

FREEPLAY

LOCK UP YOUR DAUGHTERS POCKET MONSTER IS COMING TO THE UK!

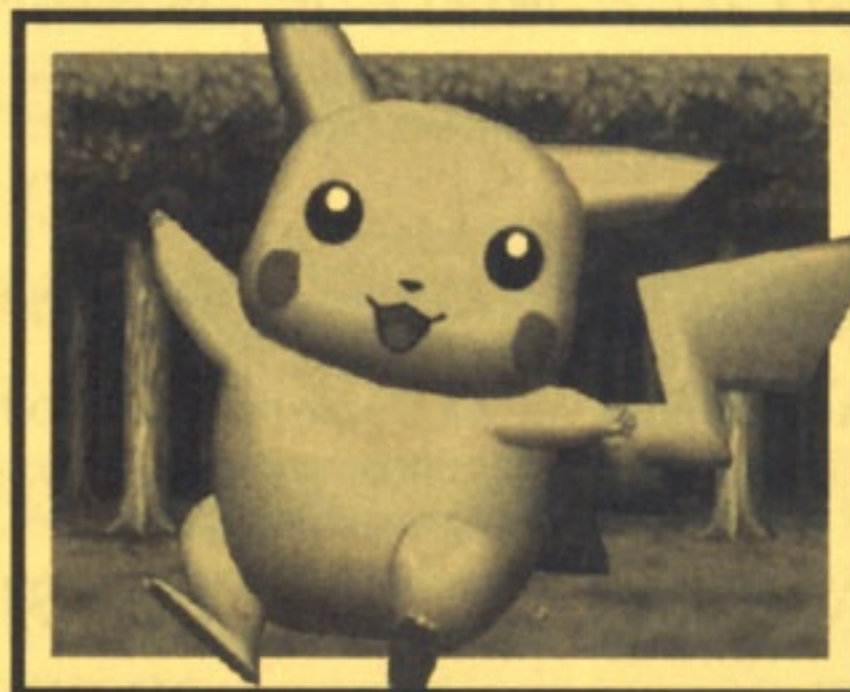
Later this year *Pocket Monster* will finally break out of Japanese obscurity and invade the US and Europe.

The Game Boy title has already been tested with focus groups in America, where it has been proved that monster breeding and battling is not just for Japanese kids. Apparently the American groups all loved it. The story is the same in the UK, and THE Games are very keen to release the game, especially as so many new N64 titles support the Pocket Monster craze. The CVG experts believe *Pocket Monster* will touch down in the UK in October, giving it enough time to generate mass hysteria over the Christmas period. The invasion doesn't end with the game being released. Shortly after,

expect to see the Pocket Monster cartoon series on a TV screen near you. Though probably not the controversial episode that put hundreds of Japanese kids in hospital last month. The show has already been sold to American broadcasters, and will be starting in the Autumn along with another Nintendo favourite – *Donkey Kong Country* the cartoon series. Both shows will be billed together to form 'The Nintendo Hour'. Just like his famous games, the Donkey Kong cartoon utilises stunning computer graphics. 26 half hour shows have already been produced, while 56 Pocket Monster episodes will be heading towards the UK early in '99.

These two shows represent something of a fight back for Nintendo.

Especially with the PlayStation guaranteed major exposure in the form of the forthcoming *Resident Evil* movie, and with Namco and Squaresoft working on *Tekken* and *Final Fantasy* feature length animations.



Ⓢ Pikachu: the loveable rogue that caused 700 kids to puke. He's coming.

WHAT A CROC!

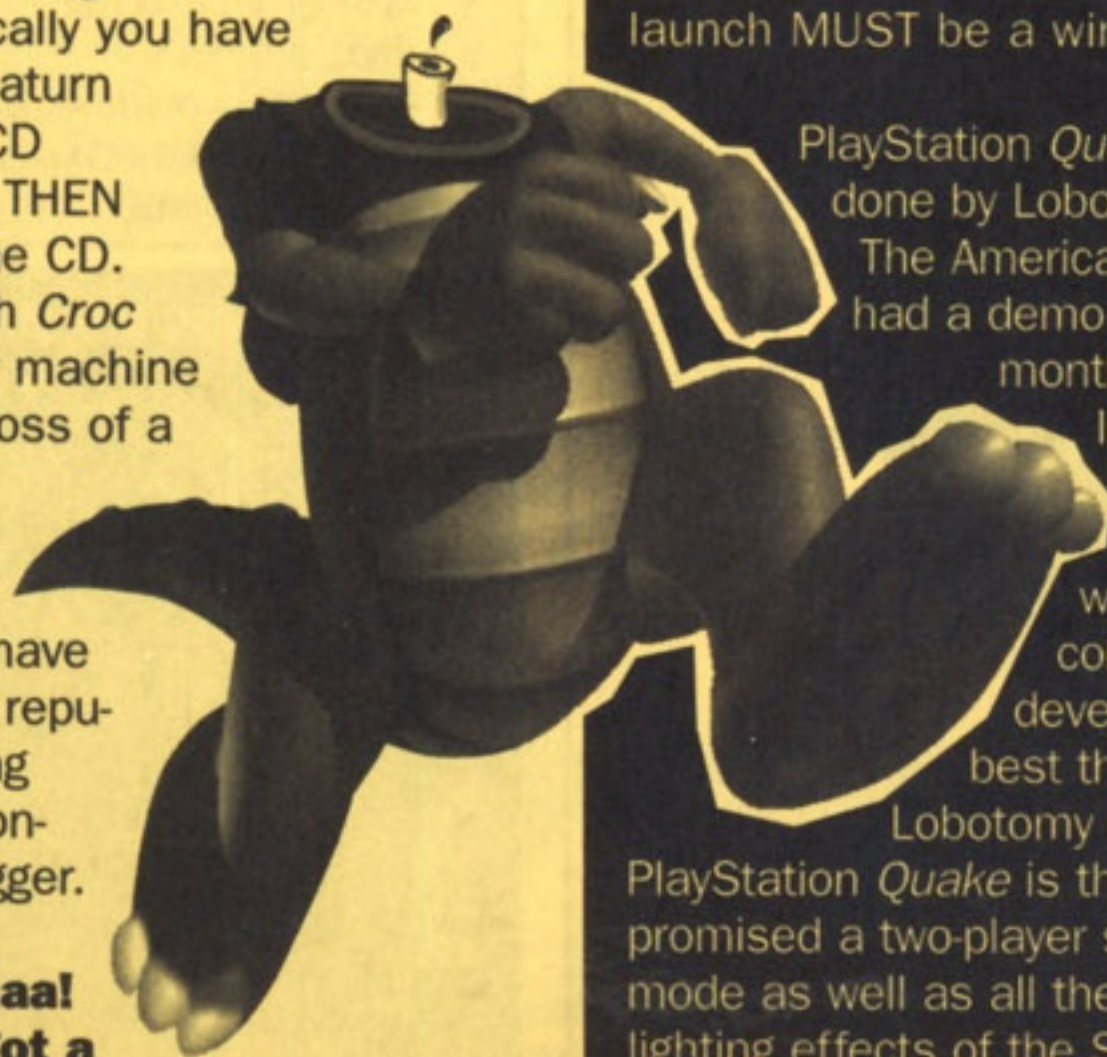
Those who bought *Croc: Legend of the Gobbos* on the Saturn when it was released recently, got a bit of a shock – *Croc* doesn't have a head!

A bizarre bug left in the final packaged shop version of the game means that starting it up in a certain way makes the graphics of some characters corrupt, including Croc himself. He doesn't have a head, arms or legs, and the parts of him that are visible are wafer-thin.

Anyone buying the game now gets an emergency piece of paper in the box explaining how to get around the problem. Basically you have to start your Saturn up, go to the CD player screen, THEN insert the game CD. Booting up with *Croc* already in your machine results in the loss of a head.

While we all found it very funny, it can't have helped Sega's reputation for having strict quality control much. Snigger.

Ⓢ Ah ha ha haa!
Croc hasn't got a head! Ha ha haaaa!



THE RED-HOT RUMOURS DEPT WAFFLER THAN EVER!

Sega's next machine is due for release in Japan this November, with an American and European release to follow in early 1999. When it comes out in Japan, the machine will have some conversions of existing Model 3 arcade games with it. We'd previously heard that no "old" Model 3 games would be converted, but this new plan sounds much better. A machine with *Virtua Fighter 3*, *Scud Race* and *The Lost World* at launch MUST be a winner!

PlayStation *Quake* WILL be done by Lobotomy after all. The American developers had a demo running months ago, but GT Interactive have taken their time while they considered other developers. The best thing about Lobotomy doing PlayStation *Quake* is that they've promised a two-player split-screen mode as well as all the coloured lighting effects of the Saturn version!

The AOU Arcade show in Japan this February will not only feature Sega's biggest arcade games like *Sega Rally 2* and *Fighting Vipers 2*, but also a few new ones. A follow-up to *Die Hard Arcade* will be there (most likely Model 2 or Model 3) as well as a puzzle game from AM1. More information in our show report next month.

Following on from *FIFA*, the next bunch of games to get the N64 treatment from Electronic Arts are *Road Rash* and *Nuclear Strike*. Meanwhile, EA have cancelled *Alien Resurrection* on the Saturn.

Could Sega be working on a new handheld console to be released when the Saturn 2 hits shops? Rumour has it the handheld and console will be link compatible, so data can transfer between them.

The American 64DD will not have a modem as previously thought. This is because Nintendo want to keep the cost of the machine down.



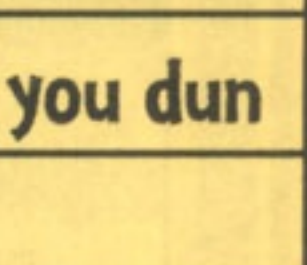
READERS MOST WANTED CHART

No surprise here. You want *Res Evil 2* the most. And so do we. Except Paul. He wants *Pocket Monster*. (mad).

| | | |
|----|--------------------|-------------|
| 1 | RESIDENT EVIL 2 | PlayStation |
| 2 | TEKKEN 3 | PlayStation |
| 3 | TOMB RAIDER 3 | PlayStation |
| 4 | ZELDA 64 | Nintendo 64 |
| 5 | METAL GEAR SOLID | PlayStation |
| 6 | GRAN TURISMO | PlayStation |
| 7 | FINAL FANTASY VIII | PlayStation |
| 8 | NEW SEGA CONSOLE | Sega |
| 9 | HOUSE OF THE DEAD | Saturn |
| 10 | RAGE RACER SEQUEL | PlayStation |

Just missing out are countless sequels to games that have just been released, such as *Time Crisis 2*, and *Grand Theft Auto 2*. Capcom to make games on the N64, Namco to make games for the Saturn, and Sega to make games on the PlayStation are also popular. Quite a few of you really want *Colin McRae Rally*, and demand for *Yoshi's Story* and the 64DD are still as strong as ever. No Theme or Sim game suggestions this month, or none that were funny anyway. Instead someone genuinely wants Alex to get a new hairstyle – if you mean that pointy thing, then that went a long time ago. Now he looks more like Jarvis Cocker! Lastly a suggestion for *Racers Megamix*, there were some rumours flying around about that, but they've gone a bit quiet lately.

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| 12 | Free Ads |
| 13 | FreePlay Fan |
| 14 | Castlevania guide |
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UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|------|------|-----------------------------|-------------|-------------|
| 1 | 1 | GRAND THEFT AUTO | PLAYSTATION | BMG |
| 2 | 2 | FIFA '98: ROAD TO WORLD CUP | PLAYSTATION | EA |
| 3 | 3 | TOMB RAIDER 2 | PLAYSTATION | EIDOS |
| 4 | 4 | TOCA TOURING CAR | PLAYSTATION | CODEMASTERS |
| 5 | 8 | TIME CRISIS | PLAYSTATION | SONY |
| 6 | 4 | CRASH BANDICOOT 2 | PLAYSTATION | SONY |
| 7 | NE | NIGHTMARE CREATURES | PLAYSTATION | SONY |
| 8 | 10 | DIDDY KONG RACING | NINTENDO 64 | THE GAMES |
| 9 | 9 | FINAL FANTASY VII | PLAYSTATION | SONY |
| 10 | 8 | FIFA '98: ROAD TO WORLD CUP | NINTENDO 64 | EA |
| 11 | 11 | GRAND THEFT AUTO | PC CD-ROM | BMG |
| 12 | 13 | QUAKE 2 | PC CD-ROM | ACTIVISION |
| 13 | RE | ACTUA SOCCER 2 | PLAYSTATION | GREMLIN |
| 14 | 20 | WORMS: PLATINUM | PLAYSTATION | OCEAN |
| 15 | 12 | CHAMP MAN 2 '97-98 | PC CD-ROM | EIDOS |
| 16 | 19 | RAYMAN: PLATINUM | PLAYSTATION | UBI-SOFT |
| 17 | 17 | TOMB RAIDER 2 | PC CD-ROM | EIDOS |
| 18 | 14 | TRACK AND FIELD: PLATINUM | PLAYSTATION | KONAMI |
| 19 | 18 | FIFA '98: ROAD TO WORLD CUP | PC CD-ROM | EA |
| 20 | 15 | SUPER MARIO 64 | NINTENDO 64 | NINTENDO |

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

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

SATURN U.K. TOP 5

- | | | |
|---|---------------|---------|
| 1 | WINTER HEAT | SEGA |
| 2 | DUKE NUKEM | SEGA |
| 3 | QUAKE | SEGA |
| 4 | VANDAL HEARTS | KONAMI |
| 5 | BUST-A-MOVE 3 | ACCLAIM |

SATURN IMPORT TOP 5

- | | | |
|---|---------------------------------|--------|
| 1 | HOUSE OF THE DEAD | SEGA |
| 2 | BURNING RANGERS | SEGA |
| 3 | VAMPIRE SAVIOUR | CAPCOM |
| 4 | DUNGEONS AND DRAGONS COLLECTION | CAPCOM |
| 5 | SHINING FORCE 3 | SEGA |

PLAYSTATION U.K. TOP 5

- | | | |
|---|---------------------------|-----------|
| 1 | POINT BLANK | SONY |
| 2 | ALUNDRA | PSYGNOSIS |
| 3 | BREATH OF FIRE 3 | OCEAN |
| 4 | WIPEOUT 2097: PLATINUM | PSYGNOSIS |
| 5 | STREET FIGHTER COLLECTION | VIRGIN |

PLAYSTATION IMPORT TOP 5

- | | | |
|---|------------------------------|------------|
| 1 | RESIDENT EVIL 2 | CAPCOM |
| 2 | TEKKEN 3 | NAMCO |
| 3 | GRAN TURISMO | SONY |
| 4 | CHOCOBO'S MYSTERIOUS DUNGEON | SQUARESOFT |
| 5 | TALES OF DESTINY | SONY |

PC TOP 5

- | | | |
|---|---------------------|----------------|
| 1 | QUAKE 2 | ACTIVISION |
| 2 | SENSI 2000 | GT INTERACTIVE |
| 3 | ACTUA GOLF 2 | GREMLIN |
| 4 | STAR WARS SUPREMECY | VIRGIN |
| 5 | FLIGHT UNLIMITED 2 | EIDOS |

NINTENDO 64 TOP 5

- | | | |
|---|------------------------|-----------|
| 1 | GOLDENEYE | THE GAMES |
| 2 | NAGANO WINTER OLYMPICS | KONAMI |
| 3 | DIDDY KONG RACING | THE GAMES |
| 4 | ISS 64 | KONAMI |
| 5 | FIGHTERS DESTINY | OCEAN |

NINTENDO 64 IMPORT TOP 3

- | | | |
|---|---------------|----------------|
| 1 | QUAKE 64 | GT INTERACTIVE |
| 2 | YOSHI'S STORY | NINTENDO |
| 3 | SNOWBO KIDS | NINTENDO |

16 BIT TOP 3

- | | | |
|---|-------------------------|-----------|
| 1 | ZELDA: LINK'S AWAKENING | GAMEBOY |
| 2 | ZELDA: LINK TO THE PAST | SNES |
| 3 | SONIC AND KNUCKLES | MEGADRIVE |

ARCADE TOP 5

- | | | |
|---|-----------------------|--------|
| 1 | MARVEL VS CAPCOM | CAPCOM |
| 2 | RIVAL SCHOOLS | CAPCOM |
| 3 | SAMURAI SHOWDOWN 64 | SNK |
| 4 | KONAMI HYPER OLYMPICS | KONAMI |
| 5 | LIBERTO GRANDE | NAMCO |

CVG'S 15 GAMES WITH NUMBERS IN THEM

1. ONE
2. 2XTREME
3. BREATH OF FIRE 3
4. 4-4-2
5. PHANTASY STAR 5
6. AREA 5+1
7. SEVEN'S GATE
8. HEAVEN'S G-EIGHT
9. WILD NINE
10. LIFEFORCE TEN-KA
11. J-LEAGUE WINNING ELEVEN
12. X2 (ROMAN NUMERALS AND NUMBERS)
13. BRAINDEAD 13
14. ART OF FOURTEEN-G
15. R15TAR

JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|----|------------------------------|-------------|
| 1 | CHOCOBO'S MYSTERIOUS DUNGEON | PLAYSTATION |
| 2 | GRAN TURISMO | PLAYSTATION |
| 3 | TALES OF DESTINY | PLAYSTATION |
| 4 | PUZZLE GAME 7 | PLAYSTATION |
| 5 | CRASH BANDICOOT 2 | PLAYSTATION |
| 6 | GO BY TRAIN! | PLAYSTATION |
| 7 | POCKET MONSTER | GAMEBOY |
| 8 | YOSHI'S STORY | NINTENDO 64 |
| 9 | EVERYBODIES GOLF | PLAYSTATION |
| 10 | GRANDIA | SATURN |

AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|----|-------------------|-------------|
| 1 | TOMB RAIDER 2 | PLAYSTATION |
| 2 | NBA LIVE '98 | PLAYSTATION |
| 3 | DIDDY KONG RACING | NINTENDO 64 |
| 4 | NFL GAMEDAY '98 | PLAYSTATION |
| 5 | MADDEN NFL '98 | NINTENDO 64 |
| 6 | CRASH BANDICOOT 2 | PLAYSTATION |
| 7 | FINAL FANTASY VII | PLAYSTATION |
| 8 | FROGGER | PLAYSTATION |
| 9 | JET MOTO 2 | PLAYSTATION |
| 10 | BOMBERMAN 64 | NINTENDO 64 |

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

| | | |
|---|---------------------|---------------|
| 1 | RESIDENT EVIL 2 | PLAYSTATION |
| 2 | QUAKE | PC CD-ROM |
| 3 | GRAN TURISMO | PLAYSTATION |
| 4 | DIGIMON | HANDHELD PETS |
| 5 | KONAMI HYPER SPORTS | ARCADE |

THIS WASN'T
WHAT I MEANT WHEN I
SAID I WANTED
AN F-WRIST-STEW



Keith Ainsworth's

Retro Computer Ranch

This month Keith welcomes a visitor of legend to the Retro Ranch - Malcolm Evans, the author of *3D Monster Maze*.

Malcolm Evans was no teenage whizz kid, he was in his late thirties when he coded games. His previous jobs included cutting edge scientific areas such as satellite technology and 'small applications of a classified nature' for the Ministry of Defence - a very smart man. Through all this he learnt how to program the Z80 processor and when he got a ZX81 for his birthday he produced a game to test its capabilities. This game was

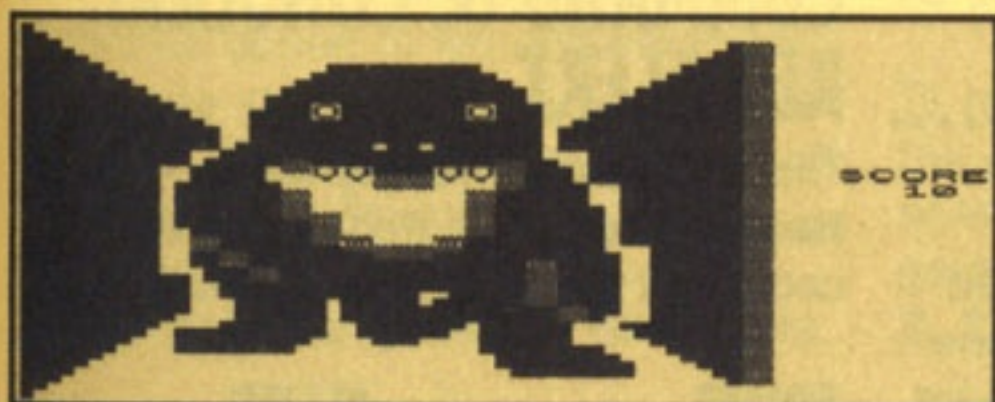
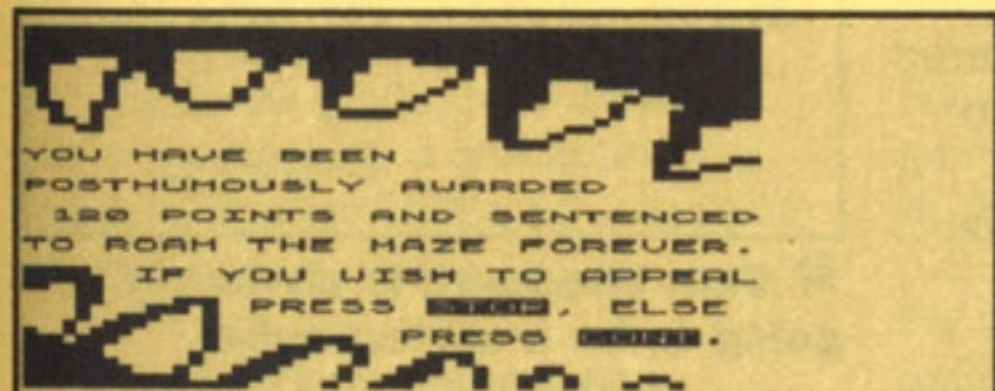


3D Monster Maze.

At an early ZX Microfair he was astounded by the response to his games, "People were throwing money at us" and the days takings were over £2000 in cash.

The presentation of *3D Monster Maze* is just soooo excellent. On loading, the screen asks, "ANYONE THERE?". If you don't respond it says, "WELL PRESS SOMETHING THEN".

Your quest is to find the exit from Rex's lair. You see the walls of the maze in front of you. Grey ones are on your path, black walls are the paths off to the side. As you move about, messages at the bottom of the screen tell you about Rex's movements. They say if he's on the prowl, if he's close and tell you to RUN if he's right by you.



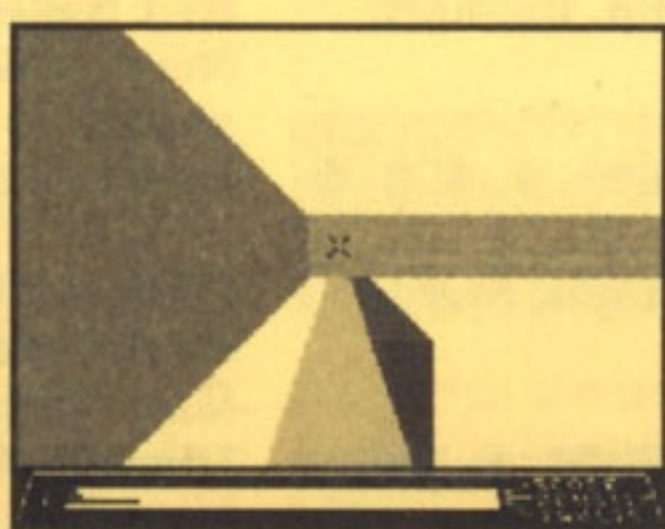
3D Monster Maze: the true granddaddy of Quake. And look at that artwork. Cool.

The gameplay is first-rate. While exploring, the messages keep you on your toes and keep you paranoid. If you see Rex you've gotta be speedy and get out of there fast. Finding the exit (so spangly you can't miss it) is a real achievement.

Popular Computing Weekly reviewed it with the words, "Brilliant, Brilliant, Brilliant". Evans told me, "It is quite astounding that *3D Monster Maze* is still discussed today". The game eventually sold 50,000 copies.

In the Spring of 1982 Evans formed his own company, New Generation Software, and started developing for the new Sinclair Spectrum.

Knot in 3D hit the streets in April 1983. Upon loading the program states, "This game is Knot in 3D". But it is.



Nope, it's definitely in 3D. Look, five polygons!

You are placed in a three dimensional space. You move forward and leave a green/yellow trail behind you. There are unseen chasers in there with you, they leave red/blue trails. The simple aim is not to

collide with any trails. This is very easy at first, but the area soon fills up and you are twisting and turning to avoid collision. Dead ends suddenly appear and you literally tie yourself in knots. Once you hit too many trails and get a full faults line (this can happen very quickly if you panic) it's game over.

The colourful rectangular trails make a convincing 3D display on the Spectrum (Malcolm Evans became known as the 'The 3D Master') and playing on the highest speed has you ducking and gasping as you weave your way round this imaginary 3D space. Virtual reality!

New Generation Software

The October 1983 edition of CVG gave it 9,9,9,8 - major marks! Popular Computing Weekly called it, "the most outstanding thing you'll see for a long time". Today it's still excellent fun and I can't recommend it enough.

Inspiration can come from strange beginnings. Evans told me, "I think it was Eugene Lacey (then assistant editor of CVG), I remember him saying, "The trouble with kids today, all they want is rubbish". After mulling this comment over, Evans came up with New Generation's biggest ever hit, *Trashman*. The game sets you the task of emptying the contents of six bins into the back of your dustcart (that moves gradually up the road) before your bonus runs out. Details are important here, if you get hit by a bicycle or bitten by a dog you are slowed down and start to limp.

If you keep to the paths in the gardens and don't stand on the grass, the householders offer you a tip (giving bonus points). This is accompanied by a two-line humorous comment.

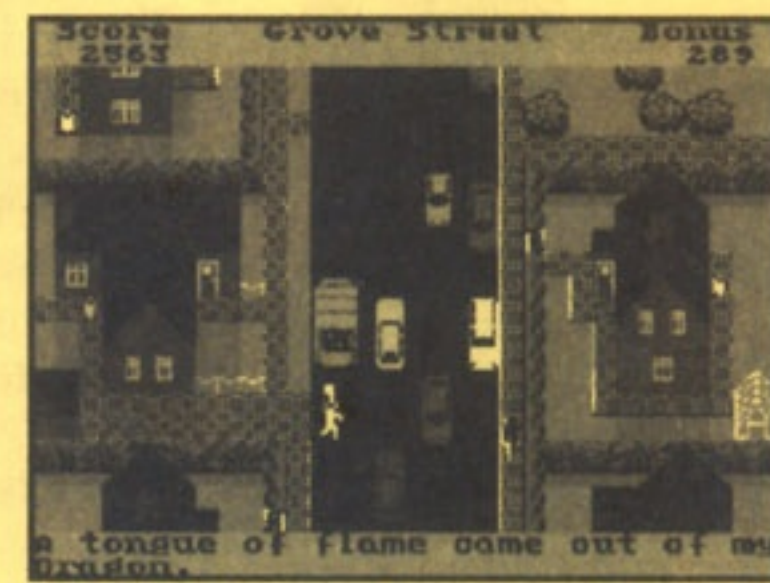
A good one is, "Help! My pet llama's running amok upstairs!". After going in to help, Trashman says, "That was an awesome experience". My favourite has to be "Do you think I'm a megalomaniac?" with the response, "Give me a ZX81, and I'll rule the world".

The graphics in this game are superb. Everything is perfectly drawn even down to including shadows. The use of colour is amazing for a Spectrum. Evans made good use of the BRIGHT command and used techniques like a checkerboard pattern of black and white to achieve the new colour grey.

Down the centre of the road, cars move back and forth giving rise to a quick game of *Frogger*. If your dash across the road goes wrong and *Trashman* is hit by a car, it's game over. You get a message like, "NEWSFLASH *Trashman* killed in Pulteney road. Nominee for *Trashman* of the year, Fred Scrunge, leaves wife, 3 kids and 1785 points".

CVG gave *Trashman* 8,9,5,7,8. The nine and a half was for the excellent graphics. *Trashman* was New Generation's biggest ever seller with 70,000 copies and reached number 9 in the Gallup charts.

In 1984 Malcolm Evans told Sinclair User, "New Generation does not feel like work at all". He recently told me, he looks back on his game coding years fondly. He remembers that the industry had a very friendly attitude without much rivalry. "I must admit I did enjoy myself with games". Well we enjoyed playing your games Mr Evans.



Trashman: clearly made before the invention of perspective.

INTERNET ELITE

For all your C64 needs the only stop is Martin Pugh's site. He has catalogued every game out there...

<http://www.geocities.com/SiliconValley/Vista/3468/c64index.htm>

Daily updates of the fast moving world of emulators can be found at...

<http://members.aol.com/emunews/index.htm>

Lastly for more retro articles and games for sale, go to the RETROGAMER fanzine page...

<http://www.geocities.com/SiliconValley/Heights/5874>

If you want to send me a message or recommend any web pages e-mail: retrogamer@hotmail.com

RANCH FREEPLAY CLASSIFIED

RETROGAMER Issue 13 is out now! It features a profile of the Vectrex console - hit or hype? Plus a run down of the third party games produced for the Mattel Intellivision by Activision, Imagic, Parker and Atari. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW.

P.C.B.s, Juke Boxes and Arcade Cabinets. If there's a game you want telephone Simon Green on 0973 720312 or 0973 721115 for more details.

Computer Ranch

FREEPLAY

TIPS

THE LEGEND OF LOMAS



I started the new year with a new hairstyle and new wardrobe. I feel I am creating a new form of masculinity. Before long you'll all want to look like me, and knowing loads of tips will be the height of fashion. So come on, impress your friends by sending me tips and wearing dresses. Yo!

PLAYSTATION

FINAL FANTASY VII

Without ruining this epic game for you, here are the locations of the Turtle's Paradise Flyers from **Onder Cura**. Don't read on if you want to play the game properly yourself.

1. Sector 5 Slum (Look inside the house on the east side of town. The flyer is in the boy's room upstairs).
2. This is on the billboard in the Shinra building.
3. This is in the Ghost Hotel in Gold Saucer (It's in the hotel's lobby next to the shop).
4. The fourth flyer is on the post of the weapon shop in Cosmo Canyon.
5. This is on the wall of the inn, inside Cosmo Canyon.
6. Outside Turtle's Paradise Pub in Wutai.

The prizes are: Power source, guard source, magic source, mind source, speed source, luck source and a megalixir.

And a few more tips from Onder...

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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

You can also send any tips or guides to this Email address below. Just to let you know, we're not impressed by big lists of cheats for old games that you've copied out of magazines, books or internet sites. We want up-to-date original cheats please.

TIPS.CVG@ECM.EMAP.COM

When you are racing Chocobos in the Gold Saucer hold down **R1+R2** to refill your stamina gauge.

If a character in your party gets to **7777HP** in a battle, then they get an ALL 7S attack. The character goes mad and attacks enemies non-stop, hitting with 7777 damage each time.

Martin Potts from Bognor Regis has an interesting tip (which we haven't actually tried out, so don't blame us if it messes up your game). The tip is basically that you should open the lid of you PlayStation while in the game and remove the *Final Fantasy VII* CD. This means that you can wander about without getting into any of the random fights as you go. Of course you need to put the CD back in before the game needs to load the next area, but it's still an intriguing tip.

James Faulkes-Arnold from Peterborough has a great little tip to let you get hold of enormous amounts of money. "First of all you need the W-item materia from the Midgar tunnels, disc 3. After you have got this, fly to Wutai. Land and walk north to the beach area and walk on the sand until you have to fight a giant turtle. Don't attack it, keep defending until Cloud can attack. Select W-item, select the items worth a lot when selling (eg. Ethers and Hi-potion) with the Circle button, then again and press X. Press Circle again then X. The number of the selected object should increase. Repeat until it reaches 99, then kill the turtle and go back to Wutai. Sell the items, leaving about 5 item so that you can repeat it again. Ethers are worth 175 bits each so if you keep repeating

this process you will eventually have LOADS OF MONEY!!" Thanks very much James.

GRAND THEFT AUTO

These cheat codes should be entered as your character name. Thanks to everyone who sent them in. Well done for all figuring them out at the same time...

All weapons **GROOVY**
All cities **TURF**
No police **CHUFF**

ACTUA SOCCER 2

These cheats should all be entered at the Main Menu screen. Once one has been put in, a message appears to let you know it's been turned on. The cheat will be saved as ON and you will need to perform the cheat again to turn it OFF.

- Gremlin 11
Left, Right, S, C, Up, Down, S, C
- Super Furry Animals
Left, Left, S, Right, Right, C, Up, Down
- Ghost Ball
S, S, Left, Left, Right, Right, C, C
- Beachball
Left, Right, Left, Up, Left, Right, S, S
- Dwarf mode
C, Down, Down, S, Up, Up, Left, Right
- Giant mode
Up, Down, Down, Right, S, S, C, C
- Floodlight failure
Left, Left, Left, C, Right, Right, Right, S
- Invisible players
S, C, Down, C, Up, Right, S, Left
- Black and white TV mode
Up, Down, Up, S, C, Up, Down, Up

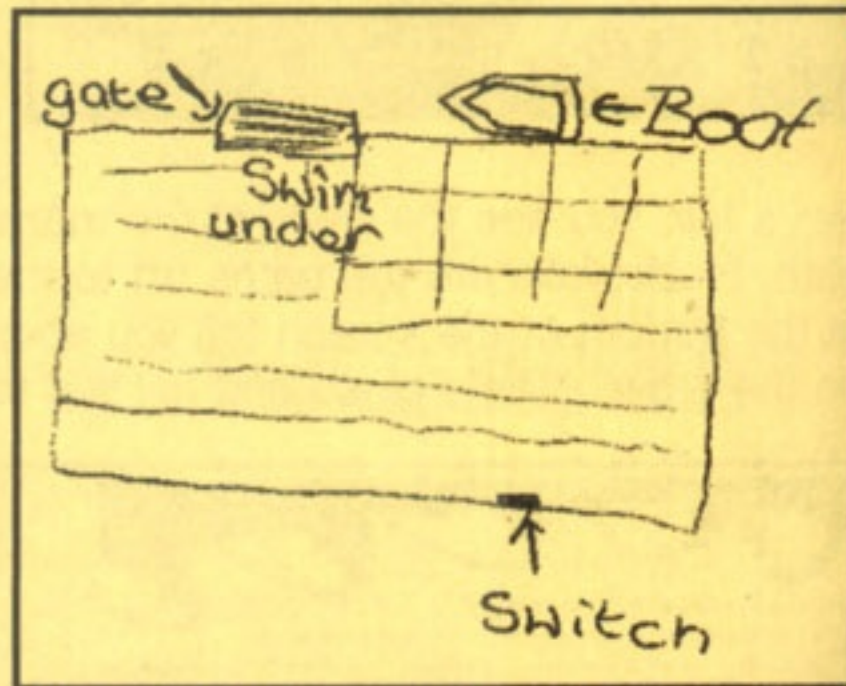
TOMB RAIDER 2

All those of you who exploded last month have been proven as rubbish gamers who feel the need to cheat at a game that hasn't even been out for a month yet. Shame on you! If you're STILL stuck, here are some cheats.

To skip levels while playing, sidestep left, sidestep right, sidestep left, take one step backwards (while holding the walk button), one step forwards, then turn around three times on the spot (in any direction), then jump forward and press the roll button as soon as you jump so that you twist in the air.

To get all the weapons with maximum ammo while playing, sidestep left, sidestep right, sidestep left, take one step backwards (while holding the walk button), one step forwards, then turn around three times on the spot (in any direction), then jump backwards and twist in the air by pressing the roll button as soon as you jump.

Sam Sheppard from Cardiff has a tip which lets you skip one level without using one of the button-push cheats. While in Venice, in the room with the switch that opens the main gate, push the switch and instead of using the boat swim under the gate to the end of the level.



Sam Sheppard is obviously going to be a cartographer.

COMMAND & CONQUER: RED ALERT

Thanks to **Jamie Ashby from Harpenden** for his *Red Alert* level codes. All the codes are for easy mode.

| SOVIET | ALLIED |
|--------------|--------------|
| 2 DVP00GJH3 | 2 DVP016Z9N |
| 3 LOFFUV0DE | 3 P3YGA5GKJ |
| 4 T3BB6MYSC | 4 PJJXZHI7B |
| 5 MMGGZH1H6 | 5 YOBG62GF6 |
| 6 1PMHLUP4R | 6 PJUC747KO |
| 7 3Q06FRLD5 | 7 RK95XMG3H |
| 8 T3BB7BMI8 | 8 LZSD6T95U |
| 9 59BIBUZ0P | 9 59KGJ2B3N |
| 10 PJM8K2A24 | 10 1PX2JH9ZV |
| 11 T4HV7X0K | 11 XNIA60V34 |
| 12 3BWQGEL7A | 12 T3BBQWN2J |
| 13 VMLEKZW8D | 13 6TNNL1016 |
| 14 JYZ31YTG1 | 14 5RZZOLWOD |
| | 15 HFZ508LFS |

Mr T Bailey from Llanidloes reckons he has a few cheats for *Red Alert* as well. To use them you must press the Circle button on the team icons.

1000 credits **Square, Square, Circle, Cross, Triangle, Circle**
Nuke **Circle, Cross, Circle, Triangle, Square, Triangle**
Level complete **Cross, Square, Square, Circle, Triangle, Circle**

TIPS

FREEPLAY

COLONY WARS

Enter these secret passwords to get hold of some hidden cheat modes. Thanks to **J. Sedgwick from Barnsley** for sending them in.

Level select **Commander*Jeffer**
Infinite energy **Hestas*Retort**

COURIER CRISIS

Big shout going out to **Simon Voce from Grantham** for these passwords for *Courier Crisis*. They let you access all the levels as well as a few hidden characters.

- | | | | |
|---|-------------------|----|-------------------|
| 1 | eflcifcgkj | 8 | fdclfikcjl |
| 2 | iflcifccki | 9 | kflcifcgli |
| 3 | mflcifcokj | 10 | oflcifccii |
| 4 | afclifcckj | 11 | cfclifcoij |
| 5 | fnclifgclj | 12 | gflcifckij |
| 6 | flclficcl | 13 | ffclfigccj |
| 7 | fpclfiocjl | 14 | fjclficclj |
| | | 15 | fnclfiocjj |

Play as a gorilla **savageapes**
Play as an alien **xfiftyonex**

NASCAR 98

A cool cheat for a cacka game. While racing, pause the game and enter the Race Statistics screen. Now press **R1+R2+L1+L2** at the same time and you should hear an engine noise to let you know the secret mode has been activated. From now on while you race, press Triangle to fire paintballs at the other drivers.

STAR WARS: MASTERS OF TERAS KASI

For Big Head Mode, hold **Select** while you choose a character until the fight starts. That's all – exciting or what?

To collect hidden options and characters, set the Player Change at Continue option to No and complete the game on Jedi setting with various fighters. For example, finishing it with Chewbacca gives you a Vs Mode stage select, Luke gives you Darth Vader, and Leia gives you Slave Leia.

To play as Jodo Kast, complete the survival mode (beat all 10 of the fighters).

To play as Mara Jade, put the Player Change at Continue option to No and the difficulty on Jedi setting, then go into Team Battle mode while holding **L1+L2+R1**. You should see the message "Fight for Mara Jade" and your fighters will be automatically selected. If you complete this challenge you'll get to fight as her.

FANTASTIC FOUR

To make up for the hideous and permanent mental scarring you're likely to get from playing such an appalling game, here's a cheat to let you access the secret options. Go to the Options screen and highlight the Training Mode option, then press **L1+L2+R1+R2** at the same time to make the secret stuff appear. Now turn the game off quickly and **burn the CD**.

SATURN

SEGA TOURING CAR CHAMPIONSHIP

To race in the *Sega Rally* cars – the Lancia Delta and Toyota Celica – first make sure you've got a steering wheel controller plugged into the second controller port (that's the hard part, as it'll cost you about £70 to get hold of one). Now go to the Options screen and enter Key Configuration so that a picture of the Arcade Racer appears. Now on the steering wheel press **X+Y+Z+Start** at the same time so that you hear an engine noise. This cheat adds the *Sega Rally* cars, the Sega Racing Prototype car, two more tracks, plus expert, exhibition and Grand Prix modes. Once this cheat is enabled, go to the car select screen and press X to get the Prototype, Y while highlighting the Toyota Supra for the *Sega Rally* Celica, or Z while highlighting the Alpha Romeo for the *Sega Rally* Lancia.

DUKE NUKEM 3D

Lobotomy haven't just included cheat modes for those of you who can't be bothered to play their excellent game properly – they've also put in a hidden control mode for those of you with a *NIGHTS* analogue Saturn pad. And as we've said before, thanks go to our toff chum and occasional contributor **Dan Jevons** for getting Lobotomy to put in this excellent control mode (Jevons Control, as it's known).

For all the weapons and items, pause the game at any time and press **Z, X, X, Z, Y, Z, Y, X, Y**.

For god mode (invincibility), pause the game at any time and press **X, Z, Z, X, Y, X, Y, Z, Y**.

For a level select, go to the main options menu and press **X, Y, Z, Z, Y, X, Y, Z, Y**.

To remove all of the enemies from the game (why???) go to the skill level select screen when you start a new game and press **Z, Z, X, X, Y, X, Y, X, Z**.

For Jevons Control, pause the game at any time and press **Y, Y, Z, Z, X, X, Y, X, Z**. Now the analogue dial thing will let you look up and down and turn left and right, while the d-pad lets you switch forwards and backwards between your weapons and items. Z moves you forwards, B is backwards, C is a right sidestep and Y is a left sidestep. The R trigger makes you jump and the L trigger makes you shoot, while X left you use a selected item. It takes a bit of getting used to but is overall much better than the standard setting. Unfortunately you need to enter it for each level you play.

NINTENDO 64

DUKE NUKEM 64

To access the handy Cheat Menu, go to the main menu and press **Left, Left, L, L, Right, Right, Left, Left**. Once you've done this and got the

Cheat Menu, you can enter more codes for more options:

After entering the Cheat Menu code, go back to the main menu and press **R, C-Right, Right, L, C-Left, Left, C-Right, Right**. You should now get an extra All Items option which, surprisingly, gives you all the items when selected.

For a level select, make sure you've entered the Cheat Menu code, then go to the main menu and press **L, L, L, C-Right, Right, Left, Left, C-Left**. The option should be added to the Cheat Menu.

Also once you've entered the Cheat Menu code, go to the main menu and press **R, R, R, R, R, R, R, Left**. An Invincibility mode will be added to the Cheat Menu.

Once again, after putting in the Cheat Menu code go to the main menu and press **L, C-Left, Left, R, C-Right, Right, Left, Left, Right**. A noise will let you know that the No Monsters code has been added to the Cheat Menu.

MADDEN NFL 64

These codes give you access to hidden teams in *Madden NFL 98*. Go to the Create Player screen and enter your name as one of these codes, then save and go to Exhibition Mode to find the team you added.

All Madden
60s Team
70s Team
80s Team
AFC Pro Bowl 96-97

TIBURON
SIXTIES
SEVENTIES
EIGHTIES
HOWLIE

PC CD-ROM

GRAND THEFT AUTO

Daz from Guernsey has a handy tip for conning loads of money for yourself, which is just what this game is all about. Head down to the docks and put your vehicles on a boat so that you get money for them (the better their condition, the more you get for them). Once the ship is full up, blow up the nearest two to make more room on the ship. Now drive two more cars on and destroy them again. This way you can keep piling on cars and you'll never be told that the ship's full up.

Martin Pearce from Oxford has sent some cheat codes for Grand Theft Auto as well. Enter these as your name for the cheat of your choice.

All cities **itsgallus**
No cops **iamthelaw**
All weapons and items **suckmyrocket**
Maximum credits **itcouldbeyou**
Infinite lives **itstantrum**

AGE OF EMPIRES

Some excellent cheat codes which you should type in while playing the game.

HOMERUN
Complete scenario instantly
DIEDIEDIE
Kill all opponents
KILLx
Kill a player (replace x with their

name)
RESIGN
Makes you resign
REVEAL MAP
Um... reveals all of the map
NO FOG
Remove Fog Of War
PEPPERONI PIZZA
1000 food
COINAGE
100 gold
WOODSTOCK
1000 wood
QUARRY
1000 stone
BIG BERTHA
Heavy Catapults are more powerful
ICBM
Ballistas have 100 range points
HOYOHOYO
Super priests (with 600hp)
PHOTON MAN
Nuke Trooper in town centre
GAIA
Control animals, not humans
MEDUSA
Dead villagers return as Black Riders
STEROIDS
Instant buildings and humans
HARI KARI
Suicide
FLYING DUTCHMAN
Catapult ships can travel on land
JACK BE NIMBLE
Select a catapult before typing and you'll fire animals and people from then on
BIGDADDY
Quick rocket launcher car

ACTUA SOCCER 2

These cheats can be typed in anywhere in the front end options screens. Repeat them to turn them off.

Italian teams **itscominghome**
Dwarf mode **bilbobaggins**
Giant mode **bigdaddy**
Big head mode **briancrough**
Table football mode **twisycontrol**

ARCADE

STREET FIGHTER 3: SECOND IMPACT

Each character in the game has a hidden rival who can be accessed (just like the Dramatic Battles you'd get while playing through *SF Alpha 2*). While playing in one-player mode as any character, get five Super Finishes without losing a single round and the message "Your Challenger Has Found You..." flashes up to let you know you've got an extra fight.

To fight against Akuma you need to play through the game without losing a single round while getting at least three perfect victories. If you do this he'll appear after Gill. If you manage to finish him with Super KOs every time, he comes back to life as Super Akuma for an extra challenge!

To play AS Akuma, follow this sequence while on the character select screen. **Highlight Ryu and press Down, Down, Up Highlight Ken and press Up, Up, Down Highlight Ryu and press Up Highlight Ken again and press Down Now go to Sean and press Down, Down, Up, Down, Up, Up, Up**. Akuma should appear on the select screen for you to pick!

FREEPLAY

HIGH SCORES



Calling all hardcore gamers! If you want to prove that you're the greatest gamer around, send your highest scores for the latest games to us at FreePlay!

HIGH SCORES, CVG,

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

| High Scores | |
|---------------------------|-------|
| Name | Score |
| 1. Time Crisis 10 | |
| 2. Tekken 2 9 | |
| 3. FIFA 97 8 | |
| 4. Coc 7 | |
| 5. Formula 1 8 | |
| 6. V Rally 9 | |
| 7. Street Fighter Alpha 8 | |
| 8. Wipeout 7 | |
| 9. Alien Intellig 5 | |
| 10. Worms 3 | |

There are a few people who don't really understand the point of the High Scores section. Daniel Murphy is one of these people, as you can tell from his contribution this month. Don't worry if you can't understand it - we can't either.

TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time 1'24"6
Brian Lelas (B.L.), Dublin

TIME CRISIS (PLAYSTATION)

Story mode 12'05"83
Daryl Morris, Essex

TIME ATTACK

Stage 1 2'45"93
Fat Ade (ADE)
Stage 2 3'44"13
Fat Ade (ADE)
Stage 3 5'06"53
Daryl Morris, Essex

PLAYSTATION MODE

1-2A-3A-4A 9'17"16
Daryl Morris, Essex
1-2A-3B-4B 9'39"53
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 10'23"63
Fat Ade (ADE)
1-2B-3B-4B 9'29"66
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 9'14"00
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'27"33
Matthew Hopkins (MAT), Crewe

PARAPPA THE RAPPER (PLAYSTATION)

Level 1 4040 Points **Fat Ade (ADE)**

STREET FIGHTER EX +ALPHA (PLAYSTATION)

A Course Time Attack 1'54"97 (Akuma) **Fat Ade (ADE)**

V-RALLY (PLAYSTATION)

EASY Corsica 47"64
Craig Gemmell, Ayr

Indonesia 55"92
Seppo Lunki, Finland
Spain 55"16
Craig Gemmell, Ayr
England 1'04"52
Craig Gemmell, Ayr

MEDIUM

Safari 58"44
Stephen Haigh (SRH), Reading
New Zealand 1'10"96
Stephen Haigh (SRH), Reading
England 51"44
Stephen Haigh (SRH), Reading
Corsica 51"24
Seppo Lunki, Finland
Indonesia 1'00"20
David McDonnell, Wirral
Alps 1'10"56
Craig Gemmell, Ayr

HARD

Corsica 1'33"24
Craig Gemmell, Ayr
Sweden Sunny 1'13"52
Charles Haas (CHF), Holland
Alps Snow 1'11"48
Craig Gemmell, Ayr
Spain 1'20"88
Craig Gemmell, Ayr
New Zealand 1'28"52
Craig Gemmell, Ayr
Safari 1'05"44
Craig Gemmell, Ayr
Sweden Snow 1'23"36
Craig Gemmell, Ayr
Alps Night 1'17"20
Craig Gemmell, Ayr

DESTRUCTION DERBY 2 (PLAYSTATION)

PINE HILLS RACEWAY 22"75
Daniel Webb (DAN), Chester

CHALK CANYON 48"43
Matthew Hopkins (MCCLANE), Crewe

SCA MOTORPLEX 37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY 21"23
Matthew Hopkins (MCCLANE), Crewe

BLACK SAIL VALLEY 30"07
Matthew Hopkins (MCCLANE), Crewe

LIBERTY CITY 21"71
Matthew Hopkins (MCCLANE), Crewe

ULTIMATE DESTRUCTION 30"51
Matthew Hopkins (MCCLANE), Crewe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21 (Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
769 Wins (Seung Mina)
Brian Lelas (B.L.), Dublin

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete
with Rocket Launcher 01:24'29
Michael Lai, Liverpool

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871

Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717

Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979

Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713

Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995

Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"304

Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'20"336

Adi Wells, York
Best Race 2'05"582
Adi Wells, York

TEKKEN 2 (PLAYSTATION)

156 Wins (Bruce) Juau "El Mister"
Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

RESIDENT EVIL (SATURN)

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

SONIC R (SATURN)

RESORT ISLAND
Best Lap 16"40
Luigi Coppola, Bexhill on Sea
Best Race 59"12
Luigi Coppola, Bexhill on Sea
Tag Mode 38"20
Luigi Coppola, Bexhill on Sea
Balloon Mode 33"40
Luigi Coppola, Bexhill on Sea

RADICAL CITY
Best Lap 27"24
Luigi Coppola, Bexhill on Sea
Best Race 1'32"24
Luigi Coppola, Bexhill on Sea
Tag Mode 1'22"80
Luigi Coppola, Bexhill on Sea
Balloon Mode 44"52
Luigi Coppola, Bexhill on Sea

REGAL RUIN
Best Lap 19"84
Luigi Coppola, Bexhill on Sea
Best Race 1'07"92
Sam Draris, Dorset
Tag Mode 36"04
Sam Draris, Dorset
Balloon Mode 37"88
Luigi Coppola, Bexhill on Sea

REACTIVE FACTORY
Best Lap 26"52
Luigi Coppola, Bexhill on Sea

Best Race 1'24"48
Daniel Jaques, Leicester
Tag Mode 54"40
Luigi Coppola, Bexhill on Sea
Balloon Mode 29"28
Luigi Coppola, Bexhill on Sea

RADIANT EMERALD
Best Lap 40"96
Luigi Coppola, Bexhill on Sea
Best Race 2'29"16
Luigi Coppola, Bexhill on Sea
Tag Mode 1'54"80
Luigi Coppola, Bexhill on Sea
Balloon Mode 39"24
Luigi Coppola, Bexhill on Sea

SEGA TOURING CAR CHAMPIONSHIP (SATURN)

COUNTRY
Best Lap 24"315
Stuart Webster, Edinburgh
Best Race 2'04"224
Webster, Edinburgh

GRUNWALD
Best Lap 31"417
Stuart Webster, Edinburgh
Best Race 2'42"934
Stuart Webster, Edinburgh

BRICKWALL
Best Lap 30"075
Stuart Webster, Edinburgh
Best Race 2'37"443
Stuart Webster, Edinburgh

URBAN
Best Lap 30"981
Stuart Webster, Edinburgh
Best Race 2'41"124
Stuart Webster, Edinburgh

BOOMTOWN
Best Lap 34"708
Stuart Webster, Edinburgh
Best Race 3'00"701
Stuart Webster, Edinburgh

MARVEL SUPER HEROES (SATURN)

Best Score 2,137,200 (Blackheart)
"Buttons Boy" Jim, Isle Of Wight
Best Time 16"81 (Juggernaut)
Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG (Time Attack)
Green Hill Zone 1 23"69
Ryan Carline (RYE), The Master, Chester
Green Hill Zone 2 17"69
Ryan Carline (RYE), The Master, Chester

SEGA RALLY (SATURN)

DESERT
Best Lap 0'47"84
Thomas Haxley, Pencoed
Best Race 2'30"32
Nathan White (NAT), London

FOREST
Best Lap 1'09"39
Nathan White (NAT), London
Best Race 3'32"19
Nathan White (NAT), London

MOUNTAIN
Best Lap 1'05"07
Nathan White (NAT), London
Best Race 3'17"25
Ewan Gibb (EJG), Southampton

LAKESIDE
Best Lap 1'05"77
Ewan Gibb (EJG), Southampton
Best Race 3'19"44
Ewan Gibb (EJG), Southampton

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds

Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)

Master Game completed, 305860

Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used)

6'33"35

Romeo Mazzei (R.M), Amsterdam

MANX TT (SATURN)

LAXEY COAST

Best Lap 0'52"84

Steve Lyth, Whitby

Best Race 2'43"80

Andy Beeching, East Sussex

TT COURSE

Best Lap 1'05"48

Andy Beeching, East Sussex

Best Race 3'19"36

Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR

Best Lap 0'52"84

Andy Beeching, East Sussex

Best Race 2'43"28

Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR

Best Lap 1'03"56

Andy Beeching, East Sussex

Best Race 3'18"72

Andy Beeching, East Sussex

VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode

Rank 1 17,031,100

Ryan Carline (RYE), The Master, Chester

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 26 Wins

Ryan Carline (RYE), The Master, Chester

7 Mins, Janet 62 Wins

Brian Lelas (B.L), Dublin

15 Mins, Janet 157 Wins

Brian Lelas (B.L), Dublin

CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack

Nathan White (NAT), London 0'07"915

Brian Lelas (B.L), Dublin

SONIC INTO DREAMS

Level and boss complete 4'01"226

Ryan Carline (RYE), Chester

NIGHTS (SATURN)

Puffy beaten with 104 remaining

Brian Lelas (B.L), Dublin

Reala beaten with 106 remaining

Brian Lelas (B.L), Dublin

Jackle beaten with 104 remaining

Ruverne Latchanna, South Africa

Wizeman beaten with 78 remaining

Nathan White (NAT), London

Gillwing beaten with 106 remaining

Brian Lelas (B.L), Dublin

Gulpo beaten with 107 remaining

Brian Lelas (B.L), Dublin

Clawz beaten with 100 remaining

Nathan White (NAT), London

678780 Points (Spring Valley)

James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)

Nathan White (NAT), London

565420 (Mystic Forest)

Nathan White (NAT), London

370 Link (Soft Museum 1)

Nathan White (NAT), London

426Link (Splash Garden 1)

Nathan White (NAT), London

379 Link (Frozen Bell 1)

Nathan White (NAT), London

826100 Points (Frozen Bell)

Nathan White (NAT), London

157040 (Twin Seeds)

Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)

Survival Mode (Level 8, Iori) 20'43

Yasuhiro Hunter (YAS), Oxford

Arcade Mode (Level 8) 3,564,200

Yasuhiro Hunter (YAS), Oxford

GOLDENEYE (NINTENDO 64)

FACILITY

9999 kills in 82 minutes

Luostarinen Tatu, Helsinki, Finland

Best time 1'46

Luostarinen Tatu, Helsinki, Finland

CONTROL

9999 kills in 93 minutes

Luostarinen Tatu, Helsinki, Finland

Best time 8'14

Luostarinen Tatu, Helsinki, Finland

BUNKER

9999 kills in 78 minutes

Luostarinen Tatu, Helsinki, Finland

Best time 3'41

Luostarinen Tatu, Helsinki, Finland

BUNKER 2

321 kills in 11 minutes

Luostarinen Tatu, Helsinki, Finland

Best time 5'21

Luostarinen Tatu, Helsinki, Finland

AZTEC

9999 kills in 108 minutes

Luostarinen Tatu, Helsinki, Finland

Best time 8'21

Luostarinen Tatu, Helsinki, Finland

LYLAT WARS (NINTENDO 64)

Cornea 205

Steven Hunt (STE), Cheshire

M.E. 359 **Michael Lai, Liverpool**

K.A. 221 **Michael Lai, Liverpool**

S.X. 240 **Michael Lai, Liverpool**

M.A. 166 **Michael Lai, Liverpool**

A.G. 347 **Michael Lai, Liverpool**

Venom 227 **Michael Lai, Liverpool**

Total Score 1839

Sami Somero, Finland

TUROK: DINOSAUR HUNTER (NINTENDO 64)

Training Mode 2'37

Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0

Andrew Densley (ACD), Bath

Princess Slide 16"1

James Vincent, Co. Kildare

Level 13 180 coins

Michael Lai, Liverpool

STAR WARS: SOTE (NINTENDO 64)

Mos Eisley and Beggars Canyon

3 minutes, 38 seconds

David Macfarlane (DSJ), Glasgow

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY

Best Lap 27"05

Tatu Luostarinen (TJL), Helsinki, Finland

Best Race 1'27"66

George Papapetrou (GEO), London

MOO MOO FARM

Best Lap 24"97

Suman Miah (SUM), London

Best Race 1'17"86

Zack Papapetrou (ZAK), London

KOOPA TROOPA BEACH

Best Lap 26"69

Paul Svensson (AAH), Sweden

Best Race 1'23"95

Paul Svensson (AAH), Sweden

KALIMARI DESERT

Best Lap 34"27

David Hines (EYE), Doncaster

Best Race 1'49"58

David Hines (EYE), Doncaster

TOAD'S TURNPIKE

Best Lap 30"10

David Hines (EYE), Doncaster

Best Race 1'36"48

David Hines (EYE), Doncaster

FRAPPE SNOWLAND

Best Lap 5"52

David Hines (EYE), Doncaster

Best Race 25"98

Marios Papapetrou (MAZ), London

CHOCO MOUNTAIN

Best Lap 24"81

Paul Svensson (AAH), Sweden

Best Race 1'21"63

George Papapetrou (GEO), London

MARIO RACEWAY

Best Lap 16"54

Paul Svensson (AAH), Sweden

Best Race 54"01

Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM

Best Lap 03"98

Tatu Luostarinen (TJL), Helsinki, Finland

Best Race 22"41

George Papapetrou (GEO), London

SHERBERT LAND

Best Lap 33"89

David Hines (EYE), Doncaster

Best Race 1'42"82

David Hines (EYE), Doncaster

ROYAL RACEWAY

Best Lap 34"33

David Hines (EYE), Doncaster

Best Race 1'47"38

David Hines (EYE), Doncaster

BOWSER'S CASTLE

Best Lap 38"42

George Papapetrou (GEO), London

Best Race 1'57"54

George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY

Best Lap 6"73

George Papapetrou (GEO), London

Best Race 38"74

David Hines (EYE), Doncaster

YOSHI VALLEY

Best Lap 9"33

Tatu Luostarinen (TJL), Helsinki, Finland

Best Race 1'14"62

David Hines (EYE), Doncaster

BANSHEE BOARDWALK

Best Lap 35"94

Paul Svensson (AAH), Sweden

Best Race 1'49"02

The Ultimate (TUL), The Netherlands

RAINBOW ROAD

Best Lap 1'17"98

David Hines (EYE), Doncaster

Best Race 3'57"47

David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK

Stunt Score 20873

James Vincent, Co. Kildare

SUNNY BEACH

Best Lap 0'20"869

Barry Morgan (BAD), Luton

Best Race 1'05"375

Stephen Wake, Doncaster

Stunt Score 18497

James Vincent, Co. Kildare

SUNSET BAY

Best Lap 0'21"171

Barry Morgan (BAD), Luton

Best Race 1'09"473

Barry Morgan (BAD), Luton

Stunt Score 20391

James Vincent, Co. Kildare

DRAKE LAKE

Best Lap 0'24"199

Stephen Wake, Doncaster

Best Race 1'15"326

Stephen Wake, Doncaster

Stunt Score 21203

James Vincent, Co. Kildare

MARINE FORTRESS

Best Lap 0'23"760

Chris Murphy (CHR), Manchester

Best Race 1'18"989

Chris Murphy (CHR), Manchester

Stunt Score 24621

James Vincent, Co. Kildare

PORT BLUE

Best Lap 0'28"286

Stephen Wake, Doncaster

Best Race 1'27"580

Stephen Wake, Doncaster

Stunt Score 37246

James Vincent, Co. Kildare

TWILIGHT CITY



drawinz Wot you dun

OVER 30
TURDS
GUARANTEED

Oi Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown on my pages.

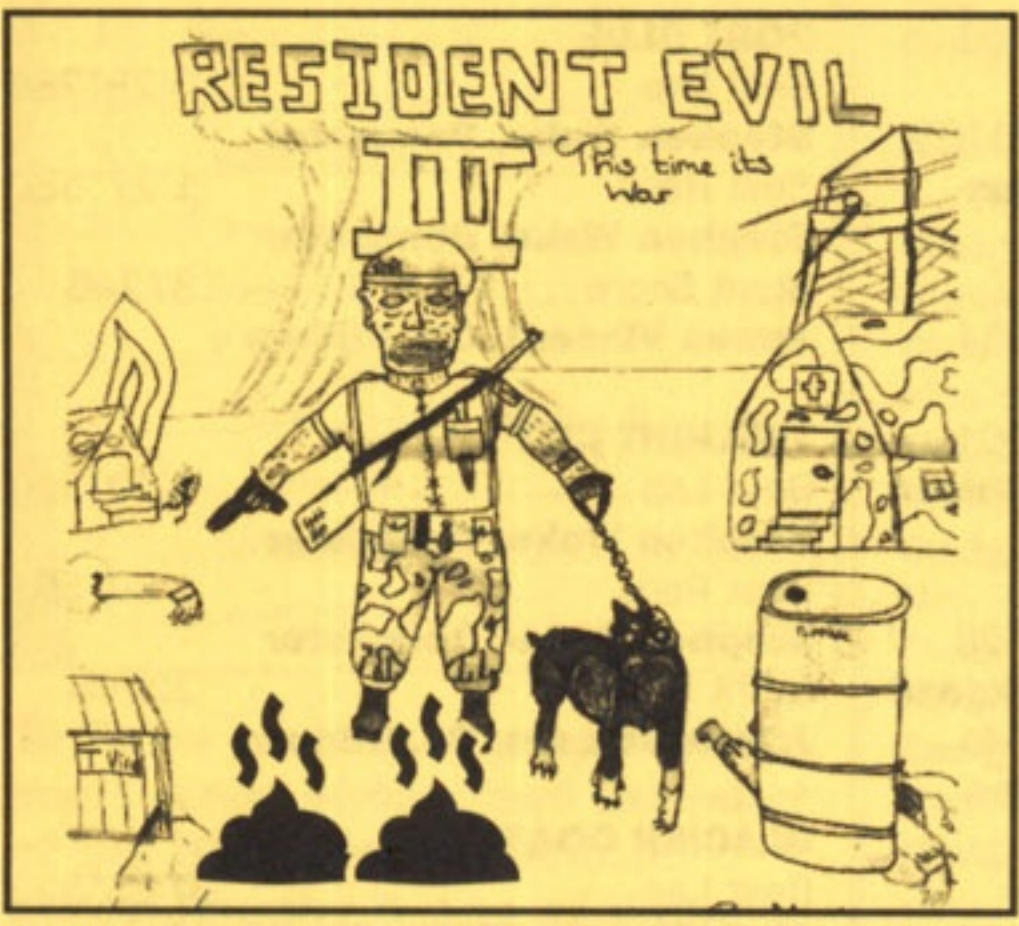
Right! No more Croc, Worms, Kids' games, Crash Bandicoot, big heads characters, Star Wars, Klawd or Zool. Especially Zool.

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!**

I know what you're all saying, after last month's epic 21st Anniversary edition of Drawinz, this month can only be a disappointment. Shut your filthy mouth! That just isn't true. This month's drawinz are better than ever. Stripped down to black and white for ease of viewing.



Now, I know I said before that I wanted pictures of sequels but I've changed my mind, in fact they're banned. Mark Griffiths.



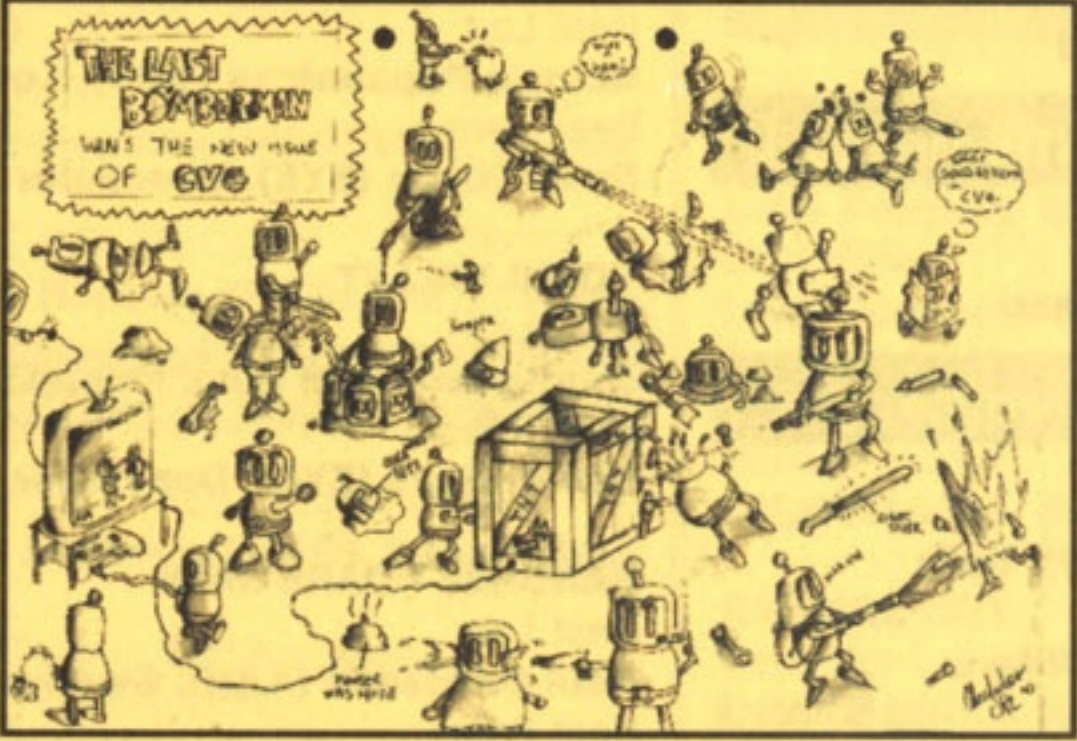
Cool montage, this is just good clean fun. Well done Tom Arnesveen, have some turds (and some bones) for fun.



Action, action, action... eh... where's the action? This is boring Richard Pierce.



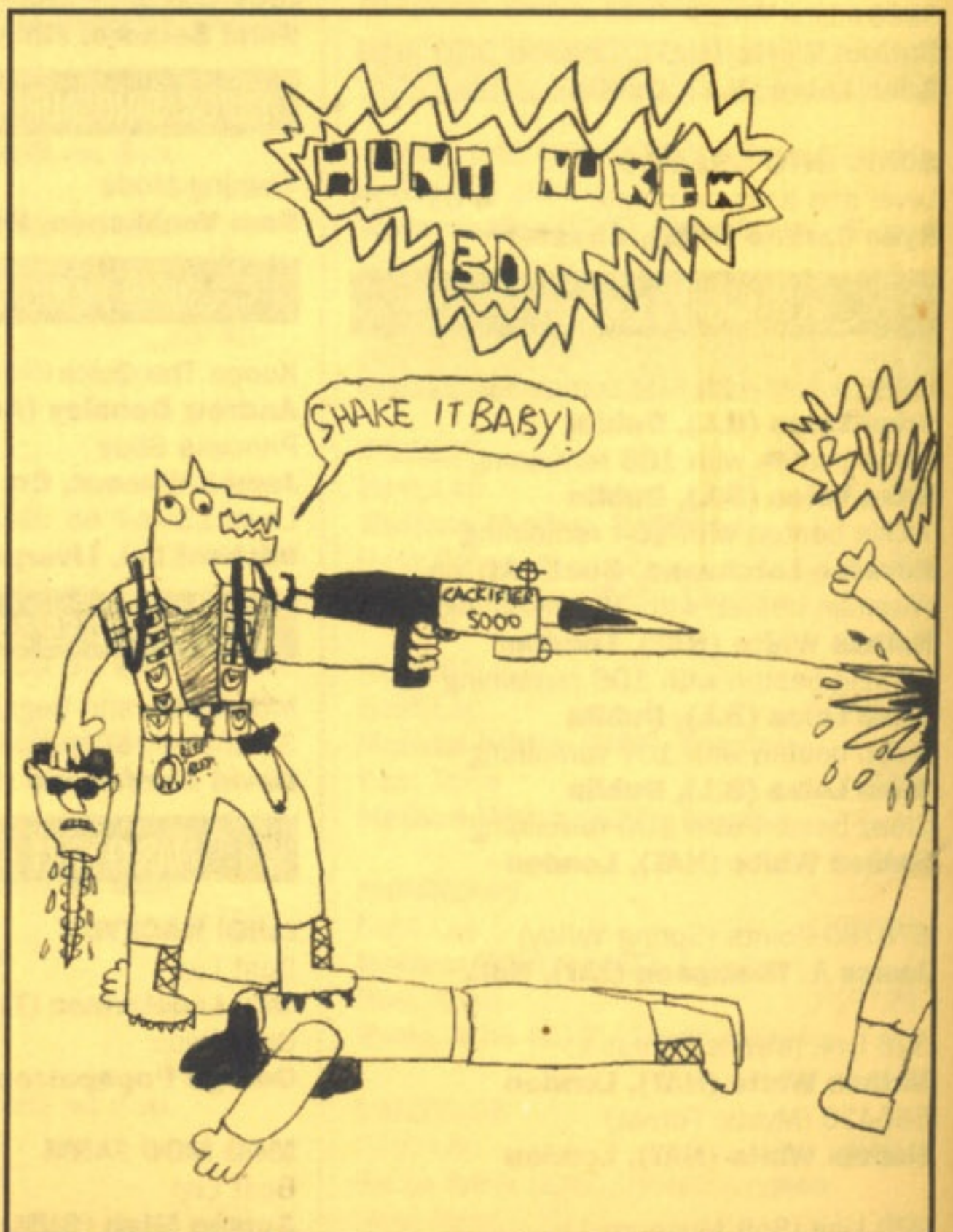
Aki Sahlman from Finland shows us his favourite members of CVG. What a crazy loon.



Blooming heck! This must have taken ages, cheers Oliver Loder.



Ehhh... what's going on? I just don't understand. And I don't really care! Thomas Bristow.



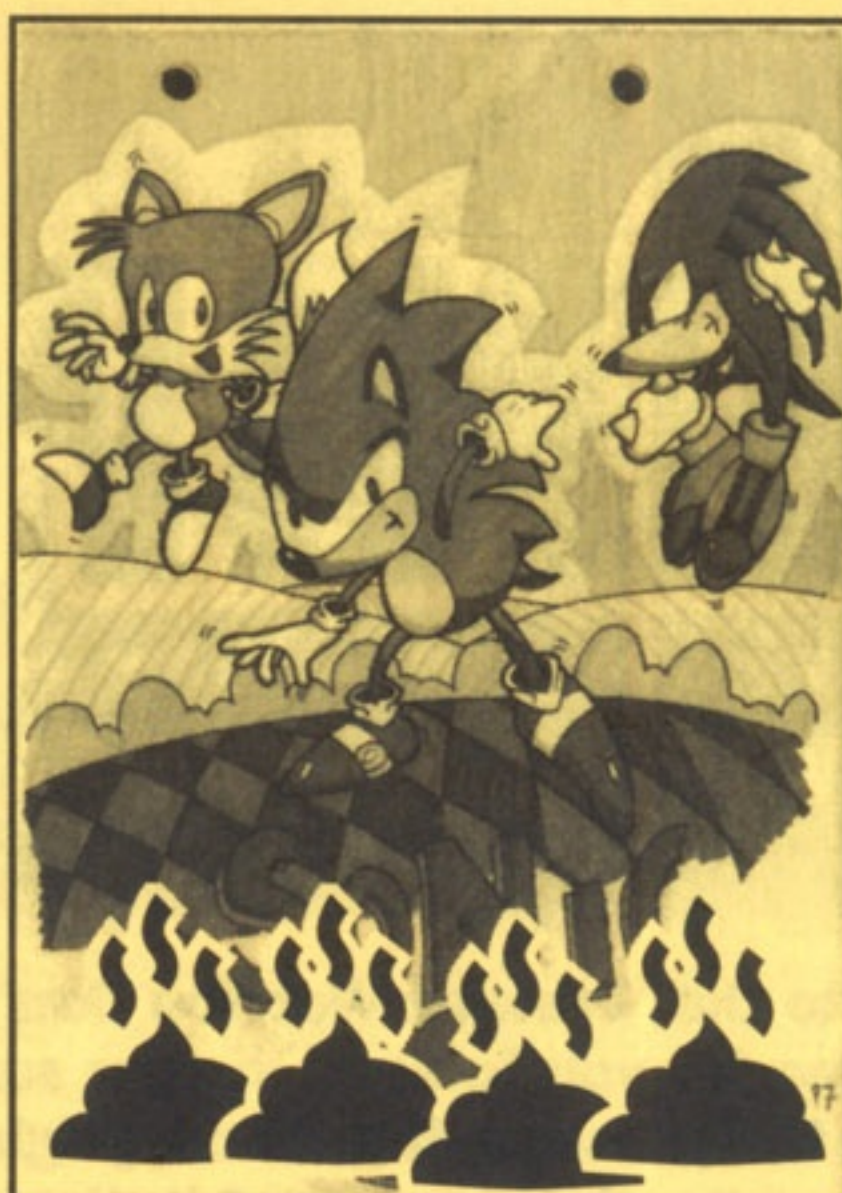
Plenty of white space here. Hmmm, I wonder what I could put in there? Cheers Chris Waldon.

drawinz wot you dun

FREEPLAY



Ⓢ Capcom's Final Fight Alpha 2D: This is more like it, send in stuff you would like to see, not just Tekken 4 and Croc 5. Thanks Jimbob.



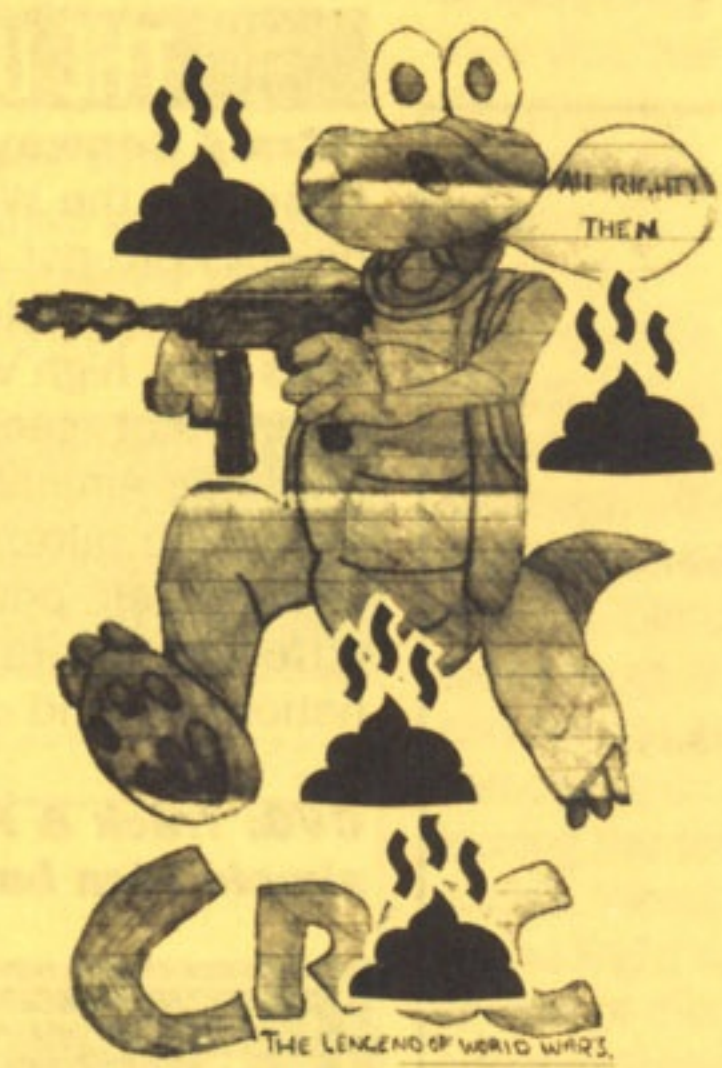
Ⓢ Wow! It's Sonic and his friends! Thanks a lot Ivor Nonamonbak.



Ⓢ Yeah! Nice! No need to put your name on twice Kelly Paul.



Ⓢ PaRappa is getting boring, but Zombies are cool. I'm gonna give you turds anyway. Zac Howarth.



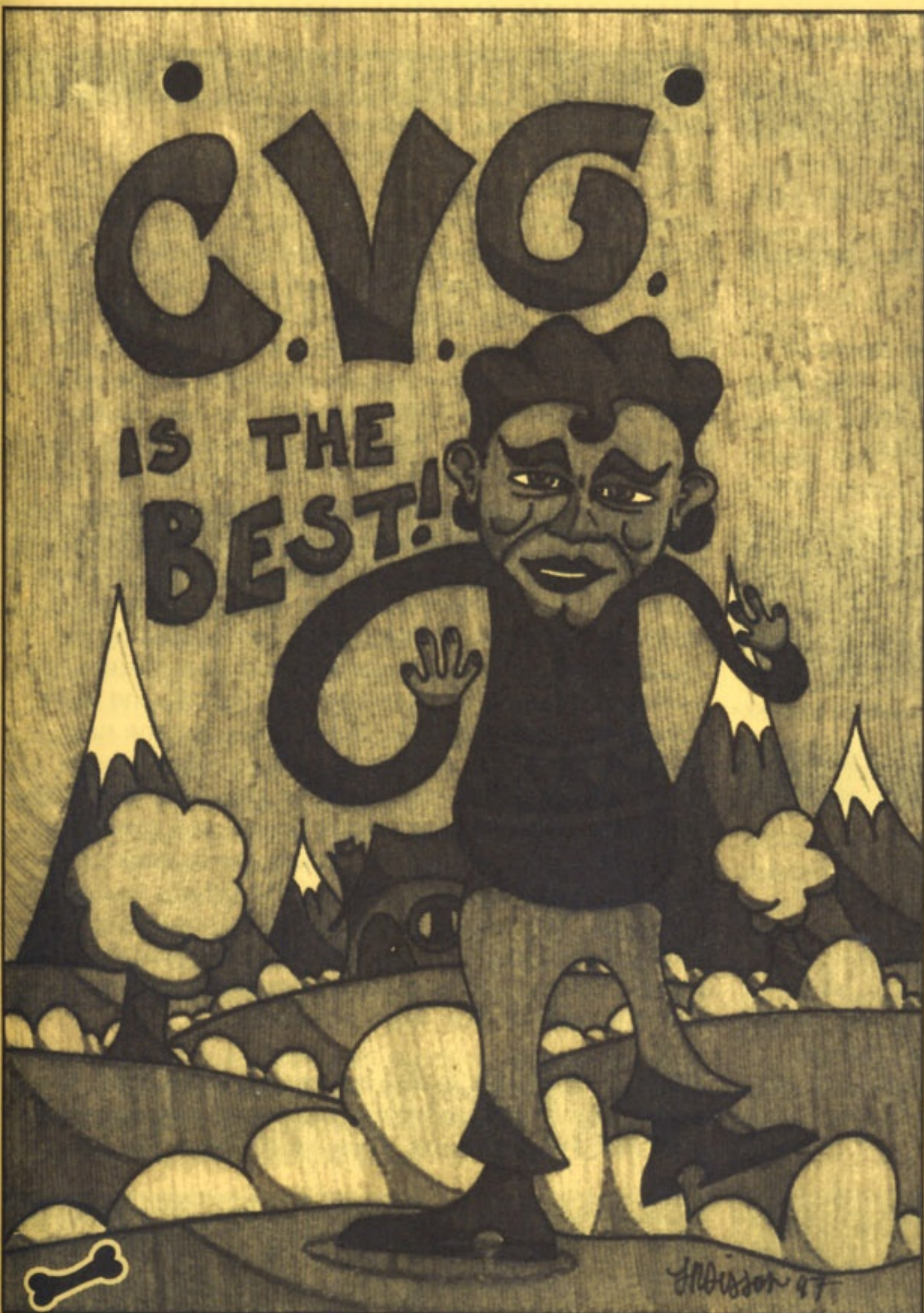
Ⓢ Boring, banned and rubbish. Three reasons to receive four turds, Jonathon Smith.



Ⓢ Boring pose, dodgy eyes, stupid idea, Crash Bandicoot, four reasons for five turds, well done Rafael Kent.



Ⓢ Ehhh... didn't we have this exact idea last month? I think so. Three turds for you! Lain Dornan.



Ⓢ You're damned right brother! Put your name on the back next time though or I'll come round and bite off your long bendy arm.



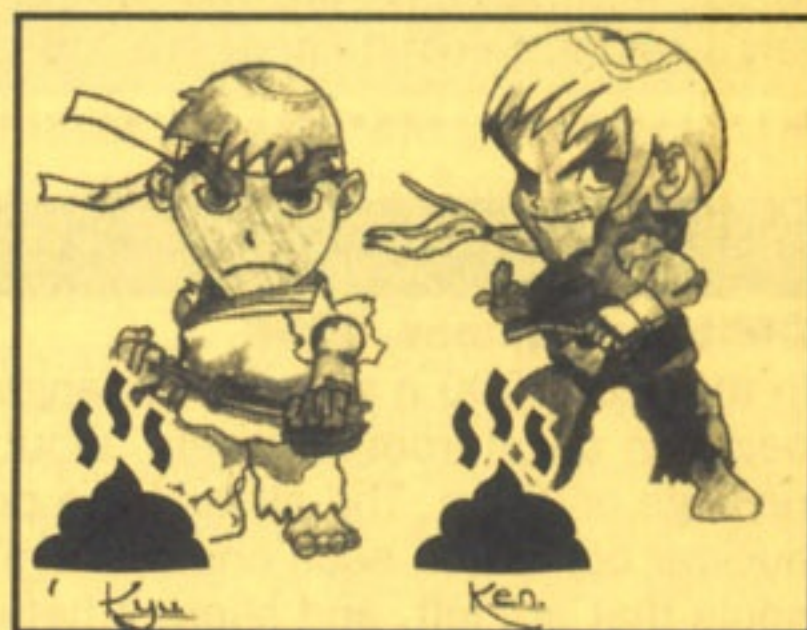
Ⓢ Wow, original artwork for a change! Thanks Mrs Forgotoname.



Ⓢ What is it? It's good, but what is it? Thanks Than Cong Nguyen.



Ⓢ ZZ ZZ zzz zzz. George Bates.



Ⓢ Ryu and Ken. Alex Zaffiro.

Send 'em in to:

drawinz
wot you dun

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'

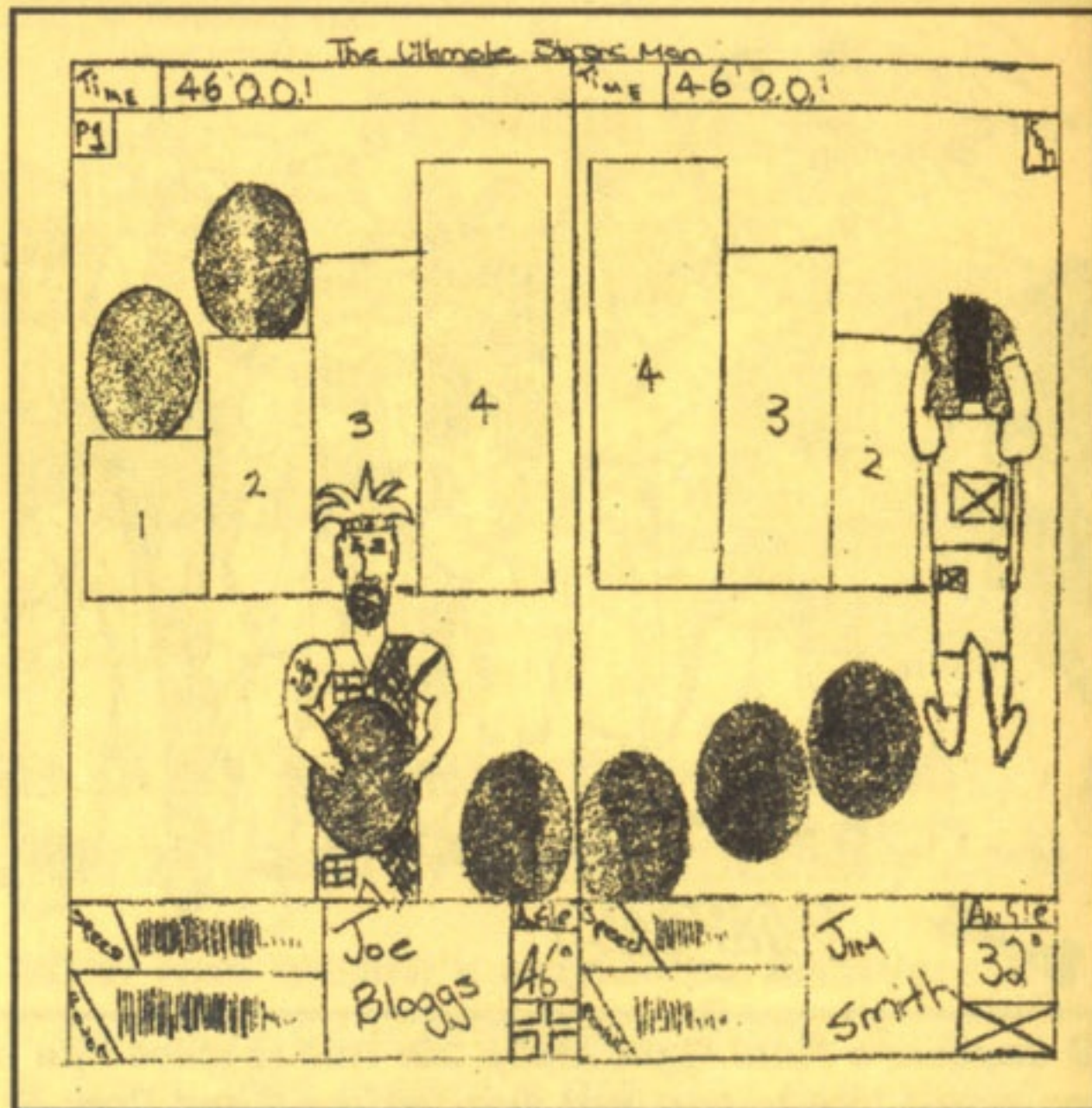
drawinz
wot you dun

FREEPLAY

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Welcome once again to the 'Drawinz Wot You Dun' companion piece. This is the area for you to send in your suggestions of cool game ideas. In the process, it gets copyrighted to you, and if anyone wants to make a 'real' game out of it, they have to pay you bucketfuls of moolah. Remember to keep your ideas fairly short (around 250 words) and include a 'screenshot', and please stop sending in the *Resident Evil* rip-offs. We prefer original ideas!



THE ULTIMATE STRONGMAN

©Craig Conway, Wirral, 1998

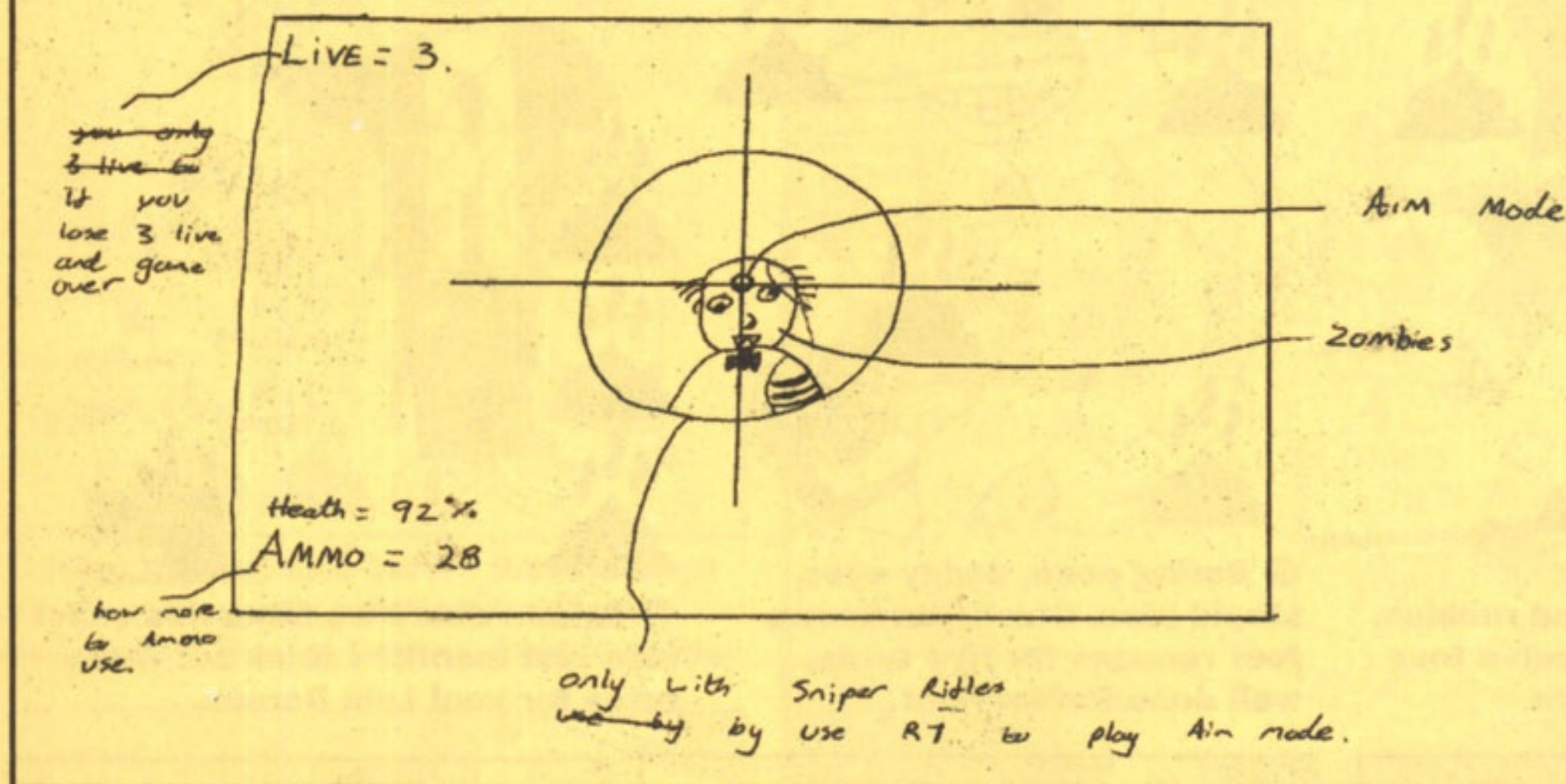
Based on the World's Strongest Man tournament. The object is to get more points than rival competitors. The events would include truck-pulling, throwing beer kegs over high walls, running with boulders, hoisting casino slot machines and lots more. The controls would be similar to an athletics game, where you have to tap the buttons really fast to gain speed. You also have to gain power, and get the angle right for the different events. You can choose your strong man's nationality and call him what you want.

CVG: Track & Field with a strong man twist, a simple idea but a good one.

RATING



DAWN OF THE DEAD



DAWN OF THE DEAD

©George Romero, but whoever sent this in forgot their name.* My game called "Dawn of the dead." It is like *Resident Evil* but different zombies and gun and you can drive truck and car. You can control Roger or peter. they can use shotgun and Sniper rifles and pistols and AA33. Also get food for max health and Ammo from gun shop. You can killed zombies and Joyrider Anytime you want but you must find some way to get out in mall full of zombies this game might last 70 hour to complete this super game. three cheat for game. first cheat are you control any Joyrider. Second cheat are you

will never die. third cheat are you can use chain-gun! this will beat *Resident Evil 2*. You can use memory card to save this game.

***This letter has been reprinted verbatim - because it's funnier like that.**

CVG: While there is no doubt the movie *Dawn of the Dead* would make an excellent game. This idea has been hastily put together. Oh, and don't eat cheese before you go to bed. CVG against illiteracy, yeah!

RATING



SOLAR SYSTEM EMPIRES

©Adam Sharples, Preston, 1998

You are a god and are given a solar system to run. First you select how many planets and moons you want. Once you have the basic layout, you can start to customise each world. You need to decide on the size of planets, and where in relation to the sun it will lie. After this you can start to place tectonic plates, which will create volcanoes etc. These will in turn provide your planet with some natural disasters. Once all the land contours have been adjusted you can decide if you want life to grow there. Time passes faster than in *Sim City*, so you can see how your followers are doing in the evolution stakes. Some planets have fast evolving creatures, which will soon be travelling around the solar system in space ships. The population have to gain a certain number of points before advancing a stage in evolution. These points can be lost by not dealing with natural disasters. Once your system has evolved, you gain more experience points, and more things become available. Worm holes are the next step, allowing your people to venture into new systems. This process allows you to gain control of bigger systems. Once you have more power, you can battle other gods. Evil worm holes allow you to suck opponents' planets into your part of the galaxy, to claim as your own. The overall aim is to nurture your people into a formidable race, so you can take over the galaxy. Special editions could also be made, featuring the *Star Trek* or *Star Wars* universes.

CVG: This shows great potential. Plus, with the coverage it will get from outraged astronomers and religious groups, this would be a big hit.

RATING



HELL'S ANGELS

©Mitchell Games, 1998

In the year 2000 a colony of strange aliens will devour 99% of the earth's population. You, being an angel from Hell were about to take all their souls before the aliens came. You plot revenge on them. The aliens have posted 37 bases all around the world. It's up to you to place nuclear bombs on each one of them. After that you must find the one percent of the human souls that are left, and share it between your clan. But the story isn't over yet, a boss alien has already started to rip your comrades apart. You must hunt it down and battle it until he's been destroyed, and that's the ending of *Hell's Angels*. It's a 3D platform, a cross between *Resident Evil* and *Duke Nukem*. You can also choose from 2D to 3D, close-up or long-shot. You can make it into a *Doom* clone too. A lot of choices eh? If you want to you have control of what he says.

CVG: Too much sugar on your cereal? We didn't know you could have an angel from Hell. What next? Devils from Heaven?

RATING



VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

PREVIEW

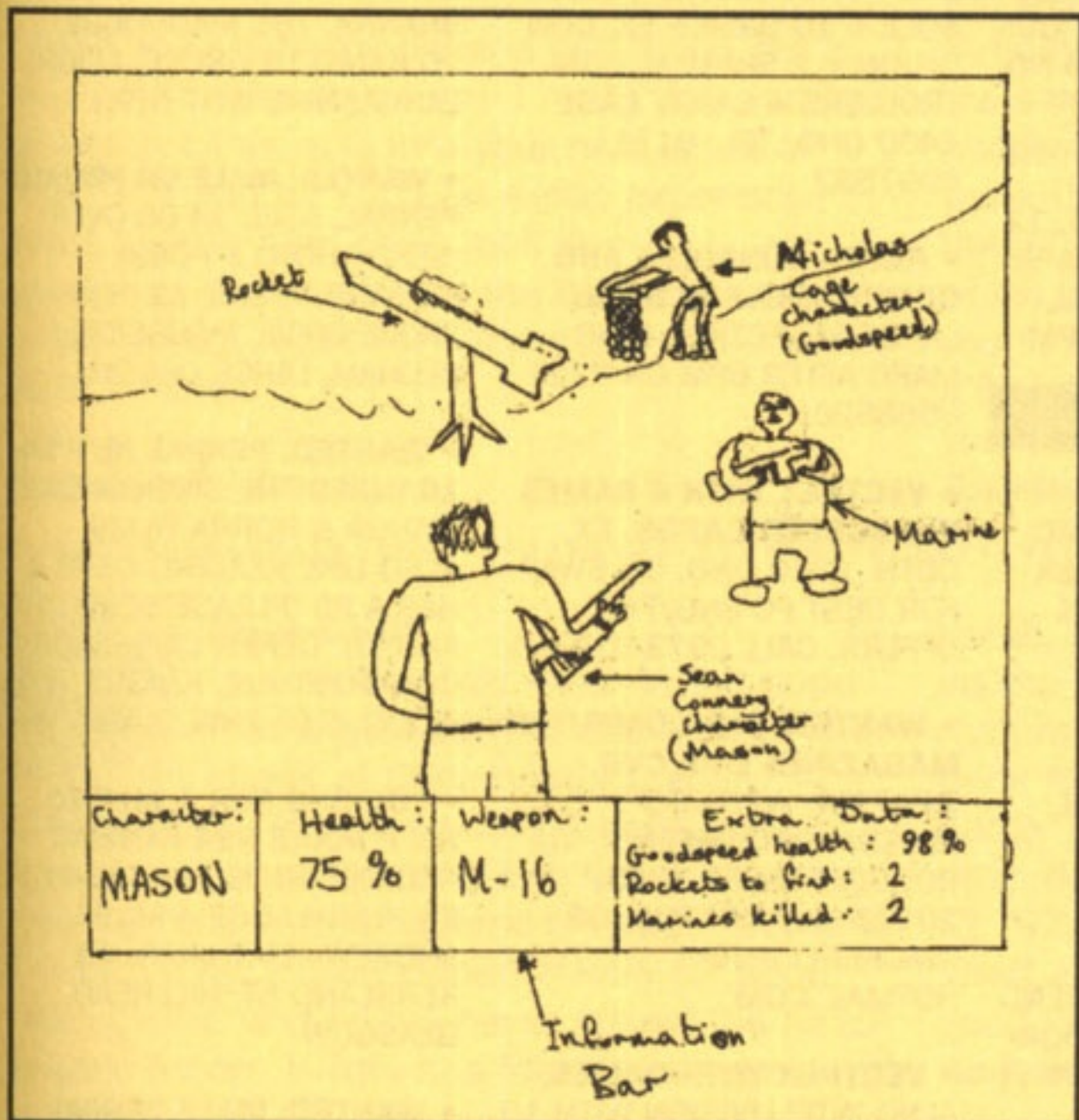
CHAMPION CHAIRMAN 2

©Leon Auger Games Ltd, 1998

This game is like a football management title, except here you are the chairman. As the chairman and owner of the club, you have to make a lot of decisions based on the following – how much cash you give to the manager to buy players, if your team is doing crap, what to do, eg. sack the manager, stadium changes, club shops opening and lots more. You can choose any team to own in Europe, with the main idea to make a huge profit, and for your decisions to make the team do well. If you don't succeed, and go into money problems, you will be forced to sell up! You can block any transfer deals you don't approve of, whether it's players coming in that are not worth it, or players being sold for less than they are worth. You must keep fans happy by making decisions on ticket prices and club shops etc. You might also have to sack players if they take drugs etc. When an important player signs for the club, you must hold a press conference. Using a keyboard you can type in answers to press questions. What you say will appear in the papers the next day. The chairman is controlled by moving a character around the club. You can talk to people, read the paper, anything!

CVG: Hmm, it doesn't offer much more than Championship Manager 2, and you miss out on all the team tactics, and player selection. How much fun is holding a press conference anyway?

RATING



THE ROCK

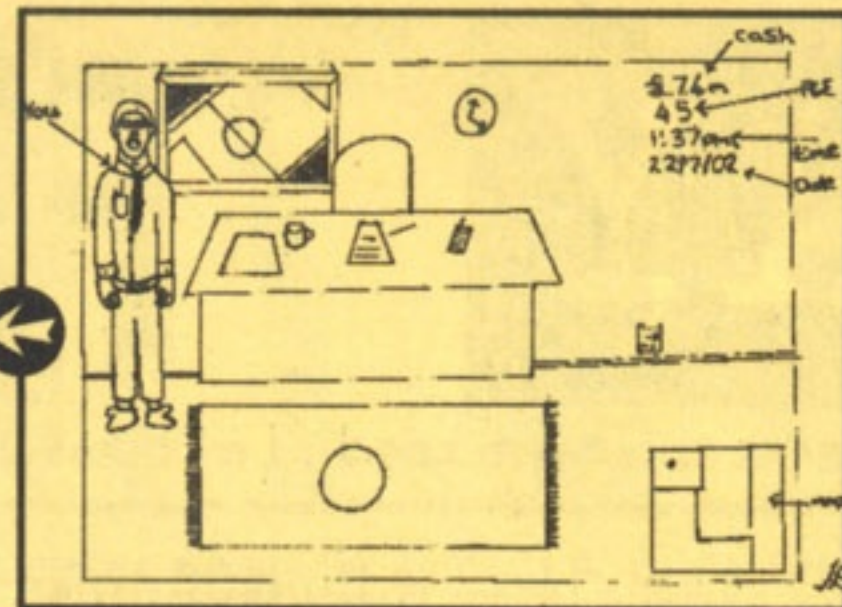
Suggested by Asa Green, Northampton, 1998

©Hollywood Pictures

This game follows the plot of the film. You have a choice between two characters, Mason (Sean Connery) and Goodspeed (Nicolas Cage). The game is a third-person perspective shoot 'em up. If you choose Mason you must protect Goodspeed from the marines. If on the other-hand, you choose Goodspeed, you must run around Alcatraz diffusing rockets and avoiding the marines. To add to the game, I would include a cheat mode where you could play as the general and control the marines, you could execute hostages and control the rockets. The weapons on offer would be like the film, with an array of hand and machine guns.

CVG: The movie would have made a cool game, but you left out that awesome car chase. Other movies we'd liked to have seen turned into games are Heat, Casino, Con Air and Face/Off.

RATING



HEAVEN'S DEVILS

©Irie Productions, 1998

The ultimate Command & Conquer clone, where angels and devils battle it out for control of Heaven and Hell, and the souls of Earth. Choose to play as the army of God, or the legions of the Devil. The devils are more powerful, and have a higher range of technology at their disposal. Weapons to research are: Millennium Fever, this causes serial killings and cult suicides; Satanic

Message which spreads the word of the devil to the cerebrally challenged; and The Worshipper, which causes teens to go on kill frenzy rampages, and human sacrifice. The army of God can call upon more troops, but are lacking the technological advancements. Weapons to research are the Divine Right of Kings, this gives you control of the more important stronger souls of Earth. Near Death Experience which confirms peoples belief, and is the angel's equivalent of Satanic Message. Finally the Divine Light. This is a tower that must be constructed, that converts the souls of any devils that are caught in its beam. Whereas most C&C games require you to mine ore, for funds in Heaven's Devils you must build up the belief meter. The more souls on Earth that worship you, give you more funds to control. Both armies can create natural disasters, these can give you an influx of fresh troops.

CVG: One word: Populous. If certain elements were toned down, this may stand a chance of being released, but expect a tabloid backlash for your troubles.



DEATH MACHINE 2099

©Daniel Cartwright, Lincoln, 1998

The year is 2099, humans are under threat from the death machines. Once they wipe out the human race, they plan to clone everyone. The humans have successfully reprogrammed a death machine and modified it, by putting every gun known to man and machine on it. It has been dropped off in Centurion Central (the death machines' base). Your objective is to destroy all the other death machines, as well as little creatures you meet along the way, plus blow up the cloning machine. This game would be put on the PlayStation, and there would be a two player split-screen option.



CVG: Why do the death machines want to kill everyone and then clone them? If it's a slave thing, why not keep them alive in the first place? Where did they come from anyway? This sounds very similar to loads of other games out there. Try harder next time.

RATING



DEVIL'S LAND

©Lance Johnston, 1998

This game is based on Earth and the Devil's world. You must run around shooting, solving puzzles, and summon devils when you kill them. What I'm trying to say is you are running around worlds shooting vampires, gargoyles, beasts, demons, monsters and gremlins. Using weapons like shotguns, ice bombs, missiles and pistols. But that's not it! Over 30 action-packed levels, chasing enemies on motorbikes and hovercrafts. This should be game of the month.



CVG: Er... no it shouldn't. We don't have a 'Game of the Month' award. Top marks for enthusiasm.

RATING



TOMB RACER

©Jack Wilkinson Productions, Liverpool, 1997-98

In Tomb Racer you must race against other adventurers through Tomb Raider style locations. Complete with death-defying jumps and boulders. It maintains a puzzle element as you must find keys to open doors etc. You can also set traps for your opponents such as swinging axes and landslides that force them to take detours.

There are animals on every level which can only be defeated by locating a weapon, or luring them into a trap. There are levels which are set underwater, plus airborne ones where you use a hanglider. There are 30 different adventurers to choose from, plus two secret characters: Lara Croft and Pierre. If you finish first in each tomb, then other vehicles become

available, including a motorbike and helicopter. Weapons like the rocket launcher are too heavy to jump with, so you must use it, or destroy it so other adventurers can't use it, before you attempt a jump. Or you could drop it off a ledge and crush an adventurer below. Some ledges crumble if too much weight is put on them. There are many modes including marathon where all 32 adventurers compete at once, plus hunting season where you must try and kill as many animals as you can. In addition traps can be switched on or off.

CVG: Diddy Kong Racing has kind of beaten you to the racing adventure, but this is still a cool idea, and Lara did ride a couple of vehicles in her last game. Who knows?

RATING



WELLSHOT

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREVIEW

FREEPLAY

FREE ADS

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PEN PALS

- **WANTED: M OR F PEN-PALS 10-12** LIKE CONSOLE GAMES, READING & WATCHING FILMS. WRITE TO MICHAEL CROSBY, 163 GORSEWAY, RUSH GREEN, ROMFORD, ESSEX RM7 0SA
- **WANTED: FEMALE BABE PENPAL**, I'M AGED 14 LIKE FOOTBALL & COMPUTERS, I'M CALLED DAVID BERRY. REPLY TO 14 BRADLEY AVE, SHIREHAMPTON, BRISTOL BS11 9SL (PHOTO PLEASE)
- **FEMALE PENPAL WANTED. AGED 13-16**. WRITE TO DAVE FRYER, 133 HAREPATH RD, SEATON, DEVON, EX12 2EU
- **PENPALS WANTED 25+ FOR LANCASHIRE LASS WITH PC**. WRITE TO JULIA BRANNA, THE MADHOUSE, 20 KENNETH GROVE, LEIGH, LANCASHIRE WN7 5BX
- **WANTED: MALE OR FEMALE PENPAL**, AGED 14 OR OVER (SEND PHOTO IF POSS). RICHARD TAYLOR, 12 PEM-BROKE DRIVE, MOORSIDE, OLDHAM, LANCS OL4 2LU
- **WANTED: PENPAL M/F 14-16**, LIKES THE SIMPSONS, MANGA & HORRA FILMS. ALSO LIKE READING C&VG & HAS A PS (PLEASE SEND PHOTO). DEREK CAIRNS, 39 COANFOOT AVE, KNIGHTWOOD, G13 7NW GLASGOW
- **LOOKING FOR A M/F TO HELP MAKE N64 FANZINE** AND DESIGN GAME. COMPUT-ER KNOWLEDGE A MUST. ANDREW PLIATSIKAS, 40 KERSLAND ST, HILLHEAD, GLASGOW
- **WANTED: MALE PENPAL AGED 12**. WRITE TO THOMAS BOOTH, 169 HUDRAKE HASLINGDEN, ROSSENDALE, LANCS BB4 5AL
- **WANTED: 14-15 YEAR OLD MALE PENPAL**, GSOH NEED-ED, INTO MANGA, ANY MACHINE/GAMES & HAVING FUN, REPLY GUARANTEED. SAMMI WHARMBY, 8 CONIS-TON AVE, QUEENSBURY, BRADFORD, W.YORK BD13 2JD
- **WANTED: FEMALE PENPAL AGED 14-16**. LIKES COMPUT-ERS & PARTYING. WRITE TO CARL HOLDING, 13 COLLINS TERR, MARYPORT, CUMBRIA CA15 8DL (PLEASE SEND PHOTO)
- **WANTED: FEMALE PENPAL AGED 16-18**, MUST BE MEN-TAL ABOUT GAMES, PLEASE SEND PHOTO, WILL REPLY. WRITE TO CHRIS WONDER-LIN, 7 LANGIDALE OVAL, TRIMDON COLLIREY, CO DURHAM T529 GLG
- **WANTED: GOOD HANDWRITING**. OTHERWISE WE CAN'T READ YOUR FREE ADS.

FREE ADS
FREEPLAY

FREEPLAY FAN



The section where you get to wax lyrical about your gaming loves and loathes. Every letter that passes the CVG 'interesting' test gets printed on this page exactly as we receive it. That of course means all of the spelling mistakes. Why? - because this is your section, and - because it's funny.



Dear Alex,

I just wanted to thank you for your excellent review of the superb game called *Castlevania Symphony of the Night*. I believe it's even better than *Mario 64* (I have both N64 and Playstation) and games like *TombraiderII* and *FinalfantasyVII*. The sound is superior and the game feeling brings back memories of the old days when you woke seven in the morning just to get up and play your favourite game for the rest of that day. The graphics may be a little bit oldschool (in my opinion it's perfect) but with all the effects brought to you by the simple graphic it just feels so right. I really hope Konami release a sequel to this game before the N64 version is finished (I don't think it will be as good as this Playstation masterpiece though). Games like this suppose to be on 3 cd's, not the ones like *FinalfantasyVII* (don't misunderstand me, *FFVII* is a VERY good game too but...).

I hope you share my opinion and if you are a nice gay (I believe you are- I really do!) can you please put this mail into your next issue of CVG? It would be such an exotic experience being able to read ones mail in a great mag like yours (it's the best games mag in the world)! A not very important mail from A REAL VIKING!

Anton Vajk- Sweden



Dear CVG,

I'm in love... yes in love for the first time! Why, because K-K-K-King of *Fighters '97* on the arcades where I had a chance to play the game of all games... (goes on about how his local arcade just got KOF'97)... I found myself too obsessed with the damn game. When the arcades were about to close, I was going to smash the arcade owners face in. He closed the machines down as I was playing. He threw me flying out the shop. Out of all the 2D fighting games, I've never seen so much action packed moves. I'm sorry to say this but *KOF'97* is better than all the *Street Fighters* I've played on arcade, and has just lost its' number one title on my favourite games list of all time, for *KOF'97*. Not forgetting I've played and competed *KOF '94, 95, 96* and amazingly '97. From all the 2D fighting games, I think and recommend that *KOF'97* is the best that money can entertain you with ... (goes on for about 5 more pages, just saying the same stuff, but the handwriting becomes a lot worse)... Not mentioning the 27 bloody fighters, which is too much for you to cope with, it'll make you flood your pants!

Sandeep



Dear CVG,

I am writing this letter in the hope that it gets printed and read by the chaps at Codemasters, sorry Codemasters, Psygnosis and Kemco, plus loads of other companies who insist on doing their two player modes head-to-head - because it's so boring. I have owned *V-Rally* for about two months, and I have never played the head-to-head mode. *V-Rally* has loads of trackside

detail, stunning graphics and four cars on the track. Ok, I don't expect *Touring Cars* to feature 16 cars and split-screen, but I don't think five is too much. Especially as there is hardly any trackside detail, plus it's already been done by Infogrames, the same goes for *F1 '97*. Finally I would like to ask you is *Grand Theft Auto* really that good? It sounds like a good idea, but the graphics seem a bit poor.

Andrew Spirotes

FREEPLAY FANZINES

ENTER THE EXCITING WORLD OF READERS FANZINES!



The awesome ZX Files issue 5. £2.50 with a cover tape or PC disk or 1.75. Paul White, 8 Beechwood Rise, Wetherby, W. Yorkshire LS22 7QT



Pulse a good 'zine, though there's too many press releases in it at the moment. 60 pages for £1.50. 54 Laburnum Rd, Strood, Kent ME2 2JZ



The January issue of Retro Classix available now. Send £2.50 to G Howden, c/o Retro Classix, 4 Chatterton Ave, Lincoln LN1 3TB



A new 'zine dedicated to the world of Nintendo. £2 to J Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks HP10 9ND

HOW TO MAKE YOUR OWN TIME CRISIS PEDAL

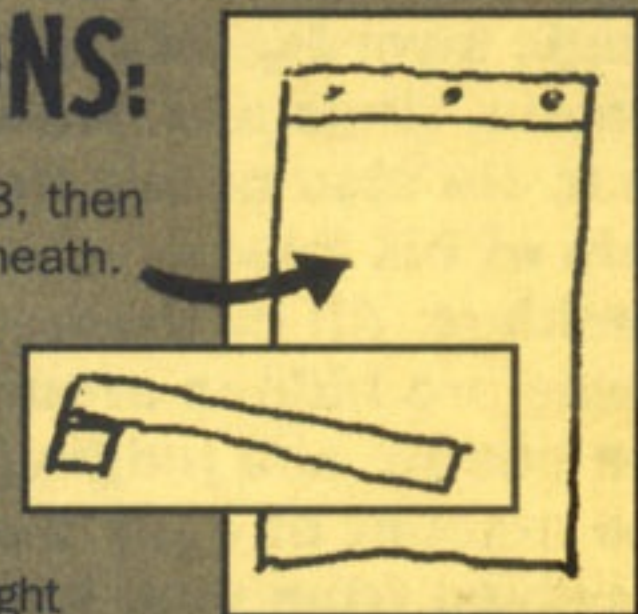
BY N. POOH

You will need:

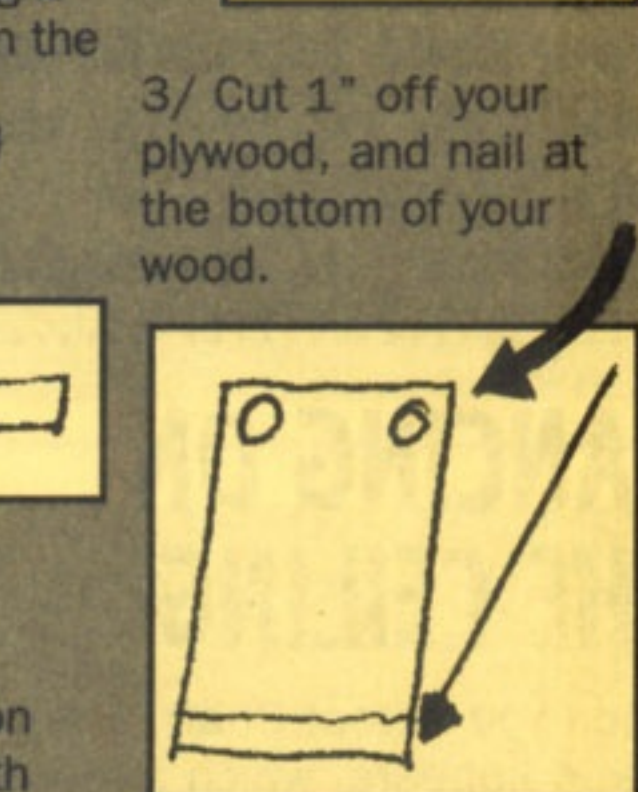
- 15" x 8" One inch thick piece of wood. Pinched from a building site, but you could ask first.
- 14" x 8" Plywood 1/4" thick.
- Small plastic tube (I used a till roll tube)
- 2 springs 1 1/2" high
- 2 hinges
- A few nails.
- 5 screws
- A small round eraser
- A small piece of round wood (must fit in plastic tube)

INSTRUCTIONS:

1/ Cut 1" off the 15 x 8, then nail the 1" piece underneath.

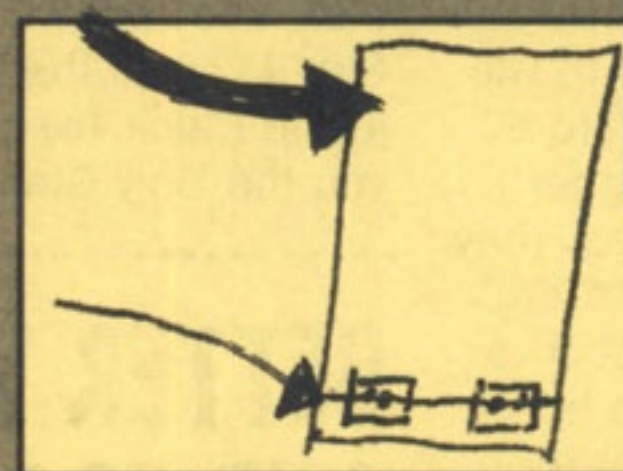


2/ Drill a hole the same size as your tube in your wood, but don't go all the way through. Cut your tube in half, on a slight angle. Then place them in the holes with the springs.



3/ Cut 1" off your plywood, and nail at the bottom of your wood.

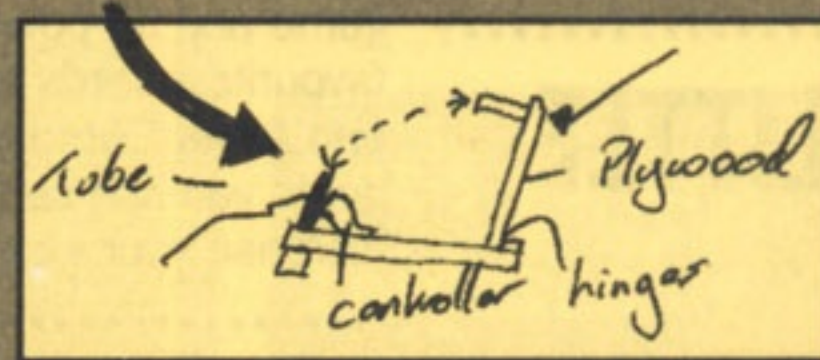
4/ Place your plywood on top and fasten down with the two hinges. Make sure you leave a small gap.



5/ Put your controller underneath.



6/ Cut 2 1/2" off your round wood, place them on top of the springs in your tubes, then very carefully mark your plywood, then drill a hole. Screw the round pieces of wood to the plywood.



7/ Now push it back together. You may need to cut some more off the round wood.
8/ Mark underneath of plywood where the X button is, then screw your eraser to it. You only need a small gap between your X button and the eraser.
9/ Now you should have a pedal for *Time Crisis!*

FREEPLAY FAN

FREEPLAY

Castlevania

PLAYERS GUIDE A CRASH COURSE IN BECOMING THE ULTIMATE VAMPIRE

PLAYER'S GUIDE

Castlevania

FREEPLAY

Castlevania hero, Alucard, is a capable fella. Storming through the castle looking to defeat Count Dracula, he battles monsters of all shapes and sizes. But pure strength won't be enough in the final battle, he needs his magic swords, shields, armour, rings and head-gear. He also needs the help of his friends - the familiars. All of these items are hidden around the castle, and judging by the amount of calls we received from you, some are a little too difficult to find. Now we reveal the dark secrets of *The Symphony of the Night*.



DANCING ON THE CEILING

When you defeat Shaft, a second castle appears, which is really the first castle turned upside down. This time, the librarian won't give you the map, but all the rooms and all the secrets are still in the same place as they were before. The enemies are much tougher and when you defeat bosses, they will leave you different parts of Dracula. You need to collect 5 to defeat the Count (an eye, a bone, a heart, a ring and a tooth). By going back into the tower (pictured **(A)** on opposite page) and by pressing and holding directional buttons up and down + X button you can switch between the inverted and normal castle.

SANTA'S LITTLE HELPERS

There are five Familiars to find in the castle. Fairy **(5)**, will restore your health points and break curses. Ghost **(6)**, sword **(7)** and bat **(8)** will help you fight enemies and demon **(9)** will also press hard to reach switches for you.

RICHTER BELMONT - GOOD BLOKE!

Richter is a good guy, but the evil priest Shaft has put him under his spell. He controls Richter with a green ball flying above Richter's head. You need special Holy Glasses to be able to see this ball. If you go into the room and defeat Richter without these, the game will end. So how to obtain the Glasses? You need the Gold Ring **(1)** and the Silver Ring **(2)** and wear them together in the Clock Tower. Enter the chamber and Maria will give you the Holy Glasses **(3)**.

BETTER WEAPONS AND PROTECTION

The equipment screen pretty much tells you what weapons you have. Keep your eyes open for the Ring of Arés (you can find it in the Catacombs), it will increase your strength drastically. Walk Mail is good, you get it quite early in the game and its power grows as you cover more ground. Our favourite swords are Dark Sword, because it's powerful and Jewel Sword because it turns enemy damage into gems you can sell to the librarian. Wearing rings which increase your luck will make more items appear.

SPIKE-BUSTING ARMOUR

You need this armour to get through to the room with the Silver Ring. In the underground canals, get the skeleton carrying the barrel to drop it on the wooden plank. This will take you into a whole new area. You can get Spike-Busting armour **(4)** only if you possess bat's sonar.

| | |
|--------------|------------|
| Succubus | No. 93 |
| LV 25 HP 666 | Strong VS. |
| | DRK |
| | Immune |
| | None |
| | Weak VS. |
| | None |
| | Absorb |
| | None |
| | Drop Items |
| | None |
| | None |
| | Exp 2000 |

Female demon.
Invades men's dreams.

Ⓜ This is Succubus. She turns into Alucard's mother and gives you the gold ring when defeated.

SUPER-JUMPING

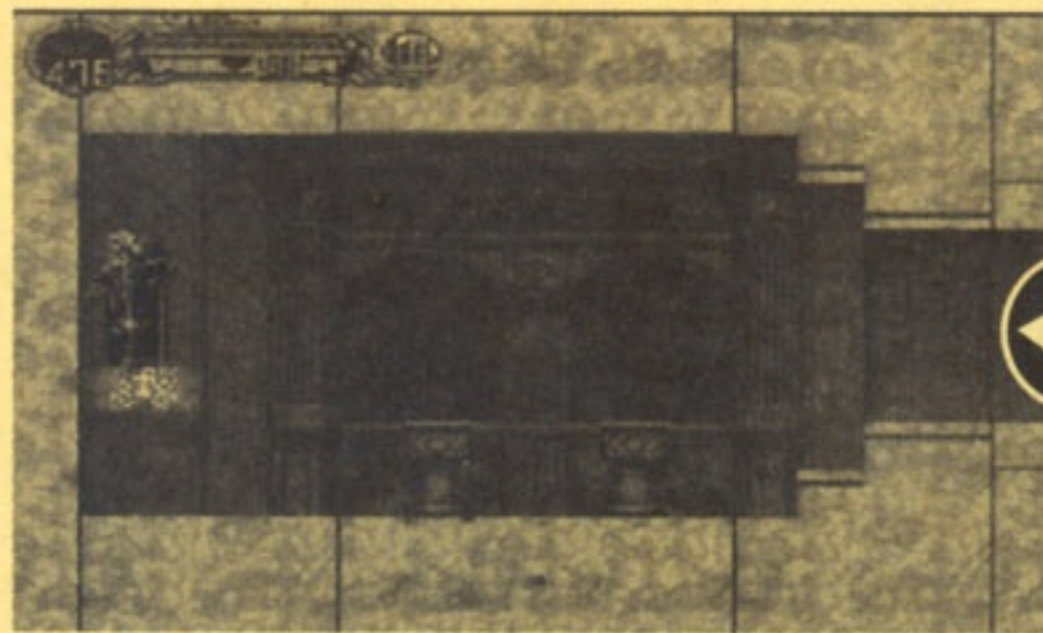
The Leap relic, is obtainable from the roof of the castle. It will enable you to do a double jump. Later in the game, when you have either 'bat' or 'mist' form, go to the Clock Tower and fly up into the secret room above the clock. It hides a relic that will enable you to do a very high jump (directional buttons up, down, up + X button).

ALUCARD'S MENAGERIE

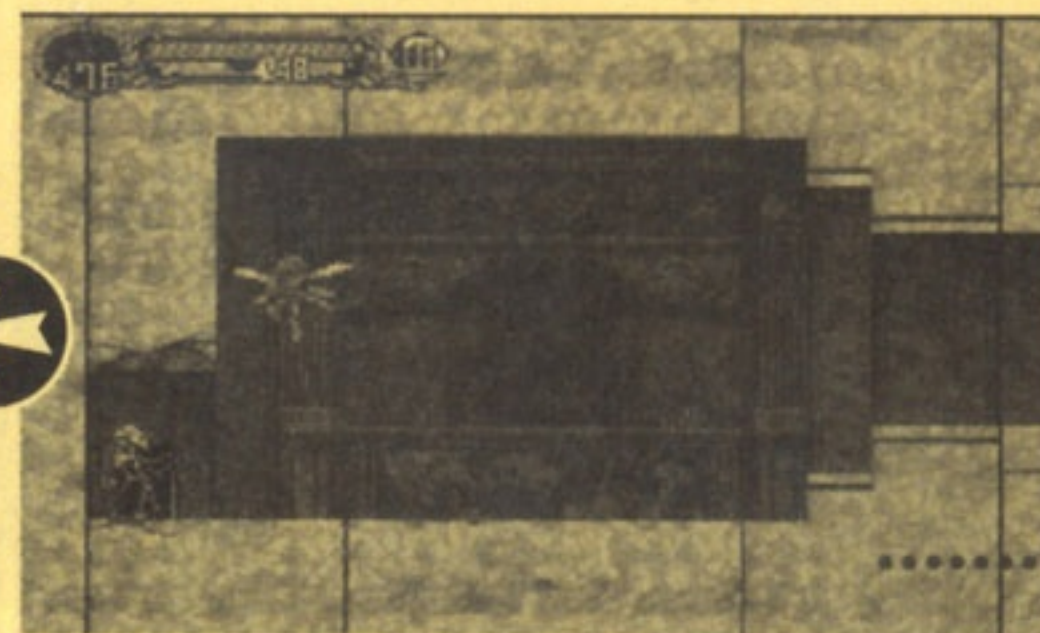
Here's the lowdown on the whereabouts of Alucard's shape-changing powers.
Wolf transformations: **10, 11 and 12**. As a wolf, Alucard can run very fast, tap directional button twice.
Bat: **13, 14, 15**. There is a fourth bat relic that will enable Alucard to fight more effectively as a bat. It is in the inverted castle.
Mist: **16, 17**. The third mist relic - poisonous mist - is in the inverted castle as well.

THE MAP

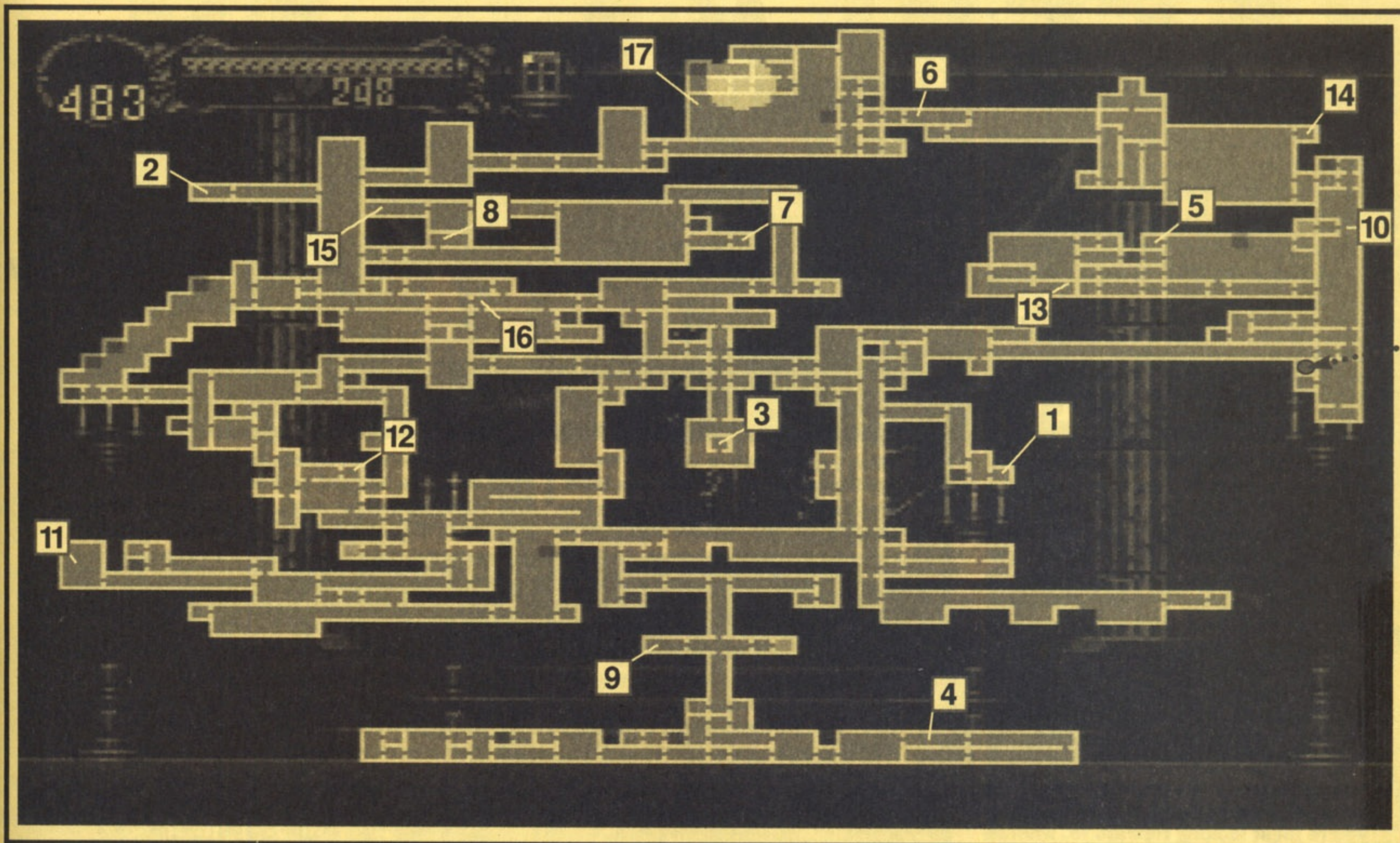
Pressing the 'select' button will show you the map of all the rooms in the castle you have visited. You can obtain a slightly more complete map from the Librarian. When you get stuck and don't know where to go next, look very carefully at the map – you'll just about be able to see little gaps indicating doors into secret rooms. So if you're in a room that is seemingly a dead end, but the map tells you otherwise, it's time to start hacking the walls. It's good to start hacking the walls pretty much anywhere. You'll often find food or items (at the exit stairs of the second room from the entrance, you'll find a turkey for example).



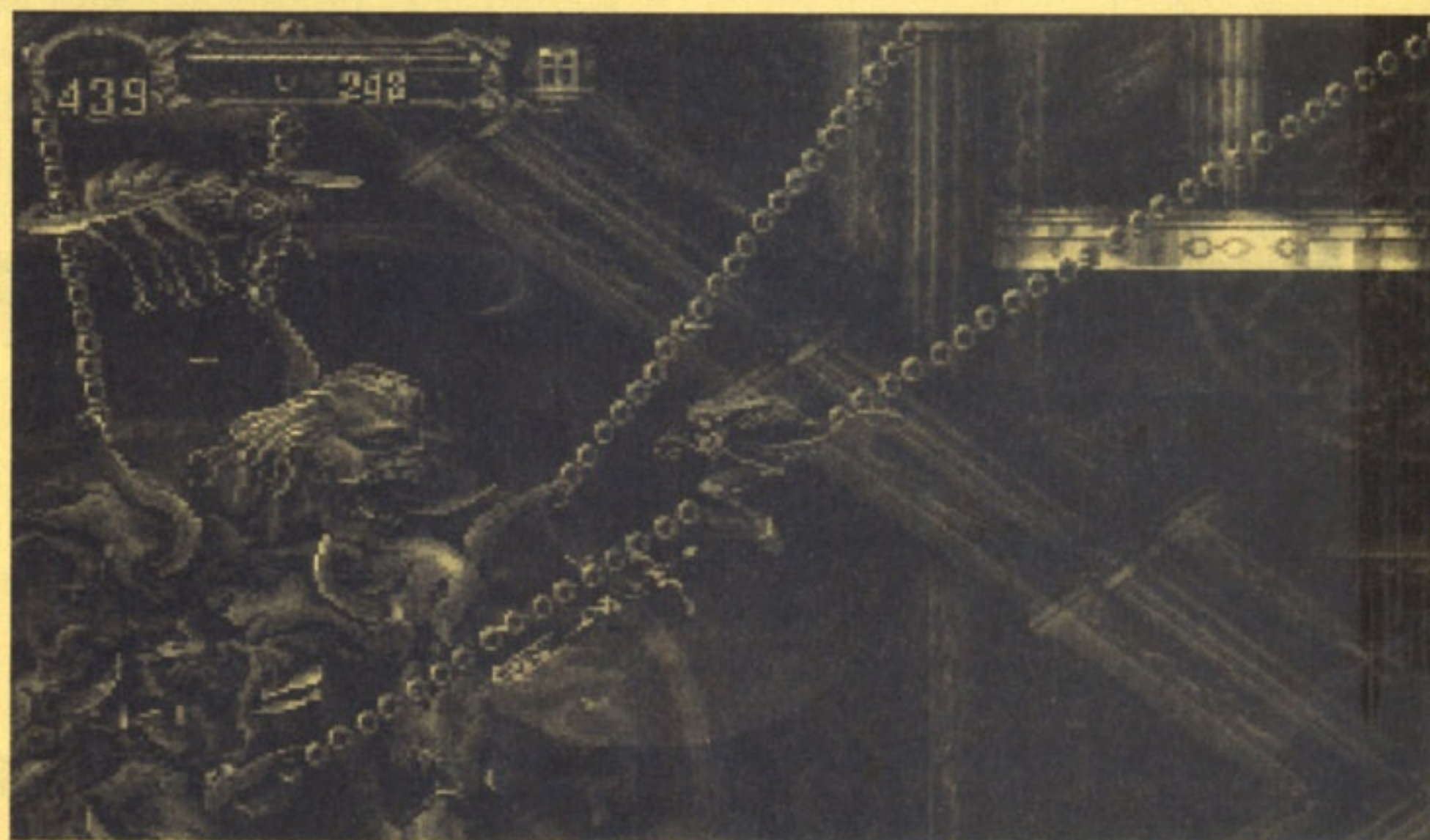
④ The lift takes you down into another room, where weapons that you shouldn't be allowed to have at this stage wait for you. That should make things easier!



④ Hack at the wall in this room to receive a bonus. You may not think it's much but if you stand still for a while, in the gap you've created, a lift comes.



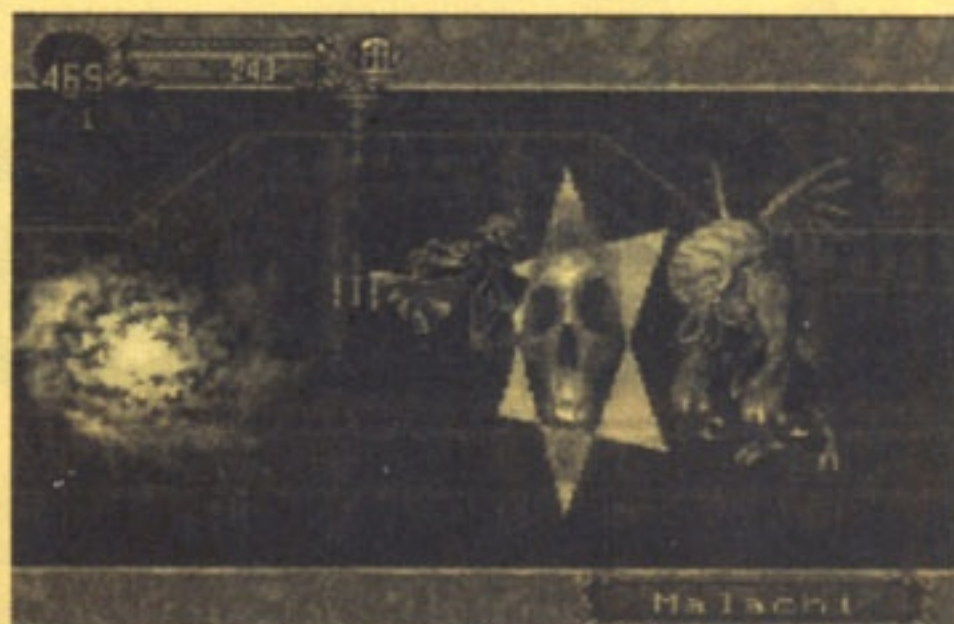
④ Hack the floor and wall for secrets in the Alchemy Lab.



④ Certain bosses in the second castle leave you different parts of Dracula. This is Beezlebub, quite a nasty character whose rotting flesh attracts files.



④ To move from castle to castle, you can either use a library card, or use the super jump to transport yourself.



④ Enemies in the second castle are a lot tougher, but you have Il'l helpers.

Let's go out this evening for pleasure, the night is still young.

WRITE FOR FREEPLAY

It's all over for another month. But there's no need to fear - FreePlay will return next month in CVG! Thing is, it can't be done without YOUR help. We need YOU to send in every brilliant snippet of gaming information that you've got so that we can create the ultimate interactive games magazine. Sounds exciting, doesn't it?

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, TIPS, ETC.) OTHERWISE IT'S VERY LIKELY THAT WE'LL MISPLACE YOUR LETTER AND FIND IT AGAIN IN FIVE YEARS TIME.

FREEPLAY

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



MELTING POT

Melting Pot is a section for budding games designers (we know that means ALL of you), where you can tell everyone else about your brilliant game ideas. If your suggestion gets printed then you'll be able to prove you had the idea before any games company that rips your game idea off! We'll even review your ideas - can you invent a High Five scoring game?

HIGH SCORES

Think you're good at games? We've got thousands of readers who think they're better. Prove them wrong by sending us your highest high scores.

ART/CARTOONS

Everyone's got a little bit of artistic talent. Or so we thought until we saw some of the pictures we get sent. Whatever you draw, send it in and Hunter will insult it.

MOST WANTED

Whenever you write to us at CVG, make sure you include a list of the five games you're most looking forward to, whether they've been officially announced or not. What would you most like to be playing in the near future? Every month we compile all the lists we're sent and put them into the Most Wanted chart on the front page of FreePlay. Your vote counts!

TIPS

Tips for the latest and greatest games are welcome here. So welcome that you might even get a free game for your effort.

FREEPLAY FAN

What's the best game ever? Who are the best developers in the world? Write your feelings down and convince everyone else that you're telling the truth and aren't mad.

FREE ADS

Flog off any old games or machines you don't want any more in our Free Ads section. Just fill in the form below then sit back and wait. Oh no, send it in first.

FANZINES

If you make a fanzine to rival CVG (let's face it - it's not exactly hard) send us a copy to read, along with an address so that other people can get hold of it. We'll print details on the best ones around.

WILLING SLAVES WANTED TO WRITE FOR FREEPLAY!

FREEPLAY

MOST WANTED

IN ORDER OF IMPORTANCE

| | |
|---|-------|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

NAME

ADDRESS



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