

FREEPLAY

YOU'VE NEVER HAD IT SO GOOD

Who'd have thought that video games used to be an expensive hobby? Okay, it's not as cheap as swimming in the sea, but hey, we remember paying £400 for a Saturn. Thanks to market forces there are bargains to be had in your High Street, so why not take this opportunity to... pick up a second machine! Become immune to those 'Mine's Better Than Yours' arguments! Enjoy the best of all possible worlds! "Hmm," you can say, "I've had enough

of Tomb Raider 2 on MY PlayStation. I think I'll play Goldeneye on MY N64. Hahahaha!" To save you traipsing around retail parks, we've surveyed some national stores to check who's got bargain bundles. If you want a bigger package most retailers will happily throw in extra games/controllers for extra quids - Dixons do a Saturn plus 12 games for £200! Groinks! (Info correct as far as we can tell, call local store before trekking 90 miles, etc)

RETAILER	PLAYSTATION + 1 GAME	N64 + 1 GAME	SATURN+1 GAME
BEATTIES	£159.99 Any game (not Time Crisis)	£139.99 Any game	Not Available
COMET	£149.98 Adidas Power Soccer	£144.98 F1 Pole Position	£99.98 Sega Rally
DIXONS	£159.99 1 of 12 games, two controllers, memory card	£189 Any game from selected A-titles, extra controller, memory card	£129.99 Sega Rally or Sonic Jam
ELECTRONICS BOUTIQUE	£159.98 Any full-price game	£149.98 Any game, gold controller, Nintendo bag, copy of Nintendo Magazine	Varies, but check 'Value & Choice' deals in-store
GAME	£159.99 Any game (not Time Crisis)	£159.99 Any game, TremorPak, memory card	£99.99 Resident Evil or Sonic-R
HMV	£159.99 Any game from selected A titles (ie. good ones).	£149.98 Any £49.99 game plus chrome gold 1 meg memory card	Not Available
TOP DEAL	Dixons take it, though the EB and HMV deals aren't bad either.	The Beatties deal is good for the cost-conscious. The EB one is worth checking out too.	Comet's is good, but Game's is tops! A choice of two top games - FREE!

READERS' MOST WANTED CHART

Still no change at number one but the fight for second place was quite thrilling. Tekken 3 beats Zelda 64 by just one 'point'! See how every vote counts?

1	RESIDENT EVIL 2	PS/SAT/PC
2	TEKKEN 3	PlayStation
3	ZELDA 64	Nintendo 64
4	GRAN TURISMO	PlayStation
5	NEW SEGA CONSOLE	Sega
6	TOMB RAIDER 3	PS/PC
7	HOUSE OF THE DEAD	Saturn
8	F ZERO-X	Nintendo 64
9	FINAL FANTASY VIII	PS/PC
10	GRANDIA	Saturn

Close, but no cigar for *Soulblade 2* and *Quake 3*, just two of many nominations for sequels, which is slightly depressing. Whatever happened to the demand for original games? You'll regret this one day, you mark our words! Also in the running was 'PlayStation 2' - interestingly nowhere near as strong as the clamour for the new Sega machine, but then of course it's much further down the line... More interesting, but less significant, were votes for a Midway home console (for a real-deal MK experience, presumably), a CVG shop (we're up for it if it's a sweet shop), a new NEO-GEO console and 'Cruis'n USA'. Jonathan Roberts of Troon - ya gotta be kiddin' us, baby!

Contents

Page	
1	News/Readers charts
2	Official Charts
3	The Amazing  Retro Ranch
4	Ed's Tips
6	Free Ads
8	Drawinz Wot You Dun
10	Melting Pot
12	Quake 2 Guide
16	Write for Freeplay

THE RED-HOT RUMOURS DEPT HOTTER THAN MICROWAVED LAVA

(cook on full power for 3 minutes, remove film, stir thoroughly and serve)

- *Cool Boarders 3* ISN'T being coded by UEP Systems. Instead a new team will take over the brand, possibly because Sony weren't too happy with the first two games. Away with flickery snowfields! Goodbye square snowboarders! Hopefully.

- The latest playable version of *Metal Gear Solid* has a driving section! Woah!

- Sega will be revealing a new arcade board this summer which is

supposedly three times faster than their current Model 3 board. The most exciting thing about this is that it's meant to be the same hardware as their new console. This would mean that we could expect perfect conversions of their hottest arcade games only months after they are first released.

- It has been said that an unnamed big Saturn game is being developed for the Nintendo 64. Seeing as *Grandia* is currently in development for the PlayStation, there's a very good

chance that this will be the mystery N64 game.

- John Carmack from id Software has said that he's split their next project, *Trinity*, in two. One part will become *Quake 3*, and will use their supposedly incredible new 3D technology! Eeeek!

- Latest stories from witnesses of Sega's new machine say that it is powerful enough to run *Scud Race* exactly the same as the Model 3 arcade version... only in a four-player split-screen mode!

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	RE	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
2	1	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
3	7	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
4	2	GOLDENEYE 007	NINTENDO 64	THE GAMES
5	3	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
6	NE	MYSTERIES OF SITH: JEDI KNIGHT	PC CD-ROM	VIRGIN
7	11	DESTRUCTION DERBY 2: PLATINUM	PLAYSTATION	PSYGNOSIS
8	NE	GRAND THEFT AUTO	PLAYSTATION	BMG
9	4	COOL BOARDERS 2	PLAYSTATION	SONY
10	5	BUSHIDO BLADE	PLAYSTATION	SONY
11	10	FORMULA ONE '97	PLAYSTATION	PSYGNOSIS
12	6	WCW VS NWO	NINTENDO 64	THQ
13	8	BLOODY ROAR	PLAYSTATION	VIRGIN
14	9	TOMB RAIDER 2	PLAYSTATION	EIDOS
15	12	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
16	14	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
17	15	GRAND THEFT AUTO	PC CD-ROM	BMG
18	17	SOVIET STRIKE: PLATINUM	PLAYSTATION	EA
19	RE	QUAKE 2	PC CD-ROM	ACTIVISION
20	13	SHADOWS OF THE EMPIRE	NINTENDO 64	THE GAMES

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	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	HOUSE OF THE DEAD	SEGA
4	DUKE NUKEM	SEGA
5	QUAKE	SEGA

SATURN IMPORT TOP 5

1	VAMPIRE SAVIOUR	CAPCOM
2	BOMBERMAN WARS	HUDSON
3	SAKURA WARS 2	SEGA
4	GUNGRIFION 2	GAMEARTS
5	DRACULA X	KONAMI

PLAYSTATION U.K. TOP 5

1	RESIDENT EVIL 2	VIRGIN
2	GRAN TURISMO	SONY
3	WORLD CUP '98	EA
4	PREMIER MANAGER '98	GREMLIN
5	SOUL BLADE: PLATINUM	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 3	NAMCO
2	PARASITE EVE	SQUARESOFT
3	GUN BIKE	SONY
4	BOMBERMAN WARS	HUDSON
5	TENCHU	SONY

PC TOP 5

1	QUAKE 2	ACTIVISION
2	MOTORHEAD	GREMLIN
3	INCOMING	RAGE
4	HALF LIFE	SIERRA
5	FORSAKEN	ACCLAIM

NINTENDO 64 TOP 5

1	QUAKE 64	GT INTERACTIVE
2	YOSHI'S STORY	THE GAMES
3	WETRIX	OCEAN
4	MYSTICAL NINJA: STARRING GOEMON	KONAMI
5	ISS 64	KONAMI

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	BANJO AND KAZOOIE	NINTENDO
3	1080° SNOWBOARDING	NINTENDO

16 BIT TOP 3

1	WARIO LAND 2	THE GAMES
2	JAMES BOND 007	THE GAMES
3	POCKET BOMBERMAN	HUDSON

ARCADE TOP 5

1	EHRGEIZ	NAMCO
2	STREET FIGHTER EX 2	CAPCOM
3	FIGHTING VIPERS 2	SEGA
4	TIME CRISIS 2	NAMCO
5	HARLEY DAVIDSON	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	PRO BASEBALL	SATURN
2	XENOGEAR	PLAYSTATION
3	CHORO Q3	PLAYSTATION
4	BIOHAZARD 2	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	TAMAGOTCHI WORLD	PLAYSTATION
7	LET'S GO BY TRAIN!	PLAYSTATION
8	BUST-A-MOVE	PLAYSTATION
9	HYPER OLYMPICS IN NAGANO	PLAYSTATION
10	ULTRAMAN: FIGHTING EVOLUTION	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	RESIDENT EVIL 2	PLAYSTATION
2	WCW NITRO	PLAYSTATION
3	FINAL FANTASY TACTICS	PLAYSTATION
4	NBA IN THE ZONE '98	PLAYSTATION
5	GOLDENEYE 007	NINTENDO 64
6	WCW VS NWO	NINTENDO 64
7	NBA LIVE '98	PLAYSTATION
8	ALUNDRA	PLAYSTATION
9	NAGANO WINTER OLYMPICS	NINTENDO 64
10	TOMB RAIDER 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer
and
video
games

1	QUAKE 2	PC CD-ROM
2	RESIDENT EVIL 2	PLAYSTATION
3	BURNING RANGERS	SATURN
4	DIDDY KONG RACING	NINTENDO 64
5	GRAN TURISMO	PLAYSTATION




CVG'S 10 REPEATED COMMENTATOR QUOTES

1. YOU'RE RIGHT THERE MURRAY (Martin Brundle - F1 '97)
2. WHERE'D THAT TRUCK COME FROM? (John Madden - Madden '93)
3. HE'S ON THE NEXT PAGE HE READ THAT SO EARLY (Barry Davies - Actua 2)
4. IS IT THE SHOES? (Marv Albert - NBA Jam Extreme)
5. ADAVANTAAAAAGE... SAA-VAH (Umpire - Jennifer Capriati Tennis)
6. CHEAT MODE ENABLED (Tiff Needell - TOCA Touring Car)
7. HE TAKES THE PUCK UP THE ICE (NOT Barry McGuigan - Actua Ice Hockey)
8. LONG EASY RIGHT, MAYBE (Co-Driver, Sega Rally)
9. GREAT START, NOW GO FOR THE LEAD (Commentator, Ridge Racer)
10. IS IT A SCROOGIE? (Commentator - World Series Baseball 2)

VIDEO GAMING

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



Those of us with PC emulators like MAME now have an easy way to re-live the golden days of the coin-op boom. It takes me back to many happy hours spent in various arcades.

When confronted with around 346 possible games, you need to be selective. Some are classics that give you that warm, fuzzy, retro feeling. Others make you fall asleep and drool on the keyboard. RETROGAMER Keith is here to help.

CLASSIC AS IN OLD

Capcom's *1942* is a vertically scrolling blaster in a WWII setting with tiny, well defined graphics. It has well balanced gameplay that doesn't punish you too early, and a roll feature to let you escape tight spots. Some dodgy conversions had soured my memories of this game but the original coin-op is a must play.

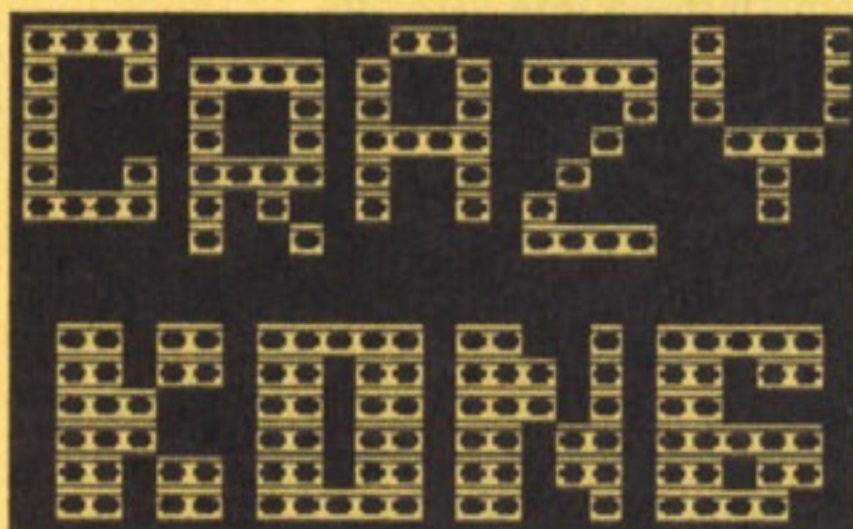


Time Pilot, a 1982 game from Konami, says, "Please deposit coin and try this game" on its first screen. You can just see it, crowded in among all the other machines saying, "Please play me!" You should because it's a pure reflex game with an awesome explosion sound when you bite the dust. That's worth the price of admission alone.

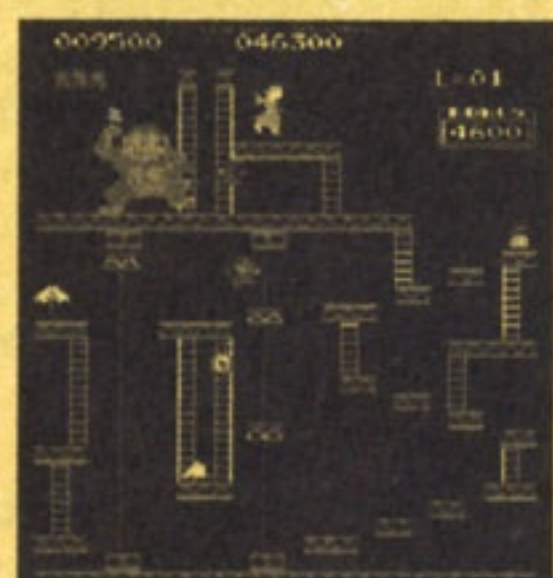
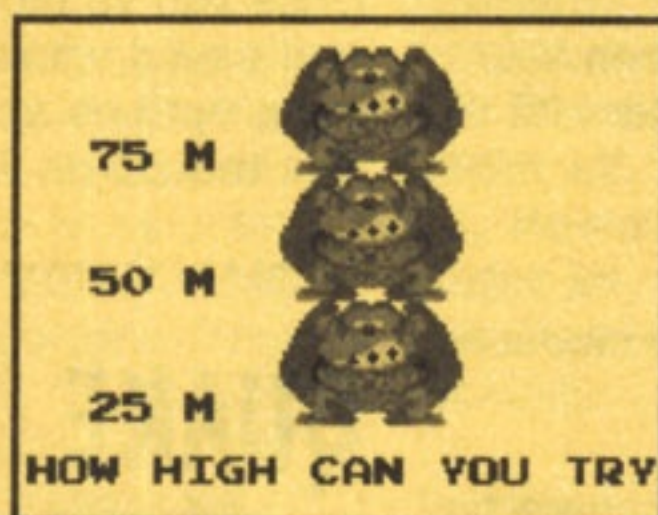


EVEN RIP-OFFS CAN ROCK

What surprised me as I looked through the games was how many of the ones I played were bootleg versions and not the official versions. MAME has an emulation of Nintendo's *Donkey Kong* but it also has four versions of *Crazy Kong*. Now these are much more like



what I played in the '80s. The jingles are different from *Donkey Kong*, the colours have changed slightly and things look different - like the way the fireballs disappear when hit with the mallet, for example. If anyone wants to go for the challenge, my early '80s record was 342,000 points. I got to screen three on level 13 on one 10 pence piece.



MUSIC MAKETH THE MEMORY

Often it's the tunes that are most evocative. Bally/Midway's *Tron* music took me back to sitting in its cabinet 15 years ago. The tunes really key you up for the next section of the game. The game has four distinct sections, the order of which the player can choose. The most famous of these is the widely ripped-off Light Cycles section, in which you ride a bike that leaves a trail. You attempt to box off the other bikes without getting yourself trapped. Unfortunately the game had a control system that comprised a joystick and a rotary knob, making it very hard to recreate.

SKELETONS AND SPACE FIREBIRDS

Other games take you by surprise. *Space Firebird* is an enjoyable shoot 'em up with tiny graphics that I used to enjoy playing. The unexpected factor is that it came from Nintendo before they discovered cuteness.



Another skeleton in the closet is a 1979 game named *Space Attack* by a little known company named Sega. This wouldn't be *Space Invaders* plus colour would it Sega? I wonder why this didn't make the Sega Ages compilation.

THE LINES ARE DRAWN

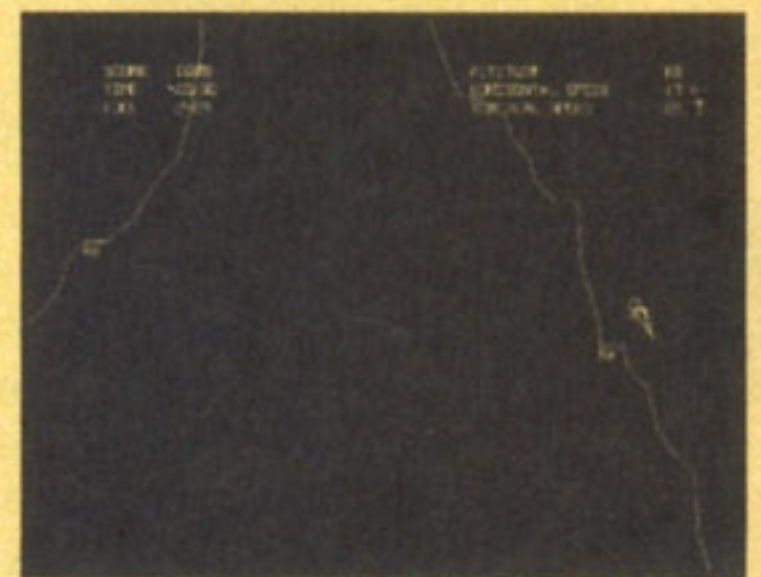
There are many vector graphic games that were forgotten when their arcade lifespan ended. This is because of the difficulty of converting them into the rasterscan graphics of a normal TV set.

SPACE FURY, from Sega, is an excellent extension of the *Asteroids* concept. Enemies appear in four pieces and drift together to make a complete enemy that then heads straight for you. The colour vectors are attractive and the gameplay makes it an exceptional blaster.

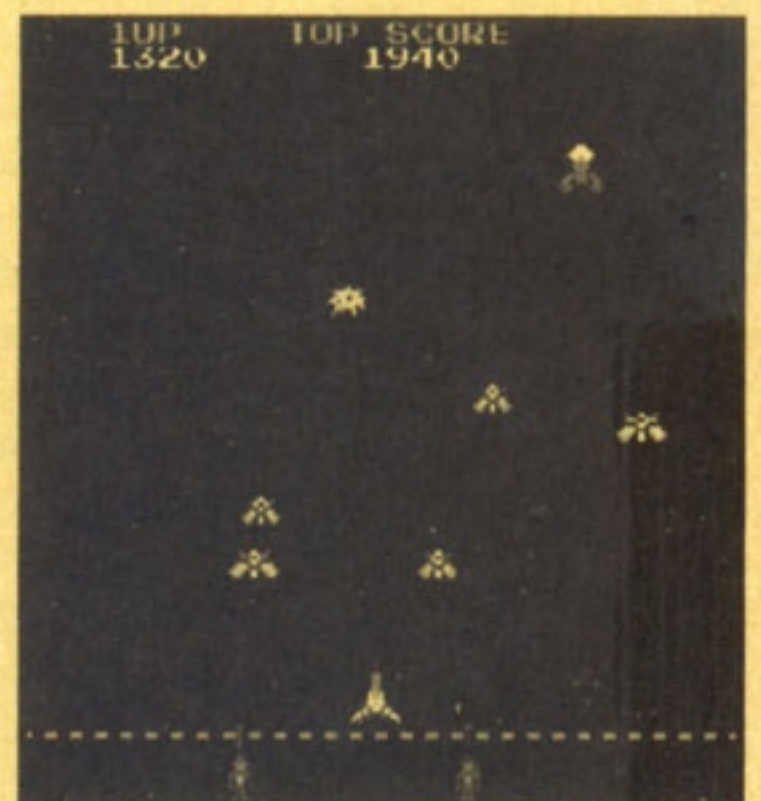
LUNAR LANDER is an early Atari vector game. This simulation of landing a module on an uneven moon's surface was actually played on early computers as a numbers-only challenge. Fortunately this 1979 version has graphics, if only black and white ones. In his book, *Invasion of the Space Invaders*, Martin Amis called this a game "for gentle old hippies". It certainly has a pace all of its own.



Your controls are simply left and right rotate plus thrust. The idea is to land on one of the indicated landing sites, some of which are more difficult than others. Applying thrust slows your descent and adjusts your angle of approach. The vector screen and responsive controls make it a joy to play as you guide the module gently down. Then it's, No! We're going too fast. Abort. Abort! "You created a two mile crater," says the game.



UNIWARS seems like a standard *Galaxian* clone when you first boot it up. Persist to the third wave, though, and the nasties start dropping little robot men. These land beneath the level of your ship and move left and right underneath you. They intermittently stick spikes up to your level, destroying your ship if it's above. Your attention is now split between the aliens and their shots above and the dangerous robots below. It's a device that really keeps you on your toes.



BOOKMARK THESE:

If all this talk of the classics has wet your appetite to play you should go see a man named Dave. This site should give you the latest version of MAME and the 346 possible ROM sets you'll need.

HYPERLINK <http://www.davesclassics.com>

Also check out the Sold Out website, where you can download lots of classic games, and find out about their history.

The address: www.sold-out.co.uk

AND FINALLY...

I was looking through some American comics from the early '80s the other day. In amongst ads for VCS carts by companies like Parker Bros and Atari themselves, was a page of smaller ads. On one page, there were say 20 small ads saying things like, "Be Taller, Kids!" "Build your own flying saucer!" and "Speed up growth of moustache or beard". The one that caught my eye was the VIDEO-MITT advert. You can just see the managers sitting round in the glove factory saying, "Well, gloves aren't that popular with the young but these new fangled video games sure are. If only we could combine the two somehow." I just love the use with home or arcade games. Wow, what a design, you can actually use it with both!

VIDEO PLAYERS - IMPROVE YOUR SCORE WITH THE VIDEO-MITT

A soft leather mitt which wraps around the players hand. One size fits all. IMPROVES GRIP - COMFORTABLE PROVIDES SUPPORT - ADJUSTABLE USE WITH HOME OR ARCADE GAMES. Specify right or left hand.

For each VIDEO-MITT send \$3.25 + .50 postage to: D&D ENTERPRISES P.O. BOX 92714, PASADENA, CA 91109



RETRO RANCH CLASSIFIED

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

TIPS

THE LEGEND OF LOMAS



Word. 'Speck. Big up to the tippin' massive. Shouts goin' out to yo' bro 'ho' mamma who yo' wot sit down onna beceee-atch! Dude. I'm-a bustin' fo' yo' gamin' tips inna letta' so I can sit dem inta Freeplay, maaaaan. Any well had tips will be treated wiv much respect. Old 'uns sit dissed big time stylee, bruvva. Peace, homey.

PLAYSTATION

GEX: ENTER THE GECKO

If you search around the www.dotcom.com level you'll find a bonus cube which shows the internet address for a site full of Gex cheats (it's <http://www.crystald.com/secretgex.html> if you're interested). For those of you without internet access, here are the cheats hidden on this site. The codes need to be entered while the game is paused, and you have to be holding either **L2** or **R2**. The letters match up to the buttons on the PlayStation pad like this (the directions are also represented by North, East, West and South):

Up	U and N
Down	D and S
Left	L and W
Right	R and E
Triangle	A
Circle	O
Cross	X

SHADOW MASTER

To get yourself all the weapons, start the game and destroy the two enemies through the first door. Go into the room they were in and press and hold **R1+R2+L1+L2+Circle**. You should see a flashing red light to let you know that it's worked.

BLOODY ROAR

To access the hidden options you need to play the game quite a lot. Here are some of the actions which trigger new modes, as well as ways of making your fighter look different.

LARGE ARENA
Get through 10 opponents in a row in Survival Mode.

LIFE RECOVER
Finish the game as Bakuryu on level four or above.

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 E-mail address. But we're getting a bit annoyed now – almost every tip we're sent is just copied from either our own mag (doh!) or other games magazines. We don't want them. We only want original tips and cheats that you've found yourself. Get to it! TIPS.CVG@ECM.EMAP.COM

Infinite Lives **UNDEAD**

Invincibility **WEASEL**

One-Liners **ALoud**
(press Select while playing)

Rambling Gex **SENSELESS**

Level Timer **EARWAX**
(press Select on Main Map for stats, Square for best times)

MEATY ARMS
Finish the game without continuing on level four or above.

NO GAUGE MODE
Finish the game as Yugo.

NO WALLS
Finish the game as Mitsuko without turning into a Beast.

SCHOOLGIRL ALICE
Beat all the opponents in *Time Attack* in less than 10 minutes.

SMALL CHARACTERS
On the Character Select screen hold **R2** and choose your character with the **Circle** button.

KID MODE
Hold **R2** while choosing your character.

BIG HEAD MODE
Hold **L2** while choosing your character.

ONE

To get to the cheat screen with a level select, infinite energy and infinite weapon cheats, enter the password **HEYBUDDY**.

SKULL MONKEYS

Simon Heywood from Stockport has some passwords to share with us all. Enter them just as you would any other. Thanks a lot, Simon!

This code starts you on *Skull Monkey Gate* with 86 lives, all the 1970s, and if you collect all the swirls you get a really cool bonus room with every kind of goody.

**R1 L1 R2 L2 R1 L1
R2 L2 R1 L1 R2 L2**

This one gives you 80 lives, 3 universe enemies, 6 phart heads and 6 birds.

**L1 R2 R1 L2 L1 R2
R1 L2 L1 R2 R1 L2**

This starts you on *Klogg* with 80 lives and multiple goodies.

**Square Square L1 Square Square
L2
Square Square R1 Square Square
R2**

SATURN

DUKE NUKEM 3D

We've said before that you can get *Death Tank* by having an *Exhumed* save game on your Saturn, but there's a more interesting and challenging way – shoot every single toilet in the game! **Sai-On Chan from Derby** has much toilet knowledge and you have him to thank for this info.

The levels that contain toilets or urinals are as follows: **Hollywood Holocaust, Red Light District, Death Row, Tiberius Station, Lunar Reactor, Fahrenheit, Area 51 and Hotel Hell.**

To make things extra hard, *Fahrenheit* has a lavatory inside the radio station which is blocked off. To get into it you need to find the self-destruct at the end of the level, but don't use it. Instead you have to go back to the toilet and it will have opened. Go through the teleporter and take out the hidden urinals, then use the exit in there to get to even more.

Once you've blown up every toilet and saved your game, go to the main options screen and you should see the *Death Tank* option.

QUAKE

At any time while playing, pause the game and go to the option menu. Now highlight *Auto Targeting* and press **R, R, L, R, X, Y, Z, X, Y, Z**. From now on your weapons should be more powerful.

NINTENDO 64

NAGANO WINTER OLYMPICS 98

One of the best bugs in *Nagano* is that you can mess up your landing in the *Freestyle Aerials* so that you ski upside down. Choose any trick you want but don't press anything as you go down the hill. After you've taken

off, keep pressing **B** as fast as you can. When you land you'll hop forward and stick your head in the snow while still going down the hill.

PC CD-ROM

JEDI KNIGHT: MYSTERIES OF THE SITH

While you're playing the *Jedi Knight* add-on, press **T** then type in one of these cheat codes.

- All Force Powers **IAMAGOD**
- All weapons **DIEDIEDIE**
- All items **GIMMIESTUFF**
- Level Skip **GAMEOVER**
- AI Off **STATUESQUE 0**
- AI On **STATUESQUE 1**
- Force Level Up **TRAINME**
- Fly Mode **FREEBIRD**
- Invincibility On **BOINGA ON**
- Invincibility Off **BOINGA OFF**
- More Mana **TRIXIE**
- Full Map **CARTOGRAPH**
- Slow Motion **GOSPEEDSO 0**
- Normal Speed **GOSPEEDSO 1**
- Warp **QUICKZAP**

ARCADE

MARVEL VS CAPCOM

Last issue we told you how to select two hidden Special Partners, but now we know how to choose anyone you want. Before selecting your second main character, hold Start and the listed buttons for your chosen Partner.

- Shadow **LP+MK+HP**
- Sentinel **MP+MK+HP**
- Storm **LP+LK+HP**
- Thor **LK+MP**
- Jubilee **LP+MP+HP**
- Unknown Soldier **LP**
- Pure and Fur **LK**
- Anita **LP+MP+HP**
- Lou **MP**
- Rogue **LP+MP+HP+LK**
- Colossus **LP+MP+MK**
- Michelle Heart **LP+LK**

- King Arthur **LP+MP**
 - Saki **HP**
 - Ton-Pooh **LP+HP**
 - Iceman **MP+MK**
 - Cyclops **LP+LK+MP**
 - Magneto **LK+HP**
 - US Agent **MK+HP**
 - Psylocke **MK**
 - Devilot **MP+HP**
 - Juggernaut **LP+MK**
- To play as Roll, an all-new character, go to the character select screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2**. She should appear next to MegaMan.
- To play as Carnage, go to the character screen and highlight Chun-Li, then press **Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up**. He should appear on the select screen above Chun-Li.
- To play as Gold War Machine, go to the character select screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5**. He should appear above Zangief.
- To play as Lilith, go to the character select screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down**.

To play as Super Chun-Li, go to the character select screen and highlight Morrigan, then press **Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5**. She should appear below Gambit.

To play as orange Hulk, go to the character select screen and highlight Chun-Li, then press **Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up**. He should appear above Ryu.

To fight Super Chun-Li, play through the game and use your Special Partner at least once each round. Get a character swap finish or Special Partner finish (make sure you do at least one of these) on every opponent up to fight six without losing a character. A new challenger should enter at the next fight.

To fight against Super Hulk, win the first six fights with Super Combo finishes without losing a character. Fight seven will be against Hulk with a giant Onslaught shadow behind him.

To fight Super Venom, swap your leading character at the beginning of every fight by holding LP, get the First Attack bonus every time, get six Character Switch Finishes and at least one Special Partner Finish without losing a character on the way to fight six. Manage all of this and Super Venom will challenge you.

To fight against Super War Machine, get two Character Switch Finishes without losing a character before fight six. Super War Machine should challenge you next.

To fight against Lilith, use your Special Partner at least once in each battle on the way to fight six. Also get at least two Team Super Finishes and a Special Partner Finish without losing a character. Lilith will challenge you at fight six.

To fight against Roll, use your Special Partner at least once in each battle on the way to fight six. Also get at least two Character Switch Finishes and one Special Partner Finish without losing a character. Roll will challenge you at fight six.

WE'RE STUCK!

Dear CVG,
I am very stuck on the PC game, *Toonstruck*, and don't know how to get out of the jail in the castle, please can you help me...? Also, in the excellent game, *Re-Loaded* I cannot get off the first level. Do you know any useful cheats like a level skip or some tips please will you help me?

Jonny Sims, Warrington

CVG: In *Toonstruck*, to get out of jail you need to walk around the cell so that you build up a static charge, then touch the keypad to reduce your sentence. Keep doing this until your sentence is nothing and you can get out. We don't know of an "excellent game", *Re-Loaded*, but we know a level skip cheat for a "crap game", *Re-Loaded*. While playing, pause the game and hold **L1+L2** for 10 seconds. While still holding these but

tons, **press Left, Triangle, X, Right, Circle, Triangle, Down.**

Dear CVG,
I've had *Street Fighter Alpha* for the Saturn for some time now and I need to ask you some questions.

1. How do you access the Ryu and Ken Team Mode?
2. How do you access Dan?
3. How do you do Akuma's Instant Hell Murder? I can do it in *Alpha 2* but it doesn't seem to work in this version.

Thomas Apea, London

CVG: Stand by... for answers.

1. To get the Dramatic Battle between Ryu and Ken and M Bison, choose Arcade Mode. Now, while both players are highlighting their start characters (Ryu and Ken), both **hold L and press Up twice, then both release L and press Up twice** again. Now Player 1 should hold **X** and Player 2 should hold **Z** until the fight begins.
2. To play as Dan, go to the character select screen and hold the **L+R** buttons, then move to the "?" box. Now press **Y, X, A, B, Y** fairly quickly to select him.
3. Akuma's Instant Hell Murder (*Firecracker*) is done in the same way as in *SFA2* - **LP, LP, Forward, LK, HP** - only you have to do it a bit quicker. You should press HP only a split-second after pressing LK.

Dear CVG,
I'm stuck in *Shining Wisdom* at Saturn. I'm in Sand Labyrinth and everybody says there is 'Goddess Statue' and I don't know where it is! Can you help me?

Mr Mysterio

CVG: After going into the Labyrinth, go left and use the Mole Claw to dig under the wall, then hit the switch from a distance when you appear. Now go to the middle North room of the Labyrinth where you'll find the Goddess Statue.

NFL BLITZ

To access the hidden modes in *Blitz* you must enter these codes exactly as listed. Each button should be pressed the number of times shown, then the joystick should be moved in the direction at the end.

Effect	White	Blue	Red	Joystick
Big Heads	2	0	0	Right
Big Ball	0	5	0	Right
Big Players	1	4	1	Right
Tiny Players	3	1	0	Right
Invisible Quarterbacks	3	4	2	Left
Super Blitzers	0	4	5	Up
No CPU Help	0	1	2	Down
Fog On	0	3	0	Down
Unbeatable CPU	3	1	4	Down
No Fumbles	4	2	3	Down
Ground Fog On	2	3	2	Down
No Out Of Bounds	2	1	1	Left
Show Field Goal %	0	0	1	Down

FREEPLAY

FREE ADS

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

GAMES

- **PS SOVIET STRIKE FOR SALE OR SWAP.** GOOD CONDITION, ASK FOR OWEN 01335 342944
- **WANTED: FINAL FANTASY II (US)** OR JUST COPY OF BOOKLET, RING TONY 0181 6668896
- **WANTED: THEME PARK (PS)** SWAP FOR STAR GLADIATOR & NBA JAM TE. C. GRAHAM, 13 CADBOLL RD, INVERGORDON, ROSS SHIRE, IV18 OHR
- **GAMEBOY GAMES FOR A FIVER!** STILL A FEW LEFT, GREAT CONDITION. SEND SAE FOR LIST, D ROBERTS, 114 TITHELANDS, HARLOW, ESSEX, CM19 5NE
- **WILL SWAP INDEPENDENCE DAY** FOR LAST BRONX OR F. MEGAMIX, OR SELL FOR £30 CALL 0191 4176336
- **DESPERATELY WANT SENSIBLE SOCCER FOR SNES.** WILL PAY UP TO £15, BOXED & INSTRUCTIONS PREFERRED, CALL 01234 852544
- **PS GAME: PSYCHIC FORCE,** UNWANTED XMAS PRESENT £25 CALL 01443 776148
- **N64 GAMES FOR SALE, TUROK, DUKE NUKEM** £45 EACH, KI GOLD £40 CALL 0181 5567371
- **PS GAMES FOR SALE, HEXEN, A. TRILOGY, D. DERBY** £12 EACH, D. DERBY 2 £25, CRYPT KILLER £20 ALL IN GOOD CONDITION TEL ANDREAS 01353 668280
- **TIME CRISIS & G-CON 45 GUN,** BRAND NEW, NEVER OPENED. £45 01202 745820
- **CD 32 GAMES SALE, MANY TITLES.** PHONE LAWRENCE 01443 406487 AND SEE! ALSO CHECK OUT: [HTTP://WWW.GEOCITIES.COM/ATHENS/PAR THENON/2041/](http://www.geocities.com/ATHENS/PAR THENON/2041/)
- **SWAP INSIDE SOCCER & 2 DEMO'S** FOR

- CRASH BANDICOOT OR SPACE JAM. CALL GREG ON 0181 3173086
- **PS GAMES, LOST WORLD £25, D. DERBY** £12 OR MAY SWAP CALL 01703 267516
- **I WILL SWAP MY TUROK OR MARIO** FOR WAVERACE, PILOTWINGS OR STAR WARS, PHONE (URMSTON) 747 4963
- **WILL SWAP MY F.MEGAMIX** OR TOMB RAIDER FOR SONIC R OR STEEP SLOPE SLIDERS, CALL JOE ON 01547 560445
- **WILL SWAP MY FIFA 97 + AIR COMBAT** FOR YOUR RES. EVIL, T. RAIDER OR DUKE NUKEM (PS) CALL 01923 461142
- **WANTED: UMK3 OR MK3 WILL SWAP** FOR KILLER INSTICT, SIM CITY OR MARIO ALL STARS PHONE JASON 01322 436647
- **WILL SWAP VF1 FOR VIRTUAL ON (SAT)** OR SELL THUNDERHAWK 2 + VF1 FOR £25, WRITE TO DANIEL, 8 WHITE HART RD, ORPINGTON, KENT, BR6 OHD
- **PC GAMES FOR SALE INC, EURO 96,** DESCENT + ANOTHER 2 GAMES, CALL 01246 205693 MUST COLLECT
- **FIGHTING FORCE WILL SWAP** FOR PREMIER MANAGER 98. CALL BILLY JOE ON 0191 2962816, MUST BE IN EXCELLENT CONDITION
- **WANTED: LEGEND OF ZELDA:** LINK'S AWAKENING FOR GAMEBOY, WILL SWAP ONLY. MUST HAVE INSTRUCTIONS. CALL 01703 284480
- **PC GAMES, AMOK £4, DEATH RALLY £4,** MAGIC CARPET 2 £8 ALL BOXED WITH MANUALS £12 FOR ALL. CALL 0116 2880868
- **FOR SALE OR SWAP, WAVE RACE £40** OR SWAP FOR FIGHTERS DESTINY CALL 0181 2495242

- **FOR SALE: CRASH BANDICOOT + FREE DEMO DISK** £30 CALL 0121 5888017
- **PC ENGINE GAMES FOR SALE,** ALSO NEO GEO CD & CART GAMES, CALL BRENDON ON 01823 443051 ANY-TIME
- **N64 GAME MARIO KART £25** CALL MATT 01268 413085
- **SWAP TOMB RAIDER FOR GRAND THEFT AUTO ON PC,** ALSO SWAP GT RACING 97 FOR THEME PARK, ALL GOOD NICK 01787 378442
- **WANTED: SWS'98 ON SATURN,** WILL SWAP FOR SEGA RALLY, WWS, VF2, C&C, DAYTONA USA + 2 DEMOS CALL 01475 723052
- **SWAP MY SONIC JAM FOR YOUR CROC,** OR SELL FOR £20, ASK FOR BEN 01398 331714
- **PS GAMES, VANDAL HEARTS,** PORSCHE CHALLENGE, FIGHTING FORCE & LOADS MORE. RING 0958 395502 NOW, FOR A BARGAIN PRICE.
- **PS GAMES, EXHUMED £25,** SOVIET STRIKE £20, DESCENT £15, TOSHINDEN 2 (NO MANUAL) £10 WILL CONSIDER SAPS. CALL 01634 895942
- **PC GAMES, VIRTUAL FIGHTER £15,** ACTUA SOCCER £5 RING 0181 3664030 AFTER 4.30 PM
- **SWAP SONIC 2 FOR SONIC 3,** CALL DAVID ON 0171 5640131
- **WANTED: SIMPSONS ON GB,** SWAP OR BUY FOR £10, ALSO OLD SIMPSONS VIDEOS WANTED (XMAS SPECIAL ETC), I'LL PAY WHATEVER! CALL 01942 241805
- **WANTED: NEO GEO CARTS,** THE ULTIMATE II & KIZUNA ENCOUNTER, EXCELLENT PRICES PAID OR SWAP, ANYTHING NEW CONSIDERED WAIM 01494 520786

- **WILL SWAP JOHNNY BAZOOKATONE** FOR V.COP 2, SPOT GOES TO HW OR WORMS. CALL RICHARD AFTER 3.30 PM 0121 4434900
- **CROC (PS) £25-30, GOOD CON.** PLUS MD GAMES ALL £10, FOR LIST OR OFFERS WRITE TO J LEONARD, 50 BROCKLEY PARK, FOREST HILL, LONDON, SE23 IPS
- **SWAP LOADED, WWS'97 & ALIEN TRILOGY (SAT)** FOR GOLD-ENEYE (N64) OR SELL FOR £15 EACH CALL 01689 855266
- **WANTED: PS GAMES UNDER £20,** WRITE TO G LEE, 11 CEDAR RD, BARROW, CUMBRIA LA14 SED
- **PS GAMES, MDK & ODDWORLD** £20 EACH ONO TELE 01933 401289
- **SWAP GRAND THEFT AUTO FOR RESIDENT EVIL DC,** CONTACT JOE 01978 354708
- **PC GAMES FOR SALE £5 EACH,** PHONE 01703 362424 FOR MORE DETAILS
- **WILL SELL STREET RACER FOR £18,** OR SWAP FOR EITHER RIDGE RACER OR RR REVOLUTION, CALL RIKKI (BIRMINGHAM) 6800411
- **PC GAMES FOR SALE, DUNGEON KEEPER,** THEME HOSPITAL £17 EACH, WIPE-OUT, THEME PARK £5 EACH, WORMS + REINFORCEMENTS, SIMPSONS CARTOON STUDIO £13 EACH CALL 01296 623643
- **WILL SWAP MY (PS) BROKEN SWORD 2** FOR G POLICE, CALL GARY 0161 6884126, MUST COLLECT
- **SWAP PORSCHE CHALLENGE FOR ODDWORLD** OR TRACK & FIELD, CALL DAN ON 01622 833064
- **WILL SWAP CROC (PS)** FOR RESIDENT EVIL DIRECTORS CUT, CALL 0161 4371459

- **WILL SWAP MY FIFA 97 & AIR COMBAT** FOR YOUR TOMB RAIDER, MUST BE IN GOOD CONDITION, CALL 01923 461142
- **WILL SWAP DESTRUCTION DERBY 2** FOR RAMPAGE WORLD TOUR, CALL 0161 8655306
- **WANTED URGENTLY, GUARDIAN HEROES & ATHLETE KINGS** FOR SATURN, WILL PAY £15 EACH, CONTACT DEEN ON 0181 2245476
- **SWAP FFVII FOR GTA, DOOM FOR ISS PRO,** PARAPPA, MMV3, FINAL DOOM OR SMASH COURT TENNIS. CALL 01202 537523
- **PC CD-ROM GAMES, FRAGILE ALLEGIANCE** £10, THEME PARK £5 BOXED, SEGA ANALOGUE PAD £15 SATURN GAMES, NIGHTS £12, SFA £10, SHINING WISDOM £15, SHINING THE HOLY ARK £20, GUARDIAN HEROES £12, ALL PRICES NEGOTIABLE, CALL SAM 01720 423056
- **PS GAMES, F1 £12, D. DERBY £10,** ACTUA SOCCER £10 OR £30 THE LOT. TEL: 01789 731834

- **MASTER SYSTEM 2, GOOD CONDITION,** 22 GAMES, 2 PADS & CARRY CASE £75 ONO, CALL 01953 432724
- **PC ENGINE GT HANDHELD JAP,** PSU, S FIGHTER, J.CHAN, ORDYNE, NINJA SPIRITS, ALL BOXED £180 ONO TEL: 0411 320684
- **WANTED: POCKET GAME BOY WITH 1 GAME,** GOOD CONDITION, E-MAIL GREENFLY99@AOL.COM
- **SATURN + 11 TOP GAMES & PAD,** VGC £180 ONO CALL KEVIN 01352 731709
- **SWAP MY SNES 2 PADS,** 5 GAMES & SUPER GAMEBOY, ALL BOXED FOR YOUR FFVII CALL 0904 791067
- **N64 FOR SALE WITH 1 GAME (BLASTCORPS)** EVERYTHING STILL IN BOX AS NEW £100, CALL 01226 340173
- **MASTER SYSTEM, 2 PADS,** 10 GAMES FOR £50 OR SWAP FOR DHT, RES EVIL OR CRASH 1 OR 2, PHONE STEPHEN ON (MANCHESTER) 2050173
- **SWAP UNBOXED SNES,** 2 PADS, 6 UNBOXED GAMES FOR BOXED POCKET GAME BOY, ANY COLOUR, NO GAMES, INSTRUCTIONS A MUST, CALL 01908 692702
- **MD2 + 8 GAMES & 3 PADS** £160, MASTER SYSTEM GAMES £10 EACH. CALL 01708 455307
- **BOXED NES WITH GUN,** 2 PADS & 12 TOP GAMES ONLY £65, OFFERS? CALL 0181 5977079 AFTER 6PM
- **SNES + 18 GAMES INC,** MARIO PAINT SELL FOR £150 OR SWAP FOR N64 WITH AT LEAST 2 GAMES, WRITE TO GARETH, 203 CWMAMMAN RD, GLANAMMAN, AMMANFORD SA1 1EJ
- **GAMEBOY + 1 GAME £36** OR SWAP FOR BATTLE ARENA FOR PS, CALL 0115 949801 ASK FOR DAN

MACHINES

- **PLAYSTATION WITH 8 GAMES,** INCLUDING FFVII & EXTRA PAD £50 ONO, RING JOE 0113 2251357
- **SNES, 8 GAMES, SUPER GB,** 5 GB GAMES, GAMES INC, ZELDA, MARIO ALL-STARS, DONKEY KONG PLUS A BAG, SWAP FOR PS GAMES OR £65 ONO. CALL 01206 501015
- **SATURN + 2 PADS, 8 TOP GAMES & SCART ADAPTOR,** GAMES INC, VF2, RALLY, RES. EVIL & XMAS NIGHTS + DEMOS £200 ONO, CONTACT RICH ON 0161 7778892 4-6 PM
- **SNES, 3 PADS & 18 GAMES,** ALSO INCLUDES SUPER SCOPE £160, CALL MARTIN 0181 7695064

FREE ADS

FREEPLAY

• **SNES WITH 10 GAMES**, SWAP FOR N64 OR SELL FOR £80 CALL 01252 665830

• **MD2 + 6 TOP GAMES, 2 PADS**, GOOD CONDITION, BOXED £70 INCLUDES SONIC 2, SONIC & KNUCKLES CALL 0181 5278127

• **N64 + US SAN FRAN. RUSH + CONVERTER**, BOXED 5 WKS OLD, GENUINE SALE EX £115, OR SWAP FOR PS + FFVII 01782 410854 AFTER 4.15 PM

• **SATURN + 22 GAMES, MEM CARD, 2 PADS, DEMOS + MAGS**. SWAP FOR PLAYSTATION WITH 15+ GAMES. TEL 01253 395856 MUST BE NEAR BLACKPOOL

• **MD & MEGA CD, 3 PADS**, 16 GAMES & 8 MEGA CD GAMES. ALL TOP TITLES, GOOD AS NEW £165 ONO, CALL 0115 9321428 AFTER 4PM

• **GAME GEAR FOR SALE £50**, 7 GAMES + CARRY CASE. GOOD CONDITION CALL 0181 6444732

• **SWAP UK SATURN FOR JAP OR US SATURN**. CALL 0181 9601583

• **SNES + 2 PADS, 12 GAMES & SUPER GB** £130, ALL BOXED VGC, WILL SWAP FOR N64 & GOOD GAME, 0116 2395493

• **WANTED: NEO GEO CD WITH GAMES**, WILL PAY REASONABLE PRICE. ALSO 3DO GAMES WANTED. CALL 01257 252840

• **JAP SATURN + 40 GAMES, 3 PADS**, LIGHTGUN, X-MEN VS SF & DEAD OR ALIVE £500, NO OFFERS TEL: 01203 630503

• **NES WITH 6 GAMES, 2 PADS & GUN** £30 ONO, ATARI LYNX 2 + 3 GAMES & CASE £40, CALL THEO 0181 4029879

• **AMIGA 600, GAMES, INCLUDING SOFTWARE** IDEAL FOR BEGINNER. PHONE

AFTER 6PM ON 01442 401109

• **MEGADRIVE FOR SALE, 6 GAMES**, JOY-STICK, 2 PADS ALL FOR £50. MASTER SYSTEM, 7 GAMES, 3 PADS £20 PHONE 0181 503 8915 ASK FOR KEV

• **N64 (UK) ISS 64, PILOTWINGS 64, 2 PADS** EX CONDITION, ALL BOXED £150 OR SWAP FOR PLAYSTATION, 01933 664724

• **SATURN, 6 TOP GAMES**, EXTRAS, BOXED & GUARANTEED £190 OR SWAP FOR BOXED PS OR N64 WITH GAMES. PHONE 01782 333620

• **N64 (PAL) NO GAMES, GOOD CONDITION** £80 CALL 0181 8551721

• **MD 2 + 2 PADS & 6 TOP GAMES INC**, SONIC 2 FOR £85, OFFERS? CALL 0181 5977079 FOR DETAILS

• **SNES WITH 7 GAMES, 2 PADS & SUPER GAMEBOY**, SWAP FOR PS, 2 PADS + 1 OR 2 GAMES. CALL 0181 4003859

• **SATURN FOR SALE, PLUS 15 GAMES INC**, QUAKE & DUKE NUKEM, 2 PADS £250 CASH. CALL 01229 466783

• **SATURN + 10 GAMES, STEERING WHEEL, 2 PADS & 2 GUNS** £200 RING KEITH 01708 453949 AFTER 5PM

• **MD2 + 2 PADS & 4 GAMES INC**, NBA LIVE 97, FIFA 95 £55 CALL JOS AFTER 6.45PM ON 01753 855098

• **SATURN + 6 GOOD GAMES, 2 PADS & 3D PAD**, ALL BOXED WITH INSTRUCTIONS £150 ONO. CALL 01757 700265

• **PS + 4 GAMES INC, FFVII**, CARRY CASE, MEM CARD, MAGS, DEMO CD'S. PERFECT CONDITION WORTH £325 SELL FOR £180 ONO. CALL 01790 753891

• **PLAYSTATION £4, GAMES £15 EACH**, ALSO WILL PAY £20 FOR SNES SUPER MARIO WORLD. CONTACT HARRY ON 0181 9690931

• **SATURN, 2 PADS PLUS GUN, 10 GAMES** INC, WWS'98, DIE HARD, ACTUA GOLF, BOXED INSTRUCTIONS £180 CALL 01895 639831

• **SNES £30, KI, MARIO ALLSTARS**, MARIO WORLD, ZELDA 3, PGA TOUR £10 EACH, SUPER GAMEBOY £10 ALL FOR £50 CALL 01494 727931

• **SNES + 15 GAMES INC**, FIFA 97, KI, SECRET OF MANA + MORE £150 ONO CALL 01703 694756

• **A1200 DESKTOP DYNAMITE PACK**, PLUS EXTRAS INC, MK2, SWOS 95-96 & 96-97 ALL BOXED £300, PHONE 0836 771345 AFTER 3PM

RETRO

• **HAS ANYONE GOT ANY SOFTWARE** FOR THE BBC MASTER COMPUTER? CONTACT ME IF YOU HAVE. SEAN, 14 WATERGATE, MILNE COURT, WATERHEAD, OLDHAM, LANCS OL4 2UY

• **BOXED VECTREX WITH 10 BOXED GAMES**, ALL WITH INSTRUCTIONS, PROPER COLLECTORS PIECE £425 OVNO, RING MARC 0121 6058520

• **HUGE RETRO COLLECTION FOR SALE**, MOST FORMATS, SEND SAE TO N MARSHALL, 11 OAKLANDS RD, GROOMBRIDGE, TUNBRIDGE WELLS, KENT, TN3 95B

• **CATALOGUE OF RETRO/MODERN GAMES**, MUSIC, MAGAZINES & COMICS, SEND 40P FOR LARGE CATALOGUE, 1 COSTAIN CL, COLBY, ISLE OF MAN, IM9 4NZ

• **C64 FOR SALE, TAPE DECK**, JOYSTICK LEADS, GAME BUNDLE

SPEAKERS & GUN. CALL 01480 393320

• **CBS COLECOVISION FOR SALE**, WITH 7 GAMES & 2 PADS (COLLECTABLE) £45 ONO OR SWAP FOR STAND ALONE PS. CALL 01132 178708

• **VECTREX + 4 GAMES, GOOD CONDITION** £300 CALL 01303 265843

• **VECTREX + 7 GAMES, OFFERS PLEASE**, EXCELLENT CONDITION. CALL 01282 454942

• **WANTED: VECTREX CARTS**, STAR CASTLE, POLE POSITION, POLAR RESCUE & VIC 20 JELLY MONSTERS. MUST BE COMPLETE CALL MICK 01332 749618

• **RETRO COLLECTION FOR SALE**, ATARI, COM-MODORE, SPECTRUM, ACORN, SEGA. MASSIVE SELECTION. TEL: MICK AFTER 6PM 01772 321046 FOR FREE LISTS

• **HUGE COLLECTION OF 8-BIT SOFTWARE** (FROM 50P) CONSOLES (FROM £10), SEND SAE TO BRIAN, 18 CELANDINE DRIVE, THAMESMEAD, LONDON SE28 8EP

OTHERS

• **GAMESMASTER ISSUES 1-5 & 7-20** £2.20 EACH, ISSUES 21-25, 27,28,30,37 £1.60 EACH, ALL ISSUES £45 CALL 01494 727931

• **WANTED: SEGA BACK UP RAM CARTRIDGE** FOR MEGA CD, URGENT, CAN'T COMPLETE SHINING FORCE WITHOUT IT £10 WAITING, CALL 0181 9683827

• **MAGS FOR SALE, NMS 2 & 11**, 43 TO 53 £3 EACH, I DO MEAN MACHINES PS AS WELL! CALL 01323 468

• **AWESOME BOOK FOR MULTIPLAYER N64 GAMES**, INC, GOLDENEYE, GUARANTEES WINS! SEND £2.50 & A4 SAE TO,

SIMON DAVIS, 75 AIREDALE AVE, CHISWICK, LONDON W4 2NN

• **ARCADE PCB'S BOUGHT/SOLD/SWAPP** ED, POW £30, ROBO-COP £40, DARK SEAL £40, MAJOR TITLE £40, CALL 01952 884169

• **WANTED URGENTLY PLEASE**, GAME GENIE CODE BOOK FOR MEGADRIVE, CALL 01592 759174

• **DINO CYBER PETS, SEND £3.75** (INCLUDES P&P) TO CYBER WORLD, 25 BEESON CL, LITTLE PAXTON, CAMBS, PE19 4NE

• **MAGS FOR SALE: MM SEGA 11-20, 22, 26, 27 & 29** £2 EACH OR £15 THE LOT, OFF. PS #4 WITH CD £10, CVG 97-150 £2 EACH OR OFFERS FOR THE LOT, SUPER PLAY 1-29 £30 THE LOT, WILL NOT SPLIT. CALL GARY ON 01642 597017

• **FINAL FANTASY VII, DO YOU NEED HELP?** DO YOU WANT TO PLAY OTHER FINAL FANTASY GAMES? IFSO E-MAIL ME! TONY_MEAR@SEDGWICK.COM

• **PC ENGINE BIBLE. OVER 500 GAMES LISTED!** CHEQUE/PO FOR £2 TO PAUL WELLER, 16 MANOR PARK, DULOE, LISKEARD, CORNWALL PL14 4PT

• **OFFICIAL PS MAG 1-27, EXCEPT 18 & 19**, + OTHER MAGS LIKE PLAY & PS PRO £50 CALL 01530 560499

• **WANTED: STREET FIGHTER**, MORTAL KOMBAT COMICS/GRAPHIC NOVELS. GOOD MONEY PAID. C. GRAHAM, 13 CADBOLL RD, INVERGORDON, ROSS-SHIRE, IV18 OWR

• **WANTED: FEMALE E-MAIL PAL**, AGE 12-14, MUST LIKE NINTENDO & ARCADE GAMES, E-MAIL ME AT PHILIPDEAN@COM-

PEN PALS

PUSERVE.COM

• **WANTED: PEN PAL MALE OR FEMALE**, MUST BE AGED 13-14, SEND PHOTO, SCOTT PACKER, 11 COOK CLOSE, OLDLAND COMMON, BRISTOL BS30 8RP

• **MALE PENPAL WANTED AGE 10-13**, MUST LIKE SOCCER & FILMS. DENIS FITZPATRICK, 24 JOHNS HILL, WATERFORD, IRELAND

• **WANTED: M/F PEN PAL AGED 15-16**, MUST HAVE PC, & LIKE GAME PLAYING, PHOTO PLEASE, WRITE TO PAUL, 26 NEWBOLD AVE, NEWBOLD, CHESTERFIELD, DERBYSHIRE S41 7AT

• **FEMALE PEN PAL WITH GSOH**, AGE 14-16, MUST HAVE PS, SEND PHOTO IF POSS, WRITE TO SIMON BIBBY (15) AT 8 OLD MOVILLA RD, NEWTONARDS, CO. DOWN, NORTHERN IRELAND BT23 8HH

• **WANTED: FEMALE PENPAL 11-12**, LIKES FILMS, READING & COMPUTER GAMES. WRITE TO CHRIS WEBBER, 99 KNOLL DRIVE, STYVECHALE, COVENTRY, CV3 5DD (PLEASE SEND PHOTO)

• **WANTED: FEMALE PEN PAL, AGE 12-13** PLEASE SEND IN PHOTO IF YOU CAN, MUST LIKE COMPUTERS, FILMS ETC. LAWRENCE DONOHUE, 3 ST ALBANS GROVE, CARSHALTON, SURREY, SM5 1ND

• **WANTED: FEMALE PEN PAL AGED 12-13**, GSOH, LIKES FILMS, GOING OUT, COMPUTERS/GAMES (PHOTO IF POSS), SIMON HAWORTH, 33 ROCKVILLE AVE, THORNTON, CLEVELYS, LANCS FY5 35G

• **WANTED: MALE PENPAL AGED 11-12**, LIKES COMPUTER GAMES AND ART. JONATHAN ROBERTS, 5 NEW ST, TROON, CAMBORNE, CORNWALL

FREE ADS

FREEPLAY

drawinz Wot You Dun

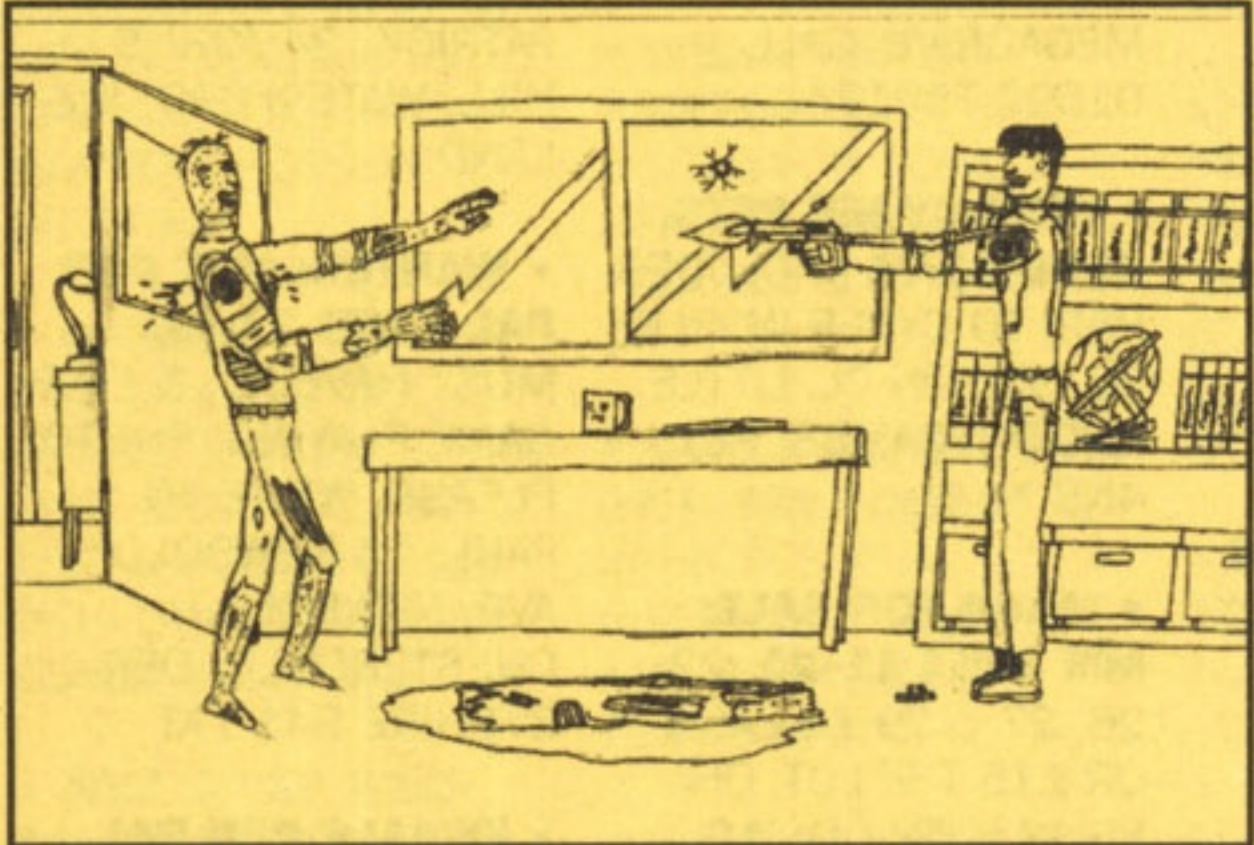
Now Listen!
All drawinz must include
your name (clearly printed on
the back of your work) to
stand a chance of being
shown in this section.



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

Yo! Sucker fools, sit your sorry behinds down, and slap some crayons in your slacks. In fact don't, take them out and draw something decent for once (and send it in).

What's that I hear you scream? You can't get enough of 'Drawinz Wot You Dun™', and you don't know what you'd do if they weren't in the magazine? Well, fear not! 'Drawinz Wot You Dun™' is in the mag as normal. In fact it's right in front of you now! Read (and look) on...

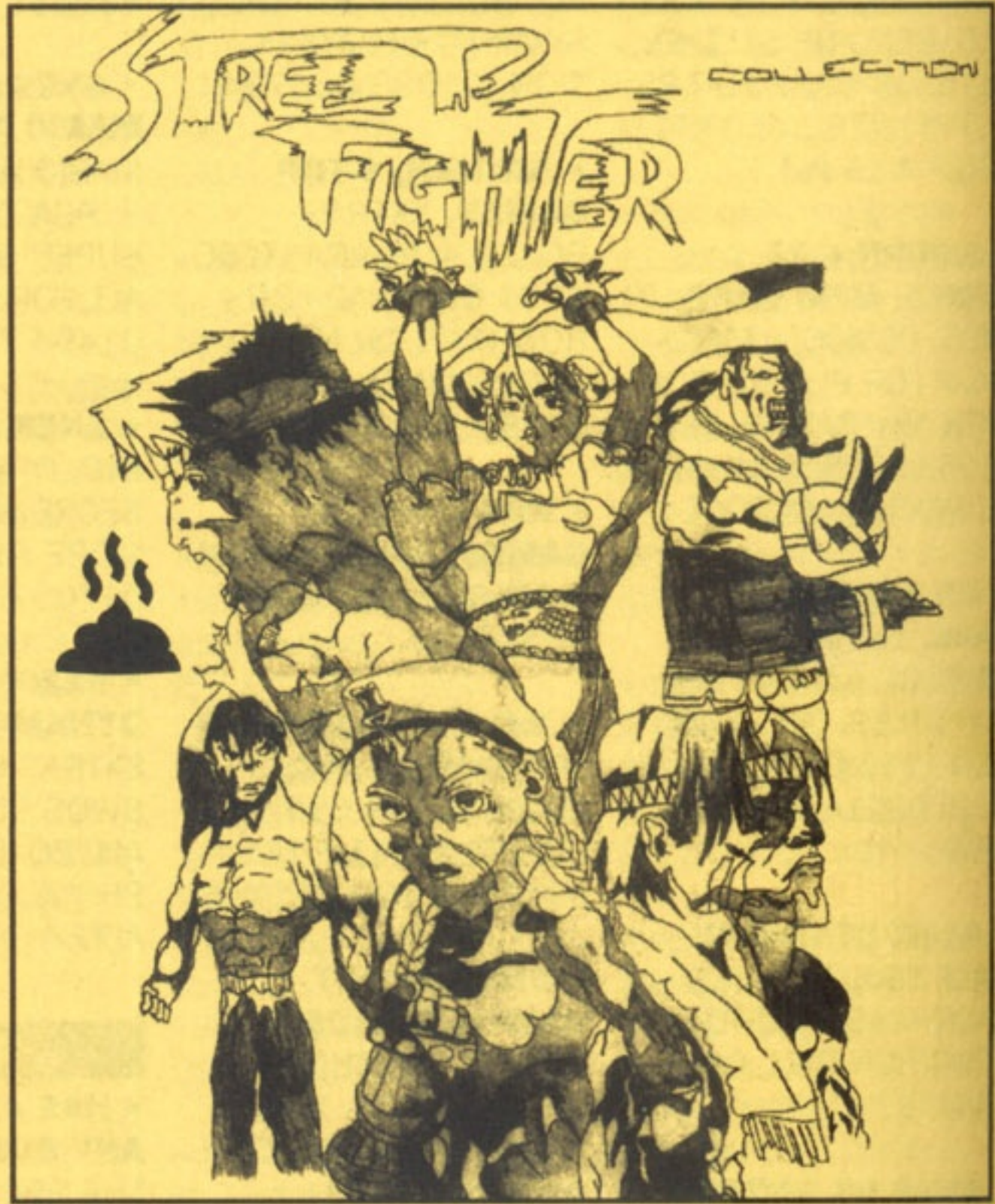


④ Daniel Collister's version of Resident Evil 2 obviously stars one of the Three Stooges.

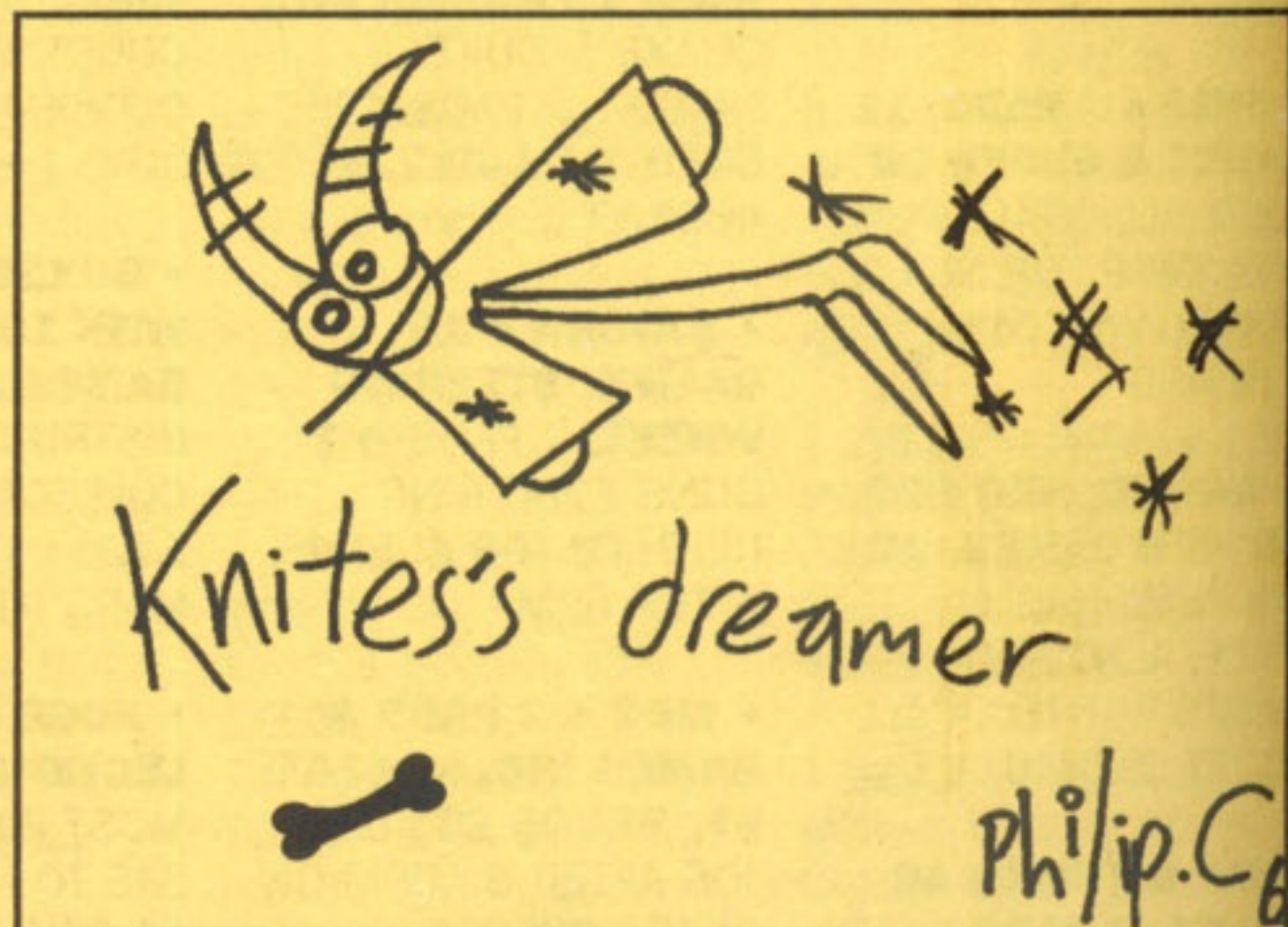
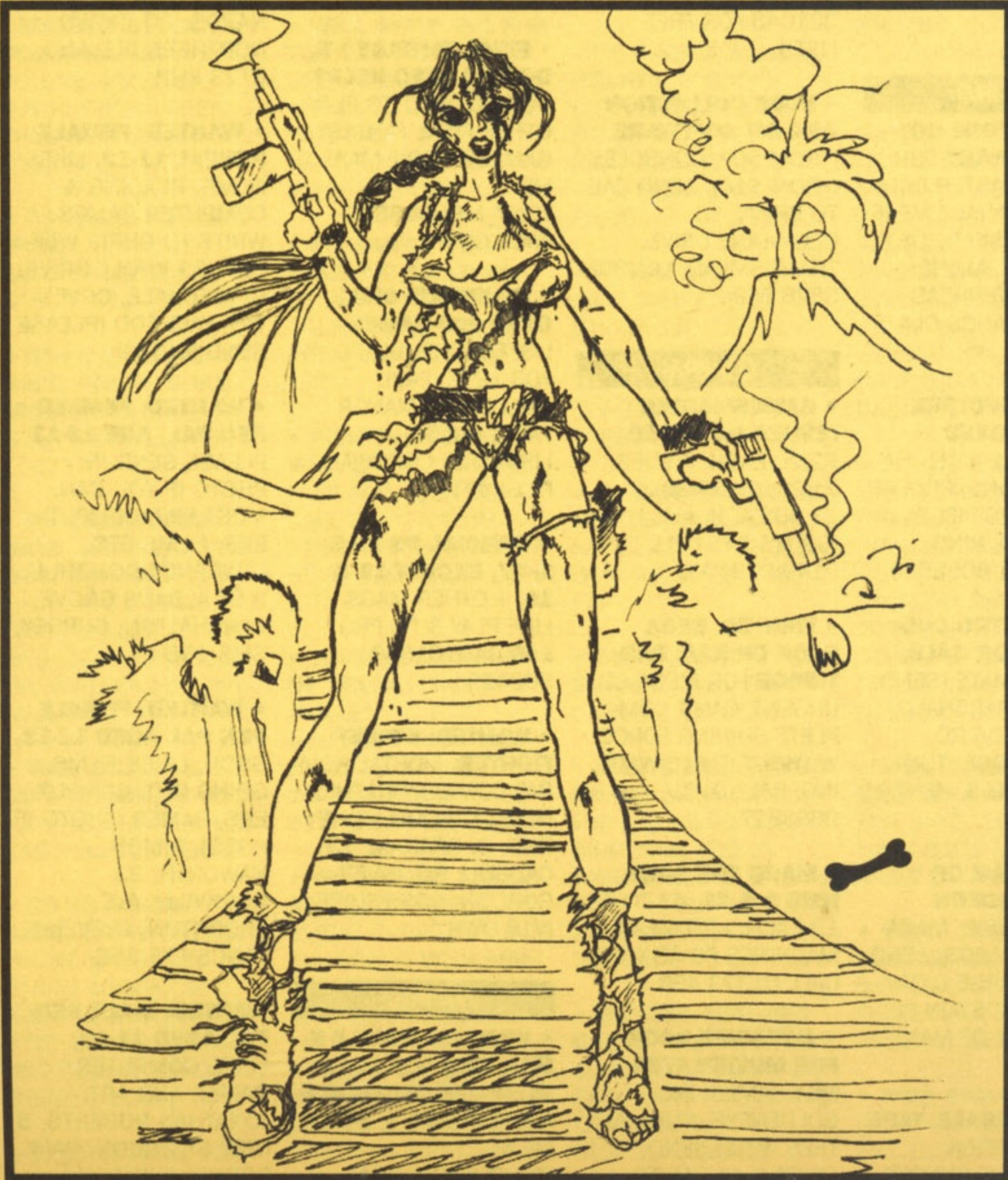
④ My favourite girlfriend, Lara, looks like she's had a bit of a hard day in this picture from Mr Jan.



④ A great action picture from Grant Stewart. It's even more terrifying than watching Alien 3.



④ A lot of detail here, Shaun Peters, but there's something not quite right... At least it's not traced.



④ Don't fall for it - this picture is done by Phillip C from Pure Entertainment. Don't buy any of his games!



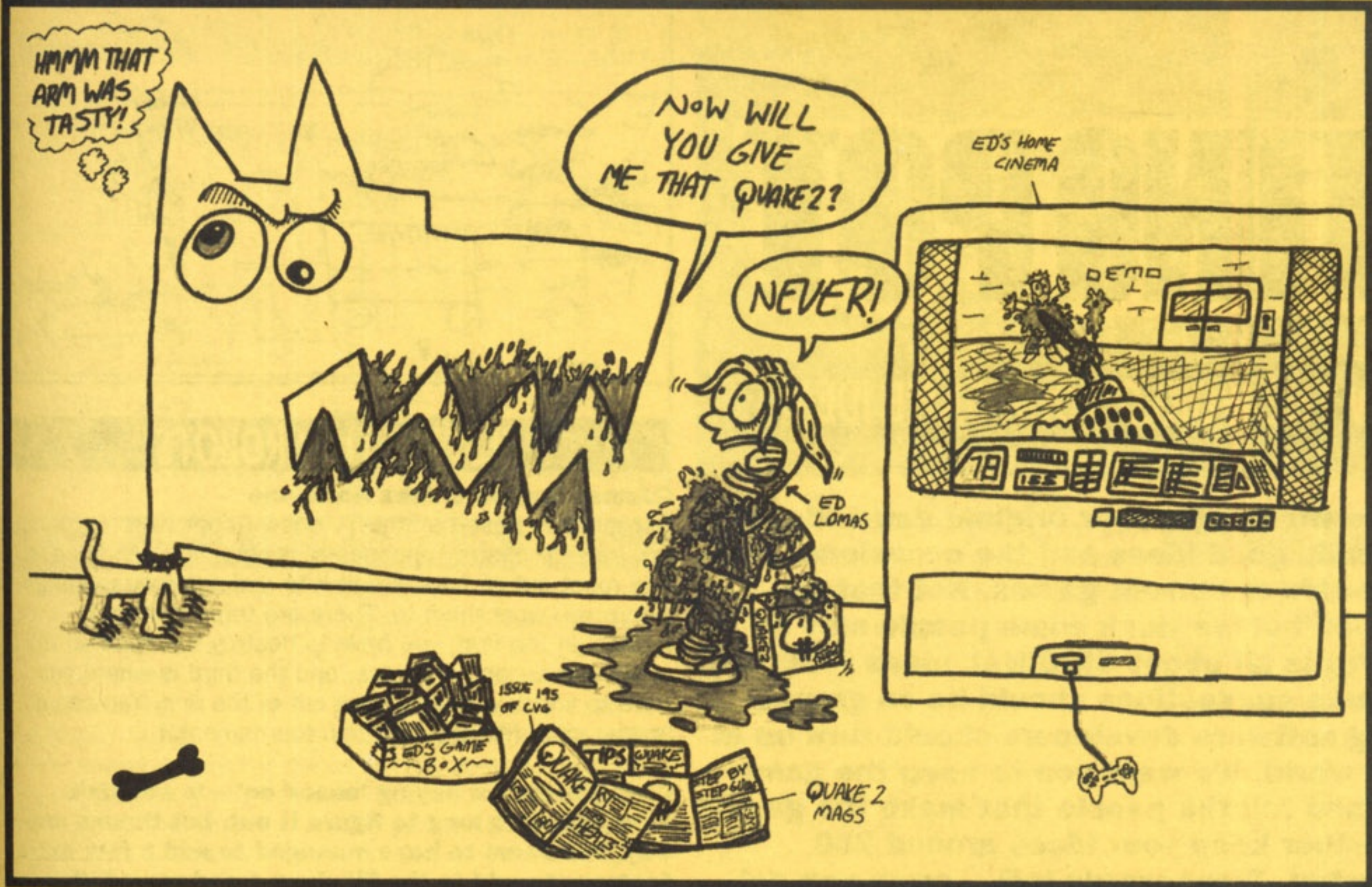
④ Aaah! Who was watching when Lara was round my house? Ah, Holly Dodd.



④ Tomb Rider 2? Looks like a rubbish game to me, Matt Ratsep.

drawinz
Wot You Dun

FREEPLAY



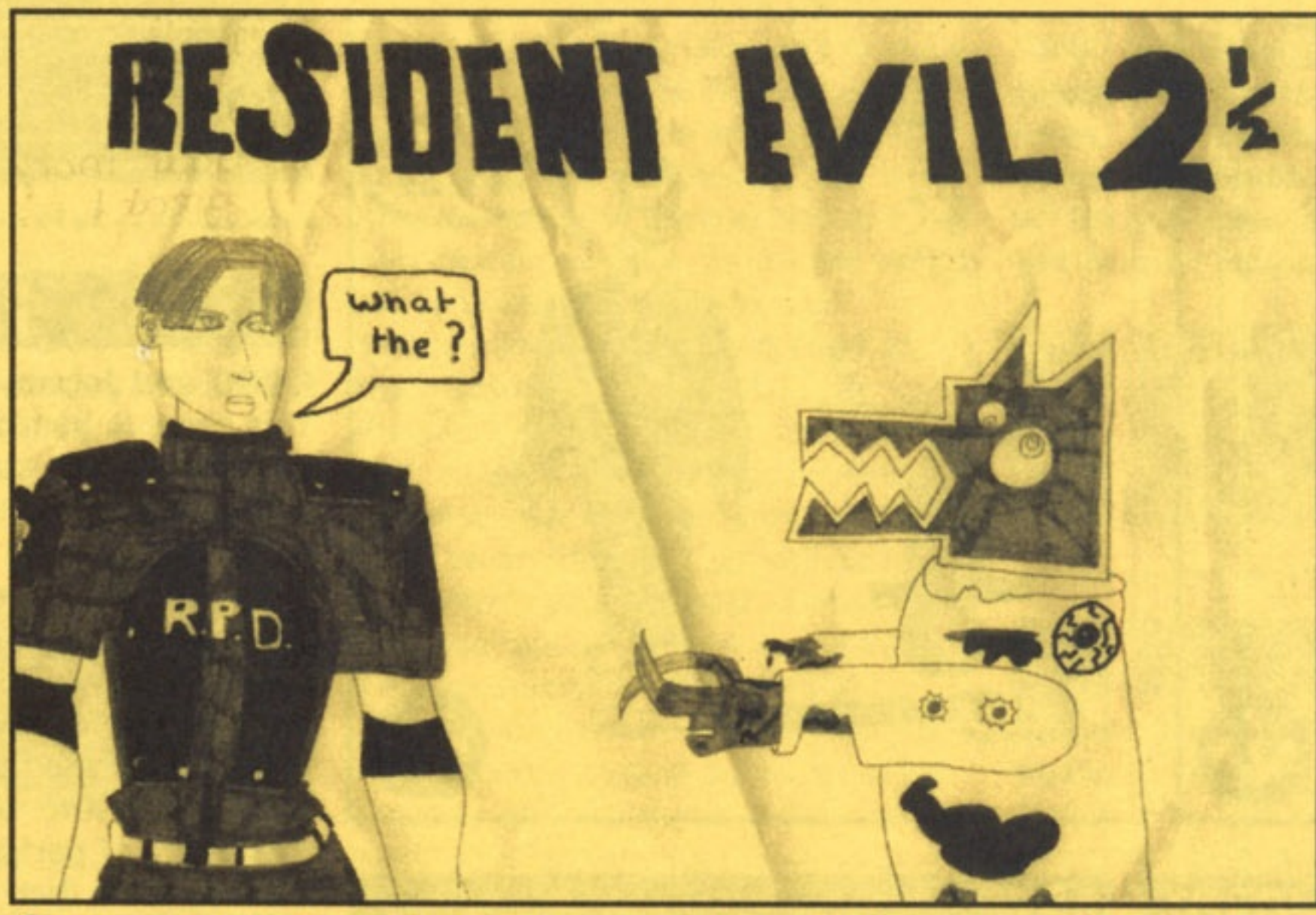
④ I'd love to maul Ed like this Alex Bingham, but who would clean up my turds? I'll eat Alex instead.



④ Matthew Kelly did well to draw this excellent picture in between filming series of Stars In Their Eyes. Good work!



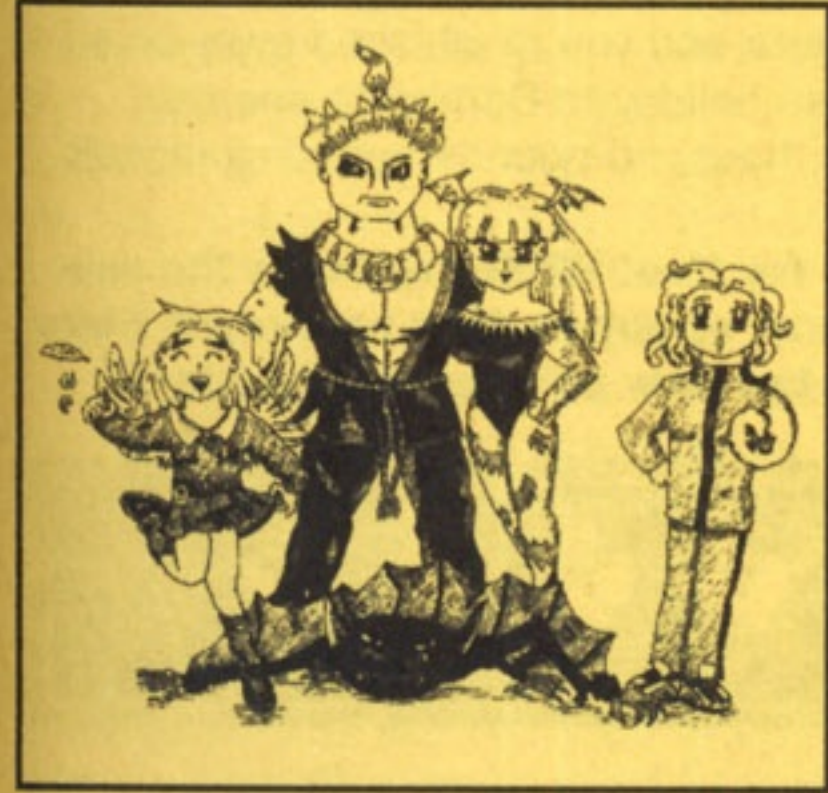
④ I hate Pikachu. He's too cute to be in my gang, Hector Tweed.



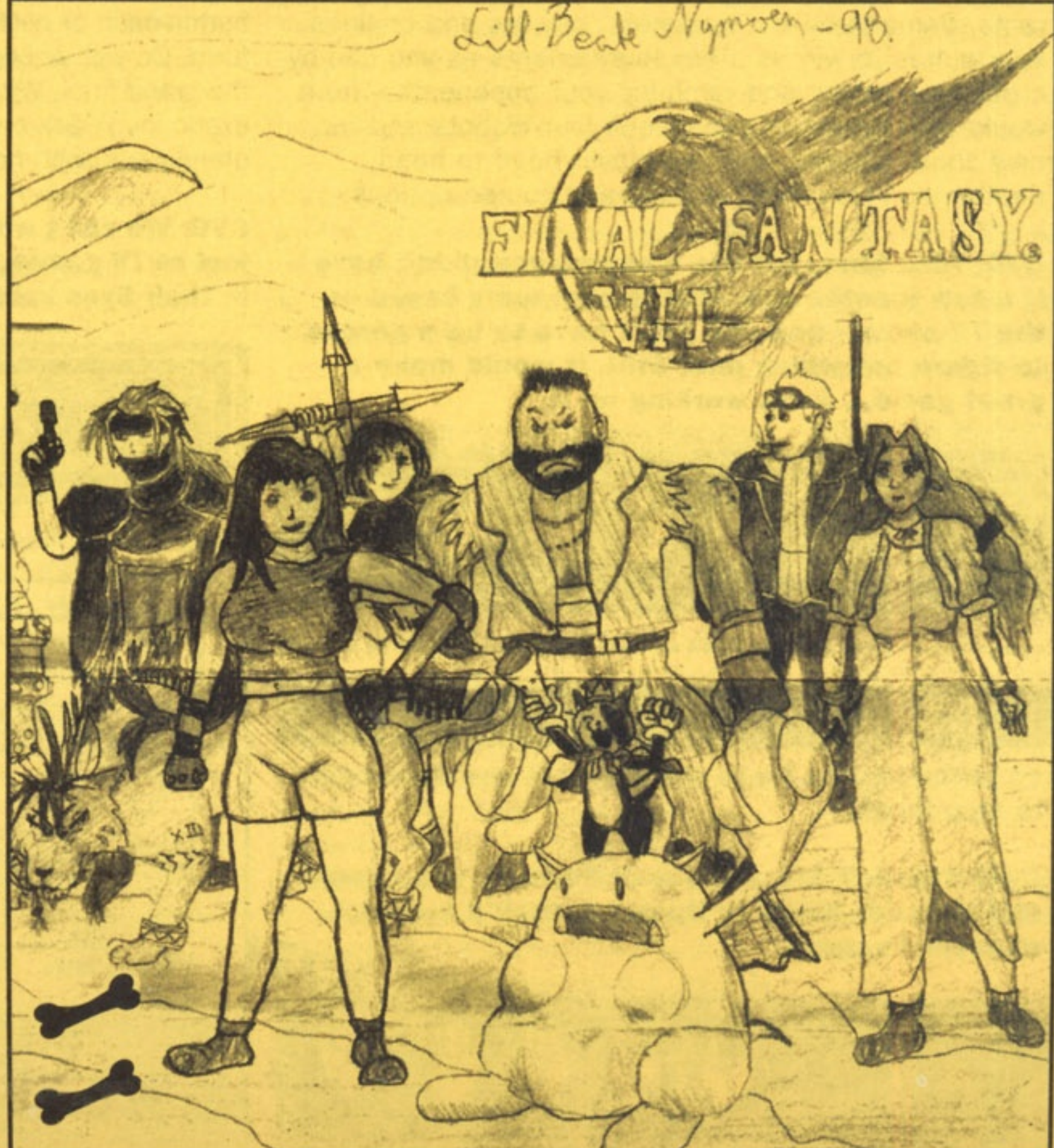
④ Leon would look a lot more scared if I attacked him, Chris Bains.



④ Paul Davies wears clothes like this all the time. I'd love to blow his stupid long head up in Resident Paul. Cheers P Benyon.



④ All the girls love an evil kung-fu demon eh, Joseph Sherwood?



④ Excellent work and a great name, Lill-Beate Nymoem! Have a bone!



④ This picture's by Sean from Pure, and he's 27 years old. Nice.



④ The worst thing about Steve Edwards' picture is that the "Censored" sticker comes off. I wouldn't eat that bone...

Send 'em in to:

drawin2
Wot You Dun

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

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

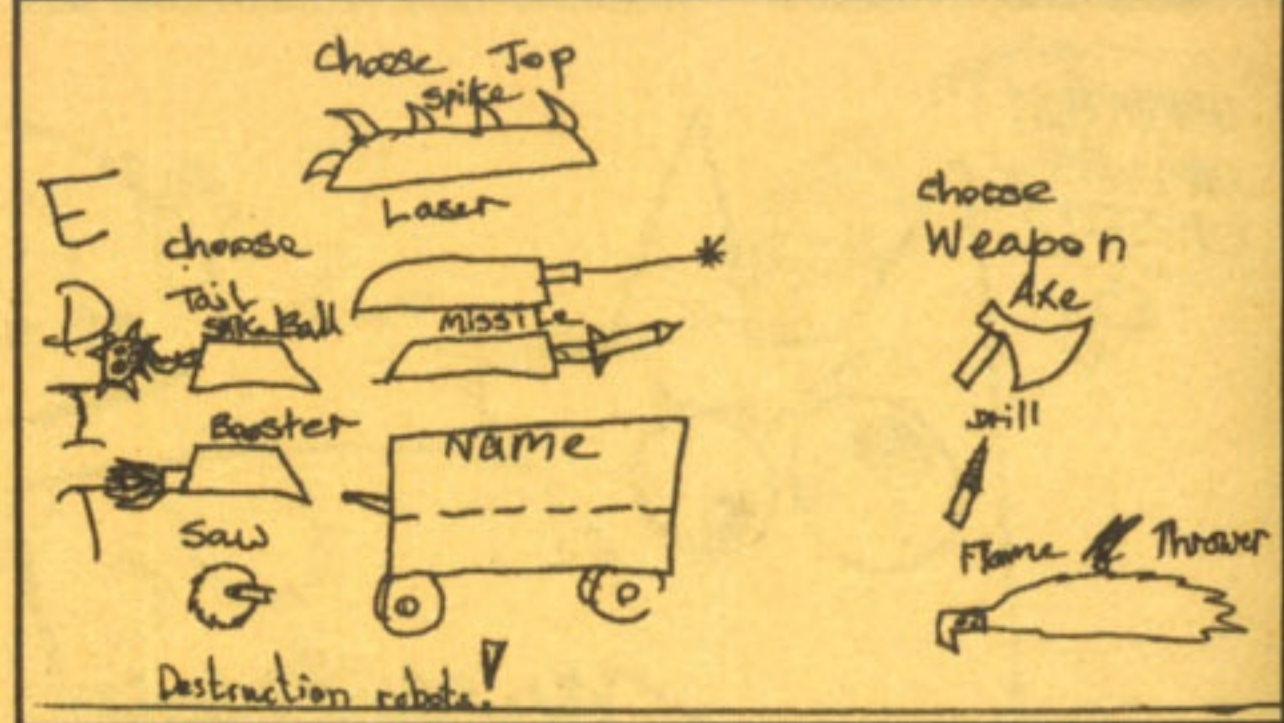
Wot You Dun
DRAWINGZ

FREEPLAY

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

This is the section where we ask for your original game ideas, but apart from some really good ideas and the occasional gem, they're mostly lame rip-offs of current games. Not that we mind - it makes our job easier, but we think some people may be missing the point. Melting Pot is all about ORIGINAL ideas - can we stress that enough? Your game suggestions should be so groundbreakingly inventive that big software developers should turn up at your door and offer you the world. We want you to keep the game industry fresh and exciting and tell the people that make the games what you really want. Remember keep your ideas around 250 words, and include a screenshot. Three words left... away you go!



DESTRUCTION ROBOTS

©James Boyton & Alex Rathbone

Our game is based on the TV show Robot Wars, in which you have to destroy opponents' robots. You can choose one robot out of 20 and edit it to make the weapons go where you want them to. There are three different modes. In the first, you have to destroy the opponents' robot, the second is a race, and the third is where you have to knock your opponent out of the ring. You can do league, cup, friendly and even tournaments!

CVG: Thanks for saying 'based on' - it wouldn't have taken us long to figure it out, but thanks anyway. You seem to have managed to add a few extra features to add to the TV show. Good work fellas.

RATING



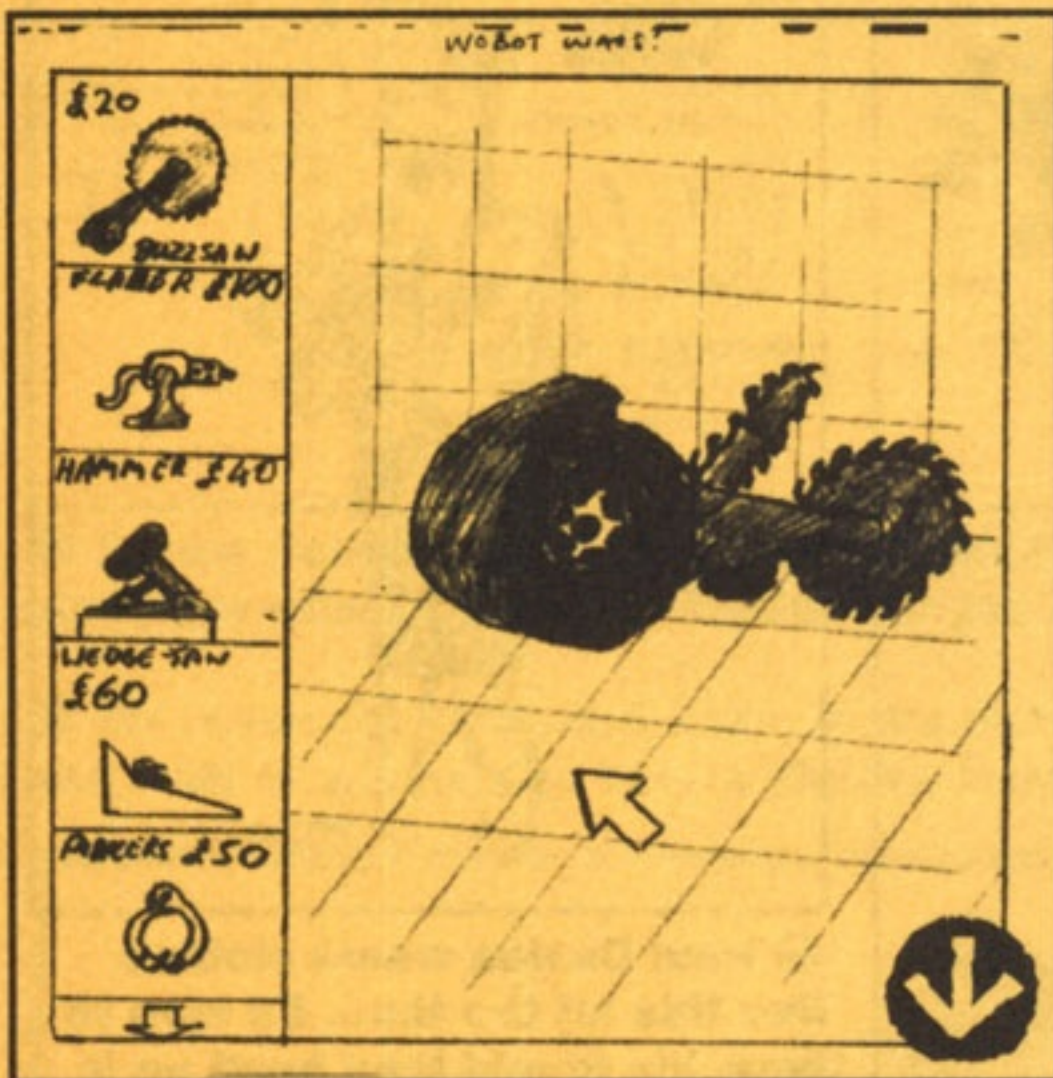
PETS WIN PRIZES

©BBC and Johnny Bananas, 1998

This game is based on the popular BBC series of the same name and stars the effervescent Dale Winton - or a virtual version of him at least. The game starts at your home with you and your pets. Using a Tamagotchi-style game, you must feed your pets, give them exercise, groom them and - most importantly - teach them tricks. Tricks can be performed in two ways: you can select to perform long combos or simply bash buttons, with the most complicated trick needing furious hammering of the buttons to get to. Once you feel you've built up a thrilling menagerie of performing pets, you have to call Dale Winton. You'll then be invited to the TV studio to compete with rival pets. Once on the show, you must take control of your pet, in a variety of different events. Again, you can button-bash or perform combos to make your pet perform. Do well enough and you'll be invited to take part in the grand final. Win here and you're whisked away on an exotic four week cruise holiday to Borneo to see the orangutans, with one thousand pounds spending money!

CVG: We can't wait for this! While we're on the subject of TV games, how about an N64 version of Stars in Their Eyes using the new microphone headset?

RATING



WOBOT WARS!

©Will Thomas, Tenby, 1998

The year is 1998 - yes, this year - and a new hobby has become a major sport all over the world. Bands of ruthless scheming students, middle aged men and women, technological gurus and scrap yard owners are all working secretly in darkened rooms on their WOBOTS! No not Death Machines to obliterate the human race, but remote-controlled battle machines of varying shapes and sizes, from simple wedges on wheels to caterpillar-driven, flame-thrower equipped, chainsaw toting, petrol powered Wobots from Hell! You, the player, get to design and colour your own Wobot on a budget, which is acquired by defeating other

Wobots in battle. Using a selection of saws, wedges, rams, flame-throwers, hammers, pincers and engines. Your aim is to win as many tournaments as you can by crushing, burning and ramming your opponents. There would also be options to colour your Wobots and win new ones in battle, and two-player head to head, deathmatch (internet), and assault course options.

CVG: Nice idea, but it's a shame you didn't have it a few months ago. This is obviously based on the TV show - and you don't have to be a genius to figure out which one. Still, it would make a great game... keep working on it.

RATING



TITANIC

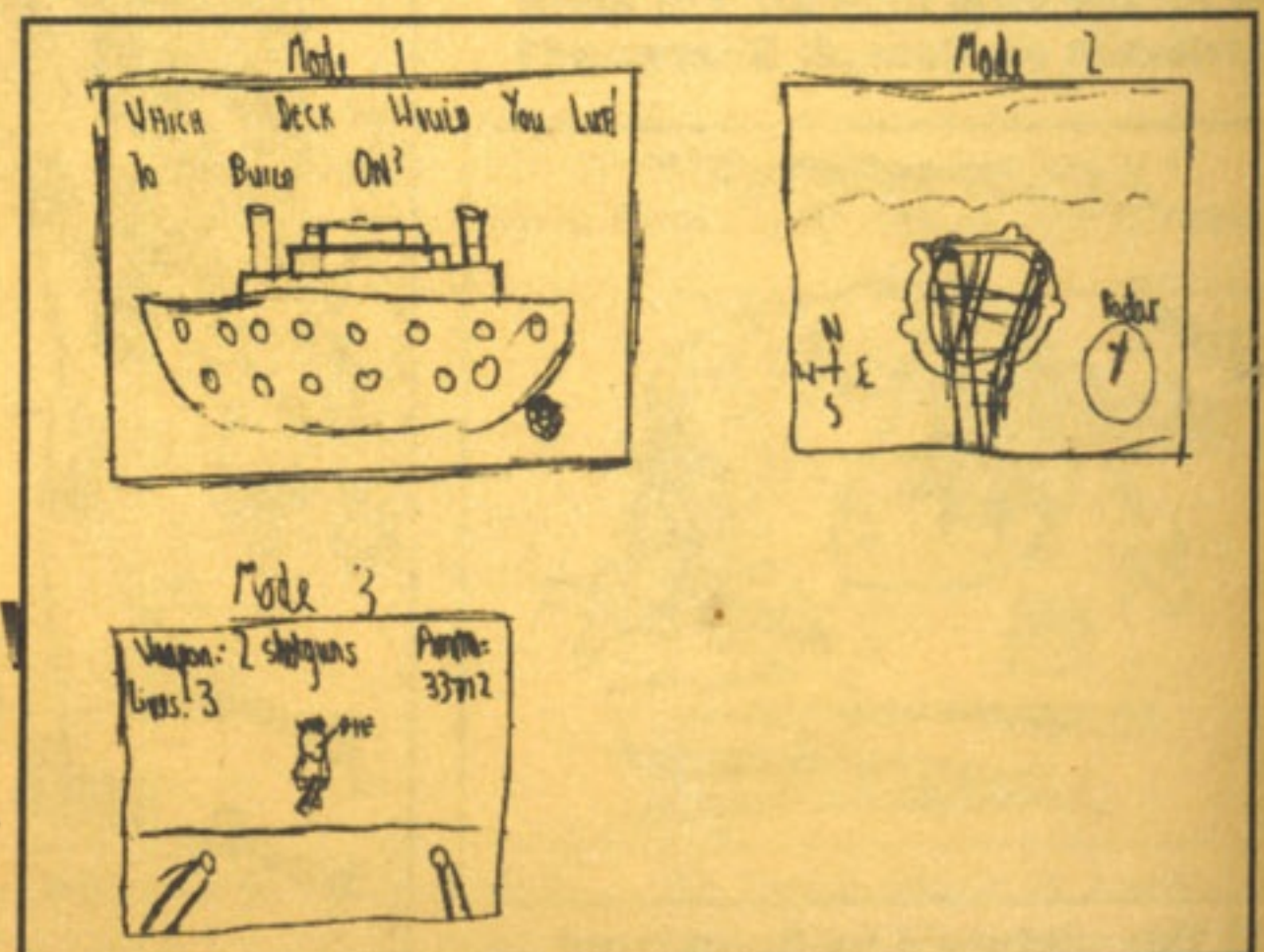
©Ben Mortimer, Rochdale, 1998

There are three game modes. The first one is where you build your own cruise ship, hire people to work on it, buy food and book entertainment. The second mode would be where you're the ship's captain and you have to steer the boat. The last mode of play would be where you're a passenger and you go round the ship meeting people. Also in this mode there would

be terrorists who try to sink the boat and you've got to stop them.

CVG: Titanic? Are you sure? Perhaps you should call it Under Siege or Speed 2, they'd be much cheaper licences.

RATING

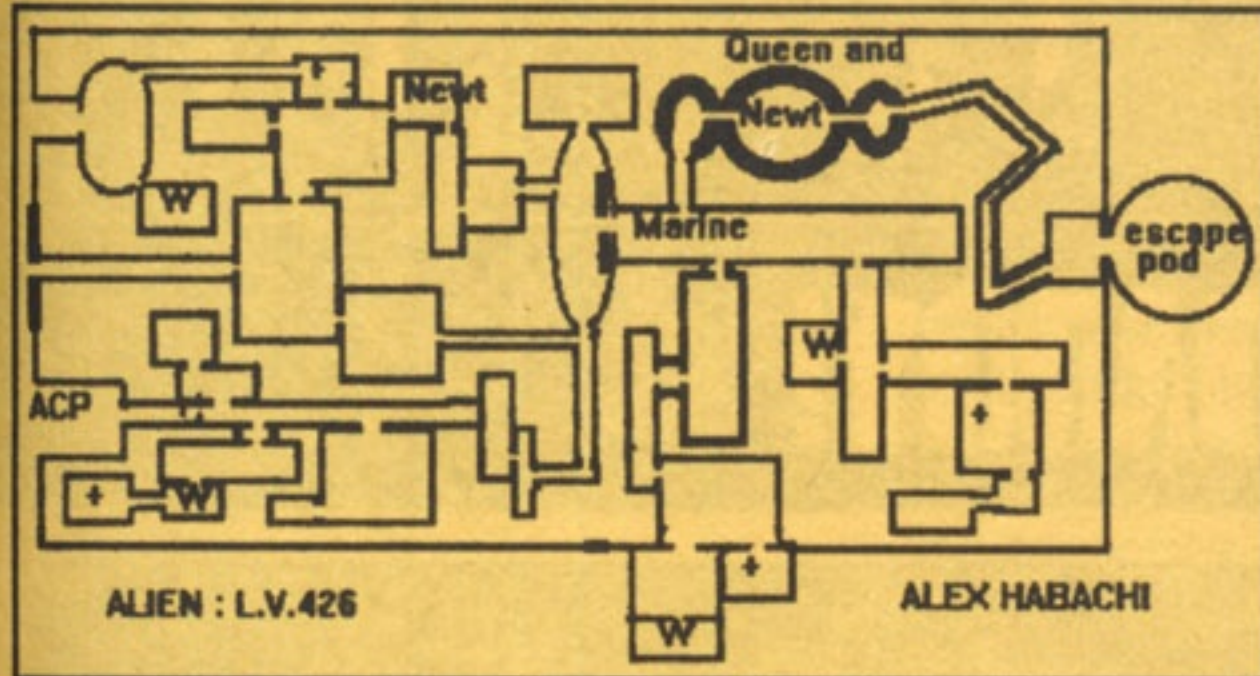


VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

FREEPLAY

ALIEN: L.V.426



©Alex Habachi, London, 1998

The game loosely follows the plot of Aliens. You control four groups of five marines and must survive on the alien infested planet of L.V.426. The game is viewed in the same way as Syndicate Wars with a Command & Conquer touch to it. It is divided into 3 sections. First, Search and Rescue. You must explore the complex to find supplies and survivors. This ends when you find Newt, which triggers an alien attack and you must escape to the ACP. If Newt dies, it's game over. The next part, Survival of the Fittest, sees you fighting off hordes of aliens as they try and reach you. You must seal doors, set mines, traps and drone guns at various points that will prevent the aliens from progressing. Once they back off, Newt is kidnapped and taken deep into the complex by a marine who's gone crazy. In part three, Showdown, you must send in troops to find this crazy marine and rescue Newt (again). Once you find the marine, he is on the point of dying and tells you that the Big Mama (the queen) has taken the kid. Bishop radios and tells you that he has managed to locate an escape pod at the back of the complex. Get to the central computer and set the self destruct sequence, rescue Newt and finally get to the escape pod.



There are many sections in the complex, including weapon supply rooms, containing superior weapons, drone guns, pulse rifles etc, as well as med labs, where you can heal wounds and save your game. Various aliens are dying for your flesh and need to be disposed of. Secure areas by destroying egg pods, sealing doors, blocking air vents and, of course, killing the aliens themselves. Your marines can be implanted (kill them before they turn on you), eaten, slashed to death or kidnapped (expect to see them stuck to a wall later on in the game). Save supplies, or you will be stuck when the troops are hurt and hungry later. Truly the ULTIMATE Alien game.

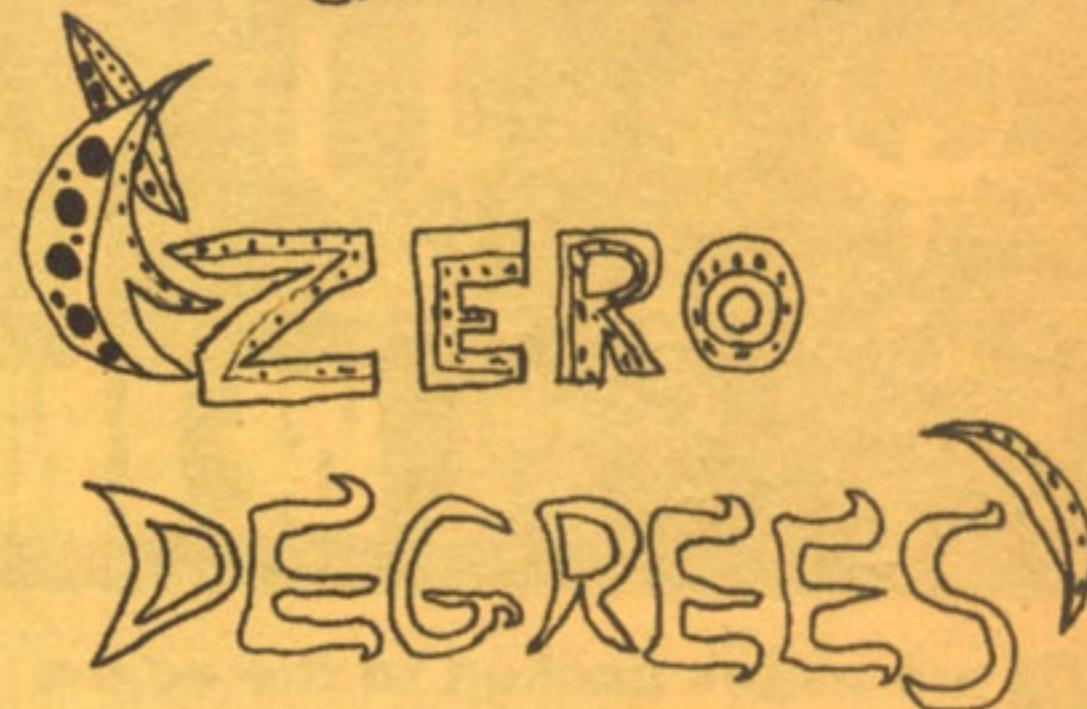
CVG: Yeah baby - somebody make this game! We've got a list of other things we'd like to see in an Alien game, but this'll do nicely for starters.

TITANIC

©Craig Meeke, S. Wales, 1998

First of all, the game would start with the real story of what happened, so if you haven't seen the film it would give you a basic idea of what's going on. You will then have the option of whether you want to be Leonardo DiCaprio or Kate Winslett who are both stars in the film. They both have their own separate tasks, but they will have to save each other and try to save as many passengers as possible throughout the game. They both have to find different routes around the ship to escape from the water. You will find all sorts of different weapons and accessories which were around at that time, so they will help you gun your way around,

CHALLENGE 7



ICE WARRIORS

©LWT, suggested by Sanjeevan Sidhu, SANJ Software, 1998

This is a game based on the TV series Ice Warriors. You can be any of the Ice Warriors and are up against the contenders in different challenges, but you can swap it around to play as a contender. You can also design and save your own courses. If you complete the game you can be the Ice Master, and you can boss the contenders and warriors about. You can design your own ice warrior and call him/her what you want. There is commentary and crowd noises. You can say how strict the ref gets too. There are two cheats, ultimate stamina and challenge select.

CVG: Well played Sanj. We think Ice Warriors already looks like a video game and all the warriors have beat 'em up style stats. What we'd really like to see is Smash TV, The Running Man and Rollerball all turned into real shows, then we'd never leave our homes again.

RATING



SILLY ALIENS

©Owen Harris, Tom O'Brien and Alison O'Brien, Sutton, 1998

The year is 1987 and aliens from the planet Bijop are invading Earth and disguising themselves as elderly women. You can either control Wally the strong man or Ashley Smith the army man. These people know about the aliens and your boss is A Rae. You can have peg guns or mower knives. If you complete it you can send off and get a free memory card. The game will be popular, and you will be able to get Silly Aliens merchandise such as backpacks and caps. *Tomb Raider 2* will be nothing compared with this game.

CVG: Not silly enough. It started well, the merchandise is a good angle - remember to think big, but what happened to the game? Where is it? It's not there is it? Remember to include a game next time. Keep working on it.

RATING



smashing through different doors and finding new ways of escaping. Eventually you will make it to the top of the ship, and try to give out a signal, either using the CBs or the flares that you find in the lower level of the ship.

CVG: CBs? Not sure they had those aboard the Titanic. Could have been a different story if they did.

RATING



HANSON IN 'MMMBOP, THE GAME'

©Claude Montalban, Wirral, 1998

If the Spice Girls can have a game, why not Hanson? Play as Zac, Isaac and Taylor on your quest to pop fortune. Mmmmbop is made up of many parts, with smaller sub-games. In the main game, you have to write lame pop songs, and then choose a producer to make them sound a hundred times better. Just like Hanson, you have to play all your own instruments. This is done by taking samples off the game CD. You must make a record using the samples, you also have a choice of lyrics, which are pasted onto a blank page. Once the song has been mixed it's time to release it, the catchier the song, the more people will buy it. As you make more money, you can buy better instruments and create better songs. There are also some smaller games like Zac Man, where you must gobble hamburgers, just like in Pac Man, but here with a tiny Zac face. There's a boxing game with Isaac, ('cos he always looks beaten up), and there's a shopping game with Taylor ('cos he looks like a girl). He must go to the shops and buy dresses, and when girls see him, he must run away. If this game is good, others could be made, but not with bands as famous as Hanson. They are the best band in the world.

CVG: Whatever.

RATING



AT-AT COMMANDER

©Daniel McDonagh, Dunbar, 1998

You are in charge of the Empire's finest ground forces in the struggle to put down the insignificant rebellion. It is like X-Wing vs TIE Fighter, but on the ground. You can control speeder bikes, chariot assault vehicles, AT-STs, AT-ATs and AT-MTs. There are varied mission styles. For example, crowd control, where you can mow down protesters, attacking smugglers and base patrols, like on Endor. Plus all-out attacks on rebel bases. Enemies range from little guys with blasters to speeder bikes and snowspeeders. Ground turrets will hinder your efforts, they'll be a bit more effective than they were in Empire Strikes Back. Rebel starfighters will occasionally attack, too. These pose the biggest threat, with their shields and warheads. You get ground support from stormtroopers, air support from TIEs and, on some missions, full ground bombardment from Star Destroyers! The AT vehicles will all possess rotatable cockpits so you can look down to stomp on people, or track snowspeeders. You don't get a target computer because you don't need one really. There are no shields, but you can still alter laser energy to get more speed.

CVG: Nice idea, there are loads more vehicles, especially ground ones from the Star Wars universe that are crying out to be out into a game. We'll keep our fingers crossed.

RATING



WELLINGPOT VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

FREEPLAY



U

A

K

E[®]

II



BE THE DEATHMATCH DADDY!



More pages packed to the edges with *Quake 2* tips. This time we've got tricks to make you a deathmatch master, whether you play on the internet, against friends or even Quakebots. Don't forget that you can get more *Quake 2* bits and pieces from our web page (www.game-online.com).

INSTANT ROCKET JUMP

Add this lot of text to your .cfg file and bind the key of your choice to "+rj" to do a perfect rocket jump with a single button press. It's just like old-skool CVG's pokes:

bind (put whatever key you want in here) +rj

alias +rj "rj1;rj2"

alias rj1 "cl_pitchspeed 100000;wait;+lookdown;wait;lookdown;cl_pitchspeed 150"

alias rj2 "set rj_hand \$hand;hand 2;+moveup;+attack"

alias -rj "-attack;moveup;set hand \$rj_hand;centerview"

WEAPONS BRIEFING

Here are some handy little hints on using *Quake 2*'s weapons, plus some techniques for countering someone else using them.

SUPER SHOTGUN

Definitely one of the best weapons in the game. The Super Shotgun is easy to use – run straight at someone, stick it under their chin and fire! Instant death almost every time! The pellets spread out so much that it's difficult to do much damage at any kind of range, so stay close. This is also one of the weapons to switch to whenever you pick up a Quad Damage.

Counter Technique: Stay well away from anyone with a Super Shotgun. Keep moving and hit them with a long range weapon, like the Rocket Launcher or Rail Gun.



BLASTER

The Blaster really isn't much use. The only time you'll ever use it is when you've just restarted, but you're much better off with a Hand Grenade. If you've just lost a close fight with someone and restarted nearby, run at them with the Blaster and you might just finish them off.

Counter Technique: As long as you've got some health and armour, an opponent with the Blaster is no problem. Just take them out quickly to avoid embarrassment.



ROCKET LAUNCHER

The slow speed at which the rockets move makes the Launcher a tricky long-range weapon to get right. It's now one of the best mid-range weapons and has extra uses such as the rocket jump (see CVG 197 for tips on how to do these). Always aim the Rocket Launcher well ahead of moving opponents as even the blast around the main explosion does a fair amount of damage.

Counter Technique: As with the Grenade Launcher, if you don't have great weapons, run straight up to your opponent and force them to either take you both out or get killed by you. Otherwise, keep moving and changing direction while returning fire.



BFG 10K

The BFG isn't as great as it initially seems. A direct hit always means death and clever firing into a full area can get you many more kills. But after firing a BFG shot, you must keep moving around as the reload takes so long. Also, try to keep the green ball and any players in your view as this is the way to get extra radiation hits. Use it in areas without hiding places for maximum damage.

Counter Technique: As soon as you see the green flash and hear the BFG charge, find cover and get under it. Don't worry about the player who fired it – they'll be harmless for another second or two – but beware of the ball. Get as far from the blast as you can and get some scenery between you and it. The best technique is to use the Super Shotgun and run straight at someone who's just fired the BFG. They'll be paralysed for a few seconds as they fire again or change weapon, giving you plenty of time to gun them down.



MACHINE GUN

The Machine Gun is great when you're chasing someone along corridors. It hacks away at health and is very easy to hit people with. Use it to keep people at a distance and slowly wear them down.

Counter Technique: As it's easy for a Machine Gun user to hit you as you move, take them out quickly with a close-up Super Shotgun or a mid-range rocket or grenade.



SHOTGUN

The standard Shotgun is worth picking up if you come across it, but don't bother going out of your way. It doesn't have the punch of the Super Shotgun and the shots spread out to make it pretty weak at long range.

Counter Technique: Stay at medium range and keep moving so they can't get a good close hit on you.



HYPER BLASTER

The Hyper Blaster is extremely powerful and useful in almost all situations. It only takes a few shots to kill someone, but is slow to wind down afterwards. As with the Chain Gun, don't let go of the fire button until you're sure you've finished someone off or you'll be left open.

Counter Technique: Your best bet is to avoid anyone with the Hyper Blaster as any fool can get a kill with it. Stay away until they're out of ammo or go for a long-range kill with either the Rocket Launcher or Rail Gun.



HAND GRENADE

The Hand Grenades are completely overlooked by many players, but are in fact very useful. If you've got no weapons, keep a grenade in your hands ready for action as you'll be much better off in a fight than you will with the Blaster. Don't be frightened of running around with a primed, ticking grenade – you'll be ready to throw it as soon as you see someone (just make sure you chuck them before they click the third time and take your head off).

Counter Technique: Listen for the ticking that indicates someone is arming a grenade and keep moving. As soon as they throw a grenade and miss, take them out. Run close to panic them.



CHAIN GUN

Another great weapon with drawbacks. It eats through your ammo in seconds and is extremely slow to start and stop. If you're going to use it, make sure you have over 150 bullets and don't let go of the fire button until your target is reduced to catfood.

Counter Technique: Keep running around until you hear the "click-whirrrrr" of the Chain Gun running out of ammo (this normally only takes a few seconds). Now run straight at your attacker and destroy them as they frantically try to change weapon.



GENERAL DEATHMATCH TIPS

A few handy hints to improve your chances.

- ☞ Crawling doesn't make any noise. Use this to creep up on players who think they know where you are.
- ☞ Some players recommend setting your FOV to 120 and your hand to the centre. This pulls the view back slightly to let you see more.
- ☞ When cornered, try crouching to encourage the other player to duck, then jump over them.
- ☞ When another player crouches, stay standing, point your gun at their head and fire.
- ☞ Throw any spare grenades into common lurking points. If you're lucky you'll kill a cheesy player.
- ☞ To be really annoying, use a dark skin (such as the *Quake 1* Spawn enemy skin) and snipe.

- ☞ Pick up every single bit of ammo and every weapon you come across, even if you don't particularly need it, just to stop others getting them.
- ☞ Armour is more important than health when you first start. Make sure you go straight for it.
- ☞ When you pick up the Energy Armour, don't use the Hyper Blaster or BFG 10K. Keep yourself stocked up on cells and you'll be practically invincible.
- ☞ Learn to rocket jump – it's very useful for surprising other players in deathmatch mode (don't waste your time BFG jumping, that's just for a bit of a laugh).
- ☞ Bind keys to "wave 0-4" so that you can instantly taunt other players.

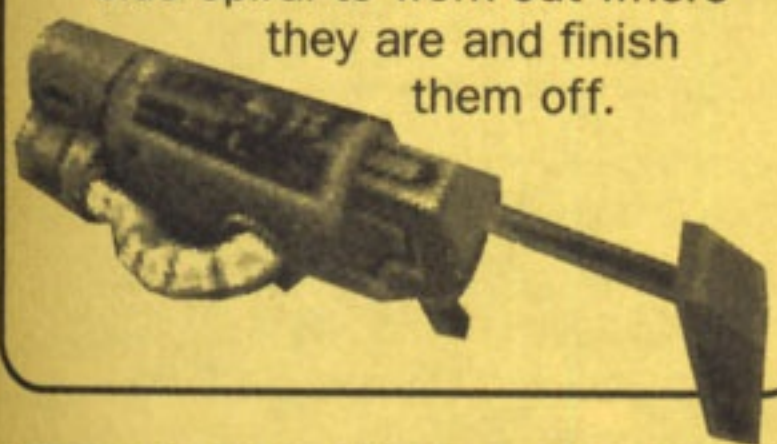
- ☞ Try using "crosshair 2"; the little red dot. It doesn't get in the way while playing, but you can see it when you need to.
- ☞ If you're being chased along a corridor, fire a grenade at the wall ahead of you just before you turn. Your own grenades won't explode on impact with you, and should hit whoever's following.
- ☞ Firing spare rockets ahead of you can get a lucky kill, but will also alert a good player to your presence.
- ☞ In a circular battle, where you and another player run around in circles shooting at each other, alternate your direction. Simply stopping and going the other way can really throw your opponent.

- ☞ Use the power of the Super Shotgun to knock other players off thin ledges and into lava below.
- ☞ While running away from someone with a Rail Gun, get used to the timing of the shots and duck just as they're about to fire. This only works against stupid players.
- ☞ Either go in the water or don't – never swim with your head poking out. If you do, you're a sitting duck to everyone.
- ☞ Set a key as "weapnext" so that you can cycle through your weapons instead of having to reach over to the number keys.
- ☞ Just as you're about to lose, type lots of rude messages and quit out of the game. However, this will lose you all your "respect" points.

RAIL GUN

This has got to be the most satisfying weapon to use in *Quake 2* – it requires pure skill! Each shot is powerful enough to destroy a player, but it takes a very good aim to score a hit. If you want to be cheesy, find a good sniping point and wait for players to run by, though you're likely to be sworn at by everyone else. The Rail Gun takes ages to reload, so make sure you've got a good aim on someone before firing – don't just hold the button and chase people around.

Counter Technique: Keep moving around so that you're hard to hit. Get close to your opponent so that you can use the Super Shotgun just after he/she fires. Don't ever stand still when there's a Rail Gun sniper around, just look for the blue spiral to work out where they are and finish them off.

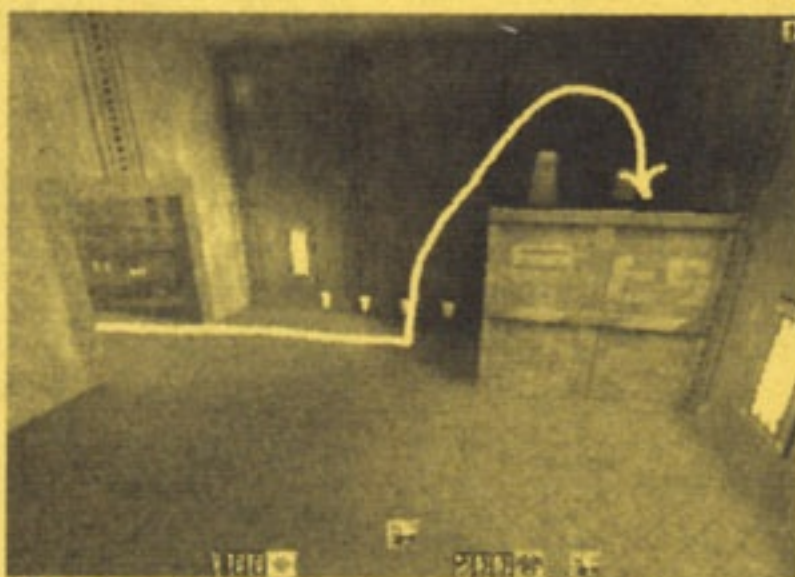


LEVEL TECHNIQUES

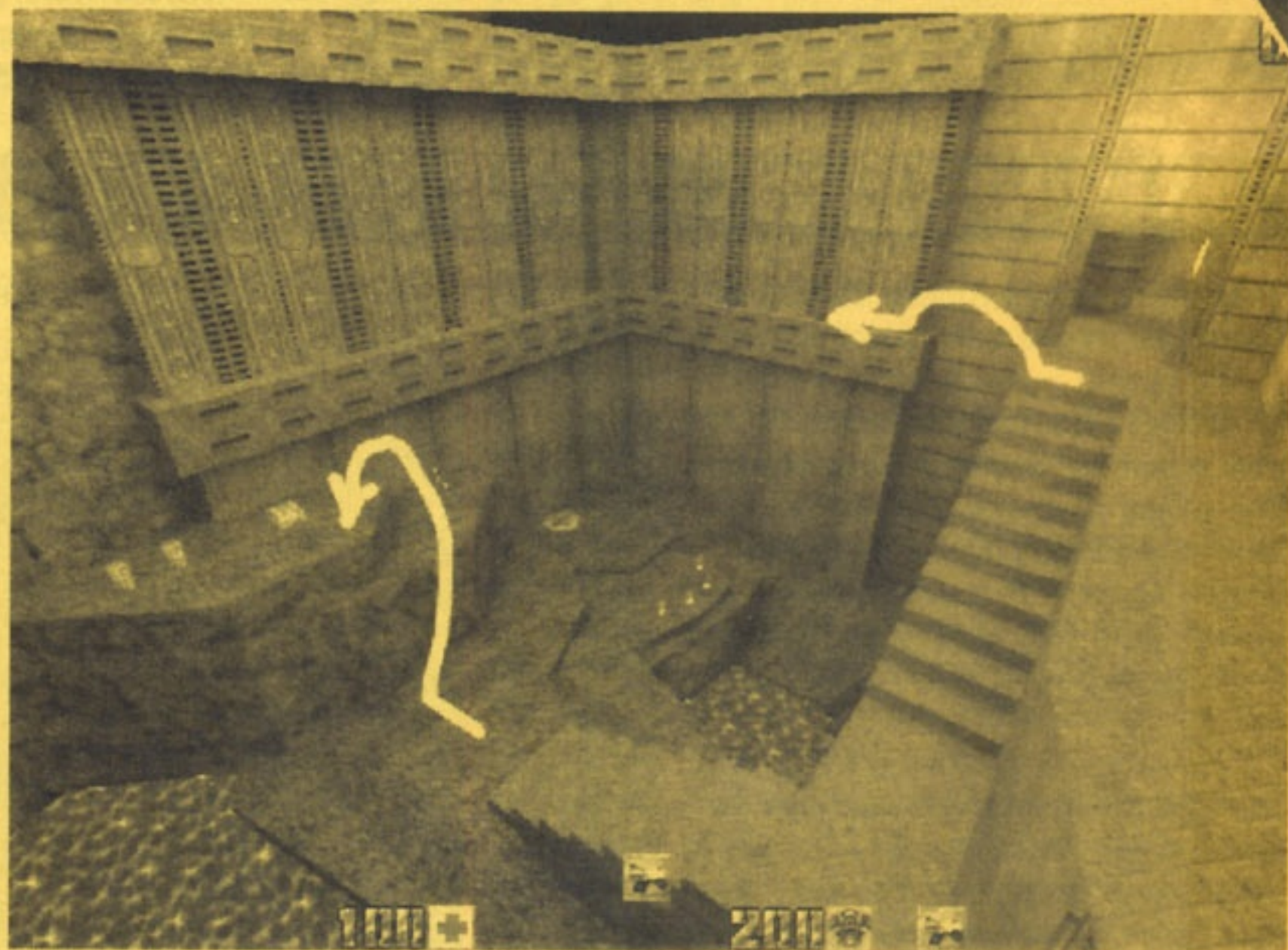
The latest and greatest upgraded versions of *Quake 2* have eight excellent deathmatch-only levels designed especially by id Software – and we'd like to give you a few useful pointers for them. If you haven't got the latest version of *Quake 2* yet, have a look at www.idsoftware.com for it.

THE EDGE (Q2DM1)

This is one of the best levels in the game, and is one of the deathmatch levels which works well with four players or fewer. Most of the action takes place in the main circular arena, so this is a great place to snipe with the Rail Gun. Because of the level design every weapon can be used well, but the Rail Gun just has the edge over the rest. Make sure you collect it from the water outside.



☞ The only way to get this handy Mega-Health is by rocket jumping. It's well worth it.



☞ You can rocket jump to the goodies on the left, or walk around the thin ledge outside the building. There's some health and 10 rockets.

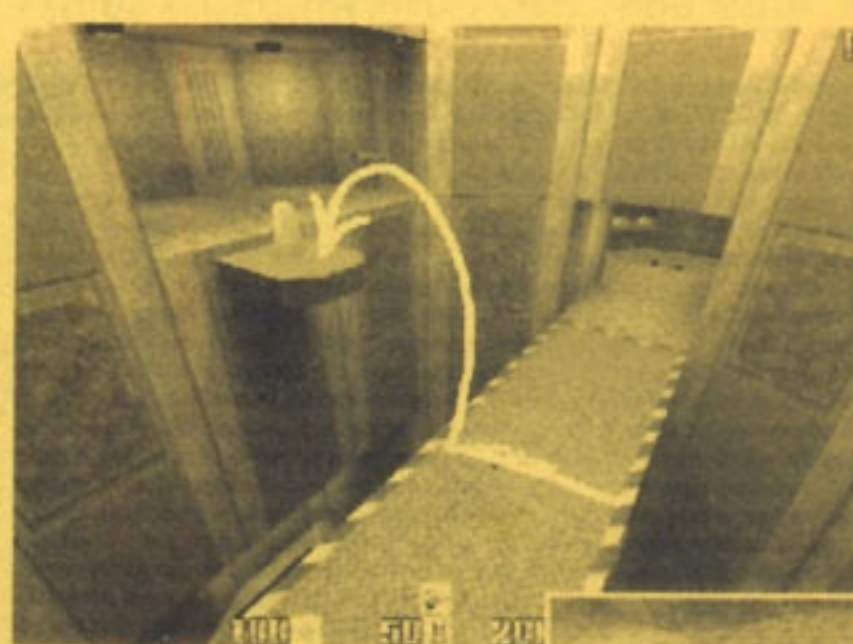
TOKAY'S TOWERS (Q2DM2)

This level is simply four towers next to each other with tunnels connecting them at various heights. While it's tempting to snipe from the balcony, you're better off not stopping for long as there's always going to be

someone else nearby that you haven't noticed. Wildly throwing grenades down the towers can be effective as well (and very funny). The water under the Rocket Launcher is one of the best places to aim for.



☞ It's just about possible to make this useful rocket jump, though we've only ever done it with the "Infinite Ammo" deathmatch flag on. Strange...



☞ A simple rocket jump lets you reach the Mega-Health the quick way.

☞ The Quad Damage can be found in the water pool in the lowest tower. Use the ladder to climb out instead of waiting for the lift, then get the nearby Super Shotgun.



GRENADE LAUNCHER

Always keep well stocked up on grenades so that you can go a bit crazy if you get a Launcher. If you see someone run around a corner or go into a dead end, bounce a load of grenades off the walls at them and they've got no way out... but death! Practice with the grenades so that you learn exactly how they bounce and you'll be able to do all sorts of no-risk kills.

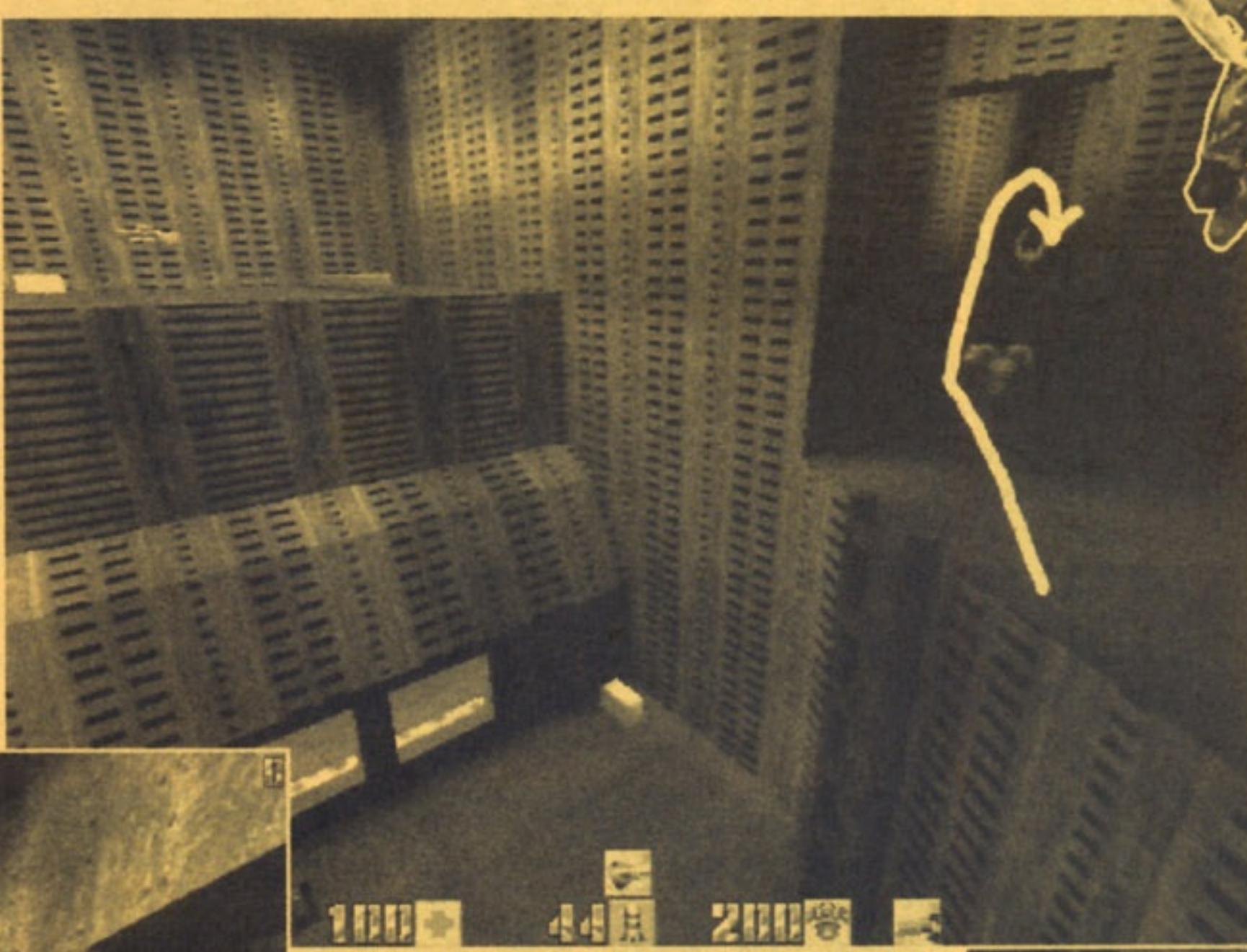
Counter Technique: Users of the Grenade Launcher are often frightened of firing them at close range, so dodge your way up and shoot them in the face. Don't run away and hide in corners – a good player will make you pay every time.





THE FRAG PIPE (Q2DM3)

This is another level which works well with smaller groups. The section which gives the level its name is where much of the action takes place. The tunnel containing the Hyper Blaster has a switch at either end, plus one at the side which locks the doors and floods the room with lava. It's not likely that you'll be trapped, but check the area's clear before running through. If you want to snipe, the best place is on the dark ledge with the armour, just below the Quad Damage.



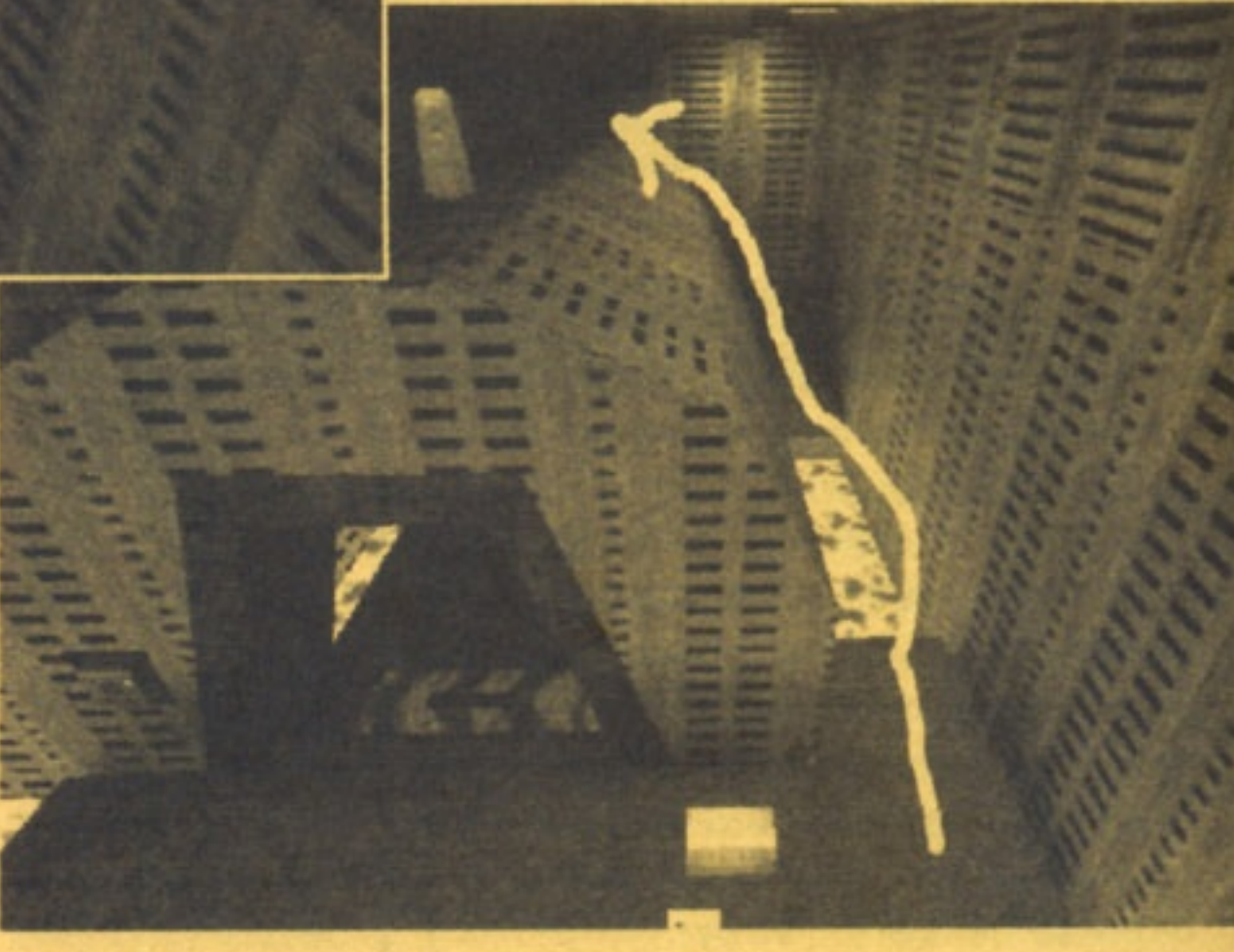
⌚ To get to the Rail Gun quickly, jump round the corner as the moving platforms get to this position. After collecting it, jump straight across and go to the left for more slugs.



⌚ Instead of going across the moving ledge, you can rocket jump from the armour to the Quad Damage.

⌚ The really sneaky way to get the Rail Gun is to rocket jump across the acid pool.

⌚ There's a Mega-Health on top of the pipe. Jump over the lava and climb the ladder to reach it.

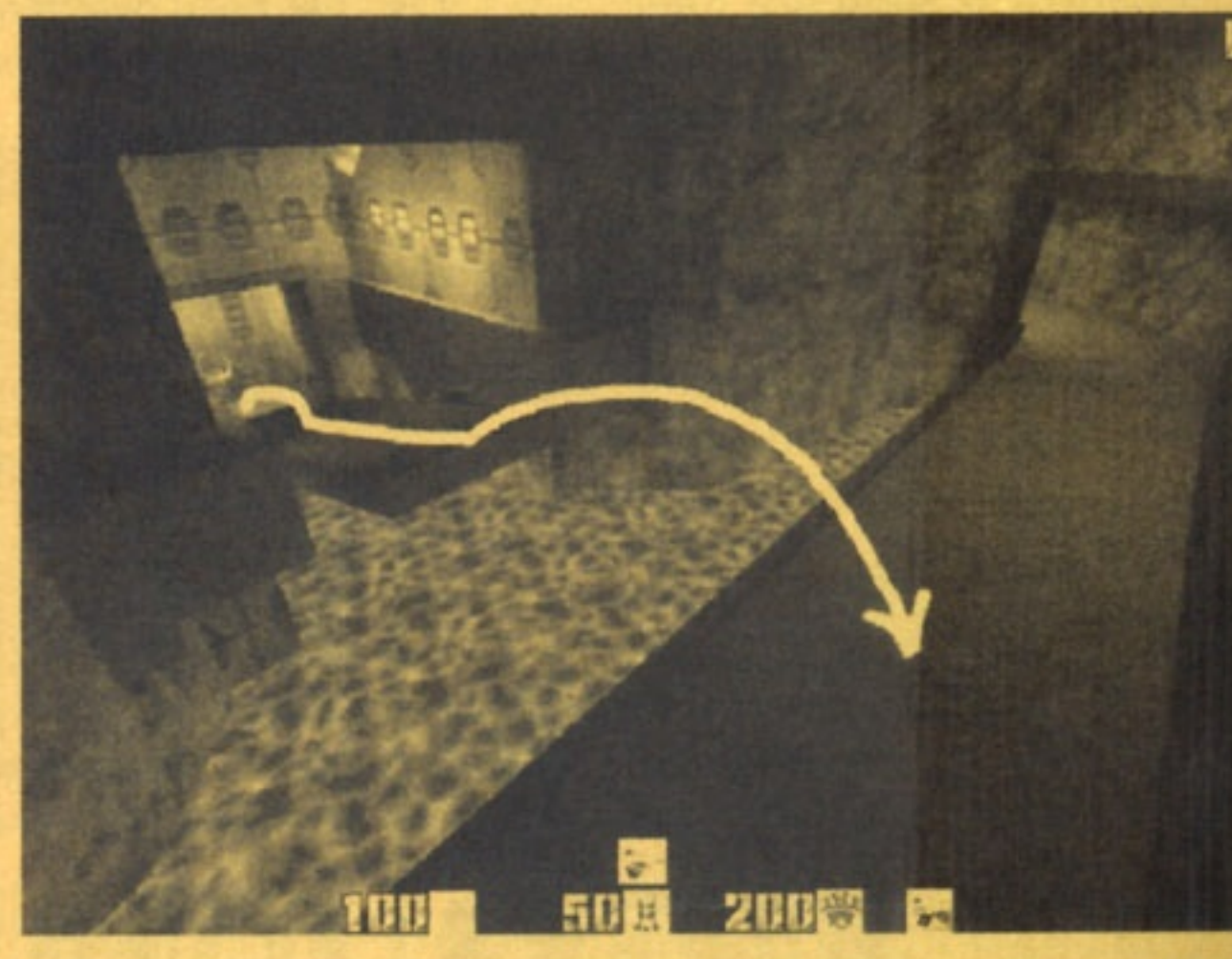
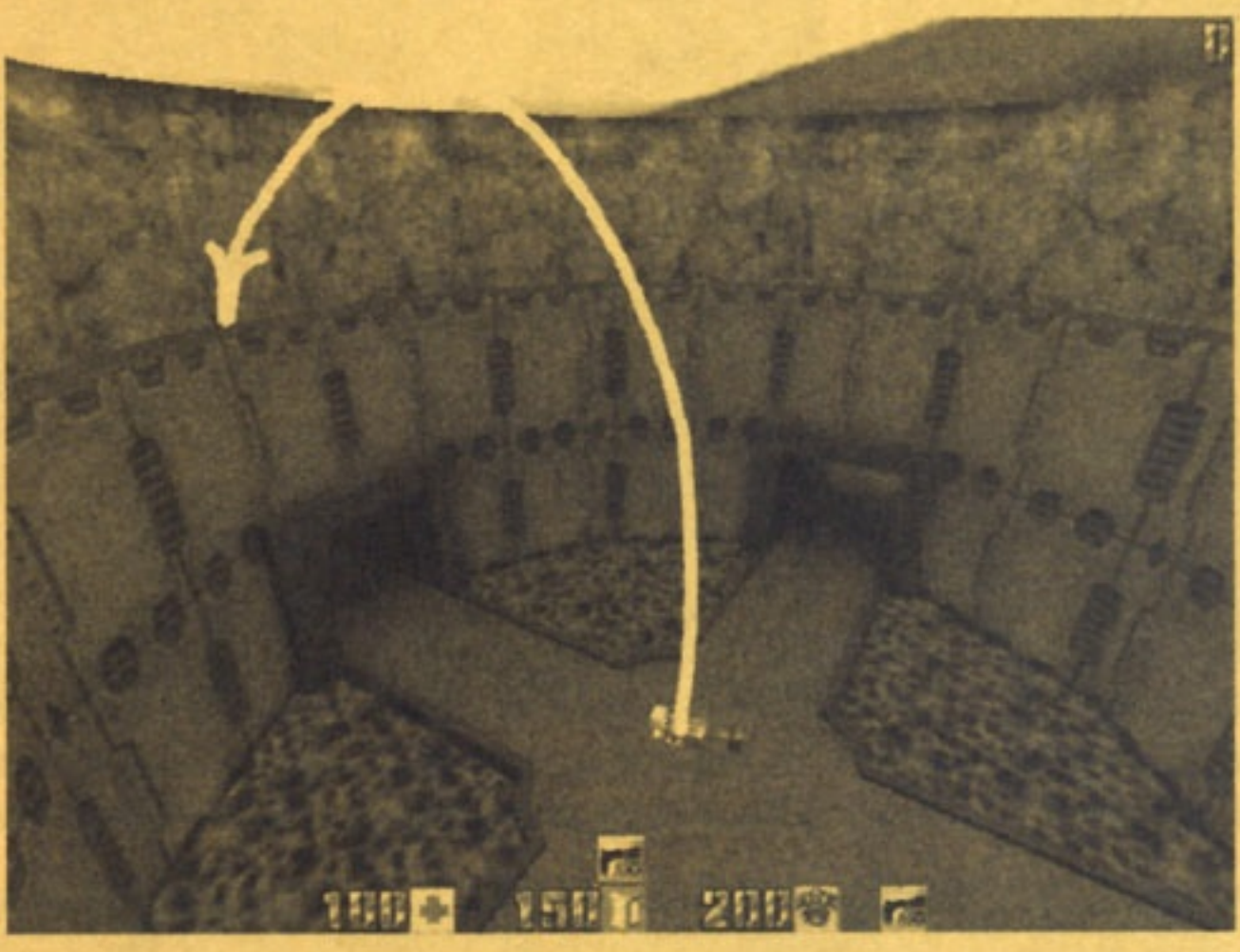


LOST HALLWAYS (Q2DM4)

This one's made mostly of corridors which all look the same. The Rail Gun is useful when chasing people in a straight line, and the Grenade Launcher is more use in each of the rooms. If you hear anyone nearby in this level, turn and fight rather than running away – otherwise you'll lose.

⌚ **RIGHT: Stupid tactic alert!** If you want to confuse and annoy the other players, get loads of health and BFG jump onto the ledge around the crossroad arena. Use the Rail Gun to snipe from here.

⌚ **FAR RIGHT:** The best way to get the Quad Damage is to swim under the rotating platform, get the Quad, then immediately turn around and jump onto the top as it rotates away from you. Now jump onto the ledge and go frag some marines!



THE PITS (Q2DM5)

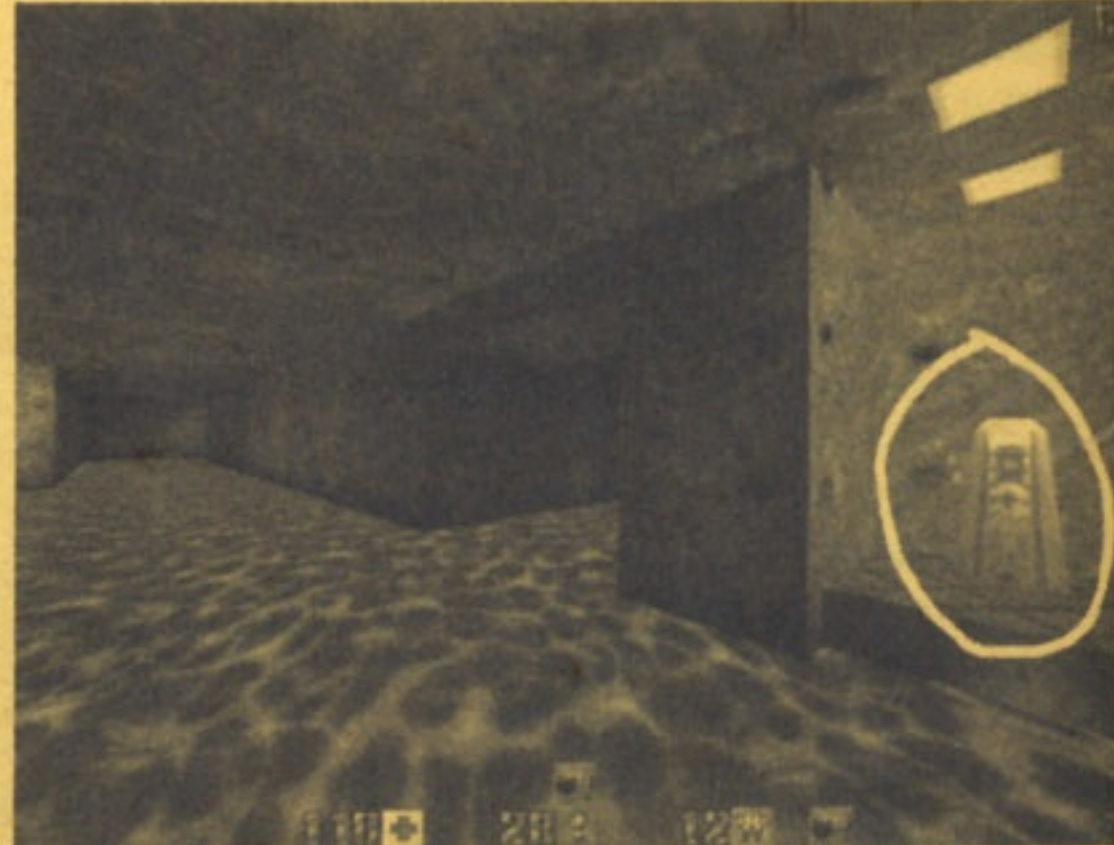
This is one of the stranger levels in the game. Here, the fighting goes within a few main sections, but these areas are all separated by sets of corridors. The best weapon to have at this level is the Machine Gun, which is more useful here than at most other levels as you get a fair number of chases between the areas. Your best bet, however, is to keep moving as there are very few safe places to wait.



⌚ This is the best sniping point in the level. The only way anyone can come at you from behind is if they rocket jump through the hole in the ceiling.



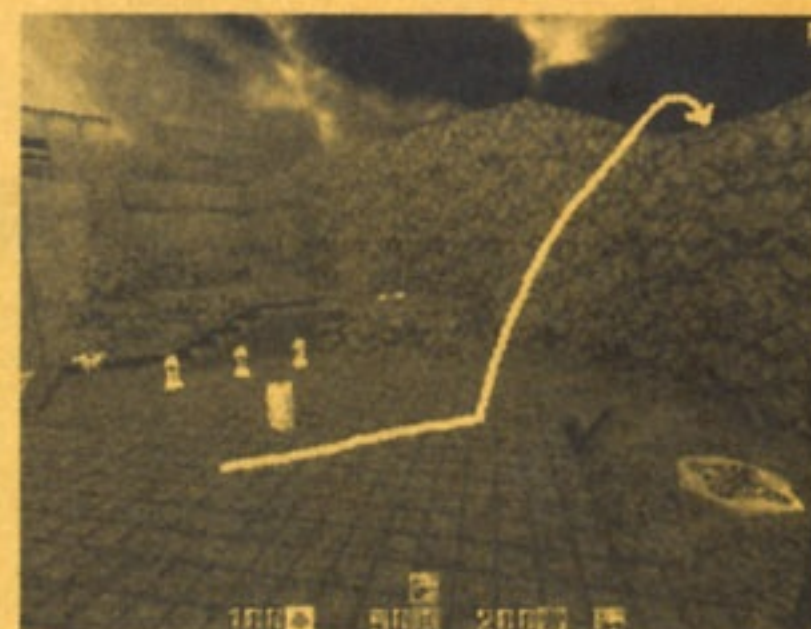
⌚ Be careful near the giant rotating blocks as it's very easy to get squashed (in fact, it's a bit TOO easy to get squashed). Stay away from all the moving parts.



⌚ There's a Mega-Health down in the watery sewers, right by one of the entrances. Pick it up whenever you find yourself wandering around down there or are running low.

LAVA TOMB (Q2DM6)

This is one of the more complex deathmatch levels, though it plays really well. All of the most useful weapons are hard to reach, so good control of your player is essential. Hint number one: you don't need to jump when going across the platforms to the Rocket Launcher or BFG 10K. Just run straight along them and you'll be fine. Also listen out for other players jumping repeatedly – chances are they're hopping up towards the Chain Gun.



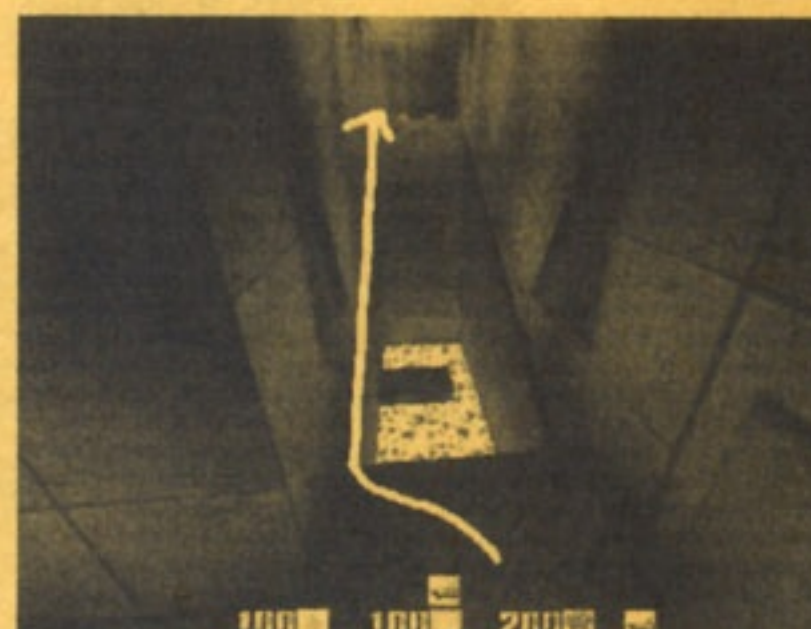
Ⓢ The quickest and easiest way to get the Rail Gun is to jump from the end onto the pillar and straight off again. One mistake and you're toast.

Ⓢ If you fall off the barrel while going for the Grenade Launcher, climb up the ladder built into the wall.



Ⓢ Drop through the opening ramp and onto the ledge in the lava to find the Quad Damage and a ladder to the Chain Gun section.

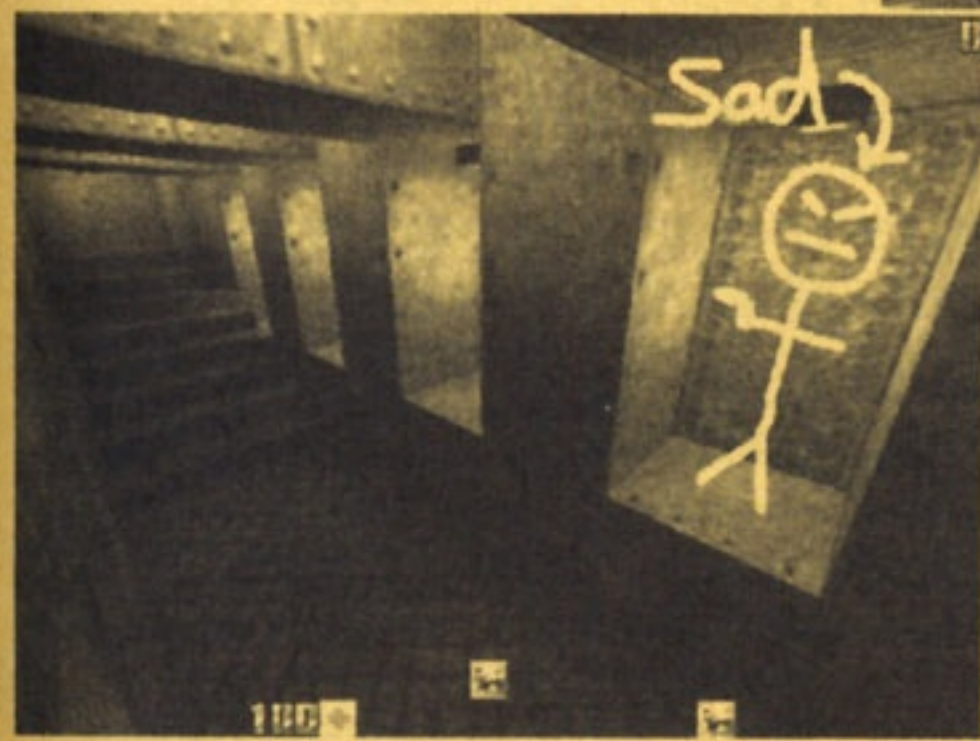
Ⓢ Stupid tactic alert! You can use the Rocket Launcher to rocket jump onto the wall surrounding the outside section, then run around to the top. From here you can snipe at people who don't even know you're there. This will annoy.



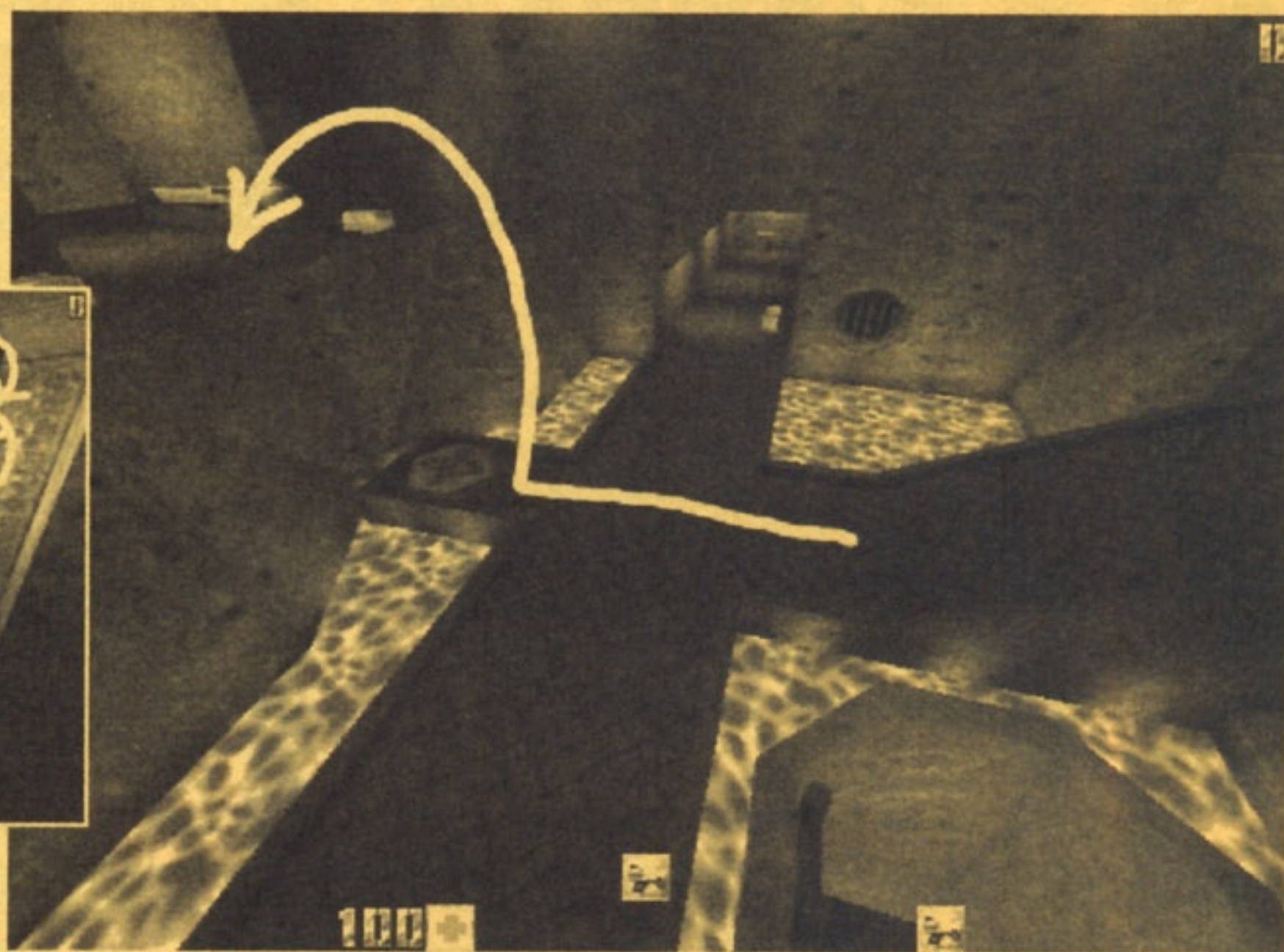
Ⓢ To avoid falling into the lava beneath the opening ramp, run up against the wall. Use this to shake off people following you.

THE SLIMY PLACE (Q2DM7)

This is a pretty straightforward level. The weapons are all easy enough to get and there are no sure-fire places to hide. The only thing you need to be careful of is falling in the acid, as it makes you almost blind and is tricky to get out of.



Ⓢ If you're really bad at running around and fighting like a man, jump into one of these little alcoves and shoot as people go by. This qualifies you as a loser.



Ⓢ It may seem pointless, but you can rocket jump to the Rocket Launcher. Collect it for more ammo and to stop other players getting it.

WAREHOUSE (Q2DM8)

This level is made of enormous rooms and corridors, so there's plenty of space to run around. Make sure you've mastered one-on-one combat (turning and strafing at the same time to run around other players) as you'll be getting into plenty of fights here. Look off the edges of the walkways and you'll often see stacks of crates below with weapons and ammo on top.



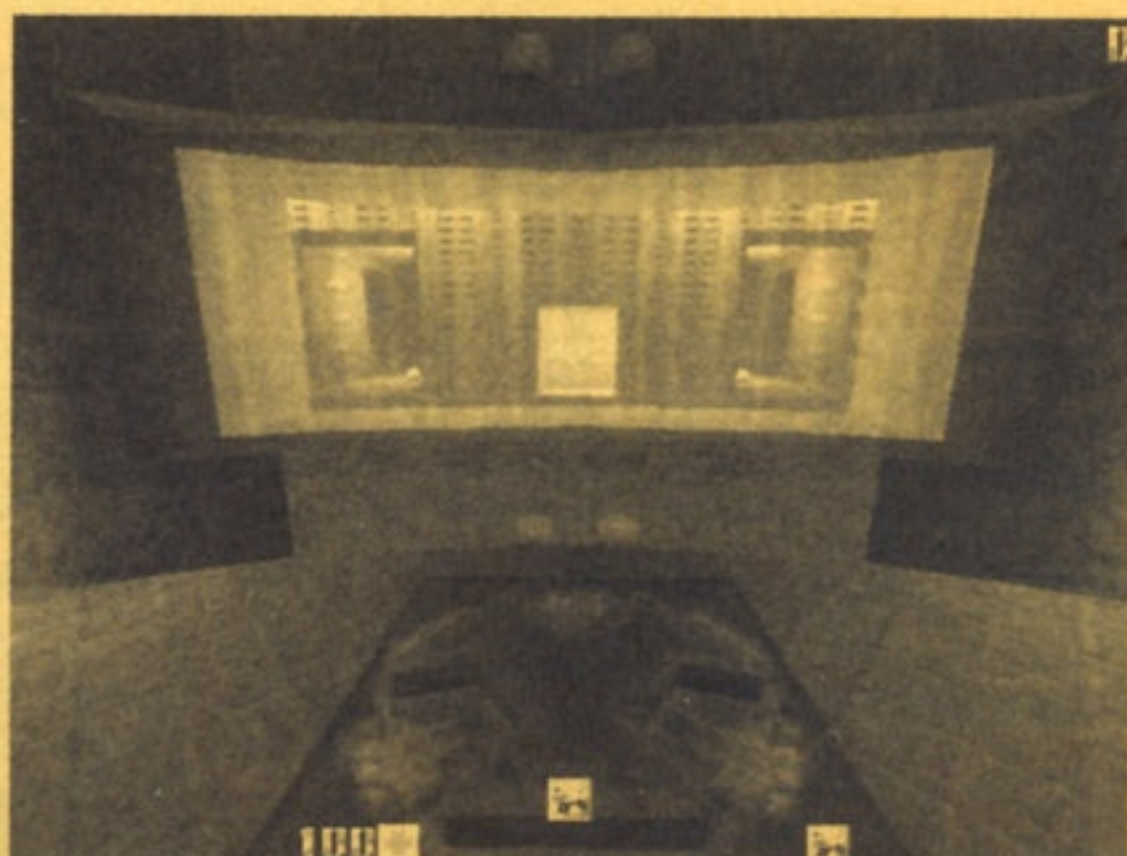
Ⓢ Jump onto a crate and ride it up onto the conveyor belt. Run to the end and into the alcove to find the BFG 10K and five grenades.

SUDDEN DEATH (FACTS)

While this isn't listed as a deathmatch level, it's obviously what this was designed for. Sudden Death is one of the best levels in the game to play and even works well with just two players. One thing you may not normally bother with – the Silencer. Pick it up every time you go through the teleport to the main arena as it gives you a nice big advantage. Getting hit by rockets you can't hear coming can be very confusing.



Ⓢ Don't waste your time carefully dropping onto the top of the Rail Gun container. Instead, jump run and jump off the balcony straight into the BFG 10K alcove.



Ⓢ Crouch by the window in the Hyper Blaster room and watch for other players going for the Quad Damage, then hit the button and salute as they fry in the lava!



Ⓢ Stupid tactic alert! You can rocket jump into the rafters at the top of the stairs before the tunnels, or above the Hyper Blaster! Hide here to surprise other players.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, TIPS, ETC.) OTHERWISE IT'LL SIT IN THE PILE ON ALEX'S DESK FOR SIX MONTHS, THEN GO IN THE BIN.

FREEPLAY

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



Do you know how much money we had to pay every arcade game manufacturer in the world to advertise FreePlay? Billions and billions of pounds! Now, almost every game has a special "FreePlay" mode which makes every go free - just like FreePlay itself! Next month: More packed pages of yellow paper... for free!

PLEASE BE OUR FRIEND AND WRITE FOR US!

MELTING POT

Please stop asking us when the games featured in Melting Pot are coming out. They're created by gamers like you and most are unlikely to ever come out. We know you've got a great idea, so send it in. If we print it and a games company decides to make it real, they'll have to give you loads of money for the honour!

HIGH SCORES

You do know what a "high" score is, don't you? It's one that's better than most other people's. Send yours in and we'll print the best.

ART/CARTOONS

We like all forms of art: Renaissance, Dada, Impressionism, Cubism. But our favourite is, of course, crappily-drawn botched pictures of games characters. Who needs the Mona Lisa?

MOST WANTED

Take a look back at the other end of FreePlay, right there on the front page. That chart in the top right corner shows just what our readers are most looking forward to, whether they've been announced or not. If you want to affect the results, fill in this form below or write your top 5 on the end of any letter to CVG. Remember: No vote, no voice.

TIPS

How did you get so great at your latest game? Let us know your best tips and cheats for the latest and greatest games. Please.

FREEPLAY FAN

Have you got a game that makes you cry when you finish it? Have you taped the music from the sound test screen so that you can listen to it all day? Tell us why it's so great.

FREE ADS

For the limited edition price of "free" you can place an advert in FreePlay. Remember, don't delay taking advantage of this special offer: Free Ads, now only "free".

FANZINES

Fanzines are great. They're just like CVG (some are just like Sega Saturn Magazine) only in black and white and on crappy paper. Hang on... that's what FreePlay is. Anyway, send us your fanzine and we might mention it!

MOST WANTED

IN ORDER OF IMPORTANCE

1
2
3
4
5

NAME

ADDRESS

TEL NO.

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

THIS IS A FREE SERVICE

- * 1. If you are under 18, make sure that you have your parents' permission before placing or replying to an advertisement.
- * 2. If you are under 18, or live at home, make sure that you have your parents' permission to include your telephone number in any advertisement.
- * Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to free advertisements.



AGAINST PIRACY



CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!