

# FREEPLAY

## GAMING: THE NEXT, NEXT GENERATION

Project X Meets DVD in Hardware Combo Extravaganza

**R**egular readers will have heard of VM Labs' Project X, the supposedly Mario-killing game hardware that is being developed in secret by a team of ex-Atari designers. After months of speculation over whether this would be a fourth force in the console market, who was developing the software and which giant corporation was putting up the money, some confirmed information has emerged.

The story is that Project X will NOT be released as a standalone console. Project X is a technology that is being supplied to some major consumer electronics corporations to be incorporated in the domestic Digital Versatile Disc players which are set to flood into homes all over the world.

A DVD, for those of you who don't know, is a storage medium that's the same size as a regular CD but has much higher capacity. The most talked-about use that DVD is being put to is as a high-quality video player, producing Laser Disc-quality audio and video without the bulk or the inconvenience of having to turn the disc over halfway through a movie. One of the reasons it can hold so much movie data is that the information is encoded using the compressed MPEG-2 format, which is decompressed and decoded by hardware inside each DVD player.

Where does Project X fit in? The Project X hardware is sold as a chipset, based on a single chip media-processor with a built-in MPEG-2 decoder as well as powerful game-capable hardware. VM Labs are supplying it at the

same price as standard MPEG-2 decoder gear to encourage manufacturers to choose their hardware and release DVD players that are also all-in-one interactive entertainment boxes.

Of course, all this has been tried and failed before, with Philips CDi, the Apple/Bandai Pippin and 3DO, but this time the technology seems to be there to support the dream. DVD is a more viable video player alternative than Philips' VCD ever was, and the Project X hardware has the power and versatility to handle high-performance games. VM Labs claims its media processor chip delivers power equivalent to a very high-spec Pentium 2 PC. There's no faulting VM Labs' plan to get the hardware out there, either – the potential audience for Project X games (and all kinds of other software) is huge, and they don't even have to fight it out in the very bloody console market.

If only VM Labs can get game developers on board. The company says that it has been shipping around 25 development kits a month since last December and there are apparently between 60 and 80 development teams who are currently working on titles – though not all of those are necessarily game titles.

It's still early days for Project X and DVD, though. The first Project X-equipped DVD players aren't scheduled to appear until this time next year, and for the moment, many developers seem to be prioritising work on titles for money-machines like the PlayStation.

But with everyone and his granny backing DVD and its variations as the format of the future (for just about everything), Project X looks set for big things. It may not be a hardcore gamer's machine like Katana, but if things go according to plan for VM Labs and the whole home entertainment industry, it could well become a more universal format than even the PlayStation.

## READERS' MOST WANTED CHART

After a couple of months of mid-chart lingering, Tekken 3 finally hits the top of the charts, along with Sega's Katana. Both these are covered extensively in this month's CVG in other sections.

Rank	Title	Platform
1.	TEKKEN 3	PLAYSTATION
2.	NEW SEGA MACHINE	SEGA
3.	ZELDA 64	N64
4.	FINAL FANTASY VIII	PS/PC
5.	PANZER DRAGON SAGA	SATURN
6.	F-ZERO X	N64
7.	TOMB RAIDER 3	PS/PC
8.	GOLDENEYE 'SEQUEL'	N64
9.	SEGA RALLY 2	SATURN
10.	PLAYSTATION 2	SONY

The vast majority of votes we received were for *Resident Evil 2* and *Gran Turismo*, but they're both out now so they don't qualify for the charts. Some active Sega voting puts *Panzer Dragoon Saga* in at number 5 and *Sega Rally 2* (on Saturn/Katana) in at 9. Other interesting Sega nominations were for a Saturn *Streets of Rage* game (mmm!), a *Wonderboy* compilation (uh?) and a Saturn/Katana update of EA's Mega Drive street-skating "epic", *Skitchin'* (double-uh?). Maddest retro idea of all was for a Playstation version of Atari's ropey old three-player coin-op, *Xenophobe*. It is possible to take nostalgia too far, y'know.

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## IT'S THE RED-HOT CHILLI PEPPER RUMOURS

- Many a vote for the *Goldeneye* sequel in our Readers' Most Wanted, but let's not forget that, while Rare is producing a follow-up to their *Goldeneye* game, EA own the video game rights to the latest Bond film, *Tomorrow Never Dies*. An announcement on the Rare game is being made at E3, but early rumours are that Rare don't mind the lack of a licence as it has given them a free hand to add loads of weapons and more "fantasy elements" to the game. Intriguing!

- Core's *Tomb Raider* team have candidly revealed that *Tomb Raider II* was just something they knocked up in no time flat, unlike the forthcoming *Tomb Raider III* which will have an entirely new game engine and is scheduled to be in development for two years at least.

- First came *Parappa*, then *Spiceworld*, then *Fluid* and *Bust-A-*

*Move*. Next to join the PlayStation music game melée is Virgin's Puff Daddy title, which is currently in development for a late-1999 release.

Seems a long way off to us – is Puff Daddy really going to be around that long? Perhaps Virgin should protect their investment by issuing him with a bullet-proof vest.

- Finished *Res Evil 2* already? Well, just sit quietly for a while because *RE3* is coming and all the indications are that it will be even bigger than the last one. The Japanese mags are running double-page adverts from Capcom in which they're advertising for around 20 extra staff to work on the new title.

- Capcom has signed a deal with *Spawn*-creating toy manufacturer, Todd McFarlane, to work on possible joint projects. The speculation is that this will either mean Capcom producing some kind of *Spawn* beat-'em-up, or

McFarlane bringing out a new line of action figures based on a Capcom game – *Darkstalkers/Vampire Savior* would be an obvious choice.

- One of the variations on the new DVD format, DVDix, is causing cries of "rip-off" in the USA. Major Hollywood studios and some software publishers are considering using the format for their video and game titles because every time you watch the movie or play the game they can charge you a fee (\$4.95 a pop has been mentioned). The discs work on special DVDix players, which have a built-in modem so they can tell a central computer when you're using the discs and bill you accordingly. Considering the cost involved it's hard to imagine DVDix ever taking off, but what's worrying is the talk that eventually all video and game titles will use the format and there'll be no escaping mega bills for your home entertainment.



**UK MULTI-FORMAT SALES TOP 20**

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	GRAN TURISMO	PLAYSTATION	S.C.E.E.
2	1	RESIDENT EVIL 2	PLAYSTATION	VIRGIN
3	2	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
4	3	TEKKEN 2: PLATINUM	PLAYSTATION	S.C.E.E.
5	5	CRASH BANDICOOT: PLATINUM	PLAYSTATION	S.C.E.E.
6	6	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
7	7	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
8	8	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
9	10	GOLDENEYE 007	NINTENDO 64	THE GAMES
10	11	TOMB RAIDER: UNFINISHED BUSINESS	PC CD-ROM	EIDOS
11	9	ULTIMATE SOCCER MANAGER '98	PC CD-ROM	CENDANT
12	4	THREE LIONS	PLAYSTATION	TAKE 2
13	12	ISS PRO: PLATINUM	PLAYSTATION	KONAMI
14	15	DESTRUCTION DERBY 2: PLATINUM	PLAYSTATION	PSYGNOSIS
15	NE	MYSTICAL NINJA 64	NINTENDO 64	KONAMI
16	14	GRAND THEFT AUTO: SPECIAL EDITION	PLAYSTATION	TAKE 2
17	13	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
18	RE	SOVIET STRIKE: PLATINUM	PLAYSTATION	EA
19	RE	PORSCHE CHALLENGE: PLATINUM	PLAYSTATION	S.C.E.E.
20	19	LULA: THE SEXY EMPIRE	PC CD-ROM	TAKE 2

**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	PANZER DRAGON SAGA	SEGA
2	BURNING RANGERS	SEGA
3	WORLD LEAGUE SOCCER	SEGA
4	WHIZZ	SEGA
5	COURIER CRISIS	TAKE 2

**SATURN IMPORT TOP 5**

1	POCKET FIGHTER	CAPCOM
2	CODE R	QUINTET
3	IMAGE 5 AND X MULTIPLIED	X-ING ENT
4	PRINCESS MAKER	GAINAX
5	LANGRESSER 5	MESSIAH

**PLAYSTATION U.K. TOP 5**

1	COLIN MCRAE RALLY	CODEMASTERS
2	DEAD OR ALIVE	SONY
3	MORTAL KOMBAT 4	GT INTERACTIVE
4	WILD ARMS	SONY
5	GHOST IN THE SHELL	SONY

**PLAYSTATION IMPORT TOP 5**

1	TEKKEN 3	NAMCO
2	PARASITE EVE	NINTENDO
3	XI [SAI]	SCE
4	POCKET FIGHTERS	CAPCOM
5	STOLEN SONG	SCE

**PC TOP 5**

1	UNREAL	GT INTERACTIVE
2	SENSIBLE SOCCER 2000	GT INTERACTIVE
3	DUNE 2000	VIRGIN
4	COMMANDOS	EIDOS
5	SPECIAL OPS	TAKE TWO

**NINTENDO 64 TOP 5**

1	BANJO AND KAZOOIE	THE GAMES
2	MORTAL KOMBAT 4	GT INTERACTIVE
3	YOSHI'S STORY	THE GAMES
4	GT 64	INFOGRAMES
5	FORSAKEN	ACCLAIM

**NINTENDO 64 IMPORT TOP 3**

1	1080° SNOWBOARDING (USA)	NINTENDO
2	RAKUGA KIDS	KONAMI
3	SUPER BEDAMAN BATTLE PHOENIX 64	HUDSONSOFT

**GAME BOY TOP 3**

1	POCKET CAMERA	THE GAMES
2	POCKET PRINTER	THE GAMES
3	BUST A MOVE 3	ACCLAIM

**ARCADE TOP 5**

1	STREET FIGHTER ALPHA 3	CAPCOM
2	SOUL CALIBUR	CAPCOM
3	FIGHTING VIPERS 2	AM2
4	LIBERO GRANDE	NAMCO
5	DOWNHILL BIKERS	NAMCO

**JAPANESE MULTI-FORMAT SALES TOP 10**

1	VAMPIRE SAVIOUR	SATURN
2	EVANGELION	PLAYSTATION
3	TEKKEN 3	PLAYSTATION
4	PARASITE EVE	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	GUNDAM	SATURN
7	SAKURA WARS	SATURN
8	TAIL CONCERTO	PLAYSTATION
9	BIOHAZARD 2	PLAYSTATION
10	PLAY STADIUM 3	PLAYSTATION

**CVG TEAM'S MOST PLAYED GAMES OF THE MONTH**

1	J-LEAGUE WINNING ELEVEN	PLAYSTATION
2	TEKKEN 3	PLAYSTATION
3	MORTAL KOMBAT 4	PS, N64
4	FLUID	PLAYSTATION
5	SPECIAL OPS	PC CD-ROM

**AMERICAN MULTI-FORMAT SALES TOP 10**

1	1080° SNOWBOARDING	NINTENDO 64
2	TRIPLE PLAY 99	PLAYSTATION
3	POINT BLANK	PLAYSTATION
4	SAGA FRONTIER	PLAYSTATION
5	YOSHI'S STORY	NINTENDO 64
6	DEATHTRAP DUNGEON	PLAYSTATION
7	RAMPAGE WORLD TOUR	PLAYSTATION
8	RESIDENT EVIL 2	PLAYSTATION
9	GOLDENEYE 007	NINTENDO 64
10	DIABLO	PLAYSTATION



TALK LIKE SEAN CONNERY AGAIN AND YOU'RE DEAD!

I'LL HAVE IT SHAKEN NOT SHIRRED, MISH MESHYPUSHY

**CVG'S WORST 15 CELEBRITY-ENDORSED GAMES**

1. PELE
2. FRANK THOMAS BIG HURT BASEBALL
3. TOMMI MAKKINEN RALLY
4. GEOFF CAPES STRONGMAN CHALLENGE
5. SAM FOX STRIP POKER
6. JOANNE GUEST VIRTUAL GIRLFRIEND
7. SHAQ-FU
8. JACK CHARLTON'S MATCH FISHING
9. EDDIE KIDD STUNT CHALLENGE
10. EDDIE THE EAGLE SKI JUMP CHALLENGE
11. JORDAN VS BIRD
12. BARKLEY: SHUT UP AND JAM
13. FRANKIE GOES TO HOLLYWOOD
14. AYRTON SENNA'S KART DUEL
15. MICHAEL JACKSON'S MOONWALKER



GOSUB Keith Ainsworth's  
:IF PEEK(16386)=  
**R.E.T.R.O.**  
**R.A.N.C.H**  
THEN=GOTO 10>>  
:RETURN

**The magazine you are currently reading is the longest running video games magazine in the world. Others have come and gone but, after 200 issues, only one is still here.**

In 1981 most magazines that dealt with the new hobby of computing were very serious publications. Games were frowned upon, a debasement of such expensive technology. Well, thousands of kids out there didn't care. They just enjoyed slaughtering Space Invaders by the thousand and chomping power pills with their Pac-man. They needed a magazine too, so CVG was born.

### WHEN I WERE A LAD

The first issue of Computer & Video Games was dated November 1981 and was first available to buy on October 15th. The cover proclaimed that it was "the first fun computer magazine".

The first issue looks a lot different to today's incarnation. There were very few pages that contained colour, and if you wanted a screenshot... well forget it. Not exactly a visual feast. A large proportion of the magazine was dedicated to "type-ins". These were primitive BASIC language programs that readers could type into their computers to give them simple games to play. The listings went on for pages and took days to enter correctly. Often the following month corrections would be printed after the magazine was besieged by angry Acorn Atom owners saying their game didn't work.

### ONE MAN'S STORY

One reader of RETROGAMER wrote and told me of his experience. He got his Mum, who was a touch typist, to enter in a listing for his Commodore 64. Even at the speed his Mum typed it took an hour and ten minutes to do. So eager was he to play this new game that he started it without first saving it on to a cassette tape. He typed RUN and it crashed instantly. His Mum never did any more typing for him after that.

### WIN A COIN-OP WORTH BIG MOOLAH

A big attraction of the first issue was the competition to win a genuine table-top Taito Space Invaders machine. In issue 100 CVG gave away a Turbo Outrun coin-op.

There are many other differences between then and now. The April 1982 edition contained tips on Battlezone. Sixteen years later everything has changed and CVG carries tips on, erm... *Battlezone*. There was a page dedicated solely to *Chess*!

### 'PLAN NINE' FROM OUTER SPACE

The cover of a magazine is of course a major factor in attracting people to buy it. The October 1982 edition tried something different by having a largely black and white cover that looked like a



Way back when... the very first issue of Computer & Video Games



Bad move... making the mag look like a newspaper lost readers

newspaper. Four fake stories (allegedly written by people with names like Ivor Storey) completed the look and meant that even regular readers missed the magazine on the shelves. It was the worst selling issue they'd had so far. Doh!

### PLAY THE (SAME) GAME

Very few companies have lasted from these early



years but many individuals from these classic days lurk behind new company names. In July 1983, CVG reviewed *JetPac* from a company named Ultimate Play the Game. They loved the game, awarding a score of 9,9,9. It went on to sell 330,000 copies to hungry Sinclair Spectrum owners. Ultimate were voted C&VG Software House of the Year in 1983. After forming Rare Ltd in 1986, these coders went on to produce the all-conquering *Goldeneye* for the Nintendo 64. A company called DK'tronics advertised games named *Deflex* and *Rox* in the first half of 1982. These were the work of Jeff Minter, who is rumoured to be coding *Tempest 3000* for the new super console from VM Labs. Old coders never die, they just disassemble.

### PLAY GAMES FOR A LIVING

Don't ever let your parents tell you playing games is a waste of time - it could lead to great things. CVG used to hold competitions to see who was the best arcade game player in the country. In July 1983, this was won by an ace *Defender* player Julian Rignall (left - the one with no beard). He won a coin-op *Galaga* as his prize. CVG later carried *Pole Position* and *Galaga* tips written by Rignall. He then got a job writing reviews for C64 magazine *Zzap!64* and in time rose to edit that magazine. He then joined Emap Images as deputy editor of CVG, became editor and went on to launch *Megatech*, *Nintendo Magazine System* and *Mean Machines* - one of the most successful launches in the history of Emap. This was all topped when he got a job in America as Creative Director at Virgin Games' California office. So you're not wasting time - you're doing research.



### CELEBRITIES!

CVG has had all the big names on its cover. Danger Mouse, Daley Thompson, Doctor Who, Sherlock Holmes and the Hulk have all graced it. One-time Page 3 Girl Maria Whittaker and future Gladiator Wolf were also on the cover, wearing very little to publicise *Barbarian* by Palace Software.

### FREEBIES!

Game players have been lured to buy CVG by many and varied gifts sellotaped to the cover over the years. There have been badges, holograms, a plastic stick (who!) and a flexi-disc. For those of you too young to remember, a flexi-disc was a 7-inch single made out of wafer thin plastic. The October 1984 edition carried a disc containing an adventure game based around the popular beat combo the Thompson Twins. The storyline was based around their top 3 hit, *Doctor Doctor*.

**Happy Birthday CVG! In issue 300 I'm sure Keith's Retro Ranch will be all about the ancient Nintendo 64.**



### RETRO RANCH CLASSIFIED

RETROGAMER Issue 15 is out now! The classic games *Boulder* and *New Zealand Story* are featured, and this issue completes the profile of the Vectrex console and the Malcolm Evans/New Generation Software story. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for the huge list of classic games for sale too. The RETROGAMER fanzine page is at <http://www.geocities.com/SiliconValley/Heights/5874/> and you can e-mail Keith on [retrogamer@hotmail.com](mailto:retrogamer@hotmail.com)



R.E.T.R.O.  
R.A.N.C.H



FREEPLAY



# TIPS

THE LEGEND OF LOMAS



playing video games all day, every single day of the year takes its toll on the human body. Why, only the other day I saw a 12-year-old in the arcade and he had to use a zimmer frame to get around. His flowing white beard kept getting tangled in the joystick of a Tekken 3 machine as well. But boy, was he good at Mad Dog McCred! Ya-ta!

SEND YOUR TIPS, CHEATS AND PLAYER'S GUIDES TO:

TIPS



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

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and we don't want big lists of cheats for ancient crappy games. Thank you.

TIPS.CVG@ECM.EMAP.COM

English team. Now pick any player from that team and change their name to **TEAMTWO**. A new option called Defaults 2 will appear, and selecting this changes all the player names to normal.

## RASCAL

To have access to any level you want, enter your password as "house" and start a new game. Now while playing press R1 to change your level or R2 to change your room. Easy peasy.

1. Training
2. City Of Shenrak
3. Caverns
4. Moku Temple
- 4a. Gladiator
5. Blister Fields
6. Desert - Volcano
7. Blazing Flood
- 7a. Kryll Thular
8. Cell Blocks
9. Life Extraction
10. Dark Vale
11. Crystal Matrix
12. The Scourge

**CAKEWALK**  
**METROPOLIS**  
**DEEPDARK**  
**TEMPLEME**  
**GEEHEISBIG**  
**HOTROCKS**  
**GOINGDOWN**  
**WOWTHATSHOT**  
**BIGWORMGUY**  
**JAILBREAK**  
**THUNDERDOMES**  
**MAGICGARDEN**  
**SPOOKYMESAS**  
**BESTFORLAST**

## PITFALL 3D

These cheat passwords should be entered just like normal ones.

<b>GIVEMELIFE</b>	10 lives
<b>STEVECRANEME</b>	99 lives
<b>BIGHEADHARRY</b>	Big head mode
<b>CREDITS</b>	View credits
<b>2DHARRY</b>	Flat Harry
<b>ZEROGHARRY</b>	No gravity
<b>STOPTALKING</b>	No speech
<b>PITFALLCOMIC</b>	Watch the cutscenes
<b>PLAYMOVIES</b>	Watch the movies
<b>VIGILANTE</b>	Play Vigilante 8 demo
<b>CRANESBABY</b>	Play original Pitfall

These cheats are for the original version of *Pitfall*. Just enter them while playing.

**L1+L2** Infinite lives  
**R1+R2** Gary head  
**R1+Circle** Elvira head  
**R1+Triangle** Makes crocodile say "Hi Mom" (only on a crocodile screen)

These next passwords let you play on any level...

## SKULL MONKEYS

These cheats to give yourself extra goodies should be entered while the game is paused.

Extra Lives  
**L1, T, Down, Left, C, Select, S, Right**  
Shoot Head  
**Down, S, T, Down, Down, S, S, Right**  
Fart Head  
**R1, Left, Up, L1, L1, S, Right, Select**  
Phoenix Hand  
**S, T, R2, Left, Select, C, T, Right**  
Universe Enema  
**Left, T, Right, Down, T, Select, Select, Select**  
Shield  
**R2, C, C, Down, Left, C, Right, Down**  
Bullets  
**Down, C, Up, R2, Left, T, Select, Select**  
Curly Cue  
**R1, Right, C, R2, R2, S, Right, Select**  
Halos  
**R2, C, C, Down, Left, C, Right, Down**  
Super Willie  
**R1, Left, S, T, L1, T, R2, Select**

These bonus mode cheats should be

done in the same way, while the game is paused.

Slow Motion  
**L1, T, Left, Down, R2, T, Left, Select**  
Super Fast  
**Left, S, R2, C, R1, Down, C, R2**  
Freeze Klaymen  
**L2, Left, C, R2, Down, S, T, Down**  
Change Klaymen Colour  
**L2, C, C, Left, Select, L2, Up, Down**  
Mad Klaymen  
**Down, Right, T, L2, Up, Left, T, Select**  
Flea Klaymen  
**R1, Left, S, T, R1, Left, S, T**

## WCW NITRO

To be able to choose any of the wrestlers in the game, go to the main menu and press **R1+L1, R2+L2, R2+L2, Select**.

To give the wrestlers big hands, go to the mode select screen and press **L2 seven times, then press L1 17 times**.

To give the wrestlers big heads, go to the mode select screen and press **R1 seven times, then press R2, then Select**.

To give the wrestlers big hands, feet and a big head, go to the options screen and press **R2 seven times, then R1, then Select**.

To gain access to some bonus rings, go to the options menu and press **R1, R2, R1, R2, L1, L2, L1, L2, Select**.

While playing in the disco ring, throw your opponent outside and when they stand up, press the **L2** button. They'll do the YMCA dance and you can keep them doing it until the timer runs out and they lose.

To choose your ring, go to the main menu and press **L1, L2, R1, R2, L1, L2, R1, R2, L1, L2, R1, R2, L1, L2, R1, R2, Select**.

For "Voodoo Mode", go to the wrestler select screen and press **L1 seven times, then L2+Select**. Now when you play, the wrestlers' heads will get bigger as they take damage.

## NIGHTMARE CREATURES

To shrink all of the monsters and give them squeaky high-pitched voices, you first have to put in the cheat mode code which we printed in issue 197. (You have to go to the password screen and press **Left, Up, X, Square, Down, Triangle, Square, Down**, by the way).

Once you've done that, stay at the title screen and press **L2, L2, R1, R1, L1, R2, Select**. Now choose the new Reduce option as you start the game.

## SPAWN

Pause the game while playing and enter any of these codes to use the cheat options.

TIPS

FREEPLAY

## PLAYSTATION

### FIFA 98: RTWC

As well as the name change cheats, try these ones out.

To change the lighting in the game, pause and press **S, T, X, S, T, T, X, X, S, S, S, S, S, T, T, T, T, T** while on the options screen.

To give yourself loads and loads of cash, go to the Club Transfers screen and press **Square, X, Square, L2, L1**.

For infinite player attributes, go to the Player Edit screen and press **L1, L2, X, Square, X**.

### WORLD LEAGUE SOCCER

To turn all of the player names to the real-life ones (including the entire commentary!), go to the Player Editor screen and select any



Level skip  
**Hold L1+R1+L2+R2 and press T, X, S, C, C, C**  
 Invincibility  
**Hold L1+R1 and press T, T, X, X, S, C**  
 Refill health  
**Press L1+L2** (only works a few times)  
 All power-ups  
**Hold L2+R2 and press T, C, S, X, T, X**  
 All items  
**Hold L2+R2 and press X, S, C, T, S, C**  
 Invisibility  
**Hold L1+R1 and press S, S, C, C, T, X**  
 Reset physical  
**Hold L1+R1 and press X, C, T, S, X, C**  
 Reset magic  
**Hold L1+R1 and press T, C, X, S, T, C**

## SATURN

### HOUSE OF THE DEAD

Go to the main menu screen with the Arcade/Saturn mode option and press **L, R, R, L, L, R**. You should hear a noise. Now hold **L+R** and choose any mode by pressing Start and you should go to the cheat menu. From here you can select any level and change the colour of the blood in the game.

To play as Sophie and one of the female scientists, choose Saturn Mode and go to the character select screen. Now hold **L+R** and press **Up, Down, X, Y, Z**. You should hear a noise to let you know that it's worked.

### WORLD LEAGUE SOCCER

(Same as on PS.) To turn all player names to real-life ones (including the commentary!), go to the Player Editor screen and select any English team. Now pick any player from that team and change their name to **TEAMTWO**. A new option called Defaults 2 will appear. Selecting this changes all player names to normal.



### VAMPIRE SAVIOR

To get the EX Options, finish the game once without using any continues, then go to the title screen. Now highlight Option, hold **L+R** and press **Start**. From this screen you can fiddle with loads of brilliant options, including one which lets you put all of the text into English.

To fight against Oboro, you have to be in your punch colour if you're player 1, or your kick colour if you're player 2. Now finish the game without

losing a single round and getting at least three EX Super or Dark Force finishes. You should fight Oboro (a super version of Bishamon) after the final boss.

To play as Oboro, beat him in Arcade Mode then go to the character select screen and highlight Bishamon. Now hold **L+R** for five seconds and press any button.

To play in Shadow Mode, highlight the random select box on the character select screen and press **L+R** together five times. On the fifth press, hold **L+R** and press all three buttons to select your character. You'll be playing as normal but with a big shadow behind your fighter. When you win a fight, the shadow will possess your dead opponent's body and you'll be playing as them in the next fight.



## PC CD-ROM

### DIE BY THE SWORD

At the main menu, type **CHEAT** to turn on all of the cheat keys. You can bind them to whatever buttons you want from the Key Layout screen.

Enter any of these cheats while playing, simply by typing them in on the keyboard.

- |              |                                  |
|--------------|----------------------------------|
| <b>STROB</b> | Slow motion                      |
| <b>FREEZ</b> | No enemy AI                      |
| <b>AGRAV</b> | Cut limbs bounce around for ages |
| <b>GHOST</b> | No enemy physics                 |
| <b>AIAIM</b> | View enemy targeting             |
| <b>COLID</b> | View collision points            |
| <b>SEPKU</b> | Kill yourself                    |
| <b>DINFO</b> | Debugging info                   |
| <b>DEDLY</b> | 10x sword damage                 |
| <b>GOLRG</b> | Increase character size          |
| <b>BAMFF</b> | Teleport through level           |
| <b>MUKOR</b> | God mode                         |
| <b>LUNAR</b> | Reduce gravity                   |
| <b>PEACE</b> | Damages enemies                  |
| <b>PLANE</b> | View collision detection         |
| <b>BTINY</b> | Shrink character                 |
| <b>HICUP</b> | Randomly bounces enemies around  |
| <b>NTRUD</b> | View game from enemies           |
| <b>IFALL</b> | Makes you trip                   |
| <b>BILLS</b> | Simulates random key presses     |
| <b>FPERS</b> | View frames per second           |
| <b>BZONE</b> | Change polygon mode              |

**GOCAM** God camera. Use Ctrl and the arrow keys or certain letters to move the view around.

## BATTLEZONE

To access any of the missions, go to the mission start screen and type **IAMADIRTYCHEATER**.

Enter any of these cheat codes while playing.

- Invincibility  
**Hold Ctrl+Shift and type BZBODY**
- Infinite ammo  
**Hold Ctrl+Shift and type BZTNT**
- Free construction  
**Hold Ctrl+Shift and type BZFREE**
- Satellite view without comm tower  
**Hold Ctrl+Shift and type BZVIEW**
- All enemy objects visible  
**Hold Ctrl+Shift and type BZRADAR**

## FIFA 98: RTWC

**Matthew Hallett from Portsmouth** has a tip for scoring 90% of the time.

"Run down the wing until you reach the touchline, then turn into the centre and double-tap the pass button. The player will pass the ball through the box and the keeper should come out, dive and miss the ball leaving you to tap it in."

## GAME BOY

### JAMES BOND 007

**Tim Lowe from Durham City** has sent these cheats to play the card games. Simply enter your name as one of the following:

- |              |                   |
|--------------|-------------------|
| <b>BJACK</b> | To play blackjack |
| <b>BACCR</b> | To play baccarat  |
| <b>REDOG</b> | To play red dog   |

## PLAYSTATION/N 64/PC CD-ROM

### FIFA 98: RTWC

To give the players big heads, go to the Player Edit option and change any player's name to "eac rocks". Now choose the new Special Option to turn it on.

For crazy ball mode, go to the Player Edit option and change any player's name to "dohdohdoh". Now choose the Special Option to turn it on.

For dive mode, go to the Player Edit option and change any player's name to "johnny atomic". Now choose the Special Option to turn it on.

For hot potato mode, go to the Player Edit option and change any player's name to "xplay". Now choose the Special Option to turn it on. A timer on the screen counts

down and when it reaches zero, the team with the ball falls over!

For invisible walls around the pitch, go to the Player Edit option and change any player's name to "surlofus". Now choose the Special Option to turn it on.

For silly moves mode, go to the Player Edit screen and change any player's name to "footy". Now choose the Special Option to turn it on.



⬆ Make some silly moves

## WE'RE STUCK!

Dear CVG,

To start off with I would like to congratulate you for making the world's best games mag. Please could you help me on *Super Mario 64*.

1. Could you please tell me where the castle secret stars are, because I can only find 13 and I can't find the other 17.
2. Is it actually possible to get eight red coins on "Bowser in the darkworld" and if so where are they? I would also like to know if you can get to eight red coins on the third and final Bowser, and if so could you please tell me where they are because I have all eight red coins on the second Bowser. Thanks very much.

Ian Towner

CVG:

1. Get one star from each Bowser stage, two from the rabbit in the basement (when you have 15 stars and when you have 50), one from each switch palace, three from talking to various mushrooms around the castle, two from the Princess Slide (one for finishing it, and one for doing it in under 21 seconds), one from the aquarium in the hole to the right of the entrance to Jolly Roger Bay, one from the wing cap rainbow stage, plus one star in each of the 15 main courses which you get by collecting 100 coins. These are the ones which will take the longest to get.

2. The eight coins on the third Bowser stage are located above the moving platform near the start, by the piranha plant after the rotating platform, under the third seesaw, at the top of the flamethrower slope, above a wooden block by the heart, in the middle of the rotating platform with the electric balls, at the top of the pole between two sliding platforms, and under the blue steps to the pipe at the end.



# MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

**A**fter months of screaming at you for original ideas, suddenly we're inundated with them - we had trouble fitting them all in! All we can say is keep up the good work, leave your thinking caps on and keep sending in your short - around 250 words - but sweet ideas. Remember to include a screenshot (drawing) of the game, and send them to the Melting Pot, the place where your dream game could come true!

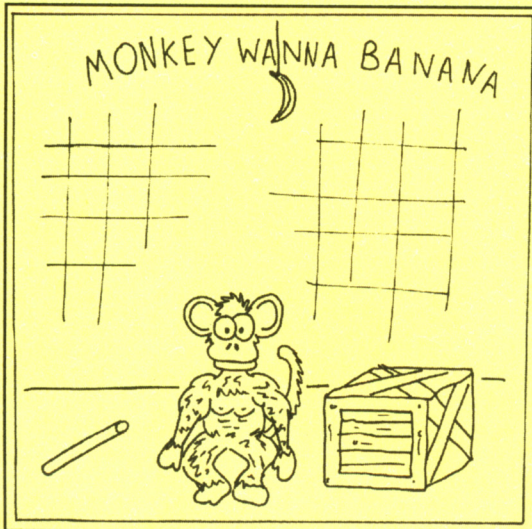
## MONKEY WANNA BANANA

©Christopher Keys, Crayford, 1998

This game is based on the tests that Gestalt the psychologist carried out on chimpanzees into how they learn. For those of you who don't know, he placed a chimpanzee in a large cage and suspended a banana from the ceiling out of reach. He then provided the chimp with a crate and a stick. Eventually the chimpanzee discovered that if he positioned the crate underneath the banana and stood on it, with the stick he could knock the banana down and get his just rewards. In the game you take control of the chimpanzee and try to figure out how to get the banana, although for you it's not that simple. You will have to figure out evermore perplexing puzzles in order to capture the banana, and move onto the next and more difficult level.

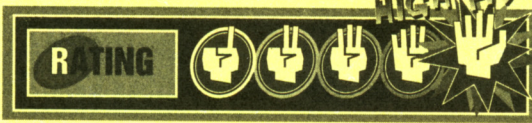
To expand the game there could be a range of characters to choose from, like Charlie the chimpanzee, Horace the Orangutan and Henrietta the Gorilla. In addition other animals could help them, like large elephants to push heavy objects or mice which could get into small places.

Furthermore, the game could move out of the zoo and into everyday circumstances where the character still has to get the elusive banana, but



this time using everyday items such as ladders, spades, keys or even guns so he could shoot the banana down. Maybe he could drive a car?

**CVG: We think this is the best idea we've ever printed in Melting Pot, and urge all developers to make this game. It could be brilliant, please someone make it!**



## THEME SOAP

©Mark Rittenberg, 1998, All rights reserved

The game runs on all formats and uses the same graphic engine as other Theme games. This game places you as the new Phil Redmond or whoever. First you choose what type of soap opera it is, cheesy American in the style of *Dallas* or very poor Aussie type *Home and Away*.

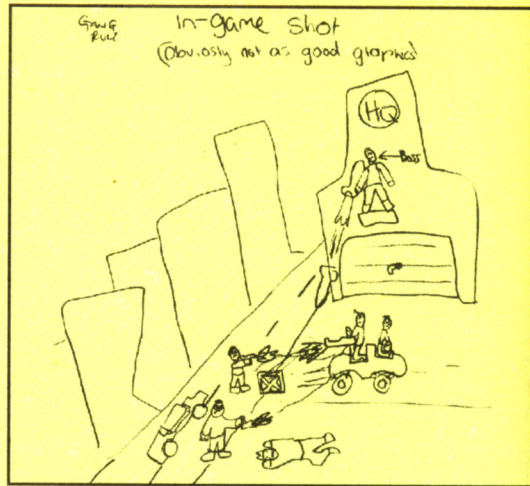
Then you need to hire all staff like writers and actors. You can poach from top soap *Emmerdale*, but don't forget you have a budget, so Larry Hagmans = big money. Once you have got your foundations you now need a story, but do you do a *Brookside* with hard hitting stories or *Home and Away* I've forgotten my homework cobblers. There's public outcry when you kill off a drunk, gay, drug-using-cross-dress-

er, but this can help get free publicity from the tabloids, like *The Sun* and *Mirror*, almost every day. Now your show is up and running, it can be sold abroad for massive profits. Beware your male heart-throb lead leaving to play a stupid policeman in a show set in the past. Or the cast releasing a song which is complete sh... but sells millions. There's more than just the show, there's cast fights, out of contract actors, drunken actors taking drugs and sleeping with 17-year-olds. You are more than just producer, you are marketing manager, agent everything. But most important of all, you must name the local pub, and decide how important it will be. Maybe featured in every other scene, like our longest running soap, but it will cut costs.

**CVG: The potential of a game where you run a TV show is huge, and a soap opera, even bigger. Imagine if you got the licence to 'enders or the street, wow!**



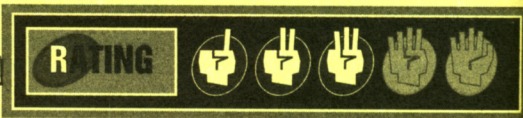
## GANG RULZ



©David Young, Lockerbie, 1998

*Gang Rulz* is a *Command and Conquer* style game, except it would take place in 32 different cities, such as LA and New York. You can choose from 12 different gangs, including the Hell's Angels and the Black Panthers. You start in a quiet part of the streets where you would build your main headquarters. You can then start to recruit gang members. They range from people with hand guns to people with missile launchers. Next you can build a chop-shop. As in *Grand Theft Auto*, there are lots of cars driving about. You can hijack the cars at traffic lights or build road blocks. When you do this you pull out the driver and take the car back to the chop-shop. From here you can either sell it to get money, or spray-paint it in your gang colour and keep it for yourself. You can also build vehicles if you don't like the cars on the streets, and can even make machine gun mounted motorbikes! As you might have guessed, you are not alone on the streets, as there are up to four more gangs around as well. You complete a mission when you kill rival gang leaders. The leader hides in the headquarters, is the strongest, and has good weapons. This would make a great game for the 64DD.

**CVG: We like this idea. There are a few things we'd change, but a gang game in the C&C style would be good, especially if you could drive low-riders! There could even be a secret level based on the movie *The Warriors*. That would be so cool.**



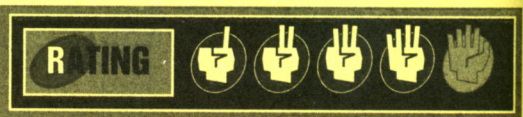
## VIRTUA CONKER FIGHTER

©Mad Gaz and my Mad Girlfriend, Middlesbrough, 1998

The object of the game is to use your conkers against your opponent's conkers. You start with a small conker, and the more fights you win, the more conker coins you get. Which enable you to buy better conkers which come in all different shapes and sizes. The bigger and harder your conkers the better chance you have of winning a conker fight. You can make the conkers harder by dipping them in virtua varnish, bought with your conker coins. There are different championships to enter and each one you win, will be rewarded with a conker cup. There are five conker cups in total for you to conker... er, conquer! If your conkers are not big enough then you will not win *Virtua Conker Fighter*, so be warned.

PS: It was her idea not mine.

**CVG: Your mad girlfriend is a genius then. How much innuendo can you fit in 200 words? As games go, in this case we'll give the points for the originality.**



VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

FREEPLAY

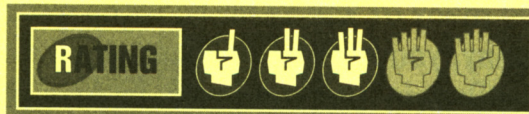


© and design by JMR and PJB, Arlington, 1998

The game is set far in the future where clothes have taken over the world because they are fed up with smelly humans. They have killed all male humans, and now only females remain. The women are made slaves to the clothes, who make them work all day every day. You control one of two characters, a pair of pants called Ed, and a young 16-year-old called Lauren from Harlem. Ed is bullied by the other clothes because he respects humans. One day Ed and Lauren go in search of the mystical stick, which grants the user unlimited

power, so they can restore control and order back to the world. So once again people and clothes can live together side by side. The game is a 3D platformer, and contains puzzle solving, killing things and using the characters to their best abilities, with the help of good old fashioned kick-ass weapons. Find the location of the mystical stick, then home for tea.

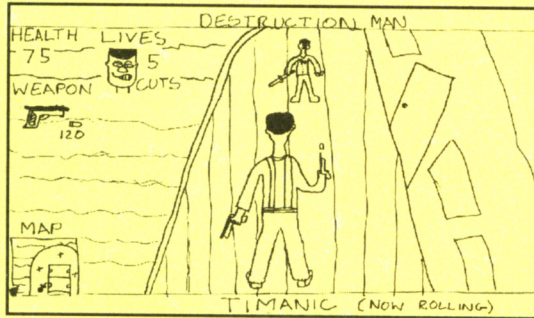
**CVG: Post-modernists would have a field day with this concept, and it's got promise. Don't ask us what exactly it is, but there's something there!**



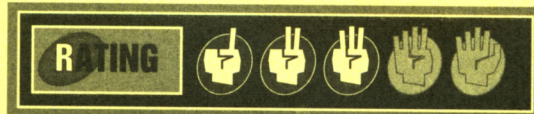
DESTRUCTION MAN

© Colin Hickie, Dalkieth, 1998

This is a 3D shoot-'em-up, you play Destruction Man, a movie stunt man. You must do all the killing and shooting in the eight movies, which have four sections each, and must kill all the villains in the movie. The movies would be something like the James Bond films. Moon Wrecker, which would see DM in a Bond suit, gunning down bad guys with lasers on a space station. In Timanic, DM is on a boat underwater saving passengers from the mad villains. There would be lots of special pick-ups and guns. At the end of each movie you go to the Oscars to see if you won best picture. If you win, you gain special cheats and secret levels. At the end of each movie you fight a superboss, like Jaws or his brother Claws. There would also be a four player battle mode.



**CVG: We've never had a stunt man game suggested before, then two turn up at once. We love the idea of winning the Oscar, but we'd prefer a stunt man game that wasn't a complete shoot-'em-up.**



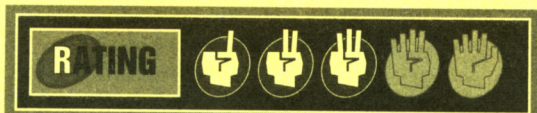
DARE DEVILS

©Tom Dentith, Flintshire, 1998

Dare Devils involves you trying to become the best stunt man in the world. You start the game just doing simple stunts, like jumping over a car on a skateboard. Once you complete a stunt, it's onto the next, harder challenge, or you can find an alternative secret way of doing the stunt you just completed. For example, in a stunt where you have to drive a car off a cliff and dive out into the sea below, you can alternatively do a barrel roll at the top of the cliff and bungee out of the sunroof before the car falls. Completing a task or finding

a secret will increase your popularity meter, but failing in a stunt will decrease it. You complete the game by becoming the most popular stunt man in the world. If you find every secret stunt in the game, then you are rewarded with a secret sub game, where MI5 employ you to carry out a number of special missions in a new gadget-ridden car.

**CVG: This is a smart idea. We like the way there are multiple ways to perform each stunt, and the secret mission is a clever idea.**



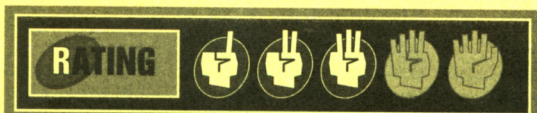
DANCE MASTER

©Nick White, Halesowen, 1998

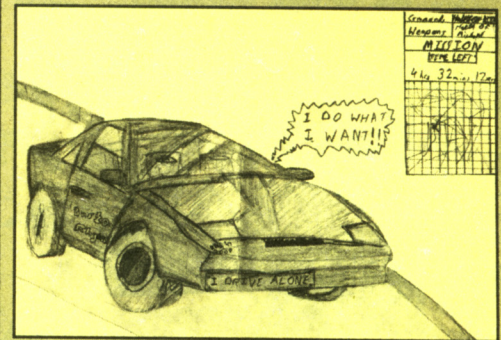
This would be a music-based RPG, with more complex ideas than PaRappa and Bust-A-Move. You start as an ambitious 19-year-old guy who wants to make a band. First you must find some willing members, by wandering around the town and talking to people who look talented. There are hundreds of people who are potential members, and each has a special skill (like playing the electric guitar extremely well). You can have up to six members, so choose wisely. Next, you find a music store and buy your instruments, and a manager who will arrange auditions. He will sort a time, place and date. The game is played in real-time! Now you have the option to

practice in your garage before the auditions, using a PaRappa style system. After the auditions, if you don't get a contract, you have to find another manager. When you've got a contract the game starts to hot up! You must travel from town to town doing gigs and competing against rival bands until you reach the top. No two games will be the same, as the songs you play are completely random. You can also write your own songs via a PC.

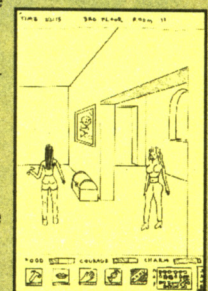
**CVG: A music based RPG is a good idea, but this seems incredibly similar to the Aerosmith game Quest for Fame. So you'll need to put your thinking cap back on and try to make it stand out.**



Our favourite bits from all the other suggestions.



First up is *Star Wars: Battle for the Planet*, sent in by **Paul Fitzpatrick**, and is an RPG in the *Final Fantasy VII* style, starring your favourite space heroes and villains. *Aliens Vs. Velociraptors* is a strategy game suggested by **Paul Baker**, played in a *Command & Conquer* style. More zombie thrills arrive courtesy of **Phillip Bradley** and **Jon Morris**, *President Evil* features zombies taking over the White House, while *Resident Gerbil* sees mice, hamsters and, of course, gerbils terrorising the occupants of a quiet town. **The Notorious Farmer Balg**, whoever he is, thinks *Knight Rider the Video Game* (screenshot above) would kick ass! In the second half of the game you get to drive KITT! They did America and now *Beavis and Butthead Do France* thanks to **Adam Mawer**, the game sees the boys in search of some precious World Cup tickets. There's been quite a few suggestions for wrestling games, with the pick of the bunch being *WWF Extreme* by **Navin** and **Vicky J Ramsukh**, who think the ultimate wrestling game would feature every wrestler in the history of the WWF, including the ghost of Andre the Giant. **Tom MacLachlan** thinks you should create your fighter, and in *Inside Wrestling*, that's what you get to do - build your fighter up and then watch the offers from rival wrestling companies pile up. **Aaron Callow** would like to see a sky-diving game and in *Free Fall* you can even go sky-surfing. **Simon Pode** is obviously power-mad, for in his game *World Domination* you have to take control of the world's media, using blackmail and support from political parties. *Actua Ryder Cup*, suggested by **Barry Lind**, sounds like a good golf game to us: first you must qualify for the competition by playing in the US or European tour, with the option to be the player/manager who picks the teams for each day's play. In *Madman*, from **Ashley Bull**, people travel around in jet-packs because all the world's planes have been scrapped. **James Donaldson** would like to see a game like *Robot Wars* but with boats, so he sent us *Boat Wars*. More re-inventing from **Ricky Bowen**: in his game with no name, you get to create cars and then race them. **Craig Meeke** is a gambling man, and he'd like to throw his money at a game called *Horse Racing Gold*, where you enter a betting shop and must bet on horse races, with the aim to earn enough money to buy a horse. The disturbed minds of **Tom Fletcher** and **Clarke Smith** sent us *Bearded Ladies*, a game where you must grow a beard. Once it is of admirable length you fight it out. **Karl Kent** would like to see *Extreme Water Skiing*, which includes a secret character called Ed Lomas! Lots of different theme and sim suggestions this month, starting with *Sim Car Dealer*, where you try to be the richest second-hand car dealer around - thanks **Richard Hickey**. *Sim Shopaholic 3D*, from **Gareth Barker**, has you building a whole shopping centre. **Daniel Twist** would get drunk every night playing *Theme Pub*, where customers have fights and your barmaids keep getting chatted up. *Theme Burger* by **Christopher Goodchild** has you running a fast-food restaurant. As you start to make money, you can develop new burgers. *Car Dealer 2000*, from **Robert Quick**, gives you the chance to design and make cars in a large factory. *Theme Island* by **Andrew DJ Oscar** lets you create the perfect holiday resort, with airports, hotels, bladdered Scousers and ladies of ill repute all playing a part. Finally, *The Mansion* from **Antti Perala** is a game set in a party (right), where you chat up girls or, if you want, turn the game into a scream-fest with some horror movie antics.







# drawinz Wot you dun



Now Listen!  
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

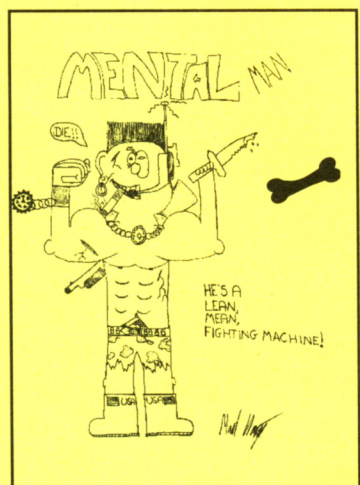
Too many of you seem to enjoy getting turds. It's not funny, you know. The turds we use come straight out of the Drawin' Dog's bottom. And we have to keep going up it.

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

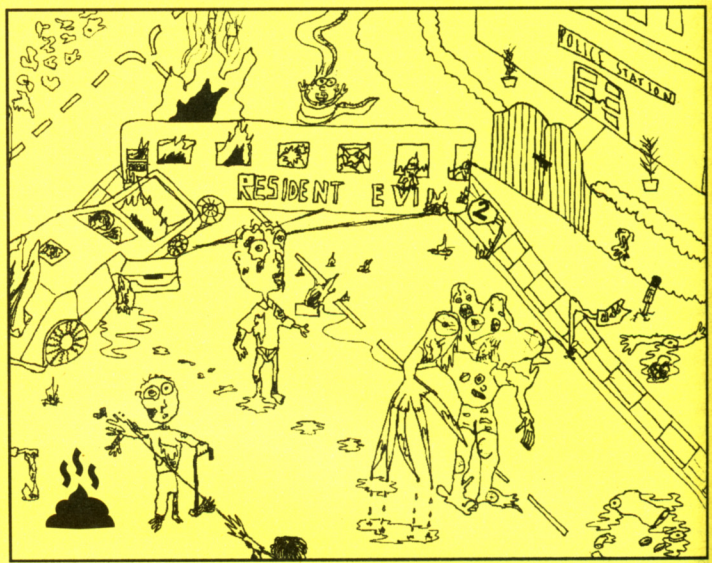
**L**ook. That's it! We're fed up with people just sending us sketches of something unoriginal that they must have spent all of five minutes doing. So, next month, if we don't get enough good drawinz in, this section's going to the dogs - it ain't gonna happen no more!



Ⓜ Would you trust this man with your health? Neither would we, Kerry Morton. Well done.



Ⓜ He doesn't look as if he could fight his way out of a paper bag, Harry Simmonds. But he's funny.



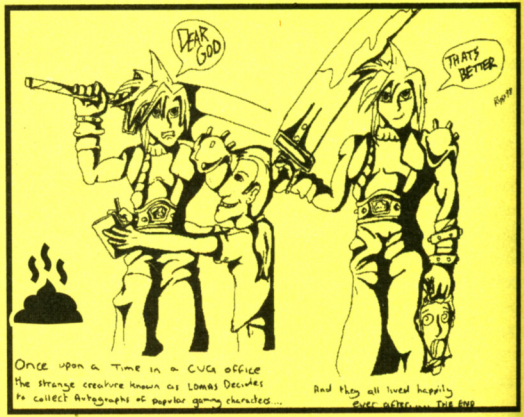
Ⓜ It's a messy job, but someone's gotta do it. Thanks Nathan Stephen Wyer. Here's a turd.



Ⓜ Graham Hart is livin' it large in our Drawinz this month. Well done.



Ⓜ Awesome drawin', Kenny Ha. Eh? is that your name? Yer 'avin' a laarf intcha? Jus' joking, mate.



Ⓜ We know Ed needs a haircut, but this would be a bit too severe. Thanks Russell Walton.



Ⓜ Scary teeth, naff shades, take a turd, James Misseldine.



Ⓜ Trees growing out of Yoshi's bum, by Joe Ridley



Ⓜ Michael Palliser's not-so-scary Res Evil art.

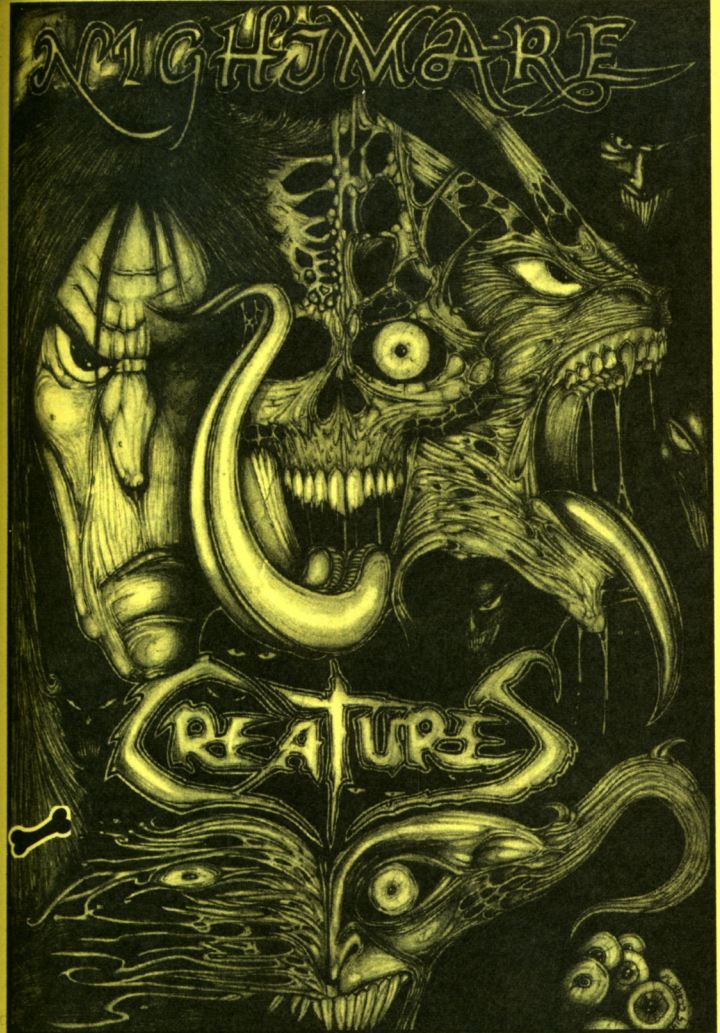


Ⓜ It must be ages since Scooby has had a good Scoobynack, Adam Warner - he looks livid!

drawinz  
wot you dun  
for now

FREEPLAY





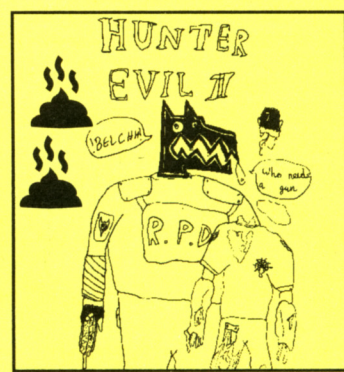
Ⓢ Sleep well then do ya, Craig Clark? Excellent drawin', mate.



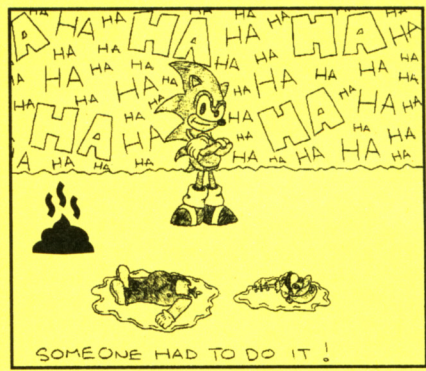
Ⓢ Hey, it made us smile. Thanks Nathan Wyer. Keep readin'.



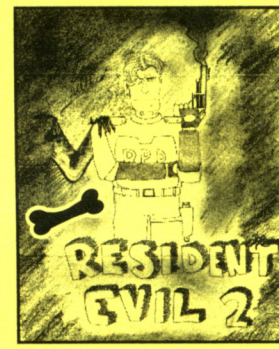
Ⓢ Thanks for this poop joke, Alex Vernon-Kell. It made our dog laugh.



Ⓢ This is worth at least two turds! Thanks Andrew Johnson.



Ⓢ 'Sonic Evil', from Andrew Spinks.



Ⓢ A creepy place to be, by Nick Morrison.



Ⓢ He's so mean, he's cutting his own ear off! Well done, David Greenwood.



Ⓢ Graham Hart's dog and turd deserves one of ours.



Ⓢ PaRappa gets mean and mouthy. Nice one, James Smith.



Ⓢ Graham Gallacher's Res Drawin'.



Ⓢ Is this scary or wot? from Doom fan Stanley Bu!



Ⓢ Do it! Step on his head, Clare!

Send 'em in to:

drawin2  
not 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..."

drawin2  
not you dun

FREEPLAY



# FREEPLAY

# HIGH SCORES



**T**he High Scores section of FreePlay lets you prove to the world that YOU are the greatest gamer. All you need to do is practice for 25 hours a day until you're unbeatable, then write down the best score you can get. Send it to the address below with your name, address and three digit arcade "tag" name and we'll print the best every month. Keep some kind of proof just in case we ask for evidence (don't send us memory cards - we'll just wipe them, fill them with *Cheesy The Mouse* save games and send them off to a random reader's address).

## HIGH SCORES, CVG,

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

## ALMOST...

We got a letter from **Matthew Hallett** in **Portsmouth** telling us how he had finished *Tomb Raider 2* on the PC in just 23"21"37. He then went on to explain how that stands for 23 days, 21 hours and 37 minutes. Unfortunately Matthew, that's about three weeks too slow to be counted as a high score. Sorry.

## HARD NUTS HERE

**Nathan and Daniel White** claim to have set completely unbeatable Sonic Jam Time Attack records, and to prove it they've made a challenge. They've sent us their spare copy of *Christmas NIGHTS* (Wooco) as a prize for whoever can provide photographic evidence of ANY of these times being beaten. Get to it!

Green Hill Zone 1	22"16
Green Hill Zone 2	15"96
Spring Yard Zone 1	23"13
Spring Yard Zone 2	28"43
Starlight Zone 2	18"78



☛ "In the *NIGHTS*, dream delight, I want to see you... la la la..." Ah!

## RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 2.21'54  
**Kuljeet Chauhan, Southall**

## TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time 1'04"4  
**Nury Gamboa**

## TIME CRISIS (PLAYSTATION)

Story mode 11'21"76

## Matthew Hopkins (MAT), Crewe

### TIME ATTACK

Stage 1	2'38"21
<b>David Tabron (TAB), Bolton</b>	
Stage 2	3'32"06
<b>Matthew Hopkins (MAT), Crewe</b>	
Stage 3	4'51"50
<b>Matthew Hopkins (MAT), Crewe</b>	

### PLAYSTATION MODE

1-2A-3A-4A	8'52"26
<b>Matthew Hopkins (MAT), Crewe</b>	
1-2A-3B-4B	9'29"93
<b>Matthew Hopkins (MAT), Crewe</b>	
1-2A-3B-4C	9'33"70
<b>Matthew Hopkins (MAT), Crewe</b>	
1-2B-3B-4B	8'24"36
<b>Matthew Hopkins (MAT), Crewe</b>	
1-2B-3B-4C	8'36"83
<b>Matthew Hopkins (MAT), Crewe</b>	
1-2B-4C	6'12"66
<b>Matthew Hopkins (MAT), Crewe</b>	

## V-RALLY (PLAYSTATION)

### EASY

Corsica	42"82
<b>Osman Farooq (OZY), Manchester</b>	
Indonesia	51"15
<b>Osman Farooq (OZY), Manchester</b>	
Spain	50"94
<b>Osman Farooq (OZY), Manchester</b>	
England	57"68
<b>Seppo Lunkki (SML), Finland</b>	

### MEDIUM

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

### HARD

Corsica	1'25"52
<b>Ian Haley (IJH), Co. Durham</b>	
Sweden Sunny	1'07"72
<b>Seppo Lunkki, Finland</b>	
Alps Snow	1'06"60
<b>Geoff Searle</b>	
Spain	1'12"72
<b>Osman Farooq (OZY), Manchester</b>	
New Zealand	1'24"52
<b>Seppo Lunkki, Finland</b>	
Safari	56"20
<b>Osman Farooq (OZY), Manchester</b>	
Sweden Snow	1'19"16
<b>Ian Haley (IJH), Co. Durham</b>	
Alps Night	1'14"24
<b>Ian Haley (IJH), Co. Durham</b>	

## DESTRUCTION DERBY 2 (PLAYSTATION)

PINE HILLS RACEWAY  
22"01  
**Glenn Perkins, Wolverhampton**

CHALK CANYON  
46"90  
**Glenn Perkins, Wolverhampton**

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

## CAPRIO COUNTY RACEWAY

21"15  
**Glenn Perkins, Wolverhampton**

## BLACK SAIL VALLEY

29"60  
**Glenn Perkins, Wolverhampton**

## LIBERTY CITY

20"32  
**Pinhead, Newcastle**

## ULTIMATE DESTRUCTION

29"98  
**Glenn Perkins, Wolverhampton**

## HOUSE OF THE DEAD (SATURN)

### SATURN MODE

65742  
**Fat Ade (ADE)**

### BOSS MODE

Chariot	21"54
<b>Fat Ade (ADE)</b>	
Hangedman	1'13"60
<b>Fat Ade (ADE)</b>	

## WINTER HEAT (SATURN)

### SPEED SKIING

11.484 seconds  
**Matthew Pilling (MAF), Merseyside**

### SKI JUMP

154.00 metres  
**Matthew Pilling (MAF), Merseyside**

### DOWNHILL

32.80 seconds  
**Matthew Pilling (MAF), Merseyside**

### SHORT TRACK SKATING

43.80 seconds  
**Matthew Pilling (MAF), Merseyside**

### SKELETON

50.83 seconds  
**Luigi Coppola (BAT), Bexhill-on-Sea**

### SLALOM

28.47 seconds  
**Luigi Coppola (BAT), Bexhill-on-Sea**

### AERIAL

1514 points  
**Luigi Coppola (BAT), Bexhill-on-Sea**

### BOBSLEIGH

42.35 seconds  
**Matthew Pilling (MAF), Merseyside**

### SPEED SKATING

34.25 seconds  
**Jamie Collyer (HOT), Woking**

### SNOWBOARD

52.78 seconds  
**Matthew Pilling (MAF), Merseyside**

### CROSS COUNTRY

4.48.99 seconds  
**Jamie Collyer (HOT), Woking**

### 11 EVENT OVERALL

14029 points  
**Matthew Pilling (MAF), Merseyside**

### ARCADE OVERALL

10289 points

## Matthew Pilling (MAF), Merseyside

## STEEP SLOPE SLIDERS (SATURN)

### EXTREME 0

Best Time 51"44  
**Joe Jennings, Derby**  
Best Tricks 3069  
**Luigi Coppola (BAT), Bexhill-on-Sea**

### EXTREME 1

Best Time 1'08"80  
**Jon Pendleton (JON)**  
Best Tricks 2363  
**Joe Jennings, Derby**

### EXTREME 2

Best Time 1'10"04  
**Jon Pendleton (JON)**  
Best Tricks 2589  
**Matthew Bushnell (ACE), Enfield**

### EXTREME 3

Best Time 1'22"00  
**Joe Jennings, Derby**  
Best Tricks 3086  
**Matthew Bushnell (ACE), Enfield**

### ALPINE

Best Time 1'01"08  
**Jon Pendleton (JON)**  
Best Tricks 2442  
**Joe Jennings, Derby**

### SNOWBOARD PARK

Best Time 1'22"60  
**Joe Jennings, Derby**  
Best Tricks 2971  
**Matthew Bushnell (ACE), Enfield**

### HALF PIPE

Best Time 26"04  
**Jon Pendleton (JON)**  
Best Tricks 2562  
**Matthew Bushnell (ACE), Enfield**

## RESIDENT EVIL (SATURN)

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

## 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 112 remaining  
**Christopher Byford (MOG), Northants**  
Gulpo beaten with 108 remaining  
**Leon White, Sheffield**  
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**

### SONIC R (SATURN)

#### RESORT ISLAND

Best Lap 15"32

**Will Carey, Worcester**

Best Race 55"40

**Luigi Coppola (BAT), Bexhill-on-Sea**

Tag Mode 23"08

**Sam Draris, Dorset**

Balloon Mode 33"22

**Martin Dooley, Woodhall Spa**

#### RADICAL CITY

Best Lap 23"52

**Sam Draris, Dorset**

Best Race 1'07"80

**Gary Cormack (GAZ), Stonehaven**

Tag Mode 19"84

**Tom Dentith (TOX)**

Balloon Mode 44"52

**Luigi Coppola, Bexhill on Sea**

#### REGAL RUIN

Best Lap 19"53

**Kamal Bhatia, Leicester**

Best Race 1'02"48

**Chris J Haig (CJH), Taunton**

Tag Mode 17"48

**Sam Draris, Dorset**

Balloon Mode 31"48

**Steve Lyth, Whitby**

#### REACTIVE FACTORY

Best Lap 25"20

**Luigi Coppola (BAT), Bexhill-on-Sea**

Best Race 1'20"93

**Kamal Bhatia, Leicester**

Tag Mode 23"08

**Gavin Woodworth, Cumbria**

Balloon Mode 29"27

**Martin Dooley, Woodhall Spa**

#### RADIANT EMERALD

Best Lap 38"36

**Kamal Bhatia, Leicester**

Best Race 2'14"02

**Kamal Bhatia, Leicester**

Tag Mode 29"28

**Gavin Woodworth, Cumbria**

Balloon Mode 33"60

**James Larham, Cambridgeshire**

### SATURN BOMBERMAN (SATURN)

Master Game completed 467740

**Chris J Haig (CJH), Taunton**

### SONIC JAM (SATURN)

#### SONIC THE HEDGEHOG (Time Attack)

Green Hill Zone 1 22"51

**Chris J Haig (CJH), Taunton**

Green Hill Zone 2 17"28

**Chris J Haig (CJH), Taunton**

Green Hill Zone 3 43"94

**Gavin Woodworth, Cumbria**

### SEGA TOURING CAR CHAMPIONSHIP (SAT)

#### COUNTRY

Best Lap 22"108

**Tom Newstead, Baildon**

Best Race 1'58"112

**Tom Newstead, Baildon**

#### GRUNWALD

Best Lap 29"741

**Stuart Blyth, Solihull**

Best Race 2'32"367

Best Race 54"00

**David Hines (EYE), Doncaster**

### MARIO KART 64 (NINTENDO 64)

#### WARIO STADIUM

Best Lap 03"98

**Tatu Luostarinen (TJL), Helsinki, Finland**

Best Race 22"41

**George Papapetrou (GEO), London**

#### SHERBERT LAND

Best Lap 33"28

**David Hines (EYE), Doncaster**

Best Race 1'41"17

**David Hines (EYE), Doncaster**

#### ROYAL RACEWAY

Best Lap 33"04

**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"60

**David Hines (EYE), Doncaster**

#### DONKEY KONG'S JUNGLE PARKWAY

Best Lap 6"19

**David Hines (EYE), Doncaster**

Best Race 37"69

**David Hines (EYE), Doncaster**

#### YOSHI VALLEY

Best Lap 9"33

**Tatu Luostarinen (TJL), Helsinki, Finland**

Best Race 30"73

**David Hines (EYE), Doncaster**

#### BANSHEE BOARDWALK

Best Lap 35"43

**David Hines (EYE), Doncaster**

Best Race 1'47"44

**David Hines (EYE), Doncaster**

#### RAINBOW ROAD

Best Lap 1'16"52

**David Hines (EYE), Doncaster**

Best Race 3'53"34

**David Hines (EYE), Doncaster**

### DIDDY KONG RACING (NINTENDO 64)

#### ANCIENT LAKE

Best Lap 12"98

**Peter Veal, Bury St Edmunds**

Best Race 38"10

**Peter Veal, Bury St Edmunds**

#### FOSSIL CANYON

Best Lap 24"10

**Remy Kamermans (RMK), Holland**

Best Race 1'13"81

**Remy Kamermans (RMK), Holland**

#### JUNGLE FALLS

Best Lap 19"10

**Adam Berry (BEZ), Bolton**

Best Race 59"10

**Yaqub Chaudhary (Y.C.), London**

#### HOT TOP VOLCANO

Best Lap 24"96

**Remy Kamermans (RMK), Holland**

Best Race 1'16"25

**Remy Kamermans (RMK), Holland**

#### WHALE BAY

Best Lap 21"85

**James Vincent, Co. Kildare**

Best Race 1'09"81

**James Vincent, Co. Kildare**

#### PIRATE LAGOON

Best Lap 25"06

#### James Vincent, Co. Kildare

Best Race 1'19"73

**James Vincent, Co. Kildare**

#### CRESCENT ISLAND

Best Lap 29"95

**James Vincent, Co. Kildare**

Best Race 1'32"20

**James Vincent, Co. Kildare**

#### TREASURE CAVES

Best Lap 18"90

**James Vincent, Co. Kildare**

Best Race 58"73

**James Vincent, Co. Kildare**

#### EVERFROST PEAK

Best Lap 34"01

**James Vincent, Co. Kildare**

Best Race 1'46"36

**James Vincent, Co. Kildare**

#### WALRUS COVE

Best Lap 38"75

**James Vincent, Co. Kildare**

Best Race 1'58"03

**James Vincent, Co. Kildare**

#### SNOWBALL VALLEY

Best Lap 20"85

**James Vincent, Co. Kildare**

Best Race 1'05"21

**James Vincent, Co. Kildare**

#### 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 37"60

**Chris Hinkley (CRS), Peckham**

Best Race 1'56"63

**Chris Hinkley (CRS), Peckham**

#### GREENWOOD VILLAGE

Best Lap 30"09

**Peter Veal, Bury St Edmunds**

Best Race 1'34"86

**James Vincent, Co. Kildare**

#### WINDMILL PLAINS

Best Lap 41"86

**James Vincent, Co. Kildare**

Best Race 2'07"83

**James Vincent, Co. Kildare**

#### HAUNTED WOODS

Best Lap 20"00

**Peter Veal, Bury St Edmunds**

Best Race 1'03"46

**Adam Berry (BEZ), Bolton**

#### SPACEDUST ALLEY

Best Lap 39"91

**James Vincent, Co. Kildare**

Best Race 2'02"73

**James Vincent, Co. Kildare**

#### DARKMOON CAVERNS

Best Lap 41"66

**James Vincent, Co. Kildare**

Best Race 2'08"10

**James Vincent, Co. Kildare**

#### STAR CITY

Best Lap 34"00

**James Vincent, Co. Kildare**

Best Race 1'47"83

**James Vincent, Co. Kildare**

#### SPACEPORT ALPHA

Best Lap 39"85

**Robert Nicholson, York**

Best Race 2'04"50

**James Vincent, Co. Kildare**

### TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'27

**Mark McEwan, Glasgow**

### 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 22095

**Matthew Hopkins (MAT), Crewe**

#### DRAKE LAKE

Best Lap 0'24"196

**B. Morgan, Luton**

Best Race 1'15"111

**B. Morgan, Luton**

Stunt Score 22376

**Matthew Hopkins (MAT), Crewe**

#### MARINE FORTRESS

Best Lap 0'23"357

**Greg Ihnatenko, Cheshire**

Best Race 1'18"989

**Chris Murphy (CHR), Manchester**

Stunt Score 29525

**Matthew Hopkins (MAT), Crewe**

#### PORT BLUE

Best Lap 0'27"908

**B. Morgan, Luton**

Best Race 1'27"423

**B. Morgan, Luton**

Stunt Score 37246

**James Vincent, Co. Kildare**

#### TWILIGHT CITY

Best Lap 0'29"255

**B. Morgan, Luton**

Best Race 1'30"524

**B. Morgan, Luton**

Stunt Score 31095

**Matthew Hopkins (MAT), Crewe**

#### GLACIER COAST

Best Lap 0'26"804

**Greg Ihnatenko, Cheshire**

Best Race 1'26"466

**Greg Ihnatenko, Cheshire**

Stunt Score 36080

**James Vincent, Co. Kildare**

#### SOUTHERN ISLAND

Best Lap 0'24"798

**B. Morgan, Luton**

Best Race 1'17"985

**B. Morgan, Luton**

Stunt Score 27035

**Matthew Hopkins (MAT), Crewe**

### TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25

**MC Okwuosa (MCO), Holloway**

### DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi

**E. Netley (MAN), London**

Burst Mode 3'47"31 Kasumi

**E. Netley (MAN), London**

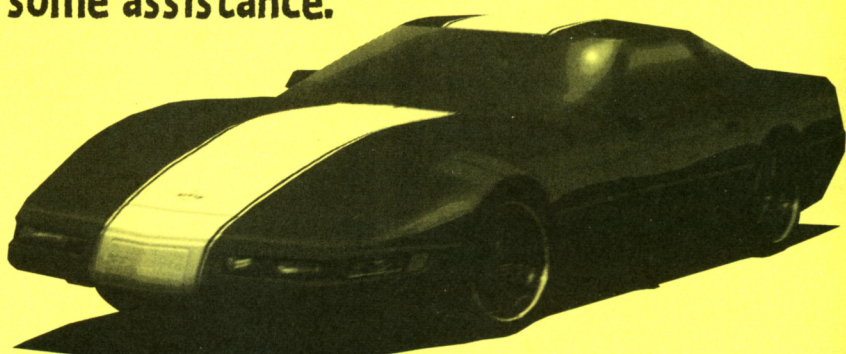


# GRAN TURISMO

## THE REAL DRIVING SIMULATOR

Daunted by the size of this awesome game, feel spoilt for choice or don't know where to begin? Still having problems with those licence tests? Well let us try to be of some assistance.

Seeing as this game is so big, it's even difficult for us to decide on where to begin trying to explain how to get the most out of this game - fast. We'll try to skim through as much as possible at break-neck speed. If you think we're going too fast, just slam on the breaks and take a breather.



### BEGINNERS' STUFF

These are some pretty basic pointers, and you can apply them to any driving game that offers some degree of realism, but with a game as accurate as Gran Turismo, you've really got to stick to them. Otherwise, you might find yourself stalling before the race even begins!

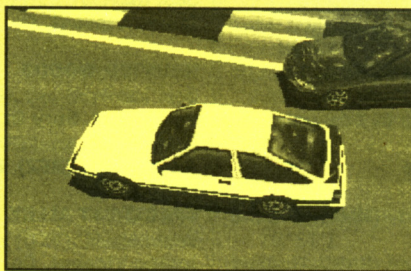
#### STARTING GRID

The easiest way to get a perfect start off the grid is to hold down the accelerator on max before the countdown starts. When it reaches "one", take your finger off and quickly hold down again. If done correctly, you should hit maximum revs just as the race gets under way, and get a good start.



#### CORNERING

Slow in, fast out is the order of the day. Try to learn the racing line. Basically it's what the computer-controlled cars are doing. Only brake late if you're trying to overtake. A cheesy tactic is to use the computer cars to slow you down, basically by just ramming and bouncing off them.



#### GEARS

Unlike other racing games, in GT the top speed and acceleration of the car is the same if you choose automatic or manual gears. The only advantage is you can drop gears before a turn. This slows you down but keeps the revs high. Keep your foot (finger/thumb) on the gas and accelerate away.



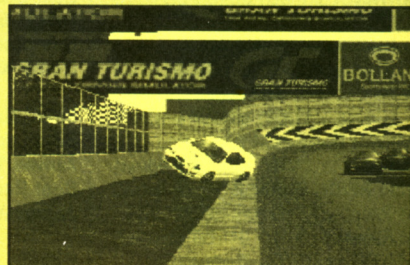
#### HANDLING

Front wheel, rear wheel and four wheel drive cars all behave very differently on corners. Front wheel cars tend to drag you round, so corner as perfectly as possible. Rear wheel machines skid out, so add some opposite lock to compensate for this. Four wheel drives tend to stick to the road, so you'll need to perfect the power-drifting to take corners at speed. This is easily achieved by steering in the opposite direction to the corner and braking.



#### BRAKING

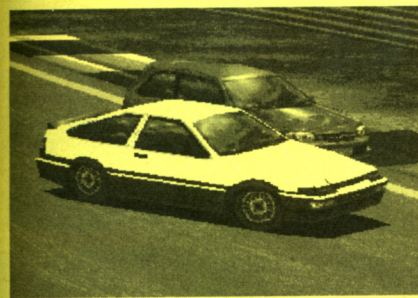
If you absolutely, positively have to apply the brakes, it's a good idea to do it on a level, straight piece of track. Do it while cornering and things could get messy.



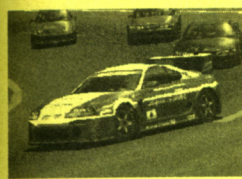


### Sunday Cup

A shopping trolley could blow away the competition in this field. Sadly there isn't one in the game, so make do with a Honda Prelude or Toyota Sprinter Truono. If your car is tuned up, even better.



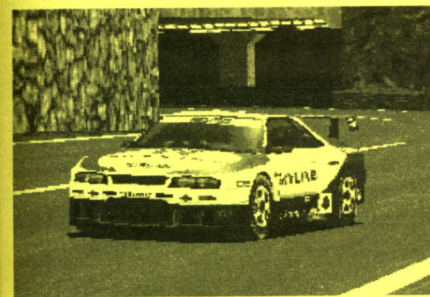
### Clubman Cup



All you need to win this race is a car that has good suspension modifications, and is above 300ps. You can't fail... can you?

### GT Cup

You'll need a fully tuned car to race with this lot. Without everything, you'll feel like Richard Harris at the end of The Wild Geese. Some recommend a full spec Nissan GT-R, it's way too powerful for these courses, but it's speed will help you escape from any mistakes.

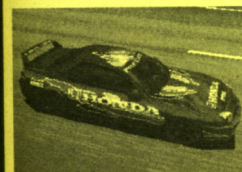


### World GT Cup

You'll need a fully tuned car weighing less than 1300kgs with more than 600ps. Due to the nature of these courses, you'll need a good all-rounder. Try to avoid rear wheels, unless you're up to it. Go for the Nissan GT-R once again. It's 4WD will help you survive here.

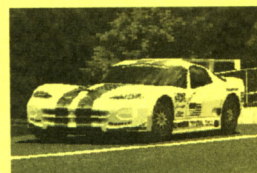


### FF Race



The Honda Prelude SiR and Toyota Celica SSII are pretty cool, but the Mitsubishi FTO GP-R is the choice of champions.

### FR Race



Shall it be the Mazda RX-7, Toyota Supra or Honda NSX? Perhaps a lowly MR2, TVR or Viper. The choice is yours!

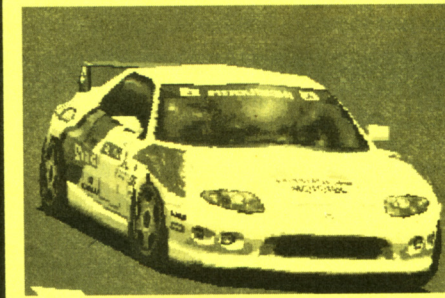
### 4WD Race

Are we getting boring, or can we not stress enough the brilliance of the Nissan GT-R? Oh wait, maybe try the Subaru Impreza Rally Edition, a car you can literally throw around corners. Shame about the top speed though.



### Lightweight

Go for the Mitsubishi FTO GP-R, simple as that.



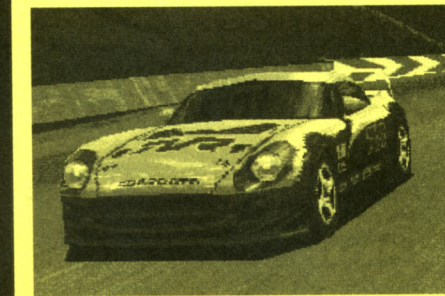
### US Vs. Japanese

The Mitsubishi FTO Limited Edition pops its head up again, to destroy the competition. Easy now!

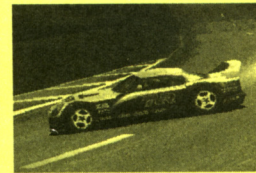


### Japanese Vs. British

Mitsubishi FTO Limited Edition. If you want to keep things British, go for the race tuned Cerbera. You need loads of oversteer to tame this car. If you've won the Cerbera Limited Edition, then that's the one to fly the flag in.



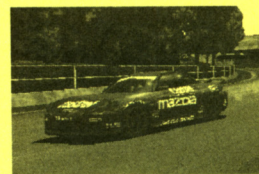
### British Vs. US



Overbearing American patriots go for the Viper GTS-R, while the Brits can take out a fully tuned Cerbera with a racing body.

### Mega

You'll need power and speed to survive this death race. Ben Hur is not invited. Go for the fully tuned, high-spec Mazda RX-7, Toyota Supra RZ, Nissan GT-R, Honda NSX or Mitsubishi GTO. No chariots allowed!



### Tuned

You'll need a super-tuned up motor, and the best you can hope for is the Nissan GT-R. It has every add-on known to man, except the racing conversion. From here on in, the races get really tough.



### Valley 300

Choose something fast, but more importantly, something you're really comfortable with, because this is a long race. By now you should have won the FTO Limited Edition racing car - that's the one we'd suggest.



### Stage 11 Racing



Again, go for the FTO LM, it's best for these long races you see. Plus it's got a drinks holder, well ours has anyway!

### Stage 11 Tuned

Bring out the Nissan GT-R again - it did you proud in the Tuned race and it'll serve you well here. There's one small problem, the tyres wear out incredibly quickly. So you'll need to make several pit stops.





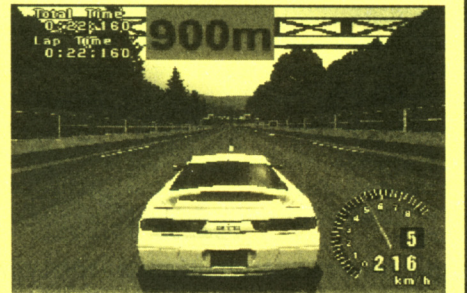
### B-1 Start, Accelerate and Stop, part 1

The first part of the first licence, and it's a doddle. This is a test of your ability to brake and nothing else. From the off, floor it. Just before reaching 160 km/h brake. Alternatively when you reach around 930m brake. You'll fail if you brake slowly, meaning you ease the car over the line. In essence this is like an emergency stop test, and you only have one go at hitting the brakes.



### B-2 Start, Accelerate, and Stop, part 2

The same as B-1, but because of the faster car you'll need to hit the brakes just as you pass the 900m marker.



⚠ You're going too fast! Apply the brakes as soon as you're past this marker.

### B-3 Basic Cornering, part 1

Select manual gears, go flat out and stay on the right. You should reach the corner in third gear, turn and drop a gear, halfway around go back up a gear. Remember to release the accelerator, fool!



### B-4 Basic Cornering, part 2

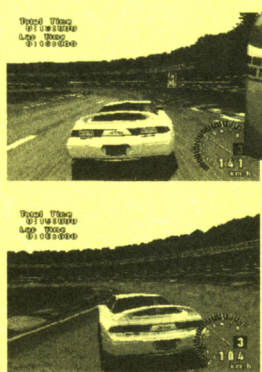
Select auto gears and keep right on the straight. Brake and turn into the corner when you reach the second corner sign on the right. With this line you'll be able to easily accelerate out of the bend.



### B-5 Basic Cornering, part 3

The same as B-4, but this time brake a little later and turn tighter at the same time. This will cause the car to skid slightly, so you should end up with a perfect line.

⚡ With a bit of concentration, you can get the line just right.



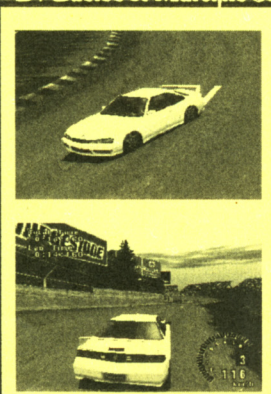
### B-6 Basics of Multiple Corners, part 1

Choose auto gears and keep left at the start. You'll need to watch the road for the next part. Around 125km/h turn in where the shadow gets thin. Keep the speed up and go from full right lock to full left where the shadow goes diagonal. Use both rumble strips and try to get the right line through the bends.



⚡ Start to change direction here. If you don't you'll annoy some of the crowd.

### B-7 Basics of Multiple Corners, part 2

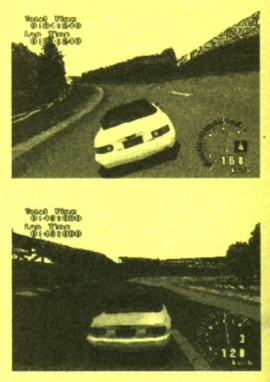


The same as B-6 but the rear wheel drive changes things a little. Keep an eye on your speed, and try to brake and turn on the corner to skid the car.

⚡ Your real-life driving instructor may not approve, but here you'll have to skid round the corner.

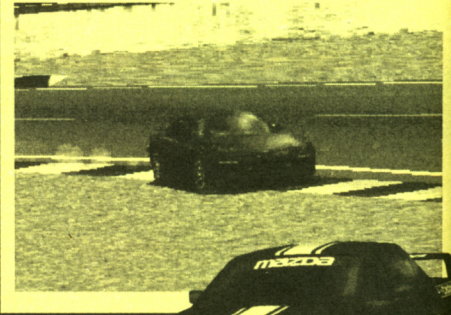
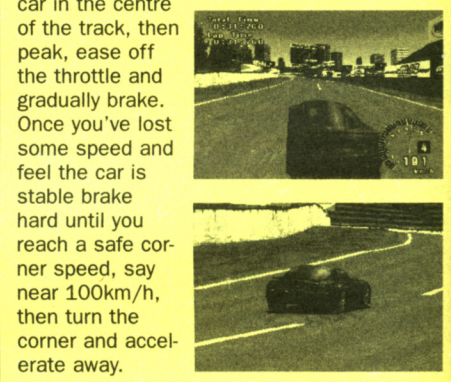
### B-8 B Licence Examination

Remember all the techniques you've learnt so far. Try to keep these speeds in mind for all the corners. Turn one full speed, turn two 150 km/h, turn three 120 km/h, turn four 125 km/h, turn five full speed and turn six at 135 km/h.



### A-3 Practical Cornering, part 3

After the long straight, there's a slight left turn and up slope. On the up slope, keep the car in the centre of the track, then peak, ease off the throttle and gradually brake. Once you've lost some speed and feel the car is stable brake hard until you reach a safe corner speed, say near 100km/h, then turn the corner and accelerate away.



⚡ Remember, slow in fast out. Cornering in rear wheelers is made easy this way.



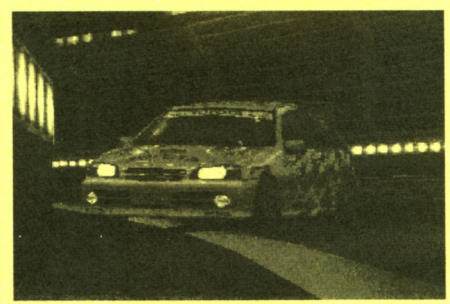
### A-6 Applied Complex Cornering, part 3

After the short straight there's a killer S-curve, a hard left followed by a quick right. At the end of the straight, lower the speed to 110 km/h. At this speed, corners should be a breeze. Take the next corner at the same speed. You should be able to go through the curve with the same steering angle. If you need to adjust the steering, you're attacking the corner too fast, or you started to turn too late.

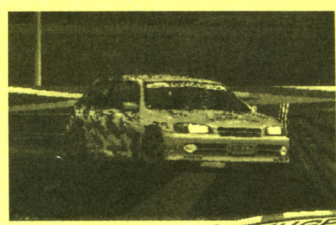


### International A Licence Tests

At this point we abandon ship. Our only advice is to learn how to handle the high-powered rear wheel drive cars. If you still have problems, tune up your preferred drive to 500ps, and compete in the A-Licence races until you feel ready. Wuss!



Ⓜ You need powerful rear wheel drives.



Ⓜ Can you handle all that power? You'll have to if you want to win anything.



### A-7 Special Technique



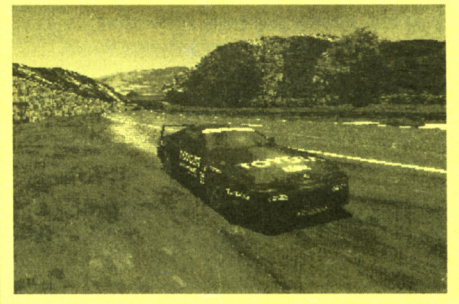
Ⓜ It's important to get your angles right to avoid puking.



There should be a warning on this test about puking. The tiny circuit and constant turning means it can become quite dizzy in here. Thankfully you only have to do five laps. Although the text suggests using the hand brake, you don't need to. Get the angles right, and use acceleration to slide the car around. Easy!

### Final advice on licence tests.

Remember, you can view demos of the following tests in the Replay Theatre. Those winning numbers are B-3, B-5, B-7, B-8, A-1, A-4, A-7, A-8 and IA-7. Keep 'em peeled, stop, look and listen and say what you see. In that order.



### TOP TRUMPS

Presenting the stats to impress your friends, the cream of the *Gran Turismo* crop.

Most powerful car	A race tuned Nissan GT-R has peak power of 969ps. It's four wheel drive too!
Most powerful FF car	Race tuned Honda Prelude SiR
Most powerful FR car	Race tuned Toyota Supra RZ
Most powerful lightweight car	Race tuned Mitsubishi FTO GP-R
Lightest FF car	Race tuned Mazda Demio A-Spec weighs 549 kg
Lightest FR car	Race tuned Toyota Trueno Apex is 619 kg
Lightest 4WD car	Race tuned Nissan GT-R and Subaru '96 WRX Sti III are both 878 kg
Heaviest FF	Honda Accord Wagon SiR weighs 1430 kg
Heaviest FR	Aston Martin DB7 Volante is a lard-assed 1875 kg
Heaviest 4WD	Mitsubishi GTO Twin Turbo is 1710 kg
Fastest car	Race tuned Mitsubishi GTO MR when adjustments have been made will go over 400 km/h
Best all rounder	FTO Limited Edition. It has the power, good top speed and is an easy to handle 4WD



# WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE OUR SCHEDULES WILL BE DISRUPTED AND THE WELL-OILED PUBLISHING MACHINE THAT IS CVG WILL GRIND TO A HALT.

## FREEPLAY

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



**D**on't panic! Don't panic! Stay calm. Yes, you **HAVE** reached the end of another issue of your favourite mag-within-a-mag and you're already having withdrawal symptoms. We understand, but there's no need to snatch at the nearest pack of fags, for we will be back for another fun-packed issue next month. But we can only be back if you want us back. I mean, hey, FreePlay is the product of your effort and affection, so keep sending your love to us and we'll give you back to you - with interest.

YOUR CHANCE TO WRITE FOR CVG!

### ED'S TIPS

Judging from the number of crap contributions to High Scores we've had lately, hardly anybody's reading Ed's Tips. It's your loss, cos if you don't listen to Ed, you'll be forever sending him pathetic scores you've notched up on piss-easy games - and he'll just chuck 'em in the bin, because he's a ruthless gaming ogre like that is our Ed.

### HIGH SCORES

Show off your gaming skill by sending us your High Scores. But it has to be a genuinely big score - not an "It's a bit small, but I'm happy with it" score, of which we have had many this month. Look, it's not that we mind reading your crap scores - they make us laugh - but it's not the point is it?

### DRAWINZ

The National Gallery wants to show some Drawinz as a major exhibition of the pre-Millennial Crap Sketch Movement. The deadline is fast approaching, so send us your marseterpieces immediately.

### MOST WANTED

You can't always get what you want in this world - not unless you read FreePlay and CVG you can't anyway. With us, the generous souls that we are, not only do you get two magazines for the price of 8.4 cigarettes, but you get two magazines full of stuff you want - because you asked for it. But if you don't ask, you don't get. So get asking by filling in the form below.

### BEST/WORST

Tell us what you think are the best or worst bits of this month's CVG. Choose your own categories if you want, but here are a few suggestions below. Don't get carried away now, but the best entries (basically, anyone who sends bribes) is likely to receive a free T-shirt. (Anyone who doesn't bribe us has to give us a free T-shirt!)

### MELTING POT

The new-look Melting Pot is the place where your ideas are read by Ferrari-driving playboys who have the power to make or break you - ie Alex Huhtala.

### FANZINES

Rumour has it FreePlay nicks ideas from Fanzines you send in. We don't see it as nicking, but a natural consequence of the cross-fertilisation which occurs as a result of normal intercourse with our beloved readers.



## CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

- 1 BEST/WORST COMING SOON .....
- 2 BEST/WORST REVIEW .....
- 3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMEBER .....
- 4 BEST/WORST DRAWIN' .....
- 5 BEST/WORST DESIGNED PAGES .....
- 6 BEST/WORST COVER .....
- 7 SUGGEST A CATEGORY .....
- 8 SUGGEST A CATEGORY .....

## MOST WANTED

IN ORDER OF IMPORTANCE

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....



## AGAINST PIRACY



CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

FREEPLAY