

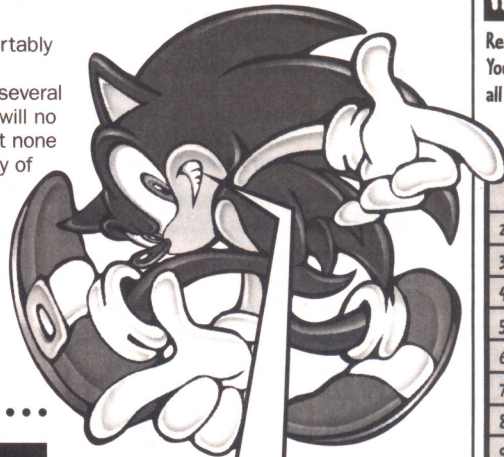
# FREEPLAY

## PLAYSTATION STILL HURTING DREAMCAST

**A**fter a record-breaking debut just before Christmas, Dreamcast sales are now levelling off. It seems all the core users have got their machine, and *Virtua Fighter 3tb*. But casual gamers are waiting to see the next wave of games before deciding.

When it was released, *Sonic Adventure* sold more copies than there were Dreamcasts in homes. Sega have now supplied retailers with 500,000 consoles

and predict they will comfortably meet their sales targets. Dreamcast already has several RPGs in the pipeline which will no doubt sell well in Japan, but none of these enjoy the popularity of the *Final Fantasy* or *Zelda* adventures. *Final Fantasy VIII* is still selling thousands more PlayStations on advanced orders alone. The Namco-produced RPG, *Tales Of Phantasia*, also sold fantastically well.



YOU'RE TOUGH,  
BUT I HAVE FOUGHT  
TOUGHER!

The weirdest of all though was that Paul's copy of the game arrived with two instruction manuals – but there was no sign of the actual game! Luckily, he bought it from a reliable place – Video Game Centre in Bournemouth – and was able to replace it.

## READERS' MOST WANTED CHART

Relatively few votes for everything this month. You'll all be busy playing *Zelda*, and you'll probably all be reading the second part of our guide in this month's FreePlay. As it is, Dreamcast has finally been knocked off the top spot!

|     |                    |             |
|-----|--------------------|-------------|
| 1.  | METAL GEAR SOLID   | PLAYSTATION |
| 2.  | DREAMCAST          | SEGA        |
| 3.  | FINAL FANTASY VIII | PLAYSTATION |
| 4.  | PLAYSTATION 2      | SONY        |
| 5.  | RESIDENT EVIL 3    | PLAYSTATION |
| 6.  | SONIC ADVENTURE    | DREAMCAST   |
| 7.  | VIRTUA FIGHTER 3tb | DREAMCAST   |
| 8.  | GRAN TURISMO 2     | PLAYSTATION |
| 9.  | SILENT HILL        | PLAYSTATION |
| 10. | SOUTH PARK         | NINTENDO 64 |

## TUROK 2 TRIALS



**I**n the rush to supply the US and Europe with *Turok 2*, Acclaim made a few boo-boos. Some American customers picked up copies that were not quite final – there were problems with 'slowdown', and jerky screen update.

## CVG GRRRLS



**A**nyone else out there find the TV ad for *Zelda* sort of embarrassing?

The footage of the game is awesome. The presentation is cool overall. But what's all this "save the girl, or play like one" business? You'd think Nintendo would want to

avoid upsetting their female fans. What do you reckon? Letters in to mailbag, please, with suggestions for similarly short-sighted advertising campaigns.

## RED-HOT RUMOURS LIKE YOU WON'T BELIEVE!

- Big fat details about *Star Wars: Episode One* games. At least three are in development by LucasArts. We have details of two here. *Star Wars: Pod Racer* has been in progress for two years already. It will initially be released for N64. *Pod Racer* features Anakin Skywalker, during the races you can choose different paths on the course to win. Another section requires you to pilot an N-1 fighter in locations as far, far away as Coruscant. *Phantom Menace* is originally being created for PC – it's a first-person shoot-'em-up/adventure, along the lines of *Dark Forces* we guess.

- We're also looking forward to a Game Boy "interpretation" of *Phantom Menace*.
- A Nintendo 64 version of *Resident Evil* is on its way. Capcom won't confirm or deny this rumour, which any sensible person will take as a confirmation.
- *Power Stone*, the 3D street brawling game from Capcom will be released on Dreamcast a month after the game hits the arcade in February.
- Sonic Team are working on *NIGHTS 2* for Dreamcast. We've

- always wanted this, but now it could finally be happening.
- *International Superstar Soccer*, and *Track & Field* – two of the greatest games on PlayStation – are coming to Dreamcast.
- The game based on the next Bond movie, *The World Is Not Enough*, is being developed by Rare for the new Nintendo console (which we told you about last issue). So far MGM have confirmed that Nintendo are bidding for the rights. Well we can tell you that it's already a done deal!

## MOST WANTED

IN ORDER OF IMPORTANCE

|   |       |
|---|-------|
| 1 | ..... |
| 2 | ..... |
| 3 | ..... |
| 4 | ..... |
| 5 | ..... |

## Contents

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# FREEPLAY HIGH SCORES



SPONSORED BY

# ASCII

IMAGINE THE POSSIBILITIES

**F**ive people this month win the ASCII controller of their choice for sending in their scores. But we want more! We want to know who's the best at all the latest games, so get playing, dudes! If possible, include a photograph as proof (and maybe a pic of yourself for us to laugh at) as well as your three-digit high score name. Well, get to it!

## GRAN TURISMO (PLAYSTATION)

**HIGH SPEED RING**  
Best Lap 40"998  
**Alex Kearney, Oldham**  
Best Race 1'29"128  
**Alex Kearney, Oldham**

**HIGH SPEED RING 2**  
Best Lap 42"613  
**Alex Kearney, Oldham**  
Best Race 1'31"339  
**Alex Kearney, Oldham**

**AUTUMN RING MINI**  
Best Lap 25"960  
**Alex Kearney, Oldham**  
Best Race 54"461  
**Alex Kearney, Oldham**

**AUTUMN RING MINI 2**  
Best Lap 25"541  
**Alex Kearney, Oldham**  
Best Race 55"412  
**Alex Kearney, Oldham**

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

**TRIAL MOUNTAIN 2**  
Best Lap 1'05"524  
**Alex Kearney, Oldham**  
Best Race 1'59"283  
**Alex Kearney, Oldham**

**GRAND VALLEY EAST**  
Best Lap 44"968  
**Alex Kearney, Oldham**  
Best Race 1'39"133  
**Alex Kearney, Oldham**

**GRAND VALLEY EAST 2**  
Best Lap 46"843  
**Alex Kearney, Oldham**  
Best Race 1'35"124  
**Alex Kearney, Oldham**

## TIME CRISIS (PLAYSTATION)

Story mode 11'01"73  
**David Tabron (TAB), Bolton**

**TIME ATTACK**  
Stage 1 2'33"86  
**David Tabron (TAB), Bolton**  
Stage 2 3'23"20  
**David Tabron (TAB), Bolton**  
Stage 3 4'43"46  
**Richard Peet, Fenny Compton**

## PLAYSTATION MODE

1-2A-3A-4A 8'39"43  
**M M Chowdhury (MIZ), Sheffield**  
1-2A-3A-4B 8'26"00  
**M M Chowdhury (MIZ), Sheffield**  
1-2A-3B-4B 8'23"16  
**M M Chowdhury (MIZ), Sheffield**  
1-2A-3B-4C 8'47"10  
**M M Chowdhury (MIZ), Sheffield**  
1-2B-3B-4B 7'32"40  
**M M Chowdhury (MIZ), Sheffield**  
1-2B-3B-4C 8'03"86  
**M M Chowdhury (MIZ), Sheffield**  
1-2B-4C 5'47"33  
**M M Chowdhury (MIZ), Sheffield**

## TEKKEN 3 (PLAYSTATION)

**TIME ATTACK**  
1'03"15 (Yoshimitsu)  
**Rasul Mastofa (RAS), East London**

**WINNER!**



## SURVIVAL MODE

323 Wins (Law)  
**Craig Jackson (CJ), Manchester**



📍 **Craig Jackson's** photography certainly isn't going to win him any awards.

## TEKKEN FORCE

193980 (Law)  
**Sajid Varachia (SAJ), Manchester**

## TOMB RAIDER 2 (PLAYSTATION)

## ASSAULT COURSE TIME

1'04"4  
Nury Gamboa

## RESIDENT EVIL (PLAYSTATION)

Game Complete 01:39"17  
**Mark McEwan, Glasgow**  
Game Complete (with Rocket Launcher) 01:23"18  
**Edward Cornwell, Bedford**

## RESIDENT EVIL 2 (PLAYSTATION)

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

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

This month we received some times from **Ahmid Nawaz in Edinburgh**

which beat all of Mark McEwan's times by up to two minutes each. Thing is, we'd like to see some proof before we print them as the new definitive times. Can you prove them, Ahmid?

## HOUSE OF THE DEAD (SATURN)

**SATURN MODE**  
72,500  
**Joss Edwards (JAE), Devon**

**ARCADE MODE**  
78,580  
**Stephen Tsang (SHS), Warwick**

**BOSS MODE**  
Chariot 17"62  
**Fat Ade (ADE)**  
Hangedman 1'00"14  
**Chris J Haig (CJH), Taunton**  
Hermit 26"88  
**Chris J Haig (CJH), Taunton**  
Magician 47"96  
**Chris J Haig (CJH), Taunton**  
Fight All 2'46"82  
**Chris J Haig (CJH), Taunton**

## STEEP SLOPE SLIDERS (SATURN)

**EXTREME 0**  
Best Time 51"08  
**Stuart Garner (PUG), Musselburgh**  
Best Tricks 3069  
**Luigi Coppola (BAT), Bexhill-on-Sea**

**EXTREME 1**  
Best Time 1'07"60  
**Stuart Garner (PUG), Musselburgh**  
Best Tricks 2363  
**Joe Jennings, Derby**

**EXTREME 2**  
Best Time 1'08"60  
**Stuart Garner (PUG), Musselburgh**  
Best Tricks 2589  
**Matthew Bushnell (ACE), Enfield**

**EXTREME 3**  
Best Time 1'17"80  
**Stuart Garner (PUG), Musselburgh**  
Best Tricks 3086  
**Matthew Bushnell (ACE), Enfield**

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

**SNOWBOARD PARK**  
Best Time 1'21"68  
**Stuart Garner (PUG), Musselburgh**  
Best Tricks 2971  
**Matthew Bushnell (ACE), Enfield**

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

## 1080° SNOWBOARDING (NINTENDO 64)

**WINNER!**



.....  
**Shannon Matthews** gets the ASCII pad of her choice for her great 1080° Snowboarding scores. Get in touch, cobbler!

**HALF PIPE**  
Best Score 81497  
**Shannon Matthews (ANA), Sydney, Australia**

**AIR MAKE**  
Best Score 21850  
**Shannon Matthews (ANA), Sydney, Australia**

**CRYSTAL LAKE**  
Best Time 1'03"42  
**Joe Orchard (DAM), Hereford**  
Best Score 44517  
**Jamil Elkorch (JIM), Harrow**

**WINNER!**



.....  
**CRYSTAL PEAK**  
Best Time 1'29"99  
**Robbie Bebb (ROB), Llanidloes**



📍 **Robbie Bebb's** the current Crystal Peak speed king!

**CRYSTAL PEAK**  
Best Score 52722  
**Jamil Elkorch (JIM), Harrow**

**GOLDEN FOREST**  
Best Time 1'22"96  
**Shannon Matthews (ANA), Sydney, Australia**  
Best Score 37955  
**Jamil Elkorch (JIM), Harrow**

**MOUNTAIN VILLAGE**  
Best Time 1'35"33  
**Leo Smith (LEO), Thames Ditton**  
Best Score 36512  
**Shannon Matthews (ANA), Sydney, Australia**

**DRAGON CAVE**  
Best Time 1'32"30  
**Shannon Matthews (ANA), Sydney, Australia**  
Best Score 23026  
**Shannon Matthews (ANA), Sydney, Australia**



HIGH SCORES



FREEPLAY

**DEADLY FALL**  
 Best Time 1'10"42  
**Leo Smith (LEO), Thames Ditton**  
 Best Score 37141  
**Shannon Matthews (ANA), Sydney, Australia**

**CONTEST SCORE**  
 143039  
**Jamil Elkorch (JIM), Harrow**

**DIDDY KONG RACING (NINTENDO 64)**

**ANCIENT LAKE**  
 Best Lap 11"50  
**Adam Charlton (AJC), Huntingdon**  
 Best Race 36"61  
**Adam Charlton (AJC), Huntingdon**

**WINNER!**  
  
**FOSSIL CANYON**  
 Best Lap 20"05  
**Peter Veal, Bury St Edmunds**

**FOSSIL CANYON**  
 Best Race 1'03"01  
**Adam Charlton (AJC), Huntingdon**

**JUNGLE FALLS**  
 Best Lap 12"29  
**Peter Veal, Bury St Edmunds**  
 Best Race 36"99  
**Peter Veal, Bury St Edmunds**

**HOT TOP VOLCANO**  
 Best Lap 24"56  
**Ryan Derham (RJD), Southampton**  
 Best Race 1'16"25  
**Remy Kamermans (RMK), Holland**

**WHALE BAY**  
 Best Lap 17"55  
**Peter Veal, Bury St Edmunds**  
 Best Race 54"83  
**Peter Veal, Bury St Edmunds**

**PIRATE LAGOON**  
 Best Lap 20"00  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'02"97  
**Peter Veal, Bury St Edmunds**

**CRESCENT ISLAND**  
 Best Lap 20"26  
**Adam Charlton (AJC), Huntingdon**  
 Best Race 1'05"69  
**Peter Veal, Bury St Edmunds**

**TREASURE CAVES**  
 Best Lap 13"09  
**Peter Veal, Bury St Edmunds**  
 Best Race 42"47  
**Peter Veal, Bury St Edmunds**

**EVERFROST PEAK**  
 Best Lap 26"76  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'20"97  
**Peter Veal, Bury St Edmunds**

**WALRUS COVE**  
 Best Lap 27"18  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'33"66  
**Peter Veal, Bury St Edmunds**

**SNOWBALL VALLEY**  
 Best Lap 16"66  
**Peter Veal, Bury St Edmunds**  
 Best Race 53"61  
**Peter Veal, Bury St Edmunds**

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

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

**BOULDER CANYON**  
 Best Lap 29"60  
**Robert Creamer (BOB), Stockport**  
 Best Race 1'33"05  
**Robert Creamer (BOB), Stockport**

**GREENWOOD VILLAGE**  
 Best Lap 24"03  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'20"00  
**Peter Veal, Bury St Edmunds**

**WINDMILL PLAINS**  
 Best Lap 28"02  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'33"01  
**Peter Veal, Bury St Edmunds**

**HAUNTED WOODS**  
 Best Lap 16"49  
**Peter Veal, Bury St Edmunds**  
 Best Race 53"61  
**Peter Veal, Bury St Edmunds**

**SPACEDUST ALLEY**  
 Best Lap 32"15  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'44"67  
**Peter Veal, Bury St Edmunds**

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

**STAR CITY**  
 Best Lap 27"21  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'29"17  
**Peter Veal, Bury St Edmunds**

**SPACEPORT ALPHA**  
 Best Lap 29"79  
**Peter Veal, Bury St Edmunds**  
 Best Race 1'46"67  
**Peter Veal, Bury St Edmunds**

**MARIO KART 64 (NINTENDO 64)**

**LUIGI RACEWAY**  
 Best Lap 25"95  
**David Hines (EYE), Doncaster**  
 Best Race 1'21"48  
**David Hines (EYE), Doncaster**

**MOO MOO FARM**  
 Best Lap 24"77  
**David Hines (EYE), Doncaster**  
 Best Race 1'15"85  
**David Hines (EYE), Doncaster**

**KOOPA TROOPA BEACH**  
 Best Lap 26"69  
**Paul Svensson (AAH), Sweden**  
 Best Race 1'22"86  
**David Hines (EYE), Doncaster**

**KALIMARI DESERT**  
 Best Lap 33"74  
**David Hines (EYE), Doncaster**  
 Best Race 1'47"59  
**David Hines (EYE), Doncaster**

**TOAD'S TURNPIKE**  
 Best Lap 29"87  
**David Hines (EYE), Doncaster**  
 Best Race 1'35"04  
**David Hines (EYE), Doncaster**

**FRAPPE SNOWLAND**  
 Best Lap 5"47  
**David Hines (EYE), Doncaster**  
 Best Race 23"97  
**David Hines (EYE), Doncaster**

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

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

**WARIO STADIUM**  
 Best Lap 03"98  
**Tatu Luostarinen (TJL), Helsinki, Finland**  
 Best Race 19"93  
**Greg Ihnatenko (GRE), Stockport**

**SHERBERT LAND**  
 Best Lap 33"10  
**David Hines (EYE), Doncaster**  
 Best Race 1'40"67  
**David Hines (EYE), Doncaster**

**ROYAL RACEWAY**  
 Best Lap 32"59  
**David Hines (EYE), Doncaster**  
 Best Race 1'44"41  
**David Hines (EYE), Doncaster**

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

**DK JUNGLE PARKWAY**  
 Best Lap 4"35  
**The Ultimate (TUL), The Netherlands**  
 Best Race 34"06  
**Greg Ihnatenko (GRE), Stockport**

**YOSHI VALLEY**  
 Best Lap 9"33  
**Tatu Luostarinen (TJL), Helsinki, Finland**  
 Best Race 30"43  
**Greg Ihnatenko (GRE), Stockport**

**BANSHEE BOARDWALK**  
 Best Lap 35"12  
**The Ultimate (TUL), The Netherlands**  
 Best Race 1'47"12  
**David Hines (EYE), Doncaster**

**RAINBOW ROAD**  
 Best Lap 1'15"62  
**David Hines (EYE), Doncaster**  
 Best Race 3'50"10  
**David Hines (EYE), Doncaster**

**WAVE RACE 64 (NINTENDO 64)**

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

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

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

Best Race 1'08"216  
**B. Morgan, Luton**  
 Stunt Score 22140  
**De Schzyuez (NIL), Belgium**

**DRAKE LAKE**  
 Best Lap 0'24"196  
**B. Morgan, Luton**  
 Best Race 1'15"111  
**B. Morgan, Luton**  
 Stunt Score 26468  
**Greg Ihnatenko (GRE), Stockport**

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

**PORT BLUE**  
 Best Lap 0'27"419  
**Greg Ihnatenko (GRE), Stockport**  
 Best Race 1'24"967  
**Greg Ihnatenko (GRE), Stockport**  
 Stunt Score 42920  
**De Schzyuez (NIL), Belgium**

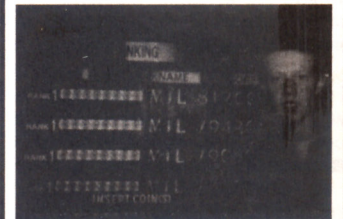
**TWILIGHT CITY**  
 Best Lap 0'29"255  
**B. Morgan, Luton**  
 Best Race 1'30"524  
**B. Morgan, Luton**  
 Stunt Score 39631  
**De Schzyuez (NIL), Belgium**

**GLACIER COAST**  
 Best Lap 0'26"804  
**Greg Ihnatenko, Cheshire**  
 Best Race 1'26"466  
**Greg Ihnatenko, Cheshire**  
 Stunt Score 41990  
**Greg Ihnatenko (GRE), Stockport**

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

**HOUSE OF THE DEAD (ARCADE)**

**WINNER!**  
  
 81,200  
 (All scientists saved)  
**Michael John Laxton (MJL), Manchester**



☛ We get a fresh picture of Michael J. Laxton next to this House Of The Dead arcade machine sent to us every month. He's scared us into giving him an ASCII joystick.



Beat the Best with official accessories from Ascii's Elite Range... Pads, Sticks, Steering Wheels... Visit your local retailer or see the Ascii website at [www.ascii.co.uk](http://www.ascii.co.uk)

# TIPS

cheats by playing the game through properly. Beating the last bosses a second time will give you extra cheats, such as invincibility.

**BEWAREOBLIVIONISATHAND**

Big Cheat (opens everything)

**UBERNOODLE**

Big Heads

**STOMPEN**

Big Hands and Feet

**HOLASTICKBOY**

Stick Men

**PIPSQUEAK**

Tiny Enemies

**IGOTABFA**

Pen and Ink Mode

**WHATSATEXTUREMAP**

No Textures

**FROOTSTRIPE**

Rainbow Colours

**LIGHTSOUT**

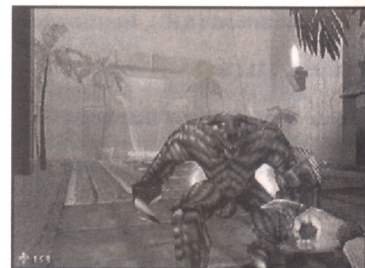
Blackout

**AAHGOO**

Baby Zach's face on gold crystals

**HEEERESJUAN**

Juan's face on red crystals



Ⓢ Cack at Turok 2? Never fear!

THE LEGEND OF LOMAS



Back in the old days, many thousands of years ago, there was a god of tips known as Tippok. He had to be kept happy with constant gifts of tips for the latest games, such as *Gladiator Battle 2* and *Super Pyramid Builder*. I am the new incarnation of this god, and demand tips NOW! Otherwise I shall destroy your Earth!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



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

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Ballz* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

TIPS

ODDWORLD: ABE'S EXODDUS

To skip through the game (only use this if you're REALLY desperate!), hold **R1** and press **Circle, Circle, X, X, Square, Square**. You'll jump to the next section of the level, but Mudokons will die as punishment. If you use this cheat you can't complete the game properly!



RALLY CROSS 2

To access a load of bonus tracks, start a new season and enter any of these as your name.

- SISAO** Oasis track
- ELGNUJ** Jungle track
- FOSTER** Little Woods track
- NIVEK** Frozen Trail track
- MIT** Dusty Road track
- KCIN** Rock Creek track
- CIRE** Dry Humps track
- BSIRHC** Hillside track

To get some cheat modes, start a new season and enter any of these as your name, just like the circuit codes.

- MOOBMOOB** All cars
- PREALL** All tracks and most cars
- PREVET** Veteran level cars and tracks
- PREPRO** Pro level cars and tracks
- INCORPEREAL** Turn off collision detection
- AIRFILLED** Low gravity
- LEADSHOT** Original Rally Cross physics
- MOONEY** Normal Rally Cross 2 physics

BODY HARVEST

To use any of these cheat modes, first enter your name as **ICHEAT** and start the game. Now, while playing just key in a code. They can be easily remembered by thinking of the C-buttons as the initial letters of the directions North, South, East and West, the cross-key directions as the first letters of Up, Down, Left and Right, and the Z-trigger as "F" for "Fire".

Weird Graphics  
**SURREAL (C-Down, Up, Right, Right, C-Right, A, Left)**

All Weapons  
**ARSENAL (A, Right, C-Down, C-Right, C-Up, A, Left)**

Fat Legs  
**LARD (Left, A, Right, Down)**

Powerful Weapons  
**SNUFFLE (C-Down, C-Up, Up, Z, Z, Left, C-Right)**

Create Mutant  
**SUFFER (C-Down, Up, Z, Z, C-Right, Right) A Harvester must be nearby**

ROGUE SQUADRON

Use these secret passwords to access bonus levels and hidden modes.

**IGIVEUP** Infinite lives  
**TOUGHGUY**

PLAYSTATION

WCW/NWO THUNDER

To give the wrestlers big heads, go to the title screen and press **R1 seven times, then R2, Select**.

For big heads, hands, feet and weapons, go to the title screen and press **R2 seven times, then R1, Select**.

To alter the Might Meter, go to the title screen and press **L2 four times, R2 four times, L1 four times, R1 four times, Select**.

To get the hidden wrestlers, go to the title screen and press **R1 four times, L1 four times, R2 four times, L2 four times, Select**.

To get the hidden rings, go to the title screen and press **R1, R2, R1, R2, Select**.



SPYRO THE DRAGON

To give yourself 99 lives, pause the game and go to the inventory. Now press **Square, Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle**.

To get access to all of the levels in the game, pause at any point and go to the inventory screen. Now press **Square, Square, Circle, Left, Right, Left, Right, Circle, Up, Right Down**. If you now go to a balloonist you'll be able to go to any level.

NINTENDO 64

TUROK 2: SEEDS OF EVIL

Here's a big bunch of cheat codes for *Turok 2*. The options will appear on the cheat menu once you've entered them once. You can also earn other

FREEPLAY

All power-ups

- ACE**
- Extra hard mode
- HARDROCK**
- Luke's head is replaced by a beardy dude's on the regular title screen
- CREDITS**
- Watch the credits
- FARMBOY**

- Lets you use the Millennium Falcon on some missions.
- TIEDUP**
- Gives you access to a TIE Interceptor. Press Up on the stick to find it in the hangar.
- RADAR**
- Gives you a better radar display

- CHICKEN**
- AT-ST bonus level
- DIRECTOR**

Enter this to watch all of the cut-scenes  
**MAESTRO**  
After putting in **DIRECTOR**, select Back and put this code in to listen to all of the game music.

There are some great bonus stages to find too. If you get Bronze medals on all the stages you can race through Beggar's Canyon, all Silvers gives you the Death Star trench run, and all Golds gives you the excellent Hoth Battle stage.



☛ The beardy man cheat is great.

## PC CD-ROM CARMAGEDDON 2: CARPOCALYPSE NOW

Type in these cheat codes while playing the game to get some groovy features.

- TINGTING**
- Free repairs
- SMARTBASTARD**
- Finish race
- TIMMYTITTY**
- Time bonus
- STOPSNATCH**
- Timer toggle
- WETWET**
- Credit bonus
- CLINTONCO**
- Hot rod
- BIGDANGLE**
- Mutant tail
- EVENINGOCCIFER**
- Drink driving
- MRMAINWARING**
- Panic pedestrians
- FASTBAST**
- Turbo-speed pedestrians
- ZAZAZ**
- Pedestrian annihilator
- GOODHEAD**

- Stupid headed pedestrians
- LEMMINGIZE**
- Stupid brained pedestrians
- MOONINGMINNIE**
- Moon gravity
- POWPOW**
- Opponent repulsificator
- STICKYTYRES**
- Drive up walls
- WOTATWATAMI**
- Slippery tyres
- STIFFSPASMS**
- Mutant corpses
- TILTY**
- Pinball mode
- WATERSPORT**
- Underwater ability

## ROGUE SQUADRON

To use any of these cheat codes, click on Settings, then click on the box below "Passcodes" and enter a code.

- IAMDOLLY**
- Infinite lives
- CHICKEN**
- AT-ST bonus level
- LEIAWRKOUT**
- Turns on force feedback
- GUNDARK**
- Alters force feedback control
- RADAR**
- Improved radar
- TOUGHGUY**
- Technology upgrade
- CREDITS**
- Watch the credits
- DIRECTOR**
- View cutscenes (from High Scores)
- MAESTRO**
- Listen to game music (from High Scores)

## THIEF: THE DARK PROJECT

There's a very cool secret in *Thief* – a hidden basketball court! To find it, go through training until you get to the courtyard. Spar with the guard until he heads back to where he came from, then hit him a few times to stop him. Now take the key from the table and go where he came from, down the hall and through the locked door. You should find the basketball court and ball!

## HEDZ

To turn off all of the enemy intelligence, press **T** while playing then type "**too hard for me**" and press Enter.

If you still can't do it, make yourself invincible by pressing **T** while playing and typing "**oh my god**", then pressing Enter.

## GAME BOY COLOR TETRIS DX

In case you've been playing *Tetris DX* and haven't noticed, there's a terrible bug in the game which can be used to your advantage. To move a piece

UP the screen, **put it against the left wall and keep holding Left**. Now tap the **A** button repeatedly and it should move up the screen. To move a piece up the right wall, **hold Right and tap B repeatedly**. This works with all the blocks except the long, straight ones.

## ARCADE VIRTUA STRIKER 2

If you're playing as a powerful team (Holland, Brazil, etc) it's possible to score a goal straight from the kick off. As the referee blows the whistle to start the game, **hold Up+Right and hold the Shoot button to charge up the bar to about 25% power**. Now let go of everything and you should be 1-0 up straight away!

To play as the hidden team, FC Sega, go to the Team Select screen and highlight these teams in this order, pressing the **Start button once** on each: **Spain, Germany, England, and finally Croatia**.

To play as the crazy Yuky Chan team, go to the Team Select screen and move the stick in these directions:

1. **Press Down+Right and Start**
2. **Press Down and Start**
3. **Press Left, the Right and Start**
4. **Press Right and Start**
5. **Press Down+Left and press Start three times**

## DAYTONA USA 2

To get mirror mode so that the course is completely reversed, go to the Circuit Select screen, **hold Start and select your course**. Now pick a car and transmission as usual and everything should be backwards.

For Time Lap Mode (all other cars are removed so that you can attempt fast laps without worrying about anyone getting in your way), go to the Transmission Select screen, **hold the Start button and choose your transmission**. You should notice a different timer in the bottom corner when you start the race.

## WE'RE STUCK!

**Dear CVG,**  
I'm stuck and thought you would be able to help. I bought *Metal Gear Solid* on import (US) and have killed Revolver. I need to contact Meryl by Codec but don't know her frequency. I know it's on the CD but don't know how to look at the case. Please help, it's driving me nuts.  
Thank you in advance.  
**R. Taylor, Huddersfield**  
PS. It may sound sad but I really need help. Thank you.

**CVG: You don't know how to look at the CD case? Try using your hands (you'll find these at the end of your arms) to pick it up, then use your eyes (you should have these in your face right from the start of life) to look at**

**the back (on one of the screen-shots). Konami fooled you by involving that scary "real world" thing, huh? Don't worry – we don't like it much either.**

**Dear CVG,**  
I've just bought *Tenchu* and I was wondering if you had any cheats for it, not that I need them because I'm on the 8th level and I've only had it two days.  
Thanks very much.  
**James Fairbrother**

**CVG: Yeah, right. So you don't need any cheats? We won't bother printing any then.**

**Dear Computer and Video Games,**  
Where do you place the two doom books do you put them on a shelf or something it is for the PlayStation PLEASE CAN YOU HELP ME!!!

**Michael Rowley, Ramsbottom**

**CVG: It helps if you let us know what game you're stuck on when you write in. Thankfully we can tell you're talking about Resident Evil, and know that you should look at the books, rotate them so that pages are facing you and press X to open them.**

**Dear CVG,**  
I am completely stuck on *Broken Sword* for the PC. I can't get past that goat at the castle in Ireland. I have the gem but cannot get past that pesky goat! Can you help me please?  
Yours sincerely,  
**Stewart Sizer, Harlesdon**  
PS. Please help!!!

**CVG: Grab the rope tied around the goat and tie it to the plough. You've got to get your timing just right though, so it may take some time.**

**Dear CVG,**  
I'm stuck at the movie stockade on *Broken Sword 2*. I've given Bert a pancake with maple syrup and now he will not eat another. I have talked to everyone and I'm still stuck. I think it's something to do with the hornet's nest in the bush, but I am not sure. So please could you tell me what I should do now?  
Yours sincerely,  
**Chris Spain**

**Dear CVG,**  
How do you get past the film set in *Broken Sword 2* for I would like to get further in this awesome game.  
**Alan Devally**

**CVG: If your brains were tuned to Broken Sword 2's bizarre logic, you'd know that you then have to use a bun on the bush, then get another one and use that on the bush too. Of course.**

**Please – no more Broken Sword questions. Every month we get loads and loads of letters begging for help, normally in these two places, but we can't handle any more. It's driving us mad.**

# MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

**Think you know better than the millionaire games developers? Think you know the next big game that everyone wants to buy? More importantly, is it your own original idea? If the answer is yes, then put pen to paper and tell us about it, and you could be jet-setting your way to a dream career, sitting behind a desk creating games, cooped up all day in a dark and dank office, with no windows, blazing hot, with a broken drinks machine, and deadlines to meet, bugs to be fixed. Come on, you know you want to!**

## SYNTHETIC GENETICS

**© Tom Dentith, Flintshire, 1998**  
In this game you play the controller of a genetic engineering lab. The aim of the game is to create new animals by cross-breeding, gene-splicing and other scientific wizardry.

There are two ways to play the game. Either you can simply make new animals just for fun without a basic aim in Play God mode, or you can play the Missions mode.

In Missions, different people who ask you to create different animals with certain characteristics. So the US army may ask you to create a hulking monster to aid them in defence, or a local circus may ask you to create a new addition to their freak show. As you continue through the game, the missions get harder until you complete the hardest task and finish the game.

You start the game with a few normal animals, such as a pig, a monkey and a dog, and your level of technology is low. Get new animals by buying them from zoos and farms or breed new ones of your own.

As you get further into the game, you will need to develop better technology. At the start of the game you can only create new animals by forcing them together and hoping they will breed, but as you get better you can impregnate animals artificially, and at the highest level of technology, create completely new animals in the Life-Generator.



You can also try illegal methods such as genetically engineering humans, but you have to make sure you don't get caught. Human/animal rights activists will also try to spoil your plans. When you create new animals you have to consider things like where it will live and what will you feed it? I mean what would you feed a zebra/goldfish cross and where the heck would it live?

The main appeal of this game would be being able to cross any animal and see the results. Imagine a cow/chicken/sheep/pig cross – the ultimate livestock!

**CVG: A brilliant idea Tom, with endless variations available. It allows you to be Dr Frankenstein, and bin the unwanted results. Check out this month's Sonic Adventure preview, and witness the miracle of A-Life, a very similar concept.**

RATING



## BODY SHREDDER: BOSWITCH

**© Mark Attmore, Cambridge, 1998**  
You play the part of Boswitch, a germ which is trying to take over a human body. You do this by spreading disease and illness to different parts of the body. There are many baddies such as red and white blood cells. If you attack the brain or spinal cord, the body becomes paralysed. This makes the body easier to destroy.

You would also be able to play a multiplayer game where you have to seek and destroy your opponents inside the body.

Flu and chicken pox are just two of the illnesses you can cause. Every time you cause an illness, you get to

watch a clip of what reaction the body has. Loads of weapons can be picked up to fight off blood cells. You can cause illness in nearly every part of the body.

Once you have destroyed the body, it turns into a pile of soot. Every time you destroy a body, Boswitch becomes stronger.

**CVG: A great idea Mark, this could play like the movie Fantastic Voyage, crossed with the game Descent. Have them battling inside Carol Vorderman's body and you've got a deal!**

RATING



## MORTAL BLIND DATE

**© Luke Howarth, Rochdale, 1999**

When you choose your blind date and go on holiday together, you have to see if your blind date is a nice tarted-up bird, or an old smelly alien in disguise. If she's an alien, you have a choice of weapons to blow your enemy alien from the face of the earth!

**CVG: Genius! A better concept than Quake... and you're only two years old!**

RATING



## TERROR

**© Stephen McKibbin, Warrington, 1999**

Terror is a brilliant state of the art action 3D platform game. Here's the deal. Just before the end of World War 2, toxic waste that was going to be used in a very deadly bomb is buried underneath some houses. Fifty years on, new gas mains and pipes are fitted underground, unearthing the waste, which mutates anything in its path – like, zombies wreak havoc.

Your role in the game is a choice between Calvin, a full-hearted hero, or Nicola, a Lara Croft-style gymnast.

You have to kill all the zombies to save yourself. Unfortunately, your parents are the lead zombies. Uh-oh! Now you have to blow up the toxic waste before the toxic waste virus spreads and takes the town by storm. This game is like Resident Evil meets Tomb Raider.

The climax to the game is in the local school, where you must fight the beloved headmaster after he himself falls into a giant vat of toxic waste. It's a small town, and residents don't think you deserve to live. I'll finish on that note.

**CVG: Is this a game, or a ruse to get a headmaster covered in a vat of toxic waste, lame BBC light entertainment show style? Still, Tomb Raider, zombies – you know what the people want, and who are we to argue? We'll finish on that note.**

RATING



## LEI WULONG SIMULATOR

**© Sian Reid, Manchester, 1999**

This game is a sort of cross between a puzzle and a shoot-'em-up. When you've just started, and you've got Chris, the first character, you'll find it pretty easy. Follow trails of graffiti, footprints and fingerprints to catch up with the criminals.

In the police station, if you find the criminal has weapons, or is a murderer, you shoot him. When you have Chris, your weapons would be a knife, a handgun, a net and a short pole to knock out people with. Your first vehicle would be a motorbike.

If you get onto the second disc, you will get Lei, a helicopter, a car, a faster motorbike, a bike, a shotgun and a police dog.

On this level, the crimes will vary from vandalism to murders, suicides, robberies, raids and smuggling. You'll get people who are drug addicts, hooligans, even psychopaths. You get people trying to kill you, but by then, you should have found a pack of grenades, so you could just blow them up. Everybody you meet will be a criminal, and you have to stop them – or kill them!

**CVG: Taking a character from Tekken 3 and putting them in their own adventure is a good idea, but heed the warning that is Mortal Kombat Mythologies. Ask yourself: 'Is this an adventure game, or more action-oriented, or a mix of both?'**

RATING



© Chris Bannister and Nick Johnson, 1999

You start the game as a sad, pathetic, unemployed, ex-band member whose group split up in the '70s. You live in a small, quiet city. Quiet, that is, until... Saturday Night Fever – that's a skit, not a mistake – hits town.

Its super-funky beats and stepped-on cat vocals (the Bee Gees) brainwash even the smartest of people, turning them into blood-thirsty, flesh-eating zombies with afro hairstyles!

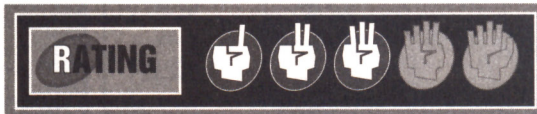
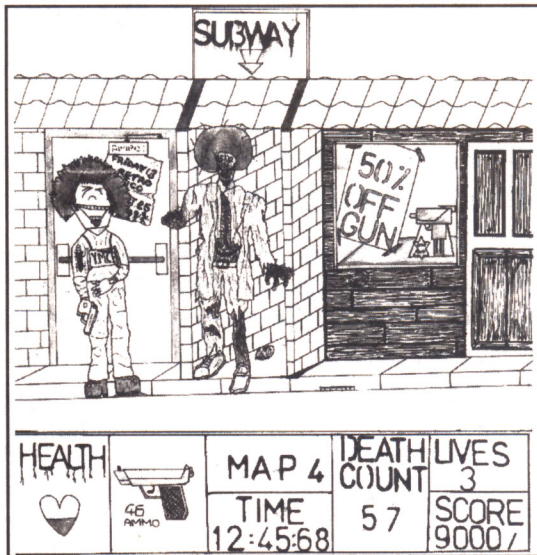
The game is a scrolling beat-'em-up. As you walk through the streets, you can enter various shops and buildings, picking up weapons along the way, ranging from toothpicks to Uzis, or razors to mace spray. The aim of the game is to find your band members, regroup and put on a concert. But this is where things go pear shaped. Like PaRappa, you need to play to a beat when at the concert. Time is short and soon your members will change.

No game is complete without end-of-level bad guys – and my game, er... doesn't have any. Oh, erm, never mind – there's no point in them because the game's too damn long.

Various famous musicians turn up throughout the game and the more you persuade to come and play at your concert the more points you get. The endings vary depending on

the amount of points you've got – the more the better.

**CVG:** You didn't give your game a name, so we took the liberty of suggesting a working title. Not sure about the beat-'em-up part, but add some Rick Wakeman, ELO and an appearance from Leo Sayer and we'd play it.



**JACKIE CHAN MADNESS**

© Matt A, Stevenage, 1999

I know there's a new Jackie Chan game coming out for the PlayStation but it looks crap, so I've designed a better one called Jackie Chan Madness! Jackster will visit various locations from the mall, to a kitchen



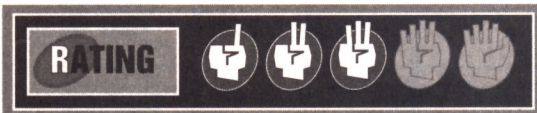
to the streets, taking on all different types of baddies.

The good part is, each location will have around 200 different usable items, ranging from from a silver plate to a sock, and of course a backpack. Each item will have four unique moves, so a cardboard box could be used to block attacks or could be put on an enemies' head!

Add to this not only a fast pace, loads of phrases from Jackie direct from the films and cool Japanese music plus sound effects, but cheats to re-enact his latest releases, including playing as Chris Tucker in *Rush Hour*, a find the foe sub game and 60 frames per second mode.

This would not only be the ultimate beat-'em-up, it would be the ultimate game!

**CVG:** Using objects in fight games is always good for a laugh, and in the movies no-one fights better with household objects than Jackie. This needs humour to really make it a Jackie product, and maybe some levels from his earlier, more energetic movies.



© Beckett, 1999

This is a game that will try and succeed in capturing the fun of being a teenager. But this isn't about squeezing your zits at people – this is paintball. In this game, there would be loads of different modes to play, including Capture the Flag, Shoot the Gang Leader, and of course KILL KILL KILL! All of these modes speak for themselves.

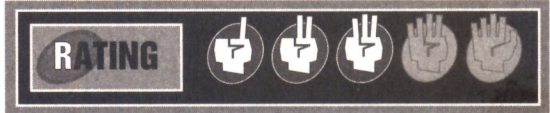
There would be loads of different places to play all the different modes, like a house where as a defender you would be able to hide in the cupboards, in a loft, behind doors – in fact, almost anywhere you want really.

Other areas include the detention room at the local camp, the chippy, a football ground, and a fight at the local Clearasil shop. There would loads of different weapons and ammo, including the super-python, an awesome gun that fires up to 12 rounds in 30 seconds.

You can play as Biff, main character and comp bully; or Buff, who is the best player as he's a paintball buff; or Boff, the geek from the grammar school up the road. Secret characters include PJ and Duncan, "Arr, me eye mon!", Lara Croft, and of course the CVG team.

On completion, you get to see the great sequence where PJ gets hit in the eye in slow motion as well as a gun that shoots acne. Included in the £34.99 price, you would get a small pump action paintball gun and a disposable 10-picture digital camera, with software to put your annoying brother or sister in a shooting gallery to practice on in both the game and in real life.

**CVG:** Looks like you've thought about this game a lot – especially the annoying brother/sister part. But how you'd be able to give so much stuff away for only £34.99 – and pay us millions for appearing in the game – is a mystery. What's paintball got to do with being a teenager anyway?



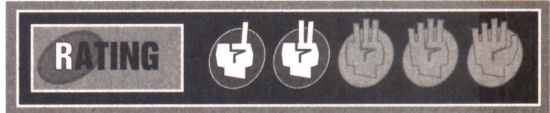
**SPACE ZONE: JOURNEY TO THE PAST**

© Flonn Casey, 1999

You are on a journey to receive the lightning crystal. You begin your journey in your house. You can collect various types of weapons, like a chainsaw, a rocket launcher, double-barrel shotgun, turbo cannon and so on.

At the start of the game, you have the pistol, when you waste all your ammo, your weapon is punching and clicking. The game is an RPG. The object of the game is to find the lightning crystal.

**CVG:** This sounds like the beginning of an old text-based adventure. Add a Wizard to the mix Flonn, and you've got a game.



**CHILD SIZE PORTIONS OF MELTED MORSELS – THE BEST OF THE REST**

Genetically enhanced seeds for gaming innovation. Place in any pot, and add water.

Liam Wright from Leicester says his idea of a "dream game" is *Pollceland 2560*, which involves urban terrorism and building your own cars and guns. Chris Waters from Perth says his racing game, *Dream Drive*, is totally different from every-one else's because you could choose from a number of cool drivers. They would include gangsters who drive big, expensive limos, drug dealers with Sierra Cosworths, and nutty bikers on big Harley Davidsons. Jared Sidhu of Glasgow sent in his idea for *Prison Manager*, a game in which you, er... manage a prison. Adam Ghannay of Sidley wants to see a fighters management game, where you go around the country looking for hardnuts to take part in a prize fight. The name of the game would be *The Big Fight Live*. Where have we heard that before? **WWF 2000**

was sent in by Thomas Sidgwick and it is the "god of wrestling games", apparently. The most bizarre idea we've had this month is from Kevin Forrest from Newcastle, who wants to see a game called *Binman Turned Hitman*. In this game, a binman finds a gun one day and decides to become a hitman. With the money he collects from the first few hits, he redecorates his kitchen. Then, all of a sudden, he becomes a ninja and starts chopping people to bits! Then his mother finds out he's been reading dirty mags and kills him... Eh? We thought Chris Saunders of Bloxwich's idea, *Rudolph's Revenge*, where the famous reindeer uses his red nose as a laser beam to kill elves, was bad enough. But Binman Turned Hitman?! At least they're different. We end with a couple of pretty unimaginative games based on the TV show, *Robot Wars*. First, Adam Shenton from Nottingham, who said his game, *Robot Wars: Battles of the Future*, is a cross



Hardnuts have it out in *The Big Fight Live*.

between *Robot Wars* and *Gran Turismo*. Wesley Bennett from Manchester thought of a game called *Robot Wars*, which would be much like the TV show. Yeah, we know it would make a good game, but use your brain and come up with more original ideas.



# drawinz wot you dun

Oi you! Make sure you write drawinz on your envelopes. Or I'll eat 'em!

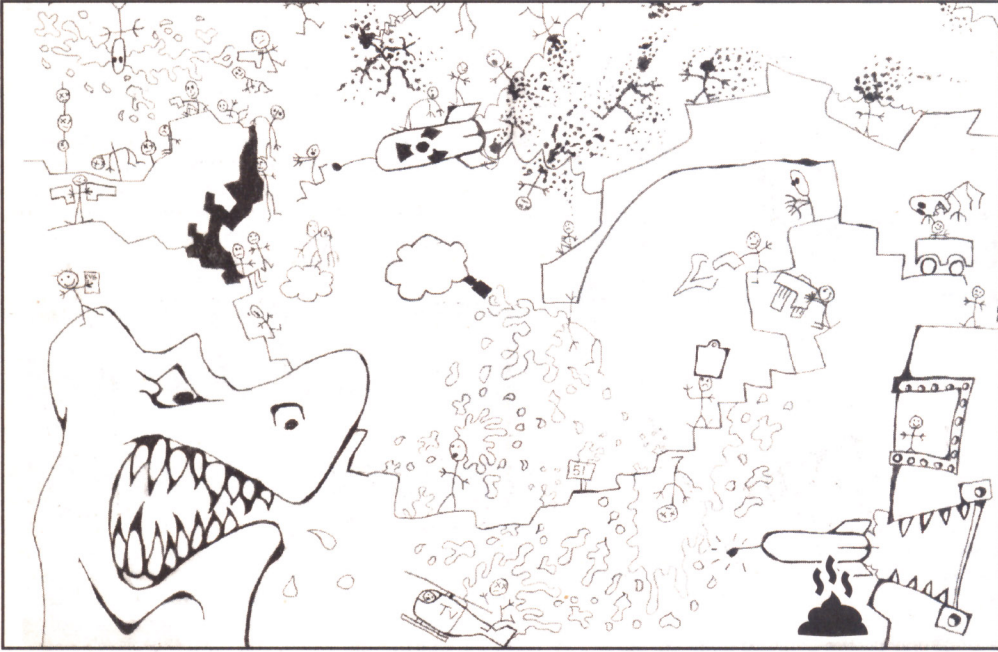


I had a load of really awesome drawinz this month, but I went and lost them. So I've had to put all these in the mag instead!

**O**nly joking. There's some excellent drawinz this month. My own favourites are those by Kim Matravers and Edward Miro. But all the others on these pages deserve to be here for one reason or another!

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

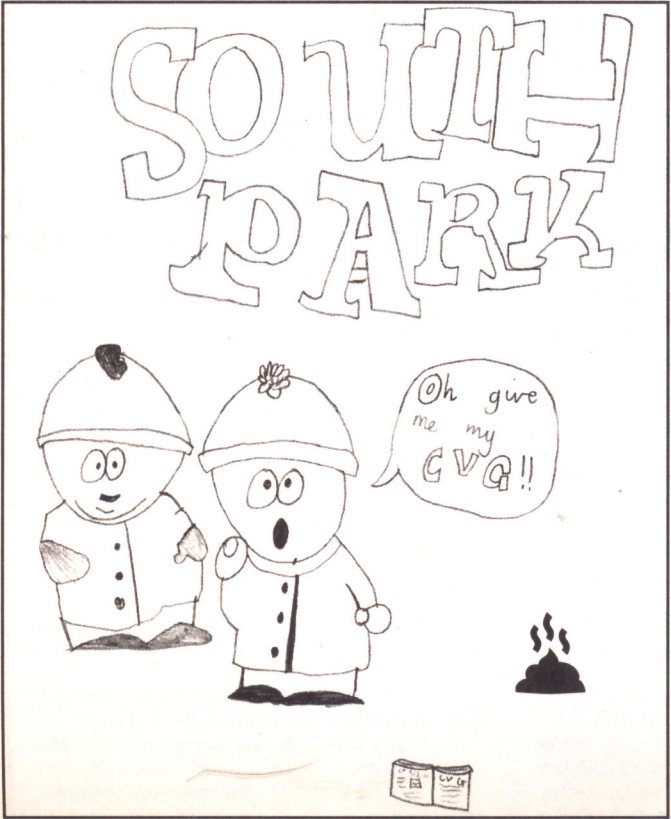
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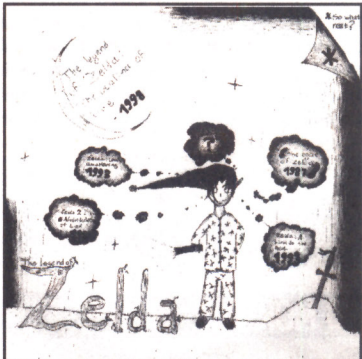
Someone Annar sent this. Annar, any more like this, and I'll bite a chunk out of your thigh!



Adam Insam sent us this excellent drawin' of Skullomania from Streetfighter.



Andrew, your effort is in vain - I've had enough of South Park.



Jim Kirou's superb drawin' shows how long he's waited for Zelda.



Gwilym John's spectacular dragon could've done with a bit more detail.



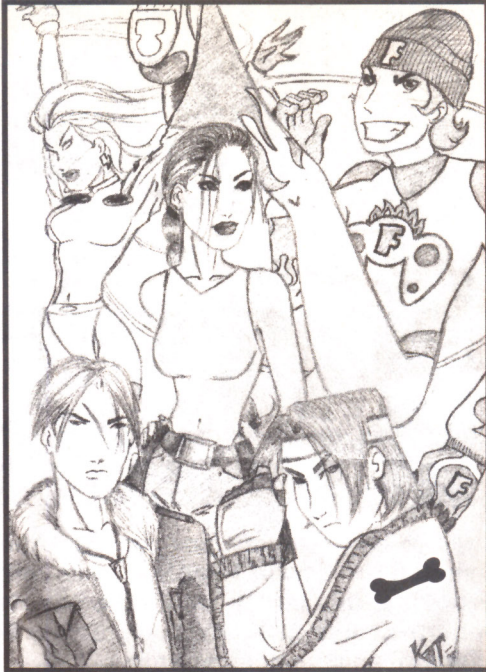
Chris Powers' Jin's had too much gin.



Suran Kuralatria's drawin' of his very own fighting hero.

FREEPLAY

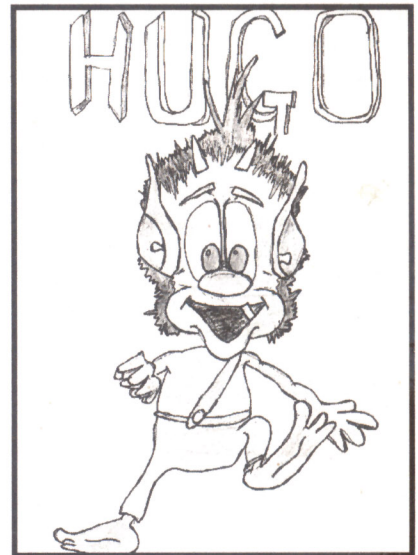




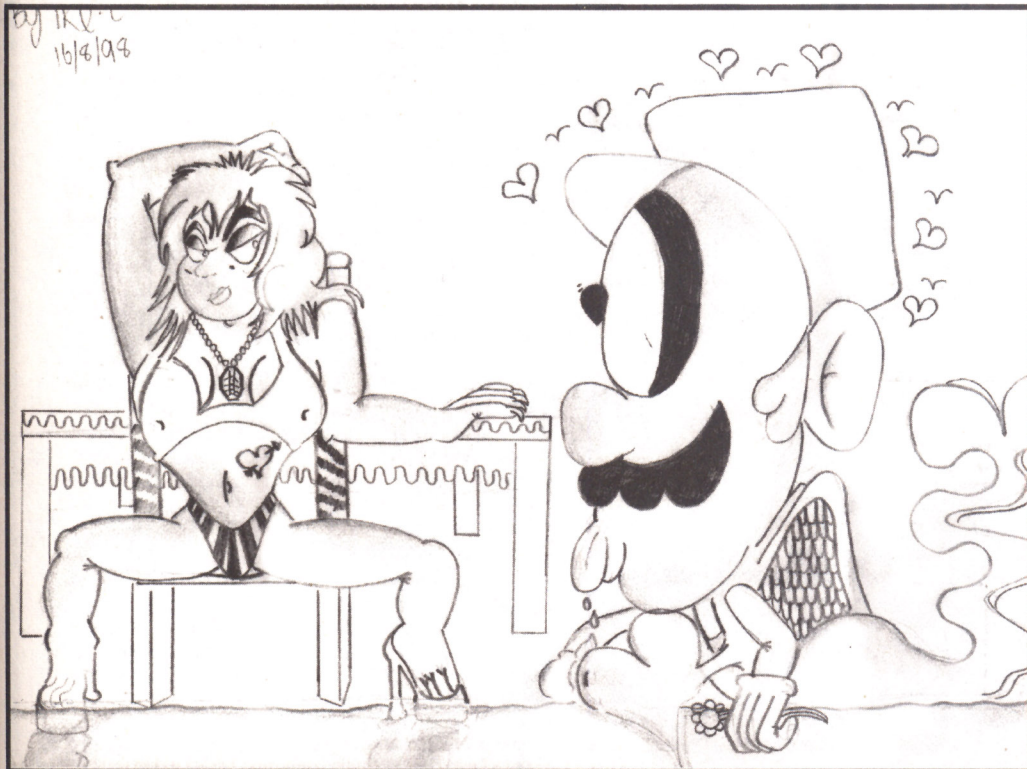
ⓐ ⓑ (Left) Edward Miro and (above) Kim Matravers win this month's prize - the best bones I could find... 1993 vintage.



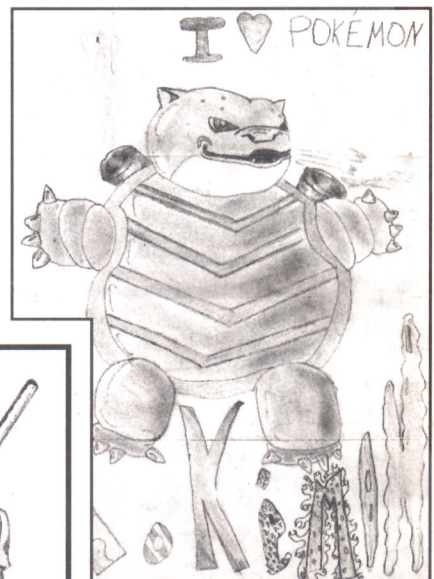
ⓐ Nice one, Rodrigo San Martin.



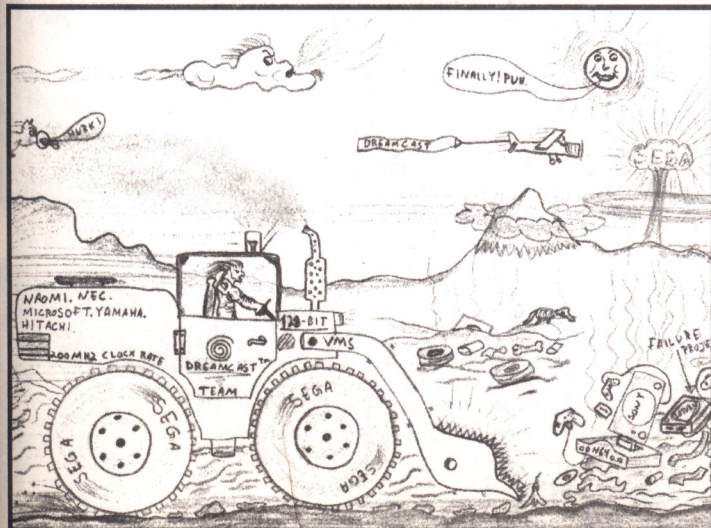
ⓐ Daniel Withington sent us drawin' of Abdul when he's really happy.



ⓐ This was sent in by Ike Chukwindinma... Ike Chukwindinma? Is that really your name, Ike?



ⓐ Daniel Brewer sent this great pic of some lardass animal.



ⓐ Toralf Martin Haugen shows Sega as a tractor. Let's hope the real Sega is a sleeker machine. But nice drawin', Toralf.



ⓐ Good work, from William Cenci.

Send 'em in to:

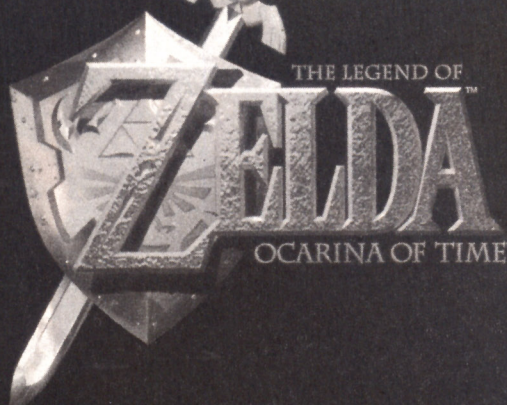
drawinZ  
wot you dun

CVG, Emap Active,  
37-39 Millharbour,  
The Isle of Dogs, London, E14 9TZ

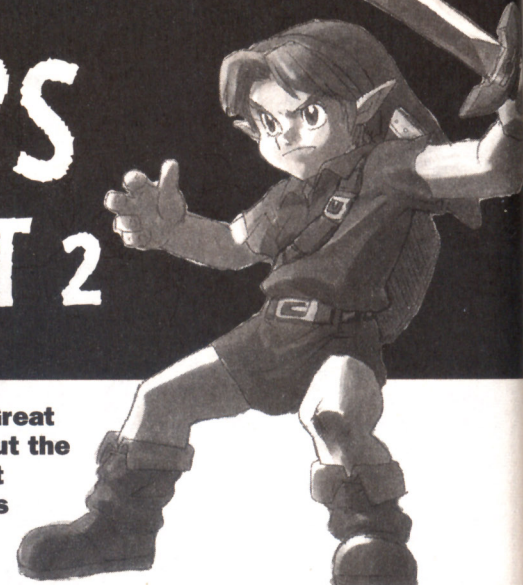
PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'

drawinZ  
wot you dun

FREEPLAY



# THE LEGEND OF ZELDA OCARINA OF TIME PLAYER'S GUIDE PART 2



**Y**ou've had the game long enough to have played your way past the Great Deku Tree, tamed Epona and visited the Forest Temple - even without the aid of last month's guide in FreePlay. This month we'll take you right through to the end of *Zelda*, the most awesome game in the Nintendo 64's history, in one of the most detailed walkthroughs ever written.

## THE WALKTHROUGH - PART TWO

### 1) TEMPLE OF TIME

Head back to the Temple of Time and Sheik will teach you the Prelude of Light, which allows you to instantly warp back to the Temple at any time. Then warp back to when you were younger, and you now have two options.

You can run around and bump up your health by getting a load of the Heart Pieces and planting Magic Beans to give you access to certain areas and generally filling up your inventory.

Or you can head for Kakariko Village and go to the Windmill. Play the Song of Storms to the guy, and the Windmill starts to turn, dropping the water level in the well. Drop down and you can enter.



### 2) BENEATH THE WELL:

Walk forward and drop down a ladder. A huge Skull thing will drop from the ceiling, so kill that and continue. Walk through the wall with the Skeleton resting on it and into the big room. Now turn right, and follow the water round.

When you see a stone carving thing on the wall, walk right up to it and you'll drop down a pit. Smash all the pots and walk into the main bit of the room. Kill the zombie and collect all the silver tokens. Blow up the two sets of rocks, and behind one is the map. The last silver coin is at the top of the ladder inbetween the blue flames.

Walk through the wall to the left and you'll emerge in the main room again. Walk forward until you see the wood lying on the floor to your left. Go through the wall behind that, around the wooden cross and through the wall on the opposite side.

Stand on the symbol and play Zelda's Lullaby to drain the water. Follow the path around until you end up at the entrance to the well. Drop down the bit where the water was to find a chest with some bombs. Now crawl through the hole behind you. Kill the Skull thing and go through the door.

To kill the mini boss, target his head and wait until he bends down to bite you. Three hits and he'll bury himself. Now you have to get caught by one of the hands, and he'll reappear. Wiggle the stick to break free then target his head again. Repeat this until he's dead and you'll get the Lens of Truth.

Now it's just a case of you exploring and getting all the remaining chests. Head for the market now, and play the treasure chest game. Use this Lens and you can see exactly what's in each chest!



poked its head through a hole. Then get in close and whack it with the hammer. Now swipe away and get it with the sword. It'll disappear and fly out again. Target its head and wait until you've hit it once with the bow and arrow. It'll go back through one of the holes and then its head will pop out again.

Whack it with the hammer and the sword and it'll fly out of a hole again. This time it'll go straight up and into the ceiling, causing rocks to fall. Dodge all of those and it'll go back into a hole. Then start whacking its head again!

### 3) GORON CITY:

Head to Goron City and you'll find a smaller Goron rolling around the centre level. Use the bomb to stop him. You find out that he is in fact Darunia's son and is named after you!

After a brief chat, he gives you the Goron Tunic, which will let you walk around Death Mountain Crater without getting burned. Drop down to the bottom level, and into Darunia's room. He isn't there obviously, but pull the statue to reveal a hidden passage to Death Mountain Crater. Once there, Hookshot across the bridge and Sheik will teach you the Bolero of Fire.

Now go across another bridge and into the Fire Temple.

flames appear as you try to reach small pillars. Get to the one with a long wall of fire at one end. Whack the nearby switch and leap up to the mini boss.

Throw bombs at the spirit things so they explode, revealing the small bomb. Chase that round, getting as many hits as you can. Keep doing this until it's dead, then jump onto the block in the middle. When you emerge, jump on the switch near you, and run up the spiral stairs as quickly as you can before the flames come back.

Get the hammer from the chest and use it to whack down entire sections of the levels, and rusty switches. Whenever you see a block with a face on it, whack it with the hammer. Keep working your way through and you'll find another mini boss before you can get to the nightmare key and the final Goron.

To defeat Volvagia, wait until it's

### 4) FIRE TEMPLE:

Go up the stairs and through the door on the left. Speak to Darunia and jump onto the pillar by the door with the switch. Hit the switch, and speak to the Goron. The idea of this level is to free all the Gorons - behind every one you free is a chest.

Enter the first big room with the bridge over lava. There are two doors. Go left first and free the Goron and remember the tip he gives you. The one on the right needs to be blown up before you can get through.

Find the switch to turn off a flame for a few seconds. Go up to the flame that disappears and bomb the switch. This gives you time to climb up. In the room where the fire trail runs across the wire fences, you can jump up to the ledge where the locked door is.

Locate the rooms where small

## 5) DEATH MOUNTAIN CRATER:

When you leave, use the Hookshot to get back across the bridge and then take the next bridge to the left of the exit. Whack the boulders down with your hammer and go through to get more magic from the Great Fairy.

Now warp back to the Lost Woods and use the short cut there to get to Zora's Domain. Go through the fountain and into the level. You'll notice that everything is frozen over. Head out to the fountain and then onto the ice platforms. Use them to enter the level at the top of the map, the Ice Cavern.

## 6) LAKE HYLIA:

Fall off into the last remaining bit of water in the Lake. Now you must equip the new Tunic and the Iron Boots and sink to the bottom. Wait until you're standing on the bottom and the water has stopped swirling, and use the Hookshot on the diamond above the doorway to open it. Now head through and into the rock-hard water temple.

## 7) WATER TEMPLE:

Stand on the ledge by the water's edge. Equip to iron boots and drop straight to the bottom. Go through the doorway with two torches either side and you'll find Princess Ruto. Switching to normal Kokiri boots and follow her. Go through the door and kill the spike balls to get the map. Go back through the door and stand in front of the Triforce symbol. Play Zelda's Lullaby to lower the water level. Go to the bottom, and shoot an arrow through the flame to light the other two torches.

Kill the clams inside to get a key. Go back to the main room. Find a block beside a slightly raised platform. Push it all the way into the water. Drop in there yourself and swim underneath the ledge. Kill the pond skater thing on the other side and then hit the switch to raise the water. Use it to jump across the gap and then go through the door.

Jump into the swirling pool and wait until you're just above the gap in the door. Equip to iron boots and drop down onto the ledge. Use the Hookshot and shoot into the mouth of the dragon and you'll hit the switch even if you can't see it. Go through and kill the clams.

Now float upwards and get another key. Head back to the main room. Go through the locked door, which is also on a raised platform. Go in and use the Hookshot and target to hoist yourself up. Raise the water level from here and drop back down. A new hole appears where a block used to be.

Dive down to get another key from the chest. Swim to the top and out of the door. You'll be back in the main room. Walk around and then run around until you find two pots by a doorway. Hookshot across and go through.

Pull yourself up using the targets and whack the switch to open the chest with compass in. Go back to the main room and run around the opposite side of the main pillar. Hookshot across to the locked door



and go through. Stand on the water jet and look up.

Kill the pond skater, then shoot the switch to go up a level. Play the Ocarina again by the symbol to raise the water again. Drop down, and go through the locked door below-left of this ledge. Make a mental note of this door, then sink back to the bottom of the stage.

Go back to the room where you met Ruto and float back up to the top and drop the water level again. Now go back to the main room and into the centre pillar. Raise the water once more and exit to the main room again. Now drop back down to the bottom and through to Ruto's room again.

When you float up, you'll be at the crack in the wall. Bomb it and get the key from the chest. Go back to the door on the top level (you have to raise the water once more) and go through to the room with the waterfall and moving platforms. Hookshot your way up the waterfall and go through the locked door.

Using the switch in the centre and the targets, make your way around the room and up to the ledge. Kill the two pond skaters and the blob, then go through to face Dark Link. There are two ways that you can kill this pesky sub boss. The easiest is to let him get close and use Din's Fire, but you'll need a magic meter refill to get it to work.

The second is to use the spinning sword attack. This is more difficult, but will get him in the end. The

Longshot is your reward. Play the Song of Time on the block behind the chest and fall down. Work your way along, taking care not to get caught by the vortexes.

Get to the end of the river and use the Longshot to hook onto the target above the water. Fire an arrow at the gold eye and Hookshot onto the chest before the

## 6) ICE CAVERN:

Walk through the long corridor, avoiding the ice spikes falling from the ceiling. Once you get into the first room, destroy all of the Ice Statue things to open the door. In the next room with the giant blades, collect all of the silver rupees to open the door. In the next big room, run up the stairs and kill another ice statue.

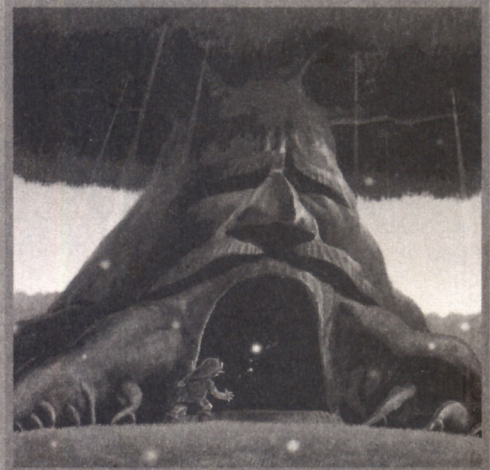
Jump onto the platform with the hearts on it and kill any Ice Bats nearby. Now jump across to the flame near you and grab some in the bottle. This is what melts all of the red ice you see in the level. Get the map from the chest behind the blue flame and go back to the rotating fan, with some blue fire in a bottle.

In the next room, push the ice block to the red flame above you to get the final silver coin. Then you need to push it off the edge so a new one appears, push that to the flame itself to fill up your pot again.

Now get a third block and push it to the final doorway you haven't reached and onto the mini boss.

This is basically a white Wolfos. Wait until he has done his double swipe, then stab him in the back. The chest contains the iron boots. Sheik appears and teaches you the Serenade of Water.

Fill up your bottle with one last supply of flame and take it to King Zora, who gives you Zora's Tunic for breaking him free. The tunic, coupled with the iron boots, lets you breath underwater. Now use the warp and head off the Lake Hylia.



door shuts. Go through the main room, up to the second level. Here, go to the door with the gold eye below it and shoot it with an arrow.

Now nip through using the Longshot, push the block and get the key from the chest, then sink back to the bottom level. Go to the uppermost exit on the map and use the Longshot to get across the spikes. Go through the locked door and get across the water, while trying to avoid the pond skaters.

Go through the door and kill as many of the stingrays as you can with the Longshot. Drop down and bomb the crack in the wall. Swim across the pool and bomb the wall to the left. This should enable you to get to the front and back of the block.

Now push and pull it, so that it falls onto the switch. The water level is raised and you can continue. Go through the door and step on the switch. Use the water plumes to jump the gap and go through the door. Run forward into the next room, wait for the boulder to roll past, the turn right.

Kill the Skulltala and drop down the hole using the iron boots. Float up on the other side, and go through the door to get the night-mare key. Now head back into the main room, raise the water once more and Hookshot across to where the boss is.

To kill the boss, wait until the brain bit leaps out of the water and Hookshot it away from the water tentacle. Then whack it with your sword. Easy.



## 8) LAKE HYLIA:

Leave the Temple and talk to Sheik. Once he's gone, run to the right and fire an arrow into the sun. This will make the fire arrow drop down, so swim over and collect that. Now head to the fishing game and speak to the guy. Say you want to fish and catch a new record.

He'll give you the Golden Scale as a reward. Now go to the Lakeside Laboratory and dive in the pool. If you touch the bottom you'll hear a noise, so come back up and talk to the old guy. He gives you a piece of heart. Now head for Kakariko Village.

## 10) SHADOW TEMPLE:

On this stage you need to use the Lens of Truth otherwise you'll get nowhere. The first puzzle involves the bird and the skulls on sticks. The bird will tell you to point its beak at the Skull of Truth. Look through the Lens and only one of the skulls will be visible through it. Point the beak at that and a door will open as you walk away.

Find the secret passage in this room, and go through. In the next room activate the Lens and run round to your right. Go in the first door on the right and collect the map. Work your way through and defeat the claws boss again to get the hover boots.

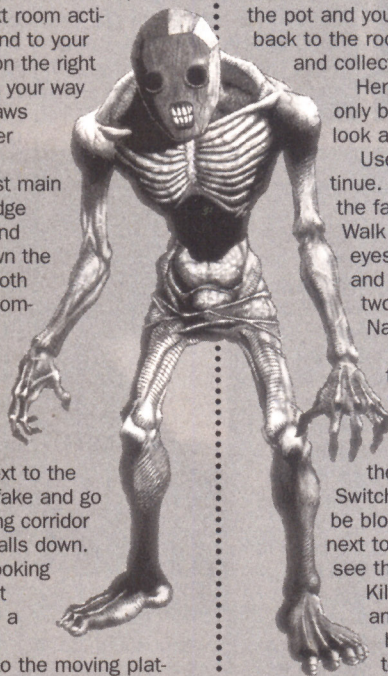
Now go back to the first main room. Run towards the ledge with the Hover boots on and you'll just make it. Go down the slope and turn right. Kill both the mummies to get the compass. Run straight across and pick up all of the silver coins and get the dungeon key.

Go back to the room with the three doors and Beamos. Plant a bomb next to the only doorway that isn't a fake and go through. Run down the long corridor but avoid the skulls that falls down. Get into the huge green looking room and go straight, past some guillotines and onto a fight with a skeleton.

Kill him, and jump onto the moving platform to the right using the hover boots. Wait until it reaches it highest position and jump onto the platform with more silver coins on it. Go through the door and into the room with the spikes falling down.

Use the Lens and you'll see a block inside the wall that you need to pull out. Now you can move the block so it stops the spikes from hitting you. Stop it about half way so that you can get the chest and the Skulltala in the cages and then pull it all the way so you can jump up onto it, hit the switch and get the key from the new chest.

Go back out to the massive green room. Walk into the moving platforms you jumped down from and you'll see a small pathway



leading to a guillotine. Activate the Lens and you'll see some platforms appear behind the Lens. Jump onto the first and wait until the second appears and climb on to be taken to a door.

Use the Lens in the next room straight away and you'll see some spikes hidden. Kill the two zombies to get a chest and go through the door to your left and jump up one of the stairs and throw the bomb into the pot and you'll get the key you need. Go back to the room with the invisible spikes and collect the silver coins.

Here's a tip - some targets can only be seen through the Lens, so look all around.

Use the key on the door and continue. Put on your Iron Boots and the fans will have no effect on you. Walk through, dodge the fire the eyes above the door spits at you and go through the door. Kill the two zombies and listen to what Navi says.

There is a hidden chest in the corner. Exit the room and use the Lens. You'll see a passage in the wall. Stand level with it, and wait until the noise of the fans comes on. Switch to the hover boots and you'll be blown across. Blow the rubble past next to you and then use the Lens to see the chest with a key in it.

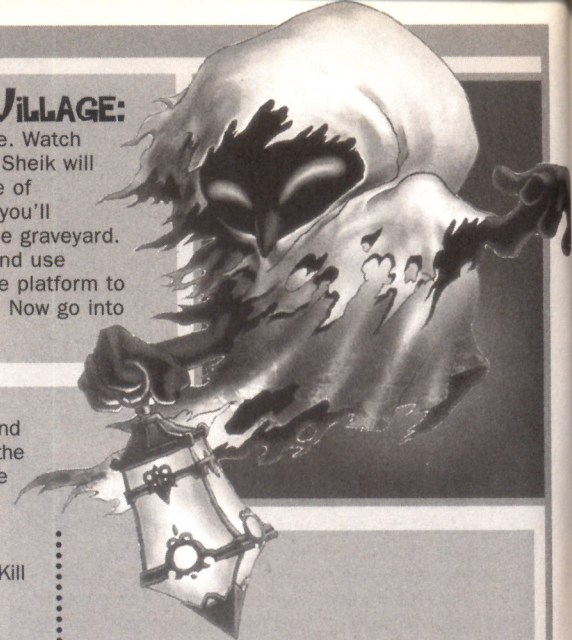
Kill the mummies to reveal another chest. The next room has a giant ship in it. Go over to the block and pull it out and into the hole by the ladder. Jump onto the boat and stand right on the edge and play Scarecrow's Song to get access to the hearts and a Skulltala.

Now stand on the Triforce symbol and play Zelda's Lullaby to make the ship move. Defeat two Skeletons and jump off when Navi tells you it's sinking. Go through the door and equip the Lens. Keep it on in this room as it's the only way you'll be able to see all the hidden walls.

There are four exits from each room and it's best to visit all of them. One has the nightmare key. To get it, you need to use Din's Fire to burn both of the wooden spike walls closing in on you. Now head back to

## 9) KAKARIKO VILLAGE:

The Village is in trouble. Watch the developments and Sheik will teach you the Nocturne of Shadow. Play this and you'll end up at the top of the graveyard. Walk down the slope and use Din's Fire on the centre platform to light all of the torches. Now go into the Shadow Temple.



the room where you jumped off the boat. Walk back up the path and look across the river. You'll see a group of bomb plants.

Fire a Flame Arrow at them to make a bridge for you. Go across and play the Song of Time to make a block appear by the pillar with the heart on. Once up there, play the Scarecrow's Song to get you up to the other platform. Now go through the door.

Use the Lens to see the path and go through to the boss. This boss is tough to begin with, but easy once you get the rhythm. Target one of the hands and Hookshot it. It'll turn blue. Now do the same to the other.

Equip the Lens and you'll see the eye of the beast. Target it, get out the Hookshot and fire when it's almost hitting you. Now slash away with the sword. If the hands turn into fists you cannot damage them, but you can if it's a palm. Keep repeating that and you'll be okay.



## 11) GERUDO VALLEY:

The end is getting nearer! As soon as you enter the valley, speak to the carpenter and you'll find that the other carpenters are needed to fix the bridge. Head onwards and into Gerudo Fortress and as soon as you try and enter any of the buildings, you're thrown in jail. From here you can find all of the carpenters.

Look up from your cell and you'll see an opening. Longshot up. Now drop down to the ground outside and you'll land near a door to your left. Go through and speak to the guy behind the bars and fight the guard. Once

beaten you get a key which frees the guy, who is Ichiro the Carpenter.

Go through the door to the left as you leave the cell and then straight through the next door you see. Go up the slope, turn right, run past the first crate and up the slope. As soon as you exit, run forward and left, up a small ledge and into the door next to you. Jiro the Carpenter is here waiting to be freed.

Turn right out of the cell once he's gone, and go up the slope. Ignore the door in front of you for now. Jump down a level and go in the door. Sabooro the Carpenter is the third of the four waiting for you to be freed. Go

back out the way you came, up the vines and in the door you ignored.

Shoot all of the guards with arrows - there are three in total so be careful - and go up the slope opposite you. When you emerge, jump down one level and a door will be in front of you. Go in and stand still. Wait for the guard to walk past you and shoot her. Now turn right, the first left and into the hall with Shiro, the last Carpenter.

You also get the Gerudo Membership Card here which lets you walk about without getting shot. Now head the top of the Fortress and into the desert.

## 12) HAUNTED WASTELAND:

Speak to the guard at the top of the tower and she'll open the gate for you. Go into the desert and run towards the crate in front of you. Opposite that is another crate so Longshot onto that. Now follow the flags until you reach a small stone hut. On top is a small plaque. Read it and activate the Lens to find the ghost.

Follow the ghost and you'll end up at the Desert Colossus. If you need health, follow the left hand wall, and when you see a dried up pond stand on the stone

and play the Song of Storms to fill it up and make fairies appear.

Alternatively, take the right hand wall and follow it until you come to two palm trees. In between the is a crack in the wall, which once bombed reveals a Great Fairy. Go into the Spirit Temple and you'll find that you need to be a boy.

Walk outside and Sheik will teach you the final Ocarina Song that let's you warp back to the Desert. Go back to the Temple, change to a young boy again and come back. The Spirit Temple awaits!



## 13) SPIRIT TEMPLE:

Walk up the stairs and go left. Help Nabooru, then go through. Kill four bats and the statue in the middle, then go through the door that's just opened. Kill the Skeleton and the flaming skull and use the boomerang to hit the switch and bring down the bridge.

In the next room, only fire can kill the flame-spitting worm thing. So, run around until you're facing the door with the bars, on the other side of the room. The creature will be facing you. Fire the slingshot at the switch so the fire comes on and the worm dies. Go on through the open door.

Collect the silver coins and kill the bats. Light the two torches to get a chest. You come back out in the room you started, so crawl through the other gap. Go through the locked door, kill the skulls on the wall and climb up. Kill the skulls and lizards in this room and check the rock wall to your right.

Use a Bombchu to blow up the rock and let the light in. The door opens. Push the statue off the edge of the platform and it'll land on a switch and open a door. Run up the stairs and go through the door.

Collect all the silver coins again and use the flame to light the other torches. Then pull the grey block with the sun on it into the beam of light.

Go through the door and up the stairs, into the big hall. Run up and

whack the guy in the chair and he comes to life. Doing away with him is pretty straightforward. If you need health, let him knock down the pillars, as they all contain hearts.

The chest outside contain the Silver Gauntlets. Now you must change back into an adult so warp to the Temple and warp back again. Push the huge silver block and go through. Kill the laser and Hookshot the switch on the ceiling.

Go through the door that's just opened and kill the Wolfos. Play Zelda's Lullaby on the Triforce symbol and use the chest to Hookshot across. Collect all the silver coins and go through the door.

Kill the blob and get the key from the chest. Now go back to the room with the switch on the ceiling and go through the locked door. Equip the Lens and kill the giant hand. Now push the statue so the light shines on each of the sun icons. Open the first chest, but ignore the second. The third will open the door so go through.

Drop down to the bottom level, and light the two flames to get the map. There is a target just above the statue by the door you came in from, so Longshot back up. Run to the top and equip the hover boots. Run off the edge and land on the hand of the statue with the Triforce symbol on it.

Play Zelda's Lullaby and Hookshot across to the chest on the other hand. Hookshot back up to the door you came in through and go up to the top and through the locked door.

Throw a bomb at the laser and flame arrow the three worm things to unlock the door. Go through to the room with four statues. You have to make one of the statues touch the switch so you can get through. Use the Lens to uncover two hidden chests in the small corridor and continue through to face another Iron Knuckle mini boss.

Beat him and get the Mirror Shield from outside! Go back to the room with four statues in it. Hold the shield in the beam of light and reflect the sun onto the sun on the wall. This opens the door. Go out the door to your right, and through the door in front of you.

Kill the two lasers and Longshot the Skull on the moving wall. Use the Longshot to hook onto the top brick panel. Go through the door and play Zelda's Lullaby on the Triforce symbol. Bomb the door to the left of the chest and shoot the eye with an arrow.

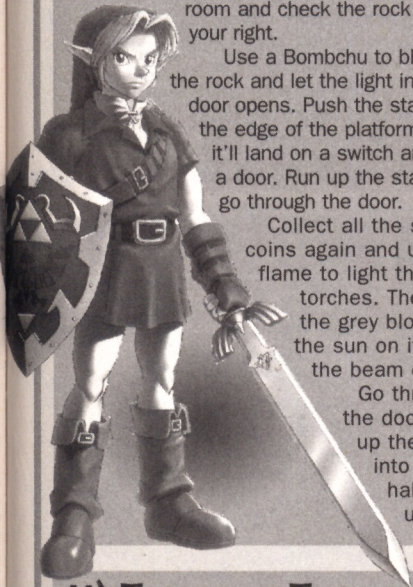
Now get to the chest. In the next room, whack the switch through the railings and go through the now open door. Defeat the lizard and reflect the light onto the sun above you to get a chest. Go through to the mirror and bomb the wall on your left.

Push the mirror so the beam touches the mirror in the room you've just opened. Now push the second mirror so the beam goes past the switch. Go back out of the room where the light is now shining and reflect the beam onto the sun. This causes the entire platform to drop down.

Reflect the beam onto giant statue's face, then Hookshot onto the gate that appears. Inside is the boss. Defeating the Iron Knuckle is easy. Once he's defeated, go to the real boss. Reflecting their magic is the key here.

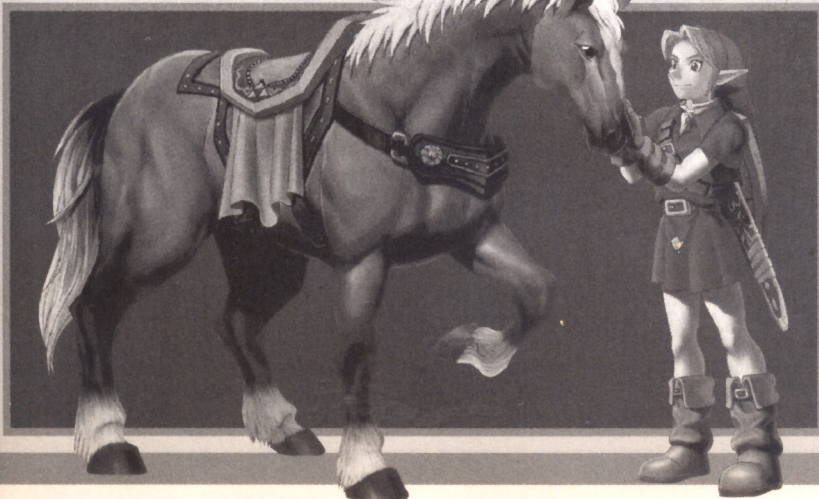
When one of the sisters fires at you, target her and hold out the shield so that the beam goes away from you. Now run to either side so that beam hits the other sister. Do this about four or five times and they'll morph into one. Now, when they fire spells at you the shield will absorb them.

Once you've absorbed three of the SAME spells, it'll fire back at the witch and you can jump across and start whacking her. If you've got Biggoron's Sword, six hits later and she's dead. The final level awaits.



## 14) TEMPLE OF TIME:

You can head back to Gerudo Valley and finish the training ground level to get the Ice Arrow if you like, but it's not essential. Otherwise, warp to the Temple of Time to be given another cut sequence and a cool plot twist. Once it's all settled down, head to Ganon's Tower. As you approach the entrance the Sages will make a bridge for you to enter his tower and the final challenge begins.



## B) GANON'S TOWER:

Head for the Green (Forest) level first. In the first room use Din's Fire to light the four torches and a flame arrow to light the fifth above the door. Use the hover boots to collect the five silver rupees and through the door. Shoot the ball with the light arrow.

Head for the Blue (Water) door next. In the first room kill the two transparent freezing statue things and melt the red ice. Now move on of the blocks into the hole, and push the other into the small crevice so you can get up, melt the red ice and whack the switch. Shoot the next pod and head for the Purple (Shadow) stage. Light the torch on the right with the fire arrow and run across the now visible platforms. Dodge the blob thing for now and across to another platform. Look down to your right and land on the switch. If you're quick you can do this before the flame burns out.

A chest appears on the ledge you've just come from, so use that to Longshot back up again. Get the Gold Gauntlets from inside. Now head back and equip the Lens. Follow one of the paths down to the rusty switch which opens the door. Hit that, work your way back to the platform and then go through the door.

Now you have the Golden Gauntlets, leave Ganon's Tower and cross back over the Rainbow Bridge. Go left and down the passage. Lift the huge block at the end and go through to get extra defensive power from the fairy. Now go back to the tower.

The Red (Fire) rooms are next. Use the hover boots to run over the centre platforms and it won't sink. Collect all the silver coins - the huge rock you pick up acts as a platform for the last rupee - then go through the door. Fire the light arrow to kill the pod.

Pick up the huge rock on the floor to enter the light rooms. Equip the Lens of Truth as soon as you enter and you can see three bats and a Skull hanging from the ceiling. Kill those and get a key. The other chests hold money, if you can be bothered.

Play Zelda's Lullaby on the symbol in the next room use the key you get. Collect all the silver coins and go through the door. Use the Lens again and you'll a secret wall that leads to the Light ball.

Only one to go. Go into the spirit rooms now. Pull the statues away from the wall so you get more chance to collect all of the silver rupees in the first room. Kill the two flaming things in the room, then whack the switch with your sword. You'll get Bombchu's from the chest.

Use one of the Bombchu's to go over the fence and get the switch at the far side of the room. Go through the room and into another cave with four sun faces on the wall. Fire arrow the web above you to make a hole in roof and reflect the beam onto the suns. If you get a wrong one, watch out as the ceiling hands will come down and grab you, so keep on the move. Now head into the main part of the tower.



## ★ WARNING: MAJOR GAME SPOILERS AHEAD! ★

Do not read the next section unless you are at the final boss. If you do, and you find out more than you wanted to know, it's your own fault! By the way, it's definitely worth having some green potion in one of your bottles.

Ignore the bats and run up the stairs and into the door. Kill the two lizards and again, go through the newly opened door. The next room has two skeletons for you to kill. Do so and the Boss Key is yours. Go through the door behind the chest and up another flight of stairs.

Two Iron Knuckles await you in the next room. Defeat them and go through the door and up another flight of stairs to the boss. Go through the door to your right and climb the last set of stairs to find Ganon.

To defeat the first Ganon, wait until you have control back, then quickly run to the walls. Now turn to face him once some of the blocks have fallen down and wait until he throws magic at you. Keep whacking them back with your sword and when he finally gets hit by one, fire a Light Arrow at him. Now get in close and get slashing. About 10 hits and he'll be down.

The tower is collapsing and you have only three minutes to escape. Follow Zelda all the way down the tower, making sure that she always leads the way. You have to stay close to her, otherwise she stands in one place and waits for you. Kill the two skeletons when she gets trapped to free her. Once outside that's it.

Or is it...

NO! HE'S BACK! This time, he's a lot tougher than before. Once the size of this huge beast appears before you target his head. Now using your speed run around the back of him and the target will switch from it's head to tail. Whack the tail with the Megaton Hammer to register a hit. Keep repeating that without process and he'll weaken long enough for you to get your sword back.

Now you have to fire a light arrow into his eyes, then run around the back and use the Legendary Sword to whack the tail, not Biggoron's. About 10 hits later, he'll fall before you. All you have to do is administer the final blow and it's all over!

**WHAT AN AWESOME GAME!**

## HEART PIECE LOCATIONS:

The following are all the Heart Piece Locations. Next to each is the age at which you have to get them. If there is no Young or Old next to the location, then age doesn't matter.

**Lost Woods (Young)** - Enter the Lost Woods, turn left and jump on the Stump. Talk to the Skull Kid and play him Saria's Song.

**Lost Woods (Young)** - After entering the Lost Woods, turn right. Go down the ladder and jump on the stump. Play a song with the two Skull Kids. Keep up with them to get the heart.

**Goron City (Young)** - Light a Deku Stick in Darunia's room. Run out and light the torches around the pot and it'll start spinning. Run to the top and throw a bomb inside.

**Dodongo's Cavern (Adult)** - Plant some magic beans by the entrance to the cavern as a youngster and return as an adult. Use the platform to get to the Heart Piece.

**Hyrule Field (Adult)** - Exit the market and turn right. Bomb the tree that's furthest away. Fall

into the crater, and use the Iron Boots and Zora's Tunic or the Gold Scale to get the heart.

**Hyrule Field (Young)** - Go to the entrance to Lake Hylia and find the area that is completely fenced in. Drop a bomb in the middle, fall down the hole and beat the Deku Shrub and he'll sell you a bit for 10 rupees.

**Lon Lon Ranch (Young)** - At the far end of the ranch is a shed. Go in and move the boxes until you see the hole. Crawl through and get a Piece of Heart.

**Market (Young)** - At night, run past the white dogs - one of them follows you. Take it to one of the houses in the back alley to a woman. If the dog is hers, she'll give you a Heart Piece.

**Market (Young)** - Keep winning the Bombchu Bowling Game until you receive a piece of heart. The prizes are random, so you can keep playing to get a bomb bag upgrade as well.

**Market (Young)** - Use the Lens of Truth in the treasure chest game. Easy.

**Kakariko Village** - After you talk to the Great Fairy at the top of Death Mountain, the owl gives you a lift back to the



village. He drops you off on a roof. Look over the edge and you'll see a ledge. Fall down onto it, go through the door and get the heart.

**Kakariko Village** – Collecting 50 Gold Skulltula's and returning to the House of Skulltula will gain you another piece.

**Kakariko Village (Adult)** – Use the Longshot to get to the guy sitting on the roof in the village.

**Kakariko Graveyard (Young)** – Go to the graveyard at 3am and talk to Dampe. Make him dig in the soft soil spots and he'll eventually find a piece.

**Kakariko Graveyard** – In the last row of graves before the Royal Family's Tomb, pull the centre stone and enter the crevice. Then kill the Zombie, play Sun's Song.

**Kakariko Graveyard (Adult)** – After racing Dampe in the graveyard, you'll come to the windmill. Jump on the rotating platforms to reach the Heart Piece.

**Kakariko Graveyard (Adult)** – Head back to Dampe's Tomb after you've won the Hookshot. Race him again and finish in one minute or under.

**Kakariko Graveyard (Adult)** – Plant a magic bean in the soil as a young pup and then come back as a Teenager to be taken up to a crate. Smash it and take the Heart Piece.

**Zora's River (Young)** – Stand on the fallen log and play the Song of Storms to the frogs.

**Zora's River (Young)** – After playing the other five songs to the frogs, you play a bug-catching game. Use the Note Buttons to make the frogs jump.

**Zora's River (Young)** – Once you've got the Boomerang, come there is a bit right by the waterfall. Use the new item to hook it back to you. It saves having to carry the chicken all the way there.

**Zora's River (Young)** – Again, use the Boomerang to hook the one in the middle of the river on the high platform.

**Zora's Domain (Young)** – Light all the torches in Zora's Domain including the two behind the waterfall.

**Zora's Fountain (Adult)** – After you get past Zora's Domain as an adult, jump from platform to platform to get the Heart Piece on the right side of the map.

**Zora's Fountain (Adult)** – After you get the Iron Boots and Zora's Tunic, put them on and drop to the bottom of the center of Zora's Fountain.

**Lake Hylia (Young)** – Catch a 10-pounder in the Fishing Pond.

**Lake Hylia (Both)** – Use the Golden Scale to dive to the bottom of the Pool in the Lakeside Laboratory. Iron Boots won't work though.

**Lake Hylia (Adult)** – Planting a bean by the Lab. Jump onto the roof as an adult. Climb the ladder and hey presto!

**Ice Cavern (Adult)** – Use blue fire to melt the Red Ice in the room with the fan. Use more blue fire to melt the heart stuck in one of the red ice blocks.

**Death Mountain Crater (Adult)** – Jump onto the Magic Bean platform and jump off once you see the piece in the crater.

**Death Mountain Crater (Adult)** – Get back onto the Bean Platform and wait on it. It'll go past the area where you found the first heart and onto the wall where the second is located. Simply jump off to get it.

**Gerudo Valley (Adult)** – Pick up the Cucco and fly through the waterfall to the right. There is a secret area inside.

**Gerudo Valley (Adult)** – Opposite the waterfall is a small crate. Use the cucco to fly from the bridge over to it.

**Gerudo Fortress (Adult)** – As you try to find the Carpenters

inside the fortress, get to the rooftops and use the Hookshot to reach the chest with the Heart Piece.

**Gerudo Fortress (Adult)** – Once you've nabbed the Gerudo Training Card, get Epona and head for the Archery game. Score 1,000 points or better and you win the heart.

**Desert Colossus (Adult)** – Plant a seed near the entrance to the Spirit Temple. As an adult, the platform takes you to the heart.

## HAPPY MASK TRADING:

**You can't use the Happy Mask shop until you've spoken to the guard at the gates to Death Mountain in Kakariko Village. So look him up and he'll ask you to buy the first mask for him.**

**1. Keaton Mask:** Take this to the guard in front of the path to Death Mountain.

**2. Skull Mask:** Enter the Lost Woods and take the first left. Wear the mask, then jump onto the stump and the Skull Kid that appears buys your mask.

**3. Spooky Mask:** Sell this mask to the kid in the graveyard.

**4. Rabbit Mask:** In Hyrule Field, find the jogger to the right of the castle as you exit. Follow him until nightfall, and he sits down for a rest. Walk up to him wearing the mask, and he gives you enough cash to fill up your wallet!

**5.** After selling the rabbit mask get four new masks from the shop: the Zora, Goron, Gerudo, and the Mask of Truth. They have different uses, so try them out.

## BIGGORON'S SWORD:

**Once you've become a teenage Link, you'll find items that you can only trade with. Trade all the items in the correct order to win the prize that awaits you!**

**1. Pocket Egg**  
Speak to the Cucco Girl in Kakariko Village and she gives you her Pocket Egg. When it hatches, take it to Talon and wake him up. Now take it back to the Cucco Girl.

**2. Cojiro**  
The girl then gives you another Chicken called Cojiro. Go to the

Lost Woods, take your first left and give the Cojiro to the bloke asleep by a tree stump.

**3. Odd Mushroom**  
He gives you a Mushroom, but it only has a couple of minutes'

lifespan. Leg it to Kakariko and find the secret potion shop, at the back of the normal one. Give the mushroom to the witch.

**4. Odd Potion**  
Head back to where you got the Mushroom, and a small girl will be there. She asks you to hand over the potion.

**5. Poachers Saw**  
She gives you the Poachers Saw. Take this to the Carpenter at Gerudo Valley.

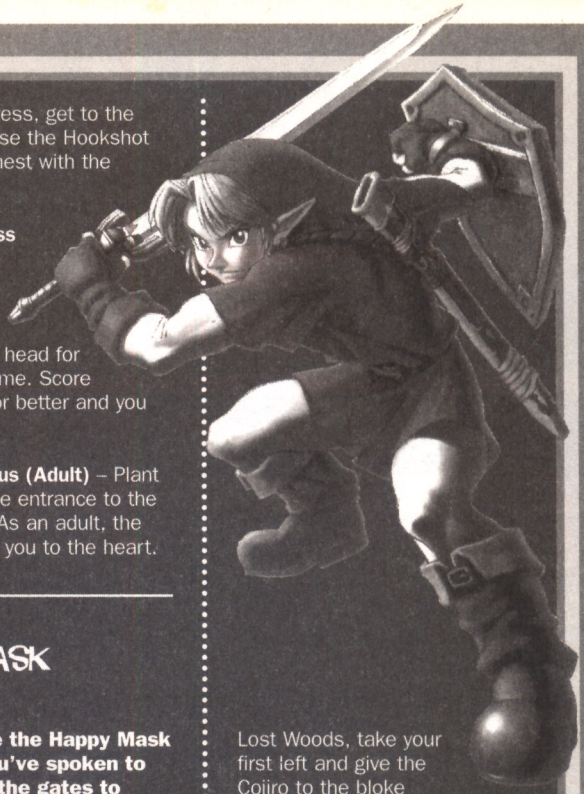
**6. Broken Sword**  
The carpenter gives you a Broken Goron Sword. Take this to the top of Death Mountain to Biggoron, who'll fix the sword for you but needs some eye drops first.

**7. Prescription**  
He gives you the Prescription to take to King Zora so you can get his drops. When you reach the King though, he takes the Prescription and gives you the key ingredient.

**8. Eyeball Frog**  
You need the Frog to make the drops, but only the Professor at Lake Hylia can do it.

**9. Eye Drops**  
Take the drops to Death Mountain before they go "off". Now give Biggoron the drops. He can see again, and fix the sword.

**10. Claim Check**  
Biggoron gives you a Claim Check and tells you to return in three days to pick up the sword. Do so, and then marvel at the awesome new weapon you have! Cool!



# CHART ROUND-UP

## UK MULTI-FORMAT SALES CHARTS

### PLAYSTATION TOP TEN

| THIS LAST TITLE |    | PUBLISHER              |             |
|-----------------|----|------------------------|-------------|
| 1               | 1  | FIFA '99               | EA          |
| 2               | NE | PREMIER MANAGER '99    | GREMLIN     |
| 3               | 3  | TOMB RAIDER 3          | EIDOS       |
| 4               | 2  | BRIAN LARA CRICKET '99 | CODEMASTERS |
| 5               | 4  | TENCHU                 | ACTIVISION  |
| 6               | 6  | GRAN TURISMO           | SONY        |
| 7               | 7  | MUSIC                  | CODEMASTERS |
| 8               | 5  | CRASH 3: WARPED        | SONY        |
| 9               | 8  | TEKKEN 3               | SONY        |
| 10              | 9  | COOL BOARDERS 3        | SONY        |

### PLAYSTATION PLATINUM TOP TEN

| THIS LAST TITLE |    | PUBLISHER               |                |
|-----------------|----|-------------------------|----------------|
| 1               | 1  | GRAND THEFT AUTO        | TAKE 2         |
| 2               | NE | SOUL BLADE              | SONY           |
| 3               | RE | TOMB RAIDER             | EIDOS          |
| 4               | 5  | RESIDENT EVIL           | VIRGIN         |
| 5               | 2  | TOCA TOURING CAR        | CODEMASTERS    |
| 6               | 3  | ODDWORLD: ABE'S ODDYSEE | GT INTERACTIVE |
| 7               | 4  | DIE HARD TRILOGY        | EA             |
| 8               | 6  | TEKKEN 2                | SONY           |
| 9               | 7  | TIME CRISIS             | SONY           |
| 10              | 8  | V-RALLY                 | OCEAN          |

### NINTENDO 64 TOP TEN

| THIS LAST TITLE |    | PUBLISHER                        |           |
|-----------------|----|----------------------------------|-----------|
| 1               | 1  | TUROK 2                          | ACCLAIM   |
| 2               | NE | ROUGE SQUADRON                   | THE GAMES |
| 3               | 3  | V-RALLY CHAMP EDITION '99        | INFOGRAMS |
| 4               | 2  | 1080° SNOWBOARDING               | THE GAMES |
| 5               | 5  | LEGEND OF ZELDA: OCARINA OF TIME | THE GAMES |
| 6               | 8  | SUPER MARIO KART 64              | THE GAMES |
| 7               | 6  | WCW vs NWO: REVENGE              | THQ       |
| 8               | 4  | F1 WORLD GRAND PRIX              | THE GAMES |
| 9               | 7  | ISS '98                          | KONAMI    |
| 10              | 9  | F-ZERO X                         | THE GAMES |

### PC CD-ROM TOP TEN

| THIS LAST TITLE |    | PUBLISHER                     |           |
|-----------------|----|-------------------------------|-----------|
| 1               | 3  | WORMS: SOLD OUT               | SOLD OUT  |
| 2               | NE | ULTIMATE SOCCER: ADD ON       | CENDANT   |
| 3               | 1  | BALDURS GATE                  | INTERPLAY |
| 4               | 4  | CANNON FODDER: SOLD OUT       | SOLD OUT  |
| 5               | 2  | HALF-LIFE                     | CENDANT   |
| 6               | RE | THEME HOSPITAL: CLASSIC       | EA        |
| 7               | 7  | GANGSTERS                     | EIDOS     |
| 8               | 8  | SIM CITY 2000: CLASSIC        | EA        |
| 9               | RE | SIMPSONS: VIRTUAL SPRINGFIELD | FOX       |
| 10              | NE | OUTLAWS: SOLD OUT             | SOLD OUT  |

### JAPANESE MULTI-FORMAT SALES TOP 10

|    |                                |             |
|----|--------------------------------|-------------|
| 1  | CHOCOBO'S MYSTERIOUS DUNGEON 2 | PLAYSTATION |
| 2  | TALES OF FANTASIA              | PLAYSTATION |
| 3  | STREET FIGHTER ZERO 3          | PLAYSTATION |
| 4  | DUEL MONSTERS                  | GAME BOY    |
| 5  | CRASH BANDICOOT 3              | PLAYSTATION |
| 6  | BEAT MANIA APPEND 3RD MIX      | PLAYSTATION |
| 7  | SONIC ADVENTURE                | DREAMCAST   |
| 8  | MARIO PARTY                    | N64         |
| 9  | POKÉMON CARD GB                | GAME BOY    |
| 10 | DRAGON QUEST MONSTERS          | GAME BOY    |

### AMERICAN MULTI-FORMAT SALES TOP 10

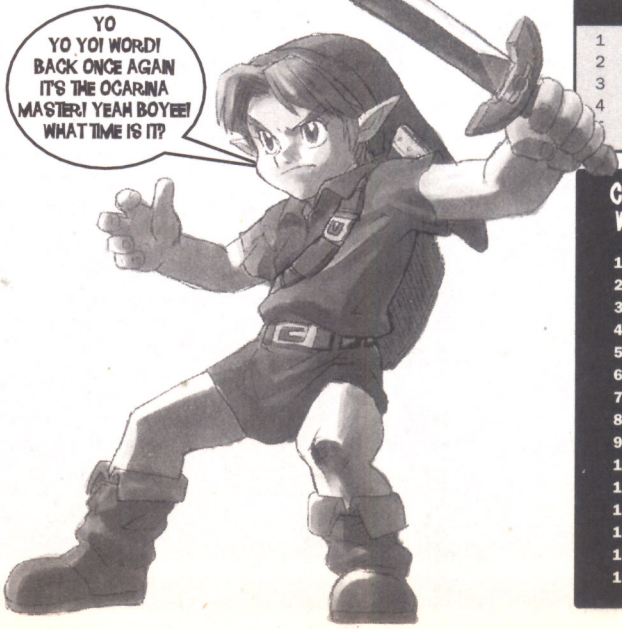
|   |                |             |
|---|----------------|-------------|
| 1 | WCW THUNDER    | PLAYSTATION |
| 2 | CONTENDER      | PLAYSTATION |
| 3 | BATTLE TANX    | N64         |
| 4 | FINAL FOUR '99 | PLAYSTATION |
| 5 | TUROK 2        | N64         |

### AMERICAN PC SALES TOP 10

|   |                |        |
|---|----------------|--------|
| 1 | BAULDERS GATE  | PC     |
| 2 | BROOD WAR      | PC     |
| 3 | CLOSE COMBAT 3 | PC     |
| 4 | MYTH II        | PC/MAC |
| 5 | GANGSTERS      | PC     |

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

|   |                      |             |
|---|----------------------|-------------|
| 1 | ZELDA 64             | N64         |
| 2 | SONIC ADVENTURE      | DREAMCAST   |
| 3 | QUAKE 2              | PC          |
| 4 | TOCA 2: TOURING CARS | PLAYSTATION |
| 5 | ISS PRO '98          | PLAYSTATION |



### 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 | VIRTUA COP 2     | SEGA  |
| 2 | SEGA RALLY       | SEGA  |
| 3 | VIRTUA FIGHTER 2 | SEGA  |
| 4 | NIGHTS           | SEGA  |
| 5 | ELEVATOR ACTION  | TAITO |

#### DREAMCAST IMPORT TOP 5

|   |                    |      |
|---|--------------------|------|
| 1 | SONIC ADVENTURE    | SEGA |
| 2 | SEGA RALLY 2       | SEGA |
| 3 | VIRTUA FIGHTER 3th | SEGA |
| 4 | EVOLUTION          | SEGA |
| 5 | INCOMING           | SEGA |

#### PLAYSTATION U.K. TOP 5

|   |                     |           |
|---|---------------------|-----------|
| 1 | METAL GEAR SOLID    | KONAMI    |
| 2 | ROLLCAGE            | PSYGNOSIS |
| 3 | PREMIER MANAGER '99 | GREMLIN   |
| 4 | G-POLICE: PLATINUM  | PSYGNOSIS |
| 5 | A BUG'S LIFE        | SONY      |

#### PLAYSTATION IMPORT TOP 5

|   |                         |            |
|---|-------------------------|------------|
| 1 | FINAL FANTASY VIII      | SQUARE     |
| 2 | BLOODY ROAR 2           | HUDSONSOFT |
| 3 | EHRGIEZ                 | SQUARE     |
| 4 | R4 - RIDGE RACER TYPE 4 | NAMCO      |
| 5 | STREET FIGHTER ZERO 3   | CAPCOM     |

#### PC TOP 5

|   |                        |            |
|---|------------------------|------------|
| 1 | HALF-LIFE              | CENDANT    |
| 2 | CHAMPIONSHIP MANAGER 3 | EIDOS      |
| 3 | TIBERIAN SUN           | EA         |
| 4 | SOUTH PARK             | ACCLAIM    |
| 5 | HERETIC 2              | ACTIVISION |

#### NINTENDO 64 TOP 5

|   |                     |            |
|---|---------------------|------------|
| 1 | ZELDA 64            | THE GAMES  |
| 2 | WCW vs NWO: REVENGE | THQ        |
| 3 | ROGUE SQUADRON      | ACTIVISION |
| 4 | TUROK 2             | ACCLAIM    |
| 5 | SOUTH PARK          | ACCLAIM    |

#### NINTENDO 64 IMPORT TOP 3

|   |                |                 |
|---|----------------|-----------------|
| 1 | SMASH BROTHERS | NINTENDO        |
| 2 | MARIO PARTY    | NINTENDO        |
| 3 | BATTLE TANX    | THE 3DO COMPANY |

#### GAME BOY TOP 3

|   |              |                |
|---|--------------|----------------|
| 1 | ZELDA        | GAME BOY COLOR |
| 2 | POKÉMON BLUE | THE GAMES      |
| 3 | POKÉMON RED  | THE GAMES      |

#### ARCADE TOP 5

|   |                                  |        |
|---|----------------------------------|--------|
| 1 | HOUSE OF THE DEAD 2              | AM1    |
| 2 | STAR WARS TRILOGY ARCADE         | AM8    |
| 3 | SPIKEOUT                         | AM2    |
| 4 | KING OF FIGHTERS '98 NEW EDITION | SNK    |
|   | GTI CLUB                         | KONAMI |

### CVG'S TOP 15 GAME SERIES WE WISH WOULD JUST... GO AWAY

1. Rayman
2. Megaman
3. FIFA
4. Tomb Raider
5. Gex
6. Worms
7. Croc
8. Carmageddon
9. Test Drive
10. Need for Speed
11. San Francisco Rush
12. All Cruisin' Games
13. Crash Bandicoot
14. Mortal Kombat
15. Psychic Force

in no particular order