

FREEPLAY

THE HANDHELD REVOLUTION!

BIG SHOWING FOR POCKET-SIZED CONSOLES AT TOKYO GAME SHOW

Just as the gaming world is preparing itself for the next wave of home super-consoles, miniature machines from four top companies are featured in a big way at Japan's biggest games show.

Sony revealed PocketStation – the final version of their PDA (Personal Digital Assistant). As well as letting you save games like a regular memory card, certain PlayStation games will let you download a mini-game which you can play on the move.

Those so far revealed include the Japanese release of *Crash Bandicoot 3*, *Theme Aquarium* and *Street Fighter Zero 3*, but Sony say that 31 compatible titles will be available by Spring 1999.

On top of this it's possible to transmit data between PocketStations with its infra-red communications facility. It's out in Japan on the 23rd December this year, and will most likely follow in the UK next Spring.

NK showed off their Neo Geo Pocket along with a selection of games including *King Of Fighters R-1*, *Baseball Stars*, *Pocket Tennis*, a football game, puzzle game, and even a shogi game.

The machine is excellent to use, with an especially cool d-pad based on the regular Neo Geo micro-switched dial. A colour version was also on display, as were various stylish cases.



④ Sega's Visual Memory will be available in a selection of colours.



④ Just one of the cool Neo Geo Pocket casing designs available.



④ A WonderSwan with colour screen is quite possible next year.

Bandai's bizarrely-named WonderSwan is a 16-bit monochrome handheld with an impressive line-up of developers. Namco, Capcom, Konami, Atlus, Taito, Koei, Jaleco, and even Squaresoft are involved. One of the most interesting features is the ability to play the machine either vertically or horizontally, a bit like Atari's Lynx.



④ The PocketStation will be used to enhance PlayStation games.

Games can even require you to switch positions while playing. The WonderSwan isn't due out in Japan until the Spring, and a UK release hasn't yet been confirmed.

Sega also had final versions of their portable system on show, and announced a name change. Instead of "Visual Memory System" or "VMS" it is now known as simply "Visual Memory" or "VM" due to copyright reasons.

The only thing so far shown on it is Chao – the little fellow who can be downloaded from *Sonic Adventure* and taken around with you as a portable friend. As with the PocketStation, the VM works as a standard save game card as well as a portable console.

Godzilla VMs have been out in Japan for a few months, with a Digimon-style breeding and fighting game which connects with Dreamcast *Godzilla Generations* for a four-player 3D battle game.

READERS' MOST WANTED CHART


At one stage of the vote count, PS2 didn't look as if it would make it into the chart. But it just about scraped in at number nine, way behind the new Sega console, Dreamcast – your number 1.

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION
3	METAL GEAR SOLID	PLAYSTATION
4	ZELDA 64	N64
5	TOMB RAIDER 3	PLAYSTATION/PC
6	RESIDENT EVIL 3	PLAYSTATION
7	SONIC ADVENTURE	DREAMCAST
8	TEKKEN 4	PLAYSTATION
9	PLAYSTATION 2	SONY
10	PERFECT DARK	N64

A thought had crossed our minds that anti-Sony saboteurs had been intercepting our post and destroying all votes for PlayStation 2, but that's not the kind of thing you lot would do... is it? Anyway, aside from the continuing "console wars", there was a huge number of votes for *Final Fantasy VIII* – as always. *Tekken 4*, meanwhile, is slowly creeping up the charts, as fight fans bludgeon their way through the third in that series. Fans of *Metal Gear Solid*, the *Tomb Raider* and *Resident Evil* series are keeping those games high on their wish lists, though Lara-lovers will not have to wait too long have their wishes come true.

Illustrations not to scale

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RED-HOT RUMOUR EMBERS!

• The next *Tomb Raider* game will again be a Sony console exclusive, this time on PlayStation 2.

• Namco's first two Dreamcast games are rumoured to be *Time Crisis 2* and *Tekken 4*, though this doesn't seem too likely to us, especially considering the suggestion that arcade *Tekken 4* is

going to use PlayStation 2 hardware.

• The Wu-Tang Clan are to make a game. It'll be interesting to see who wins the rap game battle between them and Puff Daddy, whose game is supposedly coming out next year. Our bet is that they're both really rubbish. Word.

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS LAST TITLE		PUBLISHER
1	NE VICTORY BOXING 2	JVC
2	1 TEKKEN 3	SONY
3	2 ISS PRO '98	KONAMI
4	7 MEDIEVIL	SONY
5	3 COLIN McRAE RALLY	CODEMASTERS
6	4 GRAN TURISMO	SONY
7	5 WWF: WARZONE	ACCLAIM
8	NE R-TYPES	VIRGIN
9	6 C&C RETALIATION	VIRGIN
10	NE MOTO RACER 2	EA

PLAYSTATION PLATINUM TOP TEN

THIS LAST TITLE		PUBLISHER
1	NE RESIDENT EVIL	VIRGIN
2	1 TOCA TOURING CAR	CODEMASTERS
3	6 COMMAND AND CONQUER	VIRGIN
4	2 ODDWORLD: ABE'S ODDYSSEY	GT
5	3 TOMB RAIDER	EIDOS
6	4 TEKKEN 2	SONY
7	8 CRASH BANDICOOT	SONY
8	5 V-RALLY	OCEAN
9	7 DIE HARD TRILOGY	EA
10	RE DOOM	GT

NINTENDO 64 TOP TEN

THIS LAST TITLE		PUBLISHER
1	2 F1 WORLD GRAND PRIX	THE GAMES
2	1 1080° SNOWBOARDING	THE GAMES
3	3 MISSION: IMPOSSIBLE	INFOGRAMES
4	4 WWF: WARZONE	ACCLAIM
5	5 MORTAL KOMBAT 4	
6	7 BANJO KAZOOIE	THE GAMES
7	6 ISS '98	KONAMI
8	8 GOLDENEYE	THE GAMES
9	10 WAILAIE GOLF COUNTRY CLUB	THE GAMES
10	9 SUPER MARIO KART 64	THE GAMES

PC CD-ROM TOP TEN

THIS LAST TITLE		PUBLISHER
1	NE FA PREMIER LEAGUE MANAGER '99	EA
2	1 CANNON FODDER: SOLD OUT	SOLD OUT
3	8 COLIN McRAE RALLY	CODEMASTERS
4	NE KLINGON HONOUR GUARD	MICROPROSE
5	NE RAINBOW SIX	TAKE 2
6	NE CAESAR 3	CENDANT
7	2 DUNE 2000	VIRGIN
8	5 PREMIER MANAGER '97/98	GREMLIN
9	6 CHAMP MAN 2 '97/98	EIDOS
10	7 THEME HOSPITAL: CLASSIC	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1	POCKET MONSTER PIKACHU	GB
2	METAL GEAR SOLID	PS
3	SIMULATION RPG: SEQUEL	PS
4	MAX 2	PS
5	SD GUNDAM G GENERATION	PS
6	ADVENTURE GAME	PS
7	SIMULATION RPG	PS
8	XI [SAI]	PS
9	STAR OCEAN	PS
10	POWERFUL PRO '98	KONAMI

AMERICAN MULTI-FORMAT SALES TOP 10

1	PARASITE EVE	PLAYSTATION
2	TENCHU	PLAYSTATION
3	MADDEN '99	PLAYSTATION
4	NFL BLITZ	PLAYSTATION
5	NFL BLITZ	NINTENDO 64
6	NFL GAMEDAY '99	PLAYSTATION
7	SPYRO THE DRAGON	PLAYSTATION
8	GOLDENEYE	NINTENDO 64
9	MEGAMAN LEGENDS	PLAYSTATION
10	WWF WARZONE	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	ISS PRO '98	PLAYSTATION
2	MUSIC	PLAYSTATION
3	RAINBOW SIX	PC CD-ROM
4	TOCA 2	PLAYSTATION
5	ZELDA 64	N64

computer
and
video
games

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	NIGHTS	SEGA
2	BURNING RANGERS	SEGA
3	WORLD LEAGUE SOCCER	SEGA
4	SHINING FORCE 3	SEGA
5	PANZER DRAGOON SAGA	SEGA

SATURN IMPORT TOP 5

1	MARVEL VS STREET FIGHTER	CAPCOM
2	NIGHTS	SEGA
3	RADIANT SILVERGUN	TREASURE
4	LET'S GO BY TRAIN	TAITO
5	CAPCOM GENERATIONS	CAPCOM

PLAYSTATION U.K. TOP 5

1	TOCA 2 TOURING CAR	CODEMASTERS
2	TOMB RAIDER 3	EIDOS
3	CRASH BANDICOOT 3	SONY
4	MUSIC	CODEMASTERS
5	TEKKEN 3	SONY

PLAYSTATION IMPORT TOP 5

1	R4 - RIDGE RACER TYPE 4	NAMCO
2	STREET FIGHTER ZERO 3	CAPCOM
3	COOL BOARDERS 3	UEP SYSTEMS
4	METAL GEAR SOLID (US)	KONAMI
5	PARASITE EVE (US)	EA

PC TOP 5

1	RAINBOW SIX	TAKE 2
2	HALF LIFE	CENDANT
3	TOCA 2: TOURING CARS	CODEMASTERS
4	GRIM FANDANGO	LUCAS ARTS
5	MAGIC AND MAYHEM	VIRGIN

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	1080° SNOWBOARDING	THE GAMES
4	GLOVER	HASBRO
5	WCW VS NWO REVENGE	THQ

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	DRACULA 64	KONAMI
3	CITY TOUR GP	IMAGINEER

GAME BOY TOP 3

1	COLOUR GAMEBOY	THE GAMES
2	MONOPOLY	KONAMI
3	ZELDA: A LINK TO THE PAST	THE GAMES

ARCADE TOP 5

1	SPIKEOUT	AM2
2	VIRTUA FIGHTER 3tb	AM2
3	STREET FIGHTER ALPHA 3	CAPCOM
4	VIRTUA STRIKER 2 '98	AM2
5	HYPER BISHI BASHI CHAMP	KONAMI

ED'S TOP TWELVE TOKYO GAME SHOW MERCHANDISE

1. COMPLETE RACCOON CITY POLICE DEPARTMENT OUTFIT
2. HANDGUN + ATTACHMENTS FROM RE2
3. MR DOMINO DOMINO RALLY SET
4. JIN KAZAMA CHOPSTICKS
5. MOKUJIN CHOCOLATES
6. DREAMCAST TISSUES
7. DREAMCAST ROCK SWEETS
8. GOUKI T-SHIRTS
9. CHUN LI SPIKED BRACELETS
10. RESIDENT EVIL 2 MANSION KEY
11. LIMITED EDITION METAL GEAR SOLID LIGHTER SET
12. DREAMCAST CALCULATOR



GOSUB Keith Ainsworth's

```
:IF PEEK(16386)=
```

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

```
THEN=GOTO 10>>  
:RETURN
```



This month's Retro Ranch continues the look back at Sega's classic coin-ops. Clutching a copy of RETROGAMER fanzine in his hand, Keith steps into the time machine and a swirly video effect transports him back to 1981.

FINGER ON THE PULSAR

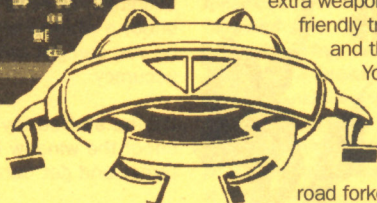
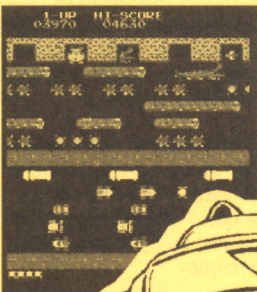
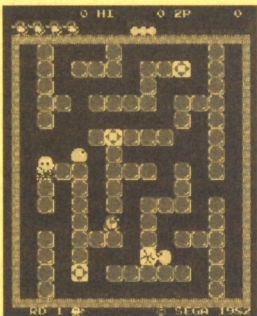
Pulsar is a real forgotten gem. Viewed from above, you controlled a little tank around a maze. The aim was to reach coloured keys at the top of the screen and deliver them to the locks at the bottom.

The walls of this maze, however, constantly disappeared and reappeared. This could stop you from where you were trying to get or miraculously open up a new path. The fine graphics showed many little enemies that needed to be shot or avoided. Fast fun.

Frogger is one of the ultimate single-screen games. The perfectly balanced gameplay gave you a simple task that hooked you from the start. True thumb candy. For a full look at *Frogger* check out the article in issue 12 of RETROGAMER fanzine (details below).

Turbo was a graphically advanced driving game. It took many of the ideas of *Monaco GP* and added a 3D perspective. You drove through cities and countryside in varying weather conditions. Your aim was to pass the required number of cars while not hitting them or the ambulance that occasionally sped by. A great version (complete with steering wheel and accelerator pedal) was released for the Colecovision home console.

Pengo (1982) was a game of supreme cuteness disguised a tough game. You were Pengo the penguin on the run from the Sno-Bees. These had to be squashed with well-timed pushes against ice blocks. The gameplay was frantic as you manoeuvred around avoiding contact with the sno-bees. There is a wonderful animation if they get you. You lie on your back crying and flapping your wings and legs! Great music too.



ALL O'YA! ONE AT A TIME!

Tac/Scan was another excellent vector game from 1982. You controlled a formation of seven little ships. They were steered with a paddle around the passing bad guys and could dispense serious firepower themselves. The unique bit was that each ship could be destroyed individually. It was game over if you lost them all but extra ships could be obtained in play to fill the holes in the formation.

The game had three stages. The first was a vertically scrolling section. The second saw a wonderfully fluid shift to a third-person 3D view.

This was the toughest part as you were pestered by a flying saucer and enemy fireballs screamed towards you. The last part saw you steer the formation down a twisting space tunnel into the next galaxy.

Any ships colliding with the edge of the tunnel were destroyed. Lots of variation, great sound and cool changes in perspective made this a real classic.

1982's *Zaxxon* was another jump for raster graphics. This game also had the distinction of being the first arcade game to have a (US) television advertising campaign behind it. I remember it being



very hard to judge your height at first. Gradually though, players got used to the isometric viewpoint. It was a fun shooter that had you infiltrating an enemy base. With force-fields to avoid, missiles being launched from the ground right next to you and many bad-dies to shoot it was stuffed full of good ideas.

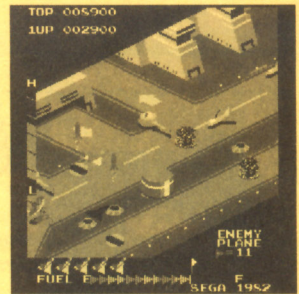
YOU ZAXXY THING

Sega used the graphics system again with *Super Zaxxon* (much harder with a big dragon at the end) and *Future Spy* that was really *Zaxxon* with a spy theme.

Star Trek came out around the launch of the second feature film. It had a screen that was divided into three. The bottom half showed the helm view from the Enterprise. The top half showed a map viewed of the ships nearby and a smaller box with gauges to show shield strength, warp capability and amount of photon torpedoes.

Most levels set you the task of defending a starbase. Manoeuvring around space to destroy the Klingons soon became second nature. Once a sector was secured you moved onto the next level. A computer voice then told you, "Damage repaired Sir", and it was on to the next level.

Up'n'Down brings us into 1983. Here, you controlled a little buggy down single lane paths. The aim was to collect coloured flags without colliding with other vehicles. A joystick steered the car (you could move backwards and forwards) and there was a button to jump. A well-timed jump directly on top of an enemy car would destroy it, but clipping it or just colliding with it lost you a life. The game had that compulsion where you were just one flag away from reaching the next level so you just had to spend another 10p. It was a very colourful game that also had very catchy music. It was very hard though.



➤ **Zaxxon - full of ideas.**



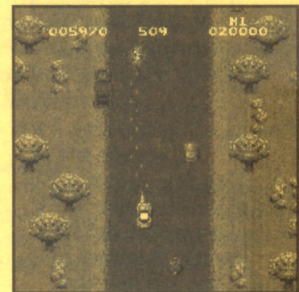
THE SPY WHO I LOVED

Spy Hunter is a 1984 game that many players remember fondly. You race a powerful gun-fitted sports car along a treacherous highway, viewed from above. Your aims were to survive, destroy the enemy cars and not harm the innocent vehicles. Sometimes you can force enemies off the road; sometimes they knock you for six into the scenery.

To help with the fight, your car could gain extra weapons. Every so often a friendly truck would overtake you and throw ramps out the back.

You had to line yourself up and drive into the truck. You would then emerge with one of four extra weapons. The machine guns are a bit chunkier than normal, oil could mess up those behind you, missiles took out everything in its path and a smoke screen aids your get away. Sometimes the road forked, while at other times, the road would descend to the sea and your car would magically transform into a boat. Here, you met more villains with names like Barrel Dumper and Doctor Torpedo.

I'll leave the Sega story there. Suffice to say that before they discovered hydraulic cabinets Sega produced many small but classic video games.



➤ **1984's Spy Hunter.**

BOOKMARK THESE:

The RETROGAMER fanzine web page has been re-designed by William Chiu. It has also been re-sited in the UK so everyone should be able to access it much faster. I've added a whole load of pictures of gems from my own collection, well worth a look. The new URL is <http://retrogamer.merseyworld.com/>



RETRO RANCH CLASSIFIED

The fifth Northern SAM & Spectrum Computer Show will take place on Saturday 28th November 1998. See what's happening on the Spectrum & SAM scene, including exclusive new releases and special offers on software and hardware. The venue is the Horwich RMI Club, Horwich (Chorley New Road, A673). Further details from **NSSS, 32 Barleyfields Rd, Wetherby, West Yorkshire, LS22 6PN**. Entry is just £1 and it starts at 10am see you there!

RETROGAMER Issue 17 is out now. The legendary Elite is profiled. Plus there is a look at the BBC and an article on cool games you might have missed. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too. You can e-mail Keith on retrogamer@hotmail.com



FREEPLAY

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

TIPS

THE DOMAIN OF DAZZLER



Ed's still away on his Tour Of Tips '98, so I've been asked to stand in for him. I am of course Bobby Dazzler, Britain's top light entertainer. It's a quiet time of the year for me, Summer season's gone, and panto's not quite here yet, so I've compiled me favourite tips of the moment. Hope you like them. Hello! Is this thing on?

PLAYSTATION

RED ALERT: RETALIATION

We gave you some cheats for this last month, but we've only gone and found some more! To enter these codes, click on the symbols in the side menu with the circle button (or whatever you have configured as cancel).

INSTANT VICTORY
Circle, Circle, Triangle, X, X, Square

MO' MONEY
X, X, Square, Circle, Circle, Circle

CHANGE ORE TO CIVILIANS
Square, X, Square, X, Square, X

NUCLEAR ATTACK
Circle, X, Circle, Circle, X, Square

CHRONOSHIFT
Square, Circle, Triangle, X, Circle, Circle

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 *Jet Set Willy* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

ANT MISSIONS

To cheat your way into these bonus missions, set the difficulty level to Hard, select Campaigns and highlight England to access the missions.

SPYRO THE DRAGON



CRASH BANDICOOT WARPED DEMO

Turn the game on, when you see the "Press Start" screen, press **L1** and **Triangle**, and you can play a special level of Crash's latest game. *Crash 3* also contains a cheat to play a secret level of *Spyro*, because that's what friends are for.

POINT BLANK



There's quite a few tricks for this gun game that will improve your shooting percentage, or earn you extra points.

On the chicken coop stage, shoot the weather vane to get extra hits, and to increase the speed that the chickens appear.

In the outside criminal stages, you can shoot windows on cars and buildings for extra hit points. If you shoot a window when a criminal pops up you can get over 100% accuracy.

On the stuffed toy stage you can shoot the window that displays the target and get bonus hit points.

Shoot the crab on the octopus stage for bonus hit points.

Dispose of bombs on the parachuting targets stage, by shooting the parachutes.

Shoot Dr Don and Dr Dan for bonus hits, while protecting them from vultures and piranhas.

BUST-A-GROOVE

There's lots of bonus characters in this game, and here's how to get them.



CAPOEIRA
To get Capoeira, finish the game with

any character on normal difficulty.

COLUMBO

To play as Columbo, finish the game with Shorty on normal difficulty.

ROBO-Z

To get Robo-Z, finish the game with anyone on hard difficulty.

BURGER DOG

You first need to have Capoeira and Robo-Z. Finish the game with Hamm, at the character select scroll down until you get Burger Dog. His moves are the same as Hamm.

ASSAULT

All these codes are accessed on the *Assault* - press Start screen. You must enter the combination within 3 seconds, if you do it correctly, you'll hear a whoosh sound, and the cheat name will be displayed at the top of the screen.

GOODIES

Triangle, Square, Circle, L, Square, Triangle, Square, Circle, L, Square

This allows you to skip levels, get infinite ammo and all weapons and view all the FMV sequences in the game.

NAKOMI

Up, Up, Down, Down, L, R, L, R, X, Circle

This cheat flattens the mesh of the 3D characters, with the exception of the boss.

BIG HEAD PLAYERS

Square, Circle, Circle, Square, Up, Square, Circle, Circle, Square, Triangle

This gives players big heads, duh!

BIG HEAD ALIENS

Square, Circle, Circle, Square, Up, Square, Circle, Circle, Square, X

All the heads of aliens are bigger, except boss characters and spitters.

SPEED RUN

X, Square, Triangle, Circle, X, Square, Triangle, Circle, L2, R2

Activated in the game by pressing circle, if you are holding an item, it will be used, then your character will run faster.

RETRO

Left x10

This activates a sepia colour scheme, so the game looks old skool!

NINTENDO 64

1080° SNOWBOARDING

There's quite a few secrets in this game we especially like the secret characters. There's also a lot of short cuts, and course secrets, which we might tell you about in a future issue - if you're lucky!

CRYSTAL BOARDER

Complete the expert mode with any character. Choose Akari from the character select screen, press **C-Left**, then **A**.

METAL BOARDER

Complete the expert mode with the Crystal Boarder, on the character select screen choose Kensuke, press **C-Up**, then **A**.

PANDA BOARDER

Win all the time attack and trick attack modes with first place rankings. On the character select screen choose Rob, press **C-Right**, then **A**.

PENGUIN BOARD

Complete all 24 tricks in training mode. At the board select screen highlight the Tahoe 151 board, press **C-Down**, then **A**.

EASY TRAINING

If you're finding it too tough to complete the training mode, do this. Perform some simple tricks, when you get to a tough trick you can't do, go to the trick list and pick an easy one. Do the easy trick and immediately press **C-Right** before you land, scroll down the list to one that you can't do, select it, and go back to the action. Land the board, and you'll bluff the game into thinking you completed the trick.

HALF PIPE DJ

When watching replays of the Half Pipe mode, you can add scratches to the background music by moving the control stick.



Now that's what I call snowboarding!

PC CD-ROM

COMMANDOS

A few cheats that will help you progress through this tough game. Before you enter these cheats you need to type 1982gonzo while playing the game, how bizarre.

COMPLETE MISSION

Type **Ctrl + Shift + N**.

INVINCIBILITY

Type **Ctrl + i**.

INVISIBLE TO ENEMY

Type **Shift + V**.

MAGIC MOVEMENT

Type **Shift + X**.

This moves selected commandos under your mouse cursor.

AGE OF EMPIRES

There are lots of dirty tricks in this game. To use any of them, you need to press **Enter** while playing, type the code, then press **Enter** again.

All opponents die
DIEDIEDIE

Create a super trooper
E=MC2 TROOPER

Reveal the whole map
REVEALMAP

Gain 1000 food
PEPPERONI PIZZA

Gain 1000 gold
COINAGE

Gain 1000 wood
WOODSTOCK

Gain 1000 stone
QUARRY

Create a nuke trooper
PHOTON MAN

Control animals, not your men
GAIA

Commit suicide
HARI KARI

Catapult ships can go on land
FLYING DUTCHMAN

Removes fog of war
NO FOG

Create units/buildings instantly
STERIODS

Fast car with rocket launcher
BIGDADDY

Kill player X
KILLX

Win the current scenario
HOMERUN

Heavy catapults are stronger
BIG BERTHA

Ballistas get 100 range points
ICBM

Priests are faster and stronger
HOYOHoyo

Composite bowmen turn into trees
DARK RAIN

Horse archers become black riders
BLACK RIDER

No population limit
YOUNG MEN

WE'RE STUCK!

Dear CVG,
I can't stop playing *Age Of Empires*, I'm not stuck, but can you increase the population limits, and are there any other cheats?
Stephen Potts

CVG: As you can see, we've printed a whole load of cheats just on the left? But to answer your question, we've found a cool way of gaining a few extra units. You need to bring your population to one unit beneath the limit. You need to make sure you have lots of resources for the next step. Click on all the buildings that can produce units, and in turn select a new unit to be built in each of these buildings, you can do this until one new unit is completed, and all the units you've told to be constructed before this unit arrives, will still be built. Remember, you have to click on everything very fast to do this.

Dear CVG,
Where do you place the Doom books in *Resident Evil*, do you put them on

a shelf or something?
Shane Lyle

CVG: Try opening them, then you'll find the Eagle and Wolf amulets inside. If you get stuck later, check out our complete solution in issue #191.

Dear CVG,
I have managed to find all but one secret on *Tomb Raider 2*. In the Floating Islands level I cannot find the gold secret idol anywhere and have looked for weeks.
Rich Leosham

CVG: The very final secret in *Tomb Raider 2*, can be found just before the end of the Floating Islands level. You need to locate the moveable crate which is near the rope slide that ends the level. You need to pull out the crate, climb on top and jump over to the rocks on the left. Move towards the ledge on the right, and jump across the lava into a small hole. Turn and do a running jump into the tunnel under the ledge, where you'll find the gold dragon statue. Do a running jump to get out the way you came in, return to the crate and push it, reach up for the rope slide and you've got your secret and finished the level.

Dear CVG,
Help! I just bought *Gran Turismo*, I need any cheat codes. The game is simple, but the IA test is hard.
Robert, South Africa

CVG: Sorry Robert, there are no cheat codes for this game, unless you've got one of those game shark/action replay doodahs. For a few tips, check out our brief guide in issue #200.

Dear CVG,
Are there any cheats for *James Bond* on the Game Boy?
Sarah Bennet

CVG: To play the card games at the casino without the help of a save, enter these as your name at the start of the game. **BJACK** to play *Blackjack*, **BACCR** to play *baccarat* and **REDOG** to play *red dog*.

Dear CVG,
I bought *Pitfall 3D* because I heard there's a cheat to play the original *Pitfall*, can you tell me what it is?
James Douglas

CVG: Enter **CRANESBABY** at the password screen to play the original game, and why not have these cheats to go with it. Press **L1+L2** for infinite lives, **R1+R2** for Gary head, **R1+Circle** for Elvira head and finally **R1+Triangle** to make a crocodile say "Hi Mom" (this only works on a crocodile screen). All these cheats can be used while playing the original game.

NINTENDO 64

GOLDENEYE

One of the most common questions I'm asked on the road is, "What are the time cheats for *Goldeneye Bobby?*" Being a top light entertainer isn't easy, but providing information like this is. I thankyaow!

LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball Mode	Secret Agent	2:40
Facility	Invincibility	00 Agent	2:05
Runway	Big Heads	Agent	5:00
Surface1	Grenade Launcher x2	Secret Agent	3:30

Bunker1	Rocket Launcher x2	00 Agent	4:00
Silo	Turbo Mode	Agent	3:00
Frigate	Multiplayer Radar	Secret Agent	4:30
Surface2	Tiny Bond	00 Agent	4:15
Bunker2	Throwing Knives x2	Agent	1:30
Statue	Fast Animation	Secret Agent	3:15
Archives	Invisibility	00 Agent	1:20
Street	Enemy Rockets	Agent	1:45
Depot	Slow Animation	Secret Agent	1:40
Train	Silver PP7	Agent	5:25
Jungle	Hunting Knives x2	Agent	3:45
Control	Infinite Ammo	Secret Agent	10:00
Caverns	RCP90 x2	00 Agent	9:30
Cradle	Gold PP7	Agent	2:15
Aztec	Laser x2	Secret Agent	9:00
Egyptian	All Guns	00 Agent	6:00

FREEPLAY

HIGH SCORES



These pages feature the names of some of the greatest games players in the world. If you think your name should be included, tell us the best score you've got on a recent game and if it's good enough, we'll print it. Send a photograph of the screen as proof and you'll become a gaming legend overnight.

HIGH SCORES, CVG,

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

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING

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

HIGH SPEED RING 2

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

AUTUMN RING MINI

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

AUTUMN RING MINI 2

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

TRIAL MOUNTAIN

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

TRIAL MOUNTAIN 2

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

GRAND VALLEY EAST

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

GRAND VALLEY EAST 2

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

POINT BLANK (PLAYSTATION)

Special Mode 227,081
Matthew Pilling (MAF), Merseyside

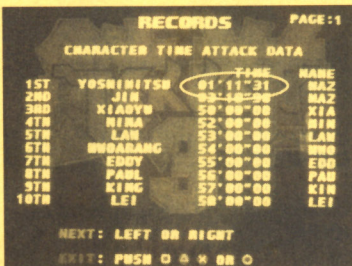
Arcade Mode 215,788
Matthew Pilling (MAF), Merseyside

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'11"31 (Yoshimitsu)
Martin Marshall (MAZ), Cardiff

SURVIVAL MODE

118 Wins (Paul)
Mohamed Iram Aies (IRM), Denmark



④ **Martin Marshall** fairly whizzed through **Tekken 3** on PlayStation.



④ **Don't worry, Mohamed Iram Aies's TV** isn't really this big.

TEKKEN FORCE

182670 (Eddy)
Michael Short (MIC), Peshaw

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

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

STREET FIGHTER EX+ ALPHA (PS)

Barrel Game 1,663,300 (Chun-Li)
Peter Northwood (PWN), Blackpool

HOUSE OF THE DEAD (SATURN)

SATURN MODE

72,280
Fat Ade (ADE)

ARCADE MODE

67,142
Fat Ade (ADE)

BOSS MODE

Chariot 18"66
William Pilling (WIL), Merseyside
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

WINTER HEAT (SATURN)

SPEED SKIING

11.484 seconds
Matthew Pilling (MAF), Merseyside
SKI JUMP
154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL

32.35 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING

43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON

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

SLALOM

28.27 seconds
Matthew Pilling (MAF), Merseyside

AERIAL

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

BOBSLEIGH

42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING

34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD

52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY

4.48.99 seconds
Jamie Collyer (HOT), Woking

11 EVENT OVERALL

14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL

10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"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

RESIDENT EVIL (SATURN)

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

SEGA TOURING CAR CHAMPIONSHIP (SAT)

COUNTRY

Best Lap 22"108
Tom Newstead, Baildon
Best Race 1'58"112
Tom Newstead, Baildon

GRUNWALD

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

BRICKWALL

Best Lap 27"723
Tom Newstead, Baildon
Best Race 2'33"890
Tom Newstead, Baildon

URBAN

Best Lap 25"862
Tom Newstead, Baildon
Best Race 2'29"067
Tom Newstead, Baildon

BOOMTOWN

Best Lap 30"152
Tom Newstead, Baildon
Best Race 2'50"907
Tom Newstead, Baildon

1080° SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 67015B
Morgan (BAD), Luton

AIR MAKE
Best Score 17100
Shannon Matthews (???) , Sydney

CRYSTAL LAKE
Best Time 1'04"71
Shannon Matthews (???) , Sydney
Best Score 24087
Shannon Matthews (???) , Sydney

CRYSTAL PEAK
Best Time 1'33"06
Shannon Matthews (???) , Sydney
Best Score 14534
Shannon Matthews (???) , Sydney

GOLDEN FOREST
Best Time 1'27"18
Shannon Matthews (???) , Sydney
Best Score 11392
Shannon Matthews (???) , Sydney

MOUNTAIN VILLAGE
Best Time 1'37"15
Shannon Matthews (???) , Sydney
Best Score 13239
Shannon Matthews (???) , Sydney

DRAGON CAVE
Best Time 1'36"59
Shannon Matthews (???) , Sydney
Best Score 7350
Shannon Matthews (???) , Sydney

DEADLY FALL
Best Time 1'13"32
Shannon Matthews (???) , Sydney
Best Score 26446
Shannon Matthews (???) , Sydney

CONTEST SCORE
132758
B Morgan (BAD), Luton

DIDDY KONG RACING (NINTENDO 64)

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

FOSSIL CANYON
Best Lap 21"30
Adam Charlton (AJC), Huntingdon
Best Race 1'06"45
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 13"26
Adam Charlton (AJC), Huntingdon
Best Race 43"46
Adam Charlton (AJC), Huntingdon

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

WHALE BAY
Best Lap 18"93
William Pilling (WIL), Merseyside
Best Race 1'02"03
Ryan Derham (RJD), Southampton

PIRATE LAGOON
Best Lap 22"80
B Morgan (BAD), Luton
Best Race 1'12"30
William Pilling (WIL), Merseyside

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

TREASURE CAVES
Best Lap 14"41
Adam Charlton (AJC), Huntingdon
Best Race 46"06
Adam Charlton (AJC), Huntingdon

EVERFROST PEAK
Best Lap 28"35
Ryan Derham (RJD), Southampton
Best Race 1'33"56
Ryan Derham (RJD), Southampton

WALRUS COVE
Best Lap 31"15
Adam Charlton (AJC), Huntingdon
Best Race 1'36"55
Adam Charlton (AJC), Huntingdon

SNOWBALL VALLEY
Best Lap 17"76
Ryan Derham (RJD), Southampton
Best Race 55"45
Ryan Derham (RJD), Southampton

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 31"43
Ryan Derham (RJD), Southampton
Best Race 1'40"06
Ryan Derham (RJD), Southampton

GREENWOOD VILLAGE
Best Lap 26"03
Ryan Derham (RJD), Southampton
Best Race 1'22"01
Ryan Derham (RJD), Southampton

WINDMILL PLAINS
Best Lap 30"90
Adam Charlton (AJC), Huntingdon
Best Race 1'35"01
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 17"55
Ryan Derham (RJD), Southampton
Best Race 55"63
Ryan Derham (RJD), Southampton

SPACEDUST ALLEY
Best Lap 35"15
Ryan Derham (RJD), Southampton
Best Race 1'48"70
Ryan Derham (RJD), Southampton

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

STAR CITY
Best Lap 29"80
Ryan Derham (RJD), Southampton
Best Race 1'31"36
Ryan Derham (RJD), Southampton

SPACEPORT ALPHA
Best Lap 30"89
Joseph Dixon (JOE), Birmingham
Best Race 1'47"65
Ryan Derham (RJD), Southampton

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"17
David Hines (EYE), Doncaster
Best Race 1'21"94
The Ultimate (TUL), The Netherlands

MOO MOO FARM
Best Lap 24"82
David Hines (EYE), Doncaster
Best Race 1'16"63
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"94
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"91
David Hines (EYE), Doncaster
Best Race 1'47"78
David Hines (EYE), Doncaster
TOAD'S TURNPIKE
Best Lap 33"07
David Hines (EYE), Doncaster
Best Race 1'35"15
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 25"02
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"07
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"20
David Hines (EYE), Doncaster
Best Race 1'41"13
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"23
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"82
David Hines (EYE), Doncaster
Best Race 3'51"46
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 (GRE), Stockport
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

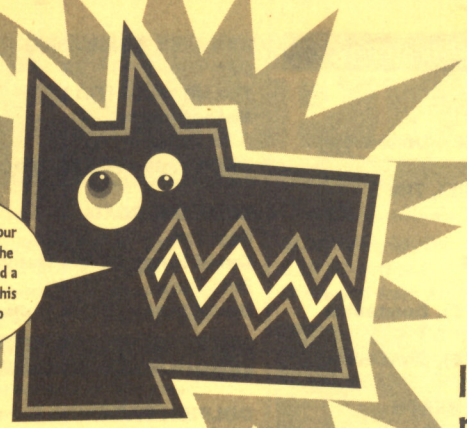
PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

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 (GRE), Stockport
Best Race 1'26"466
Greg Ihnatenko (GRE), Stockport
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

drawinz Wot you dun



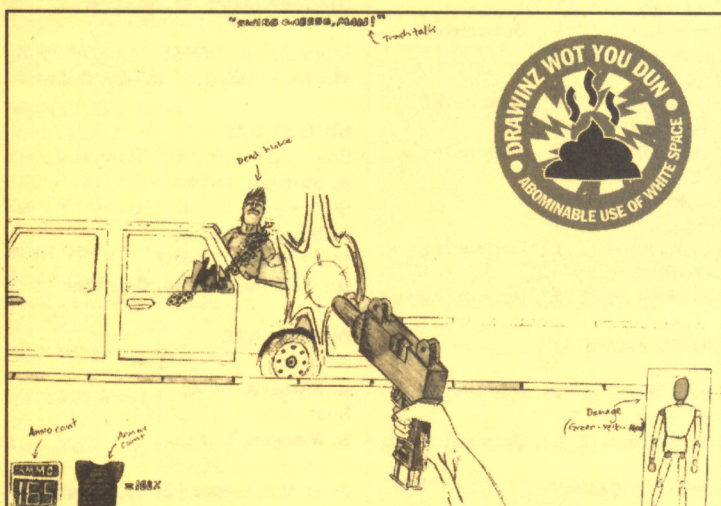
Now Listen!
All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section, and should be no bigger than A4!

It's nearly Christmas! And to celebrate, we've got two whole pages of drawinz. Can't say we don't take care of ya!

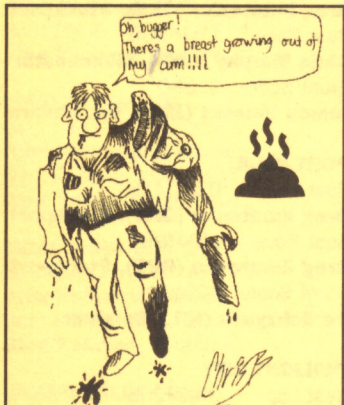
KEY	Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Some triffic cartoon strips this month. One features the Happy Devil sand CVG, and another features me and Ace, a friend I never knew I had but am glad I've now met. He seems a bit useless though. I mean, I keep havng to rescue him - and he can't stop howling.

drawinz
Wot you dun



④ Nice idea, badly executed. Too much white space - should've spent more time on it. And you didn't even include your name, yer big idiot!



④ What do you do with a breast on your arm, Christian Baker?

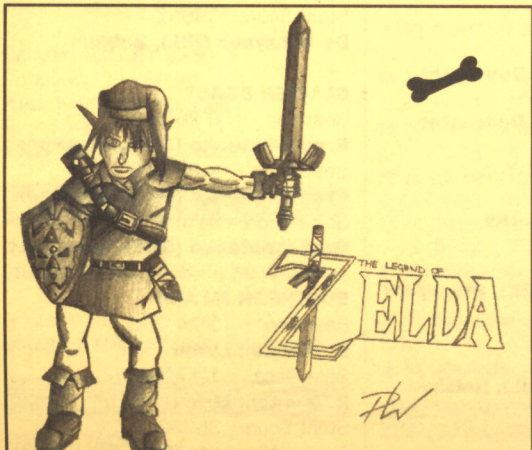


④ Sonic gets nasty, while his even nastier friend looks on. From Cassidy Hawkes.

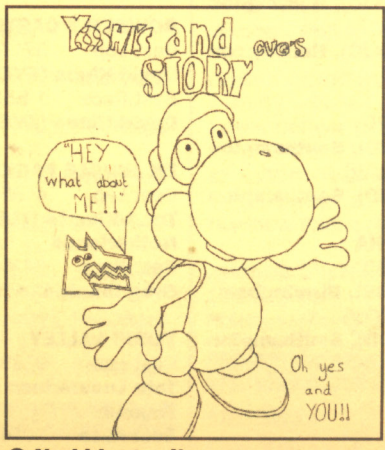


④ A superbly drawn comic strip by Paul Strauther. Well done. The story's not quite true, of course - I never, ever panic.

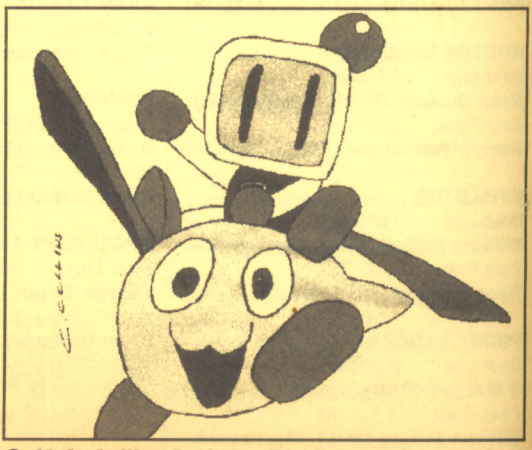
FREEPLAY



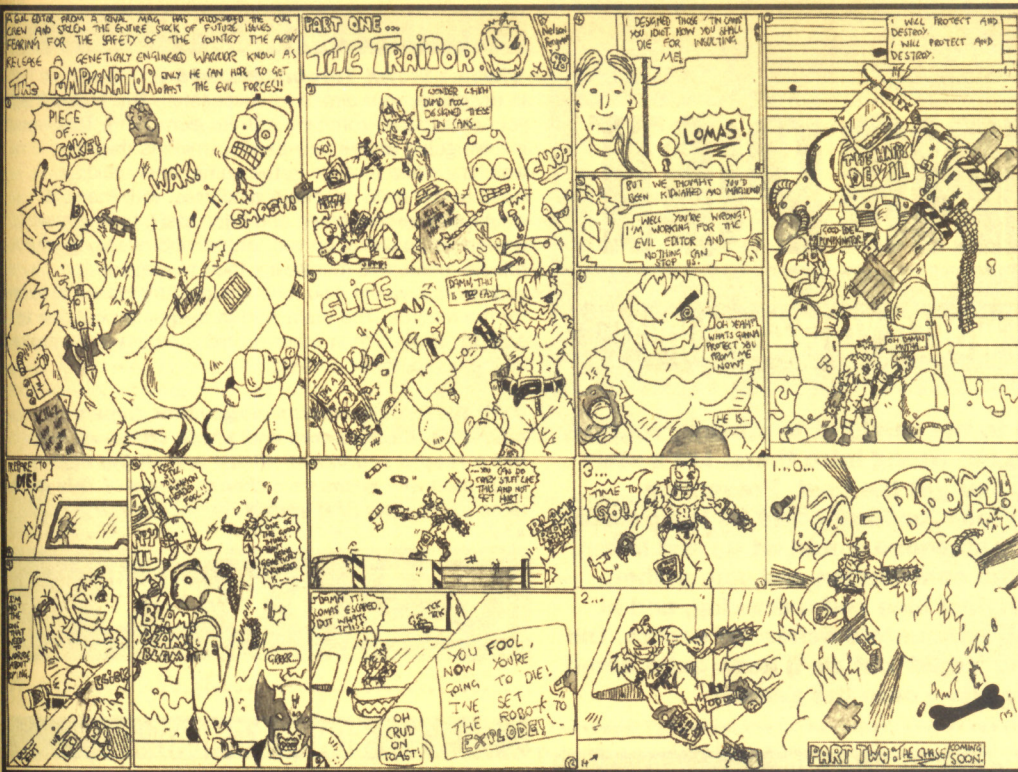
④ Top Zelda drawin' by Paul Wilkinson.



④ Yoshi larges it on my page. Thanks, Matthew Thompson.



④ Chris Collins features Bomberman in one of the cutest drawinz we've had in ages. Yeeuk!



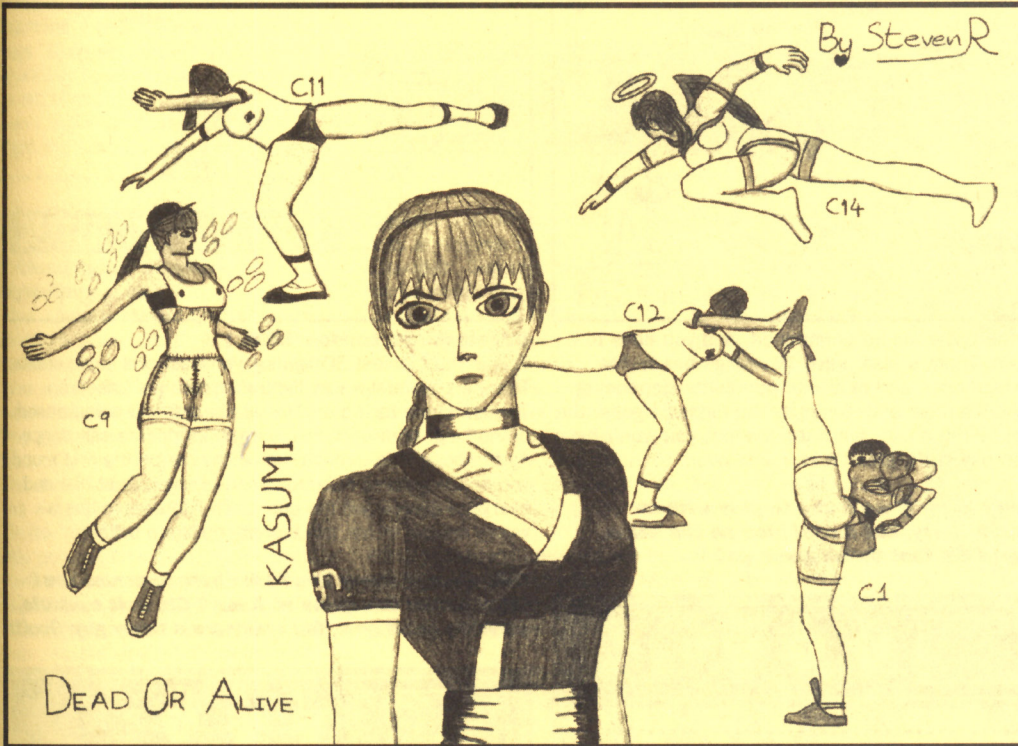
👉 Nelson Ferryman shows what life at CVG is really like. Can't wait for part two.



👉 Great drawin', Aron Munns. But what happened to Lara - she looks awful!



👉 This is one hell of a spooooky sight. Nice one, Carl Rice.



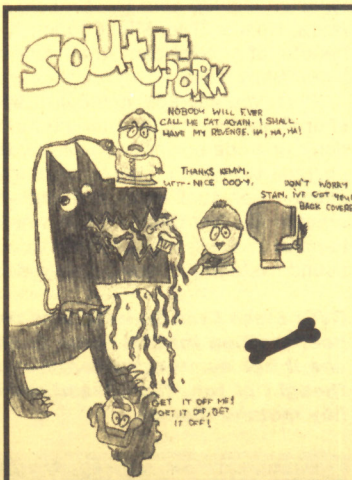
👉 Looks like you've been staring into Kasumi's eyes far too long. Get out more, Steven.



👉 I never went out with this girl, James S. I'll deny it to the grave.



👉 The evil lurking within Martin Dixon. A simple drawin' but very effective.



👉 Oh my God, I'm gonna kill Kenny! Don't try and stop me. Cheers, Martyn Samuels.



👉 Abe dies a horrible death in Scott Matthews's sketch.

Send 'em in to:

drawinZ
Not You Dun

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

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

drawinZ
Not You Dun

FREEPLAY

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

SIM RECORD

©Robert Brown, Trowbridge, 1998

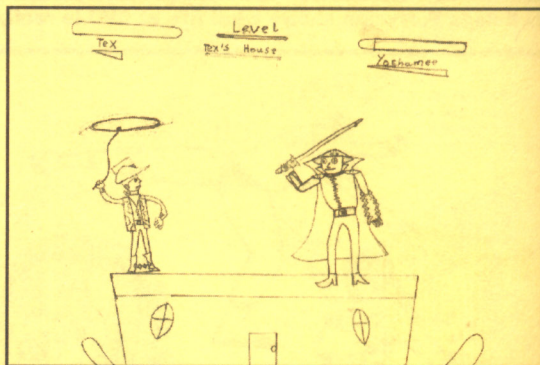
In my game, your aim is to successfully run and manage your own record company with its own name. This would involve going to see new bands, which is done by watching video footage in the game, and deciding whether or not to negotiate a contract with them. It would also involve hiring and firing staff, buying new equipment, building up your studio and releasing your band's music and monitoring their success in the charts. This would also mean helping to choose artwork for the records. The main goal in my game would be to earn more cash than other record companies, controlled by the computer or a friend.

CVG: We have football management games, hospitals, theme parks and whole cities, so why not a record company? Where are all the liggers, A&R men and promoters though Robert? This game is so unlike the real sordid record industry.

RATING



FUNNY KOMBAT



©Scott Harris, London, 1998

This is the funniest 3D fighting game anyone could create. There are several wacky fighters. Some are based on Tekken, some based on Mortal Kombat and some based on nothing. After each win, the winner does a silly dance. As the boss falls through the ceiling before the first round, you notice he's an enormous can of lager. Beat him and everyone goes down the pub. Each fighter also has a wacky special move, like blowing up like a balloon.

CVG: Funny? Funny how? Like here to amuse you? What makes this game so funny? Oh, wait a minute, yeah we get it now. You really are a funny guy, Scott!

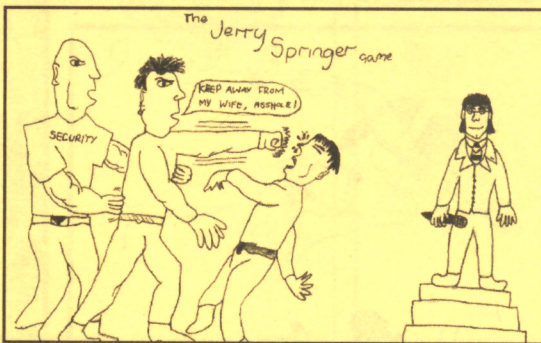
RATING



THE JERRY SPRINGER SHOW GAME

©Chris Waters, Perth, 1998, and Jerry Springer probably!

You must first build a studio for the show, designing a background, putting in the Jerry Springer logo and seats for the guests and audience. You must then hire staff, cameramen, producers, directors and, of course, security guards. The staff would have different skill levels from one to five stars. A one star security guard would be a skinny, wimpy looking guy, but would be cheap. Once you've hired all the staff you must pick a topic for what the show is about. There are over 500 different topics ranging from "Honey, I'm really a transsexual!" to "I've been cheating on you!" The bigger and more violent the show is, the more people will tune in. Once you've selected everything, it's time to start the show. It would start off like the real thing, the audience standing, shouting "Jerry, Jerry". Then the man himself would appear and introduce the show. While the guests are talking, the producers have to bleep out all the swearing. If there's a fight and you haven't hired enough



security the show will be abandoned, and you have to start again. There's also a live TV ratings bar on the screen which rises and falls with popularity, depending on the show's topic and violence. The higher it goes, the more money you make, but if it goes low, you won't have enough to pay staff, and it'll be game over.

CVG: Don't know if we'd like to play with an 'interactive' Jerry, but a cool idea all the same. Now where did that Oprah game go?

RATING



BOY RACER

©John Radcliffe & Anthony Weir, Isle of Man, 1998

Besides having the usual race game aspects, such as course times and speed records, your race is judged on points awarded by a unique style system which are employed by "real life" boy racers - you know, the woolly hat wearing, elbow out the window, bad techno loving, handbrake turning, Regal smoking, primary school drop-outs. Boy Racer's style points are given for hand-brake-turning over the finish line, quickly stopping to cram as many mates into your dangerously undersized car, wolf-whistling at sexy women and honking the horn, breaking speed limits wherever possible, running red lights and wheelspinning.

The game is set specifically in Great Britain, two courses in

England, Ireland, Scotland, Wales and the Isle of Man. Vehicles include Ford Fiesta, Ford Escort, Vauxhall Astra, Honda Civic, Mini Cooper, Austin Metro and a handful of special cars when your parents are away, like a BMW 750.

Plus, you upgrade your car at special boy racer shops, but these upgrades are rather different. You don't upgrade engines, braking or handling - you upgrade tyre width, spot/strobe lights, and the car's interior. Gearstick knob, steering wheel grip, dashboard ornaments, foot pedal covers, wheel alloys, and perhaps best of all, a boy racer's true treasure - the sound system - all can be upgraded.

CVG: Since Gran Turismo was released, we've been waiting for this game to show up. Nice to see it has some extra features we'd never have thought of too. You missed some of the classic boy motahs though.

RATING



THE GOOD, THE BAD AND THE UGLY

More magical Melting Pot moments, in tasty bite-sized portions.

Kill the Barbie from Ross Weszka is set in a toy store where Barbies have come alive, and you play as other figures, trying to kill them. Number One comes from Alexander Green and is similar to Sim Record above, except here you play as the band, not the manager, making records and notching up gold and platinum discs. Next is Theme Village by Colin Moore, where you must plan and build a town, but at different points in history. Each time, change brings different challenges. Another theme game, this one is Theme Con Artist by Matthew Latham, it's a bit like GTA, but instead of changing cars, you change identities to get ahead in the world. Phil T Dawson sent in Supermarket Manager 98/99, a game where you run a supermarket and try to make a profit. It's not as simple as it sounds though, because clumsy customers, lost children and rats

LET'S NUKEM - A TIME TO KILL DiCAPRIO

©Ed Sheffield, or maybe Ed, Sheffield, 1998
 The object of this male-oriented game is to battle your way through the sets of Leonardo DiCaprio's poor films, *Titanic*, *The Basketball Diaries* etc. Along the way, you collect various weapons, such as knives, spears, chainsaws, razors, and at the end of the game, you fight the fop-haired one himself. But you don't kill him, you take him home, chain him up and with the aforementioned weapons, you inflict pain, dismember and chop up the object of every teenage girl's desire.

The longer you torture him without killing him, the more points you get. Fantastic! Also, there is a film edit suite where you ruin all his important scenes with swearing and abuse. And girls, I'm not jealous!

CVG: What have you got against Leonardo? He never did anything to you, apart from having those beautiful eyes, lovely hair and that adorable smile. He's broken the hearts of every female on the planet, which makes him a bit like Ed Lomas.



PREMIER PASSIONS

©Glen Stefani, Portsmouth, 1998
 Kind of based on that TV show, where Peter Reid of Sunderland swore a lot, and got relegated into the first division. This is a management game, with all the usual transfers and other dealings. The major difference is the way you can influence matches, which are viewed from the touchline dugout. You watch the whole game, not just highlights. You would need some sort of microphone input, like the device designed for the N64 DD, as you must shout at players to make them perform, making tactical changes, telling them to move their arses, and so on. I think this would be brilliant!

CVG: What happens when you really start to swear? What happens Glen, tell us?



DUELLERS DESTINY

©P. Price, Wigan, 1998
 Have you ever noticed how, in beat-'em-up games, a kick to the head takes off the same energy amount as a kick to the foot, and even when you're half dead, the fighting isn't affected. That's why I've thought of a different kind of beat-'em-up. The first main difference is how the energy works. I've dropped the energy bar idea and replaced it with a figure. The figure is divided into sections - head, arms, body and legs. Each section starts blue and gradually turns red as each section is hit. When it does turn red you can't use it anymore. At the end of a fight the time left in seconds, is the

amount of medical packs you get to use for the next fight. The stages won't just be squares and rings. They would be more open, allowing you to run, climb up a level (e.g. onto scaffolding), and push objects onto enemies. Jumping down from objects can injure your legs. The game will also allow you to design a fighter.

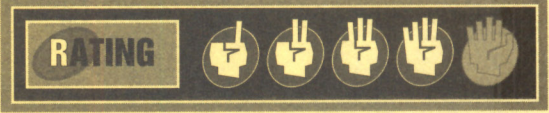
CVG: Your points are good P, but we've seen most of them to a certain extent already, and there must be a reason why games designers haven't included more realistic damage before. Maybe it affects the gameplay?



CHANGING ROOMS

©Daphne Montague, Staines, 1998
 Changing Rooms is a puzzle game like *Tetris*, except the "bricks" you are trying to make lines with, aren't simple shapes, they're household objects like beds, tables and frying pans. As they drop down the screen, you must change the room, by selecting a colour from a palette at the side, and clicking on an object. So when all objects settle at the bottom of the screen, they are in a different place, and they are a different colour. There is also a two-player game, where you must re-arrange a room, from a jumbled-up mess. This is like a sliding puzzle, and you must change the room before the timer reaches zero.

CVG: Nice idea Daphne. This could work.

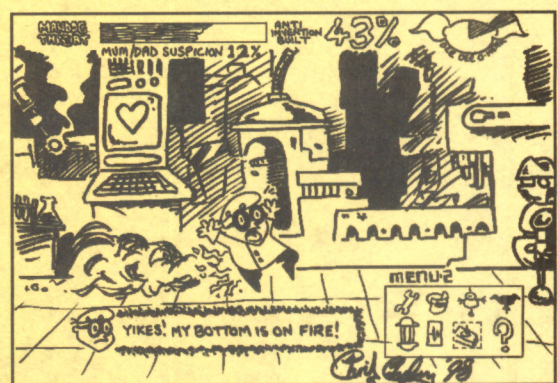
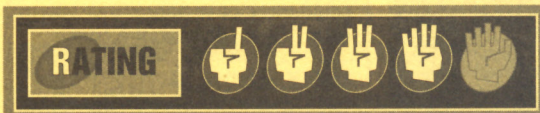


DEXTER'S LABORATORY

©Christopher Caudery, Aylesbury, 1998
 This game is based on the Cartoon Network show *Dexter's Laboratory*. It would take the form of adventure and puzzle solving. If you haven't seen the show - Dexter is a small boy genius who keeps a giant secret lab hidden in his bedroom. His annoying sister Dee Dee ruins his experiments. For the game Dexter's rival - Mandog, another boy genius, has built "The Ultimate Invention™" to destroy Dexter's lab. Dexter must build an anti-invention invention before Mandog can use his device. To build his machine, Dexter will have to complete tasks, like puzzle solving or playing subgames to get materials etc. He can get advice from his computer when stuck. For example,

to make fuel for his device, Dexter has to mix chemicals in a given order, in a set time, before the mixture explodes. The chemicals come from stacked storage tanks which Dexter must run between. Questioning the computer, Dexter is directed to seek Dee Dee, she is chewing gum and while stretching it, she whips it across the room to reach the TV remote. Inspired, you steal her gum, and use your combiner machine to bond with it. In your new pink stretchy form you can reach the chemicals needed, easily within the time limit. Remember, keep your lab secret from Mum and Dad, and build decoy robots for Dee Dee to break, to keep her from ruining your experiment.

CVG: Dexter's Laboratory could make a brilliant game, and Christopher's idea, is the direction we'd like it to go. A bit like the old Spy vs Spy games. Whatever happened to them?



SPICE GIRLS REVENGE

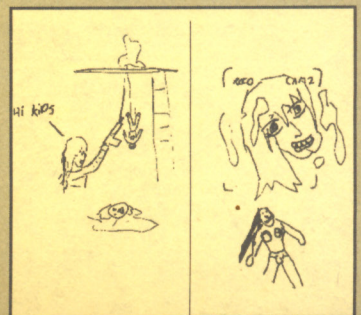
This game is to make up for how crap your world is. It's a low budget beat-'em-up where you and three other girls of the Spice Girls are playing during the game you can collect various weapons such as: Peppermint, Lipstick, Hairbrush, and more! You can also collect the Spice Girls' names and use them to attack the bad guys. The game is set in the Spice Girls' world. You can also collect the Spice Girls' names and use them to attack the bad guys. The game is set in the Spice Girls' world.

By Roger Cooper, manager from...
 www...
 www...

will all hamper your progress. Meanwhile, **Cash, Cheque or Credit Card** by Wayne Martin sees you running a corner shop, not only to make a profit, but also to import and sell illegal fire-works, and defend your stock from shoplifters. If that doesn't grab you, how about **Sim Computer Game** by Neil Chester, another management game, but this time you're supervising the construction of a game, and have to hire the relevant staff, and buy them the equipment they need. **The Spice Girls** are back, thanks to **Roger Cooper** (Mangler Man) and his game **Spice Girls Revenge**, a beat-'em-up where girl power fights back against all the people that have said bad things

about them. **Craig Meeke** would like to see a game based on the **Tour De France**. **Chris Burns** has a novel idea for a game called **Premier Manager '99**, when you turn the box over it becomes **Premier Manager '66**, so you can play in the present and the past. **Andrew Harrison** suggests **Refereeing League**, where you play a referee in the third division, and have to do your job right, or face the boot. By watching replays you learn whether your decisions were right or not, and like a club you can be promoted or relegated. We lost the last page of **Blood Bath**, so we can't tell you who it's from, but can tell you it's a beat-'em-up, starring all the horror movie bad guys. Finally,

and our favourite this month, comes **Pat Sharp's Mind-Blowing Sexual Fun House**, from the pen of **(Mrs) Tomas Jacob!** The less said about the content the better!



Pat Sharp's MBSFH - it could be the best show on TV, honest!

WELLINGTON VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

FREEPLAY



CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

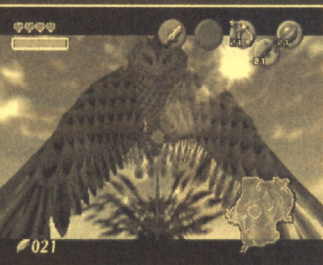
It's been a while since CVG World last went online. We didn't think you liked it, but then we had a load of letters and e-mails asking for it to come back, so here it is - in all it's glory.

ZELDA: A LINK TO THE NET

With the imminent arrival of Nintendo's newest epic, fans of the *Zelda* series may want to check out one of the best *Zelda* sites on the web, at *Zelda Headquarters*. It contains walk-throughs for all the previous games, with screenshots and

maps for every level of every dungeon of every world.

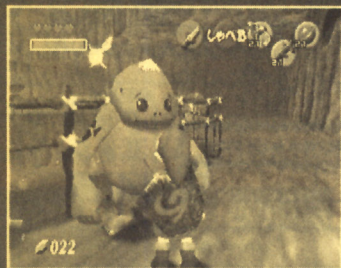
It also has background info on the major characters and even a general *Zelda* page which has stuff like Homer Simpson dressed up in Link's classic get-up. And those wanting more info on the fifth game in the series should head here too. As well as every screenshot



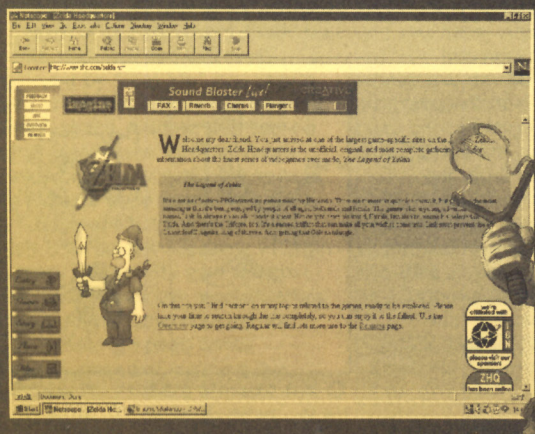
↑ The Owl plays a prominent part in most *Zelda* games.

that has ever been released being archived here, there is also a full report on the *Zelda Summit* which CVG attended. This report is so detailed that the webmaster even talks about the quality of the hotel he stayed in and the restaurant he ate at! It's a *Zelda* fan's heaven and is well worth a look, even if you're just getting to know Link and the land of Hyrule. Awesome.

<http://www.zhq.com>



↑ *Zelda HQ* already has masses of coverage on the latest version.



← You even get MIDI files of *Zelda* game tunes playing as you surf! Cool!



CASTING THE NET

With the Dreamcast launch in Japan only days away, the internet is buzzing with excitement. But you need to know which sites are the ones that sift out the quality stories from the rubbish. Here are five of the biggest Dreamcast sites and what we think of them.

SEGA OTAKU

First impressions can be deceptive. Although this page looks a bit plain compared to some of the other locations around at the moment, it's still a good starting point for Dreamcast news. It's updated almost every day which means you'll always be on the ball and has a good range of stories as well as a very useful release list.

<http://www.sega-otaku.com>

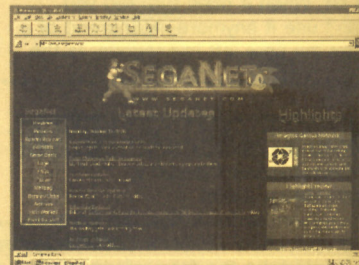


↑ Plainly a good place to start.

SEGA NET

One of the best unofficial Sega sites around. It's colourful and easy on the eye, and is comprehensive. The downloadable screenshots are of excellent quality, and are continually updated as new stuff becomes available. There's a reader forum and mailbag section and a full archive of stories since its creation in October '97.

<http://www.seganet.com>



↑ The best Sega site - unofficial!

DREAMCAST EXTREME

The first thing you notice about this website is that it doesn't seem to be updated as often as the others. But when it is updated, it's with pretty reliable information. There is loads of stuff on *Sonic Adventure* (but most sites will have that by now) and some movies of other titles in development. Good, but could be a lot better.

<http://www.dc-extreme.com>



↑ An extremely reliable website.

DIMENSION S

It's a very good-looking site, with everything instantly recognisable and clearly labelled sections but all in all, it's a bit of a dull site. There is a lot to interact with on the site, like forums and such like. But we found the site as a whole disappointing. The updates aren't as comprehensive as other sites, and seem to have more Saturn info!

<http://www.dimensions.com>



↑ Good looking and interactive.

GAME-ONLINE'S DREAMCAST SITE

Our own flesh and blood, Game-Online have gone and launched a spin-off site dedicated to Dreamcast news in the UK. With excellent contacts in the UK and Japan, the news is always current and topical. It's not as flashy as some other sites, but search and you will find good info.

<http://www.dreamcast.co.uk>



↑ Dedicated to Dreamcast.

OFFICIALLY WE'RE REVEALING NOTHING

It's fair to say that official games sites are not normally anything to shout about, usually because of corporate constraints. Official press releases and some tips three months after the game's release is about the long and

short of it. But this is changing. As companies become more and more aware of the benefits of the internet, their websites improve as a result. Here we have a selection of Official sites from around the globe.

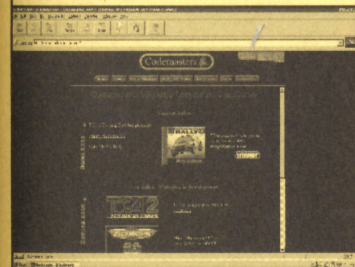


PLAYSTATION EUROPE

You need all the latest plug-ins to get it to run properly, but once you have those, you have a very entertaining site on your hands. Create the montage of yourself to register in the site (this is bizarre enough in itself) and have a surf around everything that is PlayStation, including latest releases and sponsored events.
<http://www.playstation-europe.com>

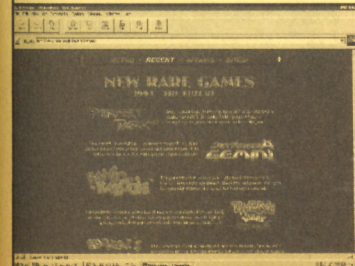
CODEMASTERS

Codemasters are on something of a roll at the moment after the success of titles like *Colin McRae Rally*, and the upcoming *TOCA 2*, *Music* and *Brian Lara Cricket*. And on their website, you can find out everything you need to know about these titles. The *Music* pages will even let you download demo tunes by Cold Storage.
<http://www.codemasters.com>



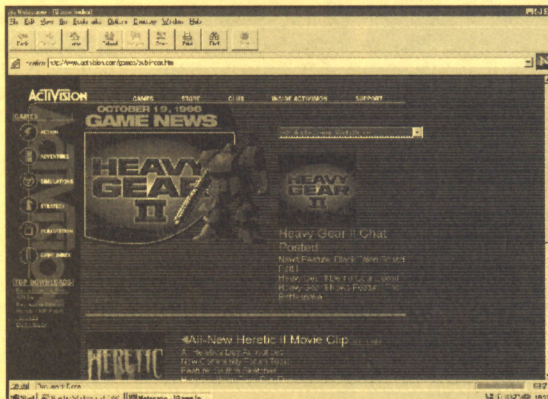
RARE

With *Goldeneye* now regarded as one of the finest games around, the buzz surrounding this developer's "follow-up", *Perfect Dark*, is rising very fast indeed. So where better to find the info than Rare's own website? They also have loads of info and screenshots of their other big release *Jet Force Gemini*. Expect the N64 *Donkey Kong* to appear soon as well!
<http://www.rare.co.uk>



EIDOS

As well as holding all the info about Eidos' latest line up including *Daikatana* and *Tomb Raider 3*, it also houses the official Lara Croft website for all those interested. As well as the usual bits and bobs, like desktop images and a complete biography, there's also a dedicated section to the upcoming movie, which will reveal who has the lead role!
<http://www.eidos.co.uk>



ACTIVISION

They have some of the biggest licences around, and the website isn't afraid to flaunt them! Have a look at an awesome new *Heretic 2* AVI file and some cool new *Sin* editors and movies. *Quake 3* news will be appearing soon, and *Star Wars* fans could soon see the definitive guide on PC by Lucasarts! Cool.
<http://www.activision.com>

GAME-ONLINE GOODIES

Game-Online's exclusive coverage of the recent Tokyo Game Show resulted in record-breaking traffic to the site. The Dreamcast coverage and PlayStation 2 scoops were pretty hot as well.

We've just started our "99 Big Ones" feature, which will run until the new year, bringing you our big games and predictions for 1999. Each week until the end of the year we'll be unmasking and eliminating the games you'll be clamouring for over the next twelve months - and as well as the obvious choices you may well see some surprises.

To coincide with the Japanese Dreamcast launch, we are creating a whole new site; www.dreamcast.co.uk, which will concentrate solely on the new format. We're doing a special "Should I buy import?" feature and watching out for signs of the next move from Sony.

We're also setting up a new server that will handle a much greater capacity and finally allow our forums to come back online.
<http://www.game-online.com>

By Gus Swan and Stephen Fulljames

THE LISTINGS

computer
and
video
games

Don't waste time poking around search engines. Here we have a list of the best sites for all aspects of internet video gaming.

CHEAT PAGES

Game-Online - our very own site, has a huge database for you wade through.
<http://www.game-online.com/cfdocs/site/tips/tips.htm>

2 Way Cheat Codes - PC cheats page.
<http://www.geocities.com/TimesSquare/9448/>

Gamefan Online - Enter the game you want in their database and hey presto!
<http://www.gamefan.com/gmx/showgames.asp>

GameFAQ's - Loads of walkthroughs for the latest and classic games.
<http://www.gamefaqs.com/>

Gamespot - more PC cheats.
<http://www.gamespot.com/hints.html>

Game Guides - a spin off of Gamespot, but covers all consoles.
<http://www.gameguides.com/>

N64 cheats - a huge cheat site.
<http://ign64.ign.com/codes.html>

GameSages - possibly the greatest cheat site around.
<http://sages.ign.com/>

MULTIPLAYER SERVERS

mplayer - possible the biggest collection of servers anywhere.
<http://www.mplayer.com/home.phtml>

Game Spy - get this and search for all servers.
<http://www.gamespy.com/>

Quake World Central - loads of Quake... need we say more.
<http://qwcentral.stomped.com/>

Blue's News - everything the discerning corridor game fan could want.
<http://www.bluesnews.com>

id Software - the official site of the corridor game masters is ultra cool.
<http://www.idsoftware.com>

Planet Quake - more proof that Quake is possibly the greatest game ever.
<http://www.planetquake.com>

CVG'S BEST NON-GAME WEBSITES

Surprising as it may seem, we do actually think about stuff other than games occasionally. And here are our most visited sites.

Dark Horizons - awesome movie and film rumours page.
<http://www.darkhorizons.com>

Sound America - Thousands of wav files available for download.
<http://www.soundamerica.com>

The Babe Test - can you spot all fifteen women?
<http://babes.sci.kun.nl/>

breathe. - Only Ed looks a this one, but apparently it's a very good Pink Floyd site.
<http://steel-breeze.home.ml.org/breathe.htm>

Yahoo Football - all the latest football news, as it happens.
<http://www.yahoo.co.uk/headlines/sport/football.html>



CVG WORLD



FREEPLAY

1080°[®] TenEighty™

PLAYER'S GUIDE



Like all the best racing games, *1080°* rewards your dedication. Shaving seconds off your best times, and achieving top trick scores may seem like hard work, but it's worth it. We've spent a fair amount of time learning to love this game, so let us share with you some stuff we've discovered along the way.

1/ THE BEST BOARDERS

These are our picks for the best boarders (excluding the secret characters) in various categories.

BEST FREESTYLER

Akari can pull off the best tricks, but Ricky Winterborn is the man. He gets the biggest air, and can land a board better.

BEST BEGINNER

For the Match Races, it's best to start with Rob Haywood. He's the second fastest, but has a lot better balance than the other boarders, and jumps are a lot easier to land with him, rather than Dion.

BEST ALL-ROUNDER

A tie between Akari Hyami and Kensuke Kimachi. Kensuke is a little faster, but Akari can perform better tricks.

FASTEST BOARDER

Obviously, Dion Blaster on his default board.



1080°[®] TenEighty™
PLAYER'S GUIDE

2/ SHORTCUTS

Every track on *1080°* has some sort of shortcut, or quickest route to take down the mountain. The computer-controlled racers will often take this short route, to try and stay ahead of you, but there are some genuine shortcuts that you can always rely on to give you the edge.

CRYSTAL LAKE

This is the easiest shortcut to find in the game. After the big fall, look out for the hut on the right side of the course. Behind this is another, shorter route. You can also get a good jump off the house if you're trying to rack up a big trick score.

CRYSTAL PEAK

Another easy and visible shortcut is accessible as you exit the tunnel. But it can be difficult to get to if you don't approach it at the right angle. What you want to do is avoid the icy section by aiming for the right side of the junction. This cuts out a large section and some obstacles.

DEADLY FALLS

There are quite a few forks in the road on this course. Our advice is to take the left path both times. When you get to the frozen river it's easy to go straight ahead, but quicker if you turn right, and land the large jump. An easy way to land is to aim your board towards the deep snow before

dropping off. At the bottom section you can lose speed easily, and those two rocks are quite a pain, if you're having trouble with them use the deeper snow to the right of the trees, you'll keep a constant speed and it's easier to stay upright.

MOUNTAIN VILLAGE

There's a sneaky shortcut hidden behind one of the first turns of this course – it's behind a steep bank on the left. If you can't find it, hang back and watch where the computer boarder goes. You can also clear the entire mogul field by going through the hut for the biggest jump of the game. The best route at the bottom section is to turn right under the large green pipe, and left at the next building, using the deep snow and paths to get you to the bottom, avoiding the cars and barriers easily.

DRAGON CAVE

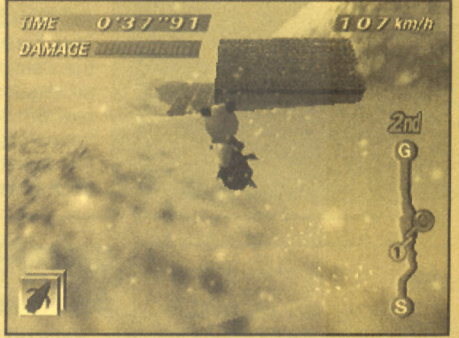
Instead of taking the slow route down the mountain, jump off the cliff near the start for the most death-defying moment. You need to leave the "safe" route between the two pink neon signs. If you ignore this and choose the normal method make sure you turn left at both forks to get to the cave shortcut. If you're going for a high trick score, take right, then left to jump through the cool ring of fire. At the bottom, go through the hut to shave seconds off your time, and aim for the deep snow when landing.

DEADLY FALL

There are no shortcuts as such on this tough course. A simple tip when racing against the crystal and metal boarders – follow their path down the slope. They take the shortest route through Deadly Falls. Just keep them in your sights until they foul up. If you're aiming for a high trick score you can jump nearly anywhere on this course, but be careful with those landings.

HALFPIPE – INVISIBLE RAMP

Do a sharp turn at the start of the halfpipe, aiming at the spot before the halfpipe starts. If you're in the correct position you'll move up a small invisible ramp, and you'll get much bigger air. You can now do lots of tricks before landing.



Ⓢ Panda and the Crystal Lake shortcut.

3/ THE BEST BOARDS

Apart from the secret Penguin board, there are only three boards you should be considering. However, the differences are minimal, and he default board is often the best choice for most jobs.

TAHOE 151

This board has good acceleration and response, and is a good choice for some of the tougher tracks.

SCOUT 156

Like the Tahoe 151, this board has good acceleration and response – there's not much difference between the two.

TAHOE 155

The best board in the game, good at nearly everything, and until you earn the Penguin board, it's the only one you're going to need.

4/ PANDA TRICKS

Check out Bobby Dazzler's Tips in CVG this month to find out how to access this secret character. He's got a couple of extra tricks up his sleeve that the other boarders can't attempt, so here they are.

PANDA TWEAK

When in the air, press R and move the stick in an anti-clockwise circle, then press R and left (do the opposite of this to do the tweak in the reverse direction). This trick is worth 300 points.

BACK FLIP

When in the air, press R and down. This produces a back flip worth a 100 points. You can also do this trick when close to the ground.

FRONT FLIP

When in the air, press R and up. This results in a front flip worth a 100 points. Like the back flip, you

can do this close to the ground.

ONE 1-FOOT

When in the air, press B and down. This results in the extremely cool one-foot trick, worth 400 points.



Ⓢ Endangered species rule!

FREEPLAY



We know a lot of you are mad about games, but the guys who produce these fanzines are more mad than most. And we should know – putting together a games mag is not something sane people should do. So it's a good job we're all certified. Anyway, respect goes out to all those who get involved and get things done – especially if what you're doing is games-related.

Station Nation

Price: Not stated
Availability: Write to Station Nation, Marvellous Publications Inc, 28 Roewood Lane Macclesfield, Cheshire, SK10 2PQ. E-mail sharp_b@hotmail.com

Content: A classy-looking PlayStation fanzine, containing previews of all the major forthcoming games, short reviews and star ratings of games currently in the shops, charts, and a look at peripherals – in this issue, dual shock joypads. Plus lots of well-taken screenshots. It's a shame it isn't in colour.



When I'm 64

Price: £1.50
Availability: Write to Gearoid Reidy, Rhode, Tullamore, Co Offaly, Ireland.

Content: Inaugural issue of this ironically-titled Nintendo 64 fanzine. The cover features the best-selling game *Banjo-Kazooie*, about which there is an extensive feature inside. It also has good write-ups about *Mystical Ninja Starring Goemon* and *Quake*. It also has a look back at the *Zelda* series. Obviously, these guys are serious.



Saturn Review

Price: £1.50
Availability: Write to Alistair Bloomer, 6 Tebbitt Close, Long Buckby, Northampton, NN6 7YL.

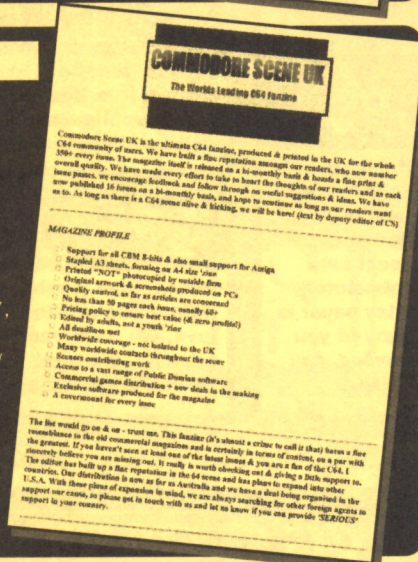
Content: Debut issue. Could this be timed to coincide with the demise of the console and our much-loved sister mag, *Sega Saturn*. Contains a good mix of previews and reviews, news and opinion, as well as a competition to win the legendary game *NIGHTS*. Has potential. Drop the price, improve the quality and it may become nationally popular.



Commodore Scene UK

Price: Not Stated
Availability: Write to Commodore Scene, 35 Nottingham Road, Nuthall, Nottingham NG16 1DN

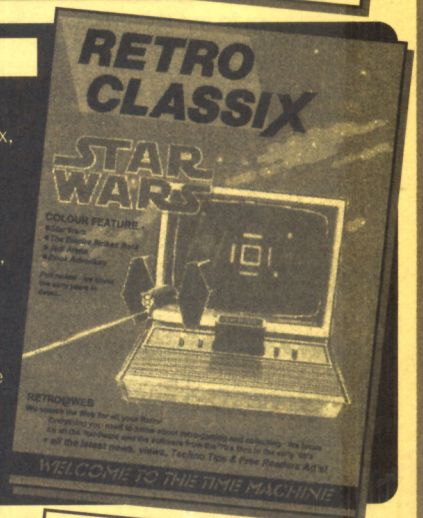
Content: Very little, unfortunately. Its slogan is "The World's Leading C64 Fanzine", and, in all probability, it's the world's *only* C64 fanzine (only joking). It's colourful and well produced, but it's only two-and-a-bit pages. Nevertheless, it does contain useful info, such as news of a forthcoming a disk-based publication for C64 fans.



Retro Classix

Price: £2.50
Availability: Write to Retro Classix, c/o G. Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB.

Content: Terrific colour special of the daddy of retro games fanzines, celebrating the *Star Wars* phenomenon. Full of great articles about games that were around when you were about the size of a joystick – completely useless to the outside world, but essential to retro freaks. Good subscription deal too.



Pulse Interactive

Price: "Only £1"
Availability: Write to Shaun Lewis, 54 Laburnum Road, Strood, Kent ME2 2JZ

Content: Lots of previews, reviews and charts, as you would expect from this multiformat games fanzine – all for "only £1", as it cheekily says on the cover. This has a great sense of fun, which is probably one of the main reasons for its success. *Pulse* has been going for a while and this is their 14th issue.



EGN Premier Nintendo Fanzine

Price: "Only £1"
Availability: EGN Yellow Submarine, Lansdown, Roman Road, Hereford, HR4 9QW.

Content: Another "funzine" with a bit of marketing noise, EGN contains lots of info to keep Nintendo die-hards happy. This particular issue, EGN's 12th, contains a major feature on *Yoshi's Story* and *Pocket Monsters*. Plus an original crossword, which could win you a tenner if completed.



FANTASTIC FANZINES!

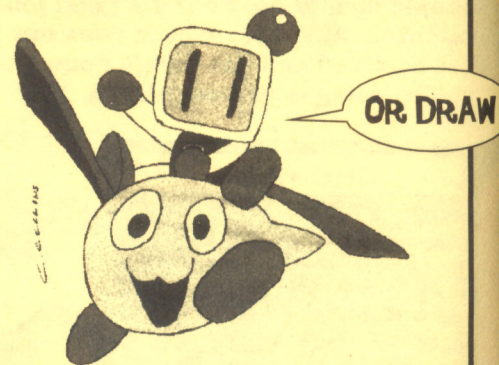
FREEPLAY

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE WE'LL ALL BE CAUGHT IN A PAPER STORM OF EPIC PROPORTIONS, AND WE MIGHT JUST LOSE TOUCH WITH YOU.

FREEPLAY

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



This is the end. It's over, finished, kaput! FreePlay is no more – for this month anyway. You have to wait at least four weeks for another one. It's a long time, we know. But it takes time to put your favourite games mag together – especially with all the stuff we have to cram inside it. But don't despair, Christmas and New Year might help pass the time until the next one. In the meantime, thanks for making FreePlay happen.

TIPS

The most spectacular meteor shower in history coincided with the release date of last month's CVG. This can only mean one thing – by the time this mag comes out, the world will herald the arrival of a new messiah. Could you be The One? Do you have the divine knowledge we humans call 'Tips'? If you do, please send in your details, along with some tips. Cheers.

HIGH SCORES

Join the elite band of gamers who keep this section going against all odds. Send in your best scores on your favourite games – with proof, maybe a picture – and be part of the hippest club anywhere. But make sure you have a very high score, or you'll find your effort being thrown straight in the bin.

DRAWINZ

If you think you have an artistic streak and want to use your time creatively, maybe you could draw a games-related picture for our highly respected art-gallery-within-a-mag, Drawinz Wot You Dun.

MOST WANTED

It's so easy to put this magazine together. And the reason is, millions and millions of you out there take the time to fill in the form below and send it in to us, letting us know what you want in the mag. This means our decisions are very well informed. Well, to be honest, we just pretend that we make decisions when the reality is that we are bound by what you write in the humble little space below.

BEST/WORST

Your responses to this bit suggest that if a load of you got together to talk about what you like and dislike about the mag, there'd be a riot. Some of you loved the recent Lara Croft cover, while others absolutely hated it. The yellow FreePlay paper is popular with some, but many of you say it's rubbish. Keep it coming, and we'll put the info to good use.

MELTING POT

Send in your best idea for a game, and we'll feature it in this section. If your idea is truly great, we'll pass it onto a developer who may visit you with loads of cash.

FREEPLAY FAN

Peace, man. Yeah... peace and love. That's right – this section's all about peace and love. We want you to share your love with us, man. We want you to tell us about your favourite games and things, man. Yeeeah...

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

THIS IS YOUR MAG, AND IT NEEDS YOUR CONTRIBUTIONS. BUT PLEASE CLEARLY WRITE ON YOUR ENVELOPE WHICH SECTION YOU'RE SENDING STUFF TO.



CVG'S BEST/WORST

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

PLEASE SPECIFY BEST OR WORST IN EACH CASE

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

YOUR CHANCE TO WRITE FOR CVG!

FREEPLAY