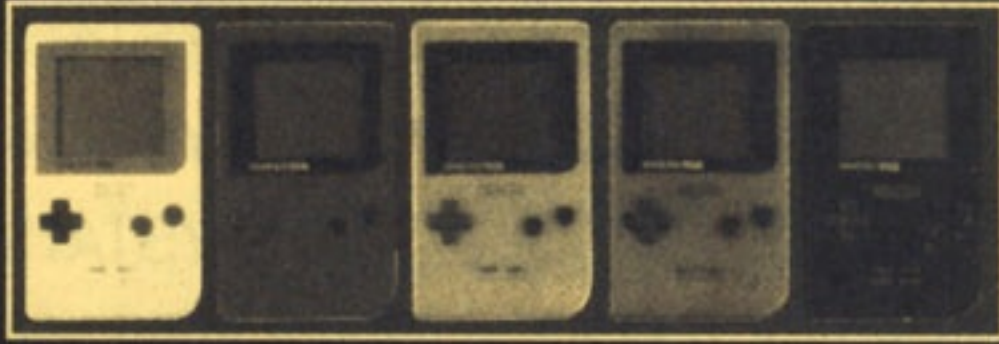


FREEPLAY

THE GAME BOY REVIVAL STARTS HERE



If you thought the handheld market was dead, you'd better think again. Last year THE Games sold an amazing 467,000 Game Boys in the UK, and this year they plan to sell a lot more. The projected target is 600,000, and with the emergence of new hardware and one of the biggest games of all time scheduled for this year, we're giving them our full support.

The Game Boy is a true gaming heavyweight. Beating rival companies handheld challengers with ease. It's been around for ages, and it's still going strong. Its success can be attributed to low price, a great range of software, and also low battery consumption. Not only was the Game Boy truly handheld, unlike the chunky-

er Game Gear (Sega) and Lynx (Atari), but with the Pocket model things got even better. The Pocket has more to offer with a bigger screen and better resolution. Not only that but it requires even less battery power. The gamers' portable friend still shows no sign of disappearing from the scene. With '98 likely to make it one of the coolest items to be seen with once again.

Following on from the success of the Pocket Game Boys, comes the greatest innovation yet. A brand new model called the Game Boy Light, which features a back-lit screen, so you can play in the dark, without one of those cumbersome add-on lights. GB Light is only set to appear in Japan at the moment, but we want them here too!



THE RED-HOT RUMOURS DEPT HOTTER THAN WALKING BAREFOOT ON HOT SAND

PlayStation owners jealous of PC add-on packs will soon be able to enjoy Command and Conquer: Red Alert mission disks, including the giant ant levels, plus new Tomb Raider 2 levels.

Cloud and other Final Fantasy characters are set to star in Square's arcade fighter Ehrgeiz. Several other Final Fantasy members will appear in the game, word is a Chocobo is definitely one of them.

Another arcade title in production from a company that usually makes home games is Radiant Silvergun, a brilliantly named shoot 'em up from the makers of Gunstar Heroes Treasure.

Sim City 3000 has been delayed again, although the wait will apparently be well worth it. You'll be able to construct cities four times the size of those in 2000, plus whereas its predecessor had only 80 buildings to choose from 3000 will feature 250.

Quake 64 has further delays, with the competent 2 player mode that's already working well in the game, changing into a mighty four-player feast. The 64 will never be called cute again!

He hasn't appeared in a Street Fighter game since Super Street Fighter 2 Turbo, but Blanka is back. Arika are currently making Street Fighter EX 2 for the arcades, and we expect a couple of old favourites to return along with the electrifying green one too.

The budget PC version of Tomb Raider will include four new levels. Unfinished business sees Lara back in Atlantis, while The Shadow of the Cat features Ms. Croft in the lost city of Khamoon.

Rumour has it that Sony are adding all the extra features to the UK version of Gran Turismo to make up for the fact that they've missed out on licences for over 100 of the cars. Doesn't sound too likely to us, but we're not the legal experts.

READERS MOST WANTED CHART

No change in the top spot, but Mr. Link gave the zombies a real challenge this month, just before the evil UMBRELLA corporation and the gang nicked it at the end.

| | | |
|----|---------------------|-------------|
| 1 | RESIDENT EVIL 2 | PS/SAT/PC |
| 2 | ZELDA 64 | Nintendo 64 |
| 3 | NEW SEGA CONSOLE | Sega |
| 4 | HOUSE OF THE DEAD | Saturn |
| 5 | TEKKEN 3 | PlayStation |
| 6 | TOMB RAIDER 3 | PS/PC |
| 7 | GRAN TURISMO | PlayStation |
| 8 | F ZERO-X | Nintendo 64 |
| 9 | TOMORROW NEVER DIES | Nintendo 64 |
| 10 | METAL GEAR SOLID | PlayStation |

Going strong, but not quite making the final cut were sequels to *Grand Theft Auto* and *Time Crisis*, growing support for *Final Fantasy VIII* and *Burning Rangers*. Other suggestions included *Street Fighter EX Vs Tekken*, and a growing number of votes for *Virtua Fighter* on the PlayStation. Someone who calls himself Mog wants to play a *Sim CVG*... imagine the horror of that. While soccer hard man James Tucker from Moseley gets the comedy vote this month with his requests for *Maradonna - Drugs 'n' Soccer*, and an *Actua Hangover Cure*.

POCKEMON POWER

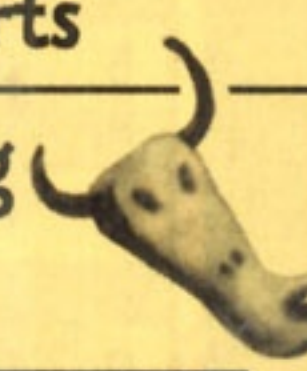

We mentioned last month how *Pocket Monster* will be officially released this year, which of course will be a major player for the handheld. Just to confuse you slightly, the game will undergo a name change to *Pockemon*.

If you want to be the best at Pockemon when it's released, we advise you to start training on a Digimon fin preparation for the monster-breeding equivalent of Top Trumps that is heading this way.

Of course, there's quite a few new GB games planned for the remainder of the year. Plus, because the Game Boy has been around for some time now, there's also a huge back catalogue. Lots of these titles will have their prices dropped, and be re-promoted heavily, with some major advertising behind them.

So while the remainder of the year will be full of stories about the PlayStation and N64 trading blows, plus the re-emergence of Sega with its' new console spare a thought for the little fella. Game Boy is the true gaming champ!

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| 2 | Official Charts |
| 3 | The Amazing Retro Ranch  |
| 4 | Ed's Tips |
| 6 | High Scores  |
| 8 | Drawinz wot you dun |
| 10 | Melting Pot |
| 12 | Free Ads |
| 14 | Quake 2 Guide |
| 16 | Write for freeplay |

UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|------|------|-------------------------------|-------------|-------------|
| 1 | RE | GOLDENEYE 007 | NINTENDO 64 | THE GAMES |
| 2 | 1 | COOL BOARDERS 2 | PLAYSTATION | SONY |
| 3 | 7 | NAGANO WINTER OLYMPICS | PLAYSTATION | SONY |
| 4 | 2 | FIFA '98: ROAD TO WORLD CUP | PLAYSTATION | EA |
| 5 | 3 | GRAND THEFT AUTO | PLAYSTATION | BMG |
| 6 | NE | MICRO MACHINES V3: PLATINUM | PLAYSTATION | CODEMASTERS |
| 7 | 11 | NAGANO WINTER OLYMPICS | NINTENDO 64 | KONAMI |
| 8 | NE | DESTRUCTION DERBY 2: PLATINUM | PLAYSTATION | PSYGNOSIS |
| 9 | 4 | TOMB RAIDER 2 | PLAYSTATION | EIDOS |
| 10 | 5 | TOCA TOURING CAR | PLAYSTATION | CODEMASTERS |
| 11 | 10 | CRASH BANDICOOT 2 | PLAYSTATION | SONY |
| 12 | 6 | TIME CRISIS | PLAYSTATION | SONY |
| 13 | 8 | DIDDY KONG RACING | NINTENDO 64 | THE GAMES |
| 14 | 9 | GRAND THEFT AUTO | PC CD-ROM | BMG |
| 15 | 12 | FINAL FANTASY VII | PLAYSTATION | SONY |
| 16 | 14 | CHAMP MAN 2 '97-98 | PC CD-ROM | EIDOS |
| 17 | 15 | RAYMAN: PLATINUM | PLAYSTATION | UBI-SOFT |
| 18 | 17 | QUAKE 2 | PC CD-ROM | ACTIVISION |
| 19 | RE | RES EVIL: DIRECTORS CUT | PLAYSTATION | VIRGIN |
| 20 | 13 | WORMS: PLATINUM | PLAYSTATION | OCEAN |

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 | HOUSE OF THE DEAD | SEGA |
| 2 | BURNING RANGERS | SEGA |
| 3 | DUKE NUKEM | SEGA |
| 4 | QUAKE 2 | SEGA |
| 5 | WINTER HEAT | SEGA |

SATURN IMPORT TOP 5

| | | |
|---|--------------------------|-----------|
| 1 | GUN GRIFFON 2 | GAME ARTS |
| 2 | VAMPIRE SAVIOUR | CAPCOM |
| 3 | PHANTASY STAR COLLECTION | SEGA |
| 4 | CONVENIENCE STORE 2 | HUMAN |
| 5 | KING OF FIGHTERS '97 | SNK |

PLAYSTATION U.K. TOP 5

| | | |
|---|----------------|------------|
| 1 | MOTORHEAD | GREMLIN |
| 2 | POINT BLANK | SONY |
| 3 | PITFALL 3D | ACTIVISION |
| 4 | RASCAL | PSYGNOSIS |
| 5 | THEME HOSPITAL | EA |

PLAYSTATION IMPORT TOP 5

| | | |
|---|------------------------|----------------|
| 1 | TEKKEN 3 | NAMCO |
| 2 | PARASITE EVE | SQUARESOFT |
| 3 | TENCHU | SONY MUSIC ENT |
| 4 | X-MEN VS SF EX EDITION | CAPCOM |
| 5 | R-TYPES | |

PC TOP 5

| | | |
|---|------------|------------|
| 1 | QUAKE 2 | ACTIVISION |
| 2 | MOTORHEAD | GREMLIN |
| 3 | STARCRRAFT | BLIZZARD |
| 4 | BATTLEZONE | ACTIVISION |
| 5 | F1 '97 | PSYGNOSIS |

NINTENDO 64 TOP 5

| | | |
|---|----------------|-----------|
| 1 | YOSHI'S STORY | THE GAMES |
| 2 | TETRISPHERE | THE GAMES |
| 3 | SNOWBOARD KIDS | THE GAMES |
| 4 | ISS 64 | KONAMI |
| 5 | GOLDENEYE | THE GAMES |

NINTENDO 64 IMPORT TOP 3

| | | |
|---|--------------------|----------|
| 1 | ZELDA 64 | NINTENDO |
| 2 | 1080° SNOWBOARDING | NINTENDO |
| 3 | G.A.S.P | KONAMI |

16 BIT TOP 3

| | | |
|---|----------------|-----------|
| 1 | F-ZERO | SNES |
| 2 | YOSHI'S ISLAND | SNES |
| 3 | TRUXTON | MEGADRIVE |

ARCADE TOP 5

| | | |
|---|--------------------------------|--------|
| 1 | TIME CRISIS 2 | NAMCO |
| 2 | HARLEY DAVIDSON | SEGA |
| 3 | SEGA RALLY 2 | SEGA |
| 4 | MARVEL VS CAPCOM | CAPCOM |
| 5 | VIRTUAL ON 2: ORATARIO TANGRAM | SEGA |

JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|----|------------------------------|-------------|
| 1 | SENTIMENTAL GRAFFITI | SATURN |
| 2 | GRAN TURISMO | PLAYSTATION |
| 3 | TOMB RAIDER 2 | PLAYSTATION |
| 4 | CHOCOBO'S MYSTERIOUS DUNGEON | PLAYSTATION |
| 5 | GRANDIA | SATURN |
| 6 | FORMULA 1 '97 | PLAYSTATION |
| 7 | POCKET MONSTER | GAMEBOY |
| 8 | TALES OF DESTINY | PLAYSTATION |
| 9 | GO BY TRAIN! | PLAYSTATION |
| 10 | PUZZLE GAME 7 | SATURN |

AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|----|-------------------|-------------|
| 1 | WCW NITRO | NINTENDO 64 |
| 2 | GOLDENEYE 007 | NINTENDO 64 |
| 3 | TOMB RAIDER 2 | PLAYSTATION |
| 4 | ALUNDRA | SATURN |
| 5 | NFL GAMEDAY '98 | PLAYSTATION |
| 6 | COOL BOARDERS 2 | PLAYSTATION |
| 7 | CRASH BANDICOOT 2 | PLAYSTATION |
| 8 | NBA LIVE '98 | PLAYSTATION |
| 9 | CRASH BANDICOOT | PLAYSTATION |
| 10 | DIDDY KONG RACING | NINTENDO 64 |

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

| | | |
|---|-----------------|-------------|
| 1 | RESIDENT EVIL 2 | PLAYSTATION |
| 2 | YOSHI'S STORY | NINTENDO |
| 3 | QUAKE 2 | PC CD-ROM |
| 4 | QUAKE | PC CD-ROM |
| 5 | GRAN TURISMO | PLAYSTATION |



CVG'S 12 GAME DEATH SEQUENCES

1. SUB ZERO'S SPINE REMOVAL FATALITY
2. END OF DISC ONE IN FFVII (IT MADE PAUL CRY)
3. ANYTHING SHOT BY THE ENHANCED SHOTGUN IN RESIDENT EVIL 2
4. BEING TELEFRAGGED IN QUAKE
5. GETTING STAMPED ON BY A HORSE IN AGE OF EMPIRES
6. BEING URINATED ON BY BLIZZARD IN PRIMAL RAGE
7. REVERSING OVER CIVILIAN HEADS IN GRAND THEFT AUTO
8. ANYTHING FROM HOUSE OF THE DEAD
9. PAC MAN DYING
10. LARA CROFT DROWNING
11. BEING KNEECAPPED IN GOLDENEYE
12. TURNING INTO A PILE OF BONES IN GHOULS AND GHOSTS

OFFICIAL CHART ROUND-UP

FREEPLAY

VIDEO GAMING

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



This month's classic game is Pitfall! from Activision - the first company to produce Atari VCS compatible cartridges besides Atari.

Pitfall's designer, David Crane, had left Atari to be one of the founders of Activision. He had previously programmed *Dragster*, *Laser Blast* and *Grand Prix* for them. Subsequently he did *Ghostbusters*, *Decathlon* and *Little Computer People*.



Crane said that his idea for *Pitfall* came from a graphic of a little running man he'd produced. He said, "I'd been fooling around with one for a long time; I kept bringing him back. I had to have him running somewhere, so I made it a jungle, with trees and animals".



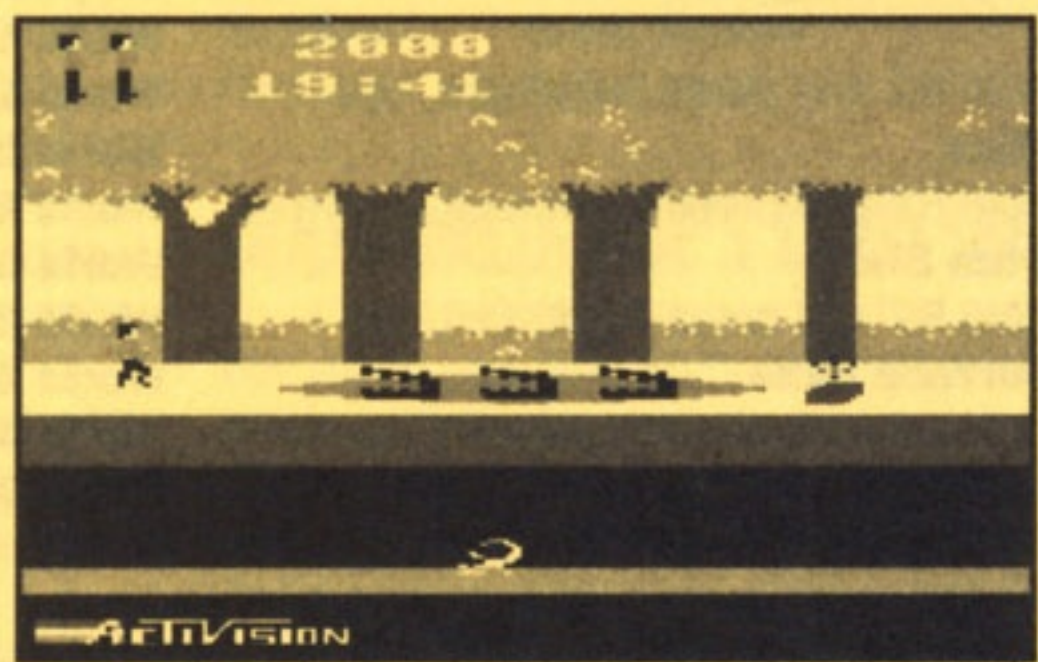
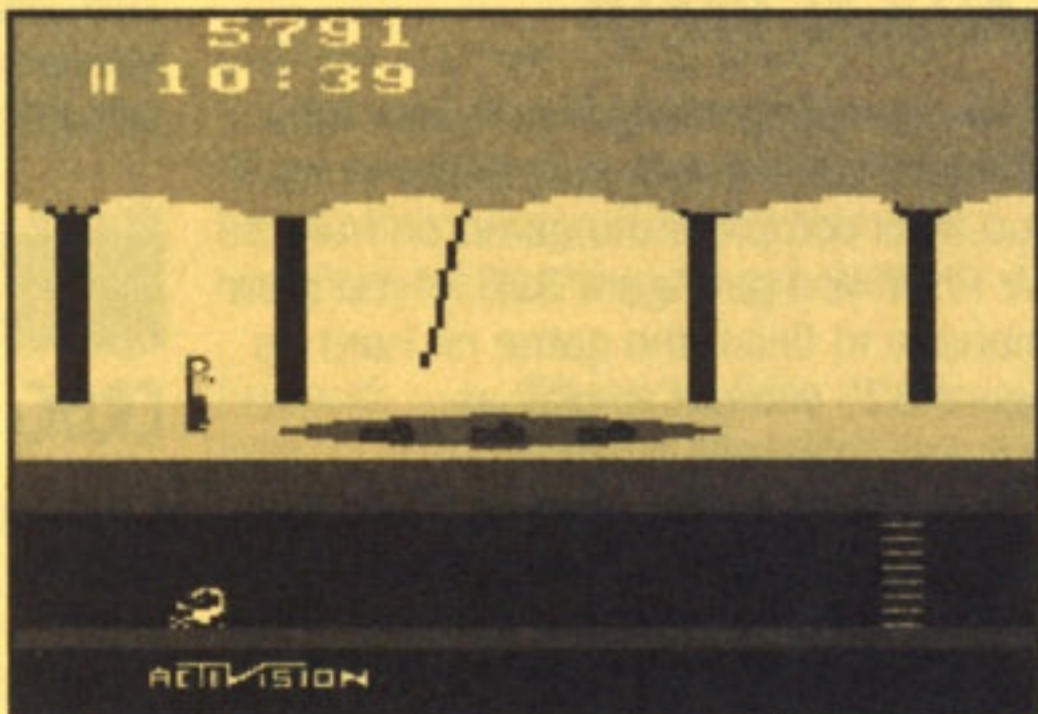
David Crane. Programmers of cool games rarely looked how you expected.

PITFALL: PLAY THE GAME

Pitfall places you deep in the recesses of a forbidden jungle - an unforgiving place few explorers ever survive. But you've got courage, because you're with Pitfall Harry, the World Famous jungle explorer, and fortune hunter extraordinaire (Raiders of the Lost Ark must have been an influence). The lure of hidden treasure draws you deeper into the bush helping Harry grab the most treasures in the shortest possible time.

You start each adventure with 2000 points. Collision with a nasty loses points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them. You hurdle over logs, holes, scorpions, fires and snakes. Special care should be taken when you jump scorpions; the margin for error is much less.

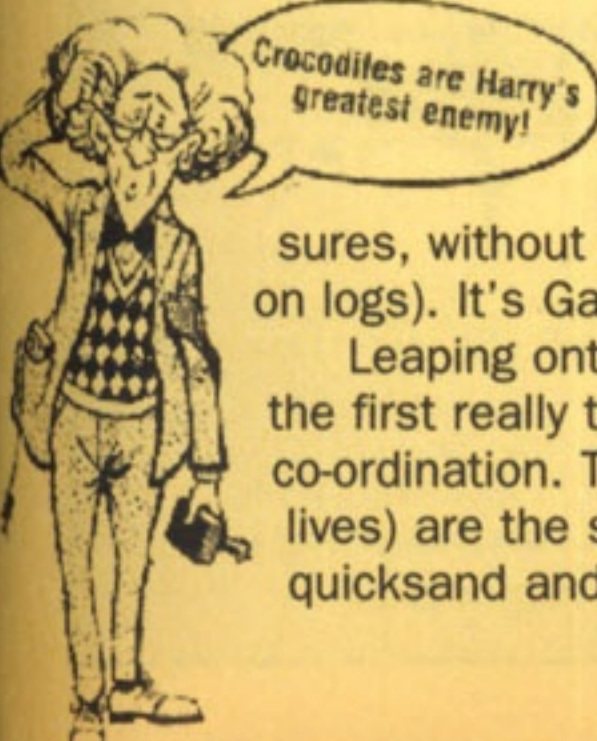
The game is 255 screens wide and wraps round. But each screen travelled underground is equivalent to three overground. So this way you can cover greater distances in less time. In fact to capture all 32 treasures in under twenty minutes (your limit), you will have to use some of the underground passages.



Pitfall used to conjure pictures in the mind of how *Turok* on N64 actually is.

Each treasure you find will add points to your score. There are eight each, of the four treasures in the entire game. That makes 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures, without losing any points by falling down holes or tripping on logs). It's Game Over if you lose all three of your men.

Leaping onto the crocodile heads while crossing the swamp is the first really tricky task in the game. It requires great timing and co-ordination. The catastrophic hazards (losing you one of Harry's lives) are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits.



Activision used to have a great scheme in which a high score would win you a special patch. For *Pitfall* you had to score 20,000 points or more and you could join the prestigious PITFALL HARRY'S EXPLORERS' CLUB and be presented with a special Explorers Club membership emblem.

THE PITFALL LEGACY

Pitfall became a game to sell systems. There was a Colecovision version, and one for the Mattel Intellivision identical to the VCS one. Much later we got a Spectrum version that was even more basic graphically and a C64 version which used the extra colours to give touches like making Harry's hair and jacket a different colour when he is underground.

Pitfall reached the UK for Christmas of 1982 and the VCS cartridge would have set you back £24.95. In the US the game had a two month run at the top of the Billboard chart over Christmas '82. The Observer stated that it sold three million cartridges around the world taking more than \$100 million over the counter. A real hulking money hoover.

In Britain in June 1984 readers of TV Gamer magazine voted it best arcade adventure and best overall game. Activision's final figure was more than four million copies. All for a game whose code took up less than 4K.

SEQUEL NUMBER ONE

Pitfall II Lost Caverns was advertised with the slogan "Just when you thought it was safe to go back to the jungle". The sequel's arrival in the summer of 1984 was highly anticipated. David Crane's profile had also risen, the game was billed as "David Crane's Pitfall II". He was now treated as a star.

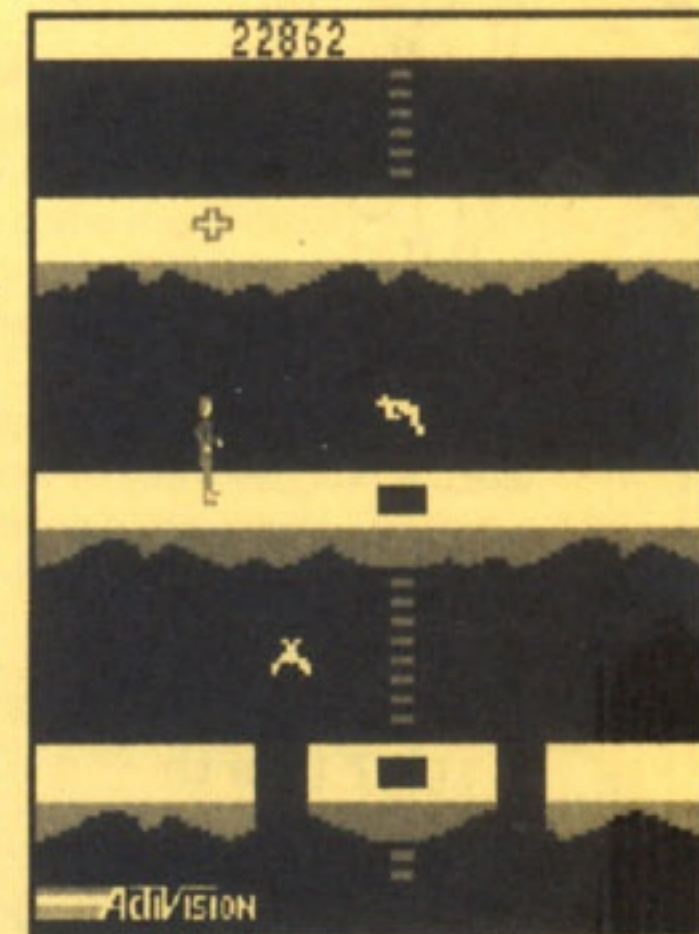
This game produced a number of innovations. Restart points were introduced for the first time. If you had passed a cross on the floor, you would start from there and not from the beginning again when you died. (Though having to watch Harry drift all the way back is annoying.) The game was less horizontal than the first and you swam, jumped and floated on balloons. There were also more nasties like the electric eels, vampire bats and poisonous frogs.

The quest was to get as much treasure as possible and escape with the Raj diamond plus you now had to find your travelling companions Rhonda (Harry's niece) and Quickclaw the cowardly cat.

CVG had given the original *Pitfall* excellent marks but *Pitfall II* was awarded an unprecedented score - the maximum possible: 5,5,5,5.

In the *Pitfall II* VCS cartridge there was extra circuitry (called the "Design Proprietary Chip") to aid the sound and cope with the memory requirements needed for such a big game. Conversions include one for the MSX, which was very like the original and a C64 version with souped up graphics adding more detail. The Spectrum translation was poor and almost silent. There were also excellent Colecovision and Atari 8-bit computer versions.

Pitfall is a big slice of thrill cake. If you haven't played either of the games yet, grab your portion now!



What is that? A frog? Or a bat? No, definitely a frog.

WIN A COPY OF ATARI'S ARCADE COLLECTION!

The ranch has obtained a copy of Atari's Arcades Greatest Hits from those nice people at GT Interactive. If you're a PlayStation owning retro fan, this six-game compilation is for you. On the disc are the vector graphic classics *Asteroids*, *Battlezone* and *Tempest*. The compilation also features the trackball blasters *Missile Command* and *Centipede* finishing off with the wall bustin' *Super Breakout*. The disc also contains exclusive video interviews with three of the creators of these games.

To win simply tell me: which one of the above games was adapted for the US Military to train their troops? Send your entries to "Keith's Retro Ranch" at the usual address.



RETRO RANCH CLASSIFIED

RETROGAMER Issue 14 is out now! It tells the complete story of Malcolm Evans, Sensible Software and some advice on coin-op collecting. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. For more retro articles and games for sale go to the RETROGAMER fanzine page... <http://www.geocities.com/SiliconValley/Heights/5874/>

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.

"BACK IN TIME" is a must-have CD that contains digital studio reproductions of classic cult Commodore 64 themes including DELTA 97, THING ON A SPRING and the (gulp, sigh)... OCEAN LOADING THEME amongst others. Contact High Tech Publishing Ltd. PO Box 260, Bromley, BR2 0ZG or point your browsers to <http://www.c64audio.com>. (We've played it at CVG and reckon its flinkin awesome).

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

FREEPLAY

TIPS

THE LEGEND OF LOMAS



You may have heard that there was a second crash at Roswell back in 1947 (Earth years). That was my family and I. The one "being" that survived was me, and it is now that I've decided to reveal my original quest to the world: I NEEDED TIPS TO SAVE MY DYING PLANET. Pleeeeeze.

PLAYSTATION

GRAND THEFT AUTO

Loads more cheat codes for *GTA* from **Carl Potter** which let you do all sorts of naughty things. Plus last month's for extra value.

| | |
|----------------|--|
| BLOWME | Co-ordinates |
| BSTARD | All cities, all weapons, loadsamoney |
| CAPICEA | All cities |
| CHUFF | No police |
| EATTHIS | Max wanted level |
| FECK | Access Liberty City |
| GROOVY | All weapons |
| MADEMAN | All cities, all weapons |
| THESHIT | All cities, infinite weapons, 99 lives |
| TURF | All cities |
| TVTAN | Liberty City, San Andreas |
| WEYHEY | 9999990 points |

To become invincible, Pause the game and press **Square, Triangle, Circle, X, X, Circle, Triangle, Square**.

PANDEMONIUM 2

Enter these passwords to get the

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

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

You can now also send any tips or guides to this Email address. Whatever you do, don't waste your time sending us tips you've copied out of other magazines. Especially not ones you've copied out of our magazine and sent back to us. Believe us, it has been done.

TIPS.CVG@ECM.EMAP.COM

extra cheat modes.

| | |
|-----------------|----------------------|
| ACIDDUE | Mad Graphics |
| GENETICS | Mutant Mode |
| GETACCES | Access all areas |
| GONAHURL | Rolling Camera |
| HORMONES | Full Energy |
| IMMORTAL | 31 Lives |
| JUSTKIDN | Regenerating Enemies |
| MAKMYDAY | Permanent Weapons |
| NEVERDIE | Invincibility |
| SKATBORD | Speed Greed |

ONE

Two nice and easy cheats here. For a level select, enter your password as **HEVYFEET**.

To get all of the weapons in the game, enter the password **MAXPOWER**.

NIGHTMARE CREATURES

To get a cheat mode with options such as infinite lives, infinite weapons, level select and even an option to play as a monster, go to the password screen and press **Left, Up, X, Square, Down, Triangle, Square, Down**. Now start a new game and you'll get the cheat menu.

After entering the main cheat code, press in this for one-hit kills. Just press **L1, R1, L2, R2, Select**.

FIFA 98

Unlike the main Game All-Stars cheat, these are for the PlayStation version only at the moment.

To give yourself loads of money, go to the Club Transfers screen and press **Square, X, Square, L2, L1**. For unlimited player attributes, go to the Player Edit screen and press **L1, L2, X, Square, X**.

CRITICAL DEPTH

If you complete the game on medium difficulty you'll get to play as Mr Phatt. If you then complete the game on hard as Mr Phatt you get Agent 326. If you then manage to finish the game on hard as Agent 326 you get to play as... Abbadon! Oh boy!

These hidden modes are written out for the default control settings. If you change your controls you'll need to figure out what the cheats are for you.

Depth Charge

Hold R2 and press Left, Right, Up

Mine

Hold R2 and press Right, Left, Down

Stun Shot

Hold R2 and press Right, Left, Up

Surface Mine

Hold R2 and press Right, Left, Down

Invincibility

L1, R1, L1, R1, Up, Down, Left, Right

FIFA 98: ROAD TO WORLD CUP

This cheat from **Mr A Fule from Aberdeen** works on all versions of the game (PlayStation, Nintendo 64, Saturn and PC). To access the hidden "Game All-Stars" team, start an Exhibition game with any two teams and do the following:

Play the match but get a draw so that it goes into extra time (make sure you have the options set before you start). Now, during extra time you need to shoot the ball from anywhere outside the box so that it hits the crossbar and bounces back to land outside the area. If you do this, the crowd will start chanting really loudly until the end of the game, and the extra team will be added to your choices. You can set the game length to anything you want, but the longer the match, the

Infinite Weapons

L1, R1, L1, R1, Up, Down, Left, Down

Super Damage

R1, R2, R1, R2, Up, Down, Up, Down

BLOODY ROAR

To give yourself a big head while on normal mode, go to the character select screen, hold **L2** and press **Circle** to pick your fighter.

To get smaller fighters, go to the character select screen and hold **R2** and press **Circle** to choose your fighter.

To get the arena size option, beat at least 10 people in Survival Mode.

For the regenerating life bars option, complete the game on Level 4 or harder with Bakuryu.

For the fat arms option, complete the game on Level 4 or harder without using any continues.

To get a school uniform for Alice, complete Time Attack Mode in under 10 minutes.

JET RIDER 2

Getting trophies for different characters gives you various hidden options. Choose the cheat you want most, then play as the character listed with them.

| | |
|-------------------|---------------------------|
| Blade | TV Camera |
| Bomber | Zero Resistance |
| Gadget | Infinite Grapple |
| Lil' Dave | Upside Down Camera |
| Steele | Remote Control |
| Technician | Cyberspace Camera |
| The Hun | Ice Racing |
| The Max | Infinite Turbos |
| Vampeera | Super Control |
| Wild Ride | Super Brakes |

SATURN

CROC: LEGEND OF THE GOBBOS

On the title screen, when "Start" is flashing, hold **X+Y+Z** to make the password option appear. Now enter any of these codes by pressing directions on the pad (Up, Down, Left and Right).

| | |
|------------------|-------------------------|
| World 1.1 | UURRUDULDRULDU |
| World 1.2 | UDRRULULLDLDU |
| World 2.1 | UUURULULLDRDLDU |
| World 2.2 | UURRUDULUDLULDU |
| World 3.1 | UDURUDULUDRULDU |
| World 3.2 | UUURULULLDDLULDU |
| World 4.1 | UURRUDULLDUULDU |
| World 4.2 | UUURUDULRDDDLDU |
| Mega Code | LLLLDRRLDRDLUR |

more time you have in extra time to get the kick just right.

The Game All-Stars team has characters taken from various video games, including Lara Croft, Sonic, Mario, Crash Bandicoot, Croc, Fred Couples (from the *PGA Tour Golf* games), Rayman, Barry Burton, Krool, B.O.B. (from the *Mega Drive* game of the same name), and even Goro!



Look! Sonic the Hedgehog in defence, Crash in goal!

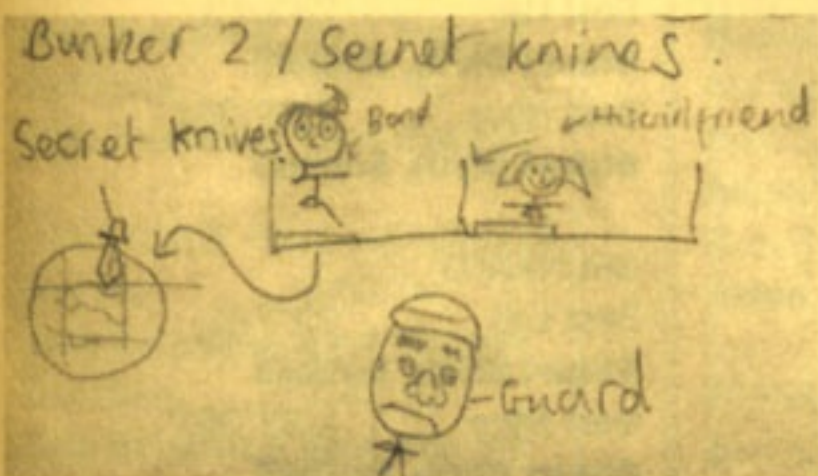
TIPS

FREEPLAY

NINTENDO 64

GOLDENEYE

A few people have written in to tell us about some hidden throwing knives at the start of Severnaya Bunker part 2. We've got two different ways of getting them as well. **Chris Bynre** (who's responsible for the sketch) says that you should look down the well and use the watch magnet to get the knives, while **Mark Botwright from Exeter** has a different way. "You can normally only get them on the Secret Agent or OO Agent settings. After you've killed the guard turn right and you'll see a grid over a pit with water in. Walk onto the grid and look down and to the right, on the pit wall you'll see what looks like a small glitch in the texture. Select the KF7 Soviet Rifle and use the sight to zoom in on it. It will become apparent the object is actually a throwing knife. Aim carefully and shoot it six times and it will disappear, then when you look up six throwing knives should have appeared in front of you."



Chris Byrne says "A good way to kill people is to use the aim and spray across his body with a machine gun etc." Cheers Chris.

FIGHTERS DESTINY

Hidden characters! Hurrah!
To play as Boro, simply finish the game in Easy Mode.
After completing the game once you'll get a star next to your character's name. When you've got a star you can access more characters as follows.
To play as the fantastic robot, Robert, beat everyone in Faster Mode in under a minute.
To play as Joker, "simply" beat all 100 of the characters in Survival Mode.
To play as Master, beat everyone in Master Challenge Mode.
To play as the cow, Ushi, play Rodeo Mode and survive without beating Ushi for a minute.

FIFA 98

Unlike the all-formats Game All-Stars cheat (to the left), these are just for the Nintendo 64 version of *FIFA 98* as far as we know.
For invisible players, choose Sheffield Wednesday and enter a player name as **WAYNE**.
To play without a stadium, choose any team and enter a player name as **CATCH22**.
For sketchy graphics (like *Turok's* Pen and Ink Mode) edit a player name in the Canadian team to **MARC**.
For titchy players, choose Vancouver (from the US League) and enter a player name as **KERRY**.

NAGANO WINTER OLYMPICS 98

To get more options, go to the main Options screen and hold **C-Down** then **press R** to get the new menu. From here you can use these hidden modes:

- Change body size
Hold C-Left and press R
- Change head size
Hold C-Down and press R
- Different voices
Hold C-Up and press R

TETRISPHERE

"Big Boy" **Larry Bundy Jr from Middlesex** has a few cheats to share with you all. Go to the New Game screen and press **L, C-Right and C-Down** to bring up the secret characters you can use on the password screen. Now enter one of these passwords:
Secret Lines Game **LINES**
View End Credits **CREDITS**
Secret Music **G (Allen Head) MEBOY**
Level Select **Saturn, Spaceship, Rocket, Heart, Skull**

PC CD-ROM

CHAMPIONSHIP MANAGER 2 97/98

Ben Lavender from Harrow Weald has a tip to play as the manager of an international team. First of all, you must note that if you want to be manager of England you have to be playing the English league, and so on. All you do is type in the manager's real name when you add a new manager. Here are the names you can use.

- | | |
|-------------|------------------------|
| England | Glenn Hoddle |
| Italy | Cesare Maldini |
| Spain | Javier Clemente |
| France | Aymé Jacquet |
| Netherlands | Guus Hiddink |
| Belgium | Georges Leekens |
| Germany | Berti Vogts |
| Scotland | Craig Brown |
| Portugal | Artur Jorge |

ODDWORLD: ABE'S ODDYSEE

For a level select screen, go to the main title menu and hold Shift. Now press in this code with the arrow keys:
Down, Right, Left, Right, Left, Right, Left, Up
To be able to watch any of the rendered sequences in the game, go to the main title screen again and hold Shift. Now enter this code on the arrow keys:
Up, Left, Right, Left, Right, Left, Right, Down

ARCADE

MARVEL VS CAPCOM

There are some hidden characters in *Marvel vs Capcom*, but we're not talking about the playable ones. Instead, these are secret special helpers.
To get Shadow as your helper character, hold **LP+HP+MK+Start** when you select your second character.
To get Sentinel as your helper, hold **MP+HP+MK+Start** when you choose your second character.

WE'RE STUCK!

If you're completely stuck on a game, let us know where you've got to in detail and we'll do our best to help you out. But please, no more *Broken Sword 1* or *2* questions - we get hundreds every month and they're getting very boring.

Dear CVG,

I have just bought *Croc: Legend of the Gobbos*. I would love it if you could help me. I am wondering if you have to get the jigsaw pieces on the secret island to complete the game, if so how do you even get onto the secret island without passwords! I would be very grateful if you could help me to solve my problem.

THANKS!

Yours sincerely,

Stephen Ford, Portsmouth

CVG: You don't have to get all the jigsaw pieces to finish the game, but if you do you get access to the Crystal Island. You first need to rescue all the Gobbos to get to the Special Levels, then get all the jigsaw pieces from there. When all eight jigsaw pieces are put together, you get to Crystal Island.

Dear Sir,

I'M STUCK!

Over Christmas I have bought the 2 very good games I think are super. They are *Command and Conquer Red Alert* and *Broken Sword 2*. You've probably answered these questions before but I am a new reader so I wouldn't have seen it.

1. In *Broken Sword 2* how do you get to the docks?
2. Are there any cheats for *Red Alert* yet and if so what are they?

Thanks,

Matthew Scriven

CVG:

1. Pickup the newspaper next to the phone in the building where the game starts. Look at it and a receipt will fall out. Later when at the gallery you need to inspect the crates and search for a sticker. To do this you need to get the fat guy drunk first. With these two clues, George figures out that he has to go to Marseilles next...
2. We printed some last month.

Dear CVG,

I am having a problem in *Tomb Raider 2*. I can't seem to find the gold secret in the level called The Wreck of Maria Doria. If you help me I will be extremely grateful because I have been running round like a headless chicken for weeks.

Yours sincerely,

Andrew (Thurso)

CVG: While being chased by the pack of fish, dodge past the shark to get one of the keys. As you go back through the opening you just came through, look out for a cave opening opposite where you come out. Go into this cave and follow the right wall along until you see a small opening above you. Swim up to the surface and you'll find the Gold Dragon.

Dear CVG,

I am writing to you in distress. I have just recently bought *Tomb Raider 2* and can't complete the start of level one. The part I'm stuck at is where you have to scale the cliff after you have completed a set of jumps. Please could you tell me how to do it and if you know any cheats could you please tell me them as I'm kicking myself because I can't do it because it is so near the start!

From Malcolm Isaacs.

PS. PLEASE HELP ME!!!!!!!!!!!!!!

CVG: Unfortunately you're way beyond help. Maybe you should go through the pool of water, and then attempt to climb the cliff. Or maybe you should just give up on video games and buy some Duplo.

Dear Computer and Video Games,

Please help me on *Tomb Raider 2* on Bartolis Hideout I can't get past the level I tried and

tried but I just can't do it oh! by the way do you have any cheats for me.

Russell Hay, age 10

CVG: We printed a level skip last month, and we've got the nude cheat this month (below), though you're probably a bit too young to see that kind of thing.

Dear CVG,

I would like to know where the 3 secret special cap switches are hidden in *Super Mario 64*.

Steven Cadrozzi, Belgium

CVG: Once you've collected at least 10 Power Stars, go into the main hall of the castle and look up at the ceiling to see where the beam of light is coming from. That'll take you to the Red Switch. When you reach the room in the castle which is partly filled with water with two pillars sticking out, bash the pillars down to drain the moat. Now go through the door and into the dry moat where you'll find a passage leading down to the Blue Switch.

In level 6 (the caves), get on the head of the sea monster and ride it to the far door. Go through this to get to the Green Switch room.

Dear CVG,

I have completed *Resident Evil* about 100 times. There must be a tip to make that game more interesting. Can you get me a cheat for that game. "PlayStation"
Derek Cairns, Glasgow

CVG: Try playing it without using your hands, or maybe so that you can't see the screen and have to complete it by ear. That would be quite interesting.

TOMB RAIDER 2

It was just a rumour in the first game, but this time it's for real! Core have included a **NUDE MODE** in both the PlayStation and PC versions of *Tomb Raider 2* which is activated in a similar way to the old fake cheat.

Start the game up with two pads plugged in and go into Lara's bedroom. The first player should stand Lara on top of her bed while the other taps on the **jump button** on the second pad (or "5" on the keypad for the PC version) in the tune of All Saints' song "**Never Ever**". While one person is doing this, the other player should make Lara "dance" on her bed by **jumping, rolling, stepping and so on in time with the tune**. You'll hear a beat start up if you do well enough for a few minutes.

Eventually it'll stop and Lara will say "I'm really hot... I'd better have a shower." She'll go into the bathroom, then reappear with **nothing but her boots and backpack on!** You also get the key to the lock on the side of her bed.



Chances are you already know this nude cheat for Tomb Raider 2, but here it is anyway. Follow the instructions above and you can run through the game completely and utterly naked!

FREEPLAY HIGH SCORES



Do you always beat your ancient relatives at video games? Well done. Do you also beat your friends whenever you play them? Good. But now we want gamers who can beat the rest of the world at the latest and greatest on all the main formats. Send us your highest scores, along with your three-digit high score "tag" name and we'll let everyone know just how great you are (or aren't).

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

TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time
1'05"6 Sam Draris, Dorset

TIME CRISIS (PLAYSTATION)

Story mode 12'01"54
Darren Curtis, Walworth

TIME ATTACK

Stage 1 2'38"81
Darren Curtis, Walworth
Stage 2 3'44"13
Fat Ade (ADE)
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 10'23"63
Fat Ade (ADE)
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

PARAPPA THE RAPPER (PLAYSTATION)

Level 1 4040 Points
Fat Ade (ADE)

STREET FIGHTER EX +A (PLAYSTATION)

A Course Time Attack
1'54"97 (Akuma)
Fat Ade (ADE)

V-RALLY (PLAYSTATION)

EASY
Corsica 47"64
Craig Gemmell, Ayr
Indonesia 55"92 Seppo
Lunkk, Finland
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 51"24
Seppo Lunkk, Finland
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"15
Jozef Vincent (ZEF)

CHALK CANYON
47"81
Jozef Vincent (ZEF)

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

CAPRIO COUNTY RACEWAY
21"23
Matthew Hopkins (MCCLANE), Crewe

BLACK SAIL VALLEY
29"73
Jozef Vincent (ZEF)

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
769 Wins (Seung Mina)
Brian Lelas (B.L.), Dublin

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)
Juan "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 0'19"9
Gareth Richards (GAZ), Stoke-on-Trent
Best Race 1'29"7
Gareth Richards (GAZ), Stoke-on-Trent

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

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 52"40
James Stone, Dorset
Best Tricks 2317
James Stone, Dorset

EXTREME 1
Best Time 1'11"56
James Stone, Dorset
Best Tricks 1863
James Stone, Dorset

EXTREME 2
Best Time 1'13"00
James Stone, Dorset
Best Tricks 2095
Matthew Bushnell, Enfield

EXTREME 3
Best Time 1'35"28
James Stone, Dorset
Best Tricks 2342
Matthew Bushnell, Enfield

ALPINE
Best Time 1'03"96
Matthew Bushnell, Enfield
Best Tricks 1942
James Stone, Dorset

SNOWBOARD PARK
Best Time 1'28"16
James Stone, Dorset
Best Tricks 2149
Matthew Bushnell, Enfield

HALF PIPE
Best Time 26"04
James Stone, Dorset
Best Tricks 2266
Nick Paterson (NIK), Sega Saturn Magazine

RESIDENT EVIL (SATURN)

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

SONIC R (SATURN)

RESORT ISLAND
Best Lap 16"40
Luigi Coppola, Bexhill on Sea
Best Race 58"08
Sam Draris, Dorset
Tag Mode 23"08
Sam Draris, Dorset
Balloon Mode 33"40
Luigi Coppola, Bexhill on Sea

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'12"48
Sam Draris, Dorset
Tag Mode 20"60
Sam Draris, Dorset
Balloon Mode 44"52
Luigi Coppola, Bexhill on Sea

REGAL RUIN
Best Lap 19"76
Steve Lyth, Whitby

Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset
Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY
Best Lap 26"28
Sam Draris, Dorset
Best Race 1'23"64
Sam Draris, Dorset
Tag Mode 30"44
Sam Draris, Dorset
Balloon Mode 29"28
Luigi Coppola, Bexhill on Sea

RADIANT EMERALD
Best Lap 40"96
Luigi Coppola, Bexhill on Sea
Best Race 2'28"96
Sam Draris, Dorset
Tag Mode 43"36
Chris J Haig (CJH), Taunton
Balloon Mode 39"24
Luigi Coppola, Bexhill on Sea

SEGA TOURING CAR CHAMPIONSHIP (SATURN)

COUNTRY
Best Lap 23"012
Stuart Blyth, Solihull
Best Race 1'58"221
Stuart Blyth, Solihull

GRUNWALD
Best Lap 29"741
Stuart Blyth, Solihull
Best Race 2'32"367
Stuart Blyth, Solihull

BRICKWALL
Best Lap 29"821
Sam Draris, Dorset
Best Race 2'34"888
Sam Draris, Dorset

URBAN
Best Lap 28"701
Sam Draris, Dorset
Best Race 2'29"672
Sam Draris, Dorset

BOOMTOWN
Best Lap 32"831
Stuart Blyth, Solihull
Best Race 2'51"219
Sam Draris, Dorset

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 22"51
Iris J Haig (CJH), Taunton
Green Hill Zone 2 17"28
Chris J Haig (CJH), Taunton
Green Hill Zone 3 51"11
Chris J Haig (CJH), Taunton

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

HIGH SCORES

FREEPLAY

MOUNTAIN
Best Lap 1'05"07
Nathan White (NAT), London
Best Race 3'17"25
Ewan Gibb (EJG), Southampton

LAKESIDE
Best Lap 1'05"77
Ewan Gibb (EJG), Southampton
Best Race 3'19"44
Ewan Gibb (EJG), Southampton

SONIC 3D (SATURN)

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

SATURN BOMBERMAN (SATURN)

Master Game completed 467740
Chris J Haig (CJH), Taunton

VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used)
6'33"35
Romeo Mazzel (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)

Default Mode
803,509
Chris J Haig (CJH), Taunton

Virtua Cop 1 Mode
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, Janet 62 Wins
Brian Lelas (B.L), Dublin
15 Mins, Janet 157 Wins
Brian Lelas (B.L), Dublin

CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London
0'07"915
Brian Lelas (B.L), Dublin

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

NIGHTS (SATURN)

Puffy beaten with 104 remaining
Brian Lelas (B.L), Dublin
Reala beaten with 106 remaining
Brian Lelas (B.L), Dublin
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London

Gillwing beaten with 112 remaining
Christopher Byford (MOG), Northants

Gulpo beaten with 107 remaining
Brian Lelas (B.L), Dublin
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

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 18"71
Adam Berry, Bolton
Best Race 38"20
Adam Berry, Bolton

FOSSIL CANYON
Best Lap 29"26
Adam Berry, Bolton
Best Race 1'31"31
Adam Berry, Bolton

JUNGLE FALLS
Best Lap 19"66
Adam Berry, Bolton
Best Race 1'00"76
Adam Berry, Bolton

HOT TOP VOLCANO
Best Lap 29"70
Adam Berry, Bolton
Best Race 1'31"66
Adam Berry, Bolton

WALRUS COVE
Best Lap 44"51
Adam Berry, Bolton
Best Race 2'18"35
Adam Berry, Bolton

STAR CITY
Best Lap 37"95
Adam Berry, Bolton
Best Race 1'58"80
Adam Berry, Bolton

HAUNTED WOODS
Best Lap 22"63
Adam Berry, Bolton
Best Race 1'09"66
Adam Berry, Bolton

GREENWOOD VILLAGE
Best Lap 33"41
Adam Berry, Bolton
Best Race 1'49"13
Adam Berry, Bolton

FROSTY VILLAGE
Best Lap 22"95
Adam Berry, Bolton
Best Race 1'11"40
Adam Berry, Bolton

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)

CO 264
Greg Ihnatenko, Stockport
ME 373
Greg Ihnatenko, Stockport
KA 221
Michael Lai, Liverpool
SX 261
Greg Ihnatenko, Stockport
MA 205
Greg Ihnatenko, Stockport
AG 478
Greg Ihnatenko, Stockport
VE 230
Greg Ihnatenko, Stockport
Total Score 1940
Greg Ihnatenko, Stockport

TUROK: DINOSAUR HUNTER (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 13180 coins
Michael Lai, Liverpool

STAR WARS: SOTE (NINTENDO 64)

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

MARIO KART 64 (NINTENDO 64)

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

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 20873
James Vincent, Co. Kildare

SUNNY BEACH

Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 18497
James Vincent, Co. Kildare

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 20391
James Vincent, Co. Kildare

DRAKE LAKE
Best Lap 0'24"199
Stephen Wake, Doncaster
Best Race 1'15"326
Stephen Wake, Doncaster
Stunt Score 21203
James Vincent, Co. Kildare

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 24621
James Vincent, Co. Kildare

PORT BLUE
Best Lap 0'28"286
Stephen Wake, Doncaster
Best Race 1'27"580
Stephen Wake, Doncaster
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"310
Stephen Wake, Doncaster
Best Race 1'30"561
Stephen Wake, Doncaster
Stunt Score 22268
James Vincent, Co. Kildare

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'25"042
Stephen Wake, Doncaster
Best Race 1'19"552
Stephen Wake, Doncaster
Stunt Score 24023
James Vincent, Co. Kildare

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 Class 29400, Course 1
Themis Bakas (ACE), Nunhead

SCUD RACE (ARC)

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

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



drawinz Wot you dun

I'm afraid your drawinz seem to be getting more violent, more gory, a tad sick even... good! Keep on scribblin'.

KEY

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

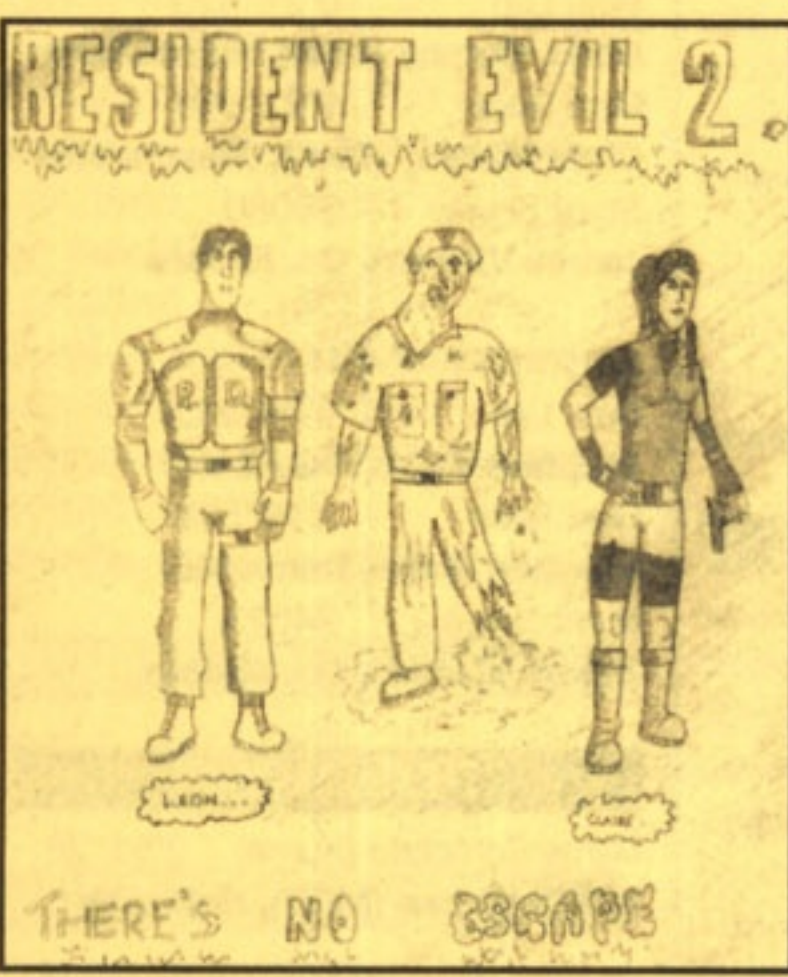
Anything with throwing stars, nunchukas or whirring blades. Or **SWORDS!** **DO IT MORE!**

But yes even I, the hardest, dirtiest dog on the block can tire of mere gratuitous violence. So how about gratuitous violence with a comedy edge? Gore with a gag if you will. By the way I have a special fondness to anything related to martial arts, so bear that in mind.

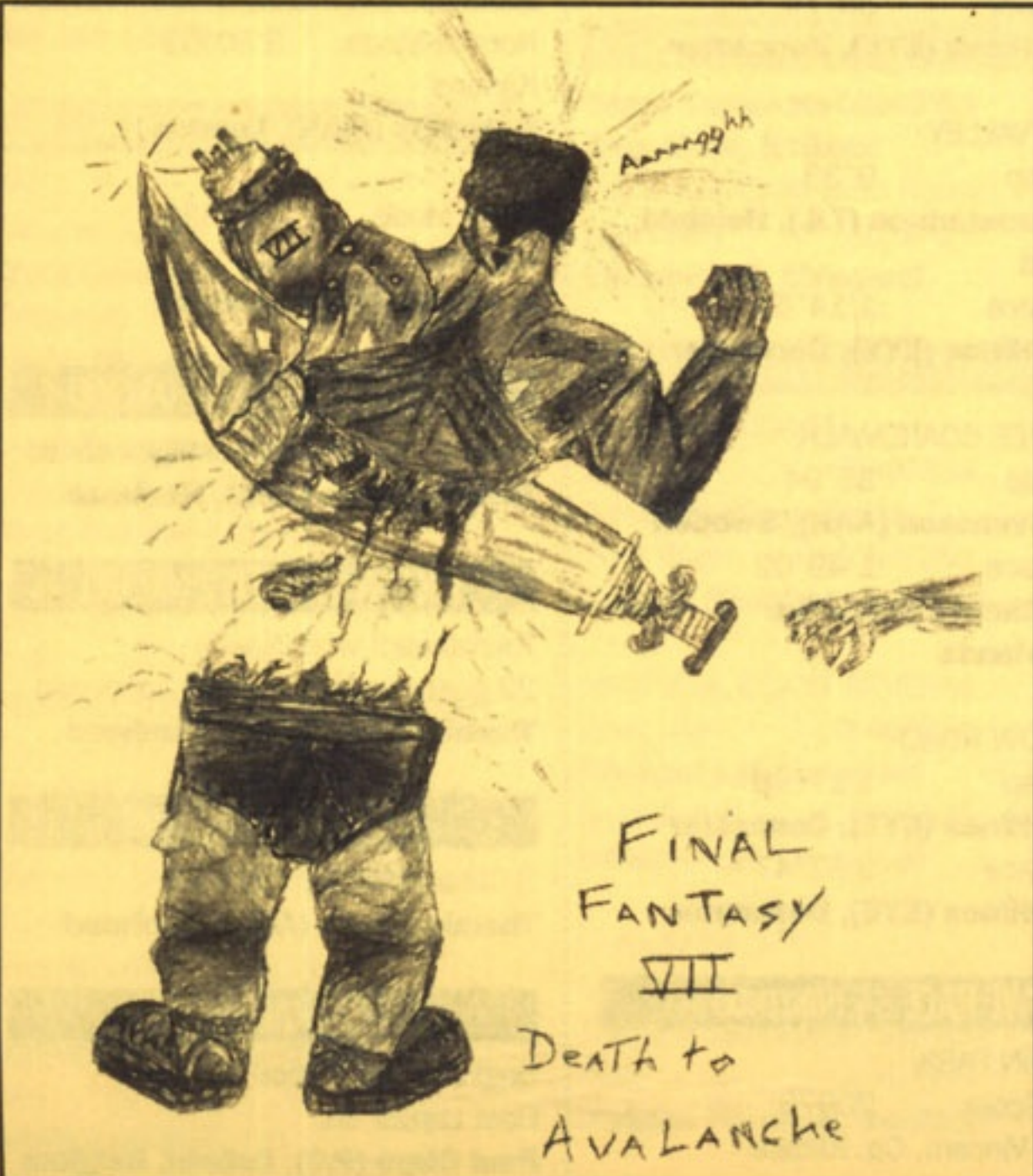
drawinz
wot you dun



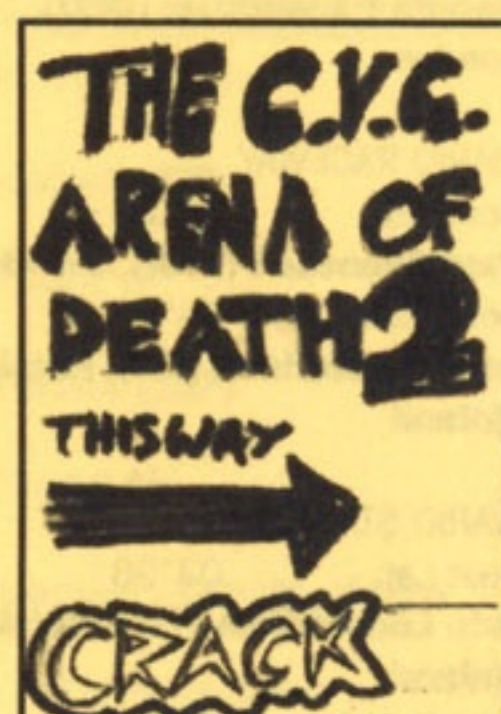
Ⓢ No name on this one but it had to go in anyway. Oh yeah!



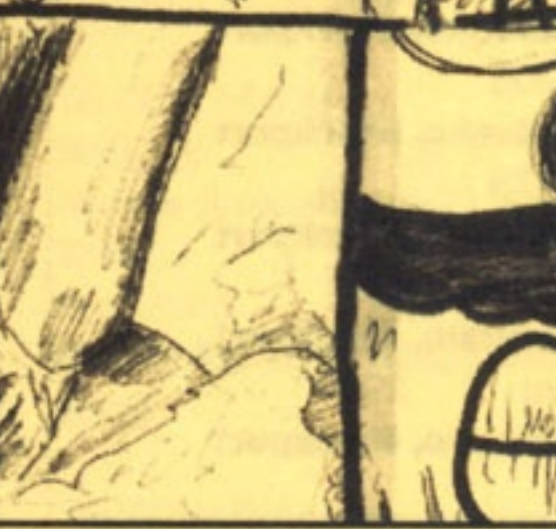
Ⓢ Part 2 of the Arena of Death from Robbie Morrison. Good.



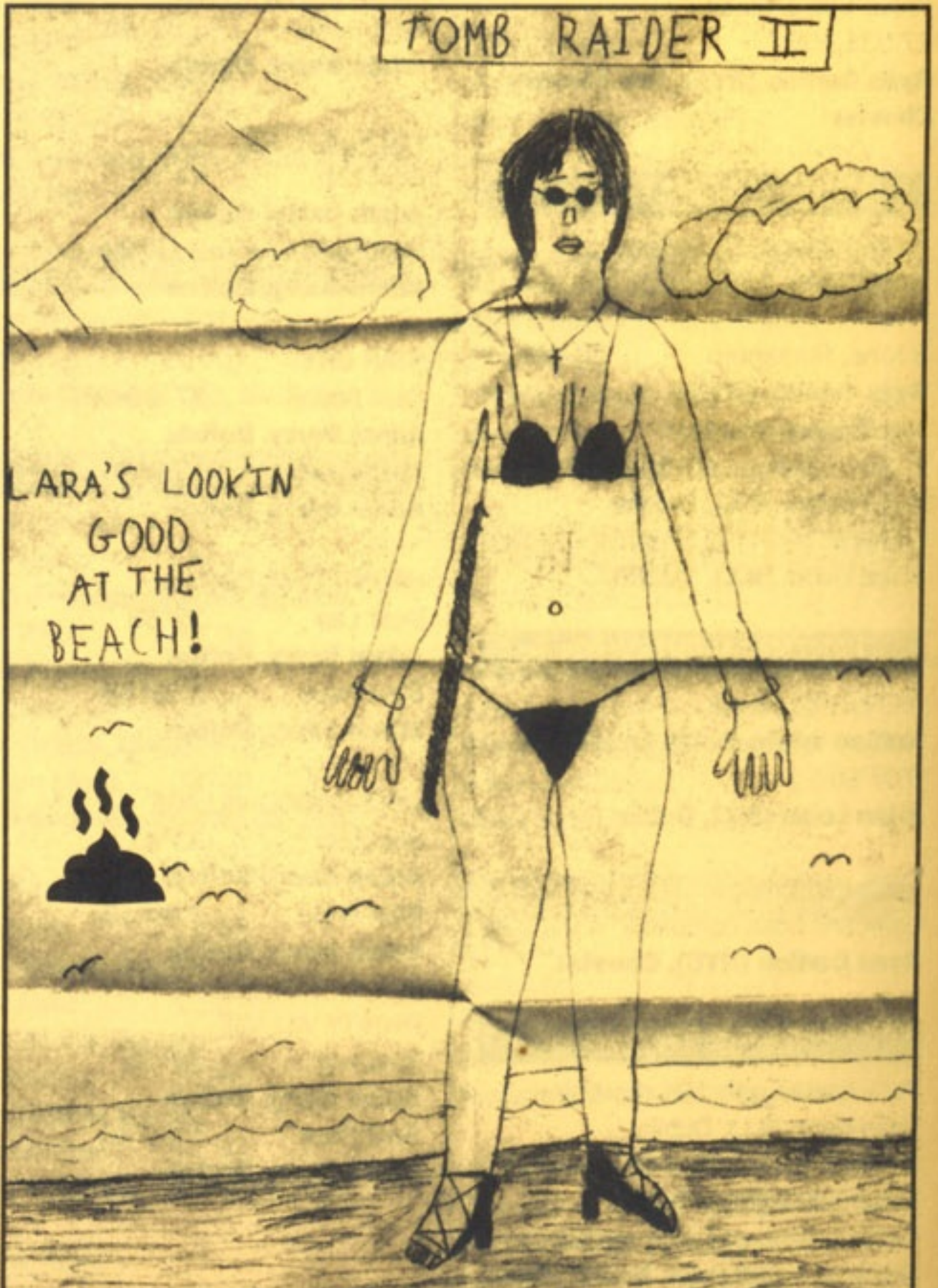
Ⓢ Shane Ellis you're a sick man.



Ⓢ Top one Lee Halliday.



Ⓢ Yonks! Nice one Rebecca Morris.

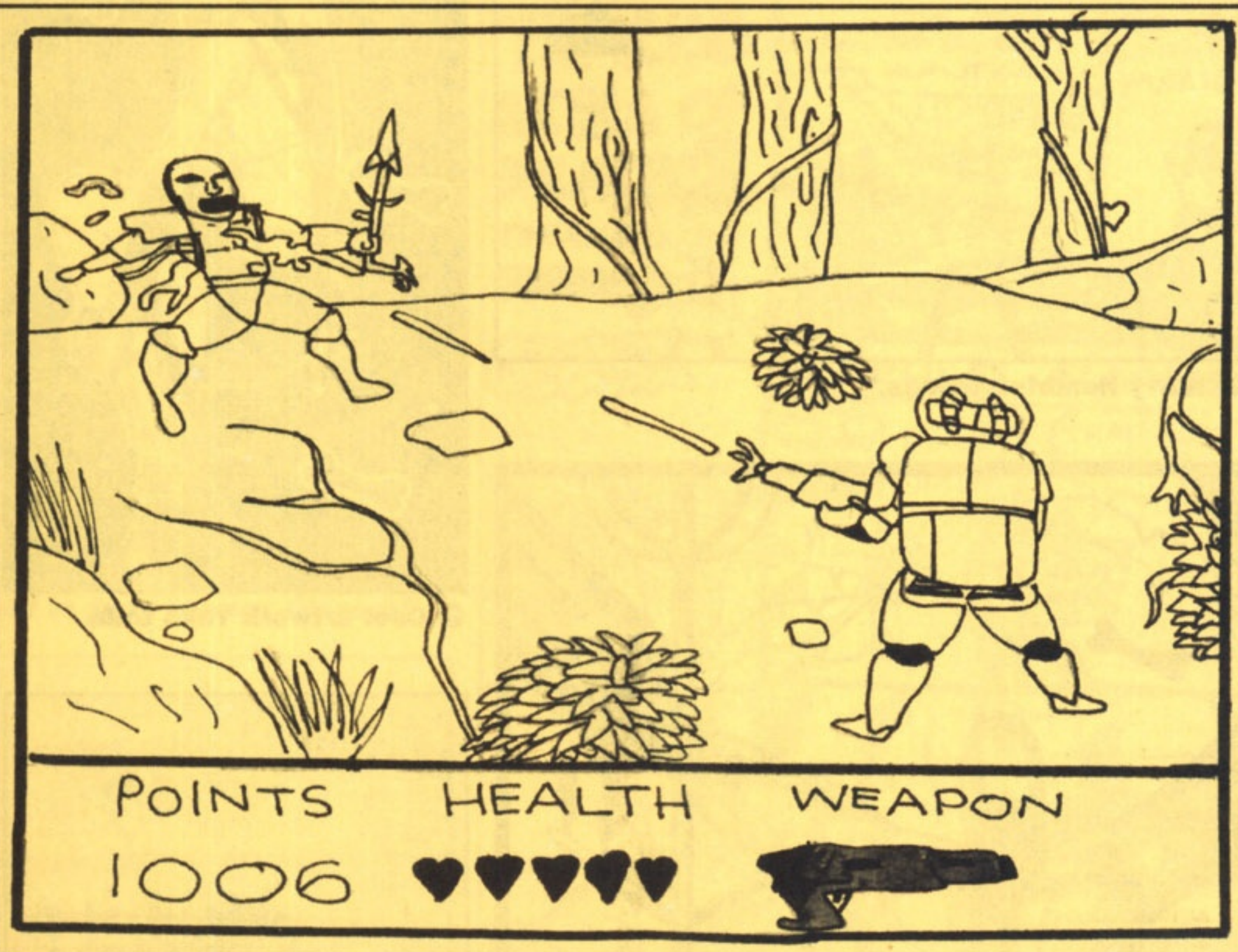


Ⓢ Err yeah... cheers Richard Owen.

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Welcome once again to the magical world of imaginary games, suggested by you. If you've got an original idea for a game, send it to the Melting Pot, and we'll give you our expert opinion of it. In the process your game also gets copyrighted, so if anyone makes a game based on your idea, you'll get lots of fast cars and cash in exchange. That's a good deal for a couple of hundred words and a 'screenshot'!



PROBE

©Alex Colling and Ian Lawlor, Burnopfield, 1998

This is a platform shoot 'em up. You are Probe who is a Zorgorian from the planet Zorgo. He is on a mission to retrieve the Borsaiiken cannon from the hands of the evil emperor Karow who plans to destroy the galaxy. There are 26 levels. At the end of each level you need to defeat a boss and then collect a part of the Borsaiiken cannon. You will then be teleported to another planet to begin the next level.

On each level you can pick up hearts which will give you health and you can pick up certain weapons too.

CVG: It took the two of you to think this up. Incredible what two apes can do when they put pen to paper for ten minutes. By the way, is Burnopfield real or did you make that up too?

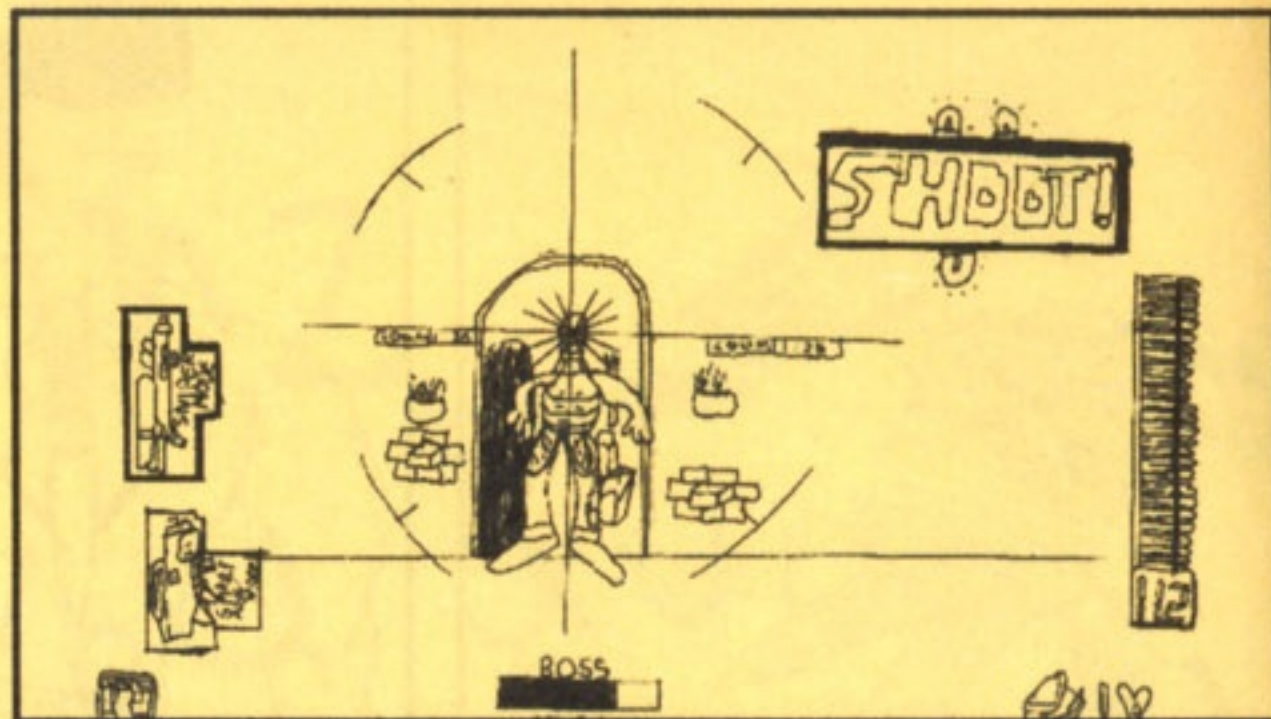


S.A.S. COUNTER T

©Adam King, Hitchin, 1998

You are the commander of the SAS your job is to counter terrorism. You engage in terrorist situations, hostages etc, you have lots of equipment at your disposal. The Troops: Not many people get into the SAS. so as a result you don't have many troops. Maybe 20-30. This may sound a lot, but they have got to last. Goal: You must stop the terrorists doing whatever their objective is. Missions: These will vary from hostage rescues to POW rescues to finding and disarming a bomb. Maybe 50 levels altogether. I think the game should be made on 64DD as then more scenarios could be loaded on to the disc, as well as higher enemy intelligence.

CVG: A game based on the SAS would be cool, but you need to tell us more about what's going on here.



ALIEN ENCOUNTER

©Lawrence Mallock, 1998

This game would be made by Rare with Nintendo, and have a light-gun with it. There are two modes, Sniper which is the easier, and Smart Ass which is for pro's. The game will be for N64 DD though it will take up a lot of memory. The game is about a man called Rico, with a crew called Dusam 16 who land on this planet with aliens on it. The point of the game is find a secret alien weapon, and if you complete the game with Smart Ass mode, you get to fire the secret alien weapon. You will also be able to have four player death matches, with a choice of up to 20 characters.

CVG: Seen Starship Troopers then, eh Lawrence. So, a shoot 'em up - by Rare? Wouldn't it be full of cute characters and some monkeys? We're looking forward to Tomorrow Never Dies more.



FINAL FANTASY VII FEATURING NIGHTS INTO DREAMS

©Alistair Fairclough, 1998

This game would be similar to FFVII, with a few alterations. You would be able to see the enemies on-screen, thus stopping unnecessary battles. The player can give each individual character orders, and play separate games with each. During battles however you would be able to use the souls of characters (including enemies) which you have captured. The second alteration, is the introduction of time. Each character has a watch, which can be viewed with the L2 button. At night you go to sleep, and dream... This is where Nights comes into play. The character who has been sent to sleep replaces the role of Elliot and Claris. The worlds in Nights are replaced with the area the character is currently located, in FFVII. Depending on how many points you score in Nights, your abilities in FFVII change. During the game of Nights you will come across the enemies in the corresponding area of FF. If you defeat them in Nights then you can control their souls in your battles. If you want to control your friends in battle then you must 'charm' them in Nights. FF would also feature the A-life and Cybersound features from Nights. The time function in FFVII would allow seasons, time zones etc. The possibilities are endless. When the game is completed a new multiplayer option would be revealed. One could use any of the characters and play co-operative, or death match game in the FF world. This game would be excellent as it would feature the combined effort of arguably the greatest developing companies, Sonic Team and Squaresoft. It would be a brilliant showcase for the new Sony and Sega machines.

CVG: An interesting idea, but you'd be stuck in the middle of trying to play two of the greatest games ever. What a dilemma, bringing them together may mean some people never leave their homes again! Any more suggestions for the interweaving of classic games? Let's have them.



VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTINGPOT

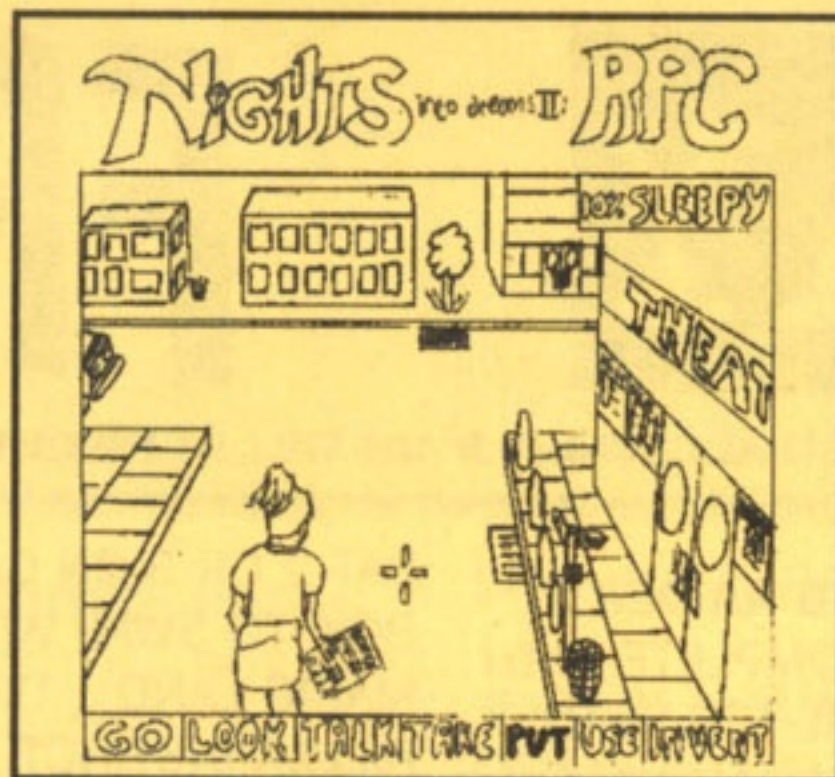
FREEPLAY

RAX

©Chris Nairn, Horley, 1998

If I could make a game it would be set in the year 2150 where the human race has joined other alien races. It's about an alien called Rax. He works for the 'last line of defence' police force. He discovers the President of Earth is going to do an illegal bio test on the dead. As he is too late, these man eating zombies are stalking the city. He has got big guns with snipers, uzi's, lances. He's got to stop them otherwise his race is finished!

CVG: You lot are obsessed by zombies aren't you? We said last month no more Resident Evil rip-offs. So stop it.



NIGHTS RPG

©David Wilkinson, North Finchley, 1998

My idea for a game would be a *Nights* RPG. It would be in the third person perspective, where you take on the role of Claris or Elliot. You would walk around Twin Seeds doing everyday things like going to school, playing basketball, going to the theatre etc, and at any time you could bunk-off school or go home and go to bed. You would then be transported to the *Nights* dreamworld, where you would be able to walk about, talk to pians, practice your singing or even become *Nights* and fly around in full 3D, instead of being 'on rails'. Of course, the plot would have to be developed more, but just imagine how cool this game would be.

TREKKEN

©Laurence Robertson, Daydream productions, 1998

A 3D fighting game featuring characters from Star Trek. Spock's special move, the Vulcan mind meld which renders its victim into a catatonic state. Fist fighting specialist Jim Kirk and Bones could have a choice of surgical implements to choose from as weapons. In addition, special hidden bosses from that bald bloke in the original Star Trek series to the Borg. There would be loads of characters to choose from ranging from the first series, the films and the Next Generation. Your quest: to discover Boldlygo, where no man has gone before.



CVG: The work of a true genius. So simple, yet so clever - such a fine line.

BULLET

©Philip Concannon, Killarney, 1998

Bullet is the greatest light gun game ever. Instead of normal games where you just blast away at the screen and go where the game takes you, this game allows the player to move their viewpoint by holding a button on the gun and it is possible to run in that direction by pressing on the pedal. A soft press to walk and push it down to run. This opens up a whole new aspect of gameplay because by travelling around secret rooms can be accessed, bonus points won, and lifespan of the game extended. The game is mission based where you play as a top secret agent who must

SIM ALLOTMENT

©Jonathan Magnet, Northampton, 1998

This game is designed to encourage old people to get into video games. In it you start off with an empty plot of land and your weekly pension money. You buy seeds with your money and grow sim potatoes, cabbages, carrots, peas etc. You have to water your vegetables, and remove the weeds. When the vegetables are grown you dig them up and enter them into competitions where you can win rosettes and ribbons.

CVG: Short, sweet but has all the makings of a classic game. Even targetting an older age group to give it a go. You could also include a bit where the oldies have to get a bus in the morning to go to the shops, and when they get on they can't stop talking, and they have those trolleys with wheels on the bottom getting in the way of everyone else, and...

RATING



CVG: You want an RPG where you just go around doing the things you normally would, like going to school, and when you go to sleep you enter a dreamworld. We've got a good name for a game like that, and it's called LIFE! NIGHTS is an awesome game, turning it into a RPG, would kind of lose the appeal.

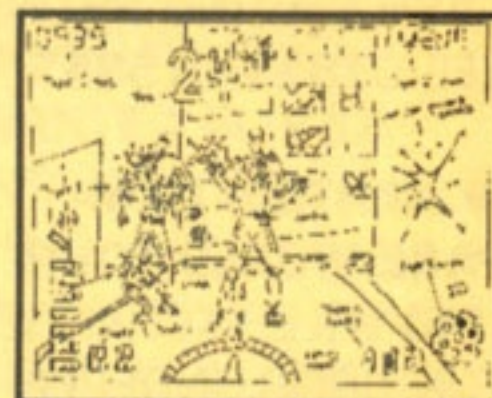
RATING



ZOMBIE CARNAGE

©Adam Insam, Adam Games, 1998

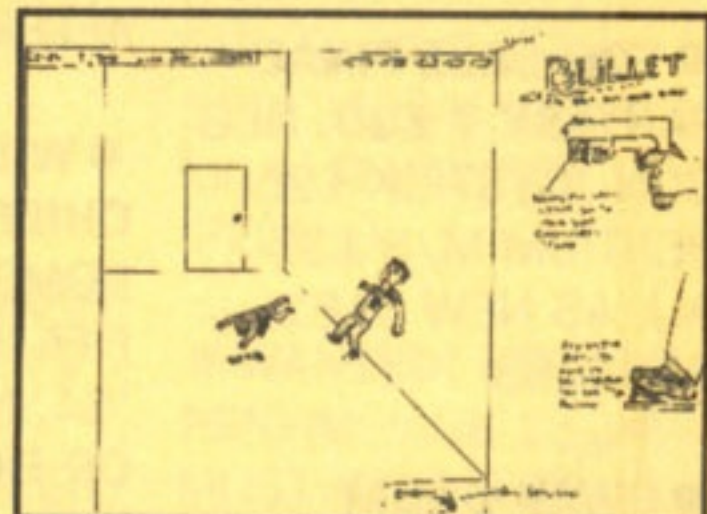
CVG: We said no Res. Evil rip-offs ok. Which means no zombies either, not for a while anyway. But this is an arcade shoot 'em up, so we will include a screenshot. It's for up to three players and involves radiation and warning the President, plus the zombies throw their limbs at you!



RATING

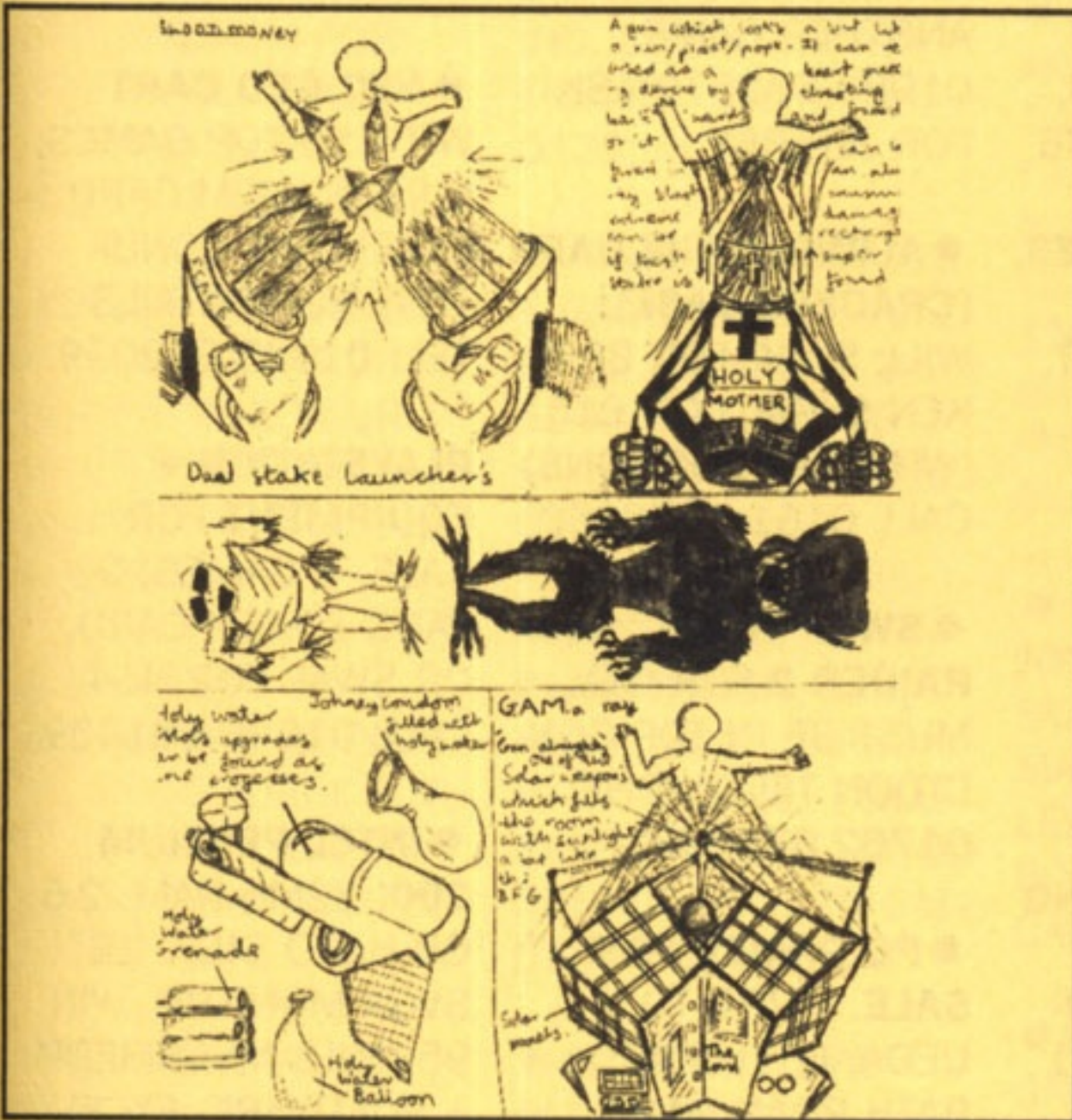


undertake various tasks. The freedom of the game also helps with the missions, as they can be completed or failed on the basis of the player finding the best route to take. For example in a mission where somebody must be assassinated the player must find the best spot to gun him down from. It is the gameplay system rather than the game I'm trying to promote. Perhaps Namco could use this system as a sequel to *Time Crisis* or Sega as another *Virtua Cop* game.



CVG: The greatest light gun game ever, not with 'graphics' like those it isn't, but we understand what you're saying and it is a worthy cause. There are some who love their 'on-rail' shoot 'em ups however, and the freedom could make this a difficult game to work well in arcades.

RATING



BLOOD MONEY

©Shane Ellis, Boston, 1998

This is a *Doom* style game. You control a preacher who is also a rock-hard mercenary. he has been hired by the Pope to kick the ass of loads of evil demon-like, vampire-like scum. Who are running around the Earth after French nuclear testing in the South Pacific opened up a fault and let them all escape. The game consists of the preacher running around with various weapons to dispose of the beasties. These weapons include a dual stake launcher, a holy water pistol, holy water grenade, holy water balloon and a condom filled with holy water. There is also a solar weapon which concentrates the sunlight to burn them back to hell. The enemies would have a 'From Dusk 'til Dawn' look about them, with look-alikes of zombies, hell-hounds, bats, vampires, ghouls etc. As the game progresses you visit various countries where the local servants of Satan join in, say, Mummies in Egypt. You get the chance to blow away lots of civilians of different nationalities adding to the fun, but they're going to die anyway, so what the hell. The final confrontation starts with you revisiting the head vampire's castle in Transylvania and blowing him away with ease, but then you get sucked into hell to take on big boy himself. After this you nick the lord of the underworld's crown, collect the Pope's reward and then go on a nice long Caribbean break with your new found little friends from downstairs.

CVG: Strewth! Not bad, but you borrow from so many sources, including the new Godzilla movie. If all the civilians are going to die anyway, why does the Pope hire you to kill all the creatures? Could be a very cool game though. But Shane, cut down on the coffee.

RATING



WHEN IN DOUBT...

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREPLAY

FREEPLAY

FREE ADS

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U A K E II

AMAZING TECHNIQUES PLUS ALL THE SECRETS IN THE GAME REVEALED!

Not... enough... room! We've got a lot to fit in here, so no waffle. Just tips on rocket jumping and BFG jumping, and a list of all the secrets in the game. More tips and things next month.

ROCKET JUMP

Rocket jumping lets you get considerably higher than normal. Make sure you've got a decent amount of armour and health, plus a Rocket Launcher and some rockets (obviously). Now just look at the floor and press the fire and jump buttons at the same time to rocket jump! Using this technique while running lets you get to lots of sections that normally take a long time to reach.

BFG JUMP

It sounds strange, but it's possible to do ENORMOUS jumps using the BFG 10K! All you need to do is look straight at the floor and press the fire button to charge your BFG. After the initial flash, wait for the rumble and hold a direction (if you're playing as a right-handed character, strafing left makes you travel further, and vice-versa). You don't need to jump, but you'll go right up into the air and very quickly to the side. Practice on the Outer Courts (City1) level and you'll find you can get right up the outside of the palace in one jump! With Energy Armour you'll only lose about 20% health. You can download a demo of Ed performing these special jumps from www.game-online.com

SECRETS GUIDE

Here are very, VERY brief descriptions of the locations of all the secrets in the game.

MISSION 1 OUTER BASE

1. 5 Grenades, 3 Armour Shards
From the start, go through the window, down the ladder and crawl to the end of the low room. Now go into the water and swim under the wall to the right.

2. Silencer
Crawl under the stairs which lead out to the water.

3. 5 Grenades, 2 Medkits
In the end room, go behind the stairs leading to the lift and shoot the button on the ceiling to open the wall.

INSTALLATION

1. Shotgun
Before the sewer section, turn left into the underground water section. Shoot the crack in the wall.

2. Super Shotgun
In the end room you can walk down into a red underground section. The Super Shotgun is easy enough to find down here.

COMMS CENTRE

1. 2 Bullets, Medkit
As you reach the first watery room, get the Rebreather and swim down to the right of the steps. Go into the floor and swim left into the passage to a hidden room.

2. Access to Lost Station
Go to Secret 1 and get in the lift in the room.

LOST STATION

1. Silencer
Near the first "train" ride, find the stacks of crates and jump from the left pile to the right and drop down the back.

2. Rebreather, 4 Armour Shards, 2 Stimpacks, Bullets, Shells
Drop into the water at the first train ride and turn around on yourself. Swim along the tunnel to the stairs leading out of the water.

3. 4 Stimpacks, Bullets, 5 Grenades
Ride the train down the

shaft, then get off and drop into the water. Go left and shoot the button on the wall to open another passage behind you.

4. Medkit
Shoot the button which raises the ramp to the red key and go underneath instead of up it.

5. Adrenaline, 2 Armour Shards
Just before the room with the tower in the water, go right and around until you are looking down with a button on the wall ahead of you. Shoot the button and watch out for the lasers, then drop down and go through the door and into the water.

6. Invulnerability, 2 Medkits, Flak Jacket, 2 Shells
From where you use the red key, swim down and shoot the wall to open a hidden door.

MISSION 2 AMMO DEPOT

1. Quad Damage
In the first main room, go to the far end and shoot the button up in the ceiling.

2. First Aid, 2 Bullets, Stimpack
When you press the button to bash the door open, press the button just behind you to open the floor just outside the control booth.

3. Chaingun, 10 Grenades, First Aid
At the far end of the bridge over the lava, drop down to the side and crawl underneath.

SUPPLY STATION

1. Combat Armour
Near the start, drop down into the trench and push the odd piece of wall.

2. Quad Damage
Get on the moving crate and crouch on top of it until it goes into the hole in the wall.

3. Mega-Health
In one of the sections with masses of crates, shoot the one that's a different colour to open a small passageway.

WAREHOUSE

1. Adrenaline, Flak Jacket, 10 Grenades, 3 First Aids, 2 Bullets, 2 Shells
Before the spiral stairs, go behind the crate pile by the previous stairs. Shoot the button to reveal more stairs.

2. Quad Damage
By the switch that activates the moving platforms across the pit, shoot the button on the ceiling to reveal a hidden ladder.

MISSION 3 MAIN GATE

1. Rebreather, 3 First Aids
Right out of the first room, drop off the ledge into the water and head back under the ledge towards the start building to find a passageway.

2. Jacket Armour
When you get into the main building, press the alarm button and the wall to your right will explode. Climb along the computers by the wall to get onto the ledge.

DETENTION CENTRE

1. Energy Armour, 2 Adrenalines, 3 Cells
In the section within a room with locked bars around it, press both switches on the outside then the one inside quickly. Now you can get down in the middle.

2. Combat Armour
In the room looking down on the holding pen section, shoot the button behind the gunner on the opposite ledge. Move quickly so that you can get under the stairs that rise up.

SECURITY COMPLEX

1. Grenade Launcher
By the yellow lasers leading to the Guard House, shoot the wall to the right (with some grenades in front).

GUARD HOUSE

1. Adrenaline
As you get outside for the first time, look around the middle bit of wall to find a sticking out brick. Push it and go under the left ramp.

2. First Aid, Heavy Pack
As you get to the stairs leading down to the room containing barrels and Enforcers, shoot the cracked wall.

3. Grenade Launcher, Medkit
In the destroyed section with two broken doors, crawl through the right-hand one.

TORTURE CHAMBERS

1. Hyper Blaster, Cells
At the start, go past the lift and go outside. Walk to the right and behind the building.

2. Invulnerability
In the A Block, go into one of the cells in the corner and shoot the out-of-place brick.

3. Quad Damage, 5 Grenades, Cells, Slugs, Rockets
Once you've got the Invulnerability (from Secret 2) head to the room where the prisoner gets lowered into the lava. Turn the Invulnerability on and jump into the lava to get the goodies.

MISSION 4 MINE ENTRANCE

1. Rocket Launcher
Look out for the sparking red wall panel while on one of the outside walkways and shoot it to make it explode.

UPPER MINES

1. Quad Damage
After using the ventilation system, shoot the sparking panel to your left.

2. Medkit, 2 Bullets
By the floor switch that moves the bridge across the chasm, turn to the right (while looking at the bridge) and shoot the wall at the end.

BOREHOLE

1. Combat Armour, Rockets
At the bottom of the big stairs the "secret" is simply underneath.

2. Adrenaline, 3 Armour Shards
After turning on the lift, go into one of the holes the Gunners come from and shoot the wall.

3. Adrenaline
When you reach the pit with two pathways leading off, drop down to the side of the walkway and into the water by the side.

DRILLING AREA

1. Invulnerability
After shooting the fuses out and going through the grate, head down the tunnel and shoot the crack on the right.

2. Adrenaline
At the end of the stage climb up the crates by the lift.

**MISSION 5
RECEIVING CENTRE**

1. Combat Armour, 2 Rockets, 2 Bullets
After going up on the moving platforms you'll see three alcoves in the back wall. Push on the middle one.

2. Rail Gun, 5 Grenades, 2 First Aids
In the outside section with the waterfall, drop into the water below and walk into the passage underneath.

3. Access to Sudden Death
In the same area as Secret 2, run from the bridge and jump on top of the waterfall.

4. 2 First Aids, 2 Shells
After returning from the Processing Plant, go to the end of the level and you'll notice a pillar with a hole in it. Shoot the button inside to open a nearby wall.

PROCESSING PLANT

1. Quad Damage
After turning off the first machine go to the top of the nearby ramp and drop down by the wall. Jump out of the acid onto the platform under the ramp.

2. Adrenaline
After riding the conveyor to the top section, shoot the button on the ceiling to open the secret behind you.

3. Energy Armour
In the room with the fast conveyor, turn the machine off and crawl back into the hole it came from.

**MISSION 6
POWER PLANT**

1. Adrenaline, 2 First Aids
Cross the bridge into the main building and shoot the flashing light.

2. BFG 10K, Cells, 2 First Aids
In the room with the big green character on the wall (where the Iron Maidens attack), shoot the barrels in the corner.

REACTOR

1. Adrenaline, 2 Armour Shards
Keep your eye out for a hidden panel on one of the corridor end walls. You'll see the indented outline through one of the doorways.

COOLING FACILITY

1. Adrenaline, 2 First Aids, 5 Grenades, 2 Bullets
Open the floor, then follow the water around the first bend. Jump out of the water to the left and go down the ladder you'll see.

2. Mega-Health
Follow the river to the end and ride one of the moving platforms to the top. Now drop off so that you land on the platform just under the ledge.

3. Mega-Health
When you press the second pump switch, head back to where you pressed the first pump switch and you'll find a section of wall will have blown open nearby.

TOXIC WASTE DUMP

1. Enviro-Suit, Cells, 4 Armour Shards
When you reach the bridge with the raised acid river below, use an Enviro-Suit or Invulnerability and drop off into the acid river. Swim along until you find the secrets.

2. Invulnerability, Adrenaline, 3 Armour Shards
When you come across an Enviro-Suit in a dead end sitting next to some acid, put it on and jump in. Now swim down to get the goodies.

PUMPING STATION 1

1. Adrenaline
After going up on the first lift, shoot the first flashing light to blow up a nearby crate.

2. BFG 10K, Adrenaline, 2 First Aids, 2 Bullets
In the same room as Secret 1, shoot the cracked pipe and jump in from the top of the crate stack.

3. Quad Damage
Once you've got into the pipe (Secret 2), go to the end and shoot both bits of grating on the building outside.

PUMPING STATION 2

1. Adrenaline
Near the blue door you'll find a small ledge running around the edge down below the walkway. Drop onto it and walk around to the left.

2. Invulnerability
Turn the pump on then blow the nearby barrels up to blow a hole in the floor. Drop down and look for the shape of a door on the sloping wall. Shoot it.

3. Quad Damage
Near the end of the level, use an Enviro-Suit to swim down into the big pool of acid. The Quad is on a shelf to the side.

MISSION 7

There ain't no secrets here, buddy.

**MISSION 8
OUTER HANGAR**

1. Adrenaline
Go down in the lift which takes you to the room below where you started and jump behind the big pipe coming from the ceiling.

2. Combat Armour, Cells, Shells, 2 Stimpacks
In the water section you'll find a well with spinning blades inside. Swim around the outside and shoot the red fuse to turn them off, then swim down the well.

3. Access to Comm Satellite
From the well tunnel (Secret 2), go through the end door and into the special blue teleporter around the corner.

COMM SATELLITE

1. Adrenaline
One of the corridor sections has a big gap leading out into space in the middle, with thin metal bars below. Drop onto the bars and jump along to the end to get the Adrenaline, then come back again.

2. Adrenaline
After blowing up the satellite dish, go back to the teleporter to the previous level and turn right by the door. Drop down onto the ledge below.

RESEARCH LAB

1. Quad Damage, Slugs
Go to the translucent bridge and shoot the cracked marine cage on the right.

INNER HANGAR

1. Adrenaline
Right at the start, shoot the sparking computer.

2. Quad Damage
From the big pool with rotating blades you'll come to a room with rounded crates at the top of a small ramp from the water. Shoot them.

3. Body Armour, 2 First Aids
Jump over the water on the moving platforms and press the switch that starts up the four lifts. Now drop down and swim underneath the ledge with the switch on it.

4. Adrenaline
In the big room with the bit of platform going out into the water, drop off the end and swim around to find the secret.

5. Body Armour
Right by one of the exits, shoot the odd-looking piece of wall at the end of corridor.

LAUNCH COMMAND

1. BFG 10K, Medkit, Cells, Rockets, Bullets
At the start of the level, rocket jump (or BFG jump) onto the ledge with the black hole generator.

2. 5 Grenades, Cells, Slugs, Shells, Bullets
Also near the start, look out for the cracked window on the left. Shoot it to get to the water containing the secret.

**MISSION 9
BADLANDS**

Bad news - the Badlands don't contain any secrets.

OUTER COURTS

1. Energy Armour, Medkit
From the outside area at the start, go into the lava cave and shoot the cracked wall.

2. Adrenaline, Body Armour, 2 First Aids, Rockets, 10 Grenades, 2 Bullets, Slugs
In the same first outside section, walk up the rocks to get on the top of the door and press the switch.

3. 2 Medkits
When the alarm's going off, go back to the first outside section and climb up onto the door again. Keep climbing up to the right and the alarm will have opened a door at the top.

4. Adrenaline
When you pick up the Data Spinner, shoot the panel to the right to find a switch. Press it.

5. Red Key (used in Upper Palace Secret 5), Energy Armour, Medkit, Cells, Slugs, 5 Grenades, Rockets
After returning from the Lower Palace and deactivating the red barriers, enter the sewers leading to the other Lower Palace exit and enter the previously-locked room.

LOWER PALACE

1. Quad Damage
From the main start of the level you'll see the Quad Damage on a pillar. Shoot both of the pictures on the walls of the room to lower it.

2. Energy Armour, Adrenaline, First Aid, Bullets
From the sewer entrance (by Outer Courts, Secret 5), head up the first slope and shoot the grating on the left.

3. Energy Armour, Adrenaline, First Aid, Bullets
When you use the switch to unlock the green door, press the panel to your left.

4. 4 First Aids, 5 Grenades, 3 Bullets, 2 Rockets, Cells, Slugs, Shells
After turning off the yellow barriers, go back to the lower exit to the Outer Courts and go through the grate (Secret 2). Climb the ladders right to the top and jump over to the secret.

5. 2 First Aids, Rockets
Shoot the computer display near the lift which leads on to the Upper Palace exit.

UPPER PALACE

1. Adrenaline, Slugs, Cells
From the upper start (after Lower Palace Secret 5), turn off the right-hand red barrier and look up on the other side. Shoot the button.

2. Medkit, Combat Armour, 2 Cells, Slugs
On the main bridge walkway, go through the door away from the picture on the wall. Turn right straight away and go down the hole.

3. Enviro-Suit
From the lower entrance, go up the stairs and into the hole at the end. As you walk towards the yellow barrier, enemies come from holes in the wall, one of which contains a button you should shoot.

4. Body Armour
Deactivate the yellow barriers and head through the one nearest to Secret 3, then press the switch in the next room. Now shoot the mud wall in the middle of the bricks which are revealed.

5. Secret id Software room, Enviro-Suit, Adrenaline
Do Secret 4, then look at the pool of acid in the corner. Press the tiny brick in the corner then drop into the acid (while using an Enviro-Suit or Invulnerability) and swim through the tunnel. You'll come out in a super-hidden id Software room with John Carmack's head in a jar. Use the red key from Outer Courts Secret 5 to drain the liquid, then shoot the glass.

6. Invulnerability, Energy Armour, Slugs
From the lower entrance, go up the lift and through the small passage to the left. Shoot the slight door shape on the wall in the next room.

7. Quad Damage, 3 Medkits
When the lasers shoot out of the wall and down the corridor at you, drop off the edge of the path and into the lava. Quickly run along and out to the left.



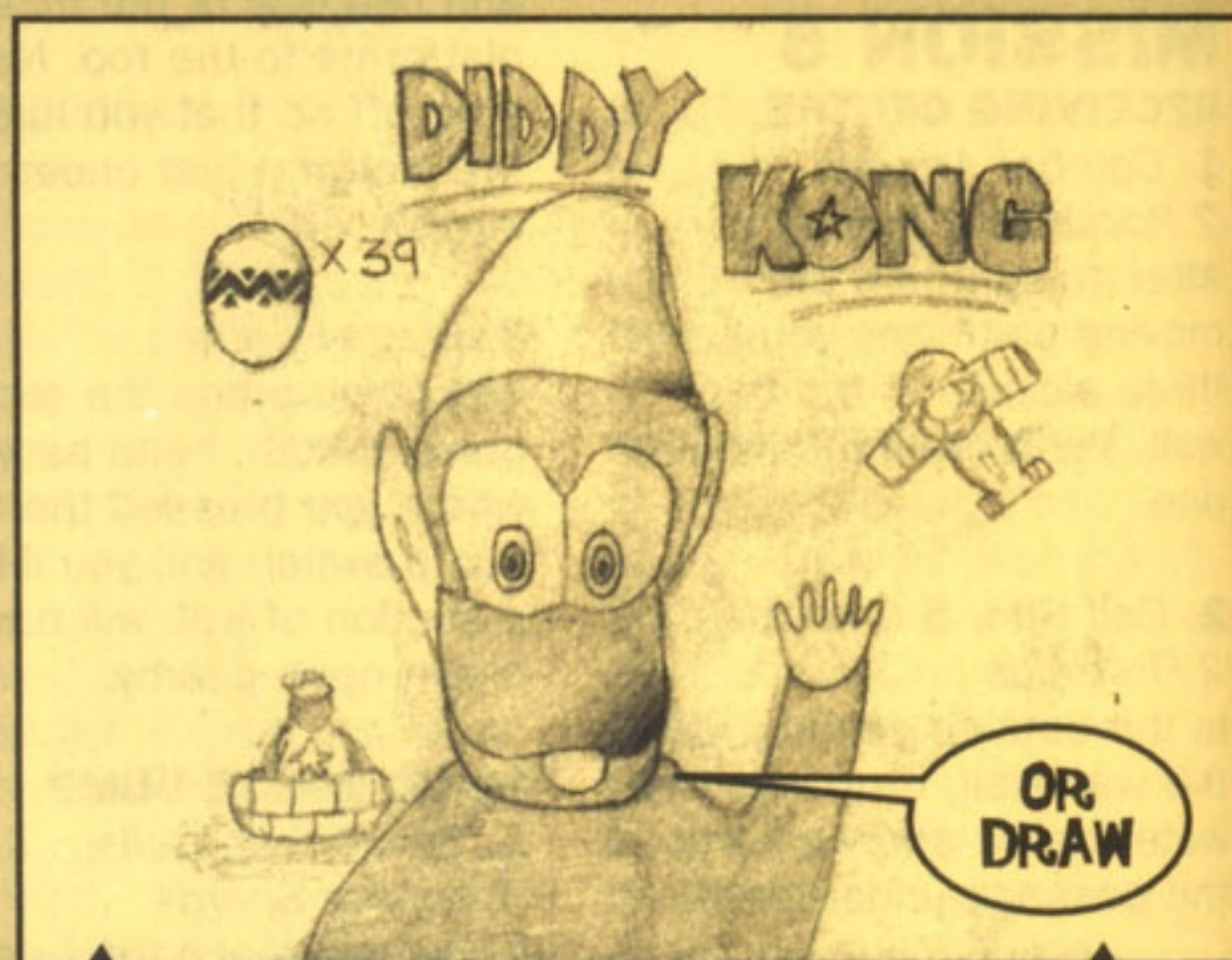
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