

FREEPLAY

Issue 18

SEGA SECRET SYSTEM SPECIAL! MACHINE WON'T USE 3DEX!



Latest insider word on Sega's 64-bit console project is that it won't be using 3Dfx technology, following a decision said to come from Sega Japan.

Although Sega's development of a new 64-bit console is shrouded in secrecy, it's widely known that they've been collaborating with 3Dfx. Earlier this year, Sega bought a 16% share in the 3Dfx company. And in March 3Dfx revealed that they were being commissioned by Sega to develop a new Voodoo Graphics chipset "for license to Sega Enterprises Ltd for use in Sega's next generation consumer home



game console." A project that Sega were said to be financing, with the agreement that they had sole rights to a 3Dfx based console! However, now Sega have called an end to the project, without explanation!

This news is all the more surprising considering the growing popularity of 3Dfx. At the recent E3 show, virtually all the PC games running – and they were the best looking games there – used 3Dfx. A Sega console using the same hardware, would not only benefit from the hardware, but tap into a library of easy-to-convert PC titles. Considering the Saturn's primary weakness has been its lack of third-party software support, PC-related hardware could prevent that problem occurring again.

However, Sega may well still employ PC hardware for their 64-bit console. Word has it, they are now working with Videologic, using the forthcoming upgraded PowerVR technology. This isn't the first time Sega have been involved with VideoLogic. Back in May we reported that Sega's new machine would use PowerVR, and Sega did admit to evaluating the graphics accelerator for possible



future technology. Another source we've spoken to, has told us that Sega have been touting the new system to developers, describing it as a 'PC in a box'.

With Sega refusing to talk about any new system, and *Virtua Fighter 3* still not appearing on any Saturn release schedule, we can only speculate about the development of their new machine. But as things stand, it seems that 3Dfx technology isn't part of the picture.

RED-HOT RUMOURS! ROASTING-HOT GOSSIP!

Another drove of underground gaming whispers. What's the truth, and what's just bum gas?

- *Mario 64 2* will feature the previously missing Luigi in a two-player simultaneous mode, and both characters will be playable at the same time. The game is also being developed for 64DD.
- *Mario RPG* is also – definitely – being developed for 64DD. Sharon Stone is being cast as the villainess in *Tomb Raider: The Movie*. And Demi Moore could be playing Lara Croft! Word is, Bruce Willis has bought a load of shares in the FMV software company, providing his wife gets the part. So it could be goodbye Liz Hurley, unless Hugh Grant can up the odds...
- Westwood are working on a new *Command & Conquer*. A departure from the strategy formula. *C&C: Commando* is a 3D action game.

It's too early for any details to be revealed, but the 'Commando' moniker may be a clue.

- The *Tomb Raider* PC add-on – *Unfinished Business* – is now to be released for free! It was originally canned because Eidos thought it was unnecessary, due to Lara's ongoing popularity! Sega have said on their website that *Virtua Fighter 3* won't be coming to Saturn. However, they've now claimed that response was wrong and they've yet to make a decision. Will it? Won't it?
- Midway have delayed the release of *Quake 64* until March next year, to add a multiplayer option – a response to overwhelming public opinion. id have agreed to give them the time, to get the multiplayer mode tuned to perfection.
- Following in the footsteps of *Micro Machines 2* and *Tomb Raider 2*, *Nuclear Strike* and *Formula One*

'97 won't be coming to Saturn. *Fighting Force* is only going to be released on Saturn in Japan.

- Sonic Team are working on a new Saturn project and it's NOT a *Sonic* game or *NIGHTS 2*. It's going to be revealed at ECTS. Sega are releasing a new *Virtua Fighter 3* team battle machine. Could be like the *Super Street Fighter 2 Tournament* set-up.
- *Castlevania X* is going to come out on Saturn.
- Virgin Interactive Entertainment has been bought – by Richard Branson! A few years back he sold it to Blockbuster, now he wants back in!
- Capcom are bringing out a compilation disc. It said to feature *Ghouls 'N' Ghosts* and *Bionic Commando*. What machines it's on, and whether they're new versions or retro games, is still a mystery.




READERS MOST WANTED CHART

More hopes and pleas from you, Johnny Reader. What we want to know is why no *Quake 2* demands, eh?

1	TEKKEN 3	PS/N64
2	TOMB RAIDER 2	PS/SAT
3	RESIDENT EVIL 2	PS/SAT
4	FFVII	PS
5	ZELDA 64	N64
6	VF3	SATURN
7	64 DD	ON EARTH
8	TIME CRISIS	UK PLAYSTATION
9	STARFOX 64	UK N64
10	QUAKE	PS/SAT/N64

Of course, you won't get *Starfox 64* here ever. Just that *Lylat Wars* thing. Other suggestions, just missing the list (thankfully) include *Mortal Kombat 5*, *Tekken 4000*, *Streetfighter 1000* (hello?), someone to buy Paul Rayment's Saturn, *Theme Cinema*, Sega to go bankrupt (go away! evil!), Mr T's return, *Mr Blobby 64* (how waacky!), Ed Lomas chocolate drops (where does he make 'em?), Oz Browne lollipops, and Alex to shave those burners (yeah!). Keep them coming in with all your letters, or else.

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UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	V-RALLY	PLAYSTATION	OCEAN
2	2	DUNGEON KEEPER	PC CD-ROM	BULLFROG
3	3	ISS PRO	PLAYSTATION	KONAMI
4	4	WORMS: PLATINUM	PLAYSTATION	OCEAN
5	10	ATOMIC BOMBERMAN	PC CD-ROM	INTERPLAY
6	7	X-COM: APOCALYPSE	PC CD-ROM	MICROPROSE
7	13	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
8	17	COUNTERSTRIKE: RED ALERT	PC CD-ROM	VIRGIN
9	12	ISS 64	NINTENDO 64	KONAMI
10	6	MARIO KART 64	NINTENDO 64	NINTENDO
11	19	C&C: RED ALERT	PC CD-ROM	VIRGIN
12	RE	CHAMP MAN DOUBLE PACK	PC CD-ROM	EIDOS
13	5	RALLY CROSS	PLAYSTATION	SONY
14	15	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
15	11	ROAD RASH: PLATINUM	PLAYSTATION	EA
16	14	TOMB RAIDER	PLAYSTATION	EIDOS
17	8	RAYMAN: PLATINUM	PLAYSTATION	UBI SOFT
18	RE	DIE HARD TRILOGY	PLAYSTATION	EA
19	RE	EA CRICKET '97	PC CD-ROM	EA
20	RE	CARMAGEDDON	PC CD-ROM	SCI

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 UK TOP 5

1	DUKE NUKEM 3D	SEGA
2	QUAKE	SEGA
3	RESIDENT EVIL	SEGA
4	LAST BRONX	SEGA
5	DRAGON FORCE	SEGA

SATURN IMPORT TOP 5

1	PANZER RPG	SEGA
2	STREET FIGHTER COLLECTION	CAPCOM
3	GRANDIA	SATURN
4	VIRUS	HUDSONSOFT
5	SILHOUETTE MIRAGE	TREASURE

PLAYSTATION UK TOP 5

1	F1 '97	PSYGNOSIS
2	CASTLEVANIA	KONAMI
3	ABE'S ODDYSEE	GT
4	NUCLEAR STRIKE	EA
5	PARAPPA THE RAPPER	SONY

PLAYSTATION IMPORT TOP 5

1	BREATH OF FIRE 3	CAPCOM
2	COOL BOADERS 2	UEP SYSTEMS
3	BIOHAZARD DIRECTORS CUT	CAPCOM
4	MARVEL SUPER HEROES	CAPCOM
5	STREET FIGHTER COLLECTION	CAPCOM

PC TOP 5

1	HEXEN 2	ACTIVISION
2	DARK FORCES 2	VIRGIN
3	G-POLICE	PSYGNOSIS
4	MONKEY ISLAND 3	VIRGIN
5	RESIDENT EVIL	VIRGIN

NINTENDO 64 TOP 5

1	LYLAT WARS	NINTENDO
2	BLAST CORPS	NINTENDO
3	ISS 64	KONAMI
4	NBA HANGTIME	GT
5	NHL: OPEN ICE	GT

NINTENDO 64 IMPORT TOP 3

1	GOLDENEYE	NINTENDO
2	BANJO KAZOOIE	NINTENDO
3	CONKER'S QUEST	NINTENDO

16 BIT TOP 3

1	SUPER MARIO WORLD	SNES
2	FINAL FANTASY 3	SNES
3	SUPER STREET FIGHTER 2	SNES

ARCADE TOP 5

1	TOP SKATER	AM3
2	HOUSE OF THE DEAD	AM1
3	TEKKEN 3	NAMCO
4	THE LOST WORLD	AM3
5	TIME CRISIS	NAMCO

JAPANESE MULTI-FORMAT SALES TOP 10

1	DERBY STALLION	PLAYSTATION
2	SLAYERS	SATURN
3	SONY GOLF	PLAYSTATION
4	SAGA FRONTIER	PLAYSTATION
5	RESIDENT EVIL	SATURN
6	MONSTER FARM	PLAYSTATION
7	TAMAGOTCHI	GAMEBOY
8	POCKET MONSTER	GAMEBOY
9	STREET FIGHTER EX PLUS	PLAYSTATION
10	FINAL FANTASY TACTICS	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	STARFOX 64	NINTENDO 64
2	TRIPLE PLAY '98	PLAYSTATION
3	WILD ARMS	PLAYSTATION
4	DARK RIFT	NINTENDO 64
5	SHINING THE HOLY ARK	SATURN
6	DYNASTY WARRIORS	PLAYSTATION
7	MARIO KART 64	NINTENDO 64
8	HERCULES	PLAYSTATION
9	TOMB RAIDER	EIDOS
10	TEKKEN 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	QUAKEWORLD	PC CD-ROM
2	MARVEL SUPER HEROES	SATURN
3	STREET FIGHTER EX PLUS	PLAYSTATION
4	FINAL FANTASY VII	PLAYSTATION
5	CASTLEVANIA	PLAYSTATION



CVG'S ULTIMATE CHARITY GIG LINE-UP WE DON'T WANT TO HEAR

- 1 RONNY JAMES DIO
- 2 CELINE DION
- 3 BRUCE DICKINSON
- 4 ROLF HARRIS
- 5 TED ROGERS
- 6 MAX BYGRAVES
- 7 CHESNEY HAWKES
- 8 BACKSTREET BOYS
- 9 STING
- 10 PM DAWN
- 11 THE GRUMBLEWEEDS
- 12 CLIFF RICHARD
- 13 FATHER ABRAHAM AND THE SMURFS
- 14 FEARGAL SHARKEY
- 15 ANYONE FROM THE CARLSBERG CONCERT

Dave Keble's Retro Computer Cabin



Recovering just in time from a severe case of bleeping-sickness (nightmares brought on from playing too many old games) the goblin presents another feast of retro goodies.

By far one of the most sought after and collectible arcade cabinets is *STAR WARS* by Atari games (1983), even more so if you're lucky enough to get the *EMPIRE STRIKES BACK* conversion kit as well.

The third game in the series, *RETURN OF THE JEDI*, had the same ultimate goal as its predecessors (destroy the Death Star) yet was presented in an entirely different way. The multi-coloured vector graphics were replaced with beautifully drawn pseudo 3D bitmapped graphics.

The action begins on Endor as you zoom through the forest on your speeder bike frantically dodging trees and trigger-happy imperial troops. Straightforward stuff. Scenes two and three on the other hand feature a unique split screen where you take part in the two events at the same time. One moment you're guiding Chewie in his stolen scout walker amidst rolling logs and rocks – next thing you're in deep space helping Lando Calrissian and the Millenium Falcon attack the hulking Star Destroyers.

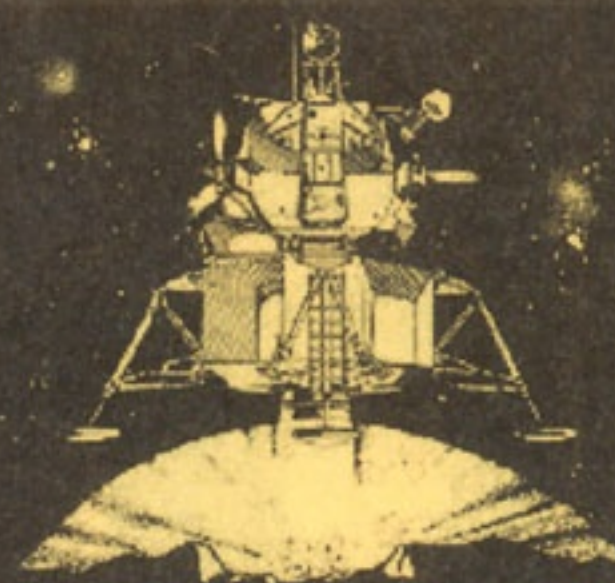


ROTJ: Anything STAR WARS is good.

The finale involves you piloting the falcon into the Death Star's reactor, shooting TIE Fighters en route. A couple of pops at the core and it's time to turn tail and escape to safety before it blows.

RETURN OF THE JEDI is still a joy to play largely due to Atari's detailed graphics and some superb speech. If tracking an arcade copy

VECTOR CLASSICS: LUNAR LANDER



Remarkably different from any other game in its time due to the fact that unlike the ghost gobbling of *PAC-MAN* or the frantic blasting of *DEFENDER*, *LUNAR LANDER* was simply a game of landing. This was a game without aliens or adversaries and success was granted by pure rational skill, which is why you were as likely to

find your mum and dad playing it as a huddled group of 13 year olds.

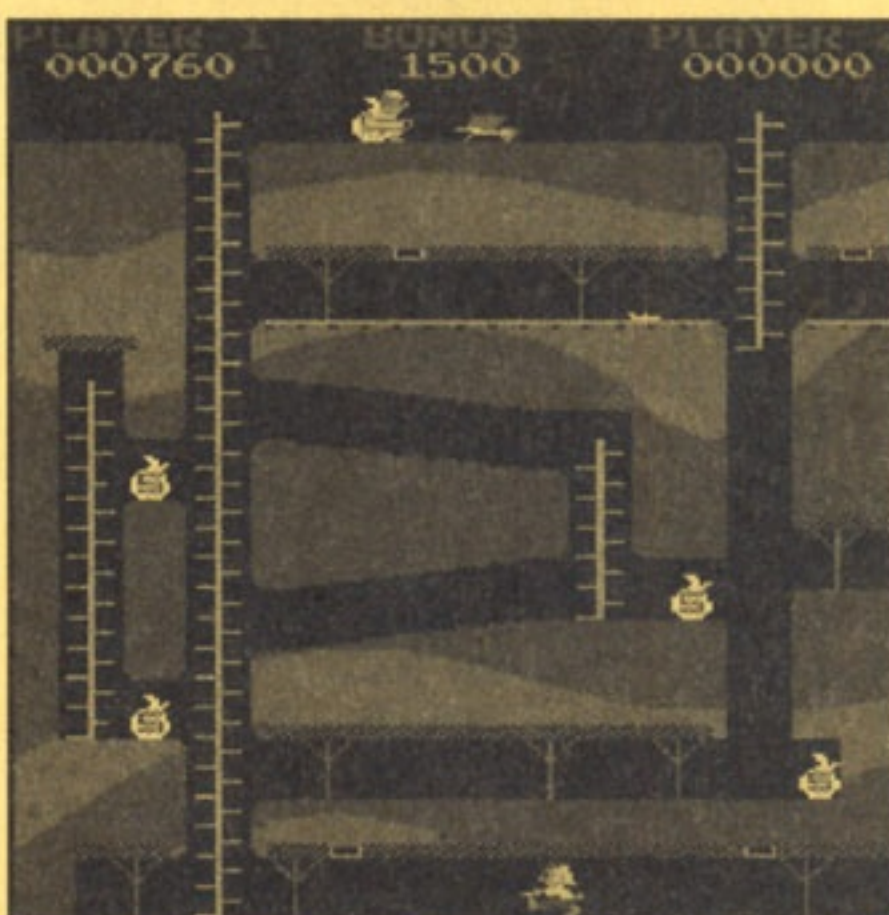
The Lander's module comes floating into view. Various landing sites are indicated – graded according to difficulty. Rotating left and right applying precisely timed bursts of thrust from the unique 'thruster control' devise, your lander gingerly descends into the vector valley below.

As you home in on the landing pad the game goes into 'close-up' mode where even finer adjustments are made for the final touchdown and mission congratulations or commiserations. Atari were also quite proud of their Add-a-coin™ feature to encourage further play. Pah! That'll never catch on.



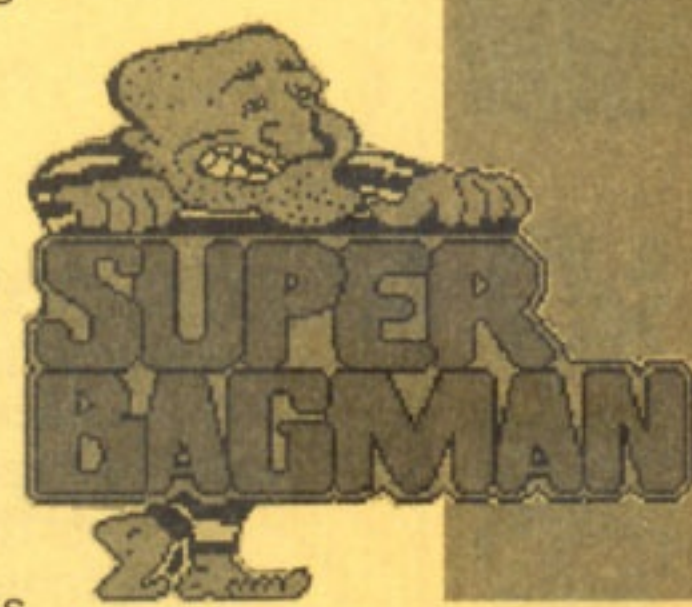
down becomes too tiresome you'll be delighted to hear that it was released on most home computer formats at the time.

Released in 1982 *BAGMAN* was a tremendous little ladders and levels game. You play the part of a convict



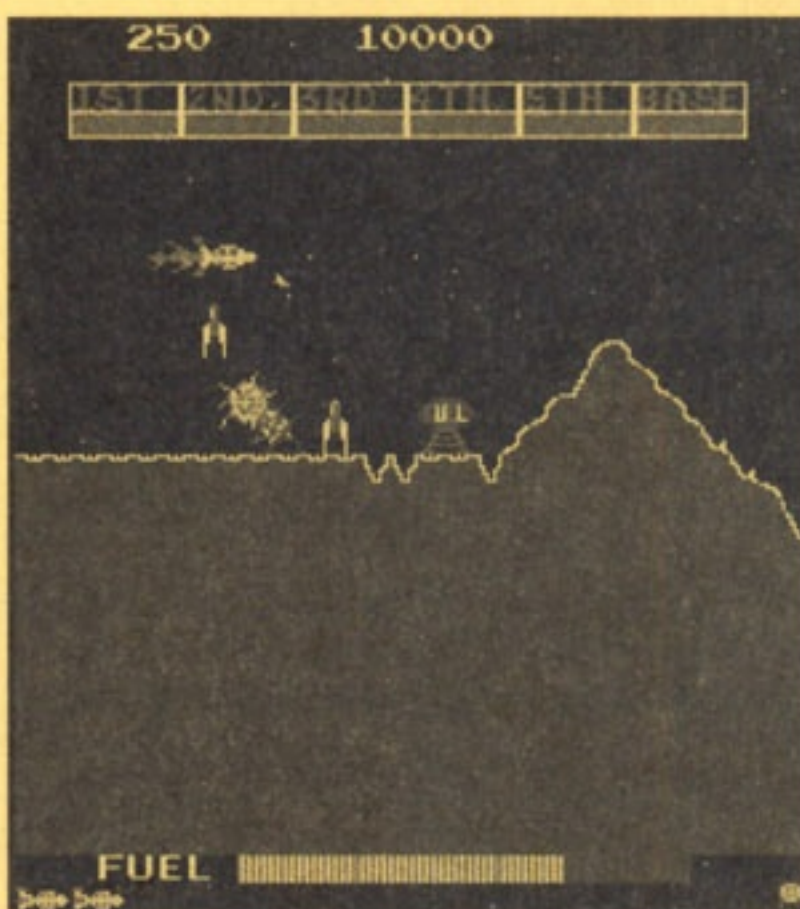
BAGMAN: Classic ladders & levels.

who's escaped from prison to gather up his stash of money bags from a flick-screen underground mine. Mine carts and lifts help gain access to other parts of the mine whereas pick axes are essential for doing away with the pesky guards that are always on your tail. *BAGMAN* was later joined by an update *SUPER BAGMAN* that increased the number of screens and chucked in a few new surprises like bombs and conveyor belts.



OCEAN software released their own version of the game for the 8-bits called *GILLIGAN'S GOLD* which enjoyed limited success.

SCRAMBLE was very much a poor man's *DEFENDER* and was relegated to swimming pools and fish & chip shops up and down the country.



SCRAMBLE: A Kebab Klassic!

Travelling East over jagged terrain your job is to stay alive long enough to bomb the alien base at the end of level 5. You have two fire buttons, a machine gun for doing away with airborne nasties and bombs to destroy fuel tanks (lots of points and a boost to your fuel credit).

After a while the UFO stage approaches which involves frantic yanking backward and forward on the joystick in a bid to escape their haphazard attack before reaching the fortress where all your earlier skills are tested to the extreme.

Finding home versions couldn't be easier.

For a start Speccy owners could plump for *PENETRATOR* with its excellent landscape editor that lets you build your own courses or the brilliant *ROCKET RAID* on the BBC B that was practically arcade perfect except in name.



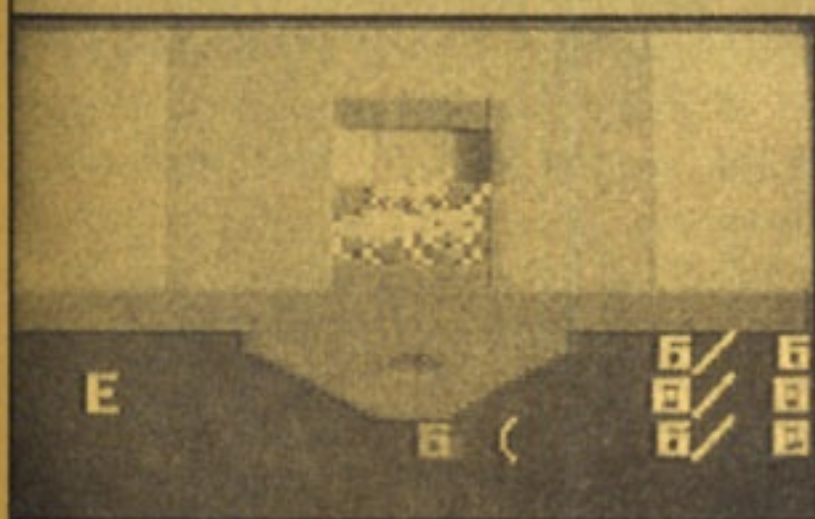
FANTASY-TASTIC ADVENTURES

Video game adventures have always been a different type of game to computer adventures. The main difference is that all the action on screen is controlled by the player's joystick, as there is no keyboard for typing in sentences to possible solutions.

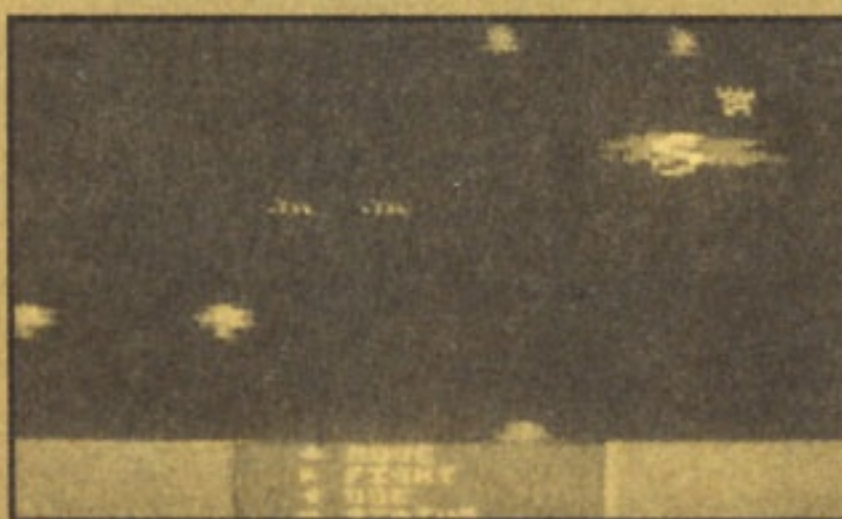
The first computer adventures appeared on university mainframes in the late 70s and developed into a hugely popular (yet now almost ignored) genre in favour of the more graphical approach.

Back in the early eighties the biggest adventure game ever written for a video games system was *DRAGONSTOMPER* by Starpath. The game was memorable as it could only be played in conjunction with the Supercharger (the VCS tape player adaptor) which enabled the game to be fed into the VCS in three parts to make room for more complex adventuring. The gameplay was classic stuff – wander around a mystical land under the evil spell of a dragon who has the countryside gripped in a reign of terror.

Meanwhile the best selling games on the INTELLIVISION were its series of *Advanced Dungeons and Dragons* games. *TREASURES OF TARMIN* was a 3D maze challenge requiring the player to find a stash of treasure guarded by the forces of evil (sound familiar?). To recover the treasure you must avoid being killed by the monsters who inhabit the corridors whilst picking up artifacts to help you on your quest.



TREASURES OF TARMIN. You can't go wrong with 3D corridors.



DRAGONSTOMPER. There's a dragon in there somewhere!

CABIN FREEPLAY CLASSIFIED

P.C.B.S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.11) IS OUT! INCLUDED THIS ISSUE IS A LOAD OF PAC MAN STUFF AND PART 2 OF THE INTELLIVISION PROFILE. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.

Retro
Computer
Cabin

FREEPLAY

TIPS

THE LEGEND OF LOMAS



© TOM GUISE '97

Greetings and salutations. I have called you all here in order to ask something of you. We require tips, and you are our last hope. Write the tips directly from your head onto papyrus and send it to us by post. If you perform this task to my liking, you will be rewarded with any video game you request. Your time starts now! Ugh!

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 the Email address below. Please don't bother sending us tips you've copied from the internet, other magazines, or even old CVGs. And if you do, don't write "I didn't copy these from another magazine" on the end. Really good tips will win a free game of your choice from HMV!

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

Rather than send in a complete solution to ruin the game, **E.R. Barwell from Doncaster** has sent in this list showing where all the objects in the game can be found, as well as some handy hints for improving your party. For all of this hard work, E.R. is being rewarded with a **free game from HMV!** Let us know what you'd like and we'll get it off to you within the next few years! Honest!

LOCATION	CHEST ITEMS	EXAMINE ITEMS	SPECIALS
Valley Of Thieves	None	L.Sword, Madbook	None
Dover District	Herb, Herb	L.Bow, Mushroom	None
Palace Ruins	Elixir, Herb	Fire Gem	Eleni and Huxley join party
Rhine Bridge	None	None	Kira joins
Port City Minato	None	None	Grog joins, KEY OF NOVA
Sand Dunes of Sea	None	None	None
Gadar Sea	None	None	None
Yuzu Village	Mage Oil, Herb	Moon Pie, Mushroom	KEY OF EARTH
Ydra Canyon	Moodring, Elixir	MACRO MAN 1, Madbook	Dolan, Amon and Sara join
Loris Beach	None	Smelly Green Banana	None
Castle Ruins	Mage Oil, Moodring	Iron Boot, Chain Mail	None
Inside Castle	None	None	None
Outside Dungeon	None	Gold Coin, Mage Gem	None
Plain Of Sorrow	None	None	None
Remote City	None	None	Zohar joins the party
Plain Of Sorrow	None	None	None
Terasu Village	Mega Herb, Elixir	Unicorn, Gold Coin	None
Basil Gate	Mega Herb, Mage Gem	TARO 2, Iron Boot	None
Reed Highway	None	M.Staff	None
Prison (Breakout)	M.Herb x2, S.Staff, Grimheim	None	Darius joins the party
Prison (Rescue)	None	Gold Coin, KEY OF MANA	Zen Robe
Khanos City	Holy H2O, Aura Gem	Gold Axe	None
Great Masai Forest	None	King Foil, Aura Gem	None
Trade City Kerachi	None	None	KEY OF CHAOS
Warehouse	None	None	None
Magic Train	None	RAMEN 3	None
Fort Dain	Life Orb, L.Mask	Mithril	None
Wart Bay	Plate	None	None
Pioneer Town Sorbo	None	None	None
Torog Mountains	None	Helstone, Mithril	P.Claws
Frontier Village	None	None	None
Tsukue Plains	None	None	None
Smoking Bones Cave	D.Spear	KEY OF LOGOS	Wyrmfang
Frontier Village	None	Mithril, Shivbook	Rune Bow
Orome Lake	Gold Axe, Wyrmfang	None	Vandal Heart
Glasgow City	None	None	KEY OF HEAVEN
Fort Gareth	None	Necklace	Caliburn
Cobalt Beach	Life Orb, Ragnorak, Holy H2O	Mojo	None
Capital Shumeria	None	Mojo Robe, Gold Axe	Runeward
Inside Church	None	None	None

E.R. also has some tips for *Vandal Hearts* to share with you...

ARTIFACTS

"Macro man, Tarot and Ramen. When you collect the Ramen go back to Kerachi and talk to the collector to receive the key of CHAOS."

TRIALS OF TOROAH

"To select a Trial you must equip Ash with the appropriate key and enter the DOJO. Upon leaving the DOJO you will be asked if you wish to transform, select yes to be transported to the trial zone.

On all of the Trials of Toroah you need to make sure you open the chest containing the pearl before dispatching the enemies. You cannot retry a trial if you miss the pearl. The trial of CHAOS is the most difficult pearl to get while the trial of LOGOS is the easiest pearl but takes the longest to finish.

If you manage to get all five pearls the ancient man in GLASGOW city will give you the key to HEAVEN and your chance to become a VANDELIER.

VANDAL HEARTS

Warning!! To obtain the LOGOS key you must have a character of HAWKNIGHT/SKYLORD class."

EXPERIENCE

"Huxley and Sara both have a spell called MYSTIC SHIELD, this spell is only useful for gaining experience.

By casting the spells on themselves, about every sixth spell you will receive 100 experience points. Use Mage Gems and Mage Oil to prolong this process. On levels with enemy healers (Basil Gate) leave the healer alive so that your other characters who will have stocked up on Mage Gems/Oil can give these to Huxley and Sara. There is a very good reason for supplying magic to Huxley and Sara. Each time you give Huxley or Sara magic points you get experience points in return. The amount you get is related to the difference in experience between giver and receiver. For example: Ash (experience 950) gives Mage Oil to Huxley (experience 1900). Ash would get approximately 700 experience making him go up at least six levels.

The best time to do this is after the prison rescue in KHANOS CITY. Do a trial (Nova or Mana are the best) and you will be able to level up the characters who were locked in the dungeon (Clint, Eleni, Amon and Darius). This is very useful. I have managed to get 1196 experience points just by giving Mage Oil to Sara."

EXAMINING THE LANDSCAPE

"To find items on the ground look for squares that are not common like craters or dog footprints"

DIE HARD TRILOGY

Thanks to **Andy Wright from Devon** for figuring out this *DHT* cheat by putting in another cheat wrongly. Very clever. If you enter this code - **Triangle x10, Right** - the enemies will go flying through the air, spinning around as they go whenever you shoot them!

CODENAME: TENKA

To give yourself every one of the weapons, pause the game at any time and hold **L1**. Now press **Triangle, R1, Triangle, Square, R1, Circle, Square, Square** and release **L1**.

To warp through the levels, pause the game at any time and hold **L2**. Now press **Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle** and release **L2**.

MEGAMAN X3

As well as having the coolest name ever, **Martyn Slaughter from Sheffield** has a code for *Megaman X3*. It gives you everything including all the pieces of the X Suit, every life container, access to all robots, the highest bar of energy, strong energy chip and access to the very last level!

1174
2565
6162
7186

Thanks, Mr Slaughter!

SATURN

IRON MAN/XO MANOWAR IN HEAVY METAL

He heh. If you need this code, that means you bought the game. Ha hah. Anyway, for either the Saturn or PlayStation versions, this code starts you on the last stage with maximum life, weapons and armour.

One-player mode
C04A770777777
777777777777

Two-player mode
C02A77X777777
777777777777

NINTENDO 64

INTERNATIONAL SUPERSTAR SOCCER 64

To give all of the players on your team enormous heads, go to the title screen and press **C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A**. Now hold the Z trigger and press Start.

To get the extra teams, go to the title screen and press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**. Now hold the Z trigger and press Start.

MORTAL KOMBAT TRILOGY

Now that MKT is out officially on the Nintendo 64, it's time to print a load of hidden features for you to try out!

To open up both the question mark option menus in one go, let the game run to the story screen. Now quickly press **HK, LK, RN, LP, HP, HP, HP, LP, LP**. You should hear a noise to let you know that the menus are available. They contain cheats such as infinite fatality time, level select and secret characters.

For infinite credits, go to the opening story screen and press **Down, Down, Up, Up, Right, Right, Left, Left**. That should do it.

For a stage select, highlight Sonya on the character select screen and press **Up+Start** together. After you've picked a character you'll get a stage menu.

To play as Ninja Smoke, choose regular robot Smoke and before the fight starts, hold **Backwards+HP+HK+BK+RN**. You should transform at the start of the fight.

To be able to play as the female Khameleon, go to the starting story screen and press **C-Right, C-Up, A, B, C-Down, C-Up, C-Right**.

To play as Motaro, you must be about to fight on either the Desert or Wastelands stage (use the stage select code to make sure you get one of them if you must). Pick any character, and before the fight starts hold **Backwards+LK+HK**. You should

transform into Motaro before the fight.

To play as Shao Kahn, make sure you're about to fight on the Rooftop, Kahn's Kave or Pit 3 stage and pick any character. Before the fight starts, hold **Down+HP+LP** until you change into Kahn himself.

As we mentioned a long time ago, it's possible to explode people after doing a Babality on them! As soon as you've pressed in your character's Babality, press **HP, LP, HK, LK** on the end. Your opponent should turn back into an adult, then explode!

As with the other *Mortal Kombats*, there are some hidden bonus games in MKT to find. You can get *Pong* by playing 50 2-player fights in a row and *Space Shooter* by playing 100 2-player fights in a row.

NBA HANGTIME

Anthony Cheng from Rhy1 has sent in a list of hidden modes and characters for the N64's new *NBA Jam* game.

These codes should be entered at the game match-up screen. The first digit refers to the A button, the second one is the C-Down button and the third is the C-Right button.

025	Baby mode
461	Infinite turbo
273	Stealth turbo
111	Tournament mode
937	Goal tending off
390	No pushing
048	No music
552	Hyper speed
120	Quick passing
616	Max blocking
284	Max speed
802	Max power
709	Max steal

These secret players can be accessed simply by putting the name in and entering the correct PIN code.

AMRICH	2020	MEDNIK	6000
BARDO	6000	MILLER	0000
CARLOS	1010	MINIFE	6000
CLIFFR	0000	MORRIS	6000
DANIEL	0604	MORTAL	0004
DANR	0000	MOTUMB	0000
DAVIDR	0000	MOURNI	0000
DIVITA	0201	MUNDAY	5432
DREAM	0000	MURSAN	0000
EDDIE	6213	MXV	1014
ELLIOT	0000	NICK	7000
EUGENE	6767	NFUNK	0101
EWING	0000	NOBUD	1010
GHILL	0000	NORTH	5050
GLENNR	0000	PATF	2000
HGRANT	0000	PERRY	3500
JAMIE	1000	PIPPEN	0000
JAPPLE	6660	QUIN	0330
JASON	0729	RICE	0000
JC	0000	RODMAN	0000
JIGGET	1010	ROOT	6000
JFER	0503	SHAWN	0123
JONHEY	6000	SMITS	0000
JOHNSN	0000	SNO	0103
KEMP	0000	STACKH	0000
KIDD	0000	STARKS	0000
KOMBAT	0004	TURMEL	0322
MALONE	0000	WEBB	0000
MARIUS	1003	WEBBER	0000
MARTY	1010		

DARK RIFT

As you'll know from our review last issue, we don't think much of *Dark Rift*. Nevertheless, it's out now on import and there may be a few of you who want to know how to access more playable characters.

To play as Sonork, go to the title screen and press **L, R, C-Up, C-Down, C-Left, C-Right**.

To play as Demitron as well, go to the title screen and press **A, B, R, L, C-Down, C-Up**.

To watch any of the game endings, go to the title screen and tap in one of these codes.

Eve	Up, C-Left, R, Right, Down, R, R, C-Right
Demonica	Up, C-Left, R, Right, Down, R, R, C-Up
Zenmuron	Up, C-Left, R, Right, Down, L, L, C-Right
Demitron	Up, C-Left, R, Right, Down, L, L, C-Down
Morphix	Up, C-Left, R, Right, Down, R, R, B
Niiki	Up, C-Left, R, Right, Down, R, R, A
Scarlet	Up, C-Left, R, Right, Down, L, L, C-Left
Gore	Up, C-Left, R, Right, Down, R, R, C-Down
Aaron	Up, C-Left, R, Right, Down, R, R, C-Left
Sonork	Up, C-Left, R, Right, Down, L, L, C-Up

PC CD-ROM

CARMAGEDDON

To get ALL of the tracks and ALL of the cars, go to the main menu screen and quickly type **ENABLE**.

Once you've entered the ENABLE code once, you can turn on the cheat mode by starting a race and holding the **F4 key** until a message appears on the screen (CHEAT MODE, surprisingly).

Once the cheat mode is on, you can activate different cheats by pressing these buttons.

F5	Repair all damage
F6	Invincibility
F7	Gain 30 seconds
F8	Freeze timer
F10	Add laps
F11	Gain 5000 credits
F12	View other drivers
Shift+F6	Show opponents on map
Shift+F7	Gain 300 seconds
Shift+F8	Toggle shadows
Shift+F10	Checkpoint counter
Shift+F11	Lose 5000 credits
Ctrl+F8	See-through shadows

Ctrl+Keypad 1 Fly mode!

Keypad 5 makes you land, **Keypads 6 and 9** change pitch.

WE'RE STUCK!

Dear CVG,

I have just bought the excellent *Quake* for my PC so please will you answer a few of my questions?

1. How do you get the nightmare difficulty setting?
2. Are there any cheats for it?
3. Is it worth buying *Mission Packs 1* and *2*?
4. Are *Daikatana* and *Hexen 2* going to be better than *Quake*?

Karl Moon, Cleveland

CVG: 1. On the Start map where you choose your difficulty and episode, head for Episode 4 (the one with the water pool you need to fall through). Drop into the water and move backwards against the wall so that when you drop out of the bottom you land on the wooden beam. Now just walk along the beam into the arch in the wall and through the Nightmare portal.
2. There are cheats, but they don't work in Nightmare mode. And we recommend you don't use them at all. Oh alright then, try typing things like GOD, FLY and IMPULSE 9 on the console.
3. Did you read the reviews we did? I don't think so. Tut tut. If you want more 1-player Quake, then yes. Especially the first one.
4. Stupid, stupid question. Read the magazine as the games get nearer to being finished and you'll find out.

Dear CVG,

I am stuck on *Suikoden*. I'm at Neclord's castle and I can't get past the paintings in the 3rd floor. Which shall I look at or not? And what happens next?
Yours faithfully,
Richard L (or Richard C - it's badly written)

CVG: Look at the paintings in this order: 4th, 2nd, 1st, 3rd. A new passageway should open up for you. And we're not going to tell you what happens next.

Dear CVG,

Having just bought the excellent *Soul Blade* I set about using your guides in issues #185 and #186 to complete it, but whilst I have been able to collect all 70 of the extra weapons and *Soul Edge* I still can only access Hwang and Li Long's special endings (using the moves in mag #185). So how do you do it on the UK version with the rest of the characters?
Yours desperately,

Daryl Morris

CVG: The ending codes we printed in issue 185 are the exact ways to get the special endings, but can be tricky to time right. The simpler way is to press all the buttons randomly and wiggle the pad around as soon as you finish the game and watch your ending. If you get lucky (more often than not), the borders will move away then come back again immediately.

Dear CVG,

Please could you tell me if there is a cheat to play as Evil Ryu in *Street Fighter Alpha 2* on the PlayStation?
Toby Hall

CVG: We still get tons of letters every month asking this question. The answer is NO! Evil Ryu is only in the arcade and Saturn versions of the game. Sorry.

Dear CVG,

Please help me. I'm stuck on *Christmas NIGHTS* on the Saturn and I really need help. I cannot open the last present. I have tried everything I can think of - I played it all Xmas day - I had the date and time correct and finished all other parts of the game - I just can't get that last present open. Please please please help me.
From your best reader, Maria.

CVG: If you mean the present in the very bottom right-hand corner of the screen, then it's the one that lets you play *Christmas NIGHTS* at any time of the year. Once the game changed to Happy New Year *NIGHTS*, the present should have appeared.

FREEPLAY

CLASSIFIED

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FREEPLAY FAN



What's the most amazing game you've ever played? Why do you love a group of developers, character or game so much? Write your feelings down on a piece of paper and send them to FreePlay Fan and we'll print them exactly as they come out of your head - unless you've got a really boring head that makes you drone on for ages. Who knows? Maybe you'll be able to convince the rest of the world that your game truly is the best thing ever and everyone else will start playing it!

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



PLEASE NOTE: ALL LETTERS ARE PRINTED EXACTLY AS THEY ARE RECEIVED, AND ARE ONLY EDITED WHERE MARKED. PLEASE WRITE CAREFULLY AND NEATLY TO AVOID EMBARRASSMENT



Dear FreePlay Fan,

This letter is aimed at the many thousands who would hesitate in purchasing a game worth twenty other ones put together, the very essence of magnificence, the one, the only, staggering *Castlevania* on the PlayStation - *Dracula X*.

It's funny how history repeats itself in the sense that I started playing *Castlevania* on the Super NES in the same way I started this version. You might think at first (as I did) that "oh it's alright - nothing special", but believe me nothing could be so far from the truth of this game. Persevere and you will be rewarded with a game that is beyond human expression, it is totally excellent!

Imagine your perfect platformer years ago on the Mega Drive or earlier still the Spectrum or Commodore. Imagine a game which includes so many lines of code and intricate programming routines and AI that the effort seems superhuman.

From the overwhelming animations of Alucard to the ingenious enemies and they're brilliant animations. The moves also are totally smooth and flowing - the one where Alucard shoots up at blinding speed, sticks the ceiling, performs a gravity induced somersault and kind of floats onto the nearest platform - like vampires do of course - totally gripping!

What helps put this game head and shoulders above the rest is the role playing elements such as experience levels, intellect, strength, etc. I would also like to note the special moves which involve button combinations aka. *Street Fighter II*. I also cannot believe the sheer number of items you collect which range from simple keys to making you bloody well invincible, not to mention the wolf, mist and bat forms you change into. This my friends is just the rust I can scrap away from the adamantium like game structure. This is the magnitude of the game. I have been playing games since

the earliest days, (the intertelligame with *Frogger* and *Popeye*) I have got *Crash Bandicoot*, *NIGHTS*... (**blah blah, and so on with a list of some of his games**)... to name but a few. Most of these are different in respect of the type of game it is...

Out of all the games listed above only *Mario 64* came close to generating the sheer buzz you get from playing this game! I've currently got 198 percent of the game completed and I'm still working away at it, sometimes all day.

Respect to everybody at Konami HQ in Japan (especially the musicians for the brilliantly suited and inspiring soundtracks) please please please keep on superseeding everything I have ever played.

In fact there are two words that come close to describing this game - truly magnificent!

Yours sincerely,
C. Coleman



Dear CVG magazine,

I am writing to you because I am sick of the bad comments about *Doom* on the Saturn. I have recently bought the game and I think it is fine. I think a lot of the magazines compare *Doom* on the Saturn to *Doom* on the PlayStation. OK the Saturn *Doom* isn't half the PlayStation *Doom* but please give it some credit. Also why don't magazines compare *Doom* on the PlayStation to *Doom* on the PC.

I have *Doom* on the Saturn and on the PC and Hell Yes there is a Big difference, but I think it should get at least some credit. OK it got 56% but that is not bad but it isn't good either.

OH yeah before I forget could you please give the Passwords to some of the levels or even all the Passwords, PLEASE!

A GREAT FAN OF *DOOM* ON ALL COMPUTERS!

Roddy Morrison - Western Isles.



I (**swearing**) love *NIGHTS*. It rules. *NIGHTS* is the most beautiful character ever created and the game

itself is a work of genius to rival Lucas's *Star Wars* or Milton's *Paradise Lost*. To me *NIGHTS*' appeal lies in her/his/its complete detachment from reality; no matter how long you stare at he/she/it you can't pin *NIGHTS* down with any of the attributes you would normally

associate with a video games character. I feel it was a conscious decision by Sonic Team not to have *NIGHTS* speak, as an accent would allow the player to give he/she/it a human identity or nationality. *NIGHTS* is cute but there is also an aspect of fear and horror about him, there's just something not-quite-right about those wide purple eyes. *NIGHTS* is purple, which unlike the distinctly juvenile, boyish blues and reds of *Mario* and *Sonic* (I won't even mention that *Bandicoot* abomination here) is a neutral colour. Purple is a colour of peace and plenty but also one of delerium and even sickness. To me, the many facets of the jewel in *NIGHTS*' chest represents all the different ways to interpret his/her/its character. *NIGHTS* exists only in dreams and therefore is subjective; look at him/her/it and you will see anything and everything you want to.

Mr Naka and Co. obviously put a lot of thought into *NIGHTS*' streamline and tapering shape. He/she/it seems perfectly adapted to flight. *NIGHTS*' body is supple yet thin and underdeveloped obviously unused to the pressures of walking or contact with the ground. *NIGHTS*' feet are large and paddle-like, like a fishes fins... (**and on and on telling us all about a character we know about already**)... Bottom line *NIGHTS* is the most well thought out character ever.

The worlds in which *NIGHTS* exists are also fantastic testaments to the skills of Sonic Team, the morphing "Cyber Sound" being another programming high point. *NIGHTS*' music is always familiar yet constantly it changes, blending new instruments to create subtle variations on the original theme. The music ebbs and flows with the growth of each world giving each its own beautiful life-rhythm. The game's A-life is another fantastic method that Sonic Team use to connect the player to the world of *NIGHTS*. As you watch your *NIGHTOPIANS* and *MEPIANS* grow you get a real sense of participating in the life of your very own dream-scape. With Claris and Elliot you can explore the dream worlds at your leisure, perching atop waterfalls, riding trains and leaping from towers you can only zip past as *NIGHTS*.

The dream worlds themselves are magical places where echoes of the real world mix with the fantastic. In Spring Valley... (**and again he goes on just that little bit too much, this time about the levels**

and rendered story sequences)...

Then of course there's the brilliantly cheesy song, the huge links, the scores, *Reala*; *NIGHTS*' not-so-altered-ego etc. (I could go on forever, I love this game).

I love *NIGHTS* and I am not lying when I say I feel physically sick when people dismiss it out-of-hand as cute Japanese trash or say they couldn't be bothered with its difficult play mechanics. Take time to love *NIGHTS* and its pure magic will reward you a million fold.

Great mag, by the way!

Yours,
William Curley



Dear FreePlay Fan,

I would like to make a few points clear to PlayStation and Saturn owners, first off, stop disrespecting each others consoles, both are just as good though the PlayStation has better 3D capabilities and the Saturn is slightly better with moving 2D sprites, but so what, so long as a game plays identical on both consoles like *Street Fighter Alpha 1* and *2* then thats all that counts. *X-Men: Children Of The Atom* didn't make it to the PlayStation because of the relationship between Acclaim and Capcom got poor, basically Acclaim got jealous of Virgin, and so Acclaim scrapped it, so Saturn owners are lucky it come out first on their machine, otherwise they wouldn't probably have it, though I recently heard it was changing publishers for the PlayStation so it was back on line, but I don't know if this is true, I hope so, but it can easily be done on the PlayStation. *Marvel Super Heroes* is probably out in Japan right now for Saturn and PlayStation, and *X-Men Vs SF* I heard was in development for both consoles, but I don't know if this is true, i read it in Egm. So my point is, if *Marvel Super Heroes* can be done on the PlayStation, so can *X-Men*, *X-Men Vs SF*, *Night Warriors* and *Cyberbots*. *Darkstalkers 3* is supposedly in development already for the PlayStation and *Street Fighter 3* is said to be out by Christmas for the PlayStation and Saturn, the PlayStation using and upgrade formally known as PlayStation C, so Jon Taylor can suck on a few plums, because he has no idea what he is talking about, I have a Saturn and a PlayStation, but I play the Sony machine more because... (**Shut up! No more letters like this! Please!**)

FREEPLAY FAN

FREEPLAY

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!



drawinz Wot You Dun

Hello. Let me ask you a question. Do you like drawinz wot people have dun? If so you've turned to the right page.

You think Ed's Tips are good eh! You think Dave knows a lot about old games! You think Write For Freeplay is full of interesting facts. Well, let me tell you something. 'Drawinz Wot You Dun' is officially the best part of the mag. So shut up!

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!**



④ Nicely executed piece of KOF artwork here by Banet Narbrough. Well done!



④ Well what have we here? Yeah, That's right! Three stinking turds Shaun Creand.

TAMAGOTCHI TERROR ON DEEP SPACE 9

There's an unidentified Ship approaching at warp Speed Sir

It's just another uneventful day on DS9. Or is it?

Damn. The universal translator is malfunctioning

Chief! Try re-routing the neural transponders through the Sub-space feedback array

I'm not Sir!

But the Tamagotchi has taken a fancy to one of the lower ranking pilots

I believe I have an idea Captain

I will take the form of the alien's most feared enemy

Adrah!

And a power surge builds up in O'Brian's console!

Somebody get the number of that Recliner moped!

Are you alright Chief?

If we don't do something soon this thing is going to devour the entire station

Tom Cruise, owner of Klaided

Very scared indeed!

In it's fear, the Tamagotchi lets go of the Pylon and engages warp!

But....

Hew, at last that thing is gone

Em Sir, I think you should take a look out the window!

Although the Tamagotchi has gone it left it's mark on DS9!

④ We have had a lot of cartoons sent in this month, this being one of the best, from Gavin Woodworth. Nice story, well drawn and funny. I especially like the expression on evil Guise's face.

PLAYBOY'S
Lara Croft

FANS Remember Lara LOVES YOU. NOT.

④ Wow! You should see the pictures we couldn't print! Thanks to Jeff O Adabo.

④ Only a few of me this month, just this one with the cool T-shirt. Richard Arnold.



④ Crazy Crash Bandicoot courtesy of Gary Adams, Nice!



④ Funny... Phil Dawson has a shaven head and a beard, hmmm! Matthew Tolley.



④ Excellent character idea from Maria Morris, I especially like the boots, cool!

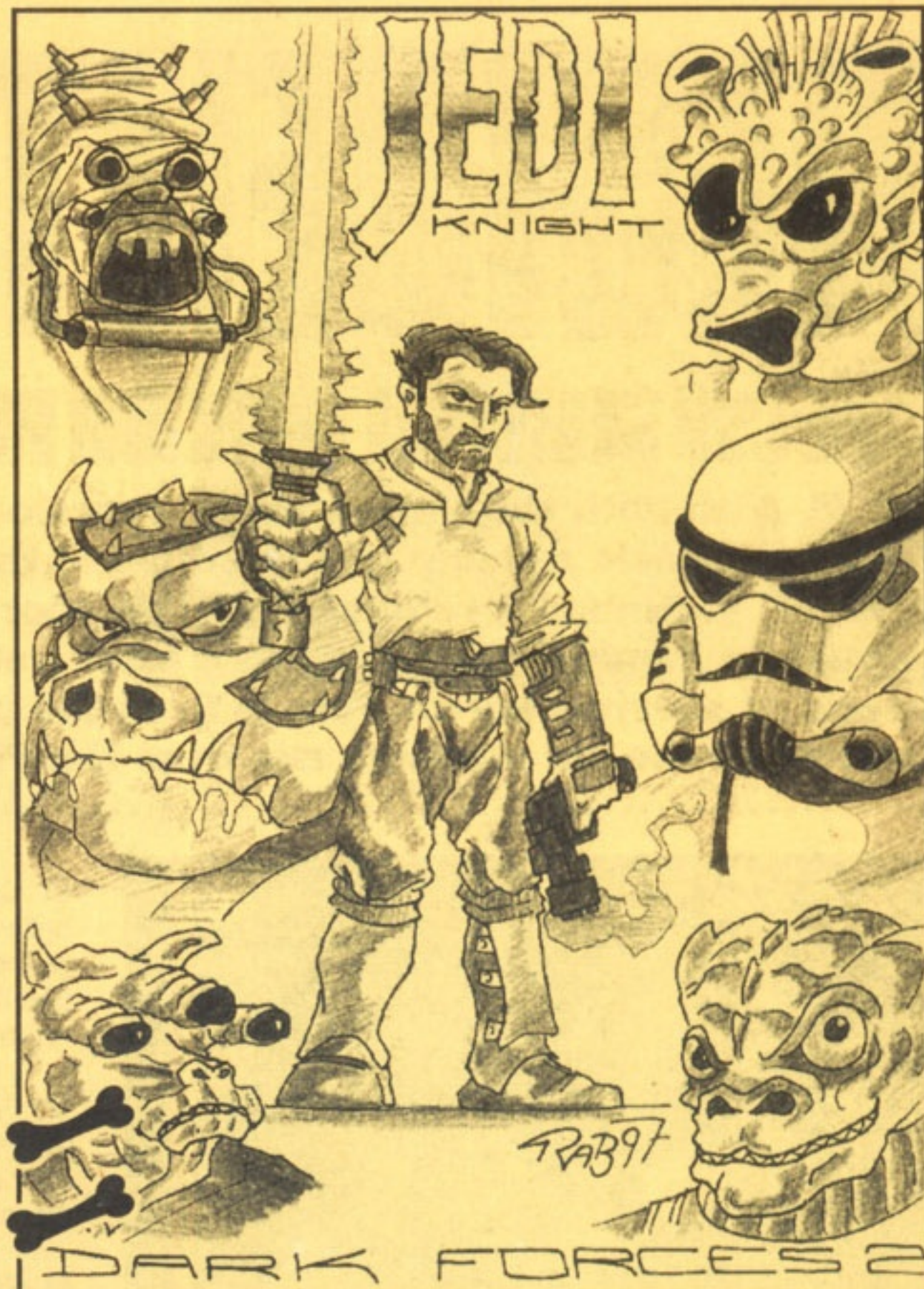
④ Another piece of genius from the boy with the golden fingers AKA Ray Higgins.

drawinz
wot you dun

FREEPLAY



Now don't get me wrong, I think this is an excellent cartoon, it's just that it seems to end a little too quickly. Did you run out of space perhaps? Thanks to Tom Mills.



This is excellent! Nice composition, excellently drawn. Full marks to you Ross Butt.



Superb piece of Manga artwork from Glenn Jackson, very impressive indeed.



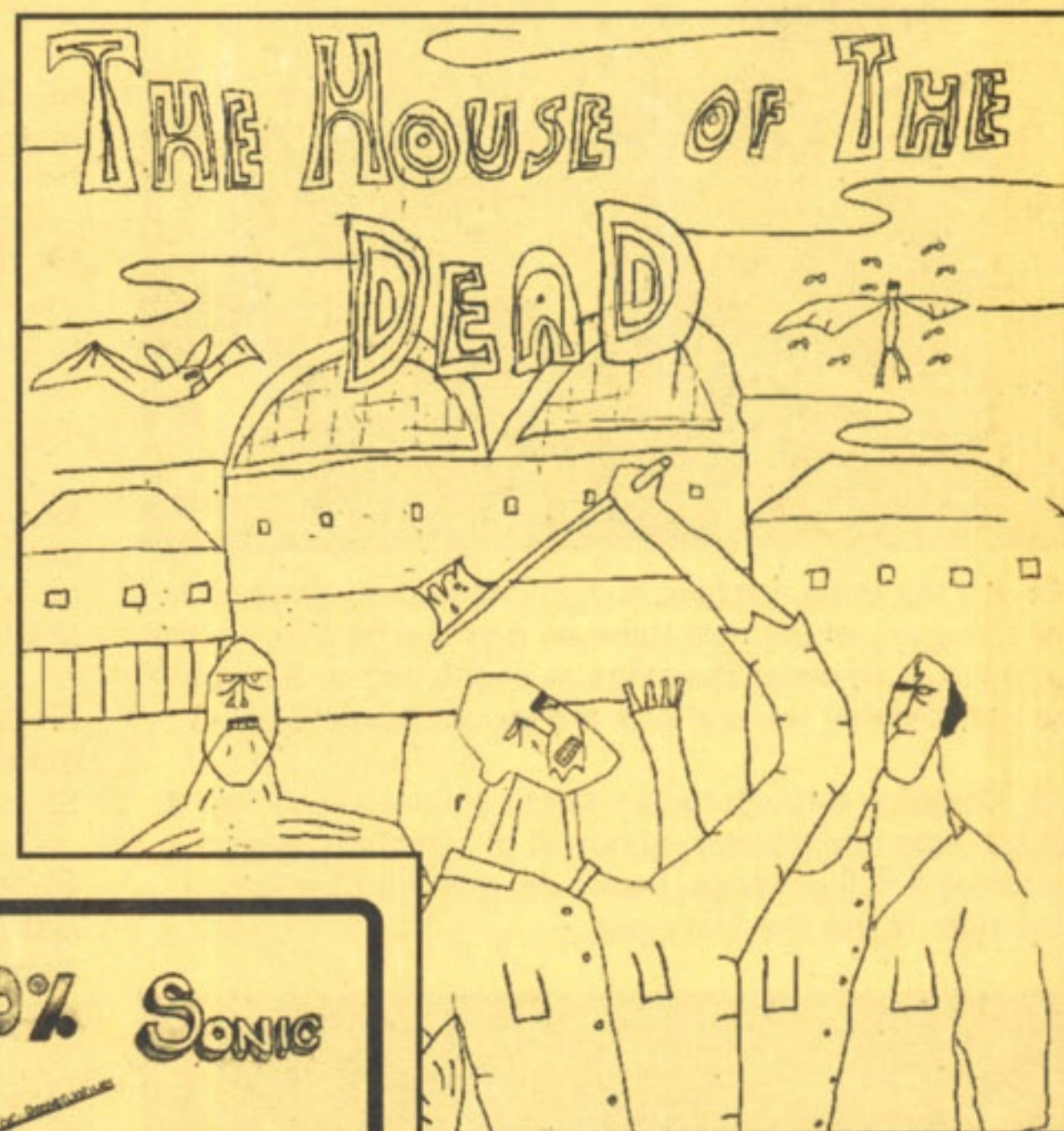
Capcom are cool aren't they! Check out these characters by George Law.



Yeah... even when I was a puppy I could defeat the meanest warriors. Thanks to Andy Freeman.



Cheeky little Vampire Saviour number this, from the Darren Cook. Thanks.



House of the Dead is popular this month. This one's by Adam Isan.



Blimey! An original piece of work, well done Andrew Robeson.

Killer Instinct 3, I've heard rumours... Michael Oscar.

Golly! Another original idea. Respect to you Fiona McMillan.



Send 'em in to:

drawingz
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...'

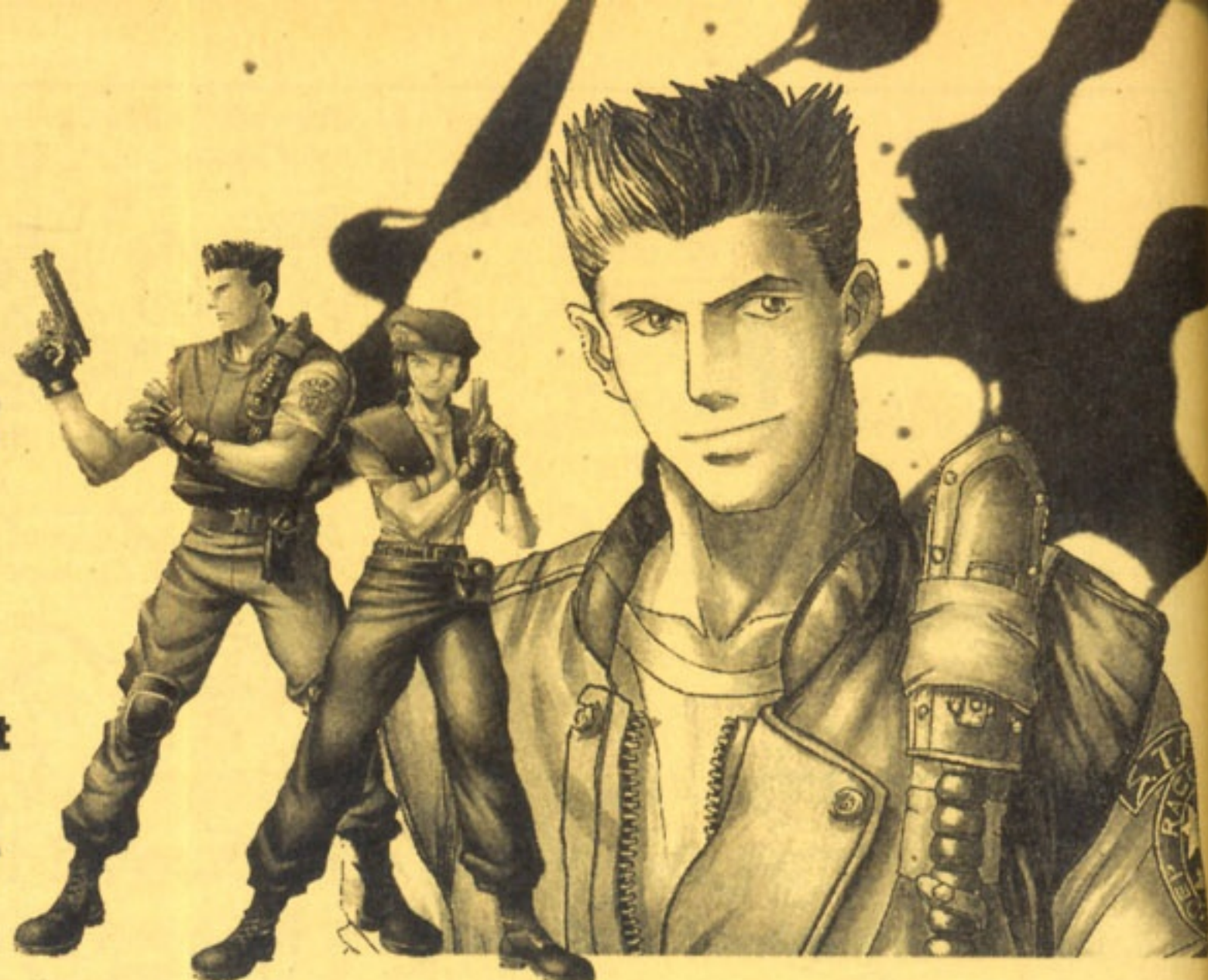
drawingz
not you dun

FREEPLAY

RESIDENT EVIL

THE CVG SURVIVAL HORROR RUNTHROUGH!

With both the Saturn and PC versions of Capcom's classic arriving this month, and the PlayStation Platinum re-release also due shortly, we thought that it would be handy if we gave you a brief walkthrough to the world of survival horror. This is from the point of view of Chris, and all of the screenshots are from the PlayStation game.



RUNTHROUGH!

RESIDENT EVIL



☹ After the initial exchanges, take the far exit from the dining room and see the cut-scene for the Zombie. Before you attack, run back into the hallway and pick up Jill's gun.

☹ Go upstairs and right, and take the far door. This leads out to the balcony and the decaying Forest. Take the clip from the floor and go back inside. Head across the landing and go through the opposite door.

☹ Shoot the two zombies and push the statue over the edge. Go down and pick it up and return to this room and through the door in the far right.



☹ Kill the three zombies and go downstairs. Don't bother killing any of the next three as they can be dodged. Go into the room under the stairs to see Rebecca. Say yes to her following you and pick the key up from the bed.

☹ Continue through to the room outside and go into a green coloured hallway. Shoot all the zombies and go into the small passage. Insert the gem into the eye of the tiger to get the first crest.



☹ Go through the door at the end and into a familiar hallway. Go left and into the red door. Push the cabinet at the back of the room to reveal the music notes and use them at the piano. Leave Rebecca to play and return to the dining room.

☹ Pick up the Emblem from above the fireplace and return to the piano room. Rebecca plays the tune, and a door will open. Take the gold emblem and replace it with the old one.

☹ Put the gold one above the fireplace and the clock will move to reveal a key. Go back into the hallway and through the blue door. Use the key on the door inside here and it can be discarded.

☹ Shoot the dogs and walk through the winding corridor. Shoot the two zombies inside the next room and go through the double doors into the Crow gallery.

☹ Look at the pictures in order from Newborn Baby to Bold looking old man, pressing the switch each time before the final picture at the end of the corridor. It will fall down to reveal another crest.

☹ Go out and through the grey door. Shoot the zombie and go into the room around the corner. Store the crests and anything else you don't need. Pick up the chemicals and leave.

☹ Return to the green room (where the tiger statue is) and go to the farthest room. Use the chemicals on the open tank to kill the plant. Walk around the back and take the key from the clock.

☹ Go back to where you first met Rebecca and dodge all the zombies again. Now go into the locked room and pick up the clip and broken shotgun.

☹ Head for the room where the dogs jumped through the window and into the room joining it. Go all the way to the end, and go into a small square room. Continue through that and take the shotgun from the wall, replacing it with the broken one.

☹ Any small keys you have picked up now (we don't have the space to list all their locations) can be used on various desks around the mansion. These all hold shells for the shotgun.

☹ Go back upstairs via the main hall and go through the only door you haven't been in yet. Run round the U-Shaped hall and enter the green double doors.

☹ Push the two statues over the grates in the floor and hit the switch. The next crest is now yours. Head back to the second storeroom (the one that had the chemicals in it) and go upstairs.

☹ Go left and in the first door you come to. Shoot the zombie and take the door on your left. Pick up the lighter from here. Now go back to the U-Shaped hall.

☹ Take the first door on the right and examine Richard to get a clip. Go through and kill a zombie and use the key on the door and discard it. Don't go through though.

☹ Go left, into the room and use the lighter on the candles. Move the case to go into the secret room for more ammo, and go back into the room you unlocked.

☹ Fight the Snake! You don't actually kill the Yawn, just scare him off. Go to the fireplace where he came from and pick up the final crest.

☹ If you got poisoned, you now take control of Rebecca and have to run back to the room where you first met her and pick up the serum. Take it back to Chris to cure him.

☹ Take all the crests back to corridor near Crow Gallery and exit via the small corridor. This should take you outside, where a dog is patrolling the room. Shoot it and insert all of the crests into the wooden block next to the door to open it.

☹ Go through the door, and use the stairs to get the crank from the top shelves. Go through the door and take out three dogs.

☹ Go through the gates and use the crank on the switch next to the pool to drain it and give you a path across. Run past the snakes and go down the elevator. Take out another group of dogs.

☹ Keep going through the courtyard taking out all dogs and go into the courthouse. Push the statue down the corridor and use it to cover the small hole. The door you pass on the left is a storeroom.

☹ Go into the room opposite the storeroom and drain the tub to get the control room key. Shells, a small key and a red book are all in the bedroom too.

☹ Leave the room, go right past the hole and statue and through the door. Now enter the first door you come to and once inside run to the left. Quickly grab the key below the wasps nest before they can attack and leave the room where you came in.

☹ Go right and into the room using the key. Once inside pick up all the items and push the cabinets to reveal a ladder down. Go down it.

☹ Push the three boxes into the water so you can get across. Go through the door and into a water filled room. Run like crazy to avoid the sharks and head for the two doors on the other side of the room. Take the left one first.

☹ Pull the lever to drain the water and then press the switch next to the door to open the adjoining room. Go inside and pick up two clips, two boxes of shells and a key. The key is the most important.

☹ Exit and head back the ladder to get to the courthouse once again. Go back into the first room inside the courthouse and go into the big red doors at the end of the corridor. Run round the other side of the pool table and shoot the spiders from there.

☹ Go back to the room where the wasps were and enter the door directly in front of you. Replace the V-Jolt report with the Red book inside this room and go through the door to Plant 42!



☉ Chris will get captured by the Plant and Rebecca will come to rescue him. You have to mix up the V-Jolt to free him. Go to the only room in the wasp hall that you haven't entered and light up all of the buttons on the panel to unlock the door.

☉ Now go inside and start to mix. The order in which you have to mix things is written on the wall by the door and jars are located inside the room. Remember that number 1 is water.

☉ Take this back down to the room with the sharks in and go inside the only room you haven't been in. Use the V-Jolt on the roots and watch it crumble. Go back up to Chris and you'll resume control of him. Simply kill the plant for a second time and pick up the key from the fireplace.

☉ Go back into the mansion, and you'll be treated to a cut scene and introduced to the Hunters. Kill the first one you see quickly! Go into the room on the left of this corridor and turn on the light on the desk. Collect the doom book and leave.

☉ Go through the grey door and take out another Hunter. Go into the storeroom for loads of ammo and health. Store the doom book. Work your way back to the passage where the dogs came through the window, killing any hunters on the way.

☉ Ignore the spiders and go into the main hall. Go upstairs and into the room on the left, above the dining room. Kill one of the hunters and you can dodge the other. Go through the door and get ready for more hunters.

☉ Don't go down the stairs yet. Instead go left and into the door. Pick up the rounds and turn off the switch by the door. Move the stairs and pick out the gem from the eye of the stuffed head on the wall.

☉ Leave and go down the stairs, a be prepared for more tough hunters. Taking them out now will save you more time later on in the game. Use the storeroom if you have to and go continue through into the green walled room.

☉ Run right when you enter the door so you can turn and shoot at both of the hunters as they come at you. Go back into the Tiger room and put the red gem into the other eye to get the colt.

☉ Remember the greenhouse in this corridor if you need to get some life. Now you have to trek all the way to the other side of the mansion, and to the second storeroom. Go up the stairs once you get there and turn left.

☉ Kill the hunter and continue on, through the door at the very end of the corridor. Use the key on the door and it can be discarded.

☉ Once inside, investigate the piano and Yawn will appear for a second time. This time you have to kill it completely, so try and stock up on all ammo and health before you go in.

☉ Drop down the hole he left and hit the switch by the gravestone to reveal a ladder. Go down it and take out the two zombies at the bottom. Go through the door and round the corner to see two zombies eating a body. Kill them and go through the next door.

☉ Shoot the floored zombie in the back once inside the kitchen and go into the lift. Kill the zombie once you get out of the lift and go into the door directly behind him if you need some ammo. Pick up the battery too.

☉ Go into the door on the far right and kill the zombie inside. Colt rounds are in the desk and behind the bookshelf is a zombie. Pick up the scrapbook and go through the door in the left corner. You'll notice a red switch in

the corner of the room, that makes a beam of light once you push it. Push the statue into the light and you'll see a small office open. Pick up the MO disk from the table.

☉ Go back a room and push the bookcase to reveal a secret room. Look out of the window and you'll see the helipad where you have to get to.

☉ Go back into the left and head down again. Go to the door in the left corner of the kitchen and you'll get a small cut scene of a zombie coming up the stairs. Go down the stairs.

☉ Move around the lift and unlocked the double doors. You'll emerge in a familiar hallway with two hunters waiting for you. Fire a few shots down the hall anyway, because they'll attack really quickly.

☉ Head back to the 'Rebecca' storeroom, store any unwanted items and pick up some health if you have any. You need the crank, the doom book and the battery as well.

☉ Now head back to the outside passage and the courtyard. Run past the snakes again and go down the lift to the lower courtyard. Now go to the broken lift and insert the battery in the slot and go back up.

☉ Go back up to the pool and use the crank on the pool again to fill it up. Return to the newly functional lift and return down. The small fountain of water that was blocking your path before is now open, and you can go underground.

☉ Go through the door next to the ladder and take the flame thrower. Take the top exit and walk into the room to get an F-Aid spray and shells.

☉ Go through the door at the end of the room, and walk round the corner to find Enricho and he'll go on about double crossers.

☉ Leave the room and you'll encounter two Hunters. Pick up the crank ahead of you and go back to the room with the entrance ladder.

☉ Walk around the other side and use the crank so you can go through the door. Pick up another flame thrower from the wall.

☉ Walk to the end of the room to trigger the rolling rock and then duck in the passage at the end of the hall to avoid it. Go through the door and kill the giant spider.

☉ Burn down the webs by the door and go through. Turn left and run to the end of the hall to avoid the falling snakes. Go in to the save room for extra health pick ups.

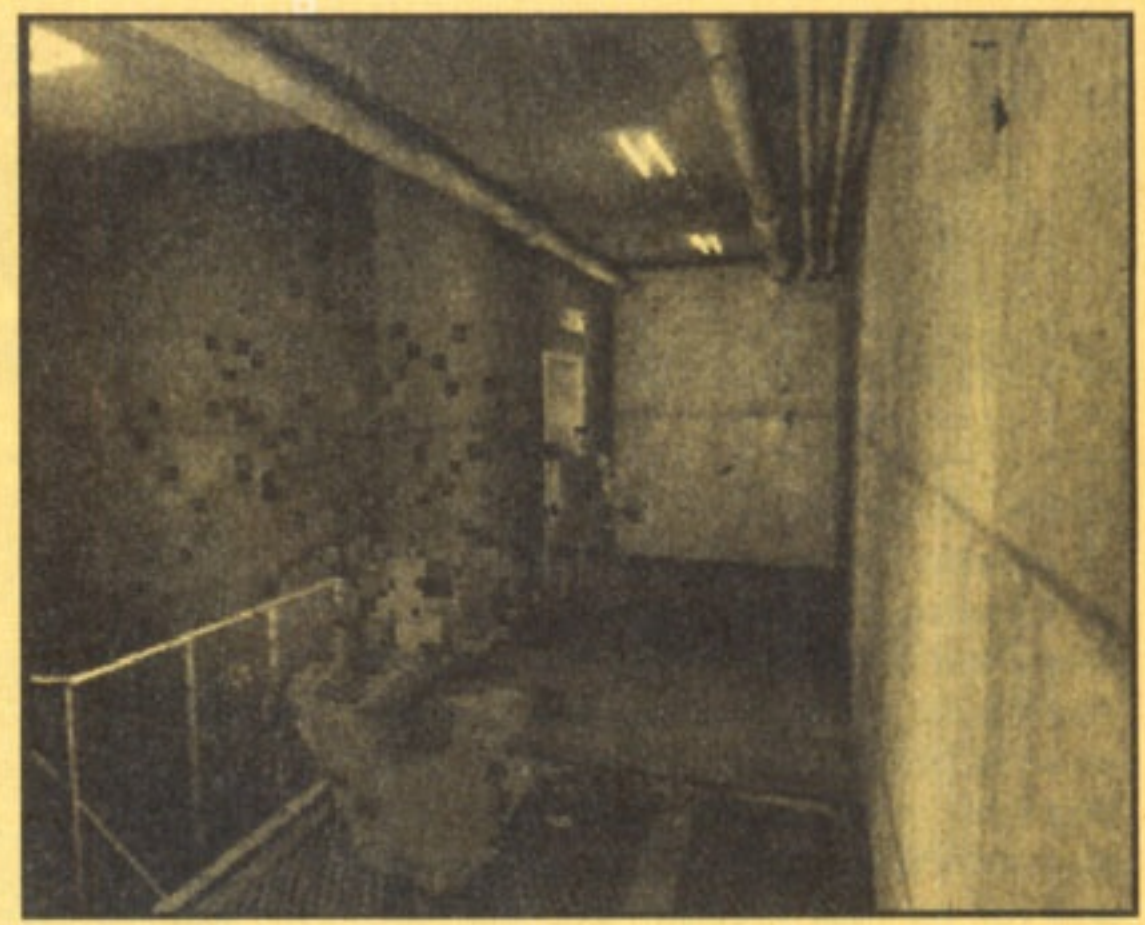
☉ Exit the room, run past the snakes and put the flamethrower back on the wall to get through the door.

☉ Move right and down the passage and use the crank three times to give you access to the rest of the room. Run down the hall to trigger a boulder and rush back to dodge it. Get the map and MO disk from where the boulder came from.

☉ Enter the last room and move the statue level with the highlighted area. Use the crank two times on the cog to push the statue away from the wall. Now push it onto the actual beam of light to open a panel in the wall and get the second doom book.

☉ Go back and get doom book one from the storeroom. Have at least three empty spaces.

☉ Return to the room with the second boulder in it and go to left where you should find a lift. Go up it and you'll emerge by the fountain. Examine both doom books and press X when the pages are facing you to open them. Put both the medals in the side of the fountain to open it.



☉ Ignore the door in the Lab and go down the ladder. Store any unwanted items at this point and go through the door. Three zombies await you and there is an MO disk on the table at the end of the room.

☉ Go down, through the door on your right at the bottom of the stairs and into the first door on your left once inside. Turn on the switch to reveal the researchers letter. A clip is in the box next to the sink.

☉ Go out and back to the bottom of the stairs. Run forward, kill any zombies and go into the first door on the left. Turn on the computer and enter the following codes. Enter your name as JOHN and the password as ADA. Select floor B2 and then enter MOLE as the final password. Now open B3 and leave the machine. Pick up the slides and exit the room.

☉ Go back up the stairs and go into room along the corridor the the left of you. Use the slides on the projector, then open the flap on the wall and press the switch. Get the lab key.

☉ Head back down the stairs and into the room on the opposite side of where you emerge and use the lab key. Kill all of the zombies and the room directly ahead of you is a storeroom if you need it.

☉ Take the door on the first left and get some shells. Position the two boxes over the grates and push the stairs over the switch. Climb the stairs and through the vent shaft. Use an MO disk on password machine and go back into the storeroom if you need it.

☉ Exit the storeroom and go left, into some factory style rooms. Get password three from the terminal tucked around the corner and continue through a couple rooms to a rectangular room with a big computer in the centre.

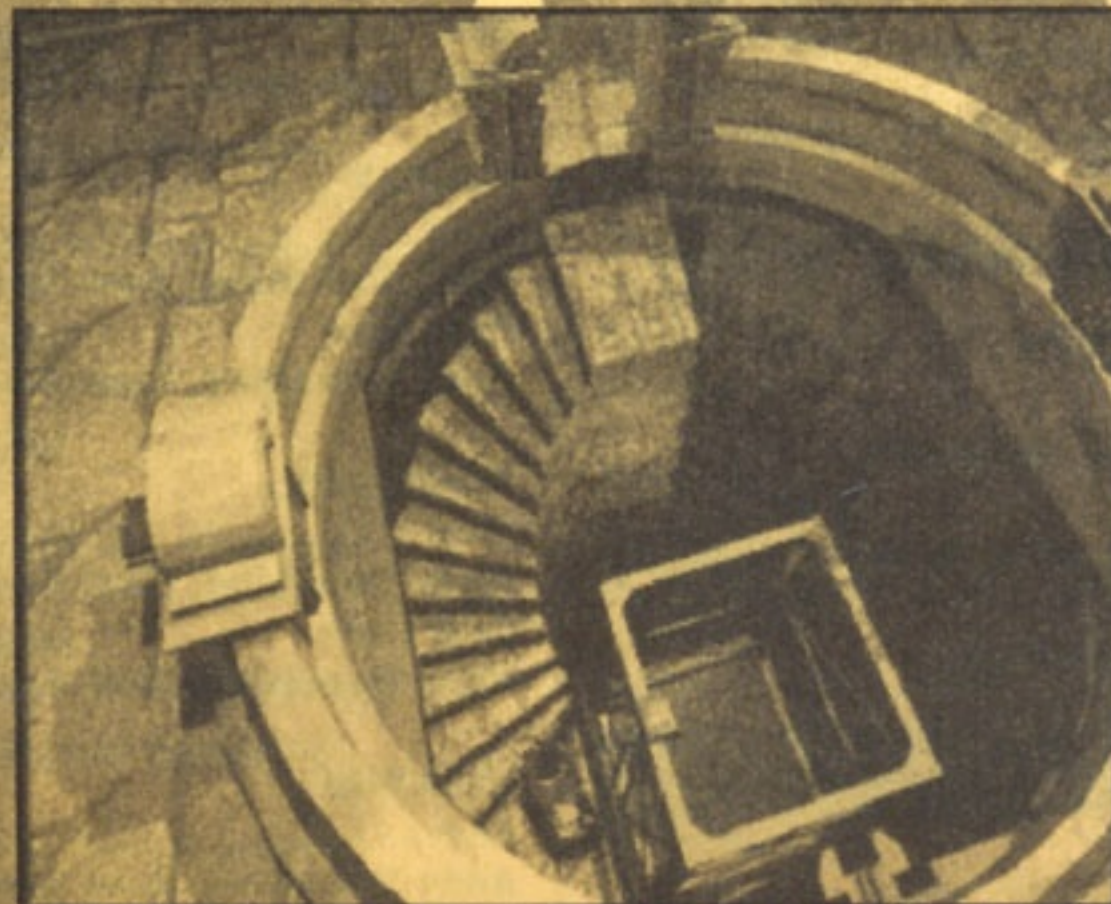
☉ Activate the terminal on the left hand side and go back to the bottom of the stairs. Go in and take the go to the end of the corridor. Use the 2 passwords on the machine.

☉ Go into the first room on the right, kill four zombies and use the final MO disk to get the last password. Use it and go through the door. Run round and see Jill in her prison.

☉ Go back to the storeroom on this level and go to the lift on the left corner of the room. Rebecca should join you. Go up the lift and Wesker will reveal his true self. Shoot the Tyrant while running away from him and turn off the computer terminal. Now go back and release Jill.

☉ Go back up through all of the levels, and remember that door we told you to ignore? Now's the time to go through it. Run through the room, pick up the battery and put it in the slot to power up the lift. Pick up a flare from the box and go up.

☉ Ignite the flare on the helipad and wait for the Tyrant to appear. You have to run around the helipad, continuously dodging his attacks until Brad drops the rocket launcher. Shoot the Tyrant and it's game over!



FREEPLAY

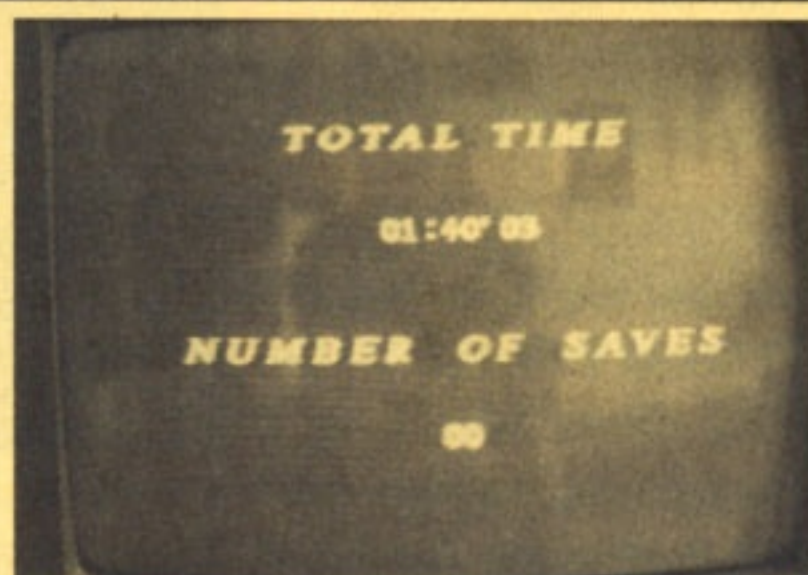
HIGH SCORES



Two whole pages of High Scores this month! The popularity of this section is ridiculous! Every month we have to leave out loads of scores because we don't have enough room, and still you send in heaps more every day! When you send your scores in, let us know of any special settings or modes you used and tell us your arcade "tag" name. That way anyone passing your local arcade will recognise that a CVG reader has got all the top scores!

HIGH SCORES, CVG,

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



The photo itself may not be fantastically interesting, but if you look closely you can see what the interior of a Dutch bedroom looks like. You can also make out the eerie silhouette of Alex Haas taking the photo. Ooh.

RESIDENT EVIL (PS)

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

Carl Brookes from somewhere sent in a rocket launcher time of around 1 hour 23 minutes, but didn't give the exact time. Write in again with the exact time Carl, and this time use your best handwriting please. Couldn't make out a word of your letter.

RAGE RACER (PS)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"538
Michael Lai, Liverpool

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'15"411
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'49"932
Miroslav Jeftic (M.J), Ruma, Yugoslavia

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"360
Palvinder Singh (GUGGIE), Bradford
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"529
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 2'14"213
Michael Lai, Liverpool

TEKKEN 2 (PS)

104 Wins (Lee Chao Lan)

Darren Ketteringham (DAZ), Basingstoke

Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PS)

PHANTOM CLASS TIMES

TALON'S REACH
Best Lap 0'17"1
Thomas Darbyshire, Lancashire
Best Race 1'30"8
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

SAGARMATHA
Best Lap 0'17"4
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 1'33"8
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

VALPARAISO
Best Lap 0'29"4
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'40"9
Thomas Darbyshire, Lancashire

PHENITIA PARK
Best Lap 0'27"0
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 2'25"3
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

GARE D'EUROPA
Best Lap 0'31"7
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'45"1
Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS
Best Lap 0'31"2
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'49"7
Thomas Darbyshire, Lancashire

VOSTOK ISLAND
Best Lap 0'30"4
Revo Jaansoo & Toomas Veeber (XL), Amsterdam
Best Race 2'40"9
Revo Jaansoo & Toomas Veeber (XL), Amsterdam

SPILSKINANKE
Best Lap 0'25"5
Thomas Darbyshire, Lancashire
Best Race 2'16"6
Thomas Darbyshire, Lancashire

SEGA RALLY (SAT)

Back by popular demand!

DESERT
Best Lap 0'49"51
Andy Beeching, East Sussex
Best Race 2'30"78
Andy Beeching, East Sussex

FOREST
Best Lap 1'09"60
Andy Beeching, East Sussex
Best Race 3'32"85
Andy Beeching, East Sussex

MOUNTAIN
Best Lap 1'05"15
Andy Beeching, East Sussex
Best Race 3'17"76
Andy Beeching, East Sussex

LAKESIDE
Best Lap 1'06"10
Andy Beeching, East Sussex

Best Race 3'21"59
Andy Beeching, East Sussex

SATURN BOMBERMAN (SAT)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SAT)

Game Complete (Hard, Temjin, No continues used) 6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SAT)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SAT)

Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester



FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Rentahero 49 Wins
John Thompson (JON), Leyland
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NIGHTS (SAT)

9999 Link Attack (Clocked the counter!)
Nathan White (NAT), London

V-RALLY (PS)

EASY

Corsica 1'00"00
Loosveld Kevin, Belgium
Indonesia 1'00"88
Loosveld Kevin, Belgium
Spain 1'02"00
Loosveld Kevin, Belgium
England 1'12"24
Loosveld Kevin, Belgium

MEDIUM

Safari 1'03"48
Loosveld Kevin, Belgium
New Zealand 1'27"00
Loosveld Kevin, Belgium
England 1'01"76
Loosveld Kevin, Belgium
Corsica 0'59"76
Loosveld Kevin, Belgium
Indonesia 1'05"44
Loosveld Kevin, Belgium
Alps 1'18"92
Loosveld Kevin, Belgium

DESTRUCTION DERBY 2 (PS)

PINE HILLS RACEWAY 22"79
Mark Rainford (RAZOR), Wigan

CHALK CANYON 49"90
Mark Rainford (RAZOR), Wigan

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

CAPRIO COUNTY RACEWAY 21"51
Mark Rainford (RAZOR), Wigan

BLACK SAIL VALLEY 31"19
Mark Rainford (RAZOR), Wigan

LIBERTY CITY 22"07
Mark Rainford (RAZOR), Wigan

ULTIMATE DESTRUCTION 32"63
Mark Rainford (RAZOR), Wigan

SOUL BLADE (PS)

Arcade Mode
0'19"16 (Voldo)
Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode
234 wins (Taki)
Brian Lelas (GMB)

FREEPLAY

HIGH SCORES



0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NIGHTS (SAT)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 107 remaining
Romeo Mazzei (R.M), Amsterdam
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 97 remaining
Romeo Mazzei (R.M), Amsterdam

351 Link (Spring Valley 1) Hmmm...
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
632540 Points (Spring Valley)
James A. Thompson (JAT), Hull

As Nathan White has pointed out, as far as we know it isn't possible to get a continuous link on Spring Valley 1 in regular NIGHTS. Therefore, it's likely that Tom Russon's 351 Link was probably done on the Christmas NIGHTS version. If not, please send us some kind of evidence or tell us how you did it please Tom. Otherwise we'll get rid of your score.

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
421Link (Splash Garden 1)
Ruverne Latchanna, South Africa
379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London
157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SAT)

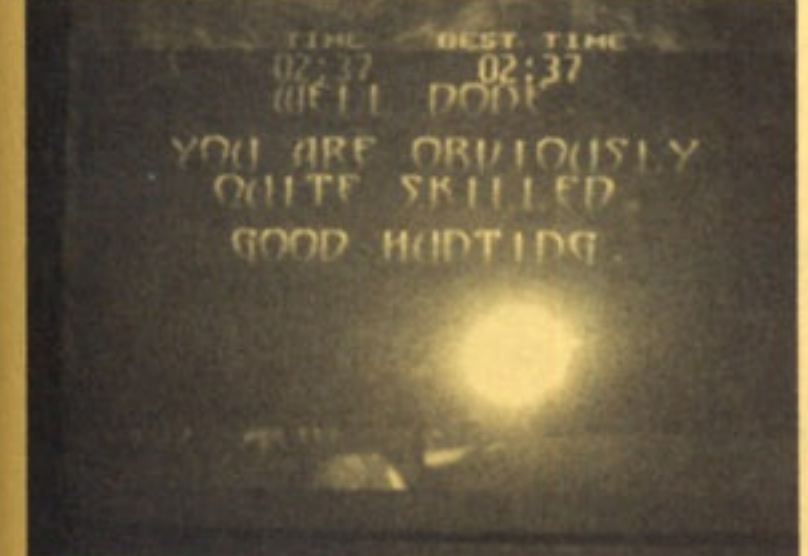
Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

STARFOX 64 (IMPORT N64)

Level One Score 185 (Extra Mode)
William Murray, Northampton
Total Score 1349
William Murray, Northampton

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'37
Sam Vanhkonen, Finland



Here's proof that Sam Vanhkonen from Finland did the Turok training mode in 2 minutes and 37 seconds. Here's also proof that he was silly and used a flash to take the picture.



SUPER MARIO 64 (N64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"9
Andrew Densley (ACD), Bath
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SHADOWS OF THE EMPIRE (N64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (N64)

LUIGI RACEWAY
Best Lap 33"37
Stephen Wave, Doncaster
Best Race 1'43"52
Stephen Wave, Doncaster

MOO MOO FARM
Best Lap 26"02
Chris Kelly (CKI)
Best Race 1'19"48
Chris Kelly (CKI)

KOOPA TROOPER BEACH
Best Lap 28"23
Chris Kelly (CKI)
Best Race 1'26"65
Chris Kelly (CKI)

KALIMARI DESERT
Best Lap 35"67
Chris Kelly (CKI)
Best Race 1'53"53
William Murray, Northampton

TOAD'S TURNPIKE
Best Lap 51"84
Chris Kelly (CKI)
Best Race 2'37"98
Chris Kelly (CKI)

FRAPPE SNOWLAND
Best Lap 35"96
Chris Kelly (CKI)
Best Race 1'49"24
Chris Kelly (CKI)

CHOCO MOUNTAIN
Best Lap 30"60
William Murray, Northampton
Best Race 1'33"37
William Murray, Northampton

MARIO RACEWAY
Best Lap 17"92
Chris Kelly (CKI)
Best Race 55"26
Marc Rebeiro (MAR), Penzance

WARIO STADIUM
Best Lap 06"89
William Murray, Northampton
Best Race 35"13
William Murray, Northampton

SHERBERT LAND
Best Lap 34"32
Chris Kelly (CKI)
Best Race 1'46"67
Chris Kelly (CKI)

ROYAL RACEWAY
Best Lap 50"27
Chris Kelly (CKI)
Best Race 2'33"79
William Murray, Northampton

BOWSER CASTLE
Best Lap 38"94
Chris Kelly (CKI)
Best Race 1'59"93
Chris Kelly (CKI)

DONKEY KONG JUNGLE PARK
Best Lap 11"70
Chris Murphy (CHR), Manchester
Best Race 1'01"82
Chris Murphy (CHR), Manchester

YOSHI VALLEY
Best Lap 31"77
Chris Kelly (CKI)
Best Race 1'39"82
Chris Kelly (CKI)

BANSHEE BOARDWALK
Best Lap 36"34
Chris Kelly (CKI)
Best Race 1'50"75
Chris Kelly (CKI)

RAINBOW ROAD
Best Lap 1'20"94
Chris Kelly (CKI)
Best Race 4'05"58
Chris Kelly (CKI)



WAVE RACE 64 (N64)

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"819
Barry Morgan (BAD), Luton
Stunt Score 13187
Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 14400
Torkel Hanson (TH_), Edinburgh, Scotland

DRAKE LAKE
Best Lap 0'24"719
Barry Morgan (BAD), Luton
Best Race 1'16"756
Barry Morgan (BAD), Luton
Stunt Score 20480
Torkel Hanson (TH_), Edinburgh, Scotland

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 20785
Torkel Hanson (TH_), Edinburgh, Scotland

PORT BLUE
Best Lap 0'28"289
Chris Murphy (CHR), Manchester
Best Race 1'27"935
Chris Murphy (CHR), Manchester
Stunt Score 30665
Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY
Best Lap 0'29"589
Chris Murphy (CHR), Manchester
Best Race 1'32"001
Paul Taylor, Milton Keynes
Stunt Score 21565
Torkel Hanson (TH_), Edinburgh, Scotland

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 31130
Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND
Best Lap 0'25"300
Barry Morgan (BAD), Luton
Best Race 1'19"859
Chris Murphy (CHR), Manchester
Stunt Score 17118
Torkel Hanson (TH_), Edinburgh, Scotland

TEKKEN 3 (ARC)

Game Complete (Paul) 3'05
Yasuhiro Hunter (YAS), Oxford

DEAD OR ALIVE (ARC)

Normal Mode (Kasumi) 3'30"03
E. Nettey (MAN), London
Burst Mode (Kasumi) 3'47"31
E. Nettey (MAN), London

FINK YER 'ARD ENUFF?

Do you look at these scores and punch yourself in the temples with anger because such incompetent imbeciles get their names in print? Well, do something about it and send in YOUR amazing scores to get the losers out of the mag! If you can beat any of these so-called "high" scores or are so good at a game that you want to shout it from the rooftops without hurting your larynx, send them in to us on a piece of paper! Try to avoid giving us scores for really old games unless they're still very popular (*Sega Rally* or *The Flintstones* on Mega Drive, for example) and make sure you include your high score name as well. An example of a good high score tag name would be "TOM" if your name was Tom, or "JON" if your name was Jon. Get to work gang. Impress us!

HIGH SCORES



FREEPLAY

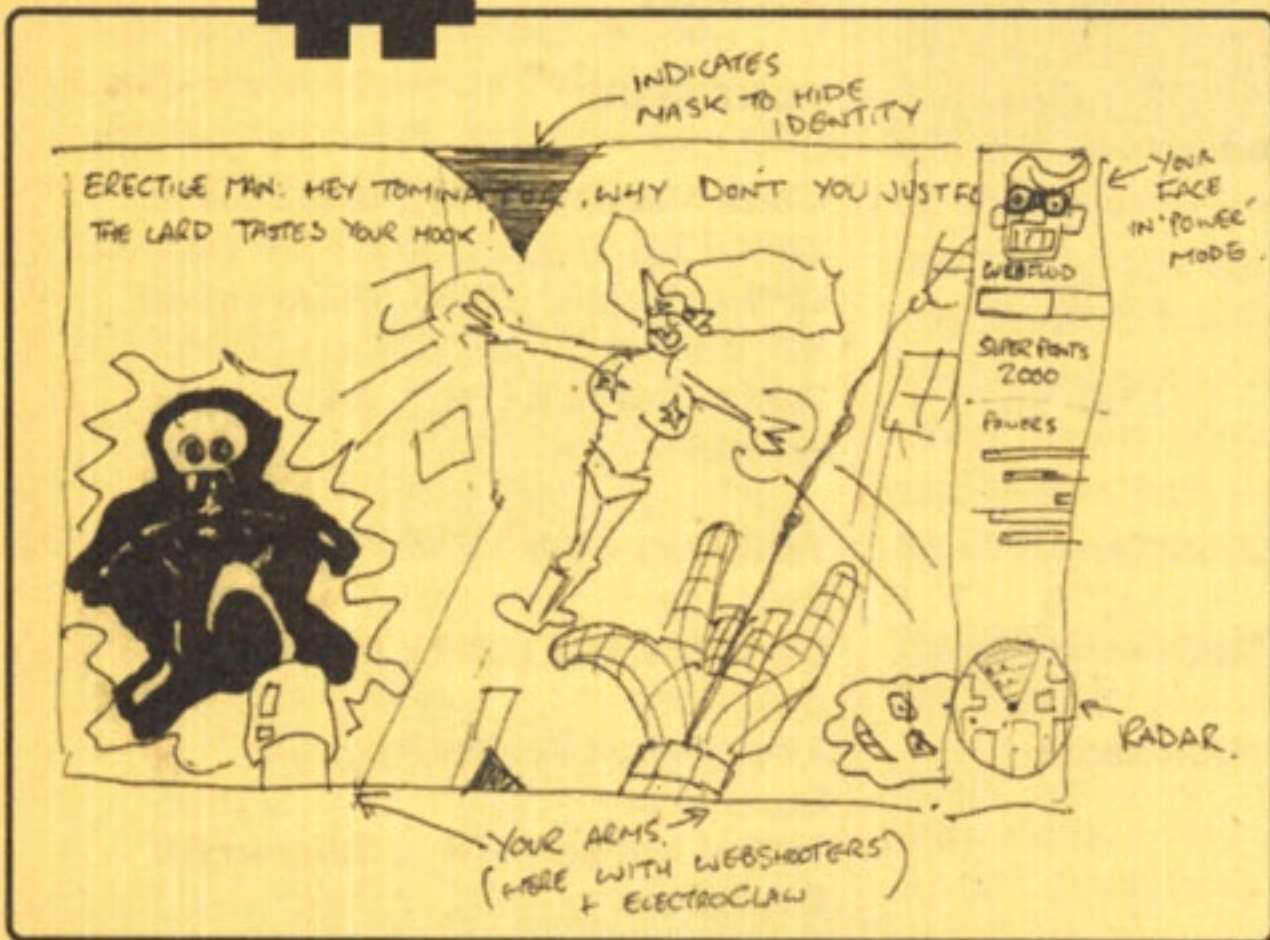
MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Welcome to an all-new section of Freeplay! Every month you ask us where you could send new ideas for games. Well, here's the answer - in your section of CVG! The Melting Pot is where you can tell everyone your concept for the best game ever! And, because it's been published for all to see, your idea is copyrighted so no-one can steal it! To start you off, here's our own CVG team suggestions, complete with sketches, C'mon, make this the coolest section in the mag!

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

FREEPLAY

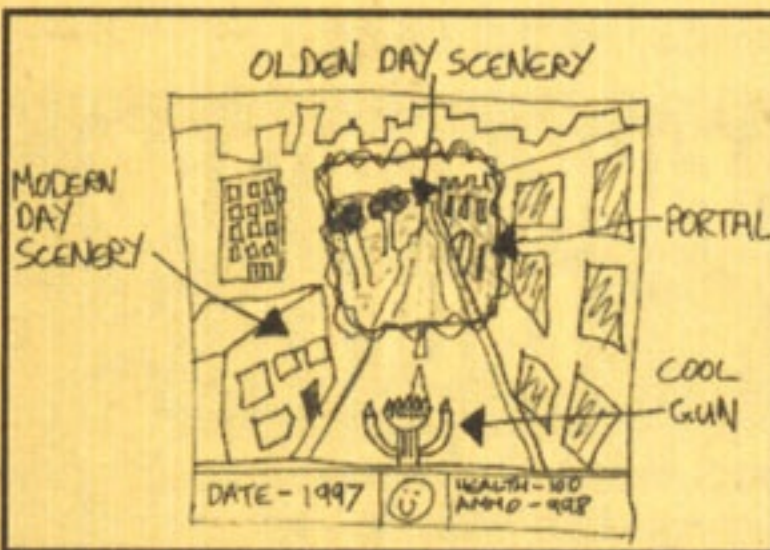


SUPER WARS: THE BATTLE OF THE HYPERMEN!

© Tom Guise. A True Believer.
I have an idea for a game and I reckon it's pulse pounding! It's the ultimate Super Hero battle game, to rival the fantasies of Stan Lee! It would use an advanced form of the QuakeWorld engine and each deathmatch server would be a city. When you register your character (with name and skin) you have a certain amount of 'Superability' points and these can be attributed to various powers (flight, energy beams, x-ray vision, teleporting, wall-crawling, superstrength... the list is massive). Of course, early on, your powers are weak. But by killing other players, you get more points that can be used to boost your powers. So in time, you could have superfast flying powers, with hyper-powered sonic beams. My character (The_Tominator) would be dressed in dayglo green, scuttle on its back and squirt serum to people. One other VITAL element - you can also put Superability points into developing a SuperBrain. With this, you can build gadgets (webshooters, power-rings, exoskeletons). AND, when your super brain reaches MASTER level (1000+ points), you can construct your own fortress. Here, you are safe from other heroes, unless they want to try and penetrate your defences (robots, traps, any thing you've built). Sound cool eh? Excelsior!

INTER-TIME DEATH BANDIT SMASHER

© Ed Lomas 1997
I want a first-person corridor shooting game like Quake or something, but with a real time travel theme. I always liked the time travel in Sonic CD on Mega-CD where you could visit four slightly different versions of each level by warping through time, and

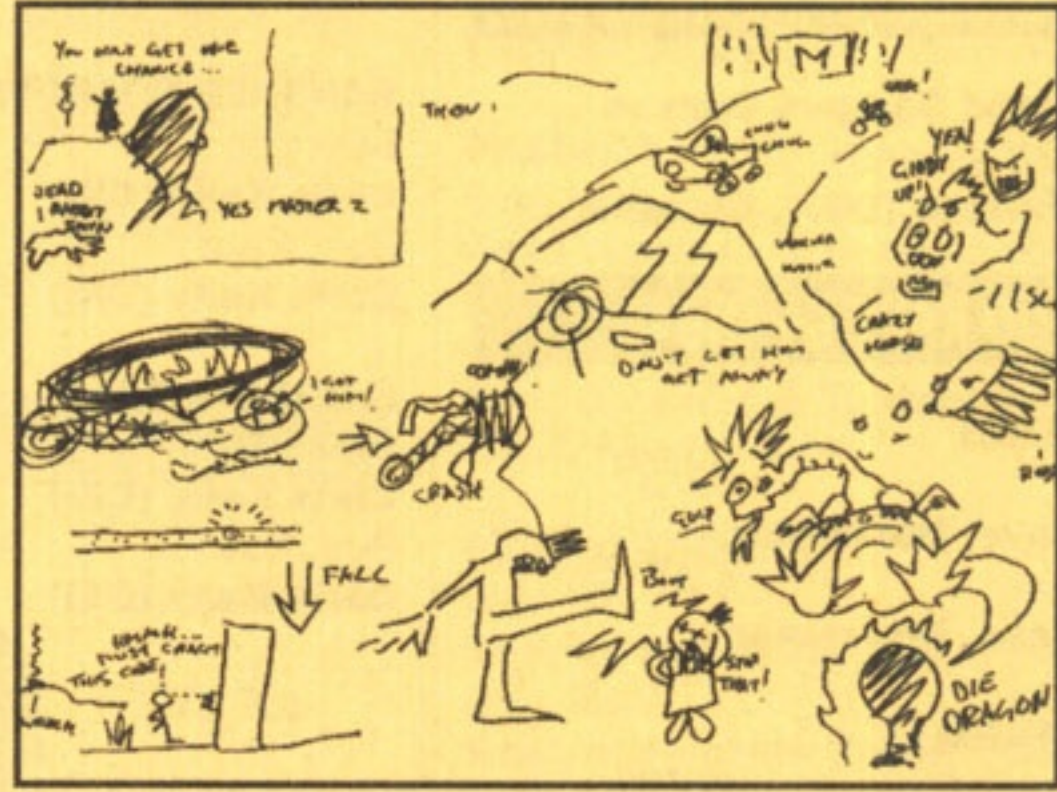


something like that in 3D would be brilliant. The excellent portal technology that's being used in games like Prey and Unreal would be perfect, and there should be loads of different versions of each level. The technology would let you look through a time warp and see bits of the level ahead of you as they did in the past, then you could walk through and it would all change. If it was done by some really good programmers you could go back in time and see yourself doing something you already did! If you damage buildings in the past they're equally damaged in the future, and if you totally destroy a building it'll be rebuilt differently when you see it later on. Just imagine being in a modern-day city scene, dodging vehicles and pedestrians, hunting down some evil criminal or something, and watching him go through a time warp to the past! You then have to find a power-up or run at 88 miles an hour or whatever to open another portal to the past. You then chase him around the same city, only the buildings are different and all the cars are old-style. You could end up right back in prehistoric times or in the distant future and it'd be ace! I want this game. I demand that id Software join up with loads of other top development teams and make it for me.

And you can play it on the internet as well. Alex just pointed out that this sounds a bit like Daikatana. Oh yeah, I guess it does. I'll look forward to that then, even though it won't have the real-time warps and different versions of the same places. My idea would definitely be better. It would have a Pink Floyd soundtrack and everything.

SUPER SECRET AGENT ROBOT BATTLE X

© Paul Davies 1997
The coolest game ever would be called Secret Agent, or something. You get flown to this secret base and trained in everything from driving tanks to skinning a rabbit. Even skinning rabbits when driving a tank! The idea is that you become the ultimate secret agent, then accept assignments to test your skills. One could be stopping a Jewel Heist, or something: First you need to have a Rage Racer style car chase, then you get on a horse and trample through rubbish bins, by which time the baddies have got away, then you realise and get in a helicopter and get involved in an air battle with jets, and then you crash land on another secret island where you have to crack codes to enter a secret base. Inside the boss challenges you to a fight, and you have to beat him to get to his dragon. Then you finish off the dragon using a cool magic attack you gained from all the experience points!!!! The best bit is you only get one chance at each mission, since the practice is all done beforehand. Wickid!



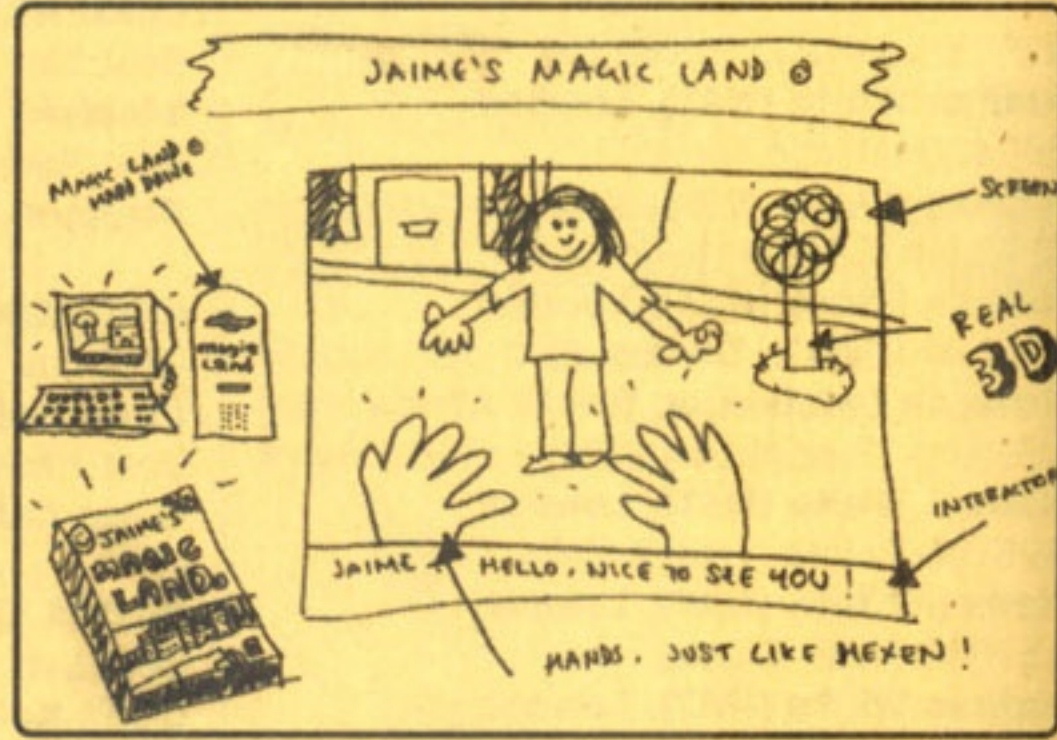
JOHNNY LAW NYPD

© Alex Huhtala/Ω Gamez 1997
I would like to see a game that is part GTI Club Rally, and part Time Crisis/Virtua Cop. Or driving and shooting, but not like Chase HQ SCI. Developed on a Model 3 board, this is a 3D visual treat. In this game there are many, many multiple routes, and you can choose to play each level on foot, by car or a mix of both. All the levels are heavily populated areas, like shopping centres, which gives the chance for maximum carnage. Yep, you can drive right into the action, then dive out of your car and start blasting. Skidding into the line of fire, using your car as a shield is extra stylish. There is one key enemy that you are chasing through the game, he keeps changing cars and running into buildings to try and lose you. He is also a master of disguise. If your car gets damaged, flash your police ID into traffic and reprimand any vehicle. Of course, the villain can do the same. Look out for donuts on each level, because shooting them offers hidden rewards, like extra lives and weapons. The best thing about the game is the choice to be cop, or villain - where an army of police are out to stop you, and you can cause real carnage. Oh, and you can take tiny side roads in the car, and drive on two wheels! Failing that, I'll get the license to The Italian Job and create an amazing driving/strategy game, or Jason and the Argonauts, or Sinbad, or...



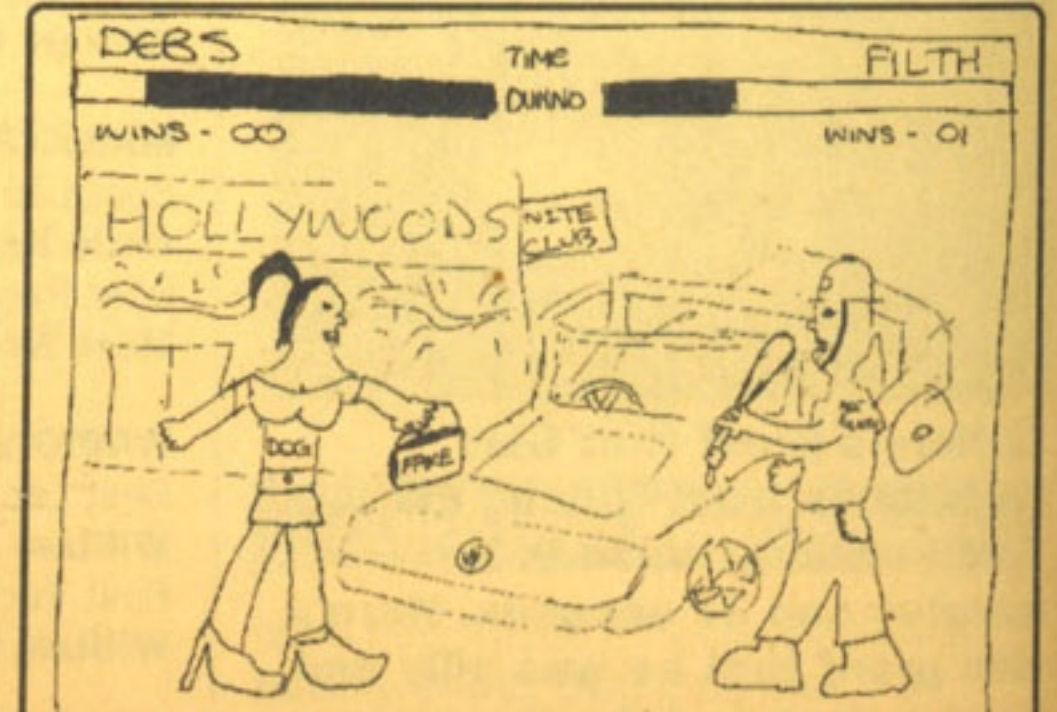
JAIME'S MAGIC LAND

© Jaime Smith Games Inc. 1997
My game would consist of one big city, in which you can go wherever you like, inside buildings, under water, etc. There would be some kind of basic aim to the game, i.e. collecting food or money or something, but the basic game would be just like a kind of Quake engine, so you could change it in any way you fancied. There would be series of patches released by software companies, that allowed you to add to your city, an arcade or a football stadium perhaps. You can't die, you don't age and you can interact with other people if they visit your city (via the internet). The game comes on ten CDs that have to be transferred onto a basic hard drive set aside for the game only. Each city is randomly generated (although there are 200 preset styles of all objects) so each city you visit is different. You can swim, fly, run, walk, eat, go to the toilet and talk (as standard) but I am sure that within a year of its release you could technically do anything (anything!). The game would cost £9.99, but patches would vary in price, Football stadiums would cost £24.99 and arcades would cost between £1.99 and £69.99 depending on the games inside. The game would be called 'Jaime's Magic Land' but you can of course customize the name of your own land. I would of course hold the copyright to all lands so I could destroy buildings, parks and people at my pleasure.



ESSEX FIGHTER

© Steve Key. Born and bred Essex boy.
As most fighting games these days are set in fantasy worlds with lavish special moves, I would make something much more true to life. This is Essex Fighter! There will be a total of ten characters to choose from, ranging from Trace and Debs, the resident babes (?) who whack you with stilettos and handbags, to Filth the Police Officer. Also selectable will be Kev, the brainless alcoholic who pukes over you and Wayne the sporty guy who is completely sponsored by Nike or Adidas so we have potential for merchandise. Backgrounds will range from outside a nightclub (with cheesy house music playing in the background) to the football pitch and also a bonus stage of the Escort garage. Other playing modes will include all out pub brawl featuring all the characters on screen at once and a chat up option, in case you don't actually fancy a fight that day. Weapons can be found from the different backgrounds including bottles, bricks that are propping up cars, and Moccasins. Available on PlayStation, Saturn and N64, Essex Fighter will shock, horror and amaze you. Random quote: "Come 'ear you 'ore."



PREPLAY

FANZINES



COULD YOU DO CVG BETTER THAN US? YEAH? PROVE IT WITH YOUR FANZINE!



MD Player hails all the way from Australia, and is a zine devoted entirely to the Mega Drive. Issue 1 is a 4-player gaming special. Send an A4 SAE and a money order for \$1 (Australian currency) to: MD player, c/o Luke O'Sullivan, 8 Scribbly Gum Sq, Willetton, Western Australia, 6155. remember to add sufficient postage to the SAE!



Ex-editor of Gamesplayer Shaun Lewis has left to set up Pulse, already into its third issue. Now with access to the internet, they've gone mad on players guides and have even included a cover disc full of screen shots. Published monthly, issues cost £1 and can be obtained from: Pulse Interactive, 54 Laburnum Rd, Strood, Kent, ME2 2JZ



Games Wizard is a new multi-format zine. The entire first issue is written in block capitals, which makes it look a bit messy. By the way boys, Zoop is a great game, but better than Tetris - no way! For the latest issue send £1 (taped down to something) to: Games Wizard, Culvie Valley Croft, Aberchirder, Huntly, Aberdeenshire, AB54 7QT



Another new read is Retro Classix, covering not only old games but the old machines you had to play them on. Well produced, with a large list of classic games for sale too. It's a monthly zine with a six month subscription rate of £13. Send cheques and P.O's payable to G. Howden at: Retro Classix, 4 Chatterton Avenue, Ermine West, Lincoln LN1 3TB



Issue 13 of Journey's End has arrived, with a shortage of RPG's this month, they have included longer stories. Still very good though! Subscriptions are £10 for 6 issues or a single issue for £1.50 and a stamp to: A. Simpson, 143 Birkenshaw Rd, Great Barr, Birmingham, B44 8UN.



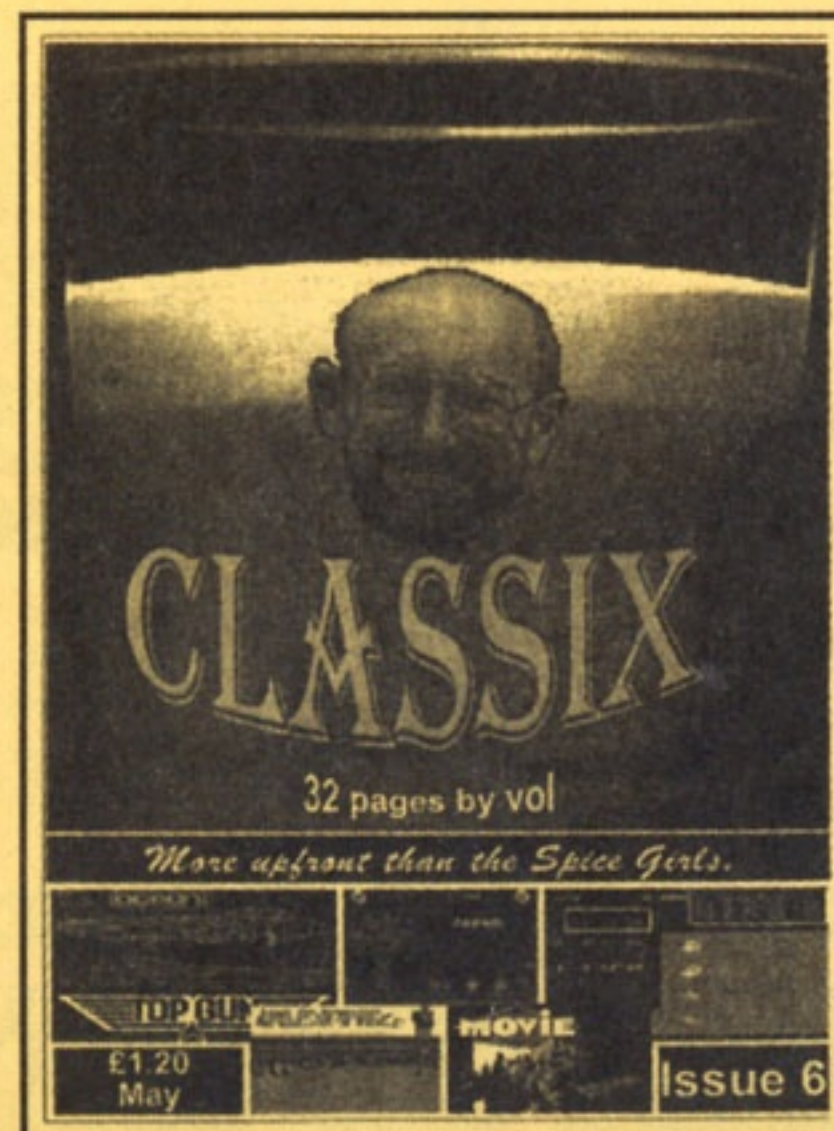
Next Wave has enjoyed a redesign for issue 3. Though it now looks surprisingly like Gamesplayer. The usual news and reviews, plus a factually inaccurate report from Sega World. Still £1 from: Nathan Standlee, 34 The Gables, Cottom, Nr Preston, Lancashire, PR4 0LG



Ultra Systems is another new multi-format fanzine. Chris Bentley tells us he bought Gamesplayer and decided to create his own. Ultra shows lots of promise, issue 1 is yours for £1 from: Ultra Systems, 115 Cottimore Lane, Walton-on-Thames, Surrey, KT12 2BN



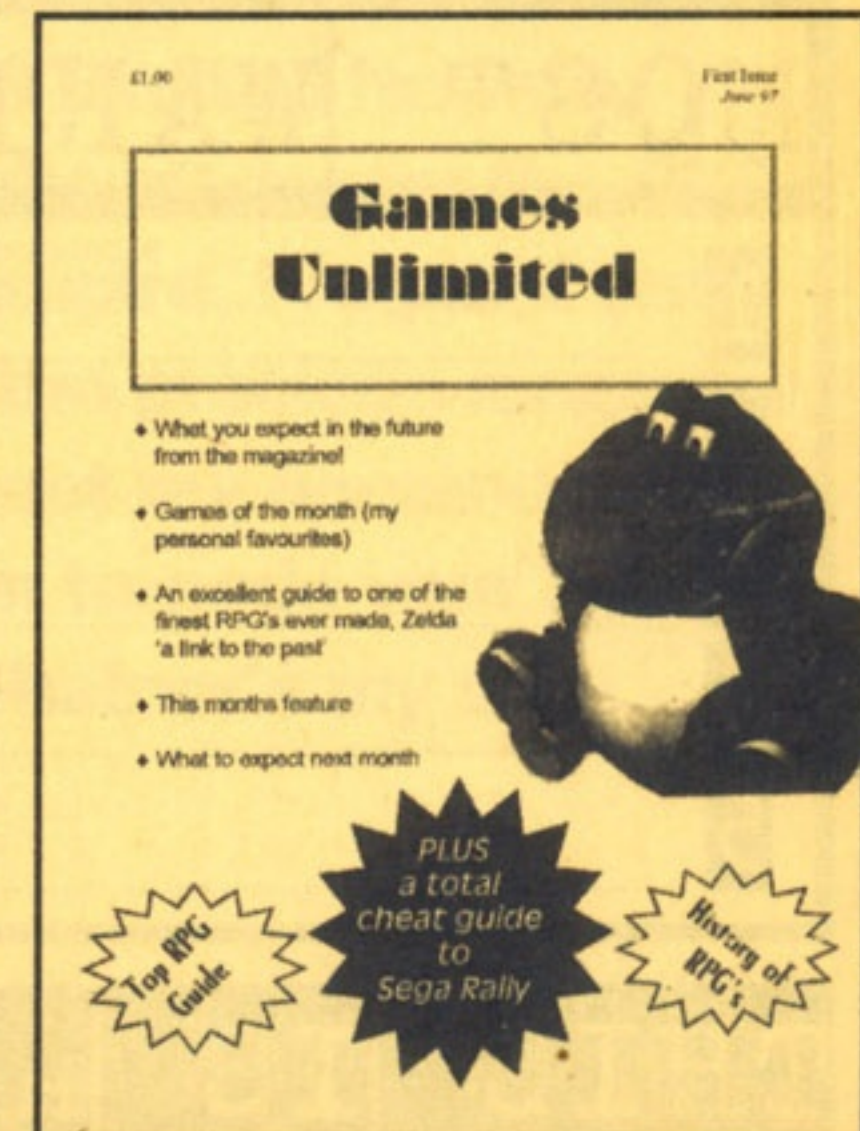
64 Fan is believe it or not, all about the Nintendo 64, A very attractive zine full of colour, though a little short on content. Issue 1 is available now for £1 plus an A4 SAE, from: Alistair Felton, 59 Dolphin Crescent, Paignton, Devon, TQ3 1JZ



New to this section is Classix, another in the growing number of Spectrum fanzines. Already in its sixth issue, it's a very informative read and well designed. £1.20 for a single issue to: J.A. Waddington, 11 Finsbury Drive, Wrose, Bradford, West Yorkshire, BD2 1QA



Meanwhile Gamesplayer still lives, now under the leadership of Barry Lewis the mag is undergoing minor changes due to ideas from the new staff. Issue 9 is out now for £1 from: Gamesplayer, 197 City Way, Rochester, Kent, ME1 2TJ



Games Unlimited is a new fanzine from the pen of Joe Litchfield. The first issue features a very brief guide to RPG's. Plus Joe's favourite games of the year (though only one is actually a game from 97). Send £1 to: Games Unlimited, 9 Bishops Rd, Bedford, Beds, MK41 0SH

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE YOUR LETTER IS LIKELY TO END UP IN OUR ADVANCED FILING SYSTEM, NEVER TO BE SEEN.

FREEPLAY

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As you know, FreePlay is YOUR magazine - it's contributions from our readers that make it the hot piece of gaming literature that it is. Okay, so it may be printed on funny yellow bog paper, but it's still the coolest thing in the world. What it needs is YOUR contributions, whether it be something listed below or even an incredible idea for a new section in FreePlay! Whatever you've got that you think may be of interest to our other readers, send it in!

TIPS

We don't waste precious space by printing pages of old tips for things like *Yogi Bear* on the Mega Drive. Instead we have the latest cheats and tips for the biggest new games, and we want more! If you find something yourself, whether it be a small hint or a complete walkthrough, send it to us! You may even win yourself a free game from HMV!

HIGH SCORES

Here's where you can find out who's the best at all of the latest games. If you think it could be you, send us your highest scores and we'll print them. Also try to keep some proof that you really did it, and if you really want to show off, send us a video tape showing how you managed such a magnificent score!

ART/CARTOONS

Hunter may be the most miserable and offensive dog ever, but he appreciates a good piece of artwork. Send him anything game-related you've done, or else!

MOST WANTED

Take a look at the front page of FreePlay and you'll see the Reader's Most Wanted chart. Whenever you send anything to us, let us know what games you're most looking forward to and we'll include your votes in the chart. Even if what you're voting for hasn't been announced yet, that's fine - maybe some programmers will listen and get to work on it!

CLASSIFIEDS

If you're consumed by retro fever, just fill in the form below and sell off your 32 or 64-bit machine, leaving you enough money to buy a Grandstand Multi-Sports System! Whether you want to buy, sell or swap something, you can do it here just so long as it's legal. Send us adverts for copiers and we shop ya!

FREEPLAY FAN

Convince the world that your favourite game or programming team is the best thing ever. Don't just write in to tell us how rubbish someone else's machine is. That's boring!

FANZINES

This is your chance to become a professional video games magazine editor, just like Garth Sumpter! Have fun making your own games magazine, then send us a copy to look at and we'll tell everyone about it!

YOU CAN BE IN CVG AS WELL!

FREEPLAY

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

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