

FREEPLAY

TEKKEN 3 TEAM SPEAKS

Jet-setting jet-setter that he is, Paul Davies popped over to Japan last month to offer some words of appreciation to Namco's *Tekken 3* team. While he was there they also revealed some behind-the-scenes secrets for us to pass on to their Euro-fans. For more of their words, check out this month's *Tekken 3* feature on page 14!

Q: How difficult was it to port *Tekken 3* over to PlayStation. Did it pose a lot of problems? Was it more difficult because it is System 12 based?

Masanori Yamada: Even though the PlayStation CPU is same as System 12, it was very, very difficult. The amount of motion data and character graphic data is very big. We spent most of the time compressing this data so that it would fit into the internal memory of the PlayStation.

Q: *Tekken 3* is so smooth and fast – it's stunning. What were the breakthroughs that allowed the progress from *Tekken 1* through to *T3*?

Naoki Ito: With *Tekken 1* and 2, for the polygon models, each of the parts are not connected to make a character. In *Tekken 3* the various parts of each character are connected as one continuous body. Also, with regards to the compression of the data, even in *Tekken 2* the data was really huge. King's data, for example, reached the limit of what could be compressed down for PlayStation. In *Tekken 3* the data is three times larger, but we managed to compress this into PlayStation.

Q: How did you come up with the ideas for the unique characters in the *Tekken* series? Did any of the *Tekken* team's personal traits go into the characters?

T3 Team: A good example is Eddy, since he wasn't planned to be the character you see at first. The development team wanted to include a character who used Capoeira, so the idea was passed on to the artist team. Mr Kimoto asked the artist to make a female character for Capoeira. However, the artist said it was too difficult to design a female character who used Capoeira, so along came Eddy. Also for Ling Xiaoyu, since most of the *Tekken* female characters are more than 25 years old, the team wanted a young girl. Also the second player colour of Kuma is Panda in this game. This was actually intended for *Tekken 1*, but wasn't realised until *Tekken 3*.

Members *Tekken 3* Team are:

Hajime Nakatani PRODUCER
Masanori Yamada PROGRAMMER
Naoki Ito PROGRAMMER
Yoshinari Mizushima GRAPHIC ARTIST
Masashi Kubo GRAPHIC ARTIST
Katsuhiro Harada GAME DESIGNER
Masahiro Kimoto GAME DESIGNER

Q: Could you explain how the artificial intelligence (AI) works in *Tekken 3*, as it is more 'intelligent' than the previous two games. How does it 'think'. How does it 'learn'?

Hajime Nakatani: In *T1* and 2, enemy characters' AI is based on what the players would do. If players do a punch, the computer will dodge. This time there is a more random factor built into the CPU AI, so that's why it's not so easy to win doing the same thing every time.

Q: Who are the team's favourite characters in *Tekken*, and why?

Yoshinari Mizushima: Since I am the artist, I particularly like the characters which took time to create the artwork for. Therefore, Jin and Xiaoyu.

Masashi Kubo: Paul and King, because they are a little weird compared to other characters.

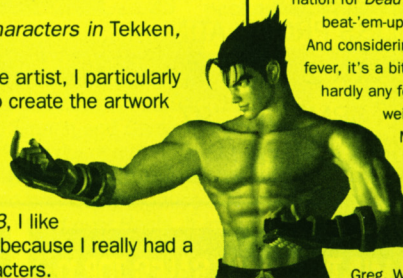
Masahiro Kimoto: From *Tekken 1* to 3, I like Nina. Also from *Tekken 3* I like Eddy, because I really had a hard time developing these two characters.

Katsuhiro Harada: Heihachi throughout the *Tekken* series, but in *Tekken 3* I like Jin. This is because Jin is the main character for *Tekken 3*. As the main character of the fighting game, he should not be too strong or too weak, he should be really well balanced. I had a hard time making sure that Jin was so well balanced within *Tekken 3*. I also like Jin because Jin doesn't have any special moves that are too strong. Also I like the control feel of this character.

Masanori Yamada: Xiaoyu, because every time I run the *Tekken 3* program, just tapping on the buttons to get through, I automatically choose Xiaoyu (she's the first default character on the chara select screen). Recently I've started to play Lei Wulong.

Hajime Nakatani: King – because he is rather easy to use, but also there are some aerial moves which can be very tricky for other players.

Naoki Ito: Jin.



Greg. Why, Greg?

READERS' MOST WANTED CHART

Tekken 3 slips from the number two position down to number five, while *Resident Evil 2* endures another month at the top of the chart. Konami's *Metal Gear Solid* and *64DD* are this month's new entries.

1	RESIDENT EVIL 2	PS/SAT/PC
2	ZELDA 64	N64
3	GRAN TURISMO	PlayStation
4	TOMB RAIDER 3	PS/PC
5	TEKKEN 3	PlayStation
6	NEW SEGA CONSOLE	Sega
7	METAL GEAR SOLID	Playstation
8	F-ZERO 64	N64
9	FINAL FANTASY VIII	PS/PC
10	64 DD	Nintendo

The drop in votes for *Tekken 3* and only one nomination for *Dead or Alive* was surprising. Surely beat-'em-ups aren't going out of fashion? And considering the imminence of World Cup fever, it's a bit surprising that there were hardly any footy game votes. This month's weirdo nominations include "A Moby Game" from an anonymous voter, "Farts 'n' Babes" from Gavin Bratt, "Smurfs 64" (ho ho, Philip Christie), "Bango Kazooe" from Arran Gilbert and "Rascal" from

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RED-HOT RUMOURS DIGEST (ABRIDGED)

• Sega are asking their Katana developers to produce networkable games for the machine's release later this year. It now seems certain that the machine's Microsoft-built operating system will include network and TCP/IP capabilities, allowing the machine to hook up to game servers on the Internet. If Microsoft are clever (which they are, quite) part of the deal will be for them to run this service via their own Internet Gaming Zone. Could this also mean a web-browsing

function will be built into the machine? Sensible Software is to be sold. The veteran UK developer of groundbreaking software such as *Mega-lo-Mania*, *Cannon Fodder* and *Sensible Soccer* is looking for investment to finance future projects. Hey, someone with cash! Don't let this primo UK team go down!

• The big-name backer behind the mysterious Project X console looks like it is

actually Japanese electronics giant Matsushita, otherwise known as Panasonic. One of the Project X developers apparently gaffed by issuing an announcement stating how pleased they were to be working with the company on the new machine. There's also talk that the hardware will actually be incorporated into all of Matsushita's forthcoming domestic DVD (Digital Versatile Disc) players, thus creating a VERY potent new force within the games market!

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
2	NE	TEKKEN 2: PLATINUM	PLAYSTATION	SONY
3	2	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
4	3	CRASH BANDICOOT: PLATINUM	PLAYSTATION	SONY
5	NE	YOSHI'S STORY	NINTENDO 64	THE GAMES
6	6	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
7	4	GOLDENEYE 007	NINTENDO 64	THE GAMES
8	8	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
9	15	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	PSYGNOSIS
10	10	STAR WARS: SUPREMECY	PC CD-ROM	VIRGIN
11	NE	DEATHTRAP DUNGEON	PLAYSTATION	EIDOS
12	8	FIFA '98: ROAD TO WORLD CUP	NINTENDO 64	EA
13	7	TOMB RAIDER: UNFINISHED BUSINESS	PC CD-ROM	EIDOS
14	12	GRAND THEFT AUTO: SPECIAL EDITION	PLAYSTATION	TAKE 2
15	9	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
16	17	NEED FOR SPEED 3	PLAYSTATION	EA
17	NE	ISS PRO: PLATINUM	PLAYSTATION	KONAMI
18	20	GEX 2	PLAYSTATION	TAKE 2
19	11	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
20	NE	QUAKE 64	NINTENDO 64	GT INTERACTIVE

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	HOUSE OF THE DEAD	SEGA
5	DUKE NUKEM	SEGA

SATURN IMPORT TOP 5

1	SHINING FORCE 3 (US)	SEGA
2	VAMPIRE SAVIOR	CAPCOM
3	GRANDIA DIGITAL MUSEUM GAME	ARTS
4	BOMBERMAN WARS	HUDSON
5	GUNGRIFFON 2	GAMEARTS

PLAYSTATION U.K. TOP 5

1	GRAN TURISMO	SONY
2	RESIDENT EVIL 2	VIRGIN
3	COLIN MCRAE RALLY	CODEMASTERS
4	BREATH OF FIRE 3	OCEAN
5	POINT BLANK	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	COMMANDO'S	EIDOS
2	QUAKE 2	ACTIVISION
3	DESCENT FREESPACE	INTERPLAY
4	BATTLEZONE	ACTIVISION
5	WORLD CUP '98	EA

NINTENDO 64 TOP 5

1	MISSION IMPOSSIBLE	OCEAN
2	YOSHI'S STORY	THE GAMES
3	FORSAKEN	ACCLAIM
4	QUAKE 64	GT INTERACTIVE
5	WETRIX	OCEAN

NINTENDO 64 IMPORT TOP 3

1	FZERO X	NINTENDO
2	ZELDA 64	NINTENDO
3	BANJO AND KAZOOIE	NINTENDO

GAME BOY TOP 3

1	WARIO LAND 2	THE GAMES
2	POCKET BOMBERMAN	HUDSON
3	V-RALLY	INFOGRADES

ARCADE TOP 5

1	LIBERO GRANDE	NAMCO
2	PLASMA SWORD	CAPCOM
3	STREET FIGHTER EX 2	CAPCOM
4	EHRGEIZ	NAMCO
5	FIGHTING VIPERS 2	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY 5	PLAYSTATION
2	OMETTE NIGHT	PLAYSTATION
3	BUSHIDO BLADE 2	PLAYSTATION
4	GRAN TURISMO	PLAYSTATION
5	BIOHAZARD 2	PLAYSTATION
6	MEDEAROT PARTS COLLECTION	GAMEBOY
7	CLOCK TOWER: GHOST HEAD	PLAYSTATION
8	TENCHU	PLAYSTATION
9	XENOGears	PLAYSTATION
10	DEAD OR ALIVE	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	TEKKEN 3	PLAYSTATION
2	J-LEAGUE WINNING ELEVEN	PLAYSTATION
3	PREMIER MANAGER '98	PLAYSTATION
4	WORLD CUP '98	MULTIFORMAT
5	COMMANDO: BEHIND ENEMY LINES	PC CD-ROM



AMERICAN MULTI-FORMAT SALES TOP 10

1	YOSHI'S STORY	NINTENDO 64
2	TRIPLE PLAY 99	PLAYSTATION
3	NBA SHOOTOUT 98	PLAYSTATION
4	RESIDENT EVIL 2	PLAYSTATION
5	BLOODY ROAR	PLAYSTATION
6	GOLDENEYE 007	NINTENDO 64
7	FINAL FANTASY TACTICS	PLAYSTATION
8	WCW NITRO	PLAYSTATION
9	GEX 3D: ENTER THE GECKO	PLAYSTATION
10	WCW VS NWO	NINTENDO 64



CVG'S 15 CARTOONS

1. SCOOBY DOO (WITHOUT SCRAPPY)
2. SOUTH PARK
3. THE SIMPSONS
4. DUNGEONS AND DRAGONS
5. TRANSFORMERS
6. BEAVIS AND BUTTHEAD
7. HONG KONG PHOOEY
8. THUNDERCATS
9. CENTURIONS
10. WACKY RACERS
11. GODZILLA
12. BATMAN, ANIMATED SERIES
13. ULYSSES 31
14. PRE 1960 TOM AND JERRY
15. BATFINK

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



As the country is gripped by World Cup fever, it seems a good time to reflect on the best versions of the national game to have graced our computers and consoles over the years.

TENUOUS BUT TRUE

In the beginning, there was *PONG*. People soon got bored of this bat and ball game so it was made more complex. We got games named *Tennis* (which was just like *PONG* really), *Squash* (*PONG*, but both players are at the same end of the screen), and *Football* (*PONG* with two bats each).

TOO GOOD TO BE TRUE?

In 1980, realism improved greatly with the game *Soccer*, for the Mattel Intellivision. This was an excellent cartridge that came with the console in the UK. The pitch was a colourful 3D representation that had two teams of little stick-men running around it. Ideas from this game became standard concepts for later football games.

The console intelligently selected the closest player to the ball if you lacked possession, and changed his colour so you would know which one he was. The unique Intellivision disc controllers gave excellent control of the players, and, together with the cheering crowds (the same sound used in all Intellivision sports games), made it the first fun football game.

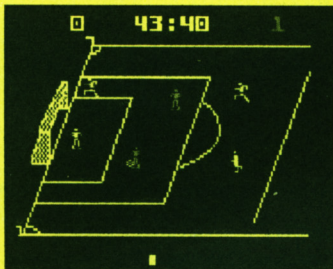
In 1982 Kevin Toms had a good idea for a BASIC program on his ZX-81. Over the next 10 years he proceeded to stretch the idea over every computer that was subsequently released. *Football Manager* was a game solely of strategy. You chose the team, paid the bills, transferred players etc. And, when ready, opted to play the game. On the Spectrum, you got the highlights of the game played out by little stick-men. This was all automatic. You could only watch or do as my mate Tony did – ignore it and read for a few minutes.

BIG CHUNKY FOOTBALLERS

In 1983 the sleek new Commodore 64 got a game that was to endure for many years. *International Soccer* by Andrew Spencer was sold on a cartridge by Commodore themselves. Selling it at just £9.99 was a masterstroke as cartridges for other systems often cost £30. The game had big chunky footballers and a spot-on sound for the referee's whistle. For a long while this was the best C64 football game. When Commodore launched their flop console version of the C64, the C64GS, it came with a cartridge containing four games one of which was *International Soccer*.

REVOLUTION!

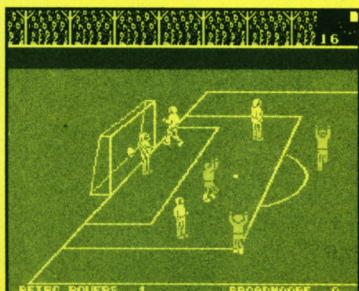
Over the next few years the Spectrum had a couple of stick-men games you could control (*World Cup Football* by Artic and *Star Soccer* by Watson), but none really worth playing until *Match Day*. The product of byte merchants Jon Ritman and Chris Clarke, *Match Day* was a computer game that had great football atmosphere. The graphics were large and the players controllable and behaved intelligently on their



Ⓢ Mattel Intellivision's *Soccer* set the standard for later games



Ⓢ Decide tactics and play when ready in *Football Manager*



Ⓢ The atmospheric *Match Day* was a hit with serious gamers

own. In its March 1985 edition the three reviewers for *Your Spectrum* gave *Match Day* 5/5, 4/5 and 4/5 – a hit!

Match Day was a great success and a game of great longevity. *Crash* magazine had a section each month named the Hotline Chart where readers could vote for their favourite game. An overall chart from 42 hotlines showed *Match Day* to be the most voted for game. *Crash* also held a *Match Day* tournament involving six readers and Ritman, Clarke and Bernie Drummond. In an afternoon of playing, Ritman pounded the opposition, winning all his games and scoring 38 goals. Lesson One – never play the programmer.

ENTER THE LICENSE

For the 1986 Mexico World Cup US Gold obtained the rights to sell the only official World Cup computer game. *World Cup Carnival* went to town with its packaging. For your £9.95 you got a wall chart to map the progress of the real competition, a poster, self-adhesive world cup flags and a sew-on badge.



Unfortunately they didn't pay as much attention to coding the game. With only a few tiny differences to tart it up this was Artic's two-year-old *World Cup Football*, now costing you three quid more! Unfortunately because it looked so good from the outside many people bought the game before reading any reviews and found they already owned it. Nutmegged!

The review in *Crash* is fun to read. *World Cup Carnival* is an appalling game and it's a disgrace to see a big software house like US Gold releasing it... This game is awful... avoid it at all costs', and 'This is the worst football simulation I have ever seen'. They gave it 26%.



Ⓢ World Cup Carnival... Great packaging, shame about the game.

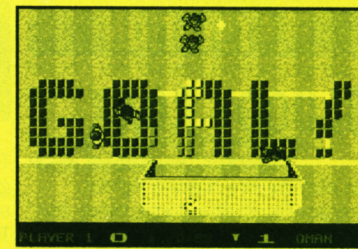
RETURN OF THE KING

Match Day II was released in February 1988 and became a *Crash* Smash and Game of the Month in *Your Sinclair*. The sequel was coded by Jon Ritman and had graphics by Bernie Drummond – the team that had previously produced the classics *Batman* and *Head over Heels*. It improved on all the elements of the previous game and added new features like barging, the kickometer and the diamond deflection system.



AND THE REST IS HISTORY

The mighty *Microprose Soccer* for the C64 was released in 1989 and was the product of Sensible Software. The game showed an overhead view and featured fouls, weather, action replays and banana shots. This was a hugely influential game and is the nearest



Ⓢ Influential: *Microprose Soccer*



Throw In

thing to real football you'll find on the C64. Its closest rival was *Kick Off* by Anco. Programmed by Dino Dini (no, really) it is probably better appreciated on the Amiga and Atari ST versions where it displays great playability and smooth, fast football action.

RETRO RANCH CLASSIFIED

RETROGAMER Issue 15 is out now! It contains features on the classic games *Boulder* and *New Zealand Story* and completes the profile of the Vectrex console and the Malcolm Evans 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



computer video games
R.E.T.R.O
R.A.N.C.H
FREEPLAY
3

TIPS

THE LEGEND OF LOMAS



The sun is getting his hat on, hip hip hooray! Summer is coming, but it only provides more problems for us hardcore tips fans. For a start, sunlight always manages to glare off your TV, making it impossible to see all those important passwords. Also, people keep telling you to go outside in the sun. Don't listen to them! Later.

PLAYSTATION

BLOODY ROAR

To play as the hidden fighter, Indian, finish the game twice as each character on the hardest setting, then go to the character select screen. Now hold **L1+R1** and press **Up, then Down**.

Here are a few more of the bonus options you can collect by playing the game in certain ways.

VIEW SELECT

Finish the game as Alice on level four or above. You can now pick a camera angle from the options menu.

INVISIBLE WALLS

Finish the game as Fox on level four or above, and the walls will be made see-through.

NO GUARD

Finish the game as Gado on level four or above and you'll get the option to turn blocking off.

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 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 Master System games. Thank you.
TIPS.CVG@ECM.EMAP.COM

NO LIGHTNING

Finish the game as Long on level four or above and you can turn off the lightning effects.

Gldfsh
Mnbeam
Playtm
rocket
1jagx
amgmrc
Seeall

Scorpio-7 track
Space Race track
The Room track
El Nino
Jaguar XJR-15
Mercedes Benz CLK GTR
Extra camera views

DEAD OR ALIVE



To play as the boss Raidou, finish the game as each character on the default settings.

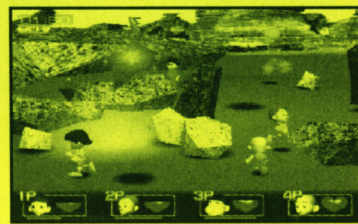
To play as Ayane, the PlayStation version's new fighter, collect every costume in the game by finishing it repeatedly. You need to get 14 for each of the girls, plus five for each bloke and three for Raidou.

NEED FOR SPEED 3

To use these cheats, go to the user name screen and enter one of these codes.

spoil All cars + regular tracks
Xcav8 Caverns track
mcityz Empire City track
Xcntry Auto Cross track

POY POY



To compete on an extra stage, finish the master cup on a single continue, and you'll have to beat the king. If you do, you'll get a special glove.

To kill yourself and anyone in the immediate area, quickly press **X** and **Circle** together. As your power bar fills up, you'll explode!

REBOOT



To play as Enzo, go to the main menu and press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right, then choose to start a new game. That's all.

X-MEN VS STREET FIGHTER EX



To play as Apocalypse (yep, the big blue guy), complete the game on the top difficulty. That's all.

SATURN

QUAKE

To give yourself all four runes and access to all of the episodes, go to the House Of Chthon and stand where the first rune is normally sitting. Now pause the game, highlight Customise Controls, and press **R, Z, L, X, Y, L, R, Y, L, R**.

To see the map, pause the game and highlight Customise Controls. Now press **L, R, L, R, Z, Y, X, X, Y, Z**.

For zero gravity mode, pause the game and go into the Options menu. Now highlight Lookspring and press **R, R, L, R, X, Y, Z, X, Y, Z**.

NINTENDO 64

1080° SNOWBOARDING



To be able to play as the Crystal boarder, finish the match race on expert level. Now go to the player select screen and choose Akari Hayami, then **hold C-Left and press A** to confirm.

To get the Gold boarder, finish the match race on expert level while playing as the Crystal boarder. Now go to the player select screen and choose Kensuke Kimachi, then **hold C-Up and press A** to confirm.

To get the Panda boarder you need to finish the match race on expert level, get first place in trick attack on all the courses, and get three first places in contest mode. Once you've done it, go to the player select screen and choose Rob Haywood, then **hold C-Right and press A** to confirm.

To get the extra Deadly Fall course, finish the six courses on expert mode in the Match Race.

To get the extra Dragon Cave course, finish the five courses on hard mode in the Match Race.

GOLDENEYE



This cheat gives you loads more characters to use in the multiplayer modes. In fact, you can play as any enemy in the game.

Go to the multiplayer character select screen and move to highlight the very last one (to the right). Now follow these instructions in this order and you should get loads of exciting characters, such as Rare's tea lady.

1. Hold L+R and press C-Left
2. Hold L and press C-Up
3. Hold L+R and press D-pad Left
4. Hold L and press D-pad Right
5. Hold R and press D-pad Down
6. Hold L+R and press C-Left
7. Hold L and press C-Up
8. Hold L+R and press D-pad Right
9. Hold L+R and press C-Down
10. Hold L and press D-pad Down

PC CD-ROM

STARCRRAFT

For invincible units, press Enter, type **"Power Overwhelming"**, then press Enter again.

For infinite mana, press Enter, type **"The Gathering"**, then press Enter again.

For extra money, press Enter, type **"Show me the money"**, then press Enter again.

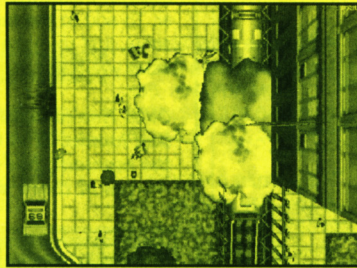
To speed up the building process, press Enter, type **"Operation CWAL"**, then press Enter again.

To reveal the entire map, press Enter, type **"Black Sheep Wall"**, then press Enter again.

To stop the enemy from using their magic, press Enter, type **"NoGlues"**, then press Enter again.

To lose the game immediately (very useful), press Enter, type **"Game Over Man"**, then press Enter again.

GRAND THEFT AUTO



To use these codes, go to the character select screen and press Backspace, enter your code, then press Enter.

6031769
itstantrum
buckfast

suckmyrocket

nineinarow
iamthelaw
itcouldbeyou
hatemachine
porkcharsui

Infinite health
Infinite lives
Press keypad '*' for all weapons
All weapons and get out of jail
All cities
No cops
Maximum credits
10x multiplier
Debug stuff

ARCADE

MARVEL VS CAPCOM



Okay, here's one we've not had confirmed yet. We recommend

trying it out with just one credit, and if you can't get it working, don't bother again. And don't call us to complain either.

Go to the character select screen and highlight Chun-Li. Now press **Right x2, Down x4, Left x2, Right x2, Up x4 then Left x3**. You should move from Chun-Li to a new character called "Dave" who is apparently the cousin of Street Fighter 3's Dudley. Hmm.

WE'RE STUCK!

Dear CVG,

Are you sure that the *Tomb Raider 2* nude cheat was correct, as I spent hours trying and then the sod didn't work! Is this another crock of fake TR2 cheats? I hope not, otherwise I'm afraid I'll just have to cry.

Robert O' Conner, Manchester

Dear CVG,

I recently bought the CVG magazine because it had the NUDE MODE cheat for *Tomb Raider 2* on the PlayStation. But me and my mate Gavin tried to activate the cheat for hours and nothing happened.

Could you be honest with me and please tell me if the NUDE MODE cheat really works or not. If it really does work then could you please explain how to activate it in more detail, unless you could tell me a much easier way to do it. Please, please, please reply. **Thank you very much from Chris Knight, age 15.**

Dear CVG,

I'm writing in reply to FreePlay in #197 the *Tomb Raider 2* cheat. I can't seem to get it to work, can you help? I only know the chorus to the song, is this the problem? PLEASE HELP!!

Ben Whorwood, Newquay

Dear CVG,

Please can you print this in your next issue. In your *Tomb Raider 2* nude cheat I had quite a lot of difficulty making it work. Do I have to play the whole song or just the "Never Ever" bit? Or do I just have to play "Never ever have I ever felt so low"? Do I have to move Lara twice in the "Never" bit or just once, and does it matter how slow you do it? Please give me some good info.

Steven Loader, Malvern

Dear CVG,

I have got *Tomb Raider 2* and have seen the cheat to make Lara nude by dancing on the bed and player two pressing Square to the tune of "Never Ever" by All Saints. The song "Never Ever" was not out when *Tomb Raider 2* was released so how can you do this cheat? Please could you give me a cheat to get Lara nude.

C Kemp, Norwich

CVG: There you go... proof that there really ARE people this sad. Dream on, losers!

Dear CVG,

On *Street Fighter Alpha 2* on the PlayStation is it possible to play as Evil Ryu?

Also what is the space for in the main menu?

Is there a cheat on *Tomb Raider 2* to get rid of all the enemies, if so could you please tell me?

James Newbolt, Lancaster

CVG: Evil Ryu isn't in the original version of SFA2 on the PlayStation, but he is in the Street Fighter Collection version.

The space on the main menu is just a plain old space, which does nothing but sit there.

And there's no way of removing the enemies from Tomb Raider 2. That's one of the saddest cheat requests we've ever had.

Dear CVG,

In your FreePlay, under *Resident Evil*, it said "Game Complete with Rocket Launcher". Where is it and how do you get it? This is for PlayStation. Thanks for your time.

Martin Nugent, Ireland

CVG: To get the rocket launcher you need to finish the whole game as either character in under 3 hours. Learn exactly what to do, then run through the whole game as quickly as possible.

Dear CVG,

Please answer the following questions about *Street Fighter Collection* on the PlayStation:

1. Could you tell me the cheat on how to get Akuma on *Super Street Fighter 2*?
2. Could you tell me the cheat on how to get Cammy on *Street Fighter Alpha 2 Gold*?
3. Do you know if there's a cheat on how to get Evil Ryu in *Street Fighter Alpha 2 Gold*?
4. Do you know if there's a cheat on how to get Angle Akuma on *Street Fighter Alpha 2 Gold*?
5. If there's any other cheats that I haven't mentioned could you please let me know.

From your best CVG reader, Jorge Rodriguez, Australia

CVG: Here are your bonzo answers, cobbler!

1. **Just highlight Ryu and press L1+R1 at the same time to play as Akuma.**
2. **To get Cammy, complete the game as M Bison and get a score which is high enough to get first place on the score table. Now enter your name as "CAM" and choose either Vs Mode or Training Mode. From here you can pick Cammy by highlighting M Bison and pressing Start three times.**
3. **To get Evil Ryu in SFA2 Gold you should only need to highlight Ryu and press Start.**
4. **If you mean "Angel" Akuma, then we don't know. No idea what you're talking about whatsoever. You can get Super Akuma by highlighting Akuma and pressing Start, in case that's any help.**
5. **Sure.**

MELTING POT

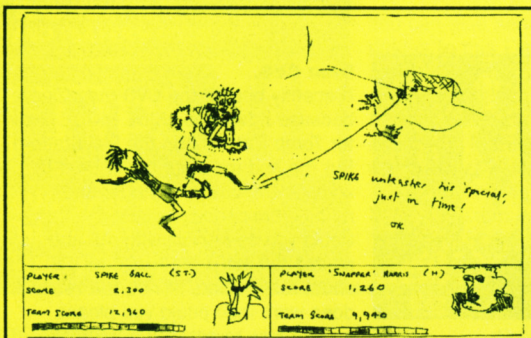
SHOW THE WORLD YOUR GAME IDEA!

Greetings and salutations. Welcome to the wonderful world of gaming ideas. The area of the mag where you get to show the world why you should be given the power to create games. All we ask is a couple of hundred words from you, and a 'screenshot'. In return we'll give you our honest opinion and a mark out of five. Remember, these games are all part of someones' imagination. They aren't available in the shops - yet. But if your game is truly groundbreaking and an awesome idea, who knows what could happen once it's graced these pages.

FOUL FOOTBALL

©John Knott, 1998

A fast, fun and foul football game, where horrendous fouls and unbelievable goals score big points! Based on pub team five-a-side, the pitch is 'walled' so that play never stops, except when a goal is scored. The emphasis is on non-stop action. Teams consist of 'hackers' and 'strikers' who start the game with a set amount of health points. Each has his/her own character, strengths and special moves. Hackers steal points by fouling their opponents, and possess at least one devastating special foul move which, when perfectly timed, scores big points off the opponent. When an opponent's score reaches zero or below (minus points score against team total) he limps off to be automatically replaced by a sub. Strikers score points by scoring incredible goals. They are quicker than hackers - they have to be! But they take more damage when they do get hit. Strikers' special moves are incredible feats of skill or blistering shots, which knock points off everything they hit en route to goal. For example, the Brazilian Wizard hypnotises the defence and walks the ball into the net. Spike Ball's special is



just that! When struck right, the ball develops spikes and tears into the net. Goalies are automatic, with good all-round skills. They can't score, nor lose points, and they automatically keep play moving. They can't come out of their area and other players can't enter it. Keepers can't save strikers' specials. The winners are the sides with the highest team points totals at the end of the match. Massive scores result in accessing secret players with even more devastating talents.

CVG: Five-a-side, dirty play, incredible goals - fantastic! Just what you'd want in a game of football. Mix parts of this with R U BLIND REF and we'd have the ultimate football game.



VIRTUA CONKER FIGHTER

PRO CELEBRITY GOLF featuring Virtua

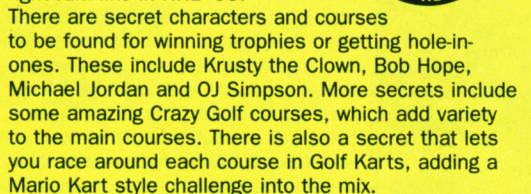
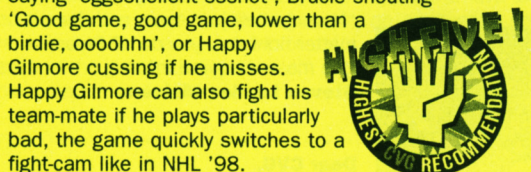
©Bahama & Pog productions, 1998

This is like the better golf sims on the market, but with the added addition of more exciting virtual players. You still get your Tiger Woodses and Colin Montgomeries, but with the introduction of celebrities, the game is radically different. For a start, the celebrities include anyone who has displayed a love of golf in the media in the past five years. So you get to play as J Mascis of Dinosaur Jnr, The Beastie Boys, Adam Sandler as Happy Gilmore, Bruce Forsythe and Sean Connery among others. No Jimmy Tarbuck! Each celebrity is paired up with a pro for rounds of golf over the world's most famous courses. Depending on how well the pair are playing, they will get along, or start to fall out. Each character

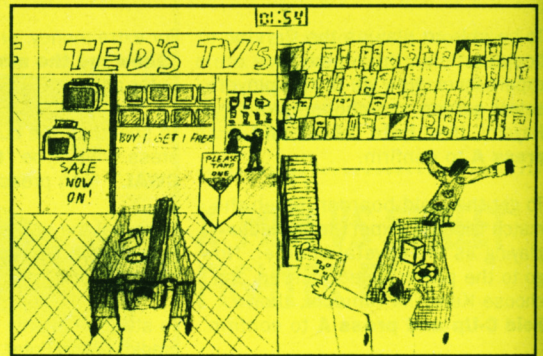
has a range of catchphrases, such as Sean Connery saying 'eggshellent ssshot', Bruce shouting 'Good game, good game, lower than a birdie, oooohhh', or Happy Gilmore cussing if he misses. Happy Gilmore can also fight his team-mate if he plays particularly bad, the game quickly switches to a fight-cam like in NHL '98.

There are secret characters and courses to be found for winning trophies or getting hole-in-ones. These include Krusty the Clown, Bob Hope, Michael Jordan and OJ Simpson. More secrets include some amazing Crazy Golf courses, which add variety to the main courses. There is also a secret that lets you race around each course in Golf Karts, adding a Mario Kart style challenge into the mix.

CVG: We like this a lot. Somebody please make this game - we reckon there's a market here. Apart from better graphics, golf games haven't really improved over the years. These suggestions would make a fine start and add variety.



TROLLEY MADNESS



©Ed Hope, 1998

This would be a game for two players. Both players have to run around a shopping centre with a trolley, each trying to grab the most valuable items off shop shelves, in a set time limit. To make sure that the game doesn't get boring, the shops would be in different places each time. The valuable items would be hardest to get, and time would be used up as players try to get them. For example glass cases would have to be smashed in order to get to diamond rings and gold necklaces. Other shoppers would get in the way as players race around the shopping centre. When all the items have been converted into cash, this money could then be spent on various things like larger trolleys, trolley ram, trolley horn, roller blades for the pusher. To add to the fun there would be security guards on the prowl, just to make sure you're moving all the time. The more you grab, the more they'll want you.

CVG: This is highly original so we like it. We're getting hundreds of Grand Theft Auto inspired games at the moment, but this is a clever twist. If it had Dale Winton in there somewhere, we'd give it a five.



THE 'R U BLIND REF' TRILOGY

©Shane Down and Simon Knowles, DAKAFB Games, 1998

Our game would be split into three modes, probably on two CDs for the PlayStation. In each mode you'll control any of the 100-plus real life referees available or a made up one. The first mode would be soccer, where you'll start your career as a ref of local teams, and work your way up to the World Cup!

In the game, you'll make decisions like fouls, corners, bookings, half time and final whistle. And, most importantly, dodgy penalties. Gaining promotion to better leagues to referee depends on the amount of points you get (out of 100) for good decisions, bad mistakes, mistaken identity etc.

The second mode will be a Doom style shoot 'em up (with light gun option). Let us set the scene, it's the World Cup final at Wembley, England vs Brazil. As bizarre as it sounds, aliens have disguised themselves as humans and have abducted all 22 players, and your assistants. You have to shoot everything in sight, over 24 action-packed levels, rescuing the players and assistants. After each level, you fight the end-of-level baddy. On defeat, the alien will give you a player/assistant and you'll continue your quest.

The third and final mode will be a fighting game, where you the referee fight in different competitions around the world against other referees. There will be an extra surprise on completion of the third game, as you'll be able to take part in intergalactic referee-slaying.

CVG: Nice variety and modes of play. But at the end of the day, football is a game of two halves... and referees are pretty boring. However, if this idea was to merge with FOUL FOOTBALL, we could have a winner on our hands.



PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

GAMES

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HEIGHTS, NEWTOWNARDS, CO. DOWN, N. IRELAND, BT 23 8UY

• **M/F PENPAL WANTED, AGED 12, GOT A PS & HATES SCHOOL**. WRITE TO SCOTT BILLINGTON, 1 BALA RD, CROFT, LEICESTER LE9 3GF

• **WANTED: PENPAL M/F, MUST LIKE BOTTOM**, FRIENDS & PLAYSTATIONS 13-16, SEND PHOTO IF POSS, & WRITE TO DAVID HODGSON, 29 WAVER DALE WAY, SOUTH SHIELDS, TYNE & WEAR NE33 4SL

• **WANTED: MALE PENPAL AGE 16+ MUST HAVE** GSOH & LIKE NINTENDO 64, MUSIC, REPLIES PROMISED, BECCY SMITH, 4 ROYAL COURT, HARWICH RD, COLCHESTER, ESSEX CO4 3GB

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• **PENPAL M/F WHO LIKES RETRO CONSOLES ATARI**, PLAYSTATION, SATURN, LIKES ELTON JOHN, REPLIES PROMISED. PHILLIP CASTLE, 60 ST MACHAR COURT, ABERDEEN, AB24 2YB

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• **WANTED FEMALE PENPAL MUST HAVE PS & LIKE ACTION/HORRA FILMS** 16+, WRITE TO (PHILIP) PINHEAD, 15 VALLEY VIEW, LEMINGTON, NEWCASTLE UPON TYNE, NE15 8BE

• **PENFRIENDS WANTED, 9-12, I HAVE A MEGADRIVE & LIKE FOOTBALL**, WILL ANSWER ALL WHO WRITE, MICHAEL BRANA, 20 KENNETH GROVE, LEIGH, LANCASHIRE, WN7 5BX

• **WANTED: CUTE FEMALE PENPAL (14) INTO MANGA**, SIMPSONS & COMPUTERS, CONTACT NEIL 'DIGITAL' CHESTER, 5 PARTRIDGE CL, CHELMSLEY WOOD, BIRMINGHAM B37 6UE (PHOTO PLEASE)

• **WANTED M OR F PENPAL AGED 8-10**, MY NAME IS JOE JONES, MY HOBBIES ARE FOOTBALL & PLAYING COMPUTERS. WRITE TO JOE,

58 THE BROADWALK, EYHSBURY, ST NEOTS, CAMBS, PE19 25G (SEND PHOTO IF POSSIBLE)

• **WANTED: PENPAL 9-10 INTO SEGA SATURN**, CARTOONS & ACTION FILMS. WRITE TO KARL RUDGE, 133 SCRAITH WOOD DRIVE, SHEFFIELD, S5 8UP

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• **WANTED: MALE PENPAL 12+ (I'M 13) MUST LIKE** SATURNS (AND OWN ONE) AND HATE PLAYSTATIONS & N64'S (PHOTO PLEASE), WRITE TO JOANNA KIRKMAN, 23 CODA AVE, BISHOPTHORNE, YORK

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FREE ADS

FREEPLAY

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.



Look, if you're gonna keep sending us oversized drawings of gorgeous babes with hardly any clothes on, then we'll have to, er, pin 'em up on our walls and stare at them all day

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!
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If it's not violent, gory pictures of people getting chopped in half with giant swords and such, it's beautifully drawn girls who make us wish we were cartoon characters. But, hey, remember the saying 'Man cannot live on sex and violence alone', and let's all... live together.



Ⓢ **ADAM INSAM CHRONICLES A DAY IN THE LIFE OF THE CVG EDITORIAL TEAM. SHAME ED SURVIVES.**

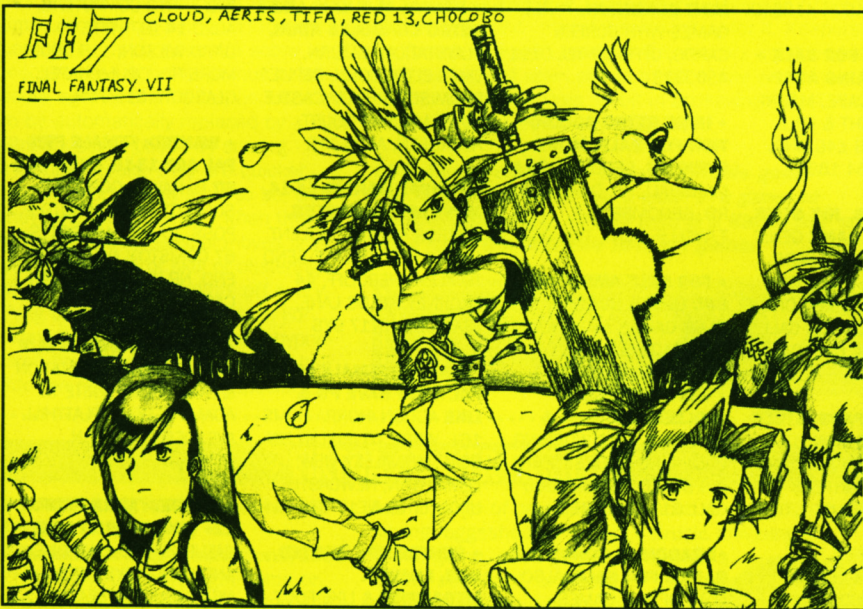
Ⓢ **ATTENTION TO DETAIL, LOTS OF POSING, YES, WE LIKE THIS ONE. EXCELLENT, FROM MAI TRAN.**



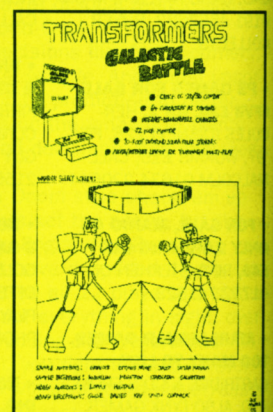
Ⓢ **IS THIS BAD OR IS IT WORSE? WE RECKON CRAP. TONY LIKES IT, BUT WHAT DOES HE KNOW?**



Ⓢ **WHAT'S THAT GUY AT THE BACK LOOKIN' AT? GREAT DRAWIN', FROM ANNA WONG.**



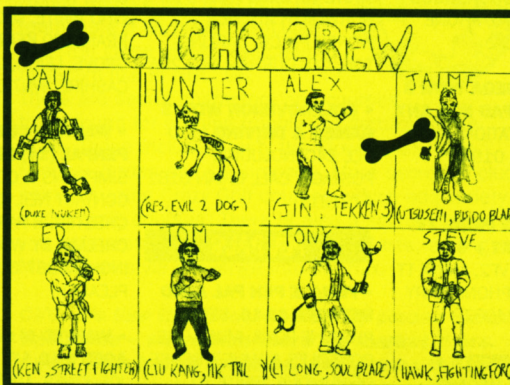
Ⓢ **ANOTHER GEM FROM MAI TRAN. TOP ONE.**



Ⓢ **A GREAT IDEA FOR A TV, FROM DICK APWATER.**



Ⓢ **TAKE ME NOW. HELEN RENNIE.**



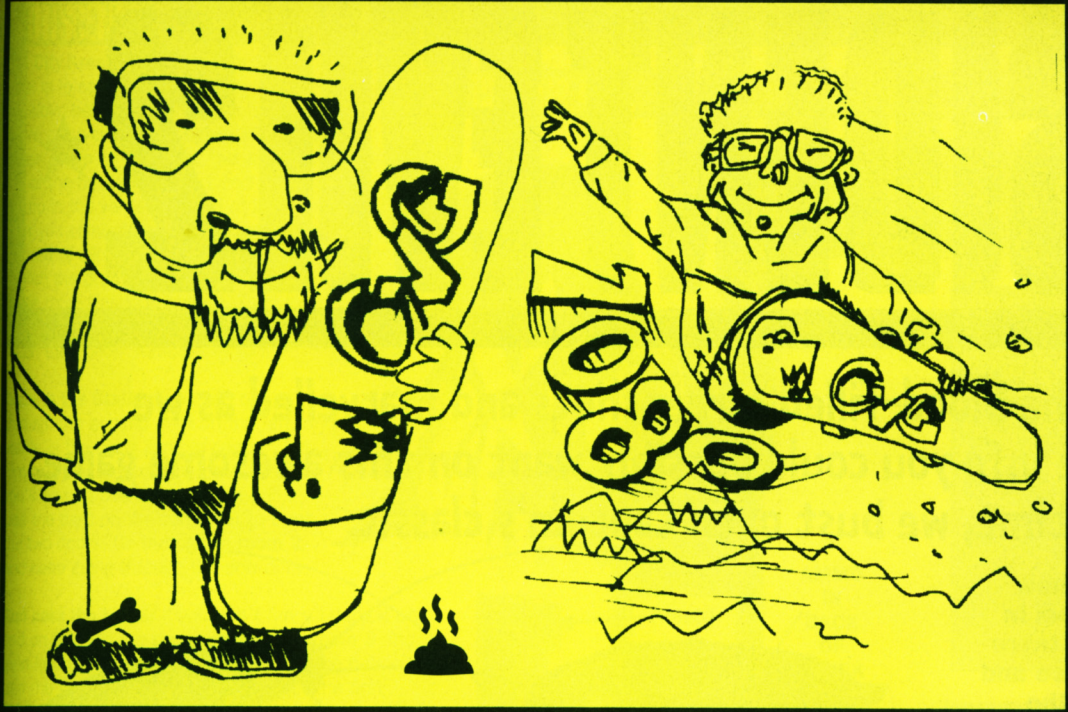
Ⓢ **MUSCLES ALL AROUND, FROM MARK RYAN.**



Ⓢ **'RES EVIL IS ACE,' RECKONS KEIRON GRIFFITHS.**

drawinz
wot you dun

FREEPLAY



① 'SELF-PORTRAIT', SENT IN BY ALASTAIR GREEN. WITH TONY 'BOARD STUPID' IN THE BACKGROUND.



② JULIA FOREMAN'S LEI-FANG. YES, YES, YES, YES, YES, YES.



③ IT'S A SUPERB DRAWIN' WOT YOU DUN, WHOEVER YOU ARE.



④ JORGE RODRIGUEZ, GREAT NAME, GREAT DRAWIN'. WELL DONE.



⑤ THINGS CAN AND ALWAYS DO GET WORSE, MICHAEL OSCAR.



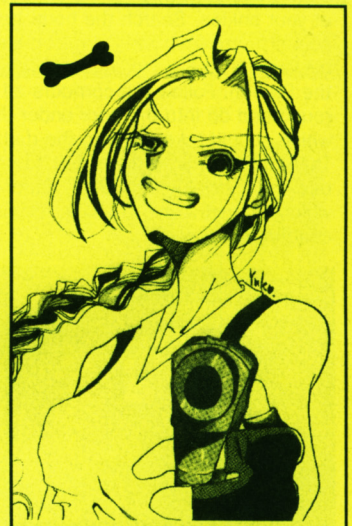
⑥ HER EYES EXPLAIN WHY THE ARTIST FORGOT HIS/HER NAME/SEX.



⑦ WHAT GAME ARE THIS SCARY LOT IN? OH, THEY'RE THE CVG TEAM - WE CAN TELL BY ALEX'S SIDEBURNS... WELL SPOTTED MARK HOLLIDAY.



⑧ A TIP FOR TOP OF THE POPS, BY SCOTT JAMES BARKER.



⑨ IS THAT YOU, YUKO TODA, OR THE WILD-EYED TOMB RAIDER?

Send 'em in to:

*drawingz
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...'

*drawingz
wot you dun*

FREEPLAY

★ RESIDENT EVIL 2 ★

You've gawped at the blood-filled screenshots and marvelled as we brought you all the info you could possibly want on this awesome game. Now, for the final time, we bust open Capcom's classic.

Seeing as most of you know where we're coming from in terms of *Resident Evil*, there is no point in us wasting space and time telling you about all of the monsters and weapons, so we'll move straight into the secrets.



HIDDEN GOODIES

There have been a number of stories and different variations on how to get all of the secret and hidden items in *Resident Evil 2*, but let us dispel

all of these rumours once and for all. These tips DEFINITELY work. We have got them to work and have seen others do it. We wouldn't have the

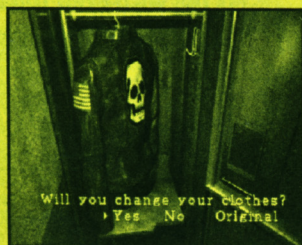
screenshots otherwise. SO DON'T PHONE US UP IF YOU CAN'T GET THEM TO WORK!! We'll only tell you to try again. Is that clear?

HIDDEN COSTUMES

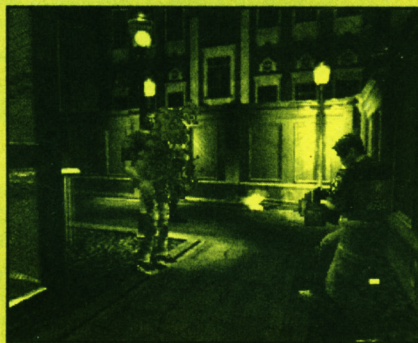
There are a total of three hidden costumes in *Res Evil 2*, and you access all of them in the same way. Start a game on normal difficulty, and play through until you reach the Police Station WITHOUT picking up a single item. No ammo, health or weapons. Just before the Police Station, you'll have the choice of going through a small park or underneath and out to the doors. Go underneath and you'll notice a zombie that isn't usually there. Get close enough to him so that he dives for your feet, and then stamp on his head once he starts nibbling at your ankles. Search the body, get the security card from the dying cop and take the door on the left of where you came into the Station. Follow the corridors all the way round and do into the door under the stairs, which should take you into the dark room. There is a locker in there that you should use the special key on. And, depending on which character you're using, the new costumes are inside.



☞ You get Claire's new costume from the locker, shown right.



INFINITE WEAPONS



☞ Fifteen in the clip and one in the pipe.



There are three types of special weapons that you can obtain, and these are all to do with the rank you get when finishing a game. If you finish Leon's A game with a rank of B (you need to finish the game in under three hours using a maximum of 12 saves) you'll be given a new same game. Start this, and when you get to the first storage box, inside will be a rocket launcher with infinite ammo. Play his B scenario and get the B rank again, and you'll get the Gatling Gun with infinite ammo. Finish it on Claire's B scenario with the B rank and you'll get a Sub Machine Gun with infinite ammo. Mass destruction is a certainty.

FOURTH SURVIVOR: HUNK

This is the first of two secret games you can access through some serious *Res Evil 2* hours of play. To get this sub game, you simply need to get two A ranks with one character on both of their scenarios. In this sub game, you have to get from the sewer to the roof with the G-Virus and escape, so that Umbrella retrieve the Virus.



FOURTH SURVIVOR: TO-FU

The hardest secret to reach in the game, is the one that we are least clear about. We accessed it by getting six A and B ranks with various characters and after that, To-Fu was saved onto our memory card. Other reports have suggested that you need to get an A rank with Hunk, but numerous people have told us that you don't actually get a rank for that mode. Oh well!

☞ Without a doubt, This has to be the hardest lump of bean curd we've ever seen!



The **City Area** is nothing more than a taste of what is to come. Shoot as few of the zombies as possible, because you can run past most of them. There are a couple of **slightly hidden ammo** boxes. Keep running past the zombies that burst out of the basketball court and there is some ammo in the van at the end of the alley. Also, after you climb down the first set of stairs, instead of climbing over the obstacle, search the drums nearest the camera for some more handgun bullets. Then just keep dodging everything until you reach the Police Station.

Once in the **Station**, you can only go through the second door on the left, and inside is the dying zombie copper. Let him give you the security card and you'll end up back in the main hall. Use the card on the computer to open the two doors. Go through to **room 2**, and keep going through the corridors.

Run past the **Licker** if you don't fancy taking it on, and on through the corridors. Go into **room 3** and then into the back part of the conference hall. Use the lighter on the fireplace to get the first gem. Go back out and continue right. Through the door, left and up the stairs to the second floor.

Once up the stairs, follow the hall around until you reach the statues. Push the statue on the far right to the plate on the left and vice versa and the gem will drop down. Continue through the door and then into the first door on the left, the **S.T.A.R.S.** room. Search Chris's desk and you'll pick up the unicorn medal and his diary. Now you need to head back to the main hall, and put the unicorn medal in the statue/fountain thing in the centre of the room. The **Spade key** will be your reward.

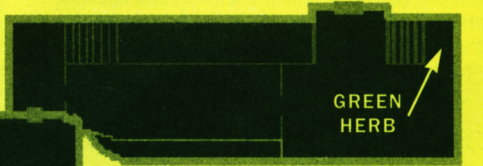
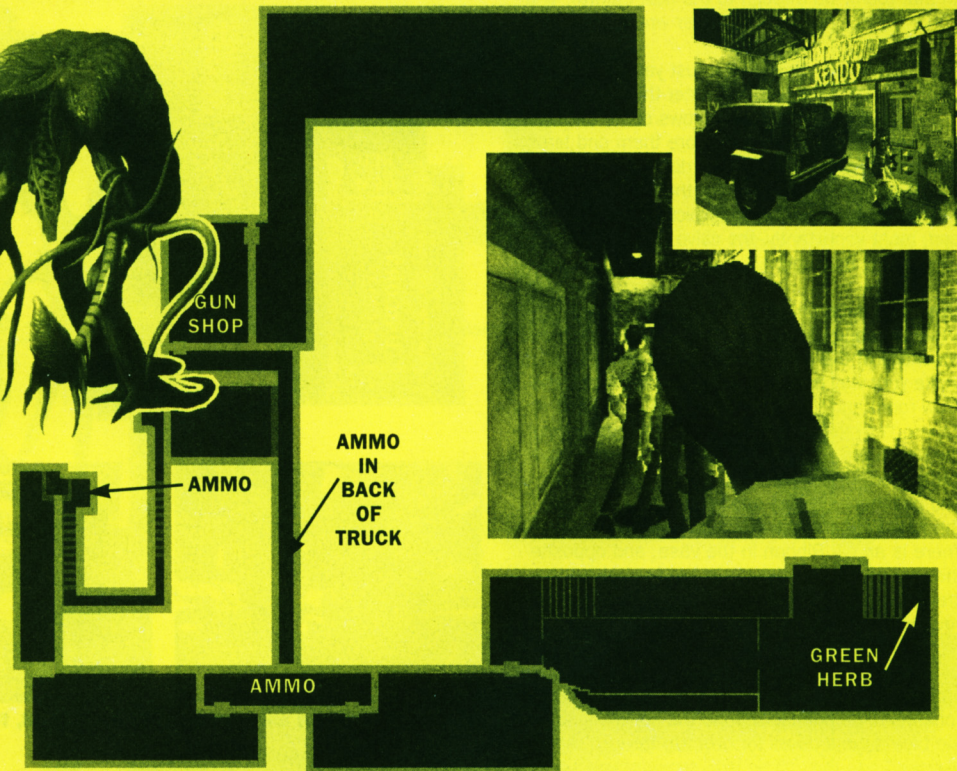
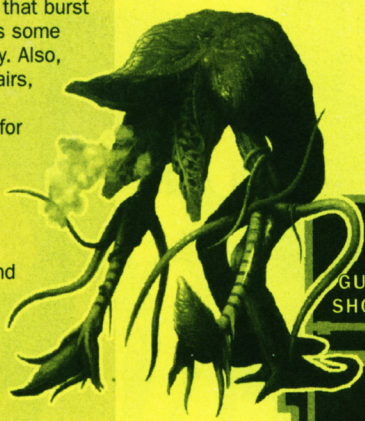
Go back into the room you just came from and store the two gems. Using the key, you can enter the door next to the blood pool left by the Licker. Go inside the room and push the set of stairs to the end of the passage and climb up to get the **Crank**. Search the bookcase by the door to get the **Police Report** and the cabinet to your left as you enter the room for an **Ink Ribbon**.

Continue back up to the S.T.A.R.S. room and go past it. Use the key on the door at the end of the passage and then discard it. Go through the door and if you've picked up a small key, use it on the desk at the end of the right passage to get the **Handgun parts**. Go to the end of the other corridor and search the crack in the left side of the wall for some ammo. Now go back to the desk and through the door.

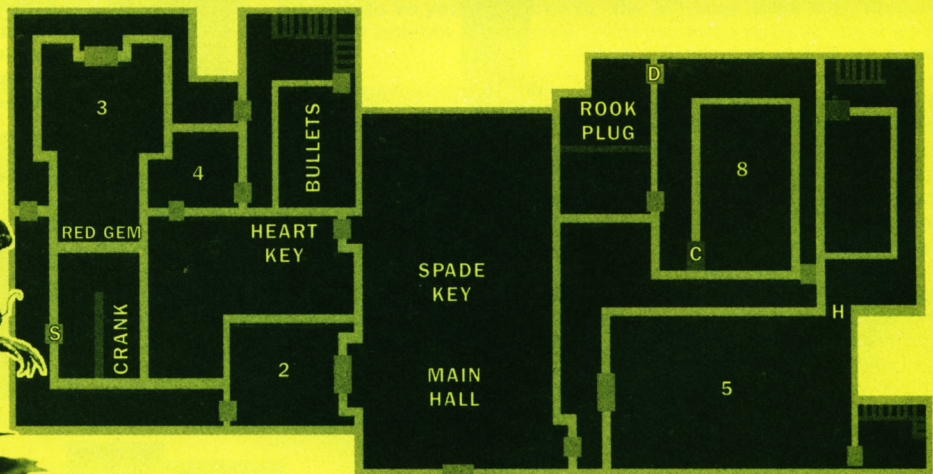
Once in the **library**, go up the stairs and run all the way around the balcony and you'll fall through the floor. Touch the switch with the flashing light to move the bookshelf and you'll be back in the main hall. Go up to the bookcase on the far left and press the switch. Move it to the right. The bookshelf next to the one you moved should also be switched to the right. The panel should now open and you'll be able to get the first **Chess Plug**. Go back up the stairs, and through the door at the top. You'll come out on a **balcony** overlooking the main hall, and only one other door you can go through. Enter it, and use the crank on the slot in the wall and it'll no longer be in your inventory. Now go back down to the Library.

Exit through the two double doors and you'll be overlooking the main hall again but on a slightly lower level than before. Run around the balcony, killing any enemies. Drop the **cont'd page 12**

CITY AREA



POLICE STATION



ⓐ Trafalgar Square at 4.15am. ⓑ Never get the N25 night bus. ⓒ Home at last! I need a poo.

LEON SCENARIO 1 (cont.)

emergency ladder and continue all the way round until you reach another door. Go through, drop any unwanted items into the box and **pick up the files** in that room. Go through to the next hallway, and you'll find the burning helicopter wreck.

You cannot get past the fire just yet, so take the door you can see when you enter this room, and run like the clappers as the crows come through the windows at you. Kill or ignore them and leave the corridor. Once outside, go down the steps and run past all of the zombies at the bottom. Go into the small hut at the end and pick up the bullets and, most importantly, the valve handle. Now go back to the helicopter.

Use the handle on the slot at the end of the small passage next to the door. Then, search the wreckage of the chopper for some bullets and make your way back inside. Go back through the crow room and through to the front of the helicopter. With the fire now put out, you can access the new room, but first you need to go back and get the two red gems. Take them into the room and put them into the spaces on the wall. Take the King Plug and the diamond key from the crate. There is an Ink Ribbon in the vase, and opposite that are some shotgun shells hidden behind the crate. **Drop the plug** into the storage crate on your way back to the main hall.

Go down the emergency ladder and into the other door you haven't been through. Kill all of the zombies and continue around the corner, ignoring the blue double doors for now. Go through the door and use the key on the next door you see. Take the **Rook Plug** from the shelf and get ready for the Licker that comes through the window. The cord isn't really that important, so leave it. Go back to the main hall, and through to room 2 again.

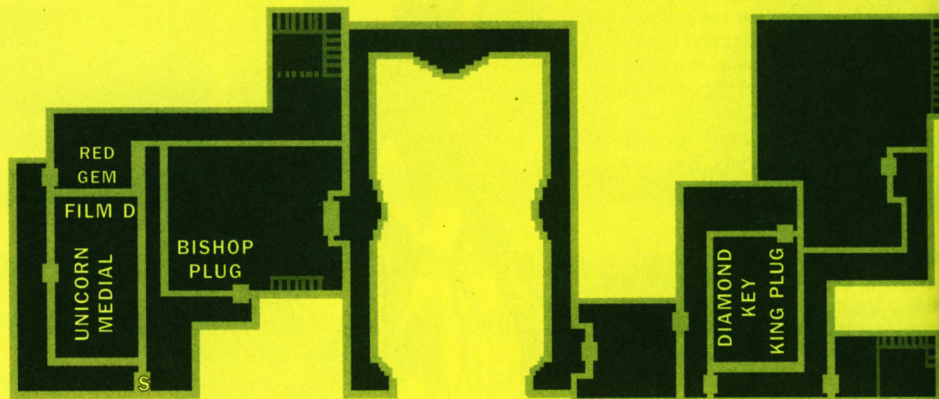
Drop off the newest plug, and go through to the room marked 4 on the map. You can discard the key once you're in here. Kill all the zombies and unlock the door back through to the room with the dying cop. There is a film in one of the cabinets if you're interested. Once back into the police room, go into the side room to see the cop transform and then kill him. **Take the heart key** from the desk and use the herb outside if necessary. There are some bullets in the cabinet where the copper was originally sitting too. Go back out to the main hall.

Now is the time to go to the blue double doors you ignored to go to **room 5**. Kill all of the police officers and go into the office with the safe. Enter the code 2236 and take the shells and the map. Now go through the door at the back, and use the key on the door on the left. Discard it after this. Use the herbs if necessary and go down the stairs at the end of the corridor.

Now it's time to say hello to the dogs! There are a total of three in this corridor, so watch out! If you need to **get to a save point**, take the left passage and through the doors, otherwise go right. If you're headed for the save, run to the end of this outside alley and get ready for two more dogs that come jumping down. Go down the manhole at the end. Go into the first door and use the save point.

Once back up/gone right, go into the first double doors and round to the back of the big machine. Go to the power control panel in the top left corner and flick the switched in this order: Up, Up, Down, Down, Up. Pick the map up from the shelf and exit. Go through to **room 6**, which is the parking lot and get ready to meet Ada. Help her push the truck and go through the door.

POLICE 2F



⚡ Dogs lurk in the car park too!

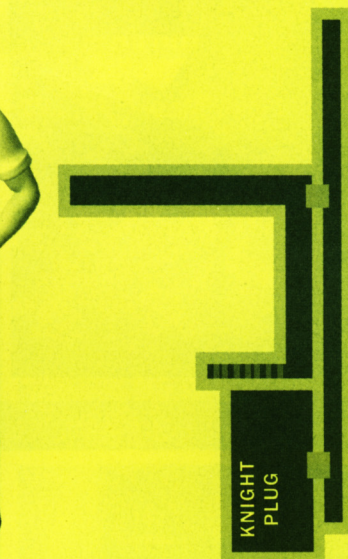


⚡ Taste lead, four-legged fool!



⚡ Crows have lots of giblets!

POLICE 3F

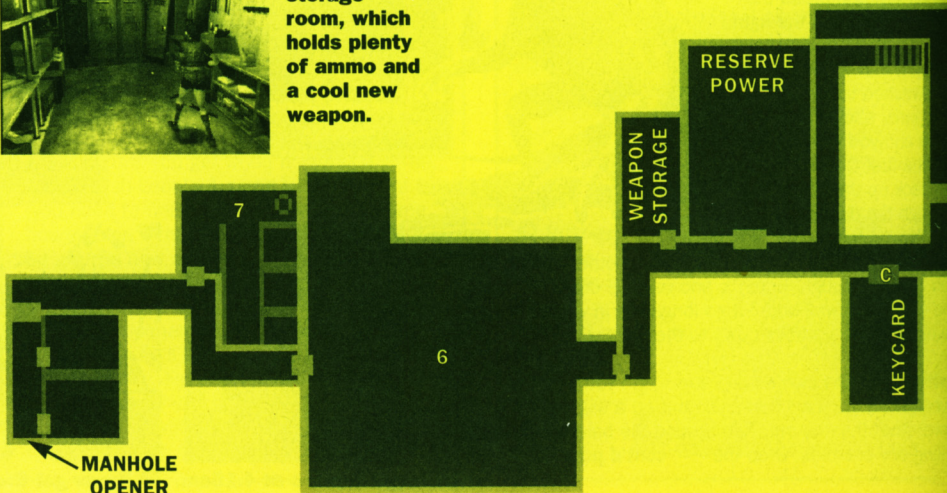


⚡ The dogs leave a particularly nasty trail of remains when shot with a decent weapon.

POLICE B1



⚡ This is the weapon storage room, which holds plenty of ammo and a cool new weapon.



LEON SCENARIO 1 (cont.)

Septic Pool (**room 9**) and take on your first proper boss, a mutation of the thing that burst from Ben's chest. Shake off those little critter things if they jump on you and let the mutation eat all of your shotgun rounds! Once that's done, go through the door and you'll meet Ada again.

Go through the short bit of sewer and into another control room, with a typewriter and storage box. Pick up the fax from the table and push the cabinet away to reveal a door to the warehouse. Go right and use the lighter on the lamp. Pick up the **magnum rounds** and then use the lighter again around the corner to find some shells. Go back up the ladder and pick up the valve handle from the storage box. Take the lift down.

Once down, you'll meet a strange woman in a lab coat. She tries to shoot Ada, but Leon takes the bullet so you must follow her to find out. She eventually confesses to being Annette Birkin, and explains everything in an awesome cut scene. Once you regain control, run across the bridge and down the ladder.

You're then given back control of Leon. Go through the doors and run up to the fan as if you were going to the same route as Ada, but go into the small passage to the right instead. Search the two bodies to find the **Wolf medal** and some shells. Run back along, and avoid the spiders. Turn left and go through the gate and run past some more spiddies. Drop the medal off in the slot just before the fountain of water and go up the passage behind you.

Once safely through the door, use the valve handle on the red light. Run across and use the handle again to raise the bridge. Pick up the shells and two herbs (you should combine these). Go through the door to... **the Alligator!** Use the canister trick featured last month to dispatch it easily. Go back to where you saw Ada shooting at the water and go to meet her. She then patches you up and you can get on with the game.



Run across the bridge and then go to your left. Search the guy to get the second medal (an eagle one, sound familiar?) and pick up another report. Run back around and use the valve handle on the red light under the spinning fan to give you the chance to squeeze through. Head back to the waterfall bit and put in the other medal. Now head to the cablecar. **Shoot the hand** a few times as it tries to stab you and you'll scare it off. Once out of the cablecar, use your lighter on the flare and pick up the weapon box key. Go through the door.

Take the left side once in the next room and search the body at the end to get the shotgun parts. Run back to the other end and through the door. Take the right path for herbs, otherwise, it's left and up the ladder. Once in the storage room, pick up the ammo from on top of the two computers and the **F-Aid spray** from the cupboard, but leave at least one space free here.

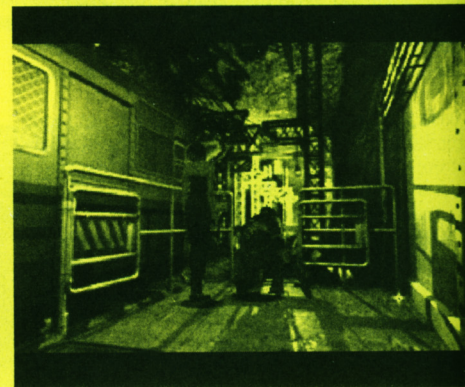
Go out into the factory courtyard and take the map from the wall. Now run inside the transporter thing, get the key from the front and then use it to start the machine. Once you're headed downwards, you're attacked by a monster. You have to leave and fight it outside, but with your new shotgun add-on, this thing should be no more.

Once you've arrived back in control, you'll be in room 10, and in Lab B4. There are some shotgun shells in the lockers and magnum rounds on the desk. Store the valve handle and leave the room. Go straight across and into the cool looking labs and, more importantly, the iced-over **room 11**. Pick up the fuse case and use it on the only com-

SEWER B2



④ **Zombies ride up from the water to attack you!**

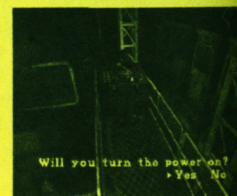
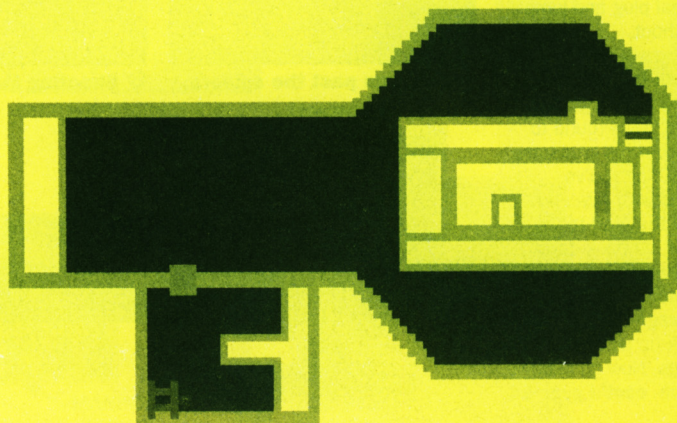


④ **Firing this flare illuminates the area so you can see the key.**



④ **Use the valve handle here to stop the fan so you can climb through.**

VACANT FACTORY 1F



④ **Say 'yes' to activate the power to the car.**

LEON SCENARIO 1 (cont.)

puter screen still working in this room. Now take the fuse back to the main generator and use it to turn the power on.

Now head along the red path leading from the main generator and into the farthest door. Leave the Flamethrower in the cabinet, and pick up the lab security manual and the user registration. Then go to the computer and turn on the Anti-B.O.W. Gas sprinkler. Now go over to the planet, and use your lighter on the oil to burn it away! Climb through the hole left and into the adjacent room. Once in here, kill the two Lickers and search the locker for two boxes of shotgun shells.

Leave and open the red shutter and kill the two plants inside. Go through the door and kill the small plant next to the ladder before going down. Go through the door and be ready for a Dark Licker that drops from the ceiling and two more around the corner. Ignore the flashing terminal and go through the far door. Run around to the other side of the next room and get the map from the TV screen. Save the game if you need to, and proceed.

Go left here and into Lab P-4. Once through the door, you'll notice five doors, one of which has a light above it switched on. Use the weapon box key here to get the magnum attachments. Work your way past the six or so zombies to get the Lab Card Key at the end of the room. Now run back out to the main hall, past the maggots and use the key card on the door to get through to the moth. Kill the moth, which is very easy, and shoot away the maggots from the computer screen.

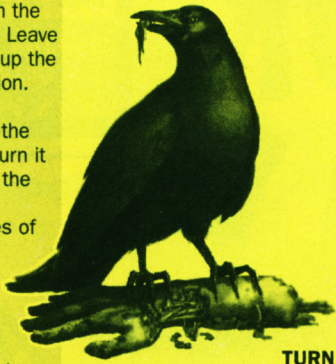
This next bit is for the benefit of Leon's second scenario only! Blast away the maggots from the computer screen and access it. Enter your user name as GUEST and you'll register your fingerprint. This then lets you get into the fingerprint room.

Otherwise, leave and go back to the main generator. Watch out for one Dark Licker that tries to jump out from the ceiling again. Take the blue path and use the lab key on the door in front of you. Once inside, kill all of the lab coat zombies, pick up the F-Aid spray and magnum rounds if you need them. And, most importantly, get the MO Disk. Leave and you'll meet Annette again and she'll spill the beans on Ada. You'll then get the G-Virus sample.

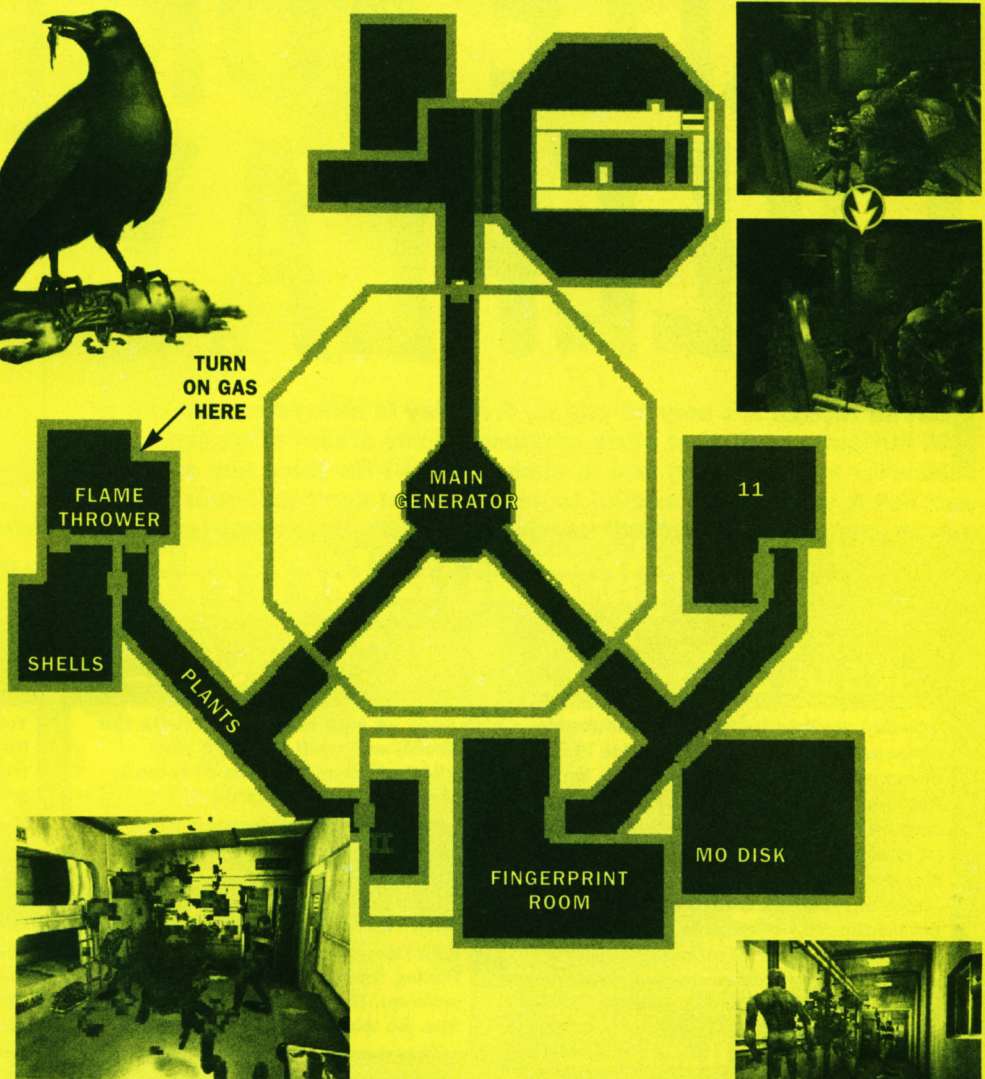
Head back to the main generator and the red path. Then Ada shows up and it all comes to a head. Just as everything appears to go pear shaped, then BANG! Another twist. Once the cut scene is over, head back to the ladder with the huge plant next to it, and go down.

Go through the door and get ready to face three easy skinless zombies. Use any of the herbs that are left if need be, and then use the MO Disk on the computer directly in front of you. The door opens and you should go through, and through the next door. When you emerge, go up to the lift and activate it.

The next boss comes crashing through the ceiling. After two shots with the magnum or shotgun, it mutates again into this awesome teeth monster. Keep running and firing off the odd shot to kill this tough beast. After about six or seven more magnum shots, it'll be dead. Go into the lift, and onto the final section! Follow the passageway down and you'll get the cut scene with Leon escaping into the train, followed by GAME OVER!

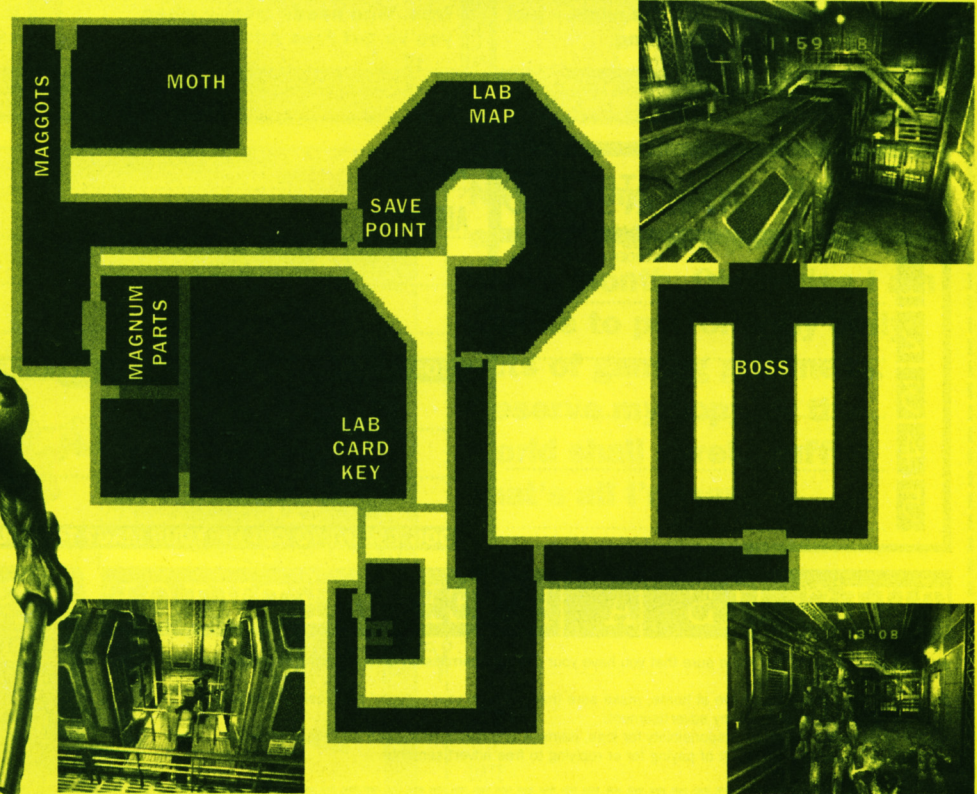


LAB B4



The cupboard behind Leon holds a Flamethrower. Cool.

LAB B5



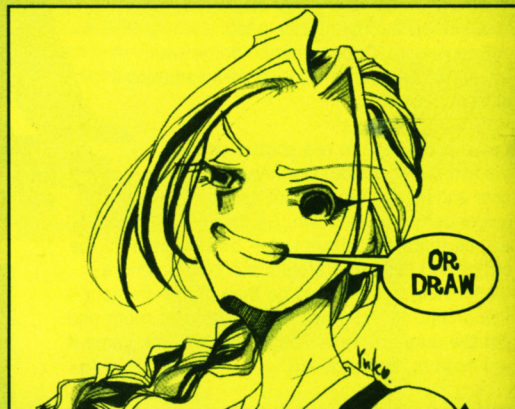
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, TIPS, ETC). OTHERWISE CVC'S FREQUENT BOG ROLL SHORTAGES WILL BE A THING OF THE PAST.

FREEPLAY

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

Even though it's only 16 pages, FreePlay is always packed full of fantastic stuff that other magazines only dream of having - after we've already had it, sucked out all the juice and spat it out! But it won't mean nothin' to no-one if you don't pull your fingers out of your consoles and tell us what you want. Here's how...



IT'S ABOUT TIME YOU DROPPED US A LINE

MELTING POT

One day, we'll all be free - free to create nonsense games based on rubbish ideas of our choosing. But until that day, Melting Pot is here to step on crappy ideas - and step on them hard. So hard that they make an unpleasant squelchy noise when they die. But good ideas will be lifted onto the pages of FreePlay, from where top game developers may choose to give them life and give you loads of money.

HIGH SCORES

Send us your high scores (with the proof) and we'll give you your allotted 15 millimetres of fame in the High Scores section.

DRAWINZ

You can take those crappy Drawinz Wot You Dun and shove 'em up your arts. We only want good ones - and they MUST be slightly smaller than A4 size, but bigger than a dot.

MOST WANTED

Do you ever flick through our mag and think, "Why oh why oh why does FreePlay never talk about the games I'm most looking forward to?" If you do, then send us your name and address and we'll come round and kick yer 'ead in. Alternatively, fill in the form below, and you might - just might - save yourself a beating.

ED'S TIPS

Ed's Tips are always worth reading - finding them in the first place is the problem. They're usually all readers' tips. So why's it called Ed's tips?

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