

FREEPLAY

WOT NO MODEM?

Here at CVG we believe that on-line gaming and the internet are Sega's best option for attracting casual gamers to Dreamcast. Meanwhile, Sega Europe remains tight-lipped on their plans for the console's modem.

Every Dreamcast in Japan comes with a modem built into the console, in addition to web browsing software. However it's looking increasingly likely that Sega Europe will make the modem an optional extra to people over here. The latest rumour suggests that it will be made available in a package with the first game to feature internet play - which US sources have identified as Accolade's *Redline* (the PC version scored 1/5 in issue 209.) Sega Europe say they haven't yet made a final decision on this matter, but we should know the full story by the end of May.

Unless the modem comes included with the hardware itself Dreamcast is unlikely to take off. As a cheap alternative to a multimedia PC, Dreamcast could become popular as a

family internet system and powerful games machine, but only if it is made extremely easy to set up. Casual users aren't likely to buy the console, then a modem, then web software - instead, only more hardcore gamers would get to appreciate Dreamcast's online capabilities, which is a shame for everyone.

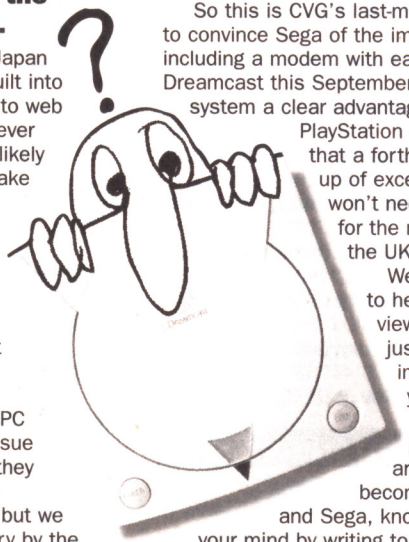
So this is CVG's last-minute attempt to convince Sega of the importance of including a modem with each and every Dreamcast this September, giving the system a clear advantage over

PlayStation - something that a forthcoming line-up of excellent games won't necessarily do for the majority of the UK.

We also want to hear your views - just how important do you think online gaming is, and will

become? Let us, and Sega, know what's on your mind by writing to:

**MAILBAG, CVG
EMAP Active Limited
37-39 Millharbour
The Isle Of Dogs
London E14 9TZ**



From our point of view, CVG has no problems getting right on board with Dreamcast. The games we're playing right now are some of the best we've ever had the pleasure of getting to grips with. You only have to spend five minutes with *House of the Dead 2*, or *Power Stone* to know you're hooked.

THE LATEST DREAMCAST LAUNCH RUMOURS

Games industry trade paper CTW printed what they believe to be details of Sega's Dreamcast launch titles, though Sega refuse to comment on how accurate they are. The console is said to come with a demo disc, and the following games will be on sale from the 23rd September: *Red Dog* (a tank battle game by Argonaut), *Sonic Adventure*, *Metropolis Street Racer*, *Geist Force* (space shooting game from Sega America), *Wrestling, Golf, Buggy Heat* (not-very-good Japanese racing game), *Gutherman* (a mysterious game by No Cliché - originally part of Delphine), *Virtua Fighter 3tb*, and one other title.

At least 30 games will be available by Christmas, but if this initial line-up is accurate, it has to be said that Dreamcast's launch isn't going to be as spectacular as we had hoped. Sega have a lot of work to do if they're going to make Dreamcast a success before Next Generation PlayStation is released in the year 2000, so this launch has to be spot-on.

READERS' MOST WANTED CHART

Almost everyone seems to be gagging for Sega's Dreamcast at the moment, with *Sonic Adventure* being the game you most want for it. Someone asked for Emmanuel Petit to stay at Arsenal too.

1	DREAMCAST	SEGA
2	SONIC ADVENTURE	DREAMCAST
3	POKEMON	GAME BOY
4	SEGA RALLY 2	DREAMCAST
5	SHENMUE	DREAMCAST
6	PLAYSTATION 2	SONY
7	FINAL FANTASY VIII	PLAYSTATION
8	THEME PARK 2	PC CD-ROM
9	ZELDA 64 2	NINTENDO 64
10	HOUSE OF THE DEAD 2	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

Contents

Page	Section
1	News/Most Wanted
2	Cor! High Scores
4	Some Tips
5	FreePlay Fan
6	Melting Pot
8	Drawinz Wot You Dun
10	Championship Manager 3 Guide
16	Chart Attack!

RED-HOT RUMOURS! HOTTER THAN MACCY D'S APPLE PIE FILLING!

American Dreamcast launch titles are said to include exciting things such as *Mortal Kombat Gold*.

Sega and Konami are working together to develop a dancing game for the Naomi arcade system, similar in style to *Dance Dance Revolution*. It will use a new hexagon-shaped controller to allow more advanced moves.

Virtua Cop 3 in development for Naomi, supposedly with support for four players at once!

Naughty Dog are rumoured to be working on a *Crash Bandicoot* racing game. Not sure whether he'll be running or driving. Or skateboarding.

UK and US Dreamcasts may have a new startup sequence to replace the bouncing ball and swirly logo. Expect something to show off the machine's 3D capabilities instead.

The excellent *Jimmy White's 2: Cueball* is rumoured for release on Dreamcast, complete with full internet play modes.

The American version of *Sonic Adventure* will have new tunes from rock legends such as Nine Inch Nails' Trent Reznor (he did the moody PC *Quake* soundtrack).

Capcom's classic *Ghosts 'N' Goblins* is coming out on Bandai's Wonderswan handheld system.

The reason *Omega Boost* on PlayStation plays so much like Sega's *Panzer Dragoon* games is that it has lead designers and programmers from Team Andromeda working on it.

A new *Battle Arena Toshinden* from Takara on PlayStation soon!

A *Diddy Kong Racing* game of some sort will appear on Game Boy Color before the end of this year.

Capcom are to release a new *Resident Evil* on PlayStation this year. *Resident Evil: Nemesis* uses the RE2 game engine, and is set 24 hours before the last game, showing Raccoon City under attack!

FREEPLAY

HIGH SCORES



If you want to be the best, and you want to beat the rest, dedication's what you need. That's if you want to be a **Record Breaker**, of course. If you want to be a **High Scores** star you just need to put on a game, trundle through a bit of it, get an average score and send it in. Chances are you've beaten most of the UK's gamers in one go!

HIGH SCORES, CVG,

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

METAL GEAR SOLID (PLAYSTATION)

VR TRAINING TIME ATTACK

Stage 0001 00:03:96
William Pilling (WIL), Merseyside

Stage 0002 00:06:46
William Pilling (WIL), Merseyside

Stage 0003 00:12:73
William Pilling (WIL), Merseyside

Stage 0004 00:07:98
William Pilling (WIL), Merseyside

Stage 0005 00:05:45
William Pilling (WIL), Merseyside

Stage 0006 00:06:65
William Pilling (WIL), Merseyside

Stage 0007 00:08:35
William Pilling (WIL), Merseyside

Stage 0008 00:07:98
Christopher Keys (CJK), Crayford

Stage 0009 00:16:04
Matthew Hopkins (MAT), Crewe

Stage 0010 00:10:35
William Pilling (WIL), Merseyside

RIDGE RACER TYPE 4 (PLAYSTATION)

HELTER SKELTER

Best Lap 41"181
Matthew Pilling (MAF), Merseyside
Best Race 2'08"949
Matthew Pilling (MAF), Merseyside

WONDERHILL

Best Lap 1'02"253
Matthew Pilling (MAF), Merseyside
Best Race 3'15"487
Matthew Pilling (MAF), Merseyside

EDGE OF THE EARTH

Best Lap 45"108
Matthew Pilling (MAF), Merseyside
Best Race 2'22"913
Matthew Pilling (MAF), Merseyside

BRIGHTEST NIGHT

Best Lap 49"730
Matthew Pilling (MAF), Merseyside
Best Race 2'33"631
Matthew Pilling (MAF), Merseyside

HEAVEN AND HELL

Best Lap 56"503
Matthew Pilling (MAF), Merseyside

Best Race 2'59"521
Matthew Pilling (MAF), Merseyside

SHOOTING HOOPS

Best Lap 24"409
Matthew Pilling (MAF), Merseyside
Best Race 2'30"495
Matthew Pilling (MAF), Merseyside

OUT OF BLUE

Best Lap 48"388
William Pilling (WIL), Merseyside
Best Race 2'32"191
William Pilling (WIL), Merseyside

PHANTOMILE

Best Lap 26"435
Matthew Pilling (MAF), Merseyside
Best Race 1'22"977
Matthew Pilling (MAF), Merseyside

TOMB RAIDER 3 (PLAYSTATION)

QUADBIKE TRACK

34"03 **Danny H (DAN), Rochdale**

TOCA 2: TOURING CARS (PS)

THRUXTON

Best Lap 1'07"92
G. Edwards (STEOST 99), Cheshire

SILVERSTONE

Best Lap 1'11"35
G. Edwards (STEOST 99), Cheshire

DONINGTON

Best Lap 1'00"36
G. Edwards (STEOST 99), Cheshire

BRANDS HATCH

Best Lap 38"56
G. Edwards (STEOST 99), Cheshire

OULTON PARK

Best Lap 50"62
G. Edwards (STEOST 99), Cheshire

CROFT

Best Lap 1'13"54
G. Edwards (STEOST 99), Cheshire

SNETTERTON

Best Lap 1'03"75
G. Edwards (STEOST 99), Cheshire

KASTL-BAVARIA

Best Lap 1'08"74
G. Edwards (STEOST 99), Cheshire

STREET SKATER (PLAYSTATION)

Stage 1 21750
William Pilling (WIL), Merseyside

Stage 2 28892
William Pilling (WIL), Merseyside

Stage 3 32047
Andrew Densley (ACD), Bath

Half Pipe 12810
William Pilling (WIL), Merseyside

Bowl 14984
Andrew Densley (ACD), Bath

High Air 1580cm
Andrew Densley (ACD), Bath

TEKKEN 3 (PLAYSTATION)

TIME ATTACK

1'03"15 (Yoshimitsu)
Rasul Mastofa (RAS), East London

SURVIVAL MODE

594 Wins (Heihachi)
Syed-Momin-Islam (MO), Shrewsbury

TEKKEN FORCE

193980 (Law)
Sajid Varachia (SAJ), Manchester

TIME CRISIS (PLAYSTATION)

Story mode

11'01"73
David Tabron (TAB), Bolton

TIME ATTACK

Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE

1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

V-RALLY (PLAYSTATION)

EASY

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

MEDIUM

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

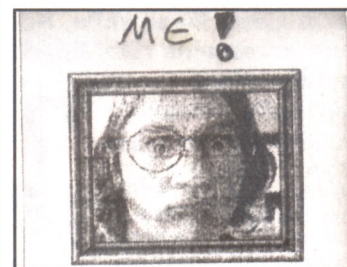
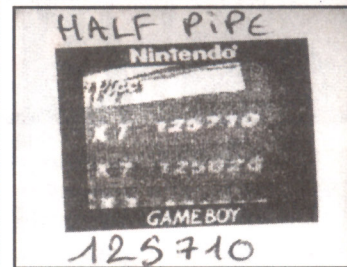
HARD

Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester

New Zealand 1'24"52

Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

1080° SNOWBOARDING (N64)



Toom Van Craeyevelt is a psycho, but he's hot at 1080°.

HALF PIPE

Best Score 125710
Toom Van Craeyevelt, Belgium

AIR MAKE

Best Score 51800
Toom Van Craeyevelt, Belgium

CRYSTAL LAKE

Best Time 1'03"16
Brad Henderson (ZOO), Blackburn
Best Score 6186
Will Crossland (WAC), Uppertthong

CRYSTAL PEAK

Best Time 1'28"20
Matthew Orlinski (MAT), Gwynedd
Best Score 72786
Mark Dolan (MD_), Co. Tipperary, Ireland

GOLDEN FOREST

Best Time 1'22"03
Brad Henderson (ZOO), Blackburn
Best Score 68188
Mark Dolan (MD_), Co. Tipperary, Ireland

MOUNTAIN VILLAGE

Best Time 1'31"17
Damien Orchard (DAM), Hereford
Best Score 63856
Mark Dolan (MD_), Co. Tipperary, Ireland

DRAGON CAVE

Best Time 1'27"54
Matthew Orlinski (MAT), Gwynedd

Best Score 78527
Mark Dolan (MD_), Co. Tipperary, Ireland

DEADLY FALL
Best Time 1'09"63
Chris Keys (CJK), Crayford
Best Score 139374
Rob Copeland (ROB), Cophthorne

CONTEST SCORE
233883
Mark Dolan (MD_), Co. Tipperary, Ireland

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 20"05
Peter Veal, Bury St Edmunds
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"29
Peter Veal, Bury St Edmunds
Best Race 36"99
Peter Veal, Bury St Edmunds

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 17"55
Peter Veal, Bury St Edmunds
Best Race 54"83
Peter Veal, Bury St Edmunds

PIRATE LAGOON
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'02"97
Peter Veal, Bury St Edmunds

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

TREASURE CAVES
Best Lap 13"09
Peter Veal, Bury St Edmunds
Best Race 42"47
Peter Veal, Bury St Edmunds

EVERFROST PEAK
Best Lap 26"76
Peter Veal, Bury St Edmunds
Best Race 1'20"97
Peter Veal, Bury St Edmunds

WALRUS COVE
Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'33"66
Peter Veal, Bury St Edmunds

SNOWBALL VALLEY
Best Lap 16"66
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds

Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 24"03
Peter Veal, Bury St Edmunds
Best Race 1'20"00
Peter Veal, Bury St Edmunds

WINDMILL PLAINS
Best Lap 28"02
Peter Veal, Bury St Edmunds
Best Race 1'33"01
Peter Veal, Bury St Edmunds

HAUNTED WOODS
Best Lap 16"49
Peter Veal, Bury St Edmunds
Best Race 52"61
Simon Porteous (SIM), South Wales

SPACEDUST ALLEY
Best Lap 32"15
Peter Veal, Bury St Edmunds
Best Race 1'44"67
Peter Veal, Bury St Edmunds

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 27"21
Peter Veal, Bury St Edmunds
Best Race 1'29"17
Peter Veal, Bury St Edmunds

SPACEPORT ALPHA
Best Lap 29"79
Peter Veal, Bury St Edmunds
Best Race 1'46"67
Peter Veal, Bury St Edmunds

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster

Best Race 23"97
David Hines (EYE), Doncaster

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

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

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

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

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

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

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

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

HOUSE OF THE DEAD (ARCADE)



Michael's looking healthy this month, don't you think?

85,300 (All scientists saved)
Michael John Laxton (MJL), Manchester

HOUSE OF THE DEAD 2 (ARCADE)



Oh dear. He's started on House Of The Dead 2 as well.

81,315 (All civilians saved)
Michael John Laxton (MJL), Manchester

TIPS

THE LEGEND OF LOMAS



Every legend has a beginning... And, alas, every legend has an end. After years of searching for the true meaning of life with the assistance of the world's greatest tipsters, I am retiring. There is NO meaning of life, and while tips and cheats may be the best thing IN life, they're aren't life itself. Sorry to break it to you like this, my friends. Peace be with you...

PLAYSTATION

GEX: DEEP COVER GECKO

To access the Debug Mode, **pause the game, hold R2 and press Up, Circle, Right, Up, Left, Right, Down.** You should hear a noise. Unpause the game and press **Select** to bring up the Debug Menu with a level select option among others.

For invincibility, pause the game, **hold L2 and press Down, Up, Left, Left, Triangle, Right, Down.**

To be able to use the Select button to force Gex to make an hilarious comment at any time, pause the game, **hold L2 and press Down, Right, Left, Circle, Up, Right.**

If you collect all four vault collectibles from the secret levels you will open up the GEXVault in the GEXCave. From there you can enter these extra cheats to access some cool bonuses:

INVINCIBILITY

Square, Star, Triangle, Square, Triangle, Diamond

EXTRA LIFE

Triangle, Circle, Star, Square, Square, X

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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

You can also send tips or guides to this e-mail address. We're only interested in things you've discovered for yourself, and only for recent exciting games that people might actually care about. We don't really want cheats for *Bubsy 3D*, thanks very much.

TIPS.CVG@ECM.EMAP.COM

TEN LIVES

Square, X, Circle, Circle, Triangle, Square

Cross-Key and C-Buttons.

PLAY AS ALFRED

Square, X, Triangle, Square, Star, Star

BEHIND CAR VIEW

Left, Right, C-Left, C-Right, Left, Right, C-Left, C-Right

PLAY AS CUZ

Square, Diamond, Square, Square, Triangle, Diamond

DOUBLE SPEED

C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down szzz

PLAY AS REX

Square, Star, Star, Square, Triangle, Triangle

SLOW CPU CARS

C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down

EIGHT HIT PAWS

Square, Diamond, Triangle, Triangle, Star, Diamond

ANY OBJECT

Down, Down, Up, Up, Right, Right, Left, Left

VIEW FMV SEQUENCE 1

Circle, Triangle, Square, Star, Diamond, Star

BIG BOUNCE

C-Left, Right, Right, Down, Up, Down, Left, Down, Down

VIEW FMV SEQUENCE 2

Diamond, Star, Square, X, Triangle, Circle

DEBUG MODE

To turn on Debug Mode, pause the game while playing and press **C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down.** Now you can access more strange goodies by pressing the button combinations below:

VIEW FMV SEQUENCE 3

X, Diamond, Star, Triangle, Triangle, Circle

VIEW ALL FMV

Star, X, X, Circle, Square, Triangle

QUIT AND WIN

Press Z+C-Down

NINTENDO 64

V-RALLY EDITION '99

For more cars, go to the title screen (with "Press Start" on it) and press **L+R, C-Left, C-Right, then L+R together** again. Now head to the options screen, **hold Z and press L.**

To access the cheat menu, go to the title screen (again, with "Press Start" on it) and press **L+R, C-Left, C-Right, L+R, then Start.** Now **hold Z and repeatedly tap L** until the cheat menu appears.

MICRO MACHINES 64 TURBO

Pause the game while playing and enter any of these codes using the

- (except the Alien)
- GIMME DA ALIEN** Alien vehicle
- LEVEL_SHORTCUT** Open all levels
- I_AM_TOUGH_GUY** Super-hard difficulty
- MIX_MATCH_CARS** Players can use the same vehicle
- MAX_RESOLUTION** Super high-resolution mode
- MISSILE_ATTACK** Enhanced missiles
- FIRE_NO_LIMITS** Rapid-fire weapons
- A_MOON_GETAWAY** Low gravity
- GO_REALLY_SLOW** Slow motion
- LONG_SLIDESHOW** View all endings

And here are the hidden attacks for the regular weapons. Do these while playing the game - the amount of ammo each will use up is also listed.

HALO DECOY

Up, Up, Down, Fire Machinegun
Costs 2 Interceptor Missiles

STAMPEDE

Up, Down, Up, Fire Machinegun
Costs 5 Bull's Eye Rockets

TURTLE TURNOVER

Down, Down, Down, Fire Machinegun
Costs 2 Sky Hammer Mortar Shells

COW PUNCHER

Down, Up, Down, Fire Machinegun
Costs 2 Bruiser Cannon Shells

CACTUS PATCH

Left, Right, Up, Fire Machinegun
Costs 2 to 6 Roadkill Mines

PC CD-ROM

GRAND THEFT AUTO: LONDON 1969

Type in these codes while playing to access various cheats.

rommel

Debug mode

flashmotor

Level select

superwell

Level select

travelcard

10x multiplier, infinite lives, press '*' for all weapons

averyrichman

£999,999,999

These codes all gives you infinite lives:

iamgod, iamfilth, 6661970, tithead

These ones gives you infinite lives, plus you can press the '*' key to give yourself all the weapons:
tourettes, ohmatron, pleandmash, asawindow, notourettes, deathtoall

And these will all give you £999,999,999, all the items, plus you can press the '*' key for all the weapons:
uaintruffin, psychedelic, silence, driveby, herc

BRIAN LARA CRICKET

Enter these as classic match passwords to get the groovy bonus modes.

CMBRLARA

Super batsmen

NONOTOUT

Balls don't come off

TIMEWARP

Fast match

MEDICINE

Big ball

LIVING_FOREVER

God mode

GANGS_UNLOCKED

All vehicles

FREEPLAY FAN



Are you in love? Does your head spin at the thought spending time with your beloved console? Do you hum the tune from level 3 of your favourite game while walking down the street? Do you manage to turn every conversation you have with people into one about your 'special game'? Spread some love with FreePlay Fan!

Dear CVG,
Whilst graphics and gameplay are initially the most striking elements of a game I would like to say something about music. Music does many jobs in a game. It can set the mood by creating a particular atmosphere such as the moody string arrangement of *Resident Evil* or the eerie soundscapes of *Doom*. It can warn you of danger as with the sudden bursts of dramatic music in *Tomb Raider*. It can reward you with soothing passages of calm melodies – *Zelda* (SNES), after defeating a boss, is a good example. And most subtle of all music can help in identifying areas of huge maze-like games such as *Super Metroid*, *Castlevania* (PlayStation) and *Panzer Dragoon Saga*.

Soundtracks are no longer limited by the technology of the 8-bit or 16-bit machines, although some wonderful music was squeezed out of the old technology by inventive composers and programmers. Now we have CD storage space to accommodate great orchestral compositions. The sheer variety of music featured in a single game can be surprising. Straightforward 3D blasters like *Duke Nukem* and *Exhumed* have varied and often quite subtle mood-setting music. And can anyone imagine *Quake* being quite as disturbing without Trent Reznor's weird cyber-metal soundtrack?

Other games feature ambient music which becomes an essential part of the game's depth and experience – Robyn Miller's music for *Myst* and *Riven*.

But are video game soundtracks like film soundtracks, which are great when you're watching the film, but don't often stand up by themselves? I would argue that game music is now so good that it does stand up as music in its own right, a fact that has been recognised in Japan and, to some extent, the States where it's possible to buy game music on CD.

I would really love to see this happen here. Who of us who have battled our way through the *Tomb Raider* series wouldn't love to have all that great

Nathan McCree music in a specially-packaged CD with artwork and information on how it was composed? Or relive those jumpy moments in *Resident Evil* enjoying the thrill which those great string arrangements encourage. And finally how could anyone not want the opportunity to listen to the brilliant arrangements and fantastic compositional skills of Michilu Yamane's monumental soundtrack to *Castlevania: Symphony Of The Night*!

**Cheers,
Craig Smith**

Dear CVG,
I am writing to agree and support Alan Devally about his Freeplay Fan letter which was printed in issue #209.

I totally agree with him about *Broken Sword* being the best game ever, except I think *Broken Sword 1* is better than *Broken Sword 2*. Anyway, they are both great games and please!, please! could you TELL ME IF THERE IS GOING TO BE A *BROKEN SWORD 3*?

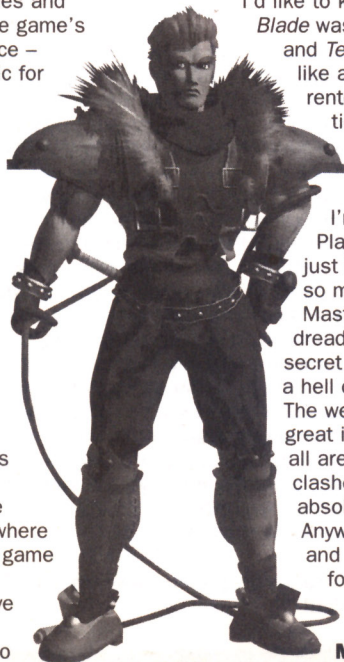
**Yours sincerely,
Claran Reilly
PS. Super mag!**

Dear CVG,
I'd just like to say that no beat 'em up is complete without weapons. You'll probably think I'm mad but my favourite game is *Soul Blade* because of the sound of swords clashing, the amazing film intro and the swing of Rock's axe.

I'd like to know why *Soul Blade* was hardly popular and *Tekken 3* is treated like a God. I have rented *Soul Blade* 19 times and I don't get bored.

I've bought it twice over and I'm even buying a PlayStation (again!) just to get it. There is so much to do, Edge Master mode is dreadly and getting the secret characters takes a hell of a lot of time. The weapon energy is a great idea, but best of all are the weapon clashes which are absolutely spectacular. Anyway, I'm off for now and I just can't wait for *Soul Calibur*.

**Yours faithfully,
The Soul Blade
Master
Gerald O' Donnell**



**Even more praise for
Castlevania: SOTN's
amazing soundtrack!**

Dear CVG,
This is just a letter to say that you guys are the best. Keep the mag at £1.50 (please) and that the best game in the world ever is *Soul Blade*!

I mean just take a look at it. No it's not just another fighting game, in this one you get to use and collect weapons – and seriously cool ones at that. The characters are just awesome and I don't think I can go any further without saying that my favourite character has got to be Taki. The reason being is that in a game like *Soul Blade* you need looks, speed, power, a kinky little all-in-one red outfit and a pair of breasts to match Lara Croft's. Don't you agree?

Although most games of the 3D fighting genre don't last as long as 2D ones like *Street Fighter*, *Soul Blade* has lots of options and you can humiliate everyone who plays the two-player mode with you because you mastered every character's Critical Edge move.

One more thing before I go; if you haven't bought it yet, you must and now that it's gone Platinum it only costs £19.99 so what are you waiting for – buy it!

**Yours sincerely,
Kenneth Payne**

Dear CVG,
After completing *Tekken 3* for about the 157th time, I decided I needed something else to entertain my gaming needs. I searched under my ever-growing pile of computer mags and, after some time, retrieved my old, but not forgotten little buddy, the Game Boy. I dusted it off and popped in *Mario Land 2*.

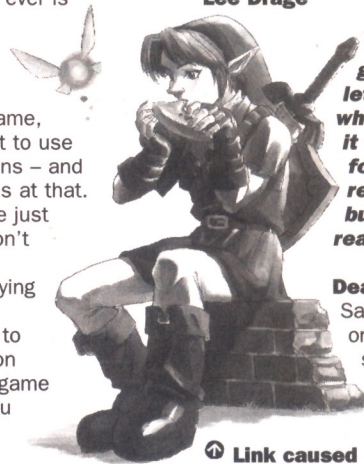
After just 5 minutes of playing, I was hooked! I couldn't put the bloody thing down! My feelings for this little wonder had come back once more. I then realised that the Game Boy is the greatest console on Earth. Far more superior than the PlayStation or Nintendo 64, gameplay wise. It's not the graphics that matter, so long as the game's fun, right?

Since "The Big N" launched the Pocket Game Boy, the Pocket Camera and Printer, I knew that there was still life in the old lad!

And now they've released the brilliant Game Boy Color, Nintendo really have established their place in gaming history!

Give yourself a pat on the back Nintendo, for making the World's greatest handheld games system! You deserve it!

Lee Drage



CVG note: We got this next letter quite a while ago and put it aside, then only found it again recently. It's old, but well worth reading.

Dear CVG,
Salutations oh great ones! I thought I should write in and tell you about the greatest event in my short-lived life. A few CVG magazines ago, I

**Link caused
Martin Baloch to
literally explode!**

remember opening the magazine and glancing over the headlines. There were the usual ones about big developers opening their eyes to the amazing world of Nintendo and signing up to develop the next big thang (game). These were all unsurprising to someone who has always stood by Nintendo and knew that they were the true kings of the computer industry. But today was different. I saw a headline that wrenched my eyeballs from their sockets, hollowed them out, then lent them to the local Ping-Pong club for a ten match tournament. After purchasing a new pair I re-read the headline, this time wearing a pair of eye-stoppers. "*LEGEND OF ZELDA GETS PRE-CHRISTMAS RELEASE DATE*".

After reading this news I became a zombie, but not the usual flesh-eating type, I was a zombie with a *Goldeneye*-style objective. This objective was to go to the nearest Electronics Boutique and reserve this game. So I rushed down to Stockport, burst into the store and shouted "RESERVE ME ZELDA BEFORE I UNLEASH THE HOUNDS OF HELL UNTO YOUR NETHERREGIONS!". Needless to say they were faster than usual to help me. Then they told me another piece of good news (Two in one day – wow!). Because I owned a loyalty card I would receive double points for reserving this game! Needless to say I literally exploded with happiness.

And the moral of this story is that Nintendo brings goodness into your life (or craziness, either way it's good to be fun).

Martin Baloch, Manchester

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

What are you doing Dave? Welcome to another spectacular feast of your gaming ideas, where gamers join an elite crusade by describing the games they'd like to play, you too can join the fight by sending in your suggestions. Wait a minute, if this is the last Freeplay that must mean that Melting Pot is no more! So what am I doing writing this, I'm off!

... Daisy, Daisy give me your answer do...

... Melting Pot will return!

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!



TWO PRIVATE DICKS

© Robert Elmandi and Lee Atkinson, 1999

Our idea for a game is about two private detectives who are investigating a murderous series of killings in New York, where 'The Detectives' (the name of their agency) is stationed. It's run by an extremely short tempered boss. You play as Robert George Elmandi and Lee Atkinson (we hope it doesn't matter that we've used our own names), who are strange , swearing, comical detectives – they make cut-scenes and in-game speech very humorous. The game is viewed like Resident Evil and full of weapons like Colt Delta Elites, Double Eagles's, Python 357 Magnum's and lots more. You can go all over the world and travel on planes, you can even drive cars. The

detectives car is an old, rubbish, dented car which makes banging noises, and smoke comes from its engines. You can also go to historical monuments and dirty magazine and gun shops to stock up on new items. Your boss pays you for success, and learning new clues on a case, you can also team-up and play together on it.

CVG: We edited a long list of weapons out of this game, young boys shouldn't be so obsessed by their pistols, guffaw.

RATING



DETECTIVE

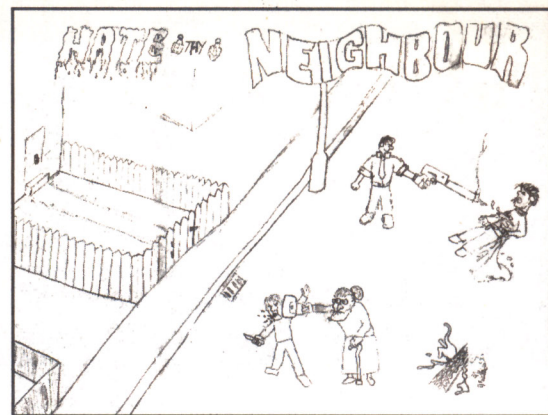
© James Waldron, Dublin, 1999

Just why was the manager murdered? That's the question you have to answer in this 3D action adventure game, where you have to search the big city for clues and leads, interrogate the suspects and shoot the gangsters. You play as Inspector Murphy, the greatest detective the city has known. You start the game with just a pistol, but later you can get an Uzi, bazooka and super rifle. You control the conversations, making sure you say the right things, if you insult the person they might walk out on you,

and if you're extra friendly they might give you a clue. The game brings you around the city from the streets to the park and up the skyscrapers and who knows? In the end you might just solve the mystery and save the girl.

CVG: What girl, and how do we know she's worth saving?

RATING



HATE THY NEIGHBOUR

© Gary Rolfe, Norwich, 1999

Hate Thy Neighbour is a game where you are a family who move to a new area. You can choose from three families; the Johnsons, the Goodsons or the Smiths. You move to a kind of friendly neighbourhood, and buy a house. You can be any member of the family, but only when they are in or near the house. Basically you get money for hating your neighbour, like *Syndicate Wars* you can switch from person to person. You can mug old ladies, run over your neighbours cat on the way home from work, join coffee mornings and sabotage them and kill people. Once you've collected enough money you move to a tougher area where you get more resistant neighbours. Later you move to Manchester streets and the last level, is the skin head terrace. You can rob houses, and use anything you can find in your quest. This game would have a two player mode on separate screens, and you can fight your friends. Even if some of your family members die you can still move.

CVG: A good idea, but a little too violent. Add more humour and you're onto a winner.

RATING



RALLY IT!

© Niall Quinn, London, 1999

Rally It! is a game of rallying with a difference. You play the navigator, screaming in your drivers ear, telling them which way they should spin the car. You start the game with almost no money at all, and are driving for a rubbish team who no-one knows about, but if you do well, you'll soon be recognised by the bigger teams.

You control the game in a *PaRappa the Rapper* type way. When you are playing there are buttons on your controller on the top of the screen which a little car lands on now and then. When the car does land on them you have to press that button and the navigator will say something like "hairpin left". You have to time it just right otherwise you'll do something wrong and end up in a ditch or roll-over into one of the crowd. This game would be for PlayStation and on the second disc you can choose to be the rally driver. Story and arcade mode would be available. In story mode you get offers from other teams which ask if you'll drive, navigate for them and get interviewed by Eurosport, and like *Gran Turismo* you get money for doing well. There would also be a link-up mode where you and your mate could be the best driving team in the world, and be rich, rich, rich! Then by accident you could erase your memory card and get battered by your friend. All the famous rally drivers would be in it, the game would be all-that! D' bomb, wicked etc.

CVG: Don't give up the day job, Sunderland need you!

RATING



FREEPLAY

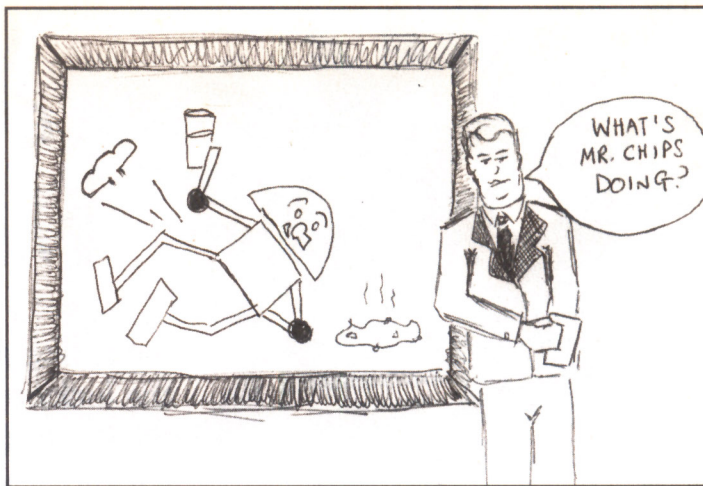
© O. Loompa, 1999

If American gamers are allowed to enjoy such treats as Jeopardy and Wheel of Fortune on their consoles, then I demand we British gamers are given the TV game shows we've always wanted to play as well. My prime candidate for a speedy conversion would be the legendary Catchphrase with the superb Roy Walker, and that little tyke Mr. Chips. The game is played in the same way as the TV show, with you guessing the catchphrases before a computer or human opponent. Roy will chip in with comments if you stumble for an answer like "say what you see" or "what's Mr. Chips doing?". If you give a wrong answer that's a million miles from the correct one he'll say "Oh, it was good, but it's not right". I think this game would sell one copy for every console sold, and would be the most popular game in Britain ever, and set a new worldwide sales record.

RATING



CVG: Beautiful, baby.



THE PRISONER

© James' Games, 1999

Remember the old TV series starring Patrick McGoohan, well I think it would make quite a good, in fact a brilliant game for PC, PlayStation and maybe the Dreamcast.

In the game there would be two modes of play, Escape mode and Survival mode. Escape mode would be where you have to devise ways of escaping, you could build a boat out of a tree trunk, and disguise it as a piece of art like he does in the program. There are endless possibilities. In Survival mode you have to survive under interrogation from number two, or you could perhaps stand for election to be number two yourself. If you do this you open a secret game, where you play as number two and run the village. By completing Escape mode you open more secret modes, one is called Life mode, where you settle into the village and get a job as a taxi driver or a shopkeeper.

The other secret mode is Interrogation mode, where you play number two and have to force number six (Patrick McGoohan) to tell you why he resigned. The game would have all the memorable dialogue and catchphrases like "I am not a number, I am a free man" and "I will make no deals".

I think this would be a brilliant game and should be made by Square Soft or Core.

CVG: We don't want a game where you have to infiltrate a base, we want to play a game where you have to escape from somewhere, and The Prisoner is a perfect scenario for it.

RATING



SUPERMARKET SWEEP: THE GAME

© Ashley Randall, Ipswich, 1999

This game is for Dreamcast only. You need a microphone plugged into port one, and a control pad plugged into port two. When you start the game, you'll see the title screen. The options screen comes up immediately after the title screen, allowing you to choose which team you're in, what sort of shop you're in (Newsagents, Toy store, PC shop etc), change difficulty, and so on. When you start, Dale Winton introduces the teams. He asks the usual questions, and you must get into the super sweep and win it! You obviously speak into the microphone, if you didn't, how would you answer Dale? The best thing about this game is that there are no adverts!!!

CVG: What about the pick 'n' mix?

RATING



THEME STRIP CLUB

© Phil Turpin, Hull, 1999

The idea of *Theme Strip Club* is to build and run a strip club and make money off tips and ticket sales. First you have to build toilets, a stage, a bar and of course the tables into your main building. Then hire the bouncers, handymen, waitresses, your manager and the lap dancers.

In the game each day lasts 12 minutes, so you can set what time and what day each stripper will perform on the stage. Get the customers in and get the dancers on the tables and the stage. The happier the customers are the more they pay and the more they come back. For bonus money you could organise stag parties and private functions.

After a while your furniture will need repairing, but if you get your manager to scout other clubs you will be able to research harder tables, that don't break when

danced on, new karaoke machines, drinks, dance routines and even new costumes for your strippers to put on, and take off again.

While this is happening your bouncers would have to protect the club from troublemakers. Alternatively you could just pay the mob for more protection. As a bonus game near the end you would be able to build an audition room so you could watch your acts up close and in full movie detail.

CVG: A popular suggestion. This is one of the cleanest versions we've received. It seems lots of you want games very similar to this.

RATING



STAR WARS: STORMTROOPER

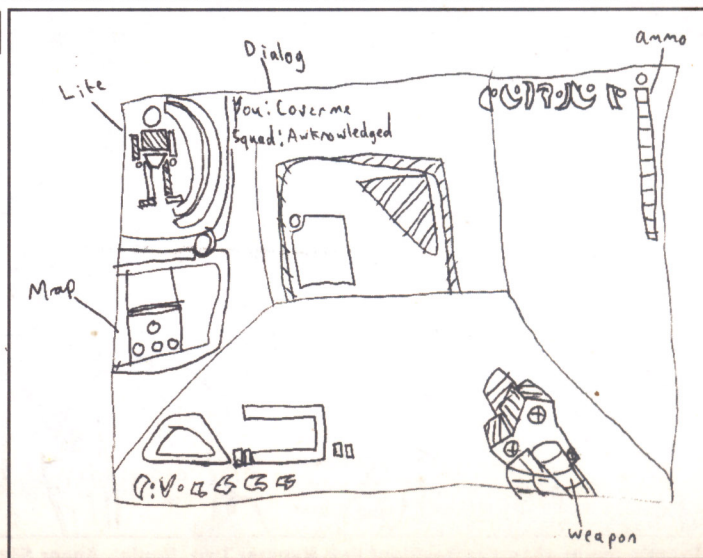
© Matt Sharp, Cornwall, 1999

This is a first-person Star Wars game that is more like *TIE Fighter* than *Jedi Knight*. You take on the role of one of the many troops in the Imperial army. You can be a standard Imperial guard, an Imperial commando, a Stormtrooper, an escaping TIE Fighter pilot or even one of the Emperor's red cloaked guards. You will be able to command your fellow troops like in *TIE Fighter*. It will play like *Rainbow 6*, except in the Star Wars universe. You will have to hunt out Rebel spies, secure Imperial outposts, attack Rebel bases, escape exploding Star Destroyers and even guard the Emperor himself. You will have to use the troop commands well to succeed. You cannot just run around *Quake* style, blowing people away. You also have to choose your squads weapons correctly to win. You can have a blaster, blaster rifle, a repeater and a rail detonator. You will receive air support from the TIE's and assault gunboats and will be backed up by AT-ATs, AT-STs, AT-PTs, speederbikes and swoops. You can also be attacked by a lightsaber wielding Luke and a blaster-toting Han Solo, don't worry you don't kill them. There will also be a multi-player mode.

RATING



CVG: A popular suggestion.



drawinz wot you dun

Right, all them drawinz is giving me bad guts. And you know what happens when dogs get bad guts. So I'm off. Smell you later.



Looks like you lot wot got in here this munff is the last of the lucky ones. I'm not sticking around this place. My in stinks say to take my bones and turd somewhere else.

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!

This is the best collection of drawinz I've ever seen. I don't know whether to turd or give you my bones. It's a dog's life, wot I've got innit. Yes it is. Your drawinz, anyway. These are all really good so give yourselves a turd for being the last people in Drawinz Wot You Dun.



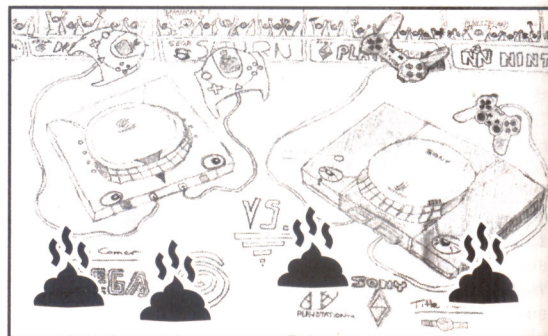
Ⓛ Something we don't know about Turd Raider 4, Emon Ambia? Have a bo.. hey!



Ⓛ Hahahaha! Hahahahah! Hehehe! I haven't laughed so much since my last master stepped in my turd. Thanks a bone, David All!



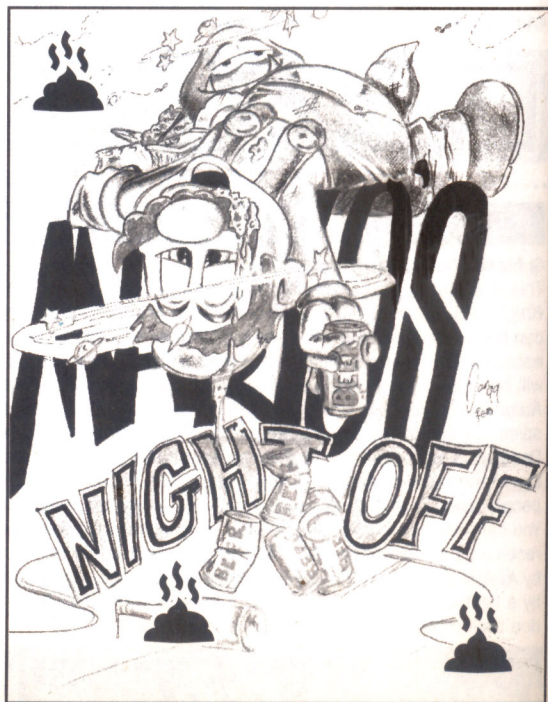
Ⓛ Eh? What's Andrew Sutherland been drinking?



Ⓛ Don't care about machines. This one's stoopid. Have some turds, Wallie Wright. Have some more.



Ⓛ People made of turds. Resident Evil Number Two. Bonin', Annar Simonsen!



Ⓛ What's this all about Daniel Burns? You've got turds for brains I reckon.

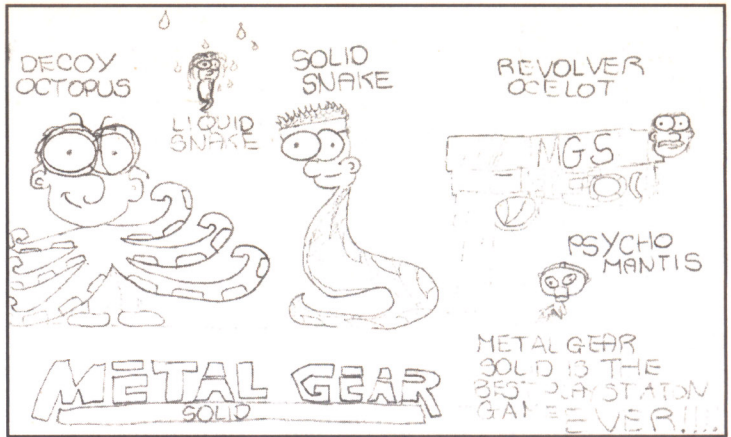
drawinz
wot you dun

FREEPLAY



Who's this rubbish person? CVG likes it, but I don't. Up yours Colin Higgins.

Nights
into
Dreamcast



Somebody stop Matthew Reynolds from playing Metal Gear Solid!

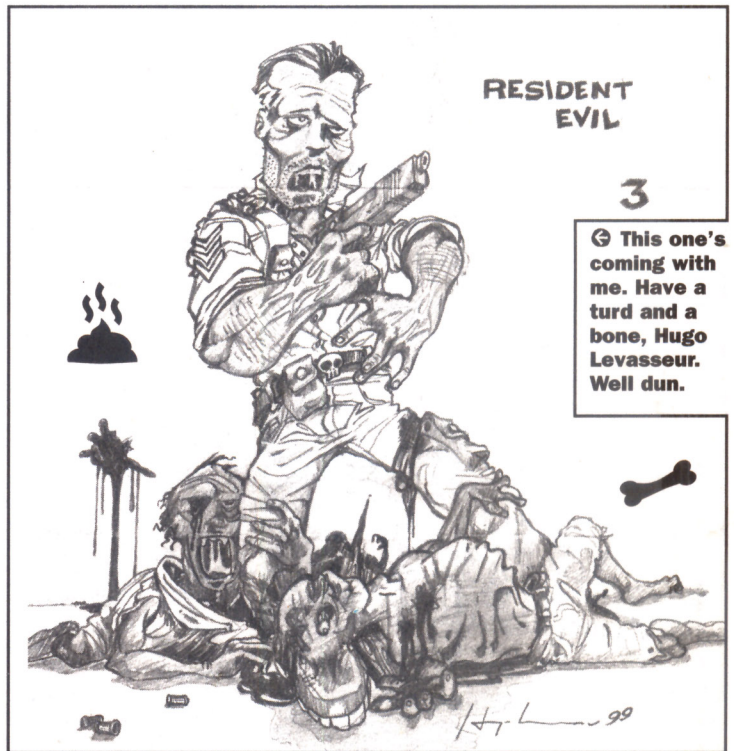
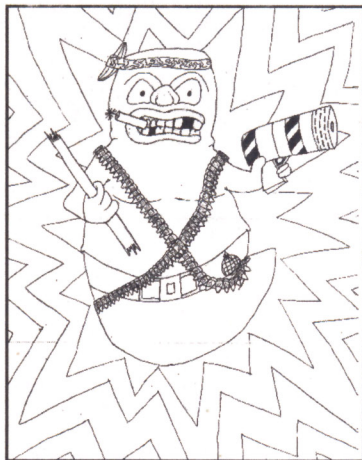


It's a special monf so Hugo gets two bits of art in my section of CVG. Only so I can say wot I think about this one though. And I think this one is like a big turd which won't come out.



Skilful piece of work, Beau Seymour. Three bones 'pore voo'.

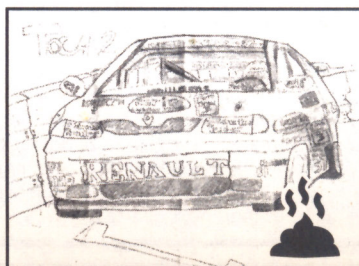
I hope this isn't a worm, James Emerson. If it is I'll throw up.



This one's coming with me. Have a turd and a bone, Hugo Levasseur. Well dun.



Talented 'W.S.' needs a better script writer. I need a turd.



Don't you know dogs hate cars, Paul Andrews? Here's a bone to chew on while you think about it.

R.I.P.
drawinz
wot you dun

Say good-bye, and good dog to Hunter. Turds rule.

ANYTHING you draw from now on must be shown to your parents first. If they like it, ask them if they would like to pay you for it. Not in turds though. Later.

drawinz
wot you dun

FREEPLAY

Championship MANAGER 3



The last *Championship Manager* was easy to beat, using simple tactics you could easily win the major trophies. Of course all that's changed for the sequel, there's no "unbeatable" formation, but there's plenty secrets and tips to help you on the way.

COACHING TIPS

PICKING A TEAM

Before you start the game, you'd better find the right team for your style of management. While we may all want to eventually manage one of the big clubs, you'll find your reputation will be just as good if you get promotion with a smaller club, or equally important – beat the drop. The bigger clubs also pose bigger risks, as the board will expect far more of you and the opposition are the best in the country. Sure a big club may have more money, and you can pay higher player wages, but in all the games we've played the turn-over of managers in the top jobs has been very high. Choose small, learn the ropes, and within a season or two expect to be head-hunted.

Before you press that confirm button you may want to have a look at the ground capacity. It may not matter much if you want to play third division football all your life, but if you get promoted, the game tragically doesn't expand your ground. Before you know it, you'll be competing with the big boys, but not being able to field players of equal calibre because your board can't pay the higher wages. This makes Manchester City a good club, with long-term prospects. City also has huge attendances each week so can attract decent players. Other clubs with good capacities in the lower leagues are Rushden, Huddersfield, Leyton Orient, and Fulham.

START OF THE SEASON

Pay attention to what the board expect of you in the coming season. To keep them satisfied you'll have to achieve what they want, but if you want to impress them you have to try to exceed their expectations, your reputation doesn't improve unless you do this. Get to know your team through the pre-season – although don't read

too much into the results – your players aren't fit at this stage of the season, so expect them to perform poorly. Keep an eye on who is playing really badly, or really well. You may want to get players to renew their contracts before you play any matches, keeping the good players is essential at this stage, and every team does have a handful.

Job Information

England

Name	Position	Age	Worth
Hodges, K	Goalkeeper	24	£100,000
Redknapp, H	Manager	48	£1,000,000
Burley, G	Goalkeeper	29	£50,000
Ball, A	Defender	21	£50,000
Reid, F	Defender	21	£50,000
Cullit, R	Defender	21	£50,000
Little, A	Defender	21	£50,000
Robson, B	Defender	21	£50,000
Talbot, B	Defender	21	£50,000
Maibin, M	Defender	21	£50,000
Stevens, K	Defender	21	£50,000

Managers change sides quite often in CM3, a lot more than real life. So keep an eye on the job market.

BUYING PLAYERS

Once you've decided on where your squad needs strengthening it's time to hit the transfer market. As an unproven manager it may be difficult to attract the players you want in your first season in charge, so instead you've got to search for undiscovered talent, especially if you're managing a smaller club. Be selective in who you buy, it's no good trying to sign lots of players in one season – it will effect the balance and morale of the team. Remember to keep an eye on players wages, and not make bids that could leave the club in financial trouble. If the board is forced to block an unrealistic bid they won't be too impressed by your management skills. Do this too many times and you'll get the sack, even if the team's doing really well. Keep an eye on the progress of wanted unavailable players, even huge bids won't persuade a club to release a star player, but a drop in form, poor place in the league, injury or even change of management could persuade them to do otherwise. Some players you may have to simply give-up on, because no matter how much money you throw at them they won't want to join your club – Zinedine Zidane is a prime example. The best advice is to simply play well, good league and cup form can make even the most loyal players think about a change.

Be careful what you promise to a new signing. Telling them they're indispensable to the club, then leaving them on the bench is no good for morale. Also don't try and fool potential players by telling them they'll get first team football, especially if you've already got other players in the same position who you've told the same. It's no good getting a better player in a position, if you're making others unhappy, keeping a good team spirit is essential to success. Give your best players the contracts they deserve otherwise someone else will try and buy them. Players that are averaging performances over eight per game will become very attractive prospects for other clubs, but the higher your players wage, the harder it is for another club of equal size to offer more, therefore rejecting rivals bids becomes easy. A double-edged sword in the game is the minimum fee release clause. This is a clause in a players contract that allows them to be transferred if another team makes a bid over the release fee. It's an excellent way of buying good young players for far less than they're worth, and clubs can't block the transfer. If you have players on your books who have the same clause in their contracts, give them a few games and then try offering them a new contract. If they're getting regular games, they're more likely to leave the clause out of their next contract.

We have found a sneaky way of blocking minimum fee transfers however, negotiate the bid, and offer to exchange players, click on players who are worth far more than what your player is currently valued, and then wait for their next offer. It should be much more than the minimum release fee, and possibly exceeding their current value. Sign players under the Bosman ruling, then do a quick search for players with expiring contracts. If you offer a contract before his current club try to renew the contract then you are open for discussions with the player. If they are over 23 they can join you for free, if younger than this then the fee is agreed by a tribunal. The player doesn't join you until their current contract expires – but then you knew that didn't you? Be careful when signing players on loan spells. Don't make a deal that could cripple you financially, and don't loan someone unless you absolutely need them, and can guarantee them first team football while they're at your club. You can't go back on a deal, so if you sign someone for a long spell, they're with you for the duration. Unless the players club decide to recall him from the loan spell. Most clubs you loan from, expect you to pay up to half of the players wages, bonuses and clauses, so make sure you have the funds first.

COACHING TIPS

Championship
MANAGER 3

FREEPLAY

SCOUTING PLAYERS

Be wary of signing players on free transfers at the start of the game. If you're extremely lucky you may find a future Michael Owen, but the chances are you'll end up with a dirty dozen of average players. Sensible players will send the scouts out on their travels looking for the bargains. Don't be fooled into buying only the five star players, the others have been selected for a reason too, even those with one star. A good scout needs to be able to realise player potential and judge ability. If you're looking for current players rather than future talent, then as a rule of thumb check that the players have a high adaptability rating, especially if they're foreign. The higher it is – the quicker they'll settle in. Above 15 is very good.

Using the search filters properly is essential to getting the best players. The following are recommended as being the best to find players with the right qualities for each position.

Goalkeeper:

- Balance – Good
- Bravery – Good
- Handling – Excellent
- Positioning – Excellent

Defender:

- Anticipation – Very Good
- Bravery – Good
- Heading – Excellent (Central Defenders only)
- Tackling – Excellent
- Teamwork – Good
- Strength – Good
- Positioning – Very Good

Midfielder (Defensive):

- Bravery – Good
- Heading – Good (Central Midfielders only)
- Teamwork – Good
- Stamina – Good
- Strength – Good
- Tackling – Very Good
- Positioning – Very Good

Midfielder (Attacking):

- Acceleration – Good
- Anticipation – Good
- Creativity – Good
- Off the Ball – Very Good
- Pace – Good
- Passing – Excellent
- Teamwork – Good

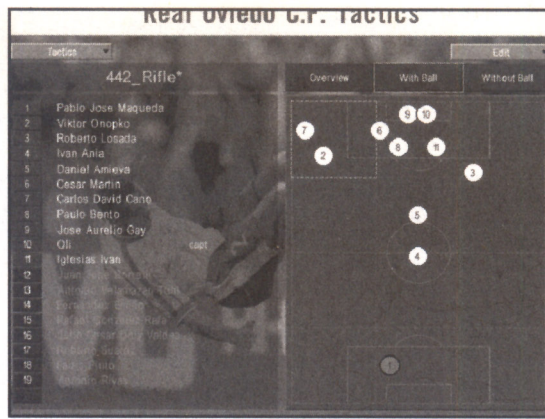
Striker:

- Acceleration – Good
- Anticipation – Very Good
- Heading – Good
- Off the Ball – Good
- Pace – Good
- Shooting – Excellent

The values you should be looking for depend on the level of club you're managing. For example Excellent for a Premier league side is 16+ but for a second division squad you're looking at 12 being an outstanding player.

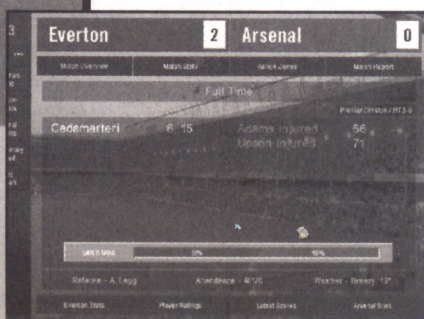
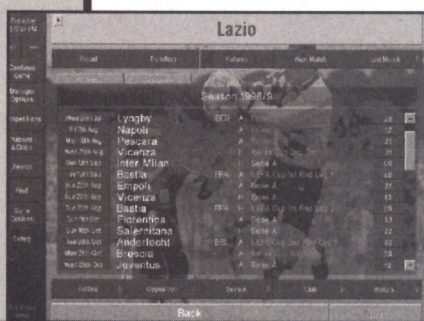
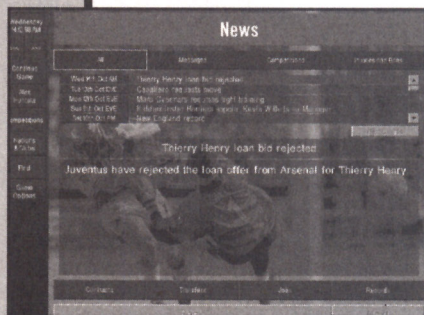
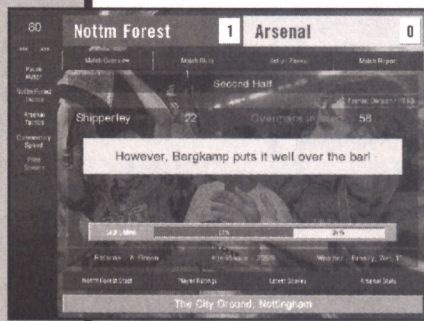
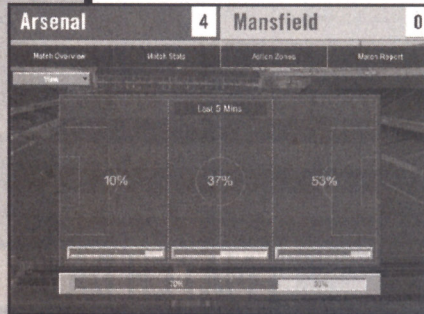
	Good	Very Good	Excellent
Premier League	10+	14+	16+
First Division	8+	12+	14+
Second Division	6+	10+	12+

There are also plenty of hidden statistics that each player possesses, we know of the following, the remainder are still secret. Consistency, Corners, Decisions, Dirtiness, Finishing, Free Kicks, Important Matches, Injury Proneness, Long Shots, Loyalty, One-On-Ones, Penalties, Pressure, Professionalism, Sportsmanship, Temperament, Throw Ins and Vision.



Keep an eye on international squads when chasing players.

Don't change the 'with and without ball' tactics until you understand what you're doing.



What a ridiculous score, Things like this could only ever happen in a game!

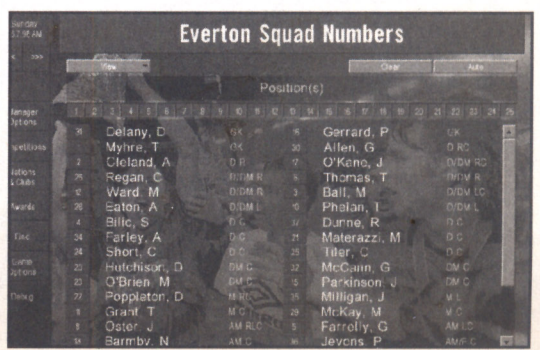
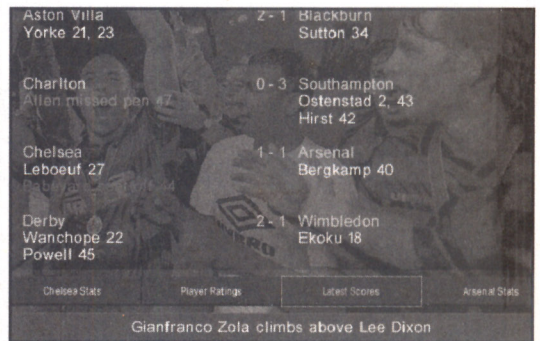
SIGNING STAFF

If you're managing a club below the first division, it's very difficult to sign new staff, so don't sack anyone too soon. It may be worth getting promoted before you decide to employ a good assistant manager and an extra coach or two. Physio's are very reluctant to leave clubs, so don't sack who you've got or you could end up with a very bruised squad. If you're using the filters on the staff search, it's only really useful for looking for an assistant manager, especially if trying to attract premier league coaches to a lower league club, but as most coaches want to get into management, there's a pretty good chance you'll find your man.

Lower league teams may want to look at older players nearing retirement who are looking to get into management, signing them as player/coaches is a good idea, but be careful of when they

retire from playing because their contract expires – and you can't sack them! So if you are going to sign player/coaches make sure they're going to do a good job on the coaching side.

Your assistant manager can play a major part in signing new players. If the number two has a good reputation, then possible players could be won over by your assistant and back room staff. If you don't feel up to the task the assistant manager takes over managerial duties of the reserves, so make sure he has a good 'Working With Youngsters' value, and that he's approachable to the rest of the team too. Finally make sure the style of play that all your back room staff prefer is similar to your own, and that if the assistant manager has the same, it's then far easier for the reserves to play the same tactics as the first team.



Where's Kevin Campbell when you need him?

SELECTING A CAPTAIN

An important decision to make, and obviously you'll want to pick a player who has very good influence and a good level of teamwork. Being 25 or older also gets respect from the younger players in the squad.

TRAINING

When looking at the stats screens for the players you'll see lots of yellow and red. Yellow on a number means an increase, and red equals a decrease. If a player is concentrating on one area of their game it's inevitable that other skills will suffer. Try and find a balance that suits both the player and the team, and whatever you do – keep the team fit. Unfit players are prone to letting in late goals and getting injured. Be careful of general training too, as players are learning skills that they don't need.

Each of your coaches should have a different area of expertise.
Training Keepers: How they work with keepers – Einstein!

Training Outfield Players: How they train outfield players, and changing the position of players.
Tactical Knowledge: How good they are with tactics. Make sure you have a coach who employs the same formation that the team uses however, otherwise he'll be instructing the players in his preferred tactic, and you'll be trying to play with yours.
Discipline: Good for teamwork and temper. Motivation: The most important – the rate of success the coach will have with the players he's coaching.
Training too intensely will result in tired players, which is bad for morale. To design your own training schedule click the edit button

and instruct the coach in the area you want him to focus on. After selecting the coaching style, save, and then go the overview screen and drag the players onto the box with the new tactic.
Goalkeeping: Trains your keepers in agility, balance, handling etc.
Skill: Trains players in technique, pace, passing, crossing etc.
Tactics: Trains players in teamwork. Which results in better off-side and a higher percentage of completed passes.
Shooting: Trains players in shooting.
You may not be getting the results, but it's a good idea to leave the training to the assistant manager or head coach, until you feel confident to take over.

RESERVE SQUAD

You should really use the reserve squad to build a pool of younger players, and groom them into the stars of tomorrow. But the Reserves are also handy for first team players who have lost form, particularly strikers, and for players coming back from injury. Check in on the reserves as often as possible, and promote players who are playing well to the seniors. This boosts team morale and makes the youngsters work harder. If you do promote from the reserves, remember to remove them from their position in the reserves, otherwise they'll end up playing for both. Players over 25 may get annoyed if they are left in the reserves for long periods of time, so be careful, and winning matches in the reserves, while not essential, is helpful for developing the youngsters, and improving the morale of players.

MATCH DAY

With no in-game graphics to highlight what's going right or wrong in your gameplan, you need to pay close attention to the commentary. Studying it makes it obvious where individual battles are being won or lost. There are a few key comments that pop up often, and these are the main ones to look out for as they reveal far more than they're supposed to.

Defence
If you keep getting messages about successful tackles, then your defender has more skill than the player he's marking. If the opposition are having lots of shots at your goal, but the commentary says 'they had very little space to work in', then you can take comfort in the fact that your current tactic is working, the attackers are being closed down, even though you're not getting the ball from them. If the forwards keep collecting rebounds, then your defence is playing too far forward, bring them back a bit. If the opposition have a key striker, who's on form, you may want to consider man-marking him, not with one defender however, but double-team him with an extra marker in midfield, that should spoil their game.

Midfield
Keep an eye on messages about passes which lead to shots, or about passing going astray. If you're playing with a mixture of defensive and attacking midfielders and things aren't going to plan, try switching their positions. If the opposition are creating too many chances from the wings put a defensive midfielder there, sacrifice one side of the pitch for safety, and double your attacking efforts on the opposite side.

Forwards
If your forwards are being marked too closely, and you're getting the 'very little space to work in' message, give your attackers more runs. If playing with two up-front have one making the runs to try and draw defenders away. If the commentary mentions the keeper being off his line, and a player trying to lob him, then this is a player who has good vision and anticipation. Try giving him the ball more, or if he's an opponent mark him.

Watford

Position(s)	Player	Position(s)	Player	Position(s)	Player
SE3	Chamberlain, A	GK	Hislop, S	GK	
DC	Edworthy, M	SW/D RC	Armstrong, C	SW/LC	
DR	Brown, W	D RC	Easton, C	D/DM/LC	
ML	Robinson, P	D/DM/L	Flem, A	D/C	
SB4	Hughes, D	D/C	Jackson, M	D/DM/C	
1st	Yates, D	D/C	Foé, M	DM/C	
MG	Wellens, R	DM/C	Gordon, A	M/C	
SB1	Hyde, M	M/C	Ormerod, A	AM/R	
	Partridge, R	AM/RL	O'Callaghan, G	AM/C	
FC	Smith, T	AM/F/C	Beattie, J	S/C	
FC	Cort, C	S/C	Cottee, T	S/C	
For	N'Diaye, P	S/C			

21. Gheorghe Popescu (Watford Reserves)

Playing Career	Apps	Cls	Con	Pens	Asst	Yel	Red	MoM	Av R
1999/0	Watford	0	0	0	0	0	0	0	0
1999/0	Watford	2	0	0	0	0	0	0	6.50
1999/0	Galatasaray	0	0	0	0	0	0	0	0

Sweeper/Defensive Midfielder (Centre)

80 **Watford** **1** **Aston Villa** **0**

Match Overview | Match Stats | Action Zones | Match Report

33% | 42% | 25%

Wellens tries to run the clock down

COACHING TIPS

Championship
MANAGER 3

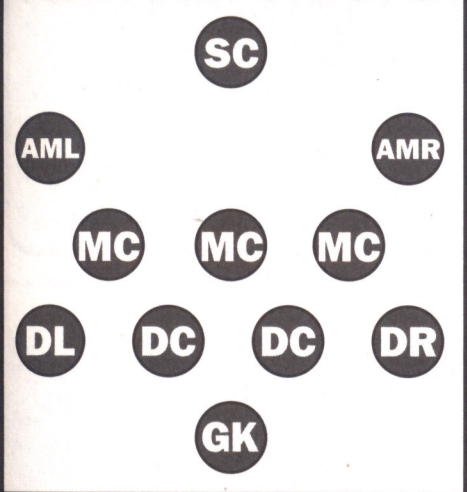
PREPLAY

FORMATION TACTICS

There is no set winning tactic, you'll have to find a formation that suits your team, and also is effective against the opposition. Play with four defenders, but don't use the off-side

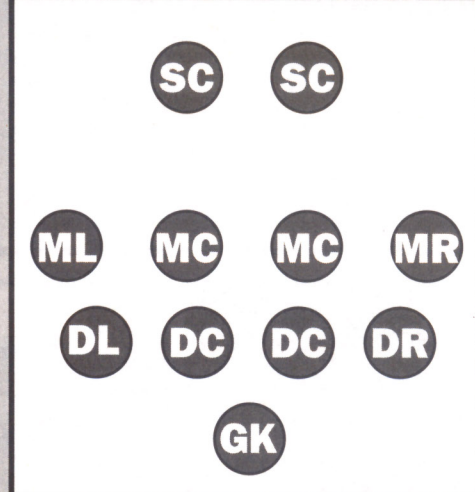
tactic unless each defender has a high teamwork rating. Off-side usually only works against teams who are using long ball tactics anyway, only useful if you're playing Wimbledon every week.

LONE STRIKER



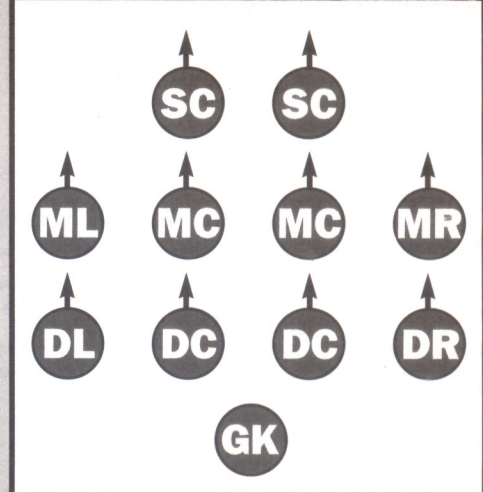
This formation works well if you have players that can cross the ball accurately, and have pace to take the attacking midfielders past the wingbacks.

STEALTH STRIKERS



By subtly adjusting players positions, you can give your players an extra yard on the opponents. Put midfielders on the wings slightly wider, and attackers further forward.

WIMBLEDON



Look at the tactics rival teams are using, especially if they have players of similar ability to you. In the game this is Wimbledon's formation and it gets results.

INDIVIDUAL TACTICS

Free Role

Never give a defender a free role, and rarely give one to a striker. The best players to pick for this specialist treatment are attack midfielders, especially if protected by a strong central midfield. Any selected player for this role should have great stats, look for anticipation, flair, pace, passing, shooting and technique.

Hold Ball

Works best on the counter-attack, although you don't want too many players holding onto the ball, and don't pick a player who loses the ball easily, someone who can tackle well is usually good, so pick a defender or defensive midfielder.

Run With Ball

Best for the wide players, but make sure there's cover if the player gets dispossessed, and make sure they're a good crosser of the ball.

Shoot From A Distance

Only use this instruction with midfielders who are capable of shooting, otherwise you could really upset the strikers. Works well if

the player has a free role, and if they've been told to run with the ball.

Marking

Zonal marking is the most effective against the majority of teams, but you may want to man-mark the world class players. Make sure your defender has good pace and acceleration if they're up against a fast opponent. Something that isn't in the manual but is very handy: on match day right click a player on the tactics screen, and tell them how to mark and how hard to kick them!

Passing

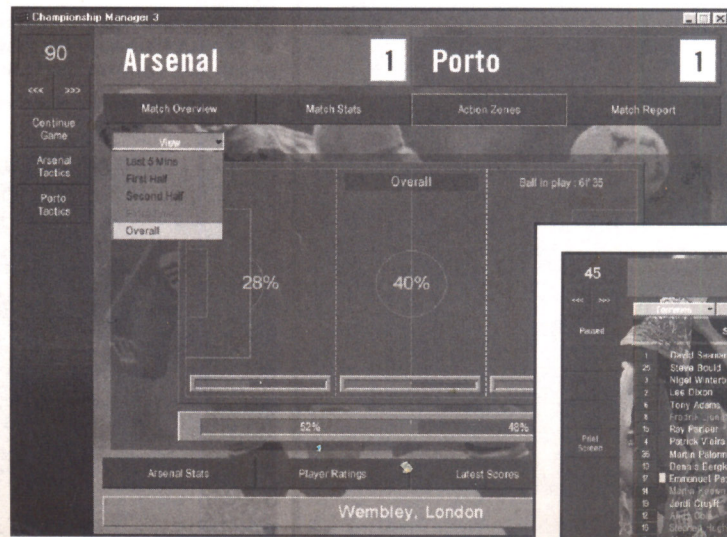
Use mixed passing if you don't want to be closed down quickly. Choosing from L/R/C passing depends on whether you want to base your game plan around playmakers.

Pressing

Pretty simple this. Pressing results in your opponents being hurried on the ball, and making mistakes. It leaves you open at the back, so only use against weaker teams.

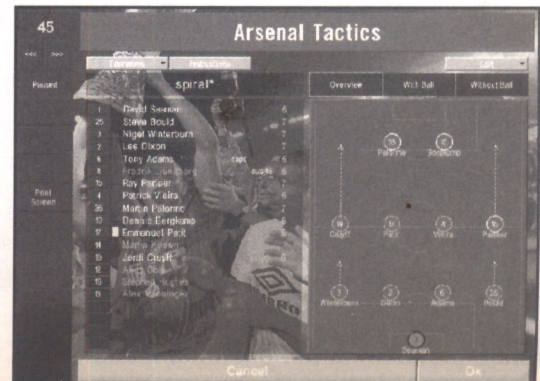
MONEY

Unlike other management games, *Championship Manager* doesn't allow you to generate club revenue by selling sponsorship, programmes and tickets. This is all done by the computer and the board control the funds, giving you whatever they can spare for transfers. The board also set aside a fair portion of the clubs money to pay for wages. If you have players on high salaries far less cash will be available for transfers. If you're a lower league boss, be careful of not getting into trouble with the board over wages, especially as they can decide to sell players without your consent.



You can spend nearly half the season experimenting with formations, before you find one that suits your team. Whatever you do, if you had a winning formation in CM2 don't try it here!

Using the Action Zone screen during a match is useful if you can't figure out how well your team is doing with only the commentary.



MAKE 'EM LAUGH

It goes without saying, but happy players perform better than those who aren't feeling too good about their football or club. Each of the following can affect a player's happiness.

Contract

How happy the player is with their current contract.

Squad Status

How the player is perceived within the club. If you've told a player they're indispensable, don't leave them in the reserves or on the bench for too long.

Appearances

How often they're playing.

Country

If they're happy living in the current location, not just country but also city.

Languages

If they can't speak the same language as the team and the coaches then they could feel left-out.

Time At Club

If the player feels he has achieved everything he can at the club, they may be wanting to move on.

Favourite Staff

Does he like any of his team mates?

Disliked Staff

Does he dislike any of his team mates?

WHICH PLAYERS TO BUY?

Like formations and tactics, different players suit different clubs, and although there are players that come highly recommended, they may fail to perform for you. If you can get access to the internet then you may want to check out www.cm3.com the official *Championship Manager 3* fan site. Where lists of star players are regularly updated, along with tactics and winning formations.

Check out the international 'under 21' squads for good foreign players, clubs are often reluctant to sell any international players, but the younger players usually have clauses in their contracts. If not, guaranteeing appearance fees and a percentage of the sale will persuade them otherwise.

Finally, don't use players out of position, even if real life tells you they play in a different position. All the stats and positions are in the game for a reason, and the players perform better if they play where they're supposed to.

Small Clubs

Lower league teams on a small budget have to be careful about who they buy, but these players are a good start. Like we said before, be careful about signing players for free, especially in the first season, unless they come recommended by a scout.

Dean Keates	Walsall	DM/LC	£100-200k
Jason Easton	Cheltenham	SC	£50k
Michael Duff	Cheltenham	D/MR	£50k
Leon McKenzie	Crystal Palace	FC	£100-300k
Niall Inmann	Peterborough	M/AL	£80-100k
Mark Quayle	Grantham Town	SC	£100k
James Flood	Stockport	SC	£100k

Medium Clubs

Peter Prosper	Ansar	SC	£500k
Robert Douglas	Dundee	GK	£3.6M
Pablo Aimar	River Plate	AM	£3.3M
Kevin James	Falkirk	DC	£100k

Big Clubs

Robbie Keane	Wolves	SC	£3.6M
Francis Jeffers	Everton	SC	£1-2M
Barry Ferguson	Rangers	AMC	£10M
Henrik Larsson	Celtic	AM/FC	£11M
Marek Citko	Widren	AM/F LRC	£20k
José Luis Chilavert	Velez	GK	£15M+

General

Andy Burgess	Rushden	MRL	£10k
Jason Brough	Cheltenham	D/SC	£50k
Mark Smith	Bristol Rovers	D/RC	£150k
Khairul Da Qadyr	Pahang	FC	£700k
Dean Crowe	Stoke City	SC	£700k
Tommy Smith	Watford	SC	£600k
Luis Diaz Arce	New England	SC	£4.2M
David Collins	Burnley	AMC	£65k
Mike Ford	Brentford	DC	£100k
Herman Hereidarsen	Brentford	SW/D LC	£1.5M
Gary Breen	Coventry	DC	£5.7M
Dean Richards	Wolves	DC	Bosman 1st season
Jon Carew	Valerenga	SC	£2M

Check the team of the week for consistent players.

Competition	Appear	Goals	Assists	Yellow	Red	Points	W.A.
Non Competitive	0	0	0	0	0	0	----
League	0	0	0	0	0	0	7.7-8-8
Cup	0	0	0	0	0	0	1.800
Continental	0	0	0	0	0	0	----
International	3	0	0	1	0	0	733
Senior Club	3	0	0	1	0	0	734

Martin Palermo. He may not speak English, but he lets his sweet left foot do the talking. Teamwork is a bit poor though.

Not only did Watford beat Newcastle in the league cup, but it's described as an excellent win. Keep it up lads!

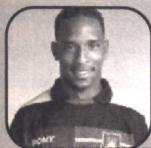
WHICH PLAYERS TO BUY? cont

THE CVG SUPER SELECTION

Here are a few players worth checking out.

Although we had a bit of cash, and a lot of bad players to try and palm-off on other clubs, we managed to get promotion for

Watford, and remarkably a UEFA place in our first season in the Premiership. These are the players we'd like to thank.



Shaka Hislop West Ham GK £3M

Couldn't find a younger keeper, but when you're in the first division Shaka's your man, and he'll come below Leeds' asking price.



Chris Holland Birmingham City MRL £3M

Good player to have on the bench, and always performs well. Sold to Aston Villa nine months later for £6 million.



Wes Brown Man. Utd. DR/C £2M

Took a bit of convincing to join the Hornets, but well worth the money. A player with a long career ahead of him.



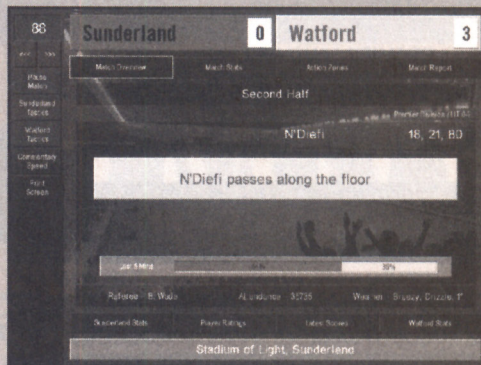
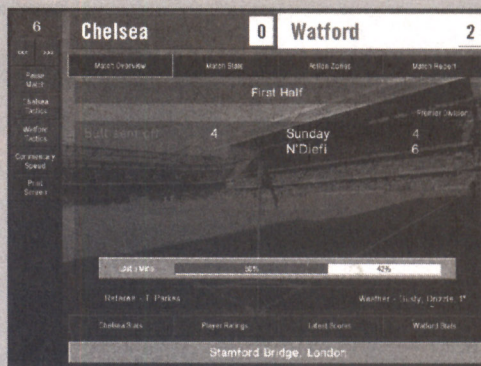
Robert Page Watford DC £2M

Another player that came with the job, and works well alongside David Hughes. Suppose them both being Welsh must help this.



Martin Palermo Boca SC £8M

Expensive, and his club needs a lot of convincing to sell, but even though he has dodgy hair he'll bang in the goals.



⬆ Pius N'Diaye. He'll net you loads of goals, is incredibly cheap, and gets sent off all the time arguing with refs - what a fan favourite!

THE CVG BEST OF THE REST

Richard Wellens Man. Utd. DMC £1.2M

Took a gamble with this youngster but it paid off, incredibly cheap considering we got him from Fergie, and makes a good captain, if a little young.

Paul Robinson Watford D/ML £1.5M

A brilliant player who plays down the left in two positions very well. The big clubs will soon come chasing him, and as he came with the job it's a bonus.

George O'Callaghan Port Vale AMC £3M

A bit of a hot and cold player, and needed to negotiate with Port Vale for his release, plus a hefty sum in appearance fees, but with training he could blossom.

Richie Partridge Liverpool AMRL £2M

The only problem with big clubs with international stars, is that players like Richie are left in the reserves, when they could be making a name for themselves elsewhere. This guy can do everything, and he loves making runs into the box and scoring.

Ibrahim Sunday Wisla MC £2.5M

The 'Nigerian Ginola' loves to make runs at defenders, and can completely dominate the midfield. Very young, and attracts big club interest very quickly. Sold him to Arsenal for £8 million after eight months, could be the biggest mistake of the season!

Marc-Vivien Foe West Ham DMC £875k

Chased this Cameroon star for ages, and then once we got promoted, snatched him from the Hammers using the minimum release fee clause, serves them right for not paying him more.

Pius N'Diaye Sedan SC £30k

Possibly the cheapest ever player to be brought into the Premiership, and yet perform consistently, well he did in our parallel universe anyway. He's got a bit of a temper though, so if he gets a yellow, the second's usually not too far behind.

Anthony Ormerod Middlesboro' AMR £800k

An absolute bargain, could have sold him six months later for ten times the amount, but when a player is as consistent and dominating as this, how could you part?

David Hughes Aston Villa DC £2.2M

Young player with international experience, useful to have on the bench if a defender gets injured. Still young so plenty of time to become better.

Carl Cort Wimbledon SC £3M

Still undecided about Carl, he's a really good header of the ball, and can get behind most defences, but he's young and makes mistakes. Scores goals, but not as many as we'd like.

CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS LAST TITLE		PUBLISHER
1	1	METAL GEAR SOLID KONAMI
2	2	RUGRATS THQ
3	3	A BUG'S LIFE SONY
4	NE	UEFA CHAMPIONSHIP MANAGER EIDOS
5	6	CONSTRUCTOR ACCLAIM
6	NE	CIVILIZATION 2 ACTIVISION
7	4	FIFA '99 EA
8	9	PREMIER MANAGER '99 GREMLIN
9	8	ROLLCAGE PSYGNOSIS
10	NE	KKND: KROSSFIRE INFOGRAMES

PLAYSTATION PLATINUM TOP TEN

THIS LAST TITLE		PUBLISHER
1	1	TOMB RAIDER EIDOS
2	2	GRAND THEFT AUTO TAKE 2
3	3	MICKEY'S WILD ADVENTURE SONY
4	4	RESIDENT EVIL VIRGIN
5	RE	HERCULES SONY
6	RE	CROC FOX
7	6	TOCA TOURING CAR CODEMASTERS
8	8	TEKKEN 2 SONY
9	5	TIME CRISIS SONY
10	9	ODDWORLD: ABE'S ODDYSEE GT

NINTENDO 64 TOP TEN

THIS LAST TITLE		PUBLISHER
1	1	FIFA '99 EA
2	2	SOUTH PARK ACCLAIM
3	3	ROUGE SQUADRON THE GAMES
4	4	LEGEND OF ZELDA: OCARINA OF TIME THE GAMES
5	7	WCW vs NWO: REVENGE THQ
6	6	VIGILANTE 8 ACTIVISION
7	9	BODY HARVEST GREMLIN
8	RE	TUROK 2 ACCLAIM
9	10	SUPER MARIO KART 64 THE GAMES
10	8	VIRTUAL POOL INTERPLAY

PC CD-ROM TOP TEN

THIS LAST TITLE		PUBLISHER
1	1	CHAMPIONSHIP MANAGER 3 EIDOS
2	2	X-WING ALLIANCE ACTIVISION
3	5	CALL TO POWER: CIVILIZATION ACTIVISION
4	RE	ROLLERCOASTER TYCOON HASBRO
5	10	SILVER INFOGRAMES
6	RE	HALF LIFE CENDANT
7	3	GRAND THEFT AUTO: LONDON TAKE 2
8	RE	SUPERBIKE WORLD CHAMPIONSHIP EA
9	4	JIMMY WHITE'S CUEBALL VIRGIN
10	RE	SIMPSONS: VIRTUAL SPRINGFIELD FOX

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but here's what we recommend this month for each system.

SATURN UK TOP 5

1	NIGHTS	SEGA
2	GUARDIAN HEROES	SEGA
3	STEEP SLOPE SLIDERS	SEGA
4	BURNING RANGERS	SEGA
5	VAMPIRE SAVIOUR	VIRGIN

DREAMCAST IMPORT TOP 5

1	HOUSE OF THE DEAD 2	SEGA
2	GET BASS	SEGA
3	PSYCHIC FORCE 2012	TAITO
4	MARVEL VS CAPCOM	CAPCOM
5	SONIC ADVENTURE	SEGA

PLAYSTATION UK TOP 5

1	RIDGE RACER 4	SONY
2	METAL GEAR SOLID	KONAMI
3	UM JAMMER LAMMY	SONY
4	STREET FIGHTER ALPHA 3	VIRGIN
5	RAINBOW 6	TAKE 2

PLAYSTATION IMPORT TOP 5

1	RACING LAAGOON	SQUARE
2	UFO - A DAY IN THE LIFE	ASCII
3	DANCE DANCE REVOLUTION	KONAMI
4	UM JAMMER LAMMY	SONY
5	KING OF FIGHTERS '98	SNK

PC TOP 5

1	ALIENS VS PREDATOR	FOX
2	CHAMPIONSHIP MANAGER 3	EIDOS
3	REQUIEM	UBI SOFT
4	WILD METAL COUNTRY	GREMLIN
5	PREMIER MANAGER '99	GREMLIN

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	BODY HARVEST	GREMLIN
3	MONACO GRAND PRIX	UBI SOFT
4	SMASH BROTHERS	THE GAMES
5	MARIO PARTY	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	HYBRID HEAVEN	KONAMI
2	LAST LEGION UX	HUDSON
3	POCKET MONSTER STADIUM	NINTENDO

GAMEBOY COLOR TOP 3

1	LOONEY TUNES	INFOGRAMES
2	HEXCITE	UBI SOFT
3	FROGGER	TAKE 2

ARCADE TOP 5

1	DANCING STAGE	KONAMI
2	HOUSE OF THE DEAD 2	AM1
3	ZOMBIE REVENGE	AM1
4	THRILL DRIVE	KONAMI
5	CRAZY TAXI	AM3

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY COLLECTION	PLAYSTATION
2	FINAL FANTASY VIII	PLAYSTATION
3	SILENT HILL	PLAYSTATION
4	BEAT MANIA GB	GAMEBOY
5	MONSTER FARM 2	PLAYSTATION
6	COLIN MCRAE THE RALLY	PLAYSTATION
7	GI JOCKEY	PLAYSTATION
8	CHOCOBO DUNGEON	WONDERSWAN
9	FINAL FANTASY VI	PLAYSTATION
10	DRAGON QUEST MONSTERS	GAMEBOY

AMERICAN CONSOLE SALES CHART

1	MARIO PARTY	NINTENDO 64
2	WCW VS NWO: REVENGE	PLAYSTATION
3	ZELDA: OCARINA OF TIME	NINTENDO 64
4	POKEMON BLUE	GAMEBOY
5	FROGGER	PLAYSTATION
6	SYPHON FILTER	PLAYSTATION
7	POKEMON RED	GAMEBOY
8	GOLDENEYE	NINTENDO 64
9	CASTLEVANIA 64	NINTENDO 64
10	GRAN TURISMO	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC CD-ROM
2	HOUSE OF THE DEAD 2	DREAMCAST
3	GET BASS	DREAMCAST
4	KINGPIN	PC CD-ROM
5	ISS PRO '99	PLAYSTATION

computer
and
video
games



CVG SILLY CHART CVG'S TOP 13 THING'S YOU WON'T SEE IN NEW LOOK CVG

1. HUNTER
2. SPEELIN MITAKS
3. BACK PAGES ON PAGE 66
4. YELLOW PAGES
5. NICKLEBOB
6. TONY'S ASS
7. PERCENTAGES
8. GEEKY VIDEO GAME JOKES*
9. SAINT AND KEYSIE
10. LEGEND OF LOMAS
11. CARL WHITE'S RESERVATION ART
12. CVG BADGE
13. THESE HILARIOUS CHARTS

* like the one about Weetabix goggles for playing Saturn games.