

FREEPLAY

SATURN VERSUS NINTENDO 64

If you thought the Saturn was dead and buried, think again – the old Sega machine may already have proven more durable than the N64.

In the last 12 months, there have been at least as many great games for the Saturn as for the N64, while delayed launches have tested Nintendo fans to the limit. This sheds a healthy new light on the Saturn, whose fans may be richly rewarded for their loyalty to Sega.

The disappointment with Nintendo came to a head in issue #199 when we printed a letter complaining about Nintendo's strategy. Upon seeing this, Nintendo have been prompted into action – writing a letter to CVG which they hope will prevent any more worries about N64's future.

"Dear CVG

I would like to take this opportunity to reply to last month's star letter which raised some questions over the number and quality of games released for the Nintendo 64 so far this year.

We are the first to admit that the line-up so far this year has not been as comprehensive as we'd like. Although it did not appeal to everyone's tastes, *Yoshi's Story* has been very well received amongst games reviewers and platform games fans alike. And titles such as *World Cup 98* and *Forsaken* have been a success amongst sports and shoot-'em-up fans.

By Christmas this year there will be over 100 games available for the Nintendo 64 and games fans have got some real treats coming their way. *Banjo Kazooie*, due for release next month will excite gamers of all ages, as will *The Legend of Zelda: 1080° Snowboarding* and *Formula One* look to be the biggest sports games of the

year and with *Turok II* looking even better than the original, there's plenty to get excited about. N64 gamers can rest assured that the 1997 games console of the year will continue to bring quality games in abundance to homes up and down the country.

Kind Regards

**Shelly Friend
Nintendo PR Manager"**

We also spoke to the Managing Director of THE Games, Dick Francis, representing Nintendo in the UK. "The release schedule of software in first six months has, by any account, been weak. Only *Yoshi's Story* has been a good volume title for us", Dick admitted. However, Dick went on to say that, "It's a very different picture from here on until Christmas, in terms of volume, quality, and spread of genres being published."

Saturn fans may see their favourite machine in the hands of more people as a result of price discounts. Some places are selling a Saturn console and a great game for £60 (second hand). However Nintendo will continue to support N64, while Sega have no more games planned for Saturn after September. So, do you want the best games now, or would you rather wait for better ones to come along from Nintendo?



🕒 *Burning Rangers* is just one of the great games available on Saturn.

RED-HOT RUMOURS

Capcom are delaying their conversions of *Street Fighter 3* and *Marvel vs Capcom* until they see how well the Dreamcast does on release in Japan. If it's a success, the games will follow soon after. If it's not as big as they want, they'll do Saturn versions instead.

Grand Theft Auto, the super-violent gangster game, should be available on Nintendo's Game Boy before Christmas. A Colour Game Boy version would be handy, just so that you could see all the blood.

Ehrgeiz has been confirmed for the PlayStation. More RPG-style features are being added along the lines of Dream Factory's last game, *Tobal 2*.

Silicon Dreams are working on up to four Dreamcast titles at the moment. Two of these are football games, one of which will almost certainly be *World League Soccer 2000*.

Acclaim are working on a Stone Cold Steve Austin game (he's the current WWF world champion), but it's not meant to be a wrestling game.

Virtua Fighter 3 still hasn't been confirmed for Dreamcast, but Sega have said there will definitely be a *Virtua Fighter* game for launch. A compilation of all three games is possible, but an enhanced VF3 with new moves and features is more likely.

Sega may create a special digital TV

"modem" for Dreamcast. It would replace the standard removable modem and let you play games along your TV cable at super-high speeds (something over 300Mb per second).

Epic MegaGames are working on *Unreal* for the Dreamcast. The machine could certainly handle an amazing conversion, and the game play should translate well onto console. Meanwhile, it's a bit quiet on the Nintendo 64 *Unreal* side. DMA were originally said to be doing it.

A new Intel Pentium chip which will be faster than anything around at the moment has prompted some games companies to start development on games which use this hardware.

READERS' MOST WANTED CHART

A lot of rising names with the top four all moving up one place. *Zelda 64* and *Tomb Raider 3* drop, while *1080° Snowboarding* appears out of nowhere to give Nintendo fans yet another ray of hope.

1	TEKKEN 3	PLAYSTATION
2	DREAMCAST	SEGA
3	FINAL FANTASY 8	PS / PC
4	METAL GEAR SOLID	PLAYSTATION
5	ZELDA 64	N64
6	1080° SNOWBOARDING	N64
7	RESIDENT EVIL 3	PLAYSTATION
8	PARASITE EVE	PLAYSTATION
9	TOMB RAIDER 3	PLAYSTATION
10	VIRTUA FIGHTER 3	DREAMCAST

Okay, we get the point – you want *Tekken 3*. With a clear lead over second place, *Tekken* fever has well and truly gripped the nation. But this will be the last time the game will make an appearance here, as it will be out later this month. Meanwhile, *Zelda* has fallen from the number one spot, revealing that gamers are possibly getting a little impatient with the waiting, while the 64DD drops from view all together. Weird suggestions? Well, we had a request for 'Sim Kebab', quite a few votes for *Tekken 4* (honestly, there's no pleasing some people) and Jamie Gibbs apparently wants to see Ed's bottom in the magazine.

Contents

Page	Section
1	News/Most Wanted
2	Official Charts
3	The Amazing Retro Ranch 
4	Ed's Tips
6	Melting Pot
8	Drawinz Wot You Dun
10	High Scores
12	Player's Guide
16	Write for Freeplay

UK MULTI-FORMAT SALES TOP 20

THIS LAST TITLE			FORMAT	PUBLISHER
1	1	PREMIER MANAGER '98	PLAYSTATION	GREMLIN
2	NE	COLIN McRAE RALLY	PLAYSTATION	CODEMASTERS
3	3	GRAN TURISMO	PLAYSTATION	S.C.E.E.
4	2	SPICEWORLD	PLAYSTATION	S.C.E.E.
5	4	WORLD CUP '98	PLAYSTATION	EA
6	5	PREMIER MANAGER '98	PC CD-ROM	GREMLIN
7	6	COMMANDOS: BEHIND ENEMY LINES	PC CD-ROM	EIDOS
8	12	CANNON FODDER: SOLD OUT	PC CD-ROM	SOLD OUT
9	10	TEKKEN 2: PLATINUM	PLAYSTATION	S.C.E.E.
10	8	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
11	7	RESIDENT EVIL 2	PLAYSTATION	VIRGIN
12	9	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
13	13	CRASH BANDICOOT: PLATINUM	PLAYSTATION	S.C.E.E.
14	NE	TITANIC: ADVENTURE OUT OF TIME	PC CD-ROM	EUROPRESS
15	RE	CHAMP MAN '97/'98	PC CD-ROM	EIDOS
16	17	MICRO MACHINES: PLATINUM	PLAYSTATION	CODEMASTERS
17	14	DEAD OR ALIVE	PLAYSTATION	S.C.E.E.
18	16	HEART OF DARKNESS	PLAYSTATION	INFOGRAMES
19	11	INTERNATIONAL CRICKET CAPTAIN	PC CD-ROM	EMPIRE
20	19	FORMULA ONE: PLATINUM	PLAYSTATION	PSYGNOSIS

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	SHINING FORCE 3	SEGA
2	DEEP FEAR	SEGA
3	PANZER DRAGOON SAGA	SEGA
4	BURNING RANGERS	SEGA
5	WORLD LEAGUE SOCCER	SEGA

SATURN IMPORT TOP 5

1	SAMURAI SPIRITS: BEST COLLECTION	SNK
2	RADIANT SILVERGUN	TREASURE
3	ASTRAL SUPERSTARS	SUNSOFT
4	SOCCER RPG	ENIX
5	POCKET FIGHTER	CAPCOM

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	S.C.E.E.
2	ODDWORLD: ABE'S EXODUS	GT
3	X-MEN VS STREET FIGHTER	VIRGIN
4	ISS '98	KONAMI
5	MADDEN NFL '99	EA

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	PARASITE EVE (US)	SQUARESOFT
3	FIGHTING GAME	KOEI
4	DOLPHINS DREAM	KONAMI
5	KNIGHT AND BABY	TAMSOFT

PC TOP 5

1	HALF LIFE	CENDANT
2	SIN	ACTIVISION
3	BRIAN LARA CRICKET	CODEMASTERS
4	POPULOUS 3	BULLFROG
5	COLIN McRAE RALLY	CODEMASTERS

NINTENDO 64 TOP 5

1	BANJO KAZOOIE	THE GAMES
2	1080° SNOWBOARDING	THE GAMES
3	MORTAL KOMBAT 4	GT INTERACTIVE
4	F-1 GRAND PRIX	THE GAMES
5	MISSION IMPOSSIBLE	OCEAN

NINTENDO 64 IMPORT TOP 3

1	F-ZERO X	NINTENDO
2	RAKUGA KIDS	KONAMI
3	CHORO-Q 64	TAKARA

GAME BOY TOP 3

1	CASTLEVANIA	KONAMI
2	POCKET CAMERA	THE GAMES
3	V-RALLY	OCEAN

ARCADE TOP 5

1	STREET FIGHTER ALPHA 3	CAPCOM
2	DAYTONA 2	AM 2
3	SEGA RALLY 2	AM ANNEX
4	SOUL CALIBUR	NAMCO
5	GET BASS FISHING	AM 3

JAPANESE MULTI-FORMAT SALES TOP 10

1	DOUBLE CAST	PLAYSTATION
2	XI [SAI]	PLAYSTATION
3	SOCCER RPG	SATURN
4	ISS: WORLD CUP '98	PLAYSTATION
5	ART TRUCK BATTLE	PLAYSTATION
6	COMBINATION PRO J-LEAGUE SOCCER	PLAYSTATION
7	SLAYERS	PLAYSTATION
8	SHADOW TOWER	PLAYSTATION
9	REAL BOUT: DOMINATED MIND	PLAYSTATION
10	FIFA: RTWC '98	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	MORTAL KOMBAT 4	PLAYSTATION
2	MORTAL KOMBAT 4	NINTENDO 64
3	GRAN TURISMO	PLAYSTATION
4	QUEST 64	NINTENDO 64
5	VIGILANTE 8	PLAYSTATION
6	TEKKEN 3	PLAYSTATION
7	ROAD RASH 3D	PLAYSTATION
8	WORLD CUP '98	PLAYSTATION
9	X-MEN VS STREETFIGHTER	PLAYSTATION
10	JEREMY McGRATH SUPERCROSS	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	QUAKE 2	PC CD-ROM
2	ISS PRO '98	PLAYSTATION
3	COMMANDOS	PC CD-ROM
4	GET BASS FISHING	ARCADE
5	STREET FIGHTER ALPHA 3	ARCADE



CVG'S 15 MOST HILARIOUS ALTERNATIVE GAME NAMES

-BUNGLE STRIKE
-MORTAL WOMBAT
-PUKE NUKEM
-BUCK FUMBLE
-RADIANT SILVERBUN
-BRAN TURISMO
-SEGA SALLY
-SOVIET STROKE
-DIDDY DONG RACING
-PLOP CYCLE
-MIME CRISIS
-SHINING FARCE 3
-CHUNDERFORCE 5
-RABID RACER
-DEEP REAR

VIDEO GAMING

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



Final Fantasy VII and Tomb Raider 2 may be cutting edge games that have sold in vast numbers but they are only the latest games to transport you to another time or another land. This month Keith types N to go north and enters the realm of the adventure.

PARSER BREAD AND BUTTER

The first adventure was written on a main-frame computer in 1978. The authors, Crowther and Woods, used up a huge 200K. Named *Colossal Caves* (or sometimes simply *Adventure*), this was a simple text only affair that rapidly spread around the mainframes of universities and large companies.

Using simple two-word commands you were transported to a place where you could kill dragons, find treasure and bribe trolls. At first text adventures can be confusing and annoying as the part of the program which interprets what you type (the parser) can seem really stupid. Many commands will be returned with, 'I don't know how to do that'. Gradually however, you get used to the sort of words it is expecting and can begin to be involved in the story.



INTERNATIONAL ADVENTURER

In the same year, Scott Adams (right) encountered the game on his work's computer. After staying late for a whole week, he completed it and was inspired to create *Adventureland* in just 16K using his shiny new TRS-80. He followed this with *Pirate's Cove*.

He then formed his own company, Adventure International and, over the next six years, he wrote 14 classic text adventures. In the UK, the first five adventures were available on cartridges for the Commodore Vic-20 but took a while to become available for the C64

and Spectrum. CVG readers nominated Adventure International's *Claymorgue Castle* as the best adventure game of 1984. That year Adams gained the licence to write a series of games based on the heroes of Marvel comics. Unfortunately after completing just three of these his company went bankrupt.

ADVENTURING ADVENTURER'S ADVENTURER

Inspired by these games, UK coders created some of their own. From 1981 Artic Computing created a series labelled "Adventure A to E" which sold loads of copies, especially when later marketed through Sinclair. *Espionage Island* (Adv D) was probably their best. As a secret agent observing an enemy island, you were shot down and then had to discover the secret the island held.

In October 1982, a company named Automata released *Pimania*. The prize for solving this was the magnificent Golden Sundial of Pi (worth £6000). The prize could be claimed by being at a certain location on July 22nd (because Pi is 22/7). The prize remained unclaimed for years, leading CVG to claim it was all a con. Then in 1985 two women, who had been playing the game for nearly two and a half years, won it. They stood at the mouth of a horse carved in a chalk hill in the Sussex downs and a man dressed as Pi Man emerged from behind a nearby bush holding the Golden Sundial.

PHILIP MITCHELL ROCKED!

The *Hobbit* by Melbourne House is a true classic. It was based on the novel by JRR Tolkien, which came packaged with it for £14.95. The game received a score of 10, 9, 9 in March 1983's CVG. It was created in Australia by a team of programmers, artists and even a linguistics expert, headed by Philip Mitchell.

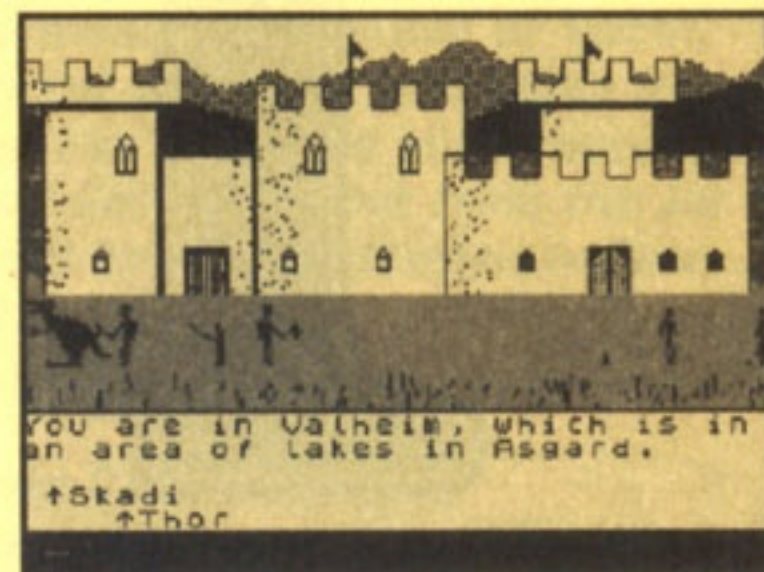
The graphics for each scene slowly drew themselves out apparently using the Spectrum's PLOT and DRAW commands. Areas of colour then gradually filled in.



Ⓢ If you remember this, you must be very old.

HELL AND BACK

Legend termed their game *Valhalla* 'the first computer movie'. Despite all the hype it wasn't that good. Inevitably when you got bored you'd type in something rude. The game would reply, 'Mary is not amused', and a small character came in from the side of the screen and poked you. I'd spend the next 10 minutes entering in all the rude words I could think of to see how many the game recognised.



Ⓢ A perfectly preserved pre-historic movie.

A COLOSSAL SUCCESS

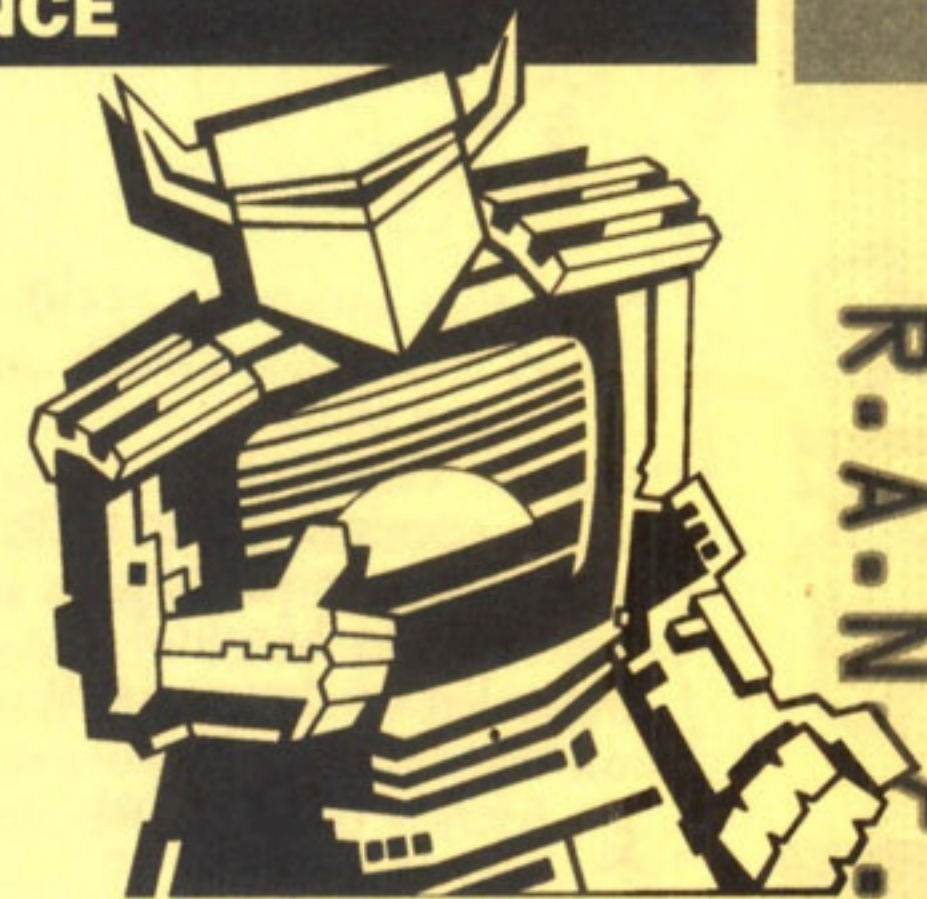
The UK company Level 9 was founded by Pete Austin and his brothers. He produced well-crafted games with huge numbers of locations including the classics *Colossal Adventure* (his version of the original), *Lords of Time*, *Snowball*, *Jewels of Darkness* and *Red Moon* (which won CVG best adventure of 1985 and *Crash* magazine's Best Graphical Adventure).

LUXOR THE MOON PRINCE

Infocom in America produced many disk-based games. Once again these never had much exposure in the UK, where disk drives were rarer, until the mid-eighties. Notable titles include *Moonmist*, *Planetfall*, the adult *Leather Goddesses of Phobos* and the famous *Zork* series.

Back in the UK, Mike Singleton created *Lords of Midnight*. This came with a book full of background material that, while not vital to play the game, enhanced the experience immeasurably.

Lords of Midnight blurred the boundaries between an adventure and a strategy game with a hint of war gaming thrown in. It was superb. You waged a massive campaign against the evil armies of Doomark over a huge playing area. Your main character, Luxor the Moonprince, had to take the citadel of Ushgarak. This would break the magic spell of cold known as the ice fear.



Ⓢ OK. Hands up, who's the real Luxor?

Using nearly ever key on the keyboard you controlled many characters and co-ordinated their efforts to achieve victory. The graphics were very impressive showing all the terrain and features of the game world. Every direction you looked in had a different view. In the June 1985 edition of CVG, *Lords of Midnight* won Best Strategy Game in the Golden Joystick awards.

BOOKMARK THESE:

The RETROGAMER fanzine web page has all the info on Britain's best retro zine.

HYPERLINK

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

Scott Adams is still around and has his own web page

<http://www.pcii.net/~msadams/>



RETRO RANCH CLASSIFIED

RETROGAMER Issue 16 is out now! The first years of Activision are looked at and the Mattel Intellivision feature is concluded. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too. You can e-mail Keith on retrogamer@hotmail.com

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

FREEPLAY

TIPS

THE LEGEND OF LOMAS



Now that summer's really here, it can mean only one thing...

Christmas is coming! Make sure you get the presents you want by handing out a list of demands to all of your family and friends today. That way they won't be able to use the old "it was sold out" excuse. By the way, I'll have a Tickle Me Elmo, my good friends. Ho ho ho!

PLAYSTATION

COLIN McRAE RALLY

As with *TOCA Touring Car*, there are loads of excellent cheat modes hidden away in *Colin McRae Rally*, and here's a big bunch for you to try out. Thanks a lot to **Darren Jones from Manchester** for his help.

Enter any of these codes as your player name and a noise will let you know that it's been activated. You'll also get the chance to put in your real name, or another cheat if you want. To turn one of the cheat modes off, simply enter the code a second time.

OPENROADS
Unlock all of the tracks

SHOEBOXES
Unlock all of the cars

MORE OOMPH
Double power for all cars

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 only for recent exciting games. No *Rayman* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

WHITEBUNNY
Mirror mode tracks

SILKYSMOOTH
60fps Hi-Fi mode (Graphic detail is lowered to increase the frame rate)

TROLLEY
4-wheel drive mode with extra-quick steering

PEASOUPER
Fog on all tracks

NIGHTRIDER
Night time on all tracks

BACKSEAT
Nicky Grist leans over and steers the car from the passenger side!

MOONWALK
Low gravity over jumps

TINFOILED
Reflective chrome car



HELIUMNICK
Nicky Grist has a high-pitched voice

FORKLIFT
Rear-wheel steering, like a forklift truck

BLANCMANGE
Your car is made of lime jelly

DIDDYCARS
Micro Machines V3 mode! At the start of a stage, your car shrinks and the view switches to an overhead one!



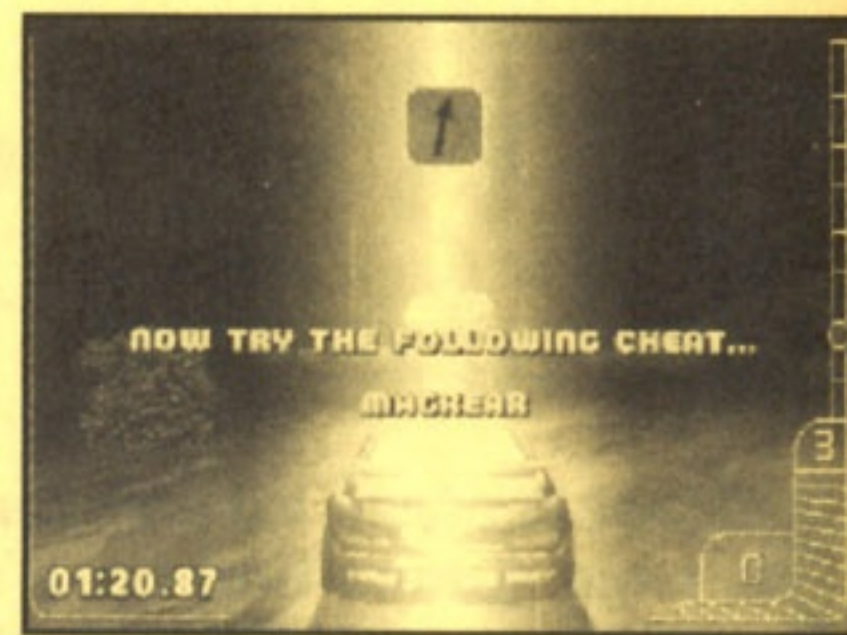
HOVERCRAFT
Floating car! At the start of a race, your car levitates and the wheels fold underneath it, just like in *Back To The Future 2!*



BUTTONBASH
Track & Field mode! You have to press the **X** and **Circle** buttons repeatedly to get the car to move. The faster you press them, the faster you go!

If you enter the night time cheat (**NIGHTRIDER**), you'll find that on some stages certain roads have opened up. If you head down these roads, your car's lights and engine will cut out and a bright light from

above will shine down onto the car! After a quick message, you get to carry on the race with a wobbly car. There's one of these alien abduction points on *Australia 2*, at the end of checkpoint 2 on the left. Just head through a gap in the group of cars to find the extra road (see below).



VIGILANTE 8

Here's a complete set of passcodes for *Vigilante 8* from "Large Lad" Larry Bundy Jr in Northwood. They let you play as any character on any level, on any difficulty setting, or access the secrets. Cheers!

CHARACTER PASSCODES

SLICK CLYDE
2. SZFCITWWXDCBT
3. OSRAOQDBVLFUI
BOSS. GYGQZHKDNFOQJ
ENDING. PWCALEXIDNPBCV

JOHN TORQUE
2. REKZZHNXHFLKHK
3. WSXJMSAEQFAFEF
BOSS. CYPQPKZVKCQHOS
ENDING. TBEFBEEQPVOUKQ

CHASSEY BLUE
2. FKHGJPZCYPXNLV
3. DPKYEFNQSTGDRN
BOSS. VERRDKJTLUMWUS
ENDING. KXEIEZJJWIMIEC

SHEILA
2. YUCXNYWRWIQTXM
3. BTVEKKZJDWYJCI
BOSS. GEIMXZRTVMEYQC
ENDING. UCSUPSPKGRRYWD

HUSTON 3
2. HUHARBTNWXWRLU
3. MLIQIOKEKHKCGC
BOSS. SFTIQYJYORCEVQ
ENDING. LLYQVMZUWACOW

LOKI
2. ZIEKVHZCDOHXBC
3. DRGRZDQHJBQSW
BOSS. SHSGUKUXORCEVQ
ENDING. VEFJSONWJEMSTM

BEEZWAX
2. DTQAGYFKJBQSW
3. YYYLCKBMMQSMX
BOSS. QZSXLFPKDVRQNG
ENDING. BDRUOKJGQHZDCI

BOOGIE NYTES
2. LZHDKGXTWACOWJ
3. HSEIBUPGNXWRLU
BOSS. DZPFMXFKJBQSW
ENDING. *RAOAYHPGBBIZB

BOSS PASSCODES
CONVOY
2. TXPANAFVWZGGFU
3. OOVPENGLIKWTD
BOSS. FYEUGJOGZTZXN
ENDING. PMVJKIDBBNBOUP

DAVE PALMER

- 2. **BPRPQNBGHIZDCI**
- 3. **YYSXRPOUDLQSM**
- BOSS. **REMKGVZRBIZB**
- ENDING. **EVEACHOMOGSEMRL**

MOLO

- 2. **KTOQUJCXXGZGEC**
- 3. **NTHVGQHVLAJZQ**
- BOSS. **SRHVBDJXORCEVQ**
- ENDING. **FKXGLUVMRXZEXN**

SID BURN

- 2. **TPGDUPVOQXGCFU**
- 3. **XYDPAZYANZVAYC**
- BOSS. **FTQUYVMRXZEXN**
- ENDING. **WMNNWLHTSCUCLH**

BOSS CODES

- Play as Dave Palmer **KXEIEZJJWIMIEC**
- Play as Convoy **UCSUPSPKGRRYWD**
- Play as Molo **VEFJSONWJEMSTM**
- Play as Sid Burn **RAOOAYHPBGBIZB**

SECRET LEVELS

- Sand Factory **FKXGLUVMRXZEXN**
- Roswell A-51 **WMNNWLHTSCUCLH**

SECRET CHARACTER

- Phillip Y The Alien **WMNNLHTSCUCLH**

WRECKIN' CREW

Here's the cheat password which will give you just about everything in the game in one go. Just enter it like a normal password by tapping in the code below.

C, C, S, T, T, S, S, S, X, C, C, C, T, S, S, X



SATURN

BURNING RANGERS

Here are a bunch of passwords to let you access various cool modes in *Burning Rangers* without playing it through properly. We recommend you don't use them though, and instead play the game to collect everything yourself. Thanks to **Paul Tomlin** for sending them in.

BURNING RANGERS THEME MODE

Instead of the usual navigation system you get to listen to the *Burning Rangers* theme tune all the time.

SHOU

- 1. **G2SHOU2JKY**
- 2. **3SHOU5GHJK**
- 3. **GFGF5SHOU5**

TILLIS

- 1. **NM3TILLIS5**
- 2. **B5TILLIS2D**
- 3. **5TILLIS4KL**

OTHER RANGERS CODES

- BIG LANDMAN**
- 1. **3BIG2BPLCK**
 - 2. **VZ5BIG5PGW**
 - 3. **J6BIG3OJYS**

CHRIS PARTON

- 1. **DH5CRIS5H**
- 2. **K3CHRIS4AS**
- 3. **ADG2CHRIS5**

LEAD PHOENIX

- 1. **GS4LEAD2ZU**
- 2. **J5LEAD4XGA**
- 3. **2LEAD6DHUY**

IRIA KLEIN

- 1. **KB3IRIA5KF**
- 2. **HTL2IRIA5O**
- 3. **GHJK3IRIA2**

NINTENDO 64

WWF WARZONE

To get a few extra characters, go to the main menu and press **C-Up, A, A, B, Z**. You should now be able to play as Dude Love, Cactus Jack and Bret "The Hitman" Hart.

PC CD-ROM

COMMANDOS

These passwords let you play any level with the maximum score you could possibly get up to that point. Simply enter them as you would any other password.

- | | |
|----------------------------|--------------|
| 2. A Quiet Blow-Up | YJJXB |
| 3. Reverse Engineering | 4FQBF |
| 4. Restore Pride | 5DNCQ |
| 5. Blind Justice | 6S5TL |
| 6. Menace Of The Leopold | AT1WN |
| 7. Chase Of The Wolves | 09VJ8 |
| 8. Pyrotechnics | WQ9XB |
| 9. A Courtesy Call | Q2AXT |
| 10. Operation Icarus | TUGPD |
| 11. In The Soup | 9WODW |
| 12. Up On The Roof | UVHDC |
| 13. David And Goliath | FBK48 |
| 14. D-Day Kick Off | WA8DW |
| 15. The End Of The Butcher | KEWD3 |
| 16. Stop Wildfire | R7IP3 |
| 17. Before Dawn | FXIMV |

- 18. The Force Of Circumstance **ZZMJV**
- 19. Frustrate Retaliation **8HCWN**
- 20. Operation Valhalla **C7KWW**

GAME BOY

CASTLEVANIA LEGENDS

Here's the ultimate password which starts you on the last level with all the items and weapons. Just enter **Meat, Candle, Candle, Meat** and you're away.

WE'RE STUCK!

Dear CVG,

On *Resident Evil 2* I don't want to use the rocket launcher on the last boss, I want an A rank! Is 4 health sprays and 50 magnum bullets good enough to kill him or should I just start all over again? (I didn't pick up the side pack, does it affect your rank?)

Thanks,
Jonathan Teoh, London

CVG: Using the rocket launcher you're thrown at the end of the game is fine - you'll still get an A rank. You just shouldn't use the special weapon one you get use take around the rest of the game. It's also fine to pick up the side pack without having to worry about your rank.

Dear CVG,

I have been stuck on the same part of *Breath Of Fire III* for days. The place I am stuck at is the Desert Of Death. I keep following the instructions of Horis (the man at the base camp where the goat-like creature takes you). I keep searching for the oasis, but keep running out of water and getting lost. PLEASE HELP ME! Please give me directions and what else to do to get to the oasis.

Yours faithfully,
David Redshaw

CVG: You've got to use the stars to find your way to the oasis. From Horis, head towards the

False North Star (bottom red star on the right) and you'll eventually see red lights just above the horizon (it'll probably take about four nights). Keep heading towards the False North Star until these lights fade out, then go towards the True North Star (left-hand red star) until you reach the oasis town. To avoid running out of water, travel and night and camp during the day. Also make sure you get the water from the jar next to Horis's teepee before starting out.

Dear CVG,

I am stuck on all three *Monkey Island* games. I will tell you my problems in order of each game. eg. 1 = *Monkey Island 1*.

- 1. On part two on the boat, how do you get into that wardrobe in your own cabin?
- 2. How do you get into the room next to the piano at the tavern in Woodtick? Also, on the back of the box it says there is an optional easy mode. How do you select this?
- 3. On *Mega Monkey*, I can get the gold tooth out of Goldbeard's mouth, but how do you get it out of the room?

Please, please answer me, as without being stuck I can enjoy the games a lot more. Thank you.

From Tommy Baker.

CVG:

- 1. **Go into the galley and get the box of cereal from inside the cupboard. Open the cereal and you'll find a small key inside which will open the wardrobe in your room.**
- 2. **Go out onto the deck of the ship and go to the back where you'll find an open porthole through which you can climb into the galley.**
- 3. **This is a toughie. You need to chew some gum up, then use the tooth with the gum. Now inhale some hellum and chew the gum and gold tooth together to make the gum fly out the window. Once outside, use the pie pan to get the tooth out of the puddle.**

PLAYSTATION AND NINTENDO 64

MORTAL KOMBAT 4

To access each character's bonus costumes, use this cheat code. Go to the player select screen and highlight your fighter, then **hold Start and press the Block button** however many times you want. Now let go of Start and select your fighter as usual with a new costume and weapon. Each fighter has four extra choices, except Goro who has just the one. Just make sure you try out Johnny Cage's fourth extra outfit - it's a

James Bond-style tuxedo complete with Walther PPK!

Here are a load of *Kombat* codes which you should enter on the Versus screen. The numbers show how many times you need to press each button to move on each symbol.

STAGE SELECT CODES

- 011-011** Goro's Lair
- 022-022** The Well
- 033-033** Elder Gods
- 044-044** Tomb Stage
- 055-055** Raining Stage
- 066-066** Snake Stage
- 101-101** The Dojo
- 202-202** Living Forest
- 303-303** The Prison
- 313-313** Ice Pit

VARIOUS CODES

- 001-001** Infinite Run
- 002-002** Weapon *Kombat*
- 010-010** Disable Maximum Damage
- 012-012** Noob *Saiobot* Mode
- 020-020** Red Rain (for the Raining Stage)
- 050-050** Explosive *Kombat*
- 100-100** Disable Throws
- 110-110** Disable Maximum Damage and Throws
- 111-111** Free Weapon
- 123-123** One-Hit Wins
- 222-222** Random Weapons
- 333-333** *Randper Kombat*
- 444-444** Armed and Dangerous
- 555-555** Many Weapons
- 666-666** Silent *Kombat*
- 321-321** Big Head Mode

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

O riginal game ideas! Three for a pound! Get your original game ideas here! Welcome once again to another monthly look at the games of the future. The place where fertile minds wax lyrical about what they believe would be the best game ever created. If you want to join the debate, all you need to do is send your game idea to the Melting Pot, keep it under 250 words, and if you're feeling really creative include a screenshot (for those at the back - that means a drawing).

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!
MELTINGPOT
FREEPLAY

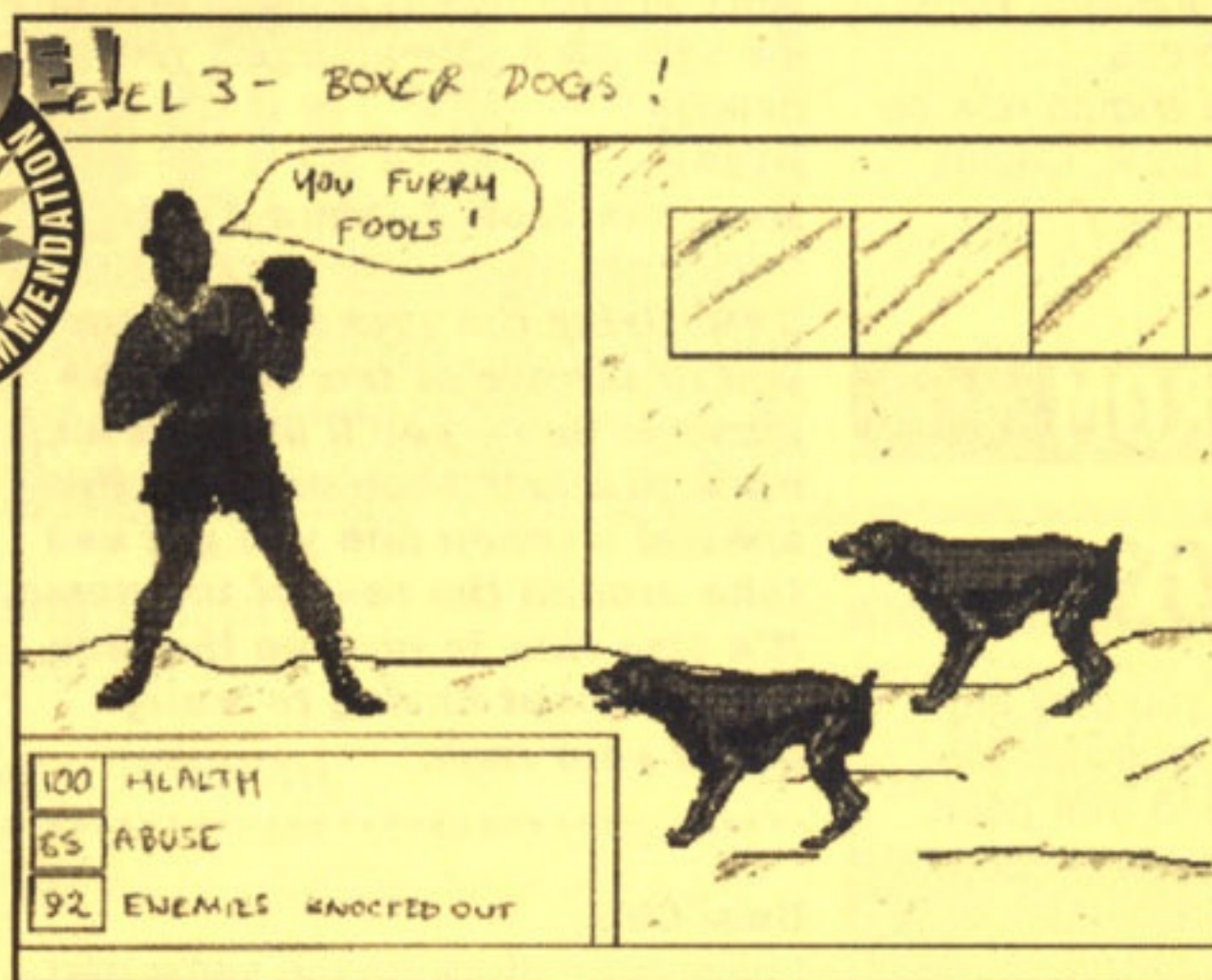
MR T - THE GAME

© Andrew Gardner, 1998

This is my great idea for a game. You control the awesome Mr T, who must fight to save his fellow A-Team members from such evil creatures as the Spice Girls, Superman, Knight Rider and even Satan!

Mr T starts off in his black van and the more dangerously you drive, the more cash you get to do up your van with, or you just add whatever you find to your van to turn it into a supertruck! The second level is a shoot-'em-up, where you have to fire millions of bullets but miss everybody - just like they do in the show!

The final level is a scrolling beat-'em-up, where you punch, head-butt and shout verbal abuse at the evil henchman! "You're dead meat sucker!" Then, the final boss, who's identity will remain secret, will try and force you into a plane! "I ain't gonna go in no plane, you crazy fool!"

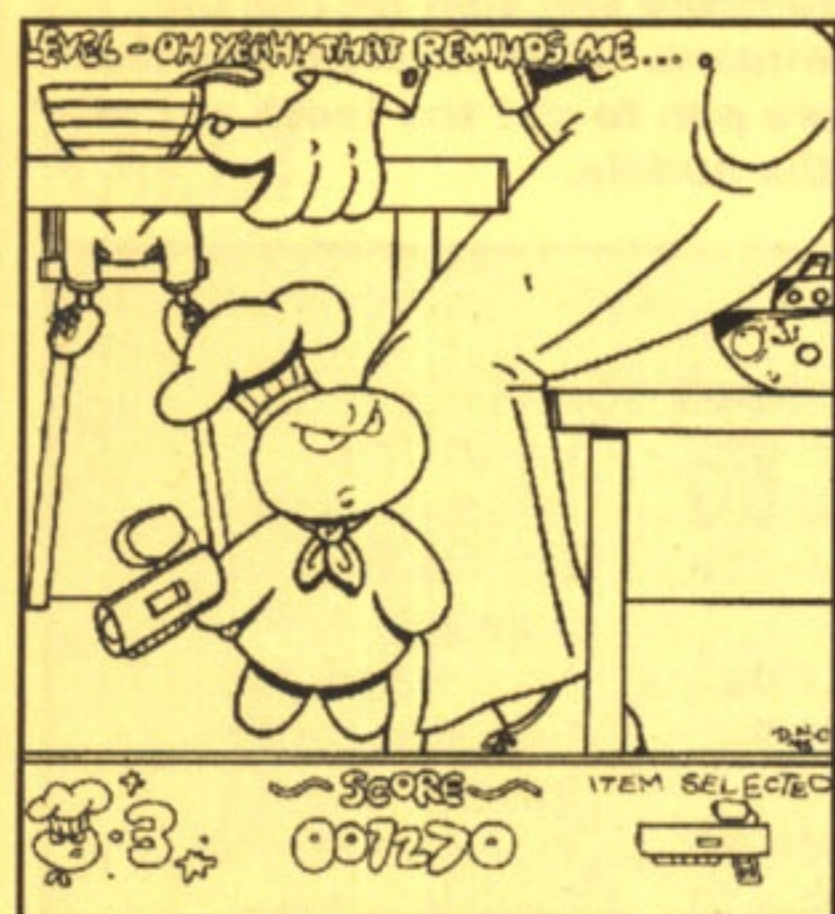


Your prize for completing a level is not only the rescue of your A-Team chums, but a new piece of gold jewellery!

Mr T forever!

CVG: The insults, put-downs, anger and rage of T is perfectly captured in this game. Where's the secret ball-eating level though Andrew?

PILLSBURY



© Denam Whitehead, Nuneaton, 1998

In this 3D platform game, you play as the Pillsbury doughboy. Fed up with sounding like Greg Proops and continuously being poked in the gut, Pillsbury decides to make his way through crap advertisement land and kick advertising executive butt. All the levels that Pillsbury trav-

els through will be all the rubbish adverts the executive has okayed. For example, the ambassador's reception, the crispy chicken dippers kitchen, the Diet Coke office and so on.

In each of these ads will be weapons and items, like the sugar blaster, various Pillsbury products or the BFPG (the Big F*ckin' Pastry Gun) to help Pillsbury survive or destroy level enemies or an end-of-level boss.

Part of the way through the game, if you chance upon a certain secret level and retrieve a trombone you will then have the option of playing as Douglas (the Lurpak Man) for the rest of the game.

The final boss - depending on who you've played as - will either be the ad exec for Pillsbury to kick ass or, for Douglas, the woman who keeps nicking his instrument.

CVG: Yeah, we hate bad adverts too. Especially the one with that little guy made out of dough. What were they thinking! We don't want to eat him, he can walk, talk and breathe. Oh the inhumanity!



ROLL UP, ROLL UP

©Concannon, Killarney, 1998

In Roll Up, Roll Up you start as a young circus entertainer with a limited range of skills. You can change to be a clown, acrobat or animal trainer. The challenge is to present your act in a way that is fresh and entertaining to the public but there will be problems. For example, the acrobat can be injured or the animal trainer could be attacked, and it is harder for the clown to be original.

The more entertaining you are to the crowd the more money in your pocket. As you get more experience you can create your own acts and when you retire you can use your money to buy your own circus and hire stuff, advertise, set up the show and keep the acts all happy.

You can even go on tour with your circus - but it will cost you! The aim is to be the world's greatest circus. This could be the world's greatest game. It has more potential than 100 Michael Owens. Please Bullfrog, give us a call and make this game.

CVG: Circuses are smelly and full of sawdust, so a virtual one would be a nice place to visit, but where are the elephants?



GRANNY TURISMO

© Wendholt & Barnes, 1998

This game is a 3D racing sim. The main characters in this are the older generation. They are all given a standard electric wheelchair to race in, but as the game progresses and they start winning races they earn boiled sweets which they can trade for upgrades of their choice.

Depending on the amount of sweets they have they may be able to afford a new wheelchair. The tracks that they race on will set in different areas depending on how good the wheelchair is. Some of the areas will be the Post Office, the Hospital, Tesco and the Church. On all the races there will be pit stops so they can have a cup of tea and listen to a bit of Vera Lynn or watch the Antiques Roadshow.

There will be hazards on the track, depending on where it is. In the supermarket, items will fall off the shelf and block the road for a moment or in the Post Office there could be people walking around on the track.

There will be sub-games or challenges in this game, one of them would be to race around the supermarket and get all the items in your ration book in one minute. As you got better there would be either more items or less time. There would be a reward at the end of the game when you complete it, you get an armchair with twin turbo engines.

CVG: One day the inventors of this game are going to be old, and live in cold homes, with pictures of Hugh Scully on their walls. Please visit them.

RATING



THE BEST OF THE REST

We've had a rash of film and TV-based games recently. Take **Jonathan Phelan** for instance - his ideas for **Toy Adventure** (*Tomb Raider* meets *Toy Story*) or **Indiana Jones Trilogy** (just like *Tomb Raider*, but with Harrison Ford) clearly didn't take long to think up. **Gary Thomson** thinks that it would be good to make **Scream: The Game** - although it's based on *Doom*, any game with Courtney Cox in it is good enough for us. An action-adventure game based on *Ghostbusters*, suggested by **TPO Productions** sounds okay, though we're not sure about playing as a girl called Kylie. As for a *FFVII*-style game with the A-Team in it - we say thumbs up **Conor Sheridan**. But the ultimate has to be **Pingu: Escape from Pingu** (pictured first right), from **Official Guy Products**. Imagine *Resident Evil 2* but with penguins and you're halfway there! Then there's the bizarre suggestions - **Craig John Mason** says that **Bus Master** would be a great game. By picking up passengers and dropping them off where they want, you have to complete your route within the time limit. In **Freddy The**

RATING



CASINO THE VEGAS SCENARIO

© **Charlie Stuart and David Thompson, Carnmoney, Triangle Hard Hard Games, 1998**

Casino is a strategy sim. The aim of the game is to build a casino and become the richest most powerful person in Vegas.

It's wise to include the Mafia (mob) or rival Casino's may cause problems. Celebrities visit the Casino, you don't want a star getting assassinated in your joint. Think of the bad publicity you would get. When your casino is going strong and you haven't seen any action for a while why not employ a spy to check out other casinos and get some ideas.

You can interact with anybody, you might get some friends in high places judges, Mafia bosses, cops even loan sharks. The game doesn't

have to be all crime. If you want to be a straight and honest manager you can turn down mob deals and make it clear you want nothing to do with them.

You also have to manage the hotel. Providing a place to stay for wealthy people and stars. If you have the cash you can hire bouncers, card dealers, cleaners, hitmen etc.

Casino includes, police, drugbusts, terrorists, bomb threats, suicides, helicopter landing pads for stars, security systems, cash, gambling equipment, carpets, windows, hiring bands, and even the CVG team staying at the hotel. The soundtrack is a seventies funk, and if your casino catches fire you'll hear "burn baby burn".

CVG: Disco Inferno! The only thing you missed out are the rampaging elephants and Joe Pesci!



DIY FIGHTING

© **Jonathan Phelan, 1998**

This Tekken-style fighting game offers a new idea in a section of the games market that is fast becoming very dull.

It has you designing new moves yourself by testing on a Volvo crash dummy. All the significant parts of the body can be moved realistically so that punches, kicks and even fancy combos can be designed.

Then save these combos and copy them onto an already designed character to make him as suited to you as your Gran Turismo cars.

Even the fingers can be moved for sly moves such as eye-gouges etc.

This would help the player to really make the best character in any game and could even pit them against a saved character on your mates machine character allowing memory card battles.

CVG: We guarantee this will happen one day, and fighting games will never be the same again. In the meantime why not go and learn a martial art for real. You get fit whilst doing it, and can break peoples bones and stuff. Wait - forget that last bit!



SCHOOL YARD SCRAPS

© **Wendholt & Barnes, 1998**

This game is a 3D fighting game. The idea is to pick your character and progress through stages. You can play a variety of characters including: the school bully, the school wimp and a selection of teachers from art to woodwork. The fights will be staged in different backgrounds depending on who you're fighting.

Each fighter will have their own special move, like a woodwork teacher would throw chisels at you or the science teacher could use some for of acid to stun you. The boss at the end would be the demon head master who attempts to hypnotise you. This fight would

be staged in the headteacher's office.

There will be other small games to play if you win with a perfect victory three times in a row. The game will be a corridor style where you have to run around school and cause as much damage as possible. If you complete the game without using a continue you gain the secret characters which are: the caretaker, the receptionist and the gardener.

CVG: Maybe the main character could be a paranoid schizophrenic who thinks all the other kids are after him, that could be good. In the meantime Wendholt & Barnes - see you in detention.

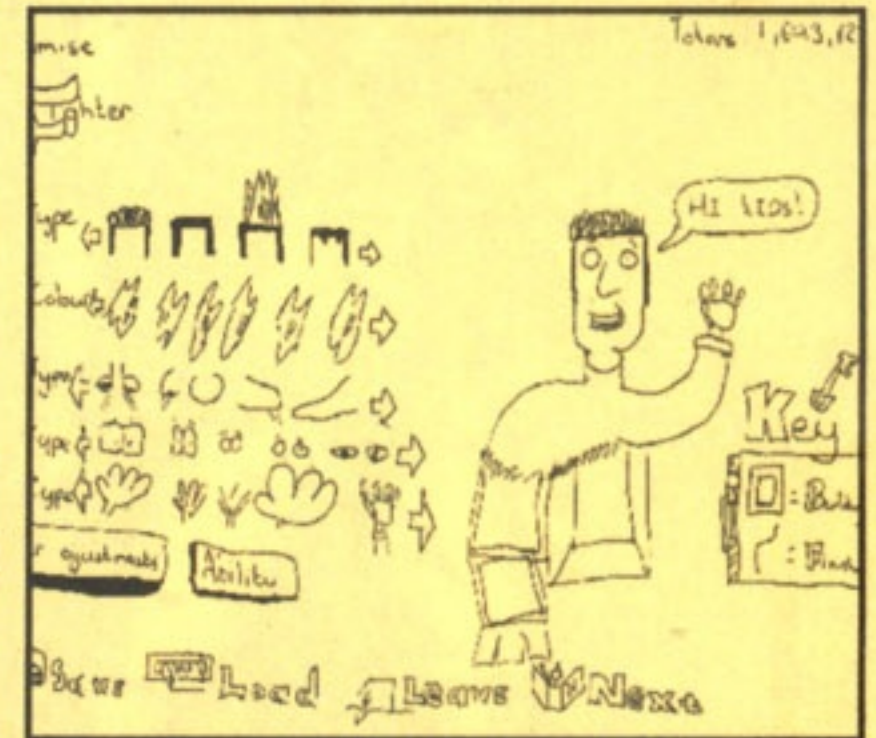


FIGHTERS FREEDOM: REVEAL YOUR BODY

© **Lawrence Mullock, aged 10, 1998**

This game would be for 64DD and would work the same as Gran Turismo, but you fight and would win tokens for winning fights and by having a good interview afterwards. With your tokens you could dye your hair, or buy steroids from the local chemist. You would start off as a poor man who can't even knock out a fly. To being the richest man in the world (boxer). This game would be excellent and have 1-4 players, KO round beat-'em-up and after all that there would be different modes of play which are to win tokens, test fighter etc.

CVG: Lawrence knows a good game when he thinks of it, plus he gives it an awesome title. Just look at that body select screen. Good work from the youngster. Come on people, reveal those bodies!



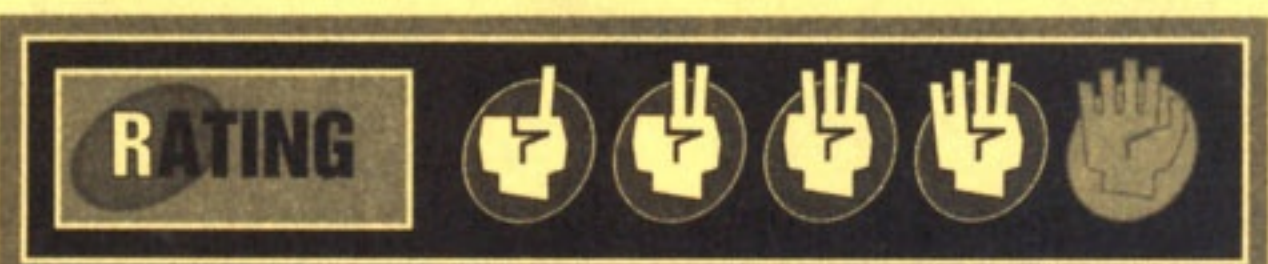
SCOUT LEADER 98/99

© **Owen Harris, Sutton, 1998**

This game would be similar to a football management game but you run a scout group. The aim is to have the best scout group in the world. At the beginning you have no money and you can't organise any fun activities and the only way to get new scouts is from the cubs and beavers. As you get richer you will be able to afford better activities so more people will want to join your group. You are only allowed to have 18 scouts in your group so would have to pick the best ones

judging from their attributes so you might even have to steal scouts from other groups. After playing this game, people will want to join a real scout group. If everyone did that, there would be no need for technology because all we need would come from nature, so there would be no hate just love which means there would be world peace... all because of my game.

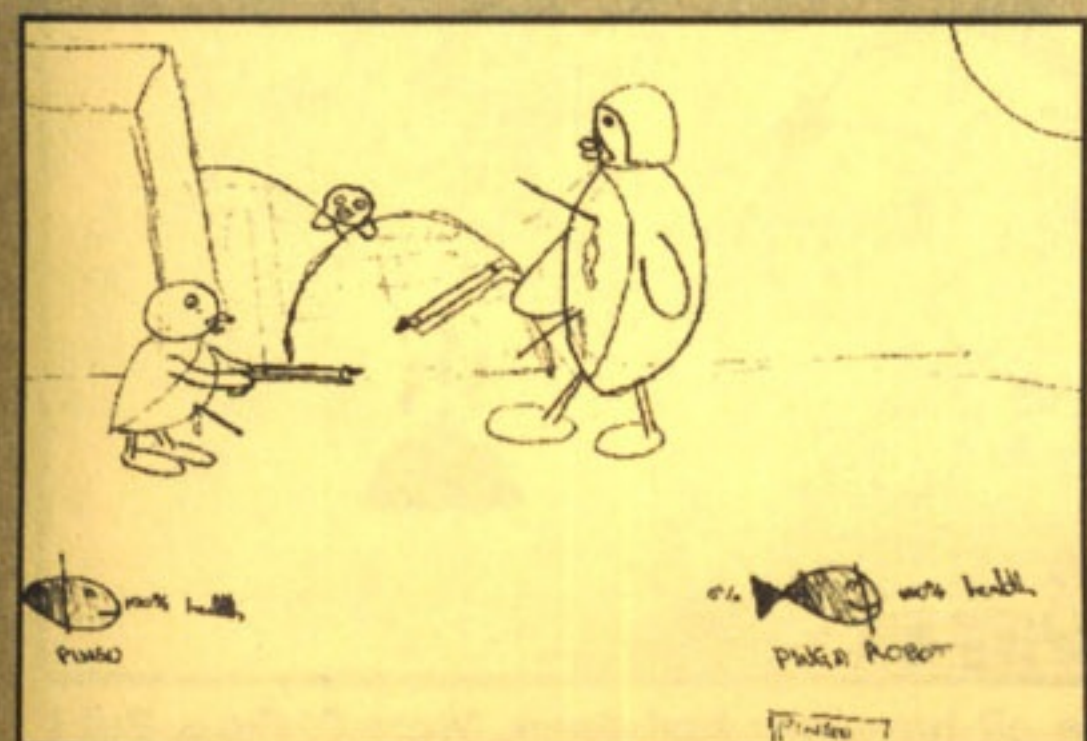
CVG: We think this game would appeal to 0.0001% of mankind, which is a shame because there's such a positive message shining through.



RATING



Chicken, mutant turkeys have kidnapped the President and only a human-sized chicken can stop them - that's according to **Jeremy Billiald** anyway. **Gavin Woodworth** wants to see **Entire Devils** (pictured far right) - a Quake-style game with characters from EVERY fighting game ever made. Instead of shooting, you fight people



along the way and as more beat-'em-ups are released, more characters become available. Talking of fighting, with the World Cup now behind us, there's the obvious hooligan games. **Sasha Van Covny** reckons that **StreetFighter France 98**, where you have to create a bad reputation for your country, is cool. Still, it does have Gazza as a secret character. Personally, we prefer **Water Warz** from **Phillp Barry** - choose your character and prepare for the biggest water fight in history! The person who soaks the most people wins... we like that. If that's not to your taste though, you could become a member of the paparazzi, courtesy of **Lawrence Mullock** and **Press: The Game**. Or take the role of the police in a **Grand Theft Auto**-style chase game called **Police, Camera, Action** from Ben Rayner. Then there's **Rage In The Cage**, a fighting game based on the Ultimate Fighting Tournaments held in America thanks to **Kevin Rodenas**, and a **Tomb Raider**-style game where you can assassi-

nate famous and important people called **The Ninja** from **David Young**. Finally, **Grog and Thog: Caveman Heroes**, from **Phil Caruso**, is a 2D platformer where you have to collect various items across the levels - that sounds suspiciously like **Joe & Mac: Caveman Heroes** back from the good ol' days of the SNES.



WELLINGPOT VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREPLAY

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.



KEY



Pictures wot have been
traced or copied or
knocked up in 5 minutes
get a turd. **DON'T DO IT!**

Originality, creativity, style,
fun, and not copied straight
off another magazine.
DO IT MORE!



This month, FreePlay brings you some of the best drawinz ever seen in any mag made of crappy yellow paper. I'm in real danger of giving all my hard-earned bones away!

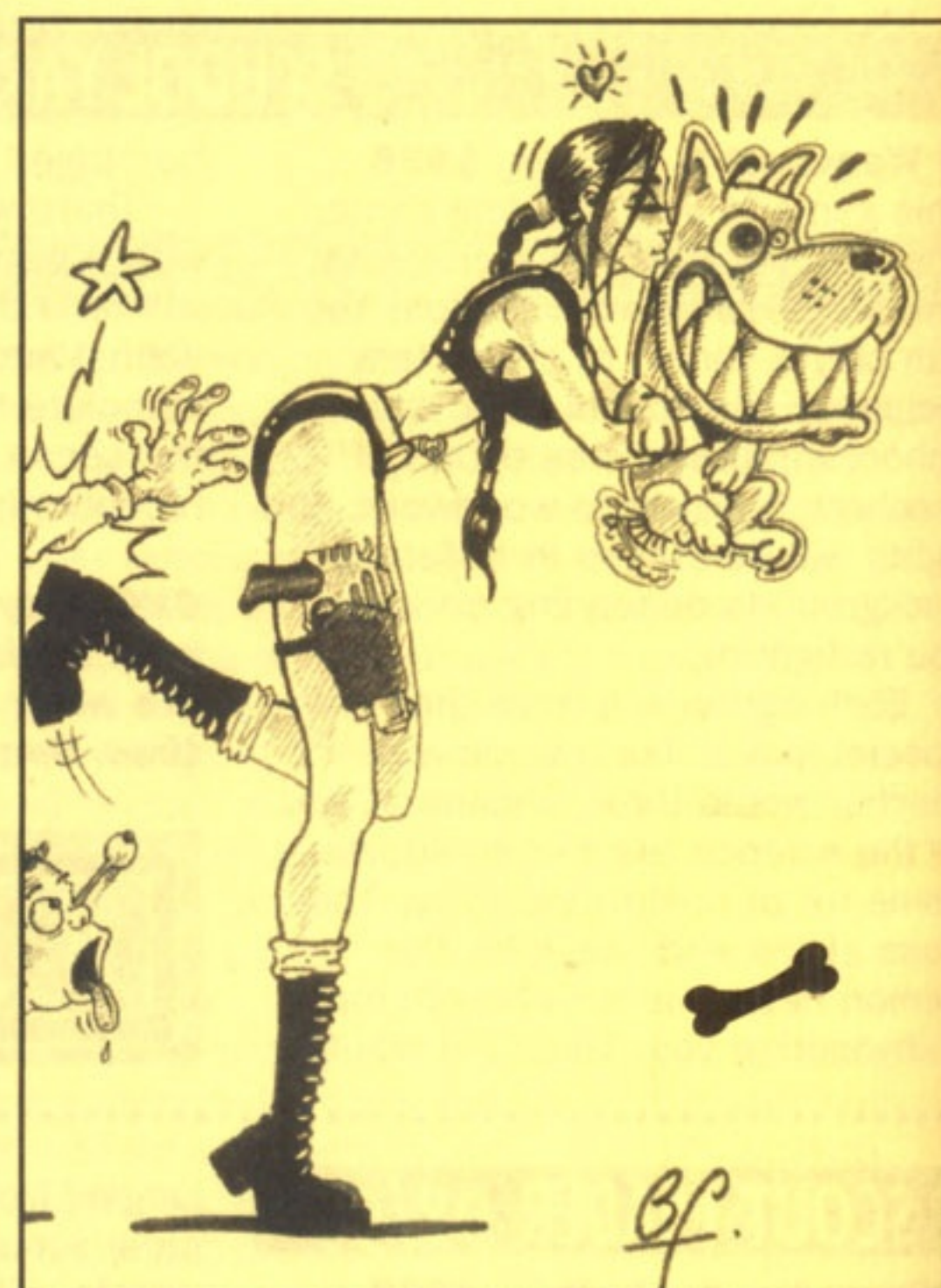
What's goin' on here? Don't you like my turds any more? It used to be that you sent in rubbish drawinz just to get one of my highly nutritious, chocolate-textured mini-mountains. Now, you're not giving me any chances to dump on your drawinz - and I do have to dump y'know!



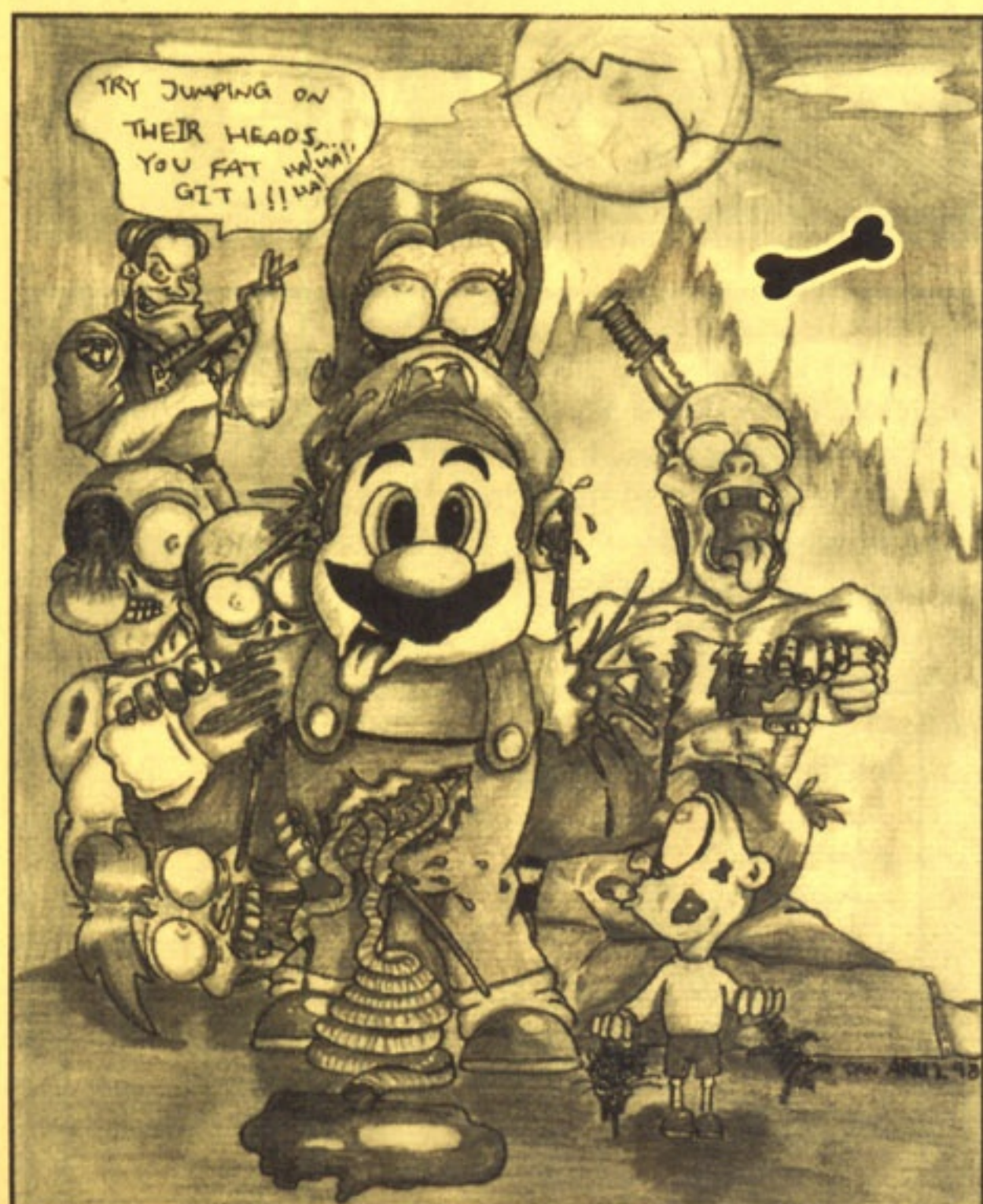
Ilkka Rasanen's Resident Evil cop could rip up zombies with her bare hands. Check those biceps!



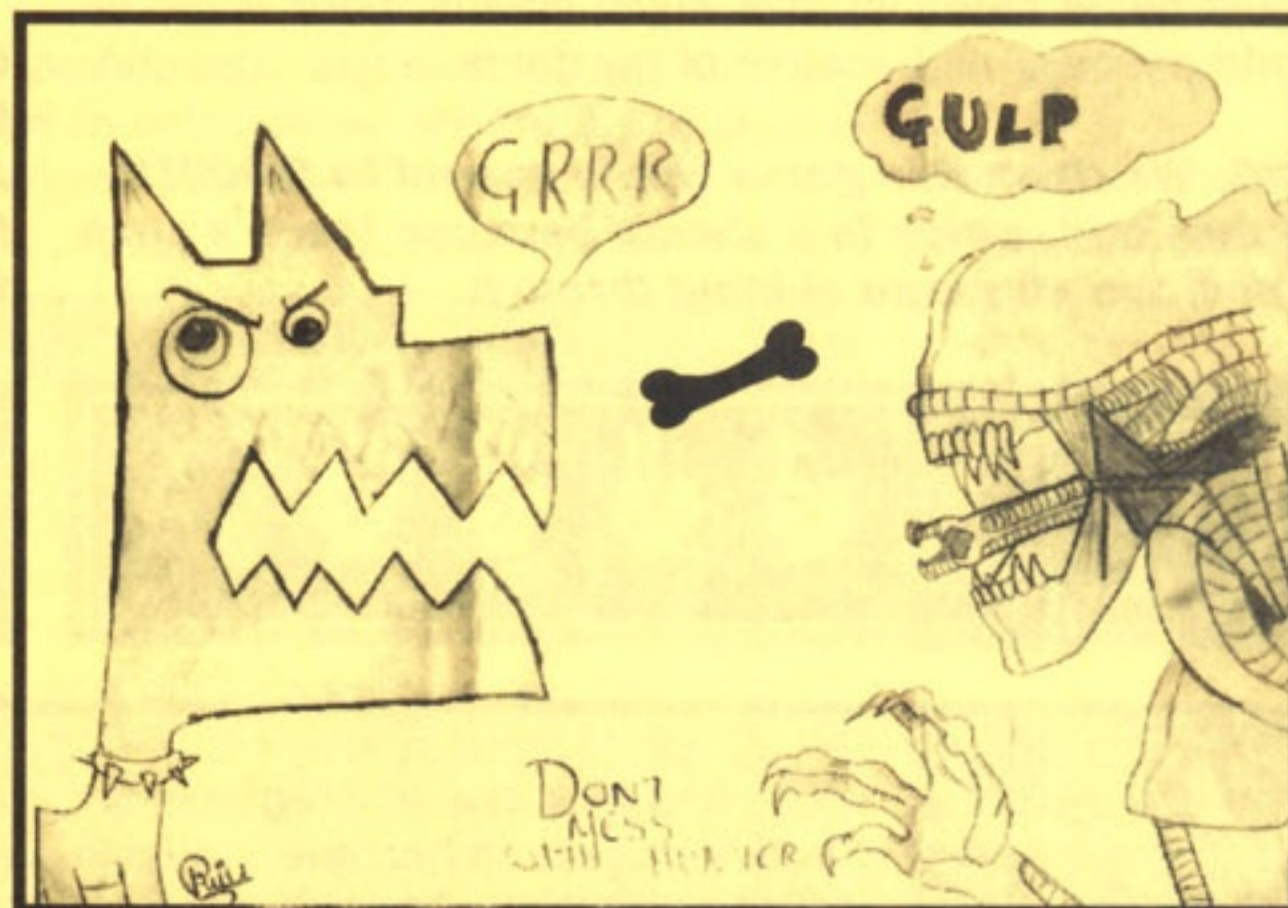
'Haemogoblin' sent us this and other unprintably scary beings. Aaaaarrgh!!!



Bertrand Faupin's romantic vision of me and Lara. She's cute, but I prefer my bitches.



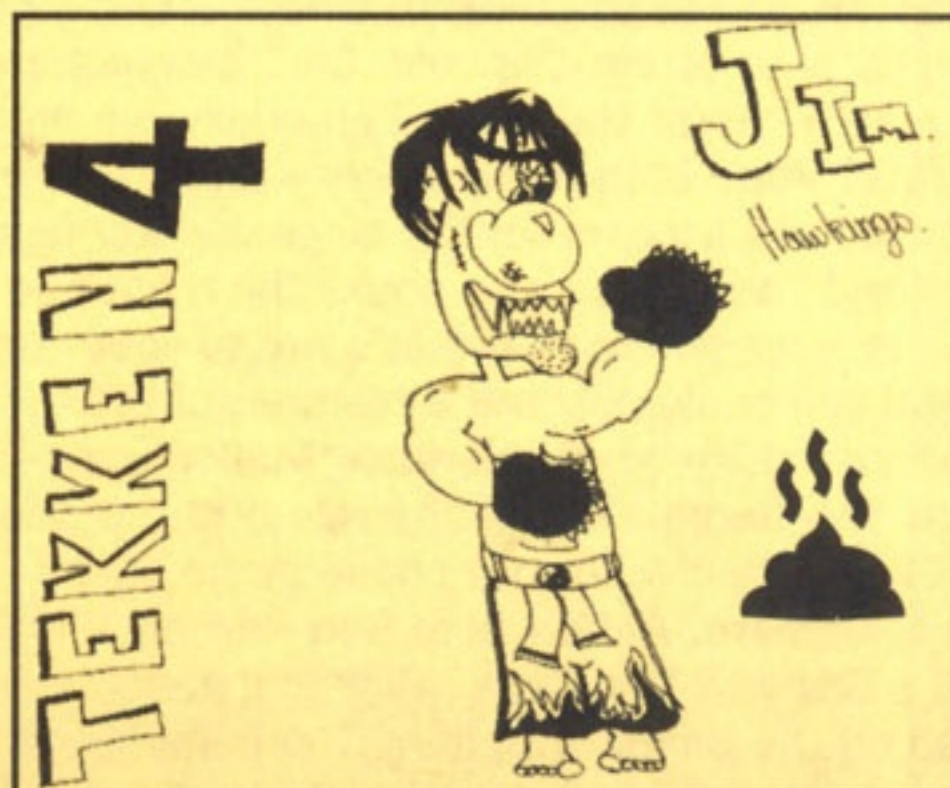
There's no need to insult Mario like that. And if you continue, I'll 'AVE yer. Top drawin' Daniel Burns.



I don't like violence, but you gotta let 'em know who's boss, innit? Cheers, Phillip Hasson.



Thanks for making me laugh, Ryan de Haaff. Here's a turd.



Shawn Crerand, what on earth is this? A ludicrous vision of the future.



We all have our bad days, Marc Bishop. But I have never EVER looked this bad. Honest.

drawinz
Wot you dun

FREEPLAY



I like the Scooby Doo spectacles. And Paul Davies really does live inside a lamp, Chris Munday.



A mix of styles from one of our regular artists, Mai Tran. Thanks.

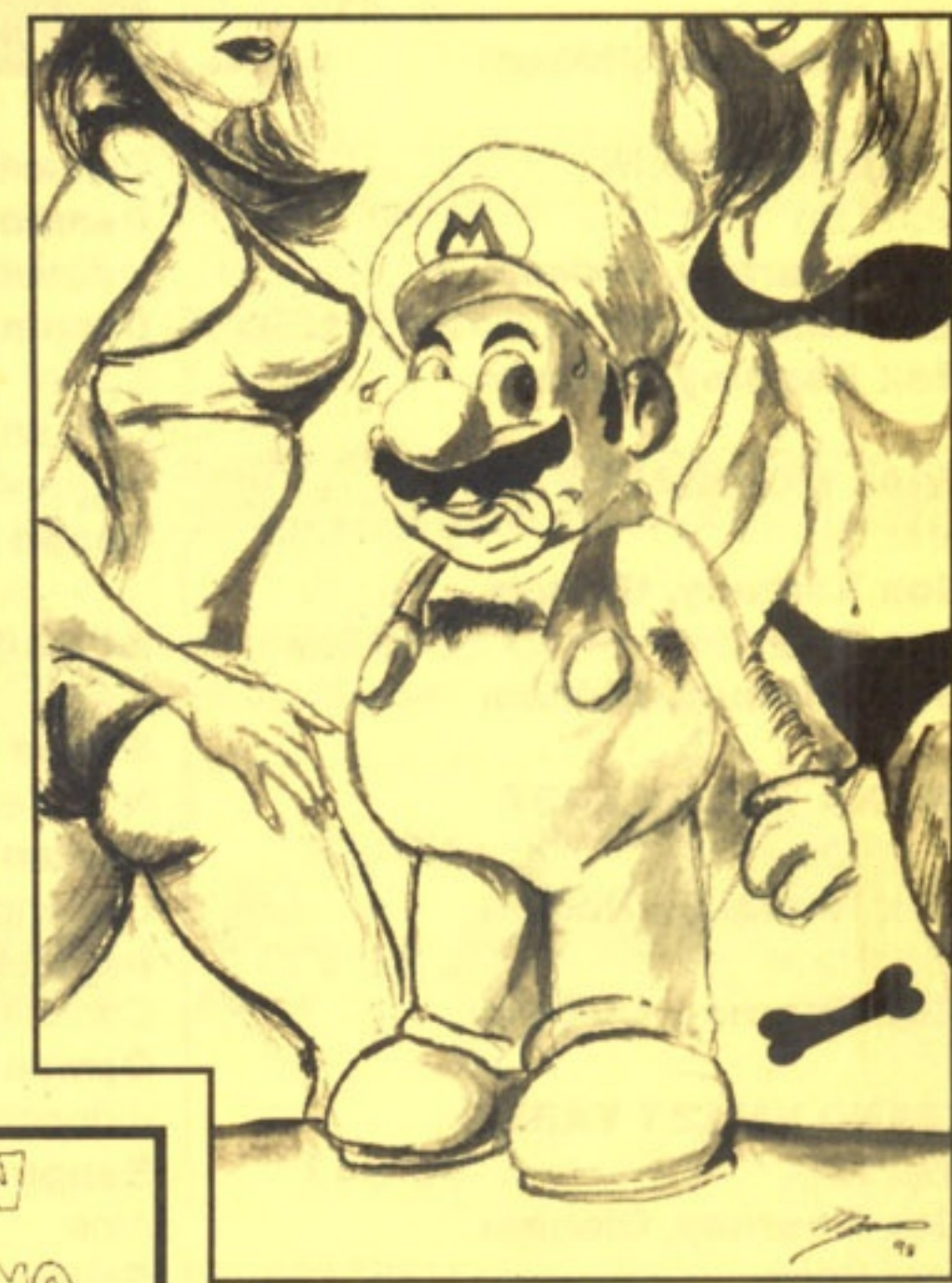


Jaime Whiting, you have a fantastically warped artistic eye. This monster must live!

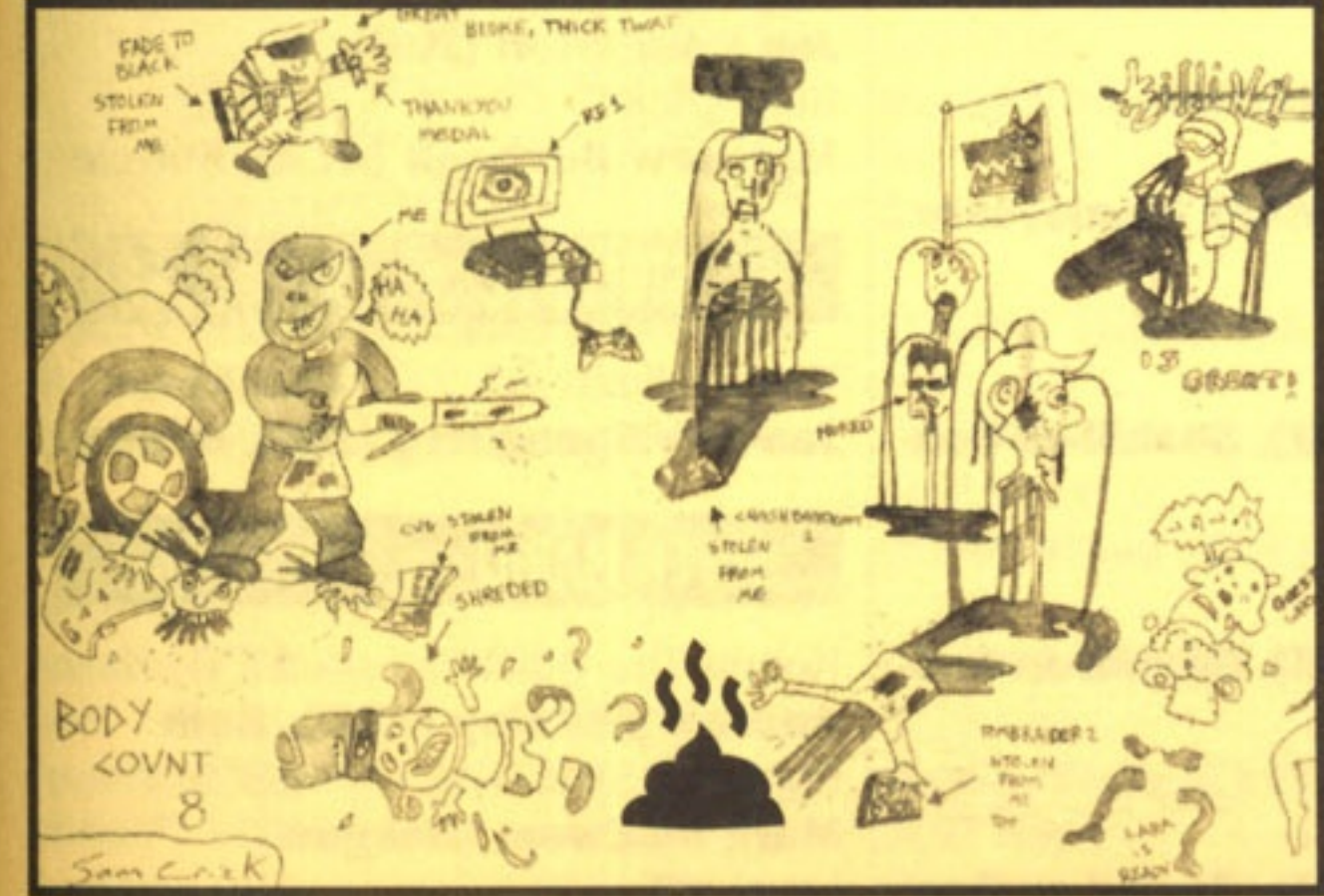


An awesome vision by The Emperor. I have to give you a turd for this tease.

drawinz
not you dun



Muzamir Raja Ahmad catches Mario in a mischievous moment.



Mindless violence, but great drawin', Sam Crick.



This looks like another advert. But WHAT an advert! I'd buy that for a dollar! Thanks, Will Mallet.

Send 'em in to:

drawinz
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...'

FREEPLAY

FREEPLAY

HIGH SCORES

Are you a hardcore video games player looking for recognition? Simply send us your best scores on the latest and greatest games and if they're good enough, we'll print them in FreePlay. If you can, send us a screen photograph (take it in a dark room with the flash off) along with your three-digit arcade tag name! (BYE)

HIGH SCORES, CVG,

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

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING

Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2

Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI

Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2

Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN

Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2

Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST

Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2

Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME

1'04"4
Nury Gamboa

TEKKEN 3 (PLAYSTATION)

TIME ATTACK

1'29"61 (Xiaoyu)
Andrew Densley (ACD), Bath

SURVIVAL MODE

47 Wins (Xiaoyu)
Andrew Densley (ACD), Bath

TEKKEN FORCE

180540 (Law)
Andrew Li (AND), Neath

DEAD OR ALIVE (PLAYSTATION)

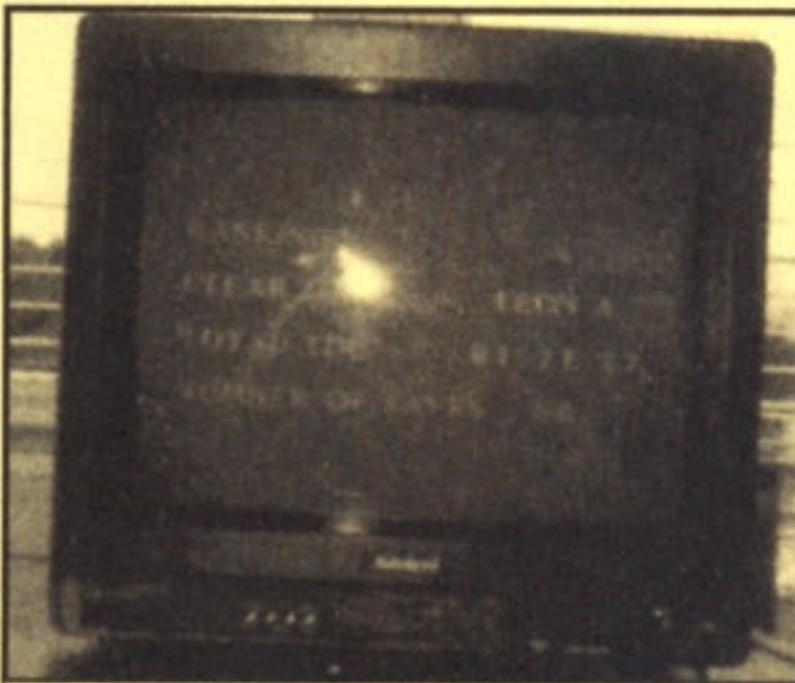
SURVIVAL MODE

26 Wins (Jann-Lee)
Andrew Li (AND), Neath

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow



Ⓢ **Mark McEwan finished all four Resident Evil 2 scenarios with A ranks and no saves!**

V-RALLY (PLAYSTATION)

EASY

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

MEDIUM

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

HARD

Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester

Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

TIME CRISIS (PLAYSTATION)

Story mode 11'21"76
Matthew Hopkins (MAT), Crewe

TIME ATTACK

Stage 1 2'37"50
Richard Peet, Fenny Compton
Stage 2 3'27"46
Richard Peet, Fenny Compton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE

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

STREET FIGHTER EX+ ALPHA (PS)

Barrel Game 1,549,400 (Ken)
Gavin Bleasby (GAV), Leeds

HOUSE OF THE DEAD (SATURN)

SATURN MODE

65,742
Fat Ade (ADE)

BOSS MODE

Chariot 18"66
Matthew Pilling (MAF), Merseyside
Hangedman 1'12"68
Matthew Pilling (MAF), Merseyside
Hermit 38"46
Matthew Pilling (MAF), Merseyside

WINTER HEAT (SATURN)

SPEED SKIING

11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP

154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL

32.35 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING

43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON

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

SLALOM

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

AERIAL

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

BOBSLEIGH

42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING

34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD

52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY

4.48.99 seconds
Jamie Collyer (HOT), Woking

11 EVENT OVERALL

14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL

10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0

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

EXTREME 1

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

EXTREME 2

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

EXTREME 3

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

ALPINE

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

SNOWBOARD PARK

Best Time 1'22"44
Jack Wilkinson (JAK), Liverpool
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE

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

YOSHI'S STORY (NINTENDO 64)

Tower Climb 5641
Jan-Erik Spangberg (JES), Sweden

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"6
Mark McEwan, Glasgow
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

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"51
Adam Charlton (AJC), Huntingdon
Best Race 38"01
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 22"35
Adam Charlton (AJC), Huntingdon
Best Race 1'09"61
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 13"26
Adam Charlton (AJC), Huntingdon
Best Race 43"65
Adam Charlton (AJC), Huntingdon

HOT TOP VOLCANO
Best Lap 24"96
Remy Kamermans (RMK), Holland
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 19"01
William Pilling (WIL), Merseyside
Best Race 1'04"76
William Pilling (WIL), Merseyside

PIRATE LAGOON
Best Lap 23"60
William Pilling (WIL), Merseyside
Best Race 1'16"93
William Pilling (WIL), Merseyside

CRESCENT ISLAND
Best Lap 22"76
Adam Charlton (AJC), Huntingdon
Best Race 1'11"40
Adam Charlton (AJC), Huntingdon

TREASURE CAVES
Best Lap 18"56
Jonathan Phelan (BOD)
Best Race 57"33
Adam Berry (BEZ), Bolton

EVERFROST PEAK
Best Lap 31"61
William Pilling (WIL), Merseyside
Best Race 1'38"25
William Pilling (WIL), Merseyside

WALRUS COVE
Best Lap 32"00
Adam Charlton (AJC), Huntingdon
Best Race 1'38"53
Adam Charlton (AJC), Huntingdon



Adam Charlton (aka AJC) is the current Walrus Cove King!

SNOWBALL VALLEY
Best Lap 20"03
Jonathan Phelan (BOD)
Best Race 1'02"86
Jonathan Phelan (BOD)

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

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

BOULDER CANYON
Best Lap 33"51
William Pilling (WIL), Merseyside
Best Race 1'46"63
William Pilling (WIL), Merseyside

GREENWOOD VILLAGE
Best Lap 28"36
Jimmy G (JAM), Watford
Best Race 1'31"11
Jimmy G (JAM), Watford

WINDMILL PLAINS
Best Lap 31"75
Adam Charlton (AJC), Huntingdon
Best Race 1'38"45
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 19"66
James Vincent (JMS), Co. Kildare
Best Race 1'02"56
James Vincent (JMS), Co. Kildare

SPACEDUST ALLEY
Best Lap 38"60
William Pilling (WIL), Merseyside
Best Race 1'58"80
William Pilling (WIL), Merseyside

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

STAR CITY
Best Lap 34"00
James Vincent (JMS), Co. Kildare
Best Race 1'47"83
James Vincent (JMS), Co. Kildare

SPACEPORT ALPHA
Best Lap 34"95
Jan-Erik Spangberg (JES), Sweden
Best Race 1'47"90
Jan-Erik Spangberg (JES), Sweden

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"51
The Ultimate (TUL), The Netherlands
Best Race 1'21"94
The Ultimate (TUL), The Netherlands

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'16"76
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"69
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 34"04
David Hines (EYE), Doncaster
Best Race 1'49"50
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"07
David Hines (EYE), Doncaster
Best Race 1'35"20
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"48
David Hines (EYE), Doncaster
Best Race 25"34
The Ultimate (TUL), The Netherlands

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

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

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"28
David Hines (EYE), Doncaster
Best Race 1'41"17
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 33"04
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"60
David Hines (EYE), Doncaster

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 35"28
The Ultimate (TUL), The Netherlands

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"73
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"28
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'16"52
David Hines (EYE), Doncaster
Best Race 3'53"34
David Hines (EYE), Doncaster

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'17
Mark McEwan, Glasgow

WAVE RACE 64 (NINTENDO 64)

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

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

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton

Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22095
Matthew Hopkins (MAT), Crewe

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 23096
James Vincent (JMS), Co. Kildare

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

PORT BLUE
Best Lap 0'27"908
B. Morgan, Luton
Best Race 1'27"423
B. Morgan, Luton
Stunt Score 37246
James Vincent (JMS), Co. Kildare

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 37246
James Vincent (JMS), Co. Kildare

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 36080
James Vincent (JMS), Co. Kildare

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

RAIDEN FIGHTERS (ARCADE)

101,048,370
Rusevelt Roberts (MILLS), London

HOUSE OF THE DEAD (ARCADE)

70,140 (All scientists saved)
Michael John Laxton (MJL), Manchester



Boo-hoo!
I'M COLIN HIGGINS
AND MY MOO MOO
FARM LAP TIME
JUST WASN'T
GOOD ENOUGH
FOR CVG!
WAAAAAH!

PLAYER'S GUIDE

BANJO -KAZOOIE

TM

Winnie The Pooh he ain't. Join Banjo and his mate Kazooie on a quest to save little Tootie from a fate worse than death - ugliness!

Okay, so we realise that you might feel a little daunted - after all, *Banjo Kazooie* is a **HUGE** game. But never fear because we will guide you through from the rolling fields of Mumbo's Mountain to the final clash with Gruntilda herself!



PLAYER'S GUIDE

STARTING WITH THE BASICS

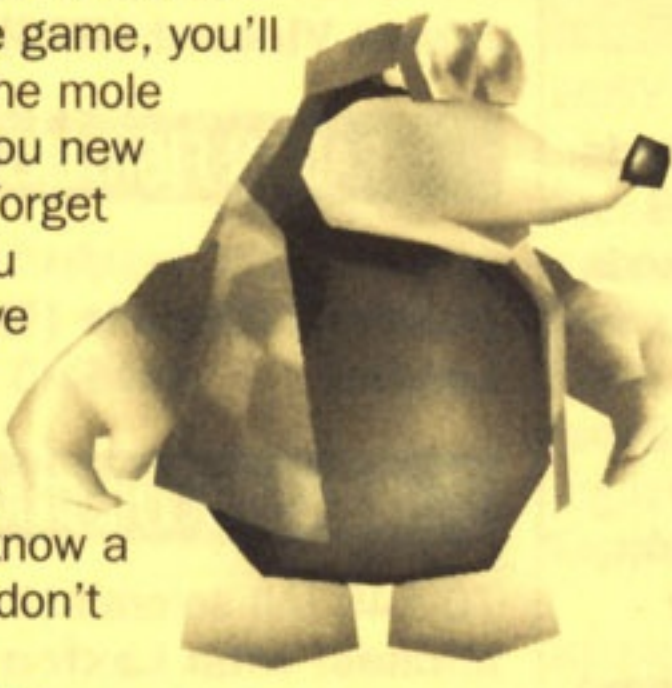
They might seem obvious, but take heed of these pointers or you'll end up just another rug on the floor...

ALL THE RIGHT MOVES

Make sure you can pull off all the basic moves with ease, especially the rolling and jumping attacks and double jump - you'll kick yourself if you fluff up and wind up dead. Remember, practice makes perfect!

...AND I LIVE IN A HOLE

Throughout the game, you'll meet Bottles the mole who teaches you new moves. Don't forget though that you can't do a move until he trains you to do it, so don't panic - if you don't know a move yet, you don't need it.



SISTER SISTER

Brentilda is Gruntilda's "gorgeous" sister who tries to help you through the game. But even though what she says sounds like meaningless rubbish, **MAKE A NOTE OF IT**. You'll thank her in the long run...

KNOW YOUR PLACE

Try to keep track of where everything is in Gruntilda's Lair, and especially in each level. Take the time to wander round and get your bearings. There's going to be plenty of backtracking along the way, so you have to stay focused. But if you lose concentration for a moment, you might end up running round in circles for ages.

SECRETS, TRICKS AND SHORTCUTS

All through the game, there are shortcut cauldrons that you can use to jump around the castle. You need to find two of the same colour to activate the shortcut. Also, you might find Cheato the Spellbook hidden away. He'll give you codes that you can use to help you along, but they will only work when you've found him. If you start again, you won't be able to use the codes until you get them again, so don't try it!



Right from the start, it's tough...



Don't be intimidated by Gruntilda and her constant butting in - keep your cool and Tootie will be just fine!



Here's Brentilda. Lovely little lady, isn't she?



And here's Bottles the mole - your mentor.

GRUNTILDA'S LAIR

DON'T FORGET!

Apart from jiggy 1, each jiggy in the lair will only appear once you've pressed the Witch Switch in the relevant level.

Jigsaw Locations:

1. On top of ledge left inside front door.
2. On top of Mumbo's Mountain entrance. Turn into a termite and leave level, then climb hill to get it.
3. Shot out of the cannon right of Treasure Trove Cove entrance. Use Flapflips to reach it.
4. Use Beak Buster on the eyes of the witch on the floorplate near Clanker's Cavern puzzle.
5. Find the Shock Jump switch near giant urn, then use Shock Jump that appears to jump into the urn.
6. Very high up, above the Freezeezy Peak entrance. Hit the flight switch below it, then grab the speedy shoes and run to the flight pad in the spider's lair. Use it to reach the jiggy. Spider's web in the way?
7. Use the Shock Jump by the urn to reach the top of the sarcophagus.
8. Use the flying pad in the spider's lair again, this time Beak Bombing into the witch's right eye to get the jiggy.
9. In cave with three pipes above water level in the room beyond the spider's lair.
10. Right at the very top of the tree opposite the Click Clock Woods entrance. Fly up as a bee to get it.

THE FINAL BATTLE?

If you've managed to get this far, great. If you used our guide, even better. But now you're on your own... And even if you do make it through 'Grunty's Furnace Fun', have you got enough jiggies left to carry on?

FREEPLAY

MUMBO'S MOUNTAIN

Puzzle Location:

First right inside Gruntilda's Lair, at the top of the hill.

Entrance Location:
Opposite Puzzle

Honeycomb Locations:

1. Knock three of the totem stones out (see right), then jump on the last one and do a Flapflip.

2. As a termite, run down the grey slope next to the water.

Witch Switch Location:

On the left above Chimpy's platform.



Ⓜ As a termite, you can climb walls and run really fast.

JIGSAW LOCATIONS:

1. Halfway up the green slope next to the start.
2. Fire eggs into the mouths of the totem pole.
3. Beak Buster all of the huts by Mumbo's house.
4. Go to Congo's tree and stand on the orange blocks. Move when he throws oranges at you so that they hit the blocks. Hit all three to get the jiggy.
5. Feed Chimpy the orange from Congo's tree.
6. Use Chimpy's platform to jump up and to the right. Hit Congo with three eggs.
7. Turn into a termite and then climb up the inside of the termite mound.
8. In the middle of Stone Henge.
9. In the left eye of Mumbo's house.
10. Collect the Jinjos.



JINJO LOCATIONS:

1. At the bottom of the hill opposite the start pad.
2. On the small island in the water.
3. Inside the fourth hut outside Mumbo's house.
4. On top of Stone Henge.
5. On the orange sloped hill right of Congo's tree.

TREASURE TROVE COVE

Puzzle Location:

On the other side of the first note door, to the right.

Entrance Location:

Up the slope and through the mouth cave at the bottom of the waterfall.

Honeycomb Locations:

1. On a floating crate left of the sandy island.

2. In the water right of Nipper (mind Snacker the Shark!)

Witch Switch Location:

Behind the lighthouse.



Ⓜ Don't forget about the sandcastle - you'll need to come back here later...

JIGSAW LOCATIONS:

1. Find the bucket and spit out two eggs behind you into it. Go inside the sandcastle and spell out 'BanjoKazooie' with the letters on the floor.
2. Kill Nipper by hitting him in the face three times with the Rat-a-tat Rap. After that, get inside his shell.
3. Use the left-hand Shock Jump pillars to jump higher until you get to the platform with it on.
4. Swim to the bottom of the pool at the top of the wooden stairs.
5. Follow the narrow path leading from the bottom of the wooden stairs. Jump along the crates and platforms until you reach an alcove.
6. Collect the two golden treasures from inside the ship and give them to Captain Blubber.
7. Fly from the crow's nest of the ship into the cave on the left and jump inside the chest.
8. Beak Buster all the red crosses.
9. At the top of the lighthouse.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. Under the pier where you start - mind the shark!
2. On the last of the tall Shock Jump pillars on the right.
3. On top of the big ship's mast.
4. On the very narrow ledge near the top of the wooden stairs.
5. On top of a tree around the bottom of the lighthouse.

CLANKER'S CAVERN

Puzzle Location:

Use the Shock Jump opposite the Treasure Trove Cove puzzle.

Entrance Location:

Jump on the big pipe above the waterfall and go through the pipe above that. Press the switches to reach the entrance.

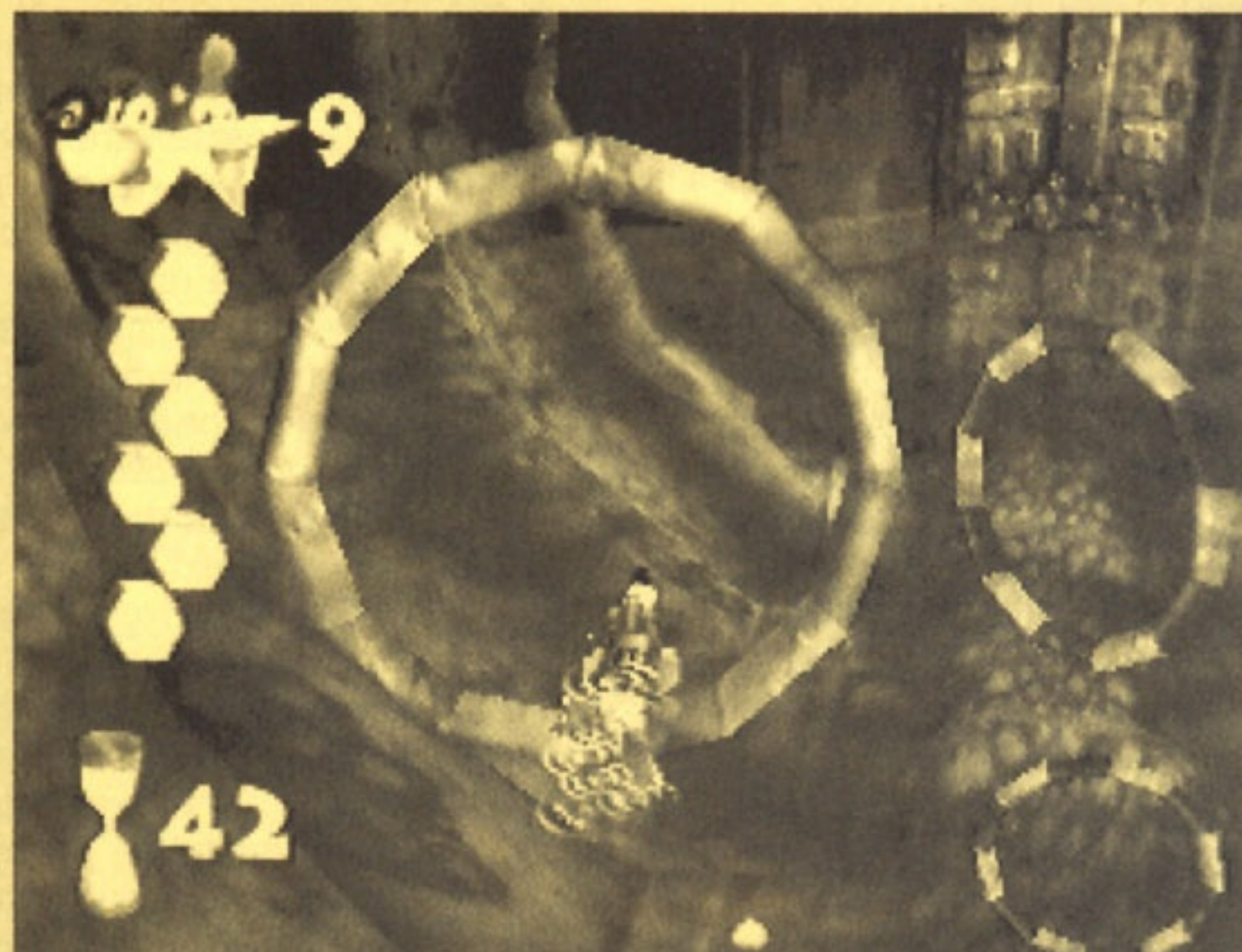
Honeycomb Locations:

1. On the right of Clanker, find the pipe sticking slightly down into the water and swim up into it.

2. When collecting Jinjo 5, Beak Buster the next grating along.

Witch Switch Location:

Inside Clanker's airhole (you can't miss it!)



Ⓜ Get all the green rings but avoid the blue ones.

JIGSAW LOCATIONS:

1. Under the water on the right of Clanker, swim through the pipe left of the grill.
2. Kill all the mutant crabs through the green pipe behind Clanker's tail.
3. Swim right to the bottom and swim through the key three times.
4. Run up Clanker's tail and fire three eggs at the metal grill.
5. Stand on the bolt in Clanker's airhole. When you go up, follow the pipe.
6. When the bolt goes up, jump inside Clanker. Now run the gauntlet of shredders to the far end.
7. Use your new invincibility to run through the shredders.
8. Jump and swim through all the green hoops before the timer runs out. Use the flying disc to reach the jiggy.
9. Knock out Clanker's gold teeth with eggs and go inside.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. Use the ladder near the start pad and follow the pipes.
2. At the bottom by Clanker's key.
3. Through the pale green tunnel on the left of Clanker.
4. Inside Clanker, at the bottom of the underwater pit.
5. Beak Buster the grill at the top of the pipe left of the Shock Jump.

BUBBLELOOP SWAMP

Puzzle Location:

Through the tunnel left of the Clanker's Cavern entrance.

Entrance Location:

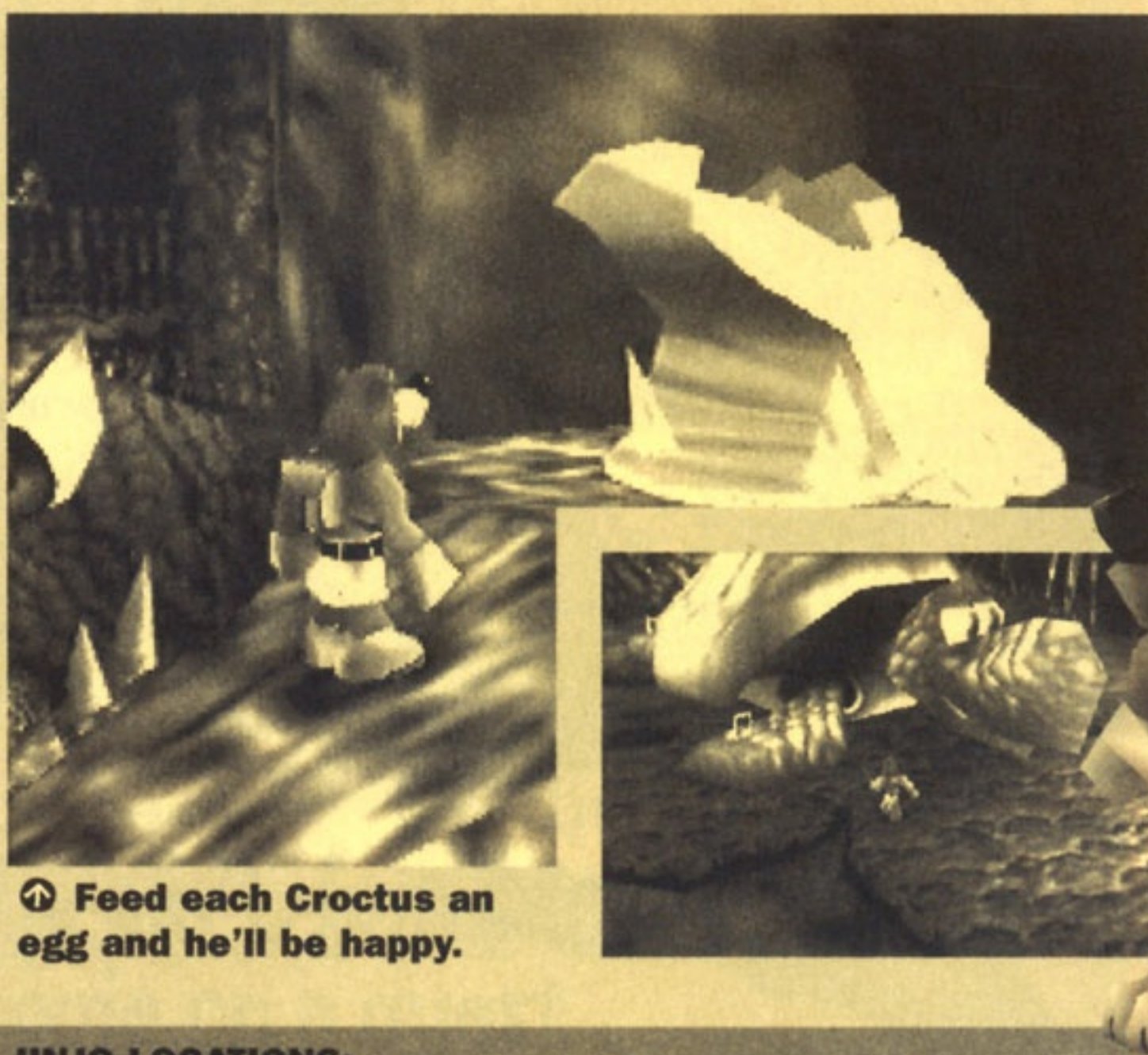
Down the tunnel at the top of the slope, behind the second note door.

Honeycomb Locations:

1. When with the Tiptup Choir, jump up from the conductor's pedestal.
2. On the ceiling of Mumbo's hut.

Witch Switch Location:

Under the third hut on the pillars.



⬇️ Feed each Croctus an egg and he'll be happy.

JIGSAW LOCATIONS:

1. Hit the first Jiggy Switch and leg it along the narrow walkways.
2. Left of the Jiggy Switch, ride the lilyleaf and hit the egg on the cross repeatedly until it hatches.
3. Right of the Jiggy Switch, kill all the golden frogs.
4. Ahead from the golden frogs, use the Shock Jumps to go from pillar to pillar, Beak Busting each hut.
5. Right of the golden frogs, Beak Buster each of Tanktup's feet.
6. Rehearse with the Tiptup choir (this changes every game).
7. Change into a crocodile, crawl inside the big croc's nose and beat Mr Vile at his own game – no tips, just do it!
8. Hit Jiggy Switch 2 near Mumbo's hut and run over the walkway.
9. Feed the five different Croctuses an egg.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. On the pillar next to the first bridge.
2. In an alcove on the return trip from getting jiggy 1.
3. On top of a tall pole behind the big crocodile.
4. In the water behind Tanktup.
5. Turn into a croc and explore under the tall hut pillars.

FREEZEEZY PEAK

Puzzle Location:

Through the tunnel behind the Bubbleloop swamp entrance.

Entrance Location:

Through the frozen tunnel on the left behind the third note door.

Honeycomb Locations:

1. Under one of the evil Snowmen.
2. Through the water in Wozza the Walrus's cave.

Witch Switch Location:

Under one of the evil Snowmen.



⬇️ Watch out for the evil Snowmen – they're nasty. But the tree is nice.



JIGSAW LOCATIONS:

1. Help the Fairy Lights get to the tree, hit the 'ON' switch with three eggs, leg it to the flying pad on the left (on top of the presents) and fly through the star on top of the tree three times.
2. Use the sledge from the top of the Snowman.
3. In the end of the Snowman's pipe.
4. Fire a Beak Bomb at each of the three targets on the Snowman's stomach.
5. Give the three presents to the polar kids in the igloo. They are inside the tree, on the Snowman's nose and an island behind the Snowman's legs.
6. Beat Boggy at the Sledge Race as a walrus.
7. Beat Boggy again, this time as Banjo on foot. You must have been in Gobi's Valley and learnt how to use the Speed Shoes for you to win.
8. Beak Bomb all the evil Snowmen and it'll appear on top of the big Snowman's hat.
9. Go outside Wozza's cave as a walrus and he'll give it to you.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. By the flying pad on the presents.
2. On top of the Snowman's broom.
3. In Mumbo's hut.
4. In Wozza the Walrus's cave.
5. Behind the log cabin with the chimney.

GOBI'S VALLEY

Puzzle Location:

Hanging over the lava pit.

Entrance Location:

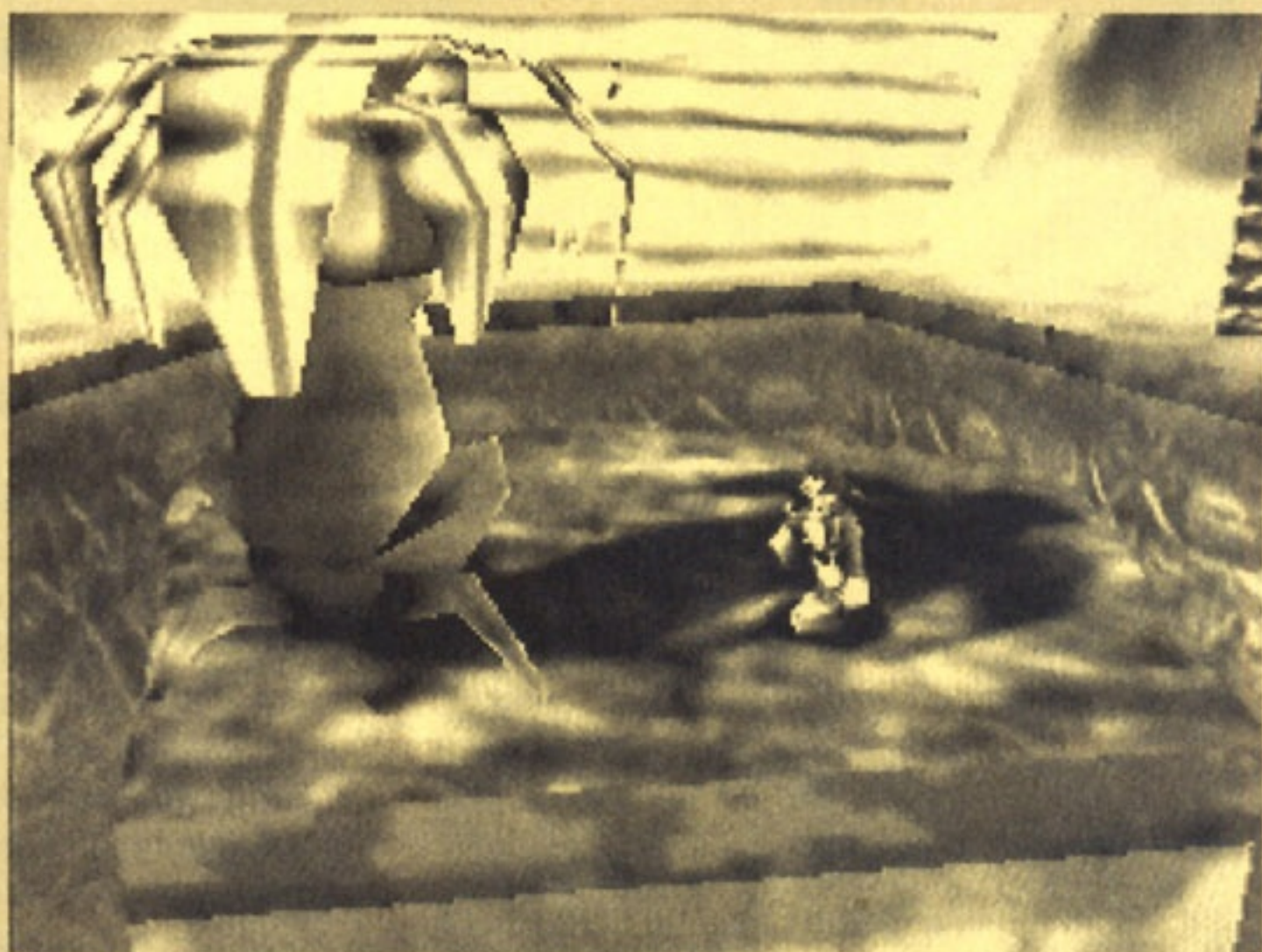
Right of the giant urn.

Honeycomb Locations:

1. Hit the switch just behind the Sun pyramid, then fly through the ring-shaped cactus.
2. After getting Jiggies 5 and 6, jump on the magic carpet by Jinxie to find Gobi again. Do a Beak Buster on him to get the honeycomb.

Witch Switch Location:

In a dead end in the tomb maze.



⬇️ Once you've freed Gobi, come back to this tree and you can give it some water.

Jigsaw Locations:

1. Inside Jinxie. Fire eggs at each statue to raise the carpets.
2. Inside the Kazooie pyramid. Get five eggs in Rubee's basket and use his snake as a rope.
3. Inside the Star pyramid. Just swim to the bottom of the pool.
4. Inside the Sun pyramid. Beak Buster the squares to turn them over and match all the pairs.
5. Free Gobi the Camel by doing a Beak Buster on the rock next to him.
6. By the shriveled tree, do a Beak Buster on Gobi.
7. Chase Grabba around with the Speed Shoes and snatch the jiggy out of his hand.
8. When the middle area fills up with water, fire three eggs into the Jinxie statues. Repeat with the other two, run into the pyramid and leg it through the maze.
9. Using the flying pad on Jinxie's back, fly through the 'Ancient Rings' around the level.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. Right behind you at the starting pad.
2. Floating on a magic carpet inside Jinxie.
3. Hidden in an alcove behind the Sun pyramid.
4. In the water around the bottom of the central pillar.
5. In a pot at the end of the tomb maze.



MAD MONSTER MANSION

Puzzle Location:

In the top alcove through the water tunnels behind the fifth note door.

Entrance Location:

On the other side of the lava pit.

Honeycomb Locations:

1. Under the floorboards in one of the upstairs windows of the house.
2. High up in the rafters of the church.

Witch Switch Location:

High up in the rafters of the church.



Ⓢ The weather vane is easy enough, but the dash to the church is a real pain in the neck.

JIGSAW LOCATIONS:

1. In the last barrel on the right in the cellar.
2. Jump down the chimney of the house. Now get across the room without touching the floor and waking the ghost.
3. In the bucket at the bottom of the well.
4. At the top of the weathervane on the church.
5. Stand on Tumblr and spell out 'BanjoKazooie' on the Ouija Board.
6. As the pumpkin, flush yourself down the toilet on the second floor and collect the jiggy in the drain.
7. Still as the pumpkin, get onto the second floor of the house by jumping through the gap in the wall by the maze. Jump into one of the windows and flush yourself down the toilet.
8. Still on the second floor, run along the guttering and fall down the drainpipe.
9. Get the Speed Shoes, get inside the church and play the organ with Motzand. As he hits the notes, Beak Buster onto them at the same time.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. In the third barrel on the left in the basement.
2. On top of the small chimney on the roof of the house.
3. On top of the 4-poster bed in the large window of the house.
4. On a pillar in the middle of the small pond.
5. In the top left-hand corner of the maze.

RUSTY BUCKET BAY

Puzzle Location:

In the cave above and to the right of the Rusty Bucket Bay entrance.

Entrance Location:

Through the water tunnels behind the fifth note door.

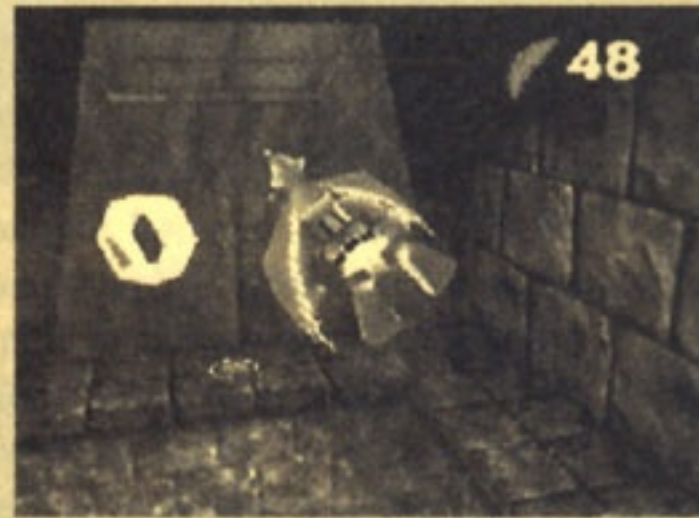
Honeycomb Locations:

1. By Jingo 1, swim underwater into the shed, hit the switch and use the flying pad to reach it.
2. At the bottom of the second large funnel, in the hole above the door into the engine room.

Witch Switch Location:

On top of the tall grey tower near the back of the boat.

Ⓢ Blowing the whistles is fun – you've just got to find what order to push them in.



JIGSAW LOCATIONS:

1. Over the first Toll Bridge, run over the roof and smash the clear glass.
2. Blow the whistles on the front of the boat in the right order.
3. Jump onto the cage, climb up the rope and along the first crane. Hit the up switch, then leg it back.
4. Get to the top of the first funnel.
5. Hit the fan switch inside the smoke pipe at the back of the boat, go back to the second funnel and run through the engine room.
6. Hit the rotor switches in the engine room, then swim into the rotors at the back of the boat.
7. Save the dolphin. Swim up inside where the anchor enters the boat, then push the switch.
8. Get onto the big TNT box, climb the rope and down the second crane. Hit the down switch, then go into the hold and kill Boss Boom Box.
9. Find the breakable porthole on the right of the boat near the front. Go in and smash the door.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. On a buoy over the first Toll Bridge.
2. In the large vat of toxic chemicals.
3. In the second blue crate right of the first crane.
4. On the ledge past the third Toll Bridge.
5. Under the grill to the right of the start pad. Swim to get him.

CLICK CLOCK WOODS

Puzzle Location:

Through water on left of Treasure Trove Cove tunnel. But where's the jigsaw pad?

Entrance Location:

Through the sixth note door above the water filled tunnels.

Honeycomb Locations:

1. Beak Bomb the window above Nabnut's front door in Winter.
2. Swim through the icy water and into Gnawty's house in Winter.

Witch Switch Location:

On a ledge next to an evil Snowman



Ⓢ Eyrie the Mighty Eagle is a demanding little birdy – all he does is sleep and eat

Jigsaw Locations:

1. In Spring, inside the door at the very top of the tree.
2. Smash the rock blocking Gnawty's house on the Summer stage, then visit him in the Autumn.
3. Jump across the green leaves on the side of the tree halfway up on the Summer level.
4. Inside the wasp's nest in Summer.
5. In Summer inside the treehouse.
6. Plant five eggs in the Spring in the dirthole, then jump on Gobi in the Summer and Autumn to water it. Jump down onto the flower from the wasp's nest.
7. Hatch Eyrie the Eagle in the Spring, then feed him five caterpillars in Summer and ten in Autumn before visiting him in Winter.
8. Collect six acorns for Nabnut the Squirrel in Autumn.
9. On a ledge right near the top of the tree in Winter. You need to fly to get it.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. Inside the wasp's nest in Spring – be a bee to get it.
2. In the Venus Flytrap at the very top of the tree in Spring.
3. Hidden in the long grass left of the start in Summer.
4. On a pile of leaves near to the dirthole in Autumn.
5. On top of Mumbo's house in Winter.

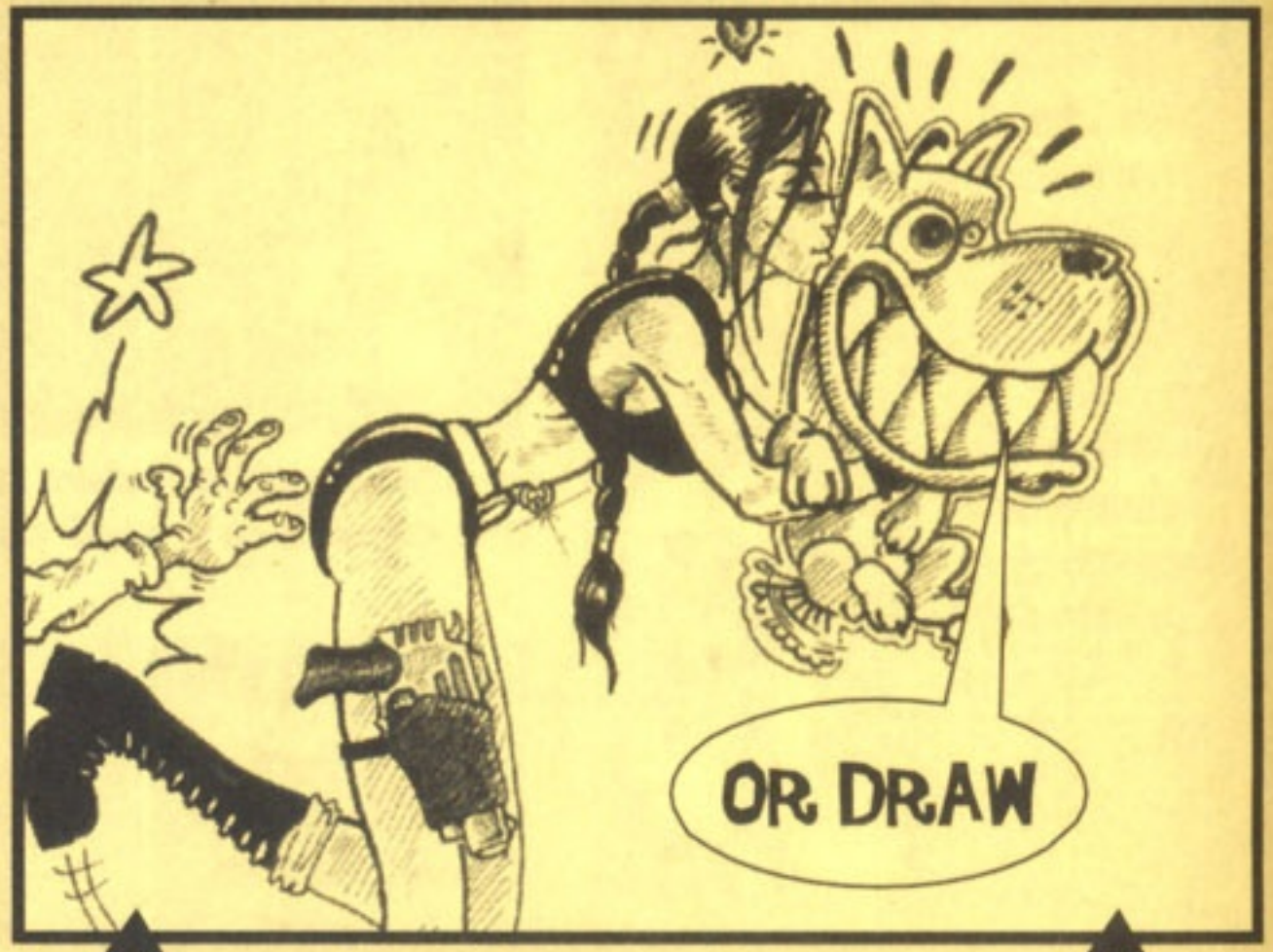
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE ENSUING CHAOS WILL MESS WITH OUR MINDS TO THE POINT THAT WE'RE ALL UNABLE TO PRODUCE OUR MAG.

FREEPLAY

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

Once again, we face the final page of your beloved FreePlay. It's been a great issue. You've sent in some fantastic drawinz to Hunter, and you've had some great ideas for Melting Pot. One of the ideas, Mr T - The Game, was awesome! ('Shut up fool!' - ed.) That's it for another month, but we'll be back as soon as we've had a chance to sort through stuff you've sent in for the next issue. Keep it coming, but please mark all contributions clearly.



YOUR CHANCE TO WRITE FOR CVG!

FREEPLAY

TIPS

Whether you're a beginner or an expert, you'll find this section easy get into. It's got loads and loads of tips to help you play your favourite games even better than you did before. And if you want to share the secret of your success with others, send in your own tips. But make sure they're original - not copied from anywhere else, or we'll know...

HIGH SCORES

Get a new game, spend all your spare time indoors getting really high scores. Then send them in to us and we'll tell all your friends how brill you are. Plus we can guarantee a high status with the toughest gang in the 'hood! But we need some kind of proof - a picture of you and the screen will do.

DRAWINZ

If you fancy yourself as a bit of an artist, send in your best drawinz to this section, where our resident art critic Hunter the Dog will praise it by awarding it a bone, or condemn it by giving it a turd!

MOST WANTED

Ever get the feeling no-one listens to you? Well, it wouldn't be true with our mag. Send us a list of things that you most want. They have to be games-related, so don't write in things like "a brand new pair of Predator football boots", (try that in Saint & Keysie.) Then we'll print a list on the front cover of FreePlay of things you lot out there most want. FreePlay... the listening mag.

BEST/WORST

This is a relatively new bit of FreePlay. Tell us what you like and don't like about CVG, so we can do more of what you like and do less of what you don't like. For example, you might think the cover we've done this month was brill - or bad. Let us know. Tell us which games you enjoyed reading about and which ones you didn't. Or whatever.

MELTING POT

It's a fertile land is Melting Pot, with no sign of there being a dry patch anywhere. You send us the seed of your ideas, we'll plant them, and we can all watch them grow.

FREEPLAY FAN

Fanzines are great things. They're great fun to create and it's fun to show them to others. If you send in your fanzine, we'll print a picture of the cover and tell the world about it. If you're lucky, we'll politely send it back.

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5



CVG'S BEST/WORST

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

PLEASE SPECIFY BEST OR WORST IN EACH CASE

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



THAT LARA. SHE LOVES ME, WANTS A DATE. BUT SHE'S NOT MY TYPE. I PREFER MY FOUR-LEGGED FRIENDS. LARA'S TWO SHORT OF A FULL COMPLIMENT.