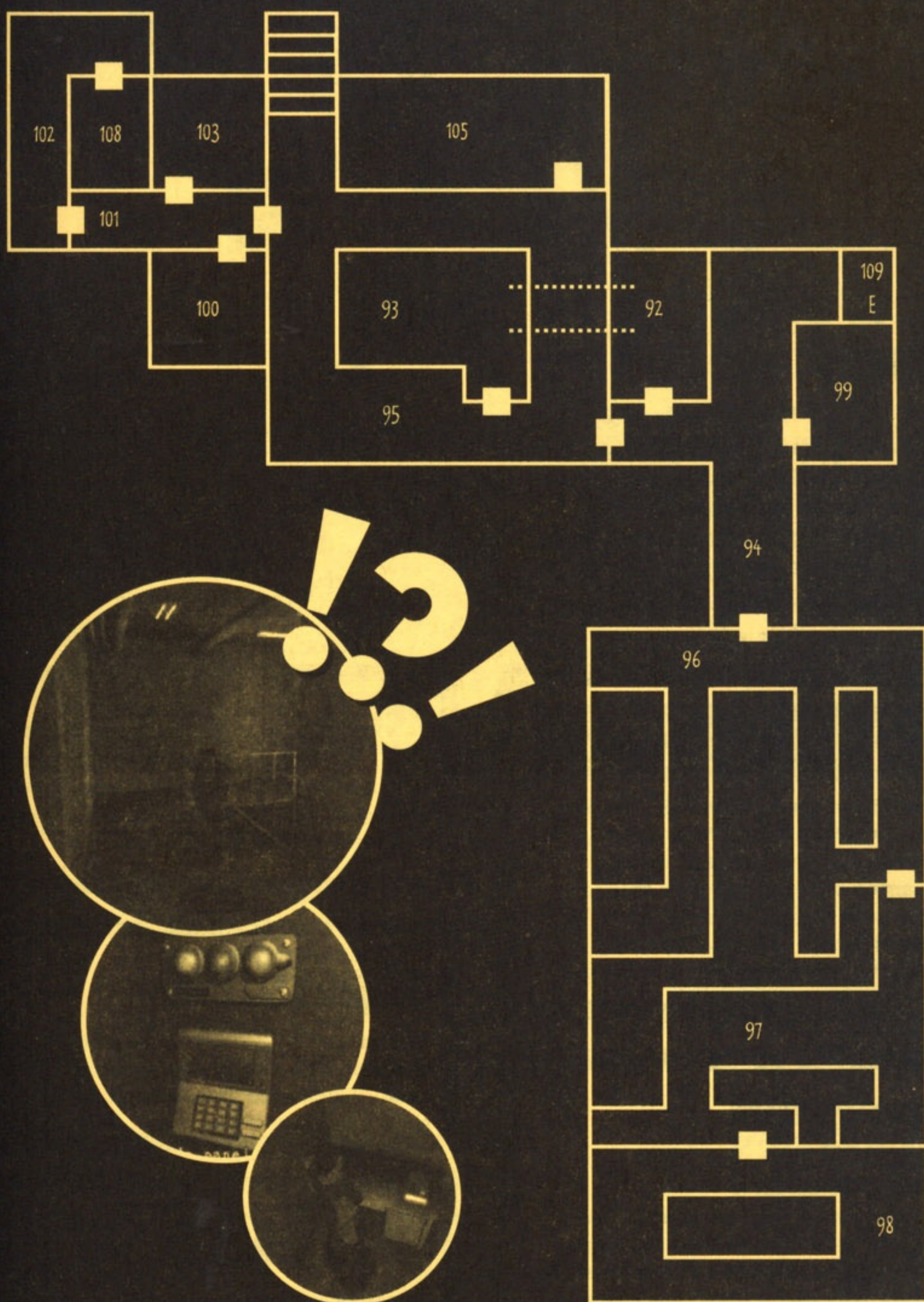
Don't forget to check behind every bookcase for clues and useful items. Exploring bathrooms, and bath tubs isn't a bad idea either as many handy items are waiting to be used.



Rxx xxxx xxxx xxxX xxxxxxxx xxxxxxxx
RIGHT - This is the V-Jolt formula room. To enter you must first use the keypad and activate all the red lights. You'll be succesful if you just play around with it.
BELOW - At the bottom of the guard house you'll find the basement full of sharks, drain the water using this lever. Now go and blast those fish!



UMBRELLA LAB (LOWER LEVEL).

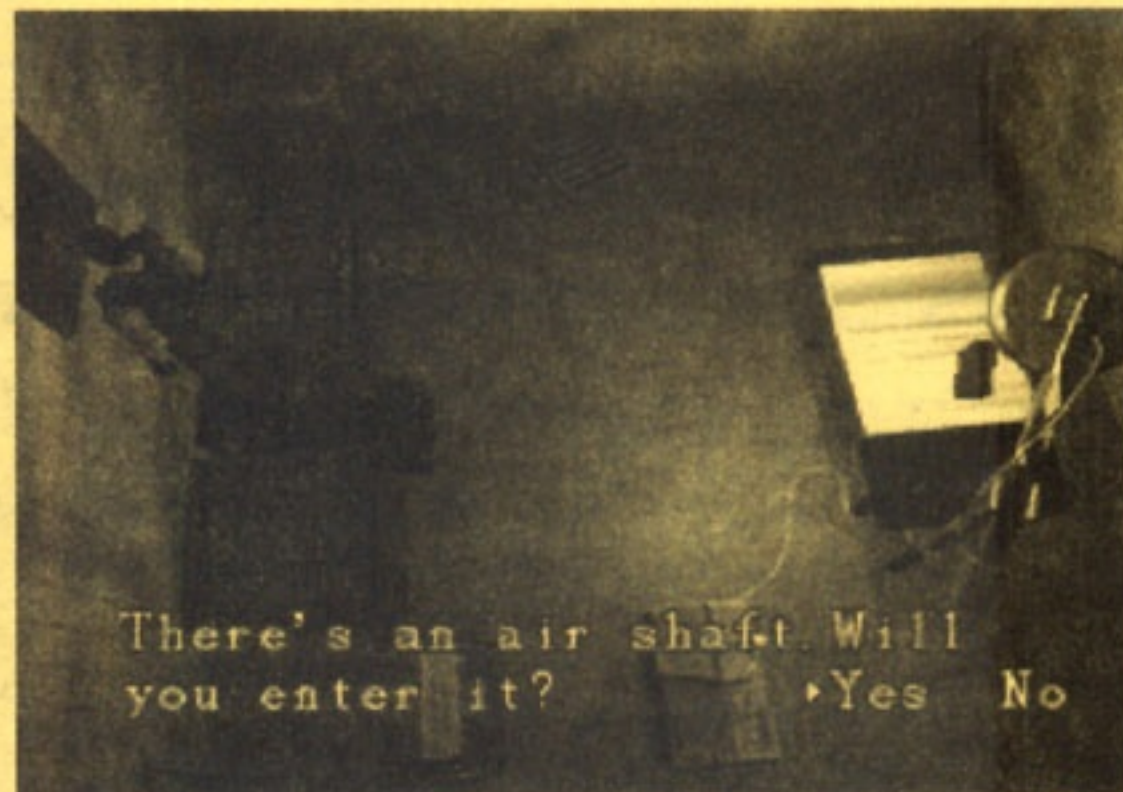


UMBRELLA LAB

- 92- Operating Room: Shells, Red Herb.
- 93- Magnum Rounds, Passcode 02 (Use MO disk).
- 96- Computer Terminal 1.
- 97- Passcode 03 (use MO Disk).
- 98- Generator Room: Activate Terminal.
- 99- Save Point, Ink Ribbon, Magnum Rounds, Green Herb.
- 100- Red Light Switch, Blue Switch (behind shelf) look at picture, Letter.
- 103- Fax, Passcode 01 (use MO Disk).
- 105- Computer Login (John, Ada, Mole), Slides.
- 106- MO Disk.
- 107- Files, Switch, Projector (some slide may come in useful), Lab Key.
- 108- Jill's Cell.
- 109- Tyrant's Elevator (Final Boss).



There's an air shaft. Will you enter it?
 Yes No

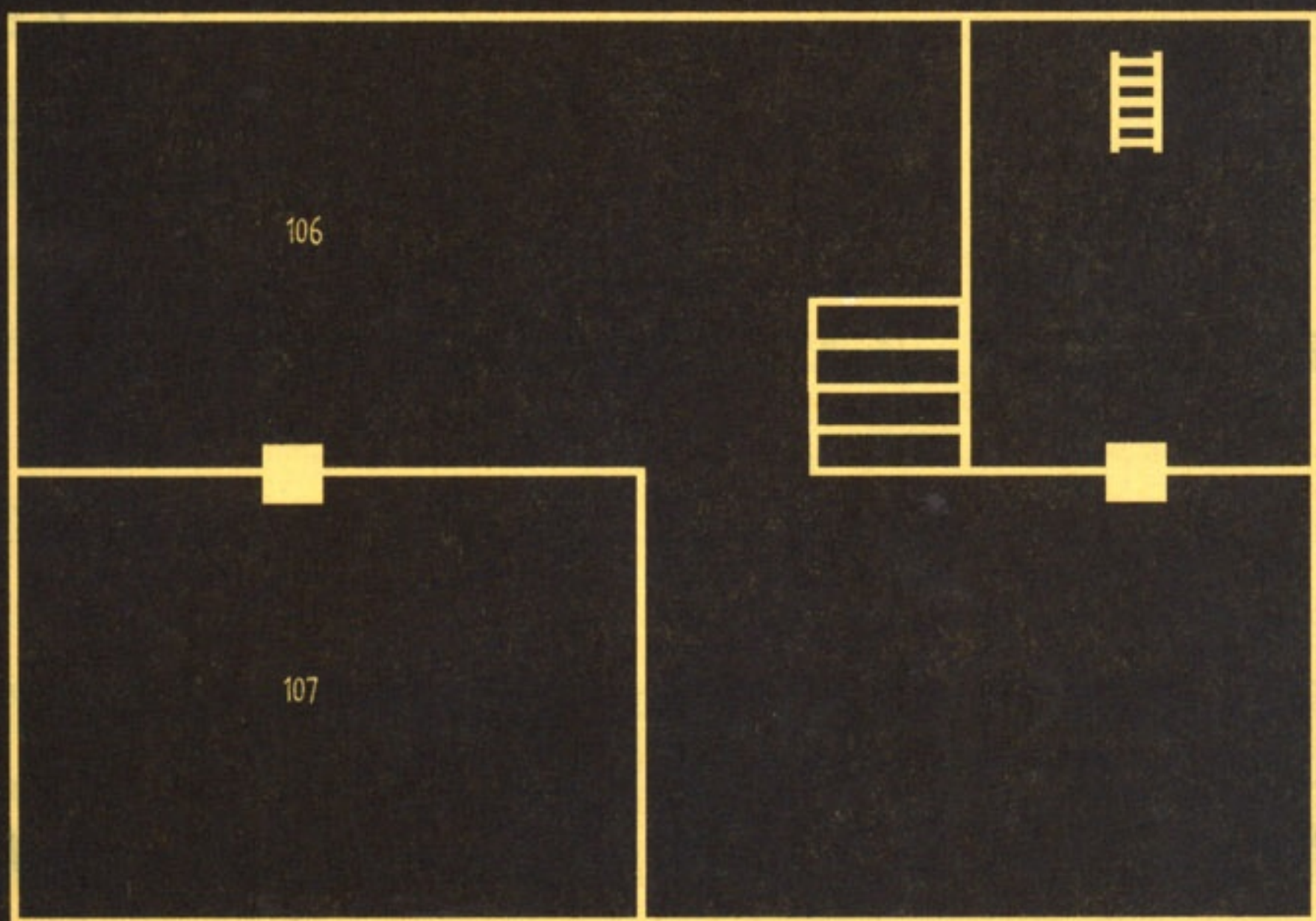


Ⓢ These boxes and steps will have to be arranged in such a way so that you can enter the air shaft.



Ⓢ This room will be used quite a few times once you have reached the Umbrella Labs. Check out the shelves for ammo. Room (99)

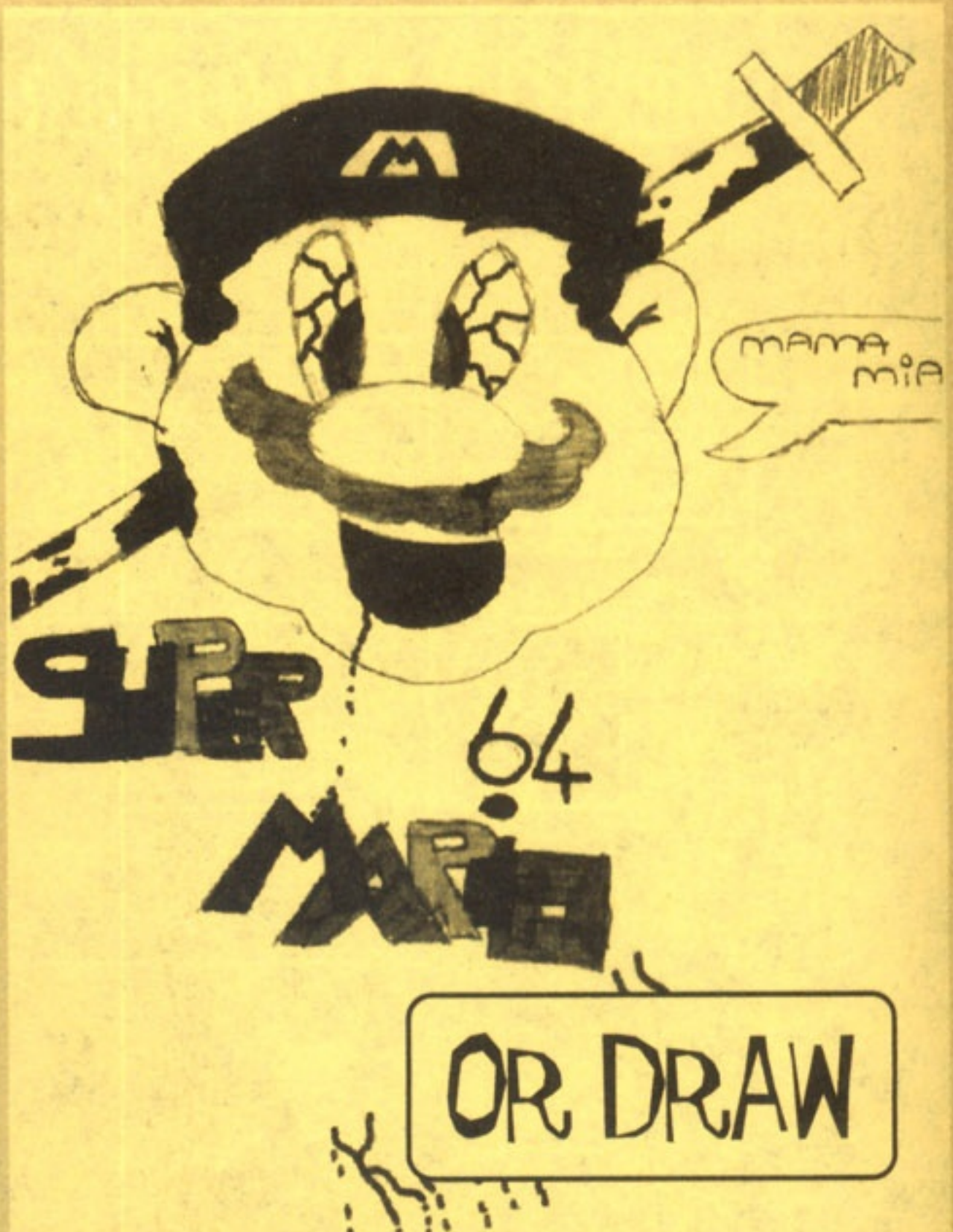
UMBRELLA LAB (UPPER LEVEL).



SIGNING OFF

That's it then. If you are still unable to complete the game using this information, we'll have to feed you to the Zombies!!!

WRITE FOR FREEPLAY



Reckon you could write CVG better than us? Yeh, well rnaff off! No don't really. Cos here's your chance to prove you can. Freeplay is YOUR section of Britain's most supreme video games magazine. This is where you get the chance to do your thing and help out fellow cuggies across THE WORLD! Here are the many, many wonderful ways you can go about making video gaming history:

WRITE FOR FREEPLAY!

HIGH SCORES

Are you the best person on Earth at a certain game? Do you have a score to prove it? Well, send it in. We said SEND IT IN! Prove you're the best! The amount of highscores we've had is rubbish. Are you lot good at games or wot?

MOST WANTED

Are those nasty software developers overlooking YOUR needs? Speak out through our Most Wanted chart. Send your three greatest desires - in order of importance - to us. Just look, Daytona Remix is now coming out.

ART

We love your sketches. Even the scary ones. Hell, even the crap ones. They all brighten up our day. So keep them coming in. We love sticking a piece of crap next to the worst ones.

CARTOONS

Got an amusing story to tell? Put it in pictures (it's da only way wot we read). Stick your favourite games characters in them if you want. (We want!)

CLASSIFIEDS

If you're bored with your latest bit of high-tech gadgetry, swap or sell it here. Any unwanted stuff can be put in our free-ads. Except human organs.

TIPS

Not just small tips, big guides too! On hot new games mind (not old pap). Could you have done our Resident Evil guide? Why didn't you? You can even draw accompanying diagrams. That's what these pages are made for.

FANZINES

We've had some exceptional fanzines sent in. And we cover every one we get. If you want coverage for your fanzine, get a copy in the post!

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<input type="checkbox"/> GAME(S)	<input type="checkbox"/> GAME(S)
<input type="checkbox"/> OTHER	<input type="checkbox"/> OTHER

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