

# BREEPLY

## THE FUTURE OF TAMAGOTCHI IS REVEALED!



**Inventors are never given enough credit. We all know who invented the telephone, and the light bulb, but who will be remembered as the inventor of 1997? If you think like us, there's only one candidate - Aki Maita. The 31 year old creator of the Tamagotchi. On a recent visit to the UK, the Tokyo housewife who's conquered the toy stores of the world, took time out to speak to one games magazine. Can you guess who it was?**

**CVG: What do you say to people who reckon your product is bad for children?**

Aki Maita: First of all, it wasn't developed for young children. We have targeted it at high school girls between the ages of 15 and 18. I wish the adults would teach the correct way to play Tamagotchi for children. You can play when you play, study when you study. This is the duty of the parents. Obviously parents know that they should do this. I get a lot of satisfaction for giving it to the world who wanted a pet. But I would like to give a proper introduction to Tamagotchi.

**CVG: Were you surprised by the interest in it from boys and men?**

Aki Maita: Before we launched, I knew that the toy was adaptable for boys, men, adults. Because the pleasure of caring for pets has no discrimination

against sex or nationalities.

**CVG: Do you have any technical background or are you simply a housewife, married with children?**

Aki Maita: I work in a department which decides on the strategy of how to attack a market - thinking for the boss! I used to work at a computer company. I have a husband but no children.

**CVG: What do you think about all the fakes?**

Aki Maita: It's a great pity they've copied our products. Tamagotchi is our trade name. I am sorry for the children who've bought copies or fake products which are not up to our high standard. There are four or five fakes sold, to each original Tamagotchi.

**CVG: When you came up with the idea, did you think of it first as a key ring?**

Aki Maita: It was a pet first.

**CVG: How long did it take to think of it?**

Aki Maita: It took two to three months. I had an idea in my mind to produce things that were trendy and popular with the people. I kept the idea for about two or three months before telling people. Even now I talk to teenagers about products.

**CVG: What did you play with when you were a kid?**

Aki Maita: I had a tricycle, china dolls and Lego. Also the early TV games

with tennis and hockey.

**CVG: And what do you think will be the equivalent of virtual pets in ten years' time?**

Aki Maita: It's a very difficult question to answer. Everything in Japan is going compact - we've had the telephone and now there's the wristwatch telephone.

**CVG: And what are you working on for Bandai now?**

Aki Maita: The future? It's top secret, but I have several ideas!

Here's what we know of the new Tamagotchi-licensed product for '98. A camera which imprints your picture with virtual pet characters. It could come to the UK this year. In Japan, Angelgotchi will go on sale this month and DigiMon, the pet monsters which you can link and battle with a friend, are out next month. The question is, will a Teletubbie-crazed Britain still be interested?

### 2 (funtastic) BANDAI FACTS

- Did you know? In 1967 Bandai sponsored Gerry Anderson's Thunderbirds show when it aired in Japan. Fascinating!
- Can you believe? A whopping 16 million Tamagotchis were sold in Japan last year and 28 million will have been sold by March. Ker-ching!

## THE RED-HOT RUMOURS. THEY'LL THAW YOUR ASS

•**X-Men Vs Street Fighter** is being renamed *X-Men Vs Street Fighter EX* when it appears on the PlayStation. This is because of a major difference in the game, where you can no longer switch between characters during a fight. Only when the first member of your twosome is dead are you able to control the second!

•**GT Interactive seem pretty sure** that *Quake* WILL be released on the PlayStation this year. They still haven't decided on a developer, but *Rage* (developers of Saturn *Doom* and PlayStation *Hexen*) and more recently *Aardvark* (*Duke Nukem* on PlayStation) are the most likely candidates.

•**An add-on-pack for PC Grand Theft Auto** is in the works. Rather than release a sequel, DMA and BMG will release a city at a time. The first of the series is likely to be based around London.

•**WipEout 3 is not in development** at the present. Sources at Psygnosis say they've done all they can with the game at the moment, and are awaiting new technology (namely PlayStation 2) before the series continues.

•**The latest news on who's got** development kits for the new Sega console. Core are now definitely confirmed, and Psygnosis are apparently quite keen to have a look

at what the machine can do.

•**Konami are working on ISS Pro Deluxe** on the PlayStation.

•**It's been rumoured for ages, but** apparently a movie based on *Doom* is back on the cards, and will go into production shortly. And finally...

•**The casting of the Tomb Raider** movie seems to change every week. The plot however, will focus on Lara's first adventure, with the action starting when Lara's plane crashes, which she mentions in most of her interviews. The movie will open around the same time as the fourth Indiana Jones film.

## READERS MOST WANTED CHART

Their predecessors having finally arrived and already you lot are demanding sequels to them! Typical.

1	RESIDENT EVIL 2	PS
2	TEKKEN 3	PS
3	ZELDA 64	N64
4	GRAN TURISMO	PS
5	HOUSE OF THE DEAD	SAT
6	YOSHI'S STORY	N64
7	BURNING RANGERS	SAT
8	TOMB RAIDER 3	PS
9	NEW SEGA CONSOLE	SEGA
10	VIRTUA FIGHTER 3	SAT

Others just missing the top slots are, *Time Crisis 2*, *Mario 64 2*, *Lylat Wars 2*, and numerous Capcom fighting games across all the formats. Sequels! It's all you lot want isn't it? There were yet more people trying to be incredibly funny by sending in yet more requests for *Sim Kebab Shop*. It's just not funny anymore, so stop it. A 3D *Ghostbusters* game? Yeah, like it. And a *Dawn of the Dead* game would be cool. Perhaps Capcom could return the favour to George Romero for directing the *Res Evil* movie. And the weirdest request was a genuine enquiry asking what happened to Oz Browne after his one issue comeback. For the answer to that watch 'The Y Files' on Live TV and read some Titan Books, especially 'The making of Spawn'. Oz might have had a part in that one.

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## UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
2	3	FINAL FANTASY VII	PLAYSTATION	SONY
3	2	TOMB RAIDER 2	PLAYSTATION	EIDOS
4	6	DIDDY KONG RACING	NINTENDO 64	THE GAMES
5	NE	QUAKE 2	PC CD-ROM	ACTIVISION
6	8	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
7	5	TIME CRISIS	PLAYSTATION	SONY
8	4	TOMB RAIDER 2	PC CD-ROM	EIDOS
9	NE	CRASH BANDICOOT 2	PLAYSTATION	SONY
10	NE	GRAND THEFT AUTO	PLAYSTATION	BMG
11	14	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
12	7	ACTUA SOCCER 2	PLAYSTATION	GREMLIN
13	9	GOLDENEYE	NINTENDO 64	THE GAMES
14	12	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
15	11	CROC	PLAYSTATION	EA
16	13	FIFA '98: ROAD TO WORLD CUP	PC CD-ROM	EA
17	15	GRAND THEFT AUTO	PLAYSTATION	BMG
18	12	BLADE RUNNER	PC CD-ROM	VIRGIN
19	20	RESIDENT EVIL: DIRECTORS CUT	PLAYSTATION	VIRGIN
20	10	C&C RED ALERT	PLAYSTATION	VIRGIN

## 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	QUAKE	SEGA
2	DUKE NUKEM	SEGA
3	STEEP SLOPE SLIDERS	JVC
4	BUST-A-MOVE 3	ACCLAIM
5	TETRIS PLUS	JVC

### SATURN IMPORT TOP 5

1	SHINING FORCE 3	SEGA
2	WINTER HEAT	SEGA
3	J-LEAGUE SOCCER	KONAMI
4	TAMAGOTCHI PARK	BANDAI
5	PANZER RPG	SEGA

### PLAYSTATION U.K. TOP 5

1	GRAN TURISMO	SONY
2	COOL BOARDERS 2	SONY
3	NAGANO OLYMPICS	KONAMI
4	BREATH OF FIRE 3	OCEAN
5	THEME HOSPITAL	EA

### PLAYSTATION IMPORT TOP 5

1	RESIDENT EVIL 2	CAPCOM
2	XENO GEARS	SQUARE
3	TENCHU	SONY MUSIC
4	OVERBLOOD 2	RIVERHILLSOFT
5	ULTRAMAN	BANPRESTO

### PC TOP 5

1	QUAKE 2	ACTIVISION
2	AGE OF EMPIRES	MICROSOFT
3	TOMB RAIDER 2	EIDOS
4	ULTIMA ONLINE	EA
5	MYTH: THE FALLEN LORDS	EIDOS

### NINTENDO 64 IMPORT TOP 3

1	YOSHI'S STORY	NINTENDO
2	WILD CHOPPERS	SETA
3	WCW VS NWO	THQ

### 16 BIT TOP 3

1	FIFA '98	MEGADRIVE/ SNES
2	TETRIS ATTACK	SNES
3	LOST WORLD	MEGADRIVE

### ARCADE TOP 5

1	TEKKEN 3	NAMCO
2	SAMURAI SHOWDOWN 64	SNK
3	SF3: SECOND IMPACT	CAPCOM
4	LIBERTO GRANDE	NAMCO
5	EHRGEIZ	NAMCO/SQUARE

## JAPANESE MULTI-FORMAT SALES TOP 10

1	J-LEAGUE PRO SOCCER CLUB 2	SATURN
2	GALLOP RACER 2	PLAYSTATION
3	DIDDY KONG RACING	NINTENDO 64
4	EINHANDER	PLAYSTATION
5	MINI CAR RACING	PLAYSTATION
6	DEVIL SUMMONER: SOUL HACKERS	SATURN
7	POCKET MONSTER	GAMEBOY
8	POWER DOLL 2	PLAYSTATION
9	EVERYBODIES GOLF	PLAYSTATION
10	TAMAGOTCHI 2	GAMEBOY

## AMERICAN MULTI-FORMAT SALES TOP 10

1	DIDDY KONG RACING	NINTENDO 64
2	NFL QUARTERBACK CLUB '98	NINTENDO 64
3	GOLDENEYE 007	NINTENDO 64
4	CRASH BANDICOOT 2	PLAYSTATION
5	FIGHTING FORCE	PLAYSTATION
6	MADDEN NFL '98	NINTENDO 64
7	BUSHIDO BLADE	PLAYSTATION
8	FINAL FANTASY VII	PLAYSTATION
9	SF EX PLUS ALPHA	PLAYSTATION
10	NFL GAMEDAY '98	PLAYSTATION

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

1	QUAKE 2	PC CD-ROM
2	QUAKE	PC CD-ROM
3	X-MEN VS STREET FIGHTER	SATURN
4	STEEP SLOPE SLIDERS	SATURN
5	GRAND THEFT AUTO	PC/PLAYSTATION

computer  
and  
video  
games



## CVG'S 15 CRAPPIEST GAME TITLES EVER

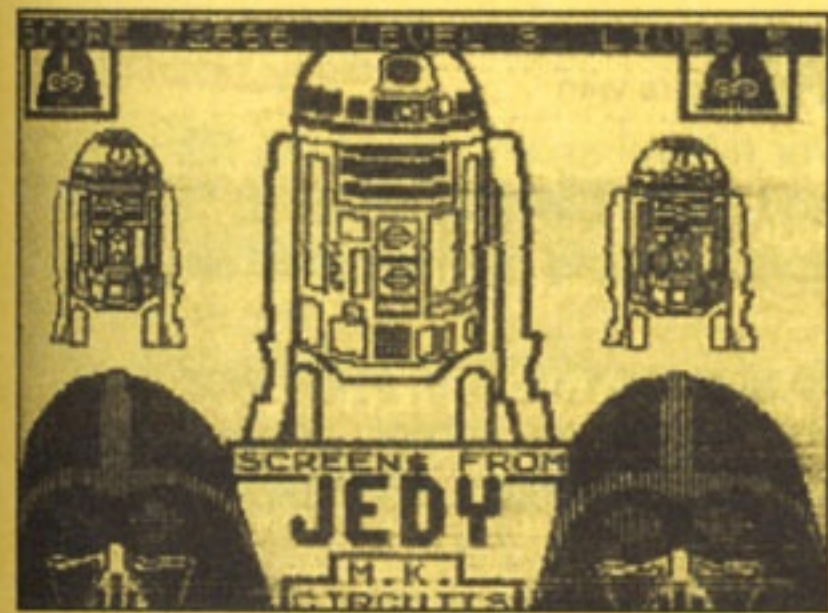
- 1 GREEN DOG: THE BEACHED SURFER DUDE
- 2 RINGS OF POWER
- 3 TOILET KIDS (NO REALLY!)
- 4 LYLAT WARS
- 5 CYBER EGG BATTLE CHAMPION
- 6 MAGICAL FLYING HAT TURBO ADVENTURE
- 7 LINDA CUBE: AGAIN!
- 8 SLOT MACHINE - COMPLETE CONQUEST CRANKY PRO!
- 9 PO'ED
- 10 BANJO AND KAZOOIE
- 11 DANGEROUS SEED
- 12 EARNEST EVANS
- 13 FRANK THOMAS BIG HURT BASEBALL
- 14 VIRTUAL ON: ORATORIO TANGRAM
- 15 TREVOR MCFUR IN CRESCENT GALAXY

Keith Ainsworth's

# Retro Computer Ranch

**G**reetings! The retro page is under new management. Allow me to introduce myself, me llamo esta Keith Ainsworth. I publish Britain's best retro fanzine, *Retrogamer*. As I've been reading CVG for more than many of you have been alive I'm completely chuffed to be writing in its sacred pages.

While carrying out research for *Retrogamer* I come across many obscure companies and games. One thing all the early software houses had in common was a complete disregard for copyright. This ranged from ripping off a hit coin-op to naming their game after some famous character or brand.



Return of the Jedi eh? What next the Ampire Strikes Back?

Another game that feels familiar is a game by Arcade Software called *Raiders of the Lost Ring*.

Then there are thinly disguised arcade clones. Mikro-Gen produced *Galakzions* and *Defendar*. Can you guess what games these are?

Alligata released the excellent *Defender* clone, *Guardian*, for the Commodore 64. Just to hit home which game this was based on the advert had the words 'DEFEND' OR DIE! at the top of the page. Mmmm.

The popularity of *Donkey Kong* can be seen in the amount of clones produced for it. The titles were pure exercises in jiggling the letters around. Amongst others we had *Crazy Kong*, *Krazy Kong*, *Zany Kong*, *Donkey King*, *Dinky Kong* and *Kongo Kong*.

How about making the name of your game unpronounceable? That will be good for sales. *Quetzalcoatl* by Virgin Games, *Nonterraqueous* by Mastertronic, *Myla Di'Kaich* by Global and *Kobayashi Ag'Kwo* from Zenobi don't really trip off the tongue do they?



Other companies went for dreadful puns. Bug Byte's *Another Vic in the Wall* was a *Breakout* clone for the Vic-20. How about a game featuring a Russian wizard? Bug-Byte called their game *Sodov the Sorceror*.

Software companies had wacky names too. Two of my favourites are *Don't Ask Software* and (the fairly famous) *Romantic Robot*.

The platformer, *Great Gianna Sisters*, from German company Rainbow Arts had to be withdrawn. Change *Great* to *Super*, *Gianna* to *Mario* and *Sisters* to *Bros* and you'll realise why Nintendo weren't too keen on it. Excellent game though.

Because many adventure games had to be creative on a descriptive level, they frequently had inspired titles. These include *Bored of the Rings* by Delta, *Homicide Hotel* by



Allens + Guns + Footballs = Guardian. What a combination!

Wallsoft, *One of our Wombats is Missing* by Zenobi and *The Gerbil Riot of '67* from the The Guild.

Artic Computing produced many excellent chess programs for the Spectrum, then tried something different with *Death Chess 5000*. Just how dangerous can chess be? The program turns the pawns into tanks and the queens into missile launchers. The new rules mean that when you attempt to take an opposing piece you go to an arcade sequence. If you win you can take the piece, if not you lose your own. Wacky.

Violent themes often give rise to well over the top names. Some fave titles are *Brad Blasts The Galactic Barbarians* by Express software, *Butch Hard Guy* by Advance, *Call Me*

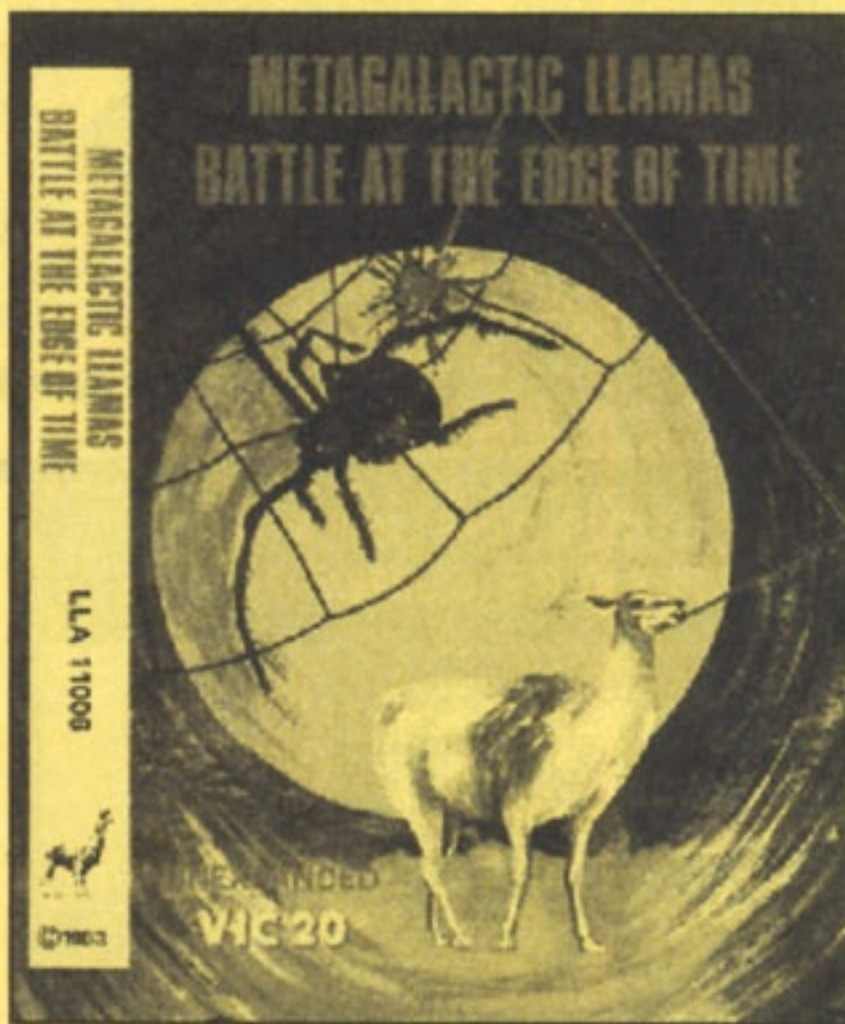


No wonder Paul was reluctant to show us his photo album.

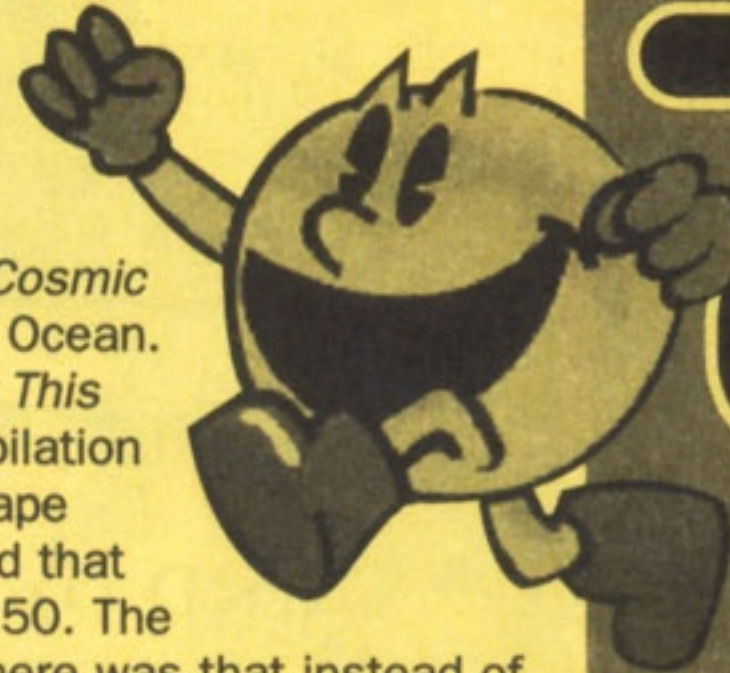
*Psycho* by Pirate and *Cosmic Wartoad* by Ocean.

*Don't Buy This* was a compilation Spectrum tape from Firebird that sold for £2.50. The difference here was that instead of being a collection of excellent games, it contained the five worst (but funniest) games ever sent to Firebird. Even the names of the authors were removed from the games. Inexplicably the tape sold very well.

My last title is also a groovy game. Only the imagination of Jeff Minter could have come up with: *Metagalactic Llamas Battle at the Edge of Time*.



Could this be the best game name of all time? We think so.



## INTERNET ELITE

There are a wealth of Internet sites dedicated to old video games. Type in Classic Video Games at a search engine and you'll get millions of links. So to narrow things down for you, here are some sites I've found to be the most rewarding.

Greg Chance's pages cover just about everything you'll want on the console front, including some emulator ROMs and instruction manuals for hundreds of games (handy as instruction booklets always seem to get lost)... Have a browse through some of these:

<http://www.sponsor.net/~gchance/>

This Norwegian site is the main depository for everything Sinclair-wise...

<ftp://ftp.nvg.unit.no/pub/sinclair>

The Classic Game Nexus is worth mentioning on this page again, as although it is just links and no content it will guide you quickly to whatever area you want...

<http://fly.hiwaay.net/~lkseitz/cvg/nexus/>

If you thought you had a good game collection, look here. Sean Kelly has posted two pictures of the garage where he stores his collection. Shelves of carts and game boxes as far as the eye can see...

<http://www.xnet.com/~skelly/Images/collect1.jpg>

Lastly for more retro articles and some rare nostalgic pictures go to the *Retrogamer* fan page on...

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

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

## CABIN FREEPLAY CLASSIFIED

**Retrogamer Issue 13 is out now! It features a profile of the Vectrex console plus a run down of the third party games produced for the Mattel Intellivision by Activision, Imagic, Parker and Atari. The big competition inside means you could win a brand new Nintendo Virtual Boy console plus two games! Send £1.50 to Keith Ainsworth, 52 Kingfield Rd, Orrell Park, Liverpool, L9 3AW.**

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

# TIPS



Plain polygon graphics  
**VIRTUALLY VIRTUAL**  
New sound effects  
**SWAP SHOP**  
Big wheels  
**LITTLE WHEELZ**  
Hovering cars  
**PI MAN**  
Helicopter view  
**ZOOM LENSE**  
Commentator faces  
**BOX CHATTER**  
Four new tracks  
**BILLY BONUS**  
Rains frogs  
**CATS DOGS**  
Skip to round 16  
**OEAN ALESI**  
Win all arcade races  
**TOO EASY**

## MDK

For a level select, go to the title screen and press **Left, C, T, Up, S**. The new option should then become available.

To give yourself free items whenever you need them, simply press these button sequences while playing.

Mortar  
**Left, L1, T, S, Right, C, Left, Left**  
Sniper Grenade  
**Up, S, L1, Left, C, T, S**  
Super Chain Gun  
**Left, L1, Down, S, T, Up, Down**  
Homing Sniper Grenade  
**Left, Up, X, T, L1, L1, Right**  
Hand Grenade  
**T, C, S, S, L1, Right**  
Dummy Decoy  
**X, L1, Right, C, X, Up, S**  
Cow  
**Up, Down, Down, L1, Right**  
Thumper  
**Down, Up, Left, Left, T, Up, Right, Down**  
Twister  
**Down, L1, S, T, Right, Up, X**  
World's Most Interesting Bomb  
**Down, Right, C, C, Left, Left, Up, S, T**  
Airstrike  
**Down, Up, C, Down, Up, Down, L1**

## V-RALLY

On the Infogrames logo screen right at the start of the game, quickly press **Up, Down, then Triangle+Circle together**. "Lock Off" should appear on the screen to let you know that the cheat mode is on. Now you can enter any of these codes to get extra modes. Make sure you hold the second button listed in each cheat right until you've chosen the language you're going to use.

No time limit  
**Left+L1**  
Narrow tracks  
**Left+L2**  
Restart in Arcade Mode  
**Left+R2**

You can also send any tips or guides to this Email address. We don't want big lists of old cheats you've copied out of a free tips book, and funnily enough we don't need any that have been copied out of our own mag. If you send a really good tip, we'll send you a free game of your choice in return.  
**TIPS.CVG@ECM.EMAP.COM**

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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



button and step forward once. Now step backwards once, turn around three times on the stop and finally jump forwards (exactly the same as the weapons cheat, except you jump forward at the end. Just in case you hadn't noticed).

By the way, it's still possible to do the hidden handstand move from the first *Tomb Raider*. When you're pulling yourself up to a higher ledge, hold the walk button. Lara will get to the top and go into a slow handstand which has no benefits whatsoever, other than looking cool.

If you ever run out of flares and are really desperate for one, simply get your guns out and press the flare button. Magic! You can do this whenever you need to. Thanks to **Steven Brown from West Lothian** for that.

**Steven Brown** also knows how to relight a flare. Throw one into a section of water that is too deep to walk in. When it goes out, jump into the water and pick it up to make it relight.

**Steven Brown** must have got a bit bored while playing *Tomb Raider 2* because he's found a way to keep doors shut for a few extra seconds. When you put a door key in a lock,

hold a sidestep button and get your guns out while Lara is turning the key. Sidestep away from the lock and the door will stay closed until you go right up to it. Wow!

## TOCA TOURING CAR

To use these cheats just enter one of the codes as your driver name in Single Race or Time Attack mode. Tiff will say "Cheat mode enabled!" and you'll get to enter your real name straight after.

All courses (including Lava Land)

**JHAMMO**  
Two bonus vehicles  
**CMGARAGE**  
Double speed cars  
**XBOOSTME**  
Helicopter view  
**CMCOPTER**  
Go-kart view  
**CMCHUN**  
Micro Machines view  
**CMMICRO**  
Trackside view  
**CMFOLLOW**  
Multi-coloured fog  
**CMDISCO**  
Starry sky  
**CMSTARS**  
Cartoon sky  
**CMTOON**  
Low gravity  
**CMLOGRAV**  
Rain goes upwards  
**CMRAINUP**  
No collision detection  
**CMNOHITS**

## FORMULA 1 '97

These cheats need to be entered as your driver name to get them to work.

THE LEGEND OF LOMAS



Christmas always takes a lot out of me. This year it took my soul. I am now left with a giant void in my life which can only be filled with some magnificent gaming tips and hints. I will compress the best into a replacement personality then insert it into my bald shell, letting me get back into everyday life. So please, give me tips. ping!

## PLAYSTATION

### TOMB RAIDER 2

You've all been desperate for *Tomb Raider 2* cheats since the day it came out. So for those who want to ruin the game for themselves, here they are.

To give yourself all the weapons, get a flare out then hold the walk button and step forward once.

Now step backwards once, turn around three times on the spot and finally jump backwards.

To skip levels, get a flare out then hold the walk



**Debug Mode**  
**Left, Right**

The Debug Mode is of no real use to you, so don't go writing in to ask what it does.

**G-POLICE**

Some nice reader with very spidery writing sent in a list of codes and cheats for *G-Police* but didn't include their name. Or maybe we lost it. Either way, thanks whoever you are.

For infinite ammo, go to the weapon screen and hold **Left+L2+R1+Circle** at the same time.

For infinite shields, go to the briefing screen and hold **Left+L1+R2+Circle** at the same time.

These cheat passwords give you hidden modes.

**PANTALON**

Secret training missions.

**SUPACAM**

The camera follows destroyed enemy ships.

**WOOWOO**

Gives you a siren. Press **Hover Up+Air Brake** to turn it on or off.

**BENIHILL**

Super-fast civilian vehicles.

And here are codes for the various missions.

**CAMPAIGN 1**

- 2 **KJOXAAAA**
- 3 **UIXZAAAA**
- 4 **MKFHRFAA**
- 5 **WHLTMIAA**

**CAMPAIGN 2**

- 6 **YITSRFAA**
- 7 **UWCQAAAA**
- 8 **MYKXQFAA**
- 9 **YIOQMIAA**
- 10 **CJWGRFAA**

**CAMPAIGN 3**

- 11 **IKFNIVDA**
- 12 **GVFSAAAA**
- 13 **MGIZAAAA**
- 14 **EQGRFAA**
- 15 **QSTZMIAA**

**CAMPAIGN 4**

- 16 **EEIQRFAA**
- 17 **CHYRAAAA**
- 18 **UGZKAAAA**
- 19 **KFPGRFAA**
- 20 **YCQGNIAA**

**CAMPAIGN 5**

- 21 **IAINTHOD**
- 22 **JONRITZ**
- 23 **CLAIREC**
- 24 **STVEBOT**
- 25 **ANGUSF**

**CAMPAIGN 6**

- 26 **EUANLEC**
- 27 **EDFIRE**
- 28 **STUBOMB**
- 29 **THONBOY**
- 30 **JIMMAC**

**CAMPAIGN 7**

- 31 **PUGGER**
- 32 **ROSSCO**
- 33 **CAKEBOY**

- 34 **NIKNAK**
- 35 **SAGLORD**

**RAPID RACER**

These cheat codes should be entered as your name. The underscore ("\_") represents a blank space.

All boats

**\_BOA**

Duck mode

**\_QAK**

Hurricane boat

**HURR**

Play all streams

**\_STR**

Open all day tracks

**\_DAY**

Open all night tracks

**\_NIT**

Open all mirror tracks

**RRIM**

Open all fractal tracks

**FRAC**

Winner

**WINR**

**RESIDENT EVIL: DIRECTOR'S CUT**

**DJ Dirty's** back, and he's written to tell everyone about a cheat for *Resident Evil: Director's Cut*. On the level setting, go to Advanced and hold Right until it goes green. Now, whenever you pick up an item in the game it'll be worth double its usual value.

**SATURN**

**STEEP SLOPE SLIDERS**

SSS has loads of hidden characters and courses. You get the first four hidden boarders by getting top trick scores and times (you'll be told when you collect them). Once you've all four you get to use these cheats for more bonuses. You may need to save your game and restart before they work properly.

**CHARACTERS**



Girl in glasses  
**Hold L and choose the Boy**



Dog  
**Hold L and choose Baldie**



Rocket Car  
**Hold L and choose the Racer**



UFO  
**Hold L or R and choose the Alien**



Anime Girl  
**Hold R and choose the Boy**



Penguin  
**Hold R and choose Baldie**



Pixel man  
**Hold R and choose the Racer**

**COURSES**



Asteroid Belt  
**Hold L+R and choose Extreme 00**



Death Star Trench  
**Hold L+R and choose Extreme 01**



South Pole  
**Hold L+R and choose Extreme 02**



Wireframe Half Pipe  
**Hold L+R and choose Extreme 03**

**NINTENDO 64**

**GOLDENEYE**



**Gerrard Thornton from Manchester** has figured out a way of using more than one version of the same character in multiplayer mode. This means you can have loads of Bonds in one game!

First off, set the number of players to four in the options screen and go to the character select screen. Player four should now choose whoever you want to all play as (we'll use Bond as the example here). The other three players should pick anyone else. Now change the number of players to three and go back to the character select screen. Player three should now pick Bond and the other two pick anyone else. Change the number of players to two and go to the character select screen again. Now player two needs to pick Bond and player one picks whoever they're going to play as. Finally change the number of players back to four and players two, three and four will all be James Bond! Nice one Gerrard.

# FREEPLAY

# HIGH SCORES



**A**re you the best gamer in the world? You reckon? We don't believe you. Prove it.

Send us your highest scores for the latest and greatest games and we'll give you instant celebrity status.

## HIGH SCORES, CVG,

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

### TIME CRISIS (PLAYSTATION)

**STORY MODE** 12'05"83  
**Daryl Morris, Essex**

**TIME ATTACK**  
Stage 1 2'49"20  
**Matthew Hopkins (MAT), Crewe**  
Stage 2 3'48"60  
**Daryl Morris, Essex**  
Stage 3 5'06"53  
**Daryl Morris, Essex**

**PLAYSTATION MODE**  
1-2A-3A-4A 9'17"16  
**Daryl Morris, Essex**  
1-2A-3B-4B 9'39"53  
**Matthew Hopkins (MAT), Crewe**  
1-2A-3B-4C 10'32"80  
**Matthew Hopkins (MAT), Crewe**  
1-2B-3B-4B 9'29"66  
**Matthew Hopkins (MAT), Crewe**  
1-2B-3B-4C 9'14"00  
**Matthew Hopkins (MAT), Crewe**  
1-2B-4C 6'27"33  
**Matthew Hopkins (MAT), Crewe**

### V-RALLY (PLAYSTATION)

**EASY**  
Corsica 47"64  
**Craig Gemmell, Ayr**  
Indonesia 56"04  
**Craig Gemmell, Ayr**  
Spain 55"16  
**Craig Gemmell, Ayr**  
England 1'04"52  
**Craig Gemmell, Ayr**

**MEDIUM**  
Safari 58"44  
**Stephen Haigh (SRH), Reading**  
New Zealand 1'10"96  
**Stephen Haigh (SRH), Reading**  
England 51"44  
**Stephen Haigh (SRH), Reading**  
Corsica 52"44  
**David McDonnell, Wirral**  
Indonesia 1'00"20  
**David McDonnell, Wirral**  
Alps 1'10"56  
**Craig Gemmell, Ayr**

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

### DESTRUCTION DERBY 2 (PLAYSTATION)

Pine Hills Raceway 22"75  
**Daniel Webb (DAN), Chester**

Chalk Canyon 48"43  
**Matthew Hopkins (MCCLANE), Crewe**

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

Caprio County Raceway 21"23  
**Matthew Hopkins (MCCLANE), Crewe**

Black Sail Valley 30"07  
**Matthew Hopkins (MCCLANE), Crewe**

Liberty City 21"71  
**Matthew Hopkins (MCCLANE), Crewe**

Ultimate Destruction 30"51  
**Matthew Hopkins (MCCLANE), Crewe**

### SOUL BLADE (PLAYSTATION)

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

Special Weapon Survival Mode  
484 wins (Taki)  
**Keith Derby (WES), Runcorn**

### RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03  
**Alex Haas, Holland**

Game Complete  
(with Rocket Launcher) 01:24'29  
**Michael Lai, Liverpool**

### RAGE RACER (PLAYSTATION)

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

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

**OVERPASS CITY**  
Best Lap 1'12"717  
**Kuljeet Chauhan, Southall**  
Best Race 3'45"864  
**Kuljeet Chauhan, Southall**

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

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

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

**EXTREME OVAL**  
Best Lap 0'20"304  
**Adi Wells, York**  
Best Race 2'03"940  
**Adi Wells, York**

**EXTREME OVAL REVERSE**  
Best Lap 0'20"336  
**Adi Wells, York**

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

### TEKKEN 2 (PLAYSTATION)

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

### WIPEOUT 2097 (PLAYSTATION)

#### 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**

### RESIDENT EVIL (SATURN)

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

### SONIC R (SATURN)

**RESORT ISLAND**  
Best Lap 19"44  
**Sam Draris, Dorset**  
Best Race 1'00"40  
**Sam Draris, Dorset**  
Tag Mode 2'30"56  
**Sam Draris, Dorset**  
Balloon Mode 2'37"64  
**Sam Draris, Dorset**

**RADICAL CITY**  
Best Lap 34"12  
**Daniel Jaques, Leicester**  
Best Race 1'49"29  
**Daniel Jaques, Leicester**  
Tag Mode 4'32"64  
**Sam Draris, Dorset**  
Balloon Mode 1'35"24  
**Sam Draris, Dorset**

**REGAL RUIN**  
Best Lap 21"84  
**Sam Draris, Dorset**  
Best Race 1'07"92  
**Sam Draris, Dorset**  
Tag Mode 36"04  
**Sam Draris, Dorset**  
Balloon Mode 1'01"44  
**Sam Draris, Dorset**

**REACTIVE FACTORY**  
Best Lap 27"08  
**Daniel Jaques, Leicester**  
Best Race 1'24"48  
**Daniel Jaques, Leicester**

**RADIANT EMERALD**  
Best Lap 43"68  
**Daniel Jaques, Leicester**  
Best Race 2'39"00  
**Daniel Jaques, Leicester**

### SEGA TOURING CAR CHAMPIONSHIP (SATURN)

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

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

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

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

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

### MARVEL SUPER HEROES (SATURN)

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

### SONIC JAM (SATURN)

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

### SEGA RALLY (SATURN)

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

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

MOUNTAIN  
Best Lap 1'05"07  
**Nathan White (NAT), London**  
Best Race 3'17"62  
**Nathan White (NAT), London**

LAKESIDE  
Best Lap 1'06"01  
**Nathan White (NAT), London**  
Best Race 3'21"10  
**Nathan White (NAT), London**

### SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds  
**Sarah Cabry (GEM), Sheffield**

### SATURN BOMBERMAN (SATURN)

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

### VIRTUAL ON (SATURN)

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

### MANX TT (SATURN)

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

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

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

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

### VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode  
Rank 1 17,031,100  
**Ryan Carline (RYE), The Master, Chester**

### FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage  
3 Mins, Rentahero 26 Wins  
**Ryan Carline (RYE), The Master, Chester**  
7 Mins, Rentahero 53 Wins  
**Ryan Carline (RYE), The Master, Chester**  
15 Mins, Rentahero 140  
**"Buttons Boy" Jim, Isle Of Wight**

### CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack  
**Nathan White (NAT), London**  
0'08"632 Time Attack  
**Themis Bakas (ACE), Nunhead**

Sonic Into Dreams  
Level and boss complete 4'01"226  
**Ryan Carline (RYE), Chester**

### NIGHTS (SATURN)

Puffy beaten with 104 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 109 remaining  
**Themis Bakas (ACE), Nunhead**  
Gulpo beaten with 107 remaining  
**Brian Lelas (GMB)**  
Clawz beaten with 100 remaining  
**Nathan White (NAT), London**

678780 Points (Spring Valley)  
**James A. Thompson (JAT), Hull**

326 Link (Mystic Forest 1)  
**Nathan White (NAT), London**  
565420 (Mystic Forest)  
**Nathan White (NAT), London**

370 Link (Soft Museum 1)  
**Nathan White (NAT), London**

426Link (Splash Garden 1)  
**Nathan White (NAT), London**

379 Link (Frozen Bell 1)  
**Nathan White (NAT), London**  
826100 Points (Frozen Bell)  
**Nathan White (NAT), London**

157040 (Twin Seeds)  
**Nathan White (NAT), London**

### KING OF FIGHTERS '96 (SATURN)

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

### GOLDENEYE (NINTENDO 64)

FACILITY  
9999 kills in 82 minutes  
**Luostarinen Tatu, Helsinki, Finland**  
Best time 1'46  
**Luostarinen Tatu, Helsinki, Finland**

CONTROL  
9999 kills in 93 minutes  
**Luostarinen Tatu, Helsinki, Finland**  
Best time 8'14  
**Luostarinen Tatu, Helsinki, Finland**

BUNKER  
9999 kills in 78 minutes  
**Luostarinen Tatu, Helsinki, Finland**  
Best time 3'41  
**Luostarinen Tatu, Helsinki, Finland**

BUNKER 2  
321 kills in 11 minutes  
**Luostarinen Tatu, Helsinki, Finland**  
Best time 5'21  
**Luostarinen Tatu, Helsinki, Finland**

AZTEC  
9999 kills in 108 minutes  
**Luostarinen Tatu, Helsinki, Finland**  
Best time 8'21  
**Luostarinen Tatu, Helsinki, Finland**

### LYLAT WARS (NINTENDO 64)

Comea 205 **Steven Hunt (STE), Cheshire**  
M.E. 359 **Michael Lai, Liverpool**  
K.A. 221 **Michael Lai, Liverpool**  
S.X. 240 **Michael Lai, Liverpool**  
M.A. 166 **Michael Lai, Liverpool**  
A.G. 347 **Michael Lai, Liverpool**  
Venom 227 **Michael Lai, Liverpool**  
Total Score 1839 **Sami Somero, Finland**

### TUROK (NINTENDO 64)

Training Mode 2'37  
**Sam Vanhkonen, Finland**

### SUPER MARIO 64 (NINTENDO 64)

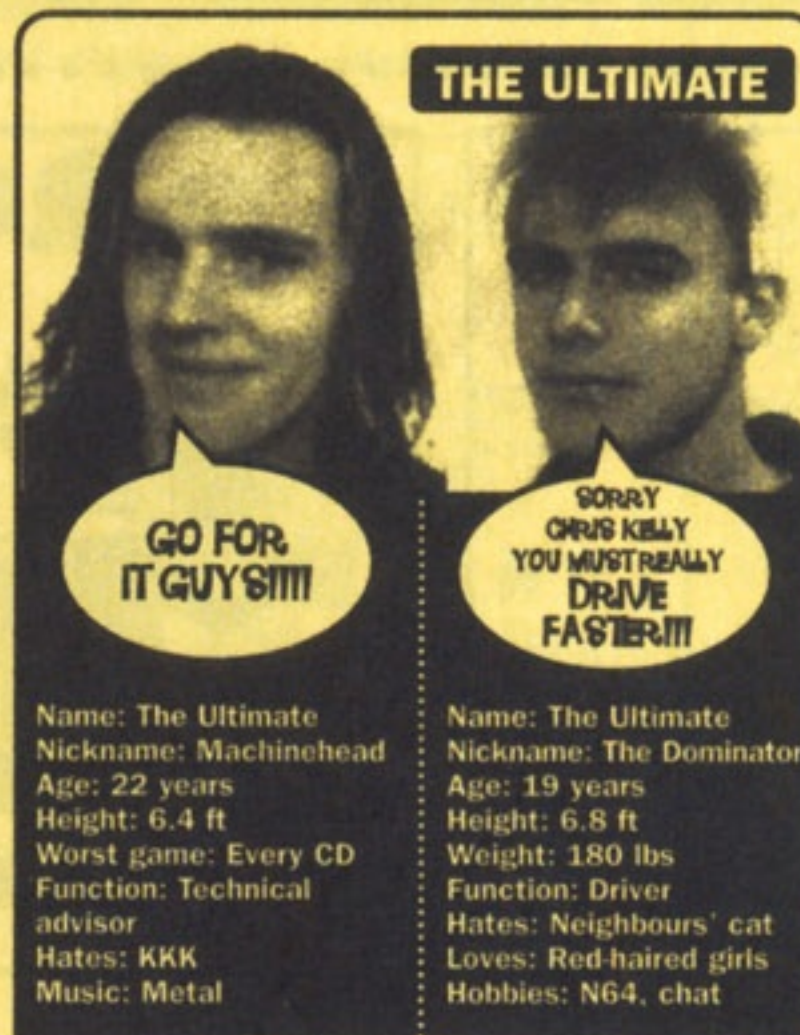
Koopa The Quick 17"0  
**Andrew Densley (ACD), Bath**  
Princess Slide 16"1  
**James Vincent, Co. Kildare**  
Level 13 180 coins  
**Michael Lai, Liverpool**

### SHADOWS OF THE EMPIRE (NINTENDO 64)

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

### MARIO KART 64 (NINTENDO 64)

A quite remarkable turn of events in the epic battle for *Mario Kart 64* high score supremacy. The two guys from The Netherlands known as "The Ultimate" have sent in a new list of lap records along with detailed profiles of themselves. Also included was a letter which read: "We have played enough *Mario Kart 64*. That is why you can have our game. It is also the ULTIMATE proof for the records we broke". And sure enough, in with the letter was their copy of *Mario Kart 64*! We were going to give



Name: The Ultimate  
Nickname: Machinehead  
Age: 22 years  
Height: 6.4 ft  
Worst game: Every CD  
Function: Technical advisor  
Hates: KKK  
Music: Metal

Name: The Ultimate  
Nickname: The Dominator  
Age: 19 years  
Height: 6.8 ft  
Weight: 180 lbs  
Function: Driver  
Hates: Neighbours' cat  
Loves: Red-haired girls  
Hobbies: N64, chat

it away in a competition, but unfortunately most of The Ultimate's high scores have been beaten by other readers. Instead we're sending the game back so that they can get in a bit more practice. Sorry guys, and good luck.

LUIGI RACEWAY  
Best Lap 27"05  
**Tatu Luostarinen (TJL), Helsinki, Finland**  
Best Race 1'27"66  
**George Papapetrou (GEO), London**

MOO MOO FARM  
Best Lap 24"97  
**Suman Miah (SUM), London**  
Best Race 1'17"86  
**Zack Papapetrou (ZAK), London**

KOOPA TROOPA BEACH  
Best Lap 26"69  
**Paul Svensson (AAH), Sweden**  
Best Race 1'23"95  
**Paul Svensson (AAH), Sweden**

KALIMARI DESERT  
Best Lap 34"27  
**David Hines (EYE), Doncaster**  
Best Race 1'49"58  
**David Hines (EYE), Doncaster**

TOAD'S TURNPIKE  
Best Lap 30"10  
**David Hines (EYE), Doncaster**  
Best Race 1'36"48  
**David Hines (EYE), Doncaster**

FRAPPE SNOWLAND  
Best Lap 5"52  
**David Hines (EYE), Doncaster**  
Best Race 25"98  
**Marios Papapetrou (MAZ), London**

CHOCO MOUNTAIN  
Best Lap 24"81

**Paul Svensson (AAH), Sweden**  
Best Race 1'21"63  
**George Papapetrou (GEO), London**

MARIO RACEWAY  
Best Lap 16"54  
**Paul Svensson (AAH), Sweden**  
Best Race 54"01  
**Tatu Luostarinen (TJL), Helsinki, Finland**

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

SHERBERT LAND  
Best Lap 33"89  
**David Hines (EYE), Doncaster**  
Best Race 1'42"82  
**David Hines (EYE), Doncaster**

ROYAL RACEWAY  
Best Lap 34"33  
**David Hines (EYE), Doncaster**  
Best Race 1'47"38  
**David Hines (EYE), Doncaster**

BOWSER'S CASTLE  
Best Lap 38"42  
**George Papapetrou (GEO), London**  
Best Race 1'57"54  
**George Papapetrou (GEO), London**

DONKEY KONG'S JUNGLE PARKWAY  
Best Lap 6"73  
**George Papapetrou (GEO), London**  
Best Race 38"74  
**David Hines (EYE), Doncaster**

YOSHI VALLEY  
Best Lap 9"33  
**Tatu Luostarinen (TJL), Helsinki, Finland**  
Best Race 1'14"62  
**David Hines (EYE), Doncaster**

BANSHEE BOARDWALK  
Best Lap 35"94  
**Paul Svensson (AAH), Sweden**  
Best Race 1'49"02  
**The Ultimate (TUL), The Netherlands**

RAINBOW ROAD  
Best Lap 1'17"98  
**David Hines (EYE), Doncaster**  
Best Race 3'57"47  
**David Hines (EYE), Doncaster**

### TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25  
**MC Okwuosa (MCO), Holloway**

### DEAD OR ALIVE (ARCADE)

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

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

### HOUSE OF THE DEAD (ARCADE)

Rank 1 66240, all hostages saved  
**Themis Bakas (ACE), Nunhead**

### VIRTUA STRIKER 2 (ARCADE)

Tournament won (Spain)  
22 goals scored, 2 goals conceded  
**Themis Bakas (ACE), Nunhead**

### TOP SKATER (ARCADE)

S Class29400, Course 1  
**Themis Bakas (ACE), Nunhead**

### SCUD RACE (ARCADE)

Beginner Night Race  
Best Lap 29"31  
**Paul Clays (P.C), Ostend, Belgium**  
Best Race 2'00"61  
**Paul Clays (P.C), Ostend, Belgium**



# 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!

Watcha! This month the drawinz section celebrates its 21st birthday and to celebrate we have a whole 2 pages dedicated to black and white artwork. Cowabunga!

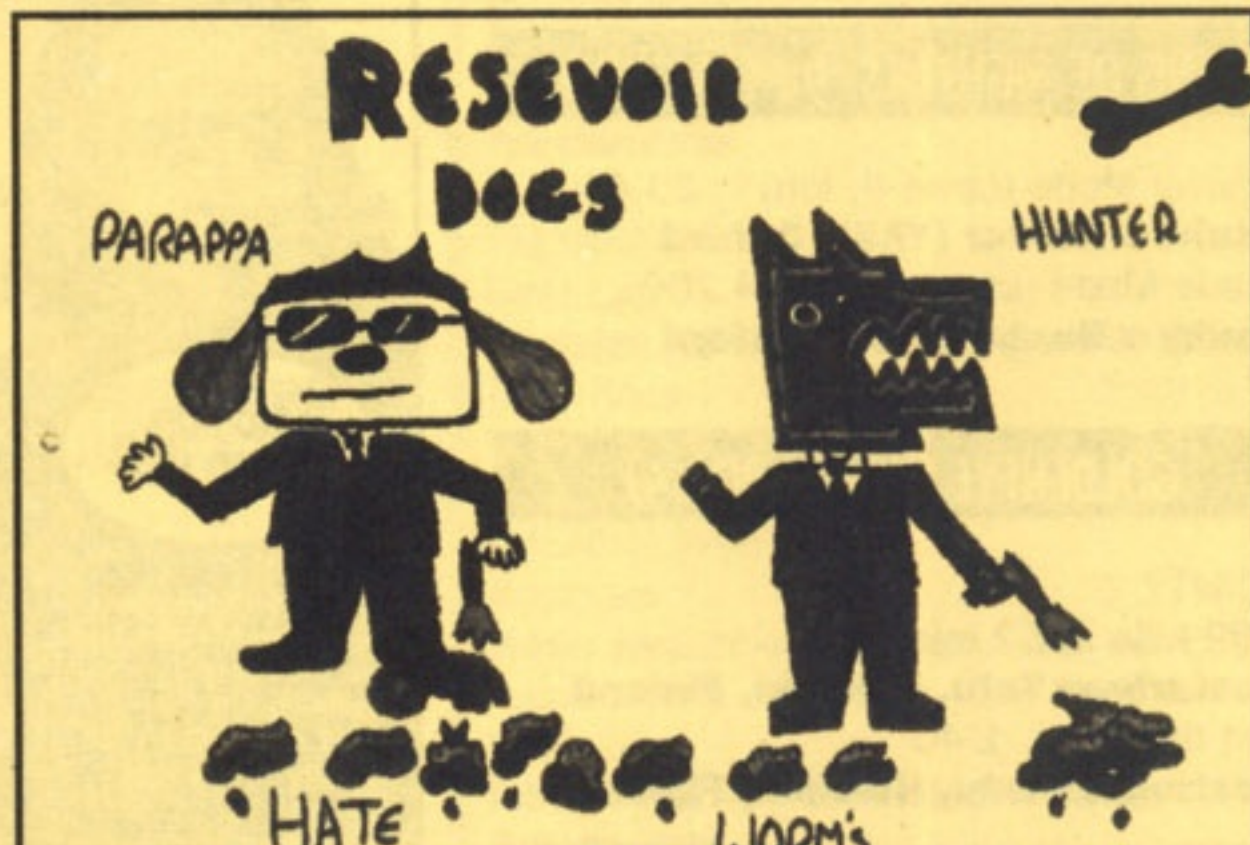
**G**reetings y'all, you may have noticed great changes to this section over the last 21 months. Of course, if you have noticed, you'd be wrong as it hasn't changed at all. Apart from the standard of artwork getting better each issue. Next month it'll be the 22nd drawinz, so back to the same old tripe.

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

drawinz wot you dun



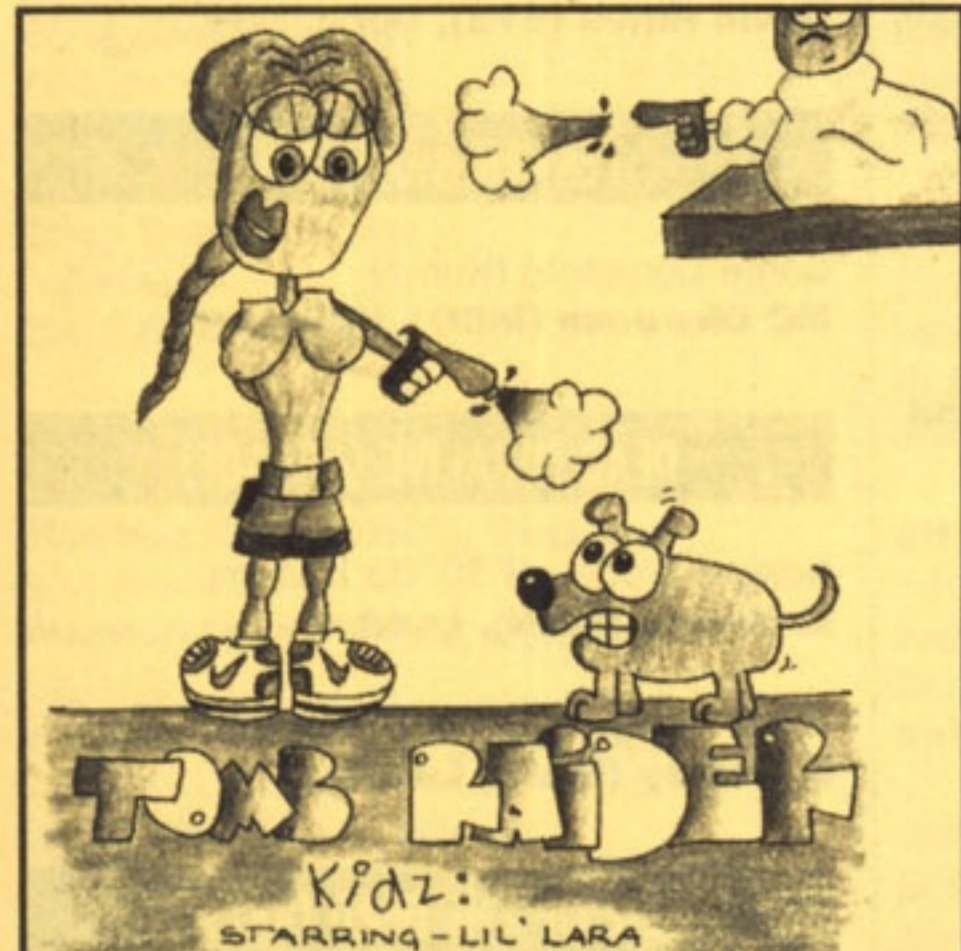
① What you talking about? My turds are the purest turds you could possibly imagine thanks Kevin Turner.



① Where are my glasses? I could get blood in my eyes. Nice idea though Alex Penning.



① Hello! I know some people have had enough of Lara, but not me! Woof-Woof. Thanks Danny Preston.



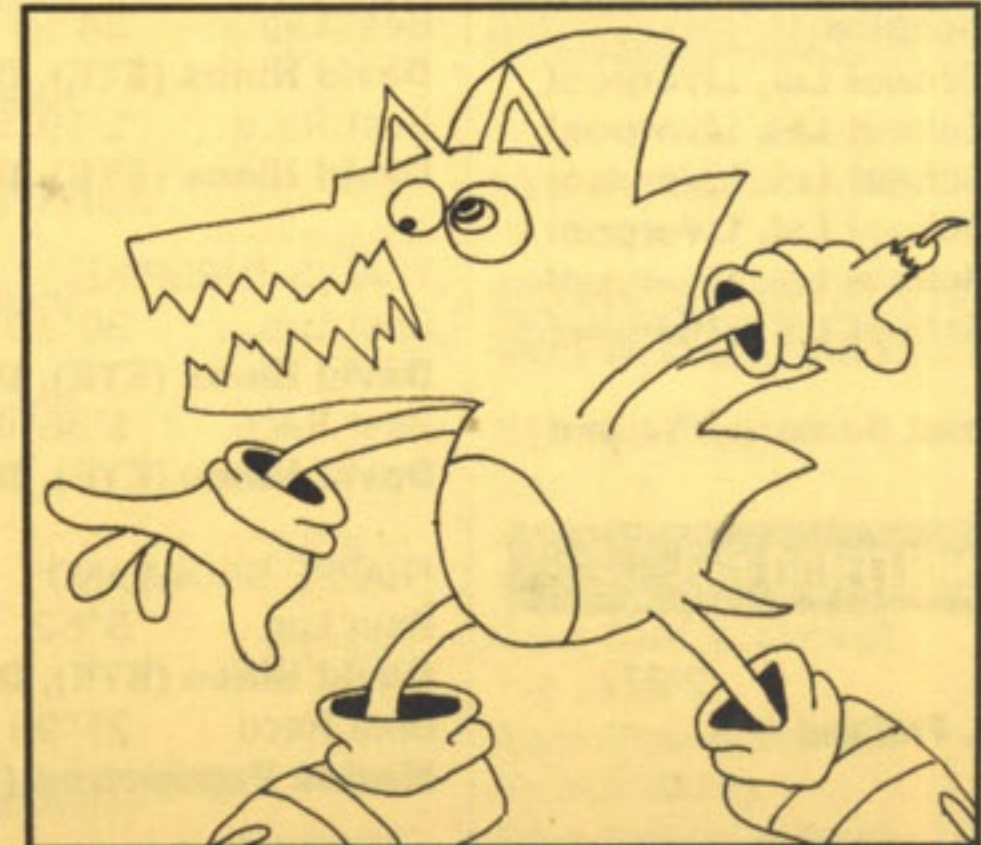
① I never ever want to see a 'kids' version of anything again, and that goes double for you Sega. Thanks to Tom Brydges for this illustration.



① Like I said before, I love Star Wars, but I don't want any more pictures of it. Let this be the last, Lawrence Wong.



① 'U rappin' bad'. Surely a bomb would make a bigger hole. Oh well...thanks to Tom Penith.



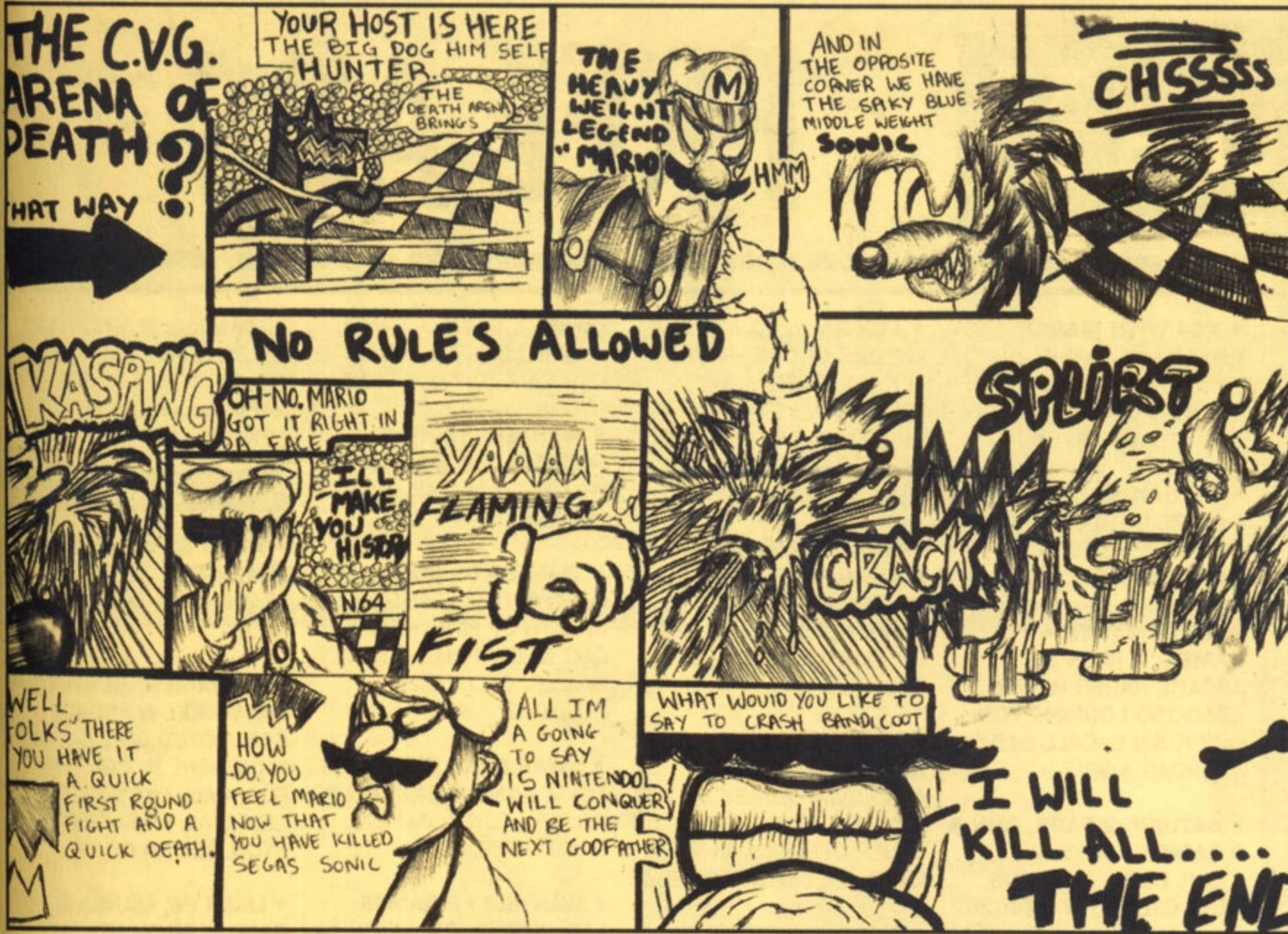
① Eek. What's this? An ugly cross-breed that's what, courtesy of Mr Penith.



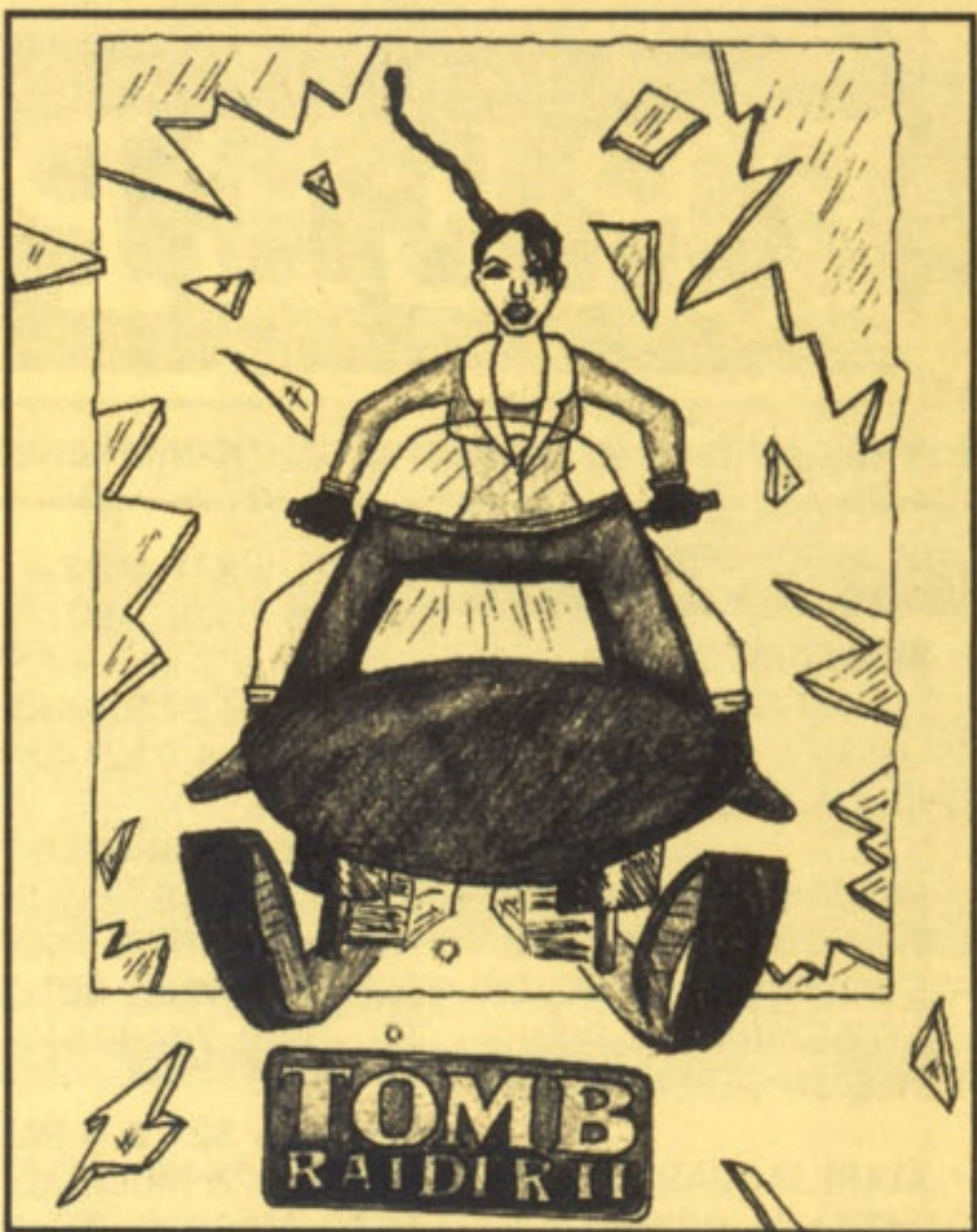
① Bomberman is boring. All he does is drop bombs all day - boring! So no more James cross.

FREEPLAY





④ The CVG arena of death actually exists. Each month we fight rival magazines to the death. This month we take on ONM and PlayStation Plus together in a 'rage-in-the-cage' style fight. Wahed Zarif.



④ Q: What do you get if you cross Alex Huhtala and Jaime Smith. A: You get Alex Smith the artist behind this drawing.



④ Cool art. Nice shadow effect, but you obviously got a bit bored on the left leg though. Thanks to Koon Wong.



④ The most eagerly awaited N64 game! We reckon it might be. Let's hope it's not boring, short, blurry, slow or rubbish. Vincent Bollins.



④ Copied Mario? I'll let you off. But we don't like copying in drawinz. Stian Stowler.



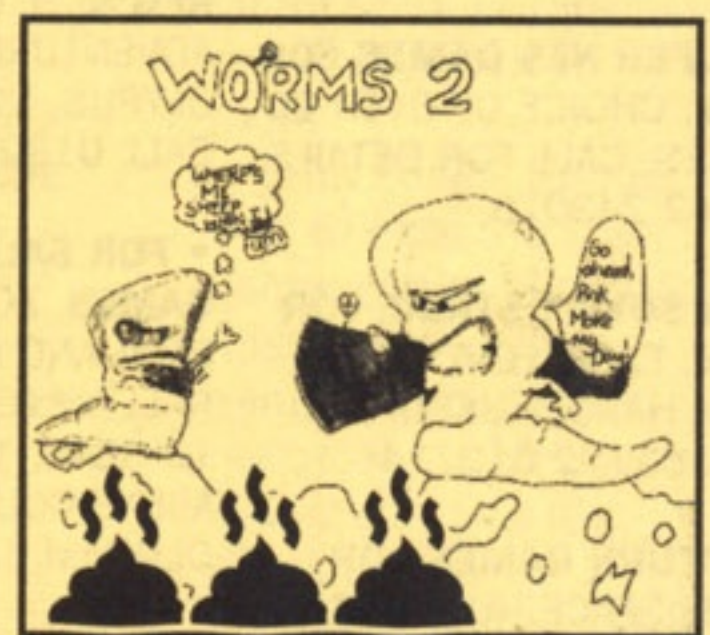
④ More breast, legs, bums, blood and killing please Mr Tom Brydges.



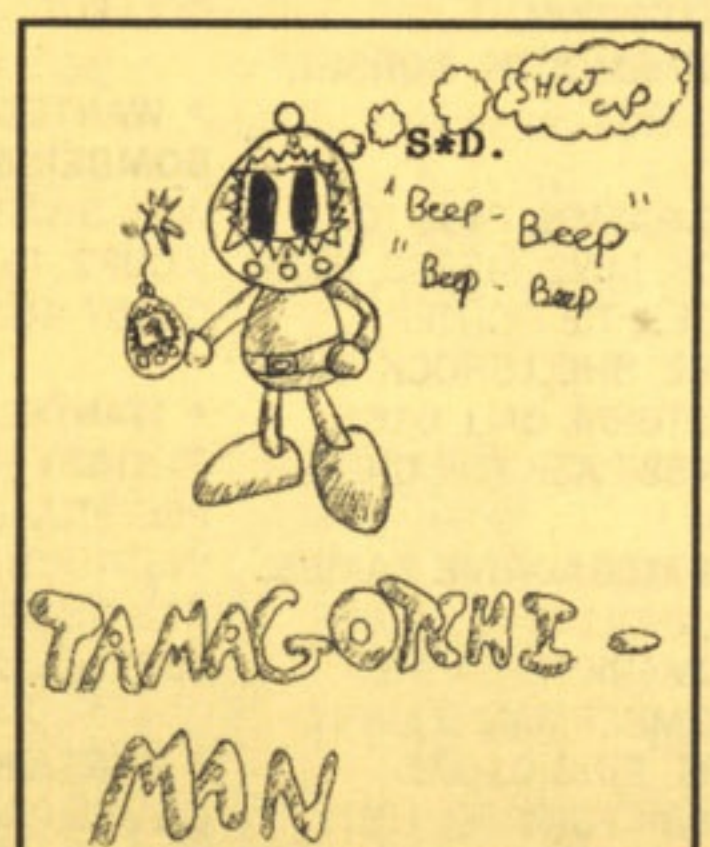
④ Cool art. Nice shadow effect, but you obviously got a bit bored on the left leg though. Thanks to Koon Wong.



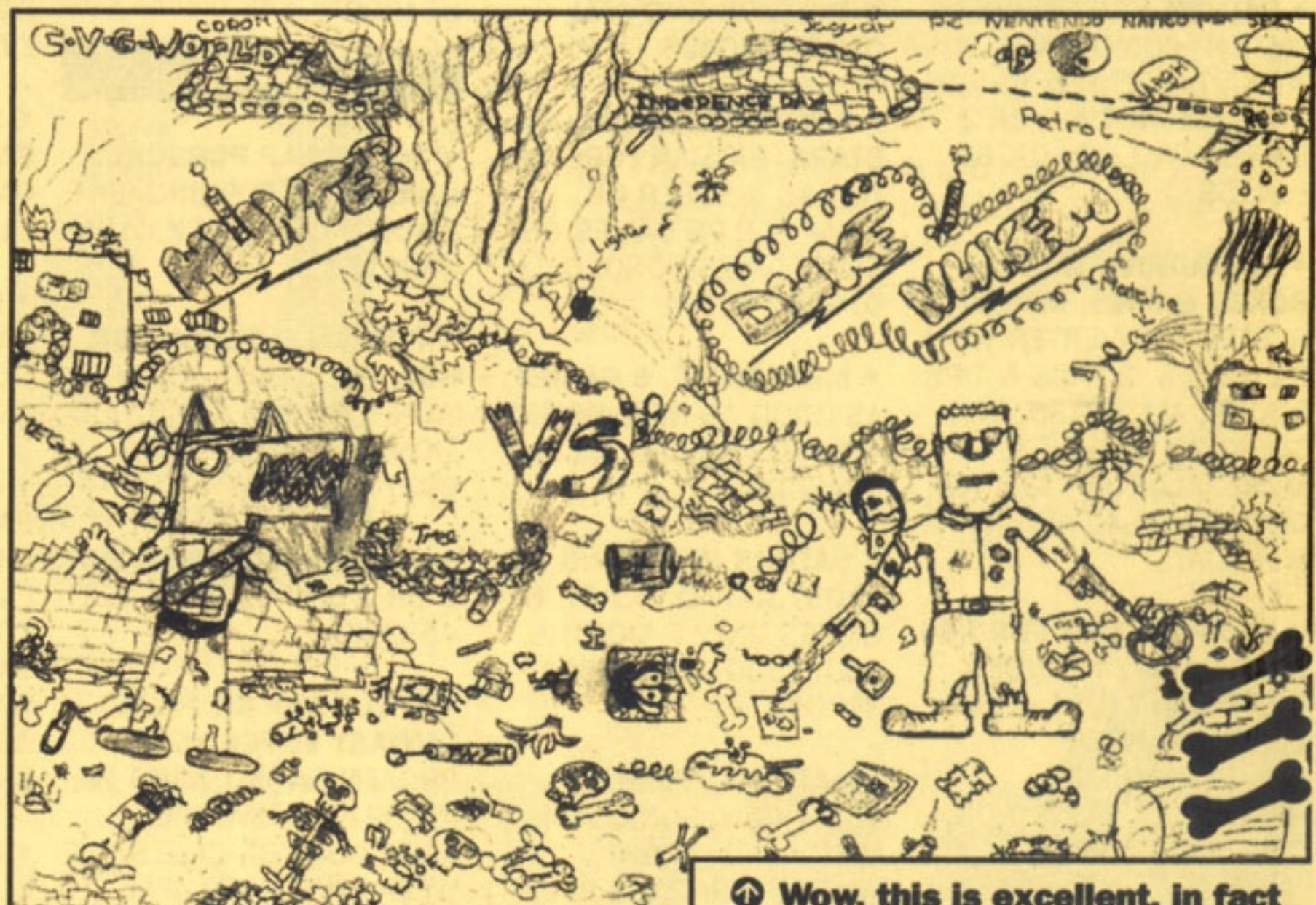
④ Now, what are the odds of a Tomb Raider 3 eh? Pretty likely I would say. The odds of me in the game...? I just don't know. Thanks, mystery man.



④ What is THIS!!! I'll tell you, Worms 2, that's what, three turds for David Tyler.



④ The head of a Tamagotchi and the body of a... eh... man.... that's Tamagotchi man. Sam Denith.



④ Wow, this is excellent, in fact this wins the picture of the month award (no prize). Big thanks to Paul C and Daniel Corney.



④ More action, blood, atmosphere, swords and fantasy please Ben Jewell.

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

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FREEPLAY

# FREEPLAY

# FREE ADS

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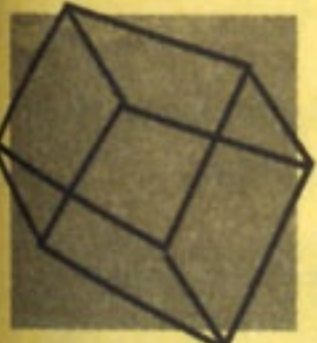
PLEASE NOTE: WE PRINT ALL LETTERS IN FULL, EXACTLY AS WE GET THEM. TERRIBLE SPELLING MISTAKES INCLUDED.

# FREEPLAY FAN



Do you dream of a single video game all day and all night? Do you arrange your Alphabetti Spaghetti so that it spells out the lead character's name? Do you spend all your spare time playing a game, even though you've completed it 20 times before? Do you hum game music while walking down the street? Face it - you're in love! Tell the world what's so great about your favourite game and send it to FreePlay Fan!

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



Dear CVG,

I read your magazine as often as I can, when I'm not playing the arcade perfect PC version of *FX-Fighter* (it was never in the

arcade, so how can it be arcade perfect? Aaah, forget it. - CVG). What I wanted to should about was that I am a great fan of polygons. I'll be the first to admit that a game needs more than these classic shapes, i.e. sound. But polygons are used to such a high level of perfection in *Pandemonium*, *Virtual Fighter 2*, and *TIE-Fighter*.

They give a game depth and an edge of vulnerability as unlike 2D sprites, which are boring and repetitive e.g. *Dragon Force* (which I immediately swapped for *VF Remix*, you can see every side of a character and they cannot hide behind their linearness.

Comparing one new age console to another it is clear that the Lynx relies on sprite based games, i.e. *California Games* and the N64 has many more polygons which could explain the Lynx's failure. Looking at *Pandemonium* we can see that the bosses would be impossible to recreate in 2D because they travel in circles and contain large amounts of moving polygons. The only complaint I have about *Pandemonium* is the lack of true wit and transparent effects.

In closing I would like to summarise the argument between sprite based and animé games, sprites are flat and animé games like *Resident Evil* are round. Oh, who is your favourite *FX-Fighter* mine is KWONDO.

Yours Sincerely,

**Rob-theBox-Whittlebow**  
(Saturn Uber Gamer)



Dear CVG,

Thank you for such a cool mag and for Retro Cabin - the perfect haven for retro addicts like myself.

I am a huge fan of the C64 and its long list of top games - both



Ⓜ The Commodore 64: Geniuses crafted its squeaks, beeps and pips into beautiful tunes.



Ⓜ Akira Yuki: Polygons are better than 2D drawings, says "Rob-the-Box".

original and conversion (*Pac Land*, *R-Type*, *Wonderboy* and *Turbo Outrun* are absolutely ace!). However, my main reason for writing this letter is to share my mammoth interest in C64 music.

Although there have been some excellent tunes in recent years (such as *Axelay*, *Secret of Mana*, *Streets of Rage* and more recently *NIGHTS* and *Shining Wisdom*), most game music has deteriorated into either insipid repetitive techno (*Wipeout*), tuneless American pap (*Pandemonium*) or grating guitar riffs (*Sega Rally*). This is in huge contrast to the time when Rob Hubbard was a household name.

There is a cast range of C64 SID music and

players on the internet. I use the excellent PlaySID on the Amiga, but there are players for the PC and Mac too.

My favourite C64 composers and tunes are as follows and I urge any CVG reader who's serious about their music to listen to them:-

Tim Follin: *Ghouls and Ghosts* (no true gamesplayer should miss out on this game's atmospheric melodies), *LED Storm*, *Bionic Commando*, *Black Lamp*.

Rob Hubbard: *Monty on the Run* (my personal fave game

tune ever), *Auf Wiedersehen Monty* (weird and wonderful), *One Man & His Droid*, *Delta*.

Maniacs of Noise (where is Jeroen Tel now?): *Hawkeye*, *Cybernoid*, *Kinetix*, *Zamzara*, *Alloyrun*, *Scorpion*, *After the War*.

Other top tunes include *Loopz*, *Slap Fight*, *Shadow Fire*, *Super Wonderboy*, *Super Hang On*, *Task 3*, and *Batman - The Caped Crusader* (as well as the Ocean loader tunes).

I know this letter is long but please print it in its entirety, otherwise CVG readers and the world in general will have suffered a great injustice.

Thanks, Nathan White.



Ⓜ Rob Hubbard: Once a household name, according to Nathan White.



Dear FreePlay Fan,

*Monkey Island* is brilliant there, I've said it. It was the first real game I'd played, and it did the PC proud. The graphics were brilliant, the pixels could hardly be seen, so detailed, so vast, so... big. I bet more than 200 screens were put into that game, not counting the sequel. Amazing!

And what about the storyline? From the swordfighting to rowing round *Monkey Island*. Excellent, excellent, EXCELLENT. Who the heck things these things up? The greatest genius of all time, no doubt. Soon I was totally obsoved to the screen. Yes, right down to the last mintue of the game when Guybrush blew LeChucks head off with the root beer.

No sooner than I had completed the games when I got the sequel.

*Monkey Island 2: LeChuck's Revenge* blew *Manic Mansion* of the map of point-and-click's permantly. And probably it was better than *M.I.* one. It is totally brilliant, as I've said before. The maps were better, the graphics were the most spacious thing I'd seen, and the storyline fell on me like a ton of lighting.

My two best bits were the spitting contest on Booty Island, and the Gambling Alley on Phatt Island. I wish I could have just go on, and on, wining more money. Within days I had completed this game as wells. (Yes, both the Hard and Easy modes!).

Now I hear *Monkey Island 3* is on the way. I do not doubt it will be as brilliant as the others. Oh, the lovely detailed cutscenes sketched by hand and pixel. Lavished and shiny, it could not get better, belive you me!

The sounds for both games are humorous and hallously funny. The sound of Wally doing a widdle while he and Guybrush are in LeChuck's torture chamber is tourture!

I do hope I'm not going on a bit, but belive me. I have every reason. The basic message I'm trying to get through to you is, if you own a P.C. but you don't own a *Monkey Island* game, then for god's sake go out and buy them!!!

Yours,

Joseph Reader

PS. I like that bit where the librarian goes to get a book, and her chair - sorry, but I can't suddenly write any more...



Ⓜ The Curse Of Monkey Island: This classic game series fell on Joseph Reader "like a ton of lighting". It had the same effect on us, you know.

FREEPLAY FAN

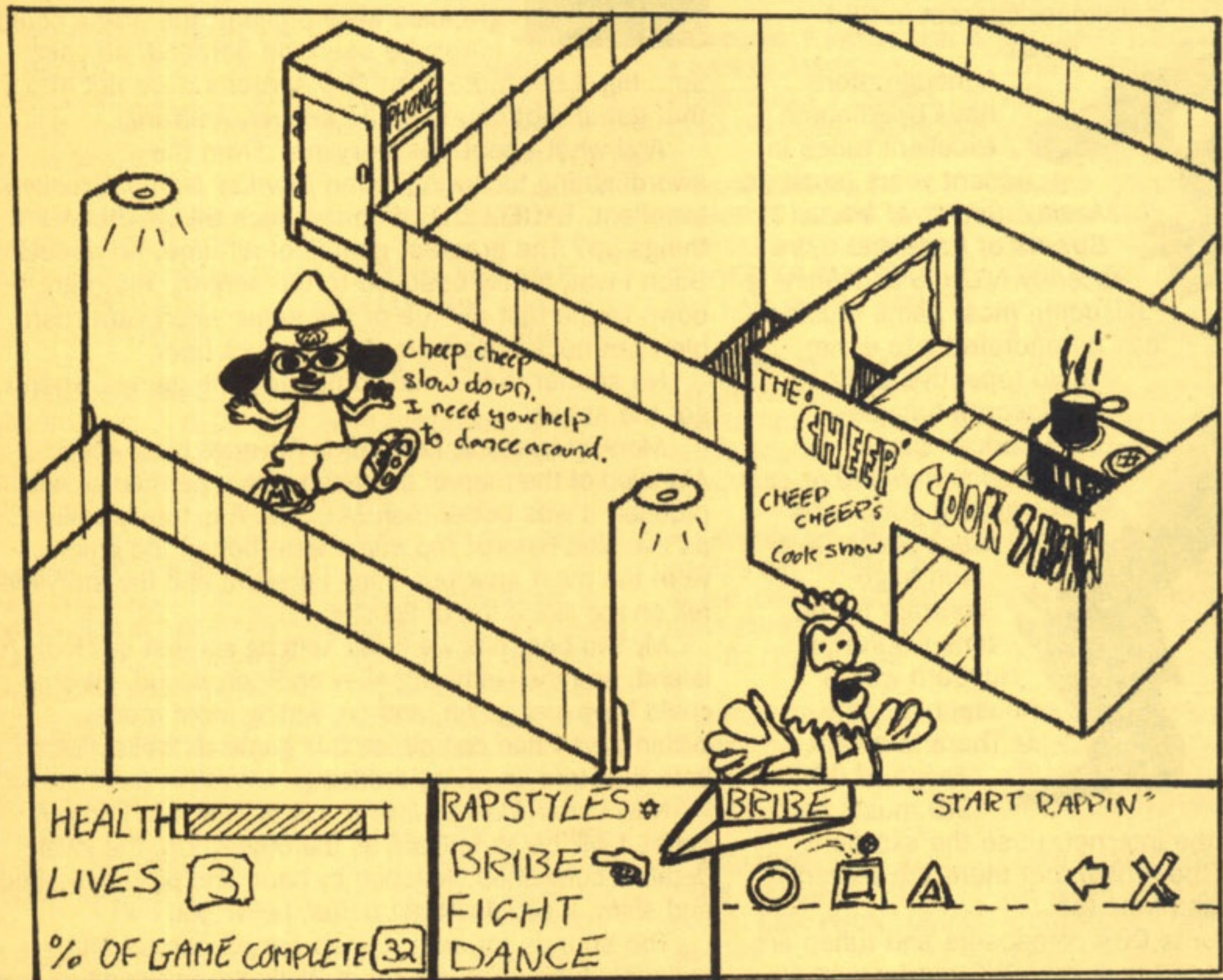
FREEPLAY

# MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

**D**ue to the over-whelming popularity of Melting Pot, it gets two pages this month. Two pages where you can present your awesome game idea to the world, and, by getting it printed, copyright it in the process. What's more, there's actually some great games here (not the weak-assed retarded crap we normally get). Just remember, keep the concepts short (about 250 words) and include a 'screenshot'.

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!



## PARAPPA THE RAPPER - RPG

© Daniel Lusby, 1997

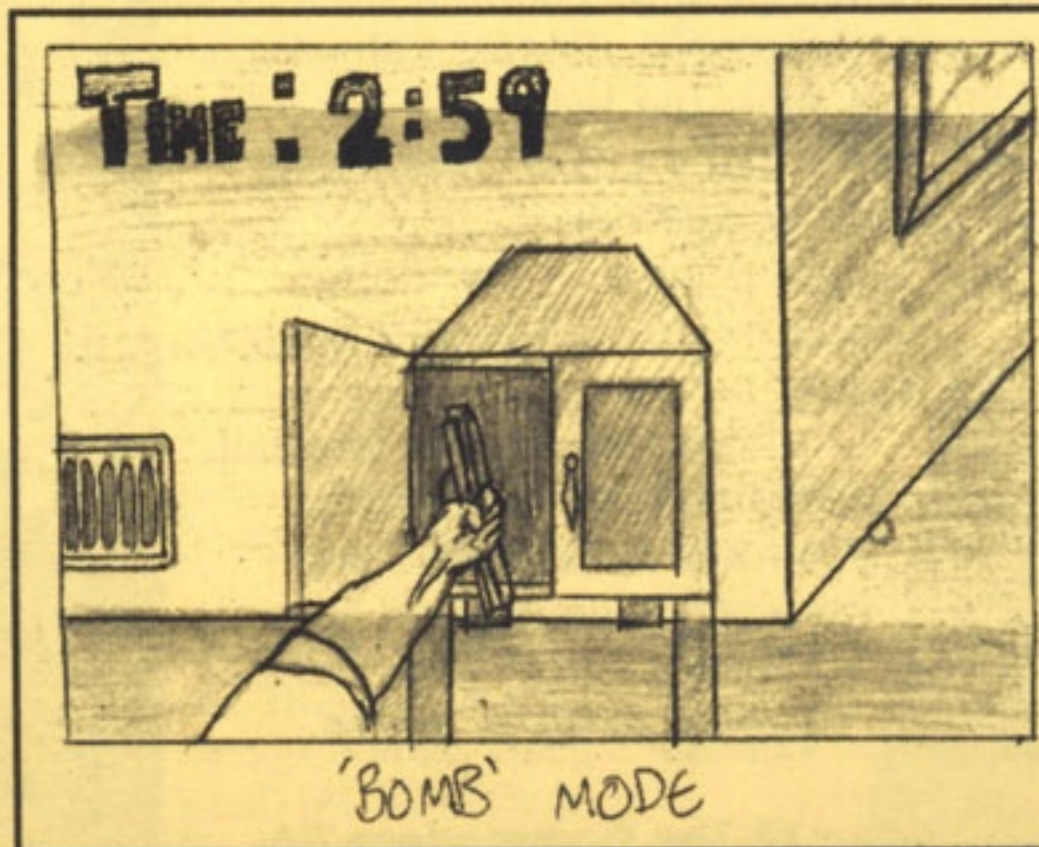
The game is set out like *FFVII*. You are PaRappa, and you're running late for a gig. You have to make your way through the city to get to it, but on your way you meet a gang who hate you, because you rap better than them. During the game you have to learn from your old pals more about rapping and fighting! You will meet an old friend at the start or end of each level to rap with, but you have to convince them to teach you. As in the original game you rap with them, and your power gets high ready for fighting. Though this time if you get three 'rappin poors' your pal runs off, and your power stays low for the entire level. If you make it to the end of the level, someone is there to give you more power for the next level. This is more addictive than the original game. Which makes *PaRappa the Rapper RPG* one of the greatest games of all time.

RATING



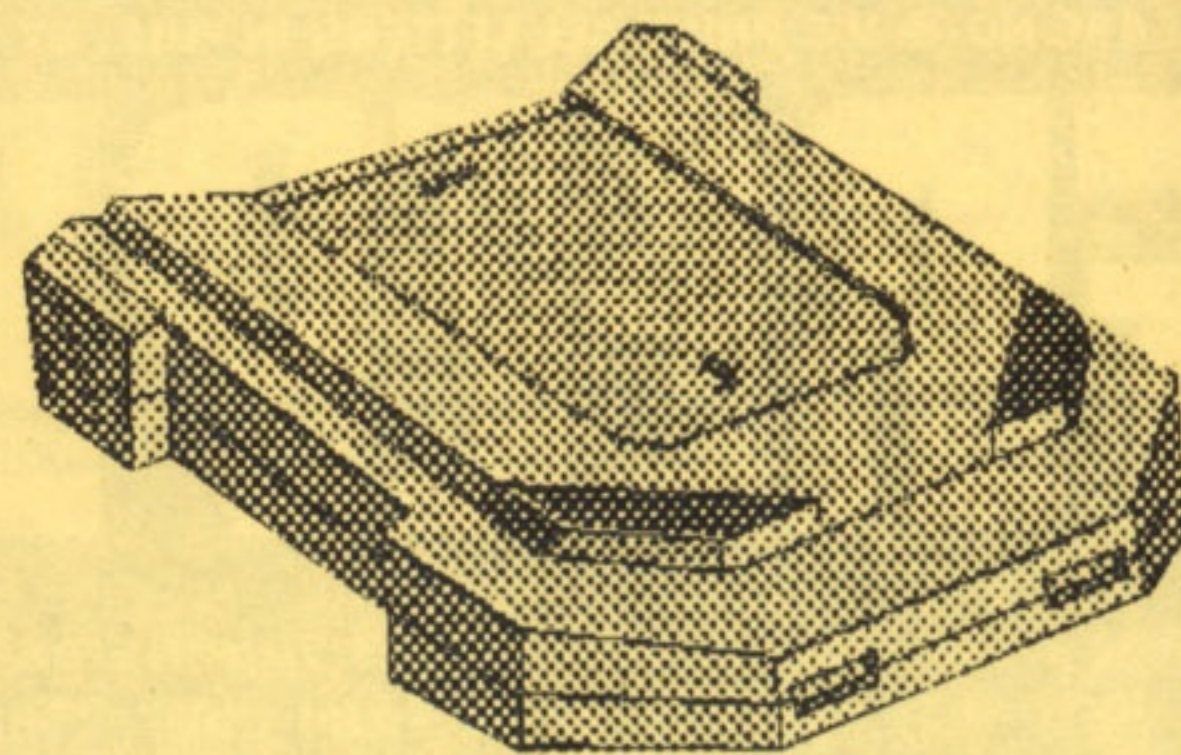
'SNIPER' MODE

Ⓢ Paul Davies striking some sordid deal?! Time to put that punk down... for good.



'BOMB' MODE

Ⓢ Clearly Alex Huhtala is one of the many targets. Look, it's his tiny cottage.



## NEW GAMES CONSOLE

© Tanvir Khan, Slough 1997

I'm sending you my design of a games console which I designed myself. I just want your opinion on it.

Yes but what does this console do? Right now its only useful purpose would be as a coaster.

RATING



## PRISON

© Chris Thursten, Liverpool 1997

In Prison there would be three modes of play. No.1 is Prison Owner, a game where you have to get your prison up and running. This includes choosing the site, hiring guards, beefing up security, stopping riots and the like. No.2 is Escape, in which you take the role of a criminal trying to escape. You could start in any cell of fifty prisons, and your first task is to find a way out. This could include finding secret trapdoors, loose brickwork, or even kicking guards when they come to give you food! Then you have to avoid cameras, guards and spotlights. Game No.3 would be called Chase. In this game you would have to track an escaping criminal out of the prison and into the surrounding area. This could be grasslands, forest, the city or even the sea! Once they are in your sight you have a choice of what to do. You can catch and arrest them, or if they're getting away quickly you can gun them down from a distance! Later levels could include more than one criminal escaping, and possibly weapons to pick up.

RATING



## ASSASSINATION

© Luke Nardoni, Swindon 1997

In this game you play the part of an assassin. You are paid by the Pentagon for every assassination you carry out. The game would use a *Goldeneye* style. You can assassinate each person in one of two modes, sniper or bomb. In sniper mode you would wait for the target to step into view and then gun him/her down. This is harder than it sounds because once you have hit the target, you have to hit many armed bodyguards. In bomb mode you have to break into the target's workplace - the Whitehouse for example. Once inside you have to avoid bodyguards and security, then find a suitable place to plant a time-bomb. Once you've planted the bomb, you have a limited time to get out of the place, and into a getaway car before the building goes bang. You start the game by killing small-time people - like your local MP. The end levels will require you to kill the likes of Bill Clinton and Sadam Hussein.

RATING



FREEPLAY

# THE ORIGINAL JURASSIC THEMEPARK

© Gary 'Baldi' Ollivant, Barnsley 1996

Dear CVG,

I hate to complain, but the Jurassic Themepark idea printed in issue #192 is mine! I entered it into Super Play's Daydreaming column, in March 1996. No hard feelings Tom Guise.



(And here's the proof...)

I'd like to see an Ultra 64 game based on Jurassic Park where, very simply, you'd build your own park, with munching dinos and all. It'd involve building cages, pens, fences, recreational facilities, car rails, power cables, etc. You'd then deal with stuff like safety, staff, security, dinosaur diets and maybe even their DNA structure. The main aim of the game would be to get as many people to your park as possible and then make sure they stay happy (and don't get eaten or anything). There could be scenarios like the T-Rex escaping or Raptors invading the visitor's centre. To examine your park, you could walk around it yourself, asking others what they think; look at it from the point-of-view of any visitor; look at it from a dinosaur's perspective; take a chopper ride; or use a fully-rotatable scale model, *Sim City*-style.

Tom: Okay Gary, I concede. You came up with it first, but I didn't copy you. And my idea was better.



## STREET RAGE

© Thomas Usher, Suffolk 1997

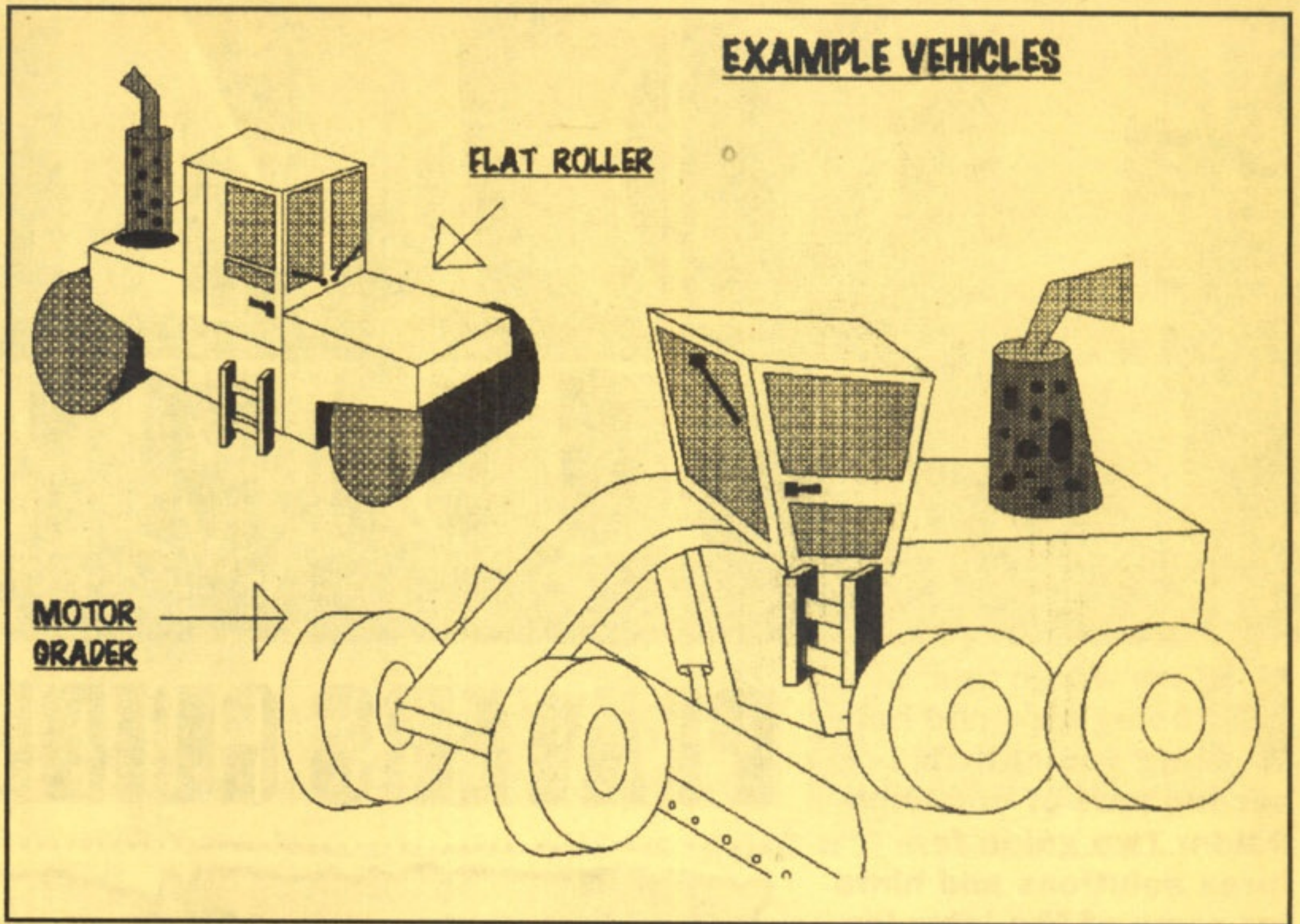
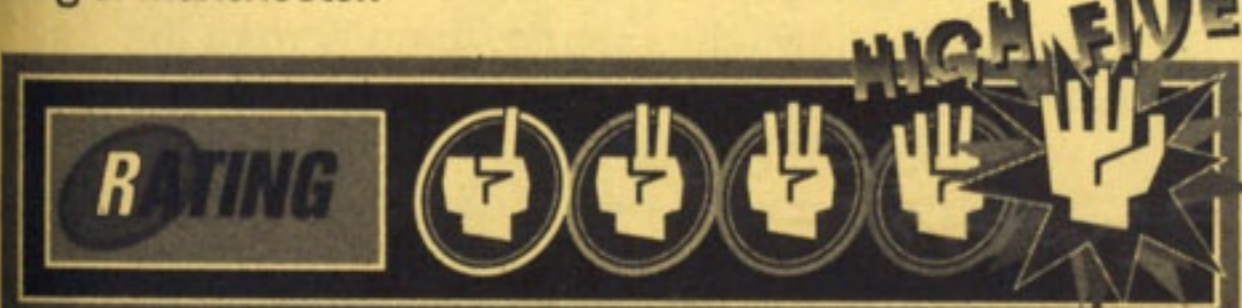
A beat 'em up where you can choose between six different gangs of zombies, drug dealers, rebelling kids, mobsters, cops and a special aliens gang. There are five people on a team, and you can change your player because it's in lovely 3D. Also you buy weapons like tanks and helicopters. There are seven different stages including the mothership!



## MANC TT PIZZA-BIKE

©The Cug-Lords, 1997

Take to the streets of Manchester in this frighteningly addictive tour of some of the city's more notorious spots. The aim is to deliver pizzas, break the speed limit and most importantly survive. These streets are owned by gangs of drug dealers, pimps and Man U fans. They're packing heat and all you've got for protection are your wits. Your late-nite eatery can only provide you with a burnt-out 50cc scooter. These streets are tough, but you must be tougher. Get those pizzas delivered before the timer runs-out or your customers can demand their slices for free - game over. Be successful and your boss will promote you to a tougher neighbourhood. The final level is set in the notorious Moss Side. Complete the game and even though you're still a pizza-delivery guy you'll be known as the King of Manchester.



## EXAMPLE VEHICLES

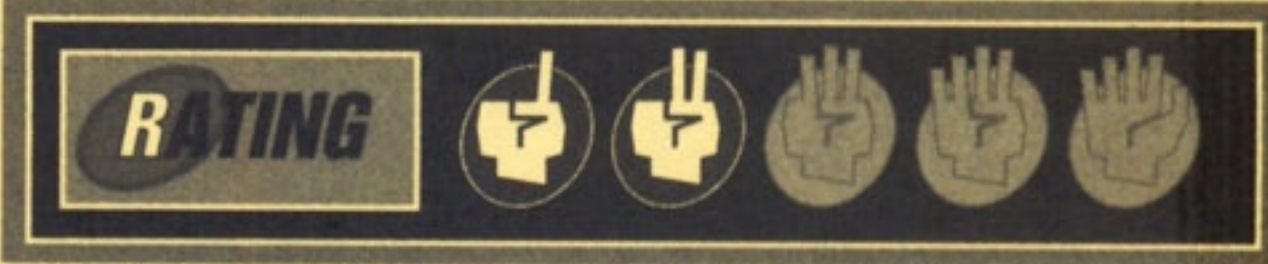
FLAT ROLLER

MOTOR GRADER

## CONSTRUCTION YARD

© Phil Veater, Doncaster 1997

The basic idea of the game is that racing takes place between several construction yard vehicles, over several different work sites. Such sites include a motorway construction - featuring long fast sections littered with piles of stone, sand and tarmac, but beware! One side of the motorway is still operational, complete with live traffic to have a smashing time. Other sites would include the construction of a housing estate, complete with supervisors roaming around. A new 12-mile tunnel with perilous maintenance trains operating, and an airport runway complete with hairpin bends, icy runways and adverse weather conditions. During play each individual vehicle has a special function. These include a fitted vibrator on the roller - rumble the ground till something falls. A 15ft blade on the motor grader moves earth, sand and stone to your advantage, and a 1.5 ton bucket on the excavator to smash your opponents to oblivion! The vehicles can also interact with the scenery to rack up extra points. Kill supervisors, smash cars, crumble houses etc. The game features a four-player mode for head-to-head racing and several secret tracks and vehicles for improved life-span of the game.



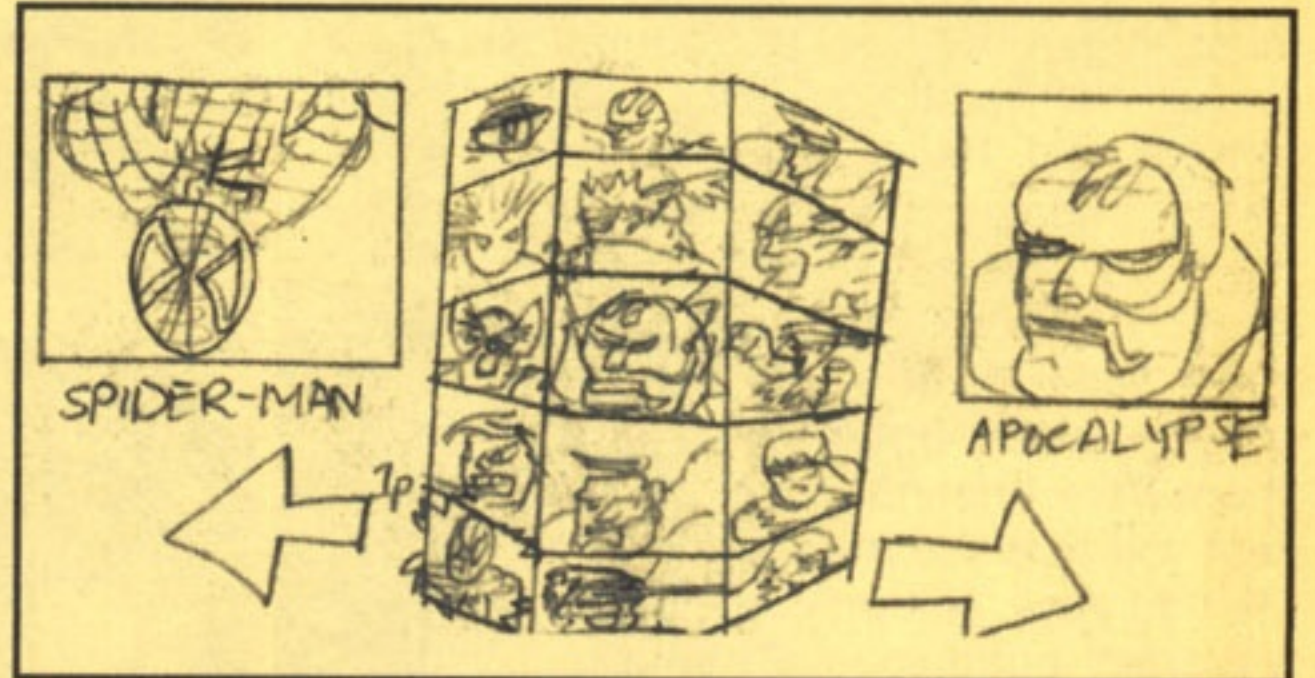
## AROUND THE WORLD IN EIGHTY WAYS

© Tony Mear, Surrey 1997

I would make a game loosely connected with the Jules Verne classic, *Around the World in Eighty Days*.

The game would have a proper title, but it would be underlined by *Around the World in Eighty Ways*.

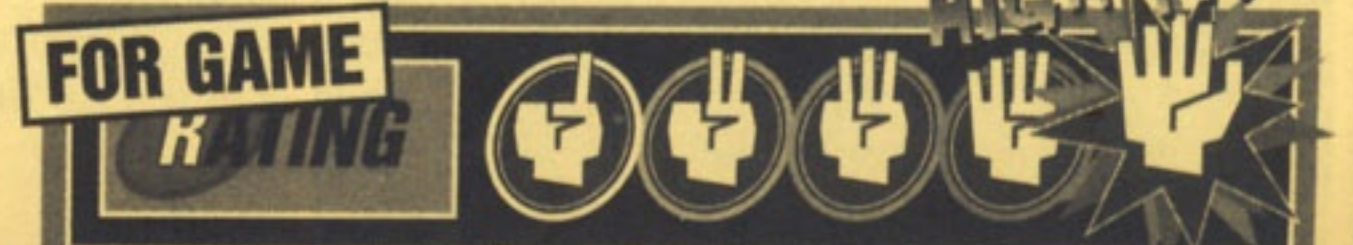
The game would involve circumnavigating the globe using 80 different forms of transport. These would vary from the obvious, like the paddle-steamer and hot-air balloon in the book, to the more unusual such as a pogo stick and a shopping trolley. Only some of the vehicles would be essential to progress, but finding others would open up previously inaccessible areas, and some would allow you to participate in sub-quests and mini-games. For example, finding the skateboard in a shopping mall would allow you to compete in the local street gang's race through the sewer system. If you won there would be a special prize that could help you on your journey. The ending of the game could be linked to your success at finding all of the vehicles.



## ULTIMATE FIGHTERS 2D

© Doh, they forgot their name! 1997

This game would be a phenomenal cross-over of companies Capcom and SNK! Featuring all, yes ALL the characters from the *Street Fighter* and *Marvel Super Heroes* series, and all the characters from the *King of Fighters*, *Samurai Spirits*, *Real Bout* and *Fatal Fury* series!!! It features all the modes a fighting game would have. You can also play as any of the bosses. It would also have guard crushes, alpha-infinity counters, four types of jumps, super arts, custom combos, POW ability bars, super death-blow finishes and the infinity gems. Oh, and all the stages would be there, plus some new ones.



WELLINGPOT

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREPLAY

# TOMB RAIDER III



PLAYER'S GUIDE

TOMB  
RAIDER III

PREPLAY

**H**ere we go again, being nice and helping you out. This second part of our Tomb Raider Two guide features solutions and hints for some of the later levels in the game. If you feel brave enough and don't want us spoiling your fun, stop reading right now. If however you're in despair and just can't figure out what to do next, maybe this game isn't for you... only kidding.

## BARKHANG MONASTERY

Ah finally, a sanctuary of peace and meditation -- yeah right! As soon as you start the level you witness a massacre in the making. Your old chums, the bad Italian guys, appear to have said 'Hello, we come in peace' in the wrong language, and the monks are not amused. So what's it to you? Well, Lara can either shoot them all and face the consequences, or be a nice girl and chant Hare Krishna along. We suggest you help the monks get rid of the bad guys. Not only is it politically correct, but if you accidentally shoot even one monk, every single one will attack you! Once inside you'll soon find yourself out of ammo. Barkhang Monastery is one very overpopulated place! If you manage to shoot no monks, they leave you alone.



## PLAYERS GUIDE PART 2

### CATACOMBS OF THE TALION

First of all, when you get to the Catacombs you'll see a bridge above you, and you'll probably try to get onto it -- without any success. Forget about it for now, you'll cross the bridge on a later level.

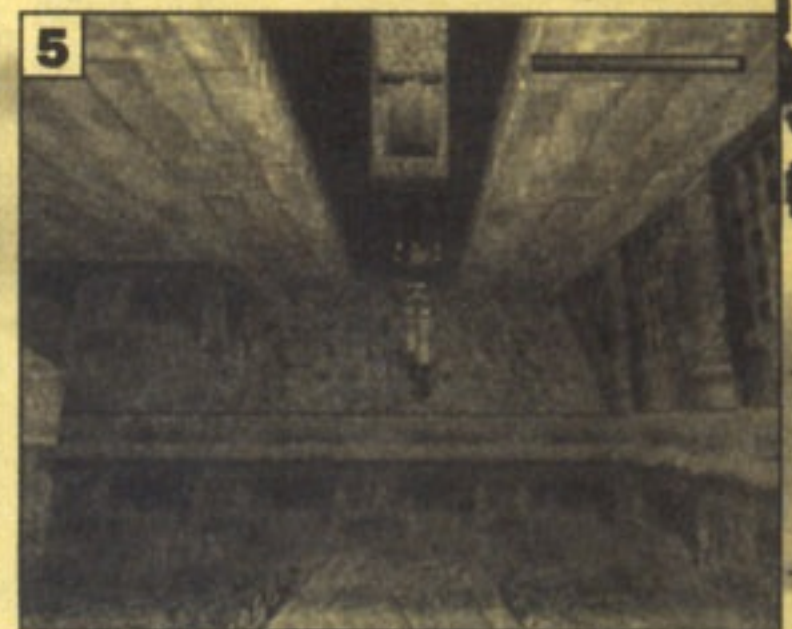


There is another suspended bridge in this part of the level. Cross it, then do a running jump and grab the ladder (1). You'll soon find yourselves above a large pool of water. Swim to the closed gate (2), in front of it is a rock you can climb, then do a running jump and grab the ladder in front (it looks too far away, but Lara will grab it). Climb up and do a backflip. You'll land on a platform with a switch to open the gate. Go through and pull the switch, walk to the edge and you'll see you're above a big flame suspended from the platform Lara is standing on (3). Now you need to get back to the bottom and the easiest way to do that is to walk up directly above either one of the chains suspending the flame, then lower Lara down (4). From this position the flame won't burn Lara, she can lower herself down without getting hurt. Go to the room that you

have just opened (5) and let the giant snowballs roll past. Below you is a pit which hides a medical pack, grenades and M16 bullets, and also a switch to open side doors, but you'll have to get rid of the leopards first. Now get back up into the room and start another avalanche to break the ice covering the passage to your right (6). The room it leads to has two floor switches that open a door into another room (7), but only for a short while. The next room (8) has spikes on the floor, a door at the other end and scaleable walls. If you climb the walls you'll find a secret. Now work fast if you want to get out of here. The door at the other end - your exit, is timed by the floor switches in the previous room. So go back, step on the switches again, jump across the spikes and you're out. It's probably best to save before you attempt this.

## ICE PALACE

You've just begun the level and there's a closed door. Ring (shoot really) the giant bell and you're in (1). You enter a big room with lots of yetis in a suspended cage and trampolines on the ground (2). Make sure you explore the room, a big medical pack is in one corner. Now you need to open the two gates to get out, so walk onto the trampoline in the middle of the room (3) and grab the edge of the platform high above. Be careful when jumping off trampolines, Lara will die if she falls. There's a switch nearby which lowers the suspended cage. After you get rid of the yetis, go to the cage. Another switch will lower a bridge for you to jump on to, it's on the other side of the room (4). Again, walk onto the trampoline, jump up and shoot the bell. Once the gate is opened, the second gate will open if you shoot the bell above the tall, narrow slope (5). Once through the gate, there are more bells and trampolines. By now you should have trampoline-jumping and bell-shooting down to a tee.



## ICE PALACE – THE MEAN MACHINE

As you see the flame you stood on in the previous level melting the ice, you'll probably say you knew that was gonna happen – once. Well make sure you have plenty of ammo before you dive into the water, there are lots of yetis on the other side. And don't forget to pick up the gong hammer. After killing the yetis and successfully negotiating the upcoming pitfalls, Lara drops down to the giant gong (1). Before you attempt to leave the shrine, go to the hidden middle part (2) and get the idol. You could go now, if it wasn't for the fearsome big robot set to stop you (3). A perfect opportunity to play with your grenade launcher, and all the grenades you found minutes ago.



## FLOATING ISLANDS

Now this level is something else! Scattered cherry trees, glowing green platforms in mid-air and a big black void, it's all very conceptual. First, get down to two small green platforms to the right (1) and jump across to the big platform with a hut. One of the stone knights will wake up when you get across. When you put him to sleep, climb up to the rock by the tree (2) and up to the roof to find a secret. If you explore this area, you'll soon find there's nowhere to go next. Walk up to the right edge of the platform and lower Lara (3), there's a ledge below which she can grab and then climb up. A switch will lower a bridge for Lara to jump from, to get to the 'green pastures' in front. After a series of jumps you'll end up on top of a giant T-shaped cage. On one end below you is a switch, on the other (4) is a way in. Lara can't simply just lower herself down and grab the edge, she has to do a backflip onto the sloped platform in front, then slide, jump and grab. The switch will open another gate for you to get out of the cage. Again, Lara has to lower herself onto the slope, slide backwards and then do a backflip to the platform with the hut (5).



Once you've got past this lot, the end is almost in sight. We guess it'll be more frustrating waiting for the next inevitable instalment of Ms. Crofts latest expedition. Lara's been put in some pretty dangerous situations, and visited some exotic locations for her second adventure, and we were all invited along with her. To anyone who's completed the game already, we offer congratulations. To those that haven't we hope these guides have been a help. If however you're still stuck in a place that we haven't offered help on, then please write in, and tell us your problem and we'll see what we can do. Until the next time, happy trails!



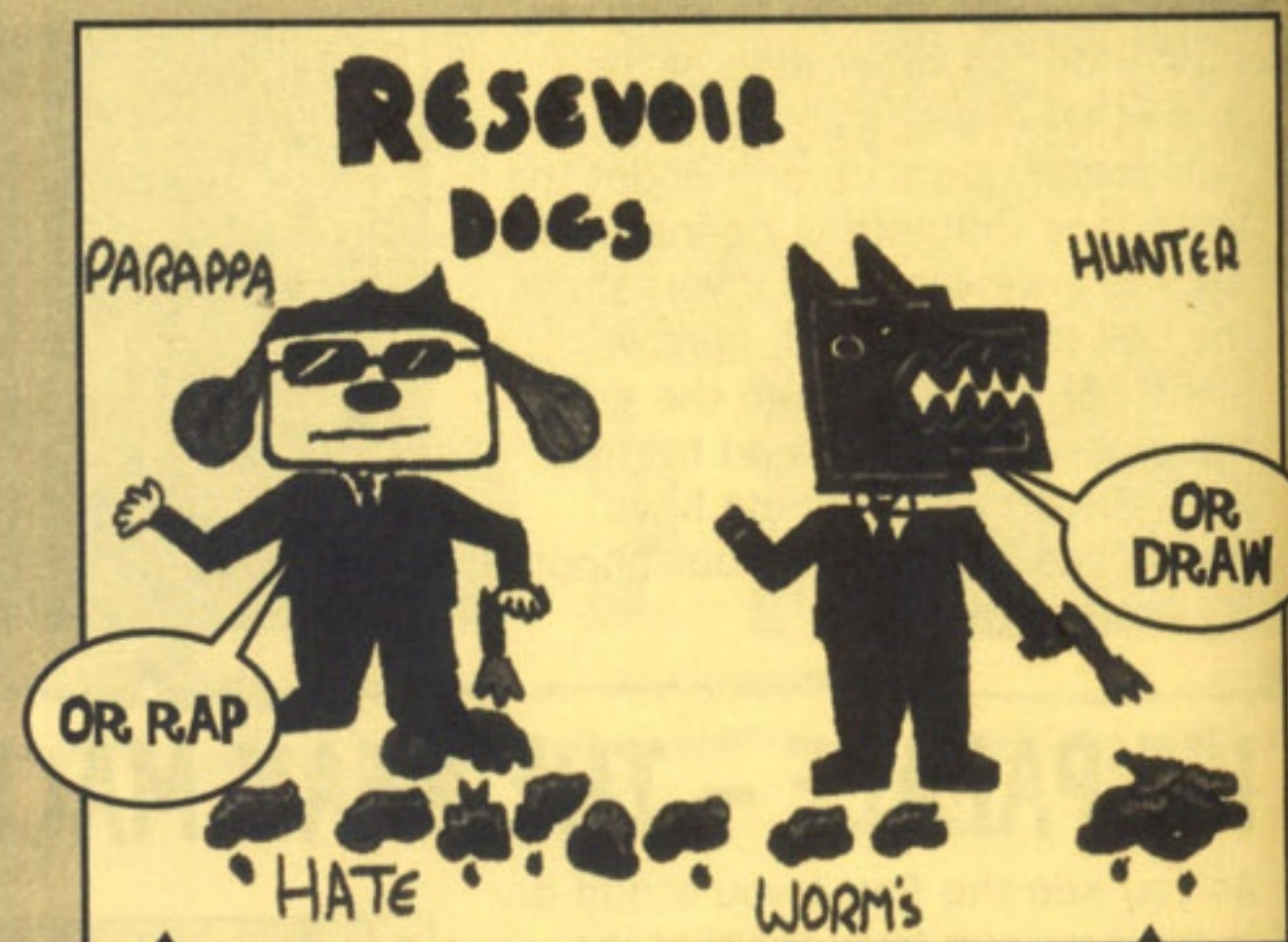
# WRITE FOR FREEPLAY

**W**ell, that's all for this month. Help us keep up the high standard of FreePlay by sending in everything you know about games (preferably things that fall into the categories below). The more we get, the better the section, so if we receive nothing, that's what you'll get, buster!

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, ETC.) IF YOU DON'T THE OFFICE GOES INTO A MAD FRENZY, RESULTING IN THE DEATH OF ONE OR MORE PERSONS.

## FREEPLAY

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



### TIPS

Tips is just an excuse to draw pictures of Ed and compile rubbish old black and white artwork. Why not help us fill in the gaps (text) by sending in red-hot cheats for brand new games. Don't waste our time sending in cheats from previous issues of CVG. We want genuine tips that you have found yourself. The best tips can win the sender the game of their choice.

### HIGH SCORES

Just like Ed Lomas and Paul Rand, you too could be a legend in the arcade and gain ultimate respect from the hardcore gaming Otaku.

### ART/CARTOONS

In our award winning 'drawinz' section good pictures are awarded with a bone, while bad ones get a stinky turd. Mediocre drawinz win nothing and are usually just ignored.

### MOST WANTED

We want to know what you're looking forward to in the next few months (or years). You don't have to put down games you know are coming out, just what you would love to see, i.e. Capcom vs Sega fighting game. We compile all the entries and print them on the front of FreePlay. Entries for all categories require this information.

### METING POT

Shows us that you know more than Capcom, Rare and Ubisoft put together. Write about your dream game, with a picture or two to boot.

### FREEPLAY FAN

Tells us why you think *James Pond: Robocod* is better than *Mario 64*. Or why Paul Davies is the most beautiful man you've ever seen. Write a fan letter to convert everyone else.

### FREE ADS

Sell your old games and exchange for others. In our 'Free Adverts' section of the mag. Please don't advertise copied games, otherwise we'll come round and shoot you.

### FANZINES

Show the whole team of CVG what a real mag looks like. We don't just want photocopied pages of our mag, or re-stapled pages of Sega Saturn Mag. Send in your effort and advertise at the same time. Wizard!

### MOST WANTED

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DO ALL THE WORK, SO WE CAN PLAY MORE GAMES

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