

FREEPLAY

SONY'S TROUBLE WITH ADS

You might think that Nintendo's TV ad for *Zelda* was a bit sexist - 'Willst thou get the girl... or play like one?' But, despite serious ranting by girl gamers in our letters pages, Nintendo managed to get away with it - almost certainly because *Zelda* was such an awesome game. Sony, meanwhile, haven't been so lucky.

Sony are currently in trouble with the advertising authorities over last year's *Tekken 3* billboard poster (see pic).

We thought it was funny - anyway, it wasn't blatant. There was no blood or anything, and at least the image was relevant to the game - not like ads showing semi-naked women who have little or nothing to do with the game they're advertising.

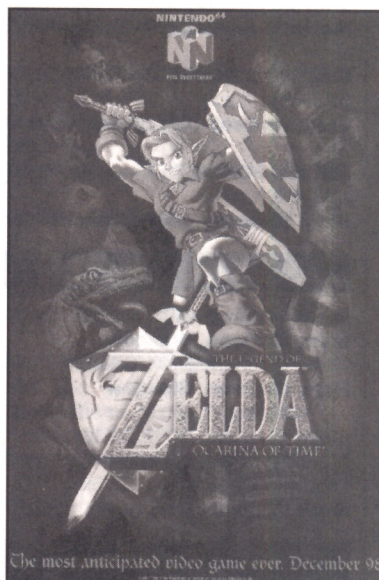
But people who complained about the *Tekken 3* ad said it was "distasteful and indecent because it used very realistic and shocking, violent images".

Sony said the poster was meant to show "a surreal situation by positioning the body parts in the manner reminiscent of a cartoon catastrophe".

But the Advertising Standards Authority (ASA) thought the poster was "macabre" and was likely to cause offence. They asked Sony to withdraw the ad, and imposed "Poster Pre-Vetting" on them - now Sony will have to show posters to the authorities before showing them to the world.

The ASA also asked Sony to withdraw a promotional letter that was supposed to be all about games, but was presented as if it were a private and confidential medical report.

Sony said the letter was only sent to PlayStation owners over the age of 15, and that it included the words "This is not a genuine medical communication",

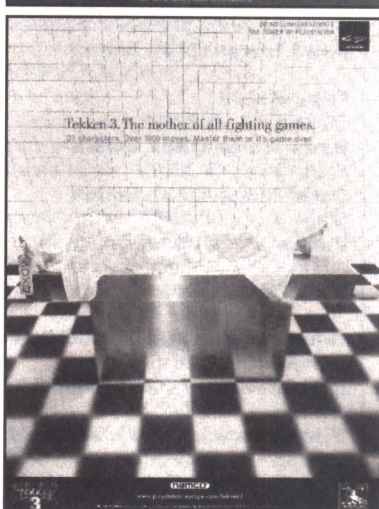


⌚ Clockwise from above: *Bloody Roar* - a driving game, but who's she? *Zelda* - great game, but a naff comment about girl players. *Tekken 3* - possibly less offensive, more relevant and more humorous than many other games ads.

as well as PlayStation identification.

Nevertheless, the ASA wasn't happy and demanded an apology. Sony was also ordered to listen to their own solicitors' advice in future - the solicitors had advised against using some of the medical-type words in the mailshot.

What do you think of the two ads we're talking about - or any other games ad for that matter? Do they offend you? Do they even influence you? Write in to let us know.



READERS' MOST WANTED CHART

'You can't keep a good machine down', as they say. And Dreamcast isn't just a good machine, it's the best machine in history. But maybe Sony will have something to say about that - watch this space.

1	DREAMCAST	SEGA
2	SONIC ADVENTURE	DREAMCAST
3	RESIDENT EVIL 3	PLAYSTATION
4	PLAYSTATION 2	SONY
5	VF3tb	DREAMCAST
6	METAL GEAR SOLID	PLAYSTATION
7	FINAL FANTASY VIII	PLAYSTATION
8	SEGA RALLY 2	DREAMCAST
9	GRAN TURISMO 2	PLAYSTATION
10	PEN PEN TRIJELON	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

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RED-HOT RUMOURS! WEAR SHADES WHEN READING.

- There's a new *Strike* game planned for N64, along with a version of *Road Rash* from EA. No specific name for the *Strike* game yet, sorry.

- Capcom's new *Strider 2* for the arcade could be running on PlayStation hardware - not NAOMI as reported just about everywhere!

- *Street Fighter Zero 3* on Dreamcast will feature an internet

mode, allowing players to fight over the internet.

- There's hope that Dreamcast will be upgradeable, just like a PC, so users who bought the original can upgrade to DVD. This is similar to how Saturn could turn Video CDs with an inexpensive add-on.

- Expect to see a microphone, camera, and hard drive for Dreamcast this year.

- *Pokémon Pinball* will be the first game to use a rumble pak on Game Boy Color. There will be 150 monsters to release in the game!

- Nintendo 2000 will be previewed at Space World. It's gonna be available to buy before Christmas 2000.

- *Castlevania* will be the biggest game on Dreamcast at E3 this year. We already know that the producer of *Castlevania IV* is working on it.

FREEPLAY HIGH SCORES



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



We know you all 'have a go' at games, but can you really play games? There is a way of proving your skills, you know - sending your bestest of the best, highest of the high, wickedest of the wicked scores for the latest hot games to FreePlay's High Scores section. Getting your name in glorious black and white is the ultimate in cool, and will earn you the respect of the gaming world for life. Let's get it on!

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)

RECORDS		FACE:
CHARACTER	TIME	NAME
YOSHIMITSU	01'00"23	MAZ
JIN	03'18"96	MAZ
XI'AOYU	50'00"00	XIA
RINA	52'00"00	NIR
LAW	53'00"00	LAI
HWOARANG	54'00"00	HWC
EDDY	55'00"00	EDI

➔ Only the picture manages to convince of Martin's score.

TIME ATTACK

1'00"23 (Yoshimitsu)
Martin Marshall, (MAZ), Cardiff

SURVIVAL MODE

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

TEKKEN FORCE

193980 (Law)
Sajid Varachia (SAJ), Manchester

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

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68

Seppo Lunki (SML), Finland

MEDIUM

Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD

Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Goeff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

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)

HALF PIPE

Best Score 81497
Shannon Matthews (ANA), Sydney, Australia

AIR MAKE

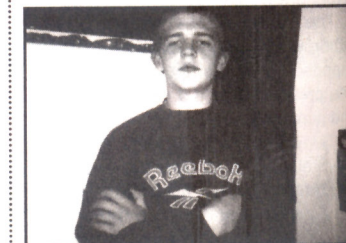
Best Score 21850
Shannon Matthews (ANA), Sydney, Australia

CRYSTAL LAKE

Best Time 1'03"42
Joe Orchard (DAM), Hereford
Best Score 66623
Matthew Orlinski, (MAT), Gwynedd

CRYSTAL PEAK

Best Time 1'28"20
Matthew Orlinski, (MAT), Gwynedd
Best Score 52722
Jamil Elkorch (JIM), Harrow



➔ An alien with superior gaming ability, disguised as Andy Tibble.

GOLDEN FOREST

Best Time 1'22"40
Andy Tibble, (APT), Taunton
Best Score 37955
Jamil Elkorch (JIM), Harrow

MOUNTAIN VILLAGE

Best Time 1'33"15
Andy Tibble, (APT), Taunton
Best Score 36512
Shannon Matthews (ANA), Sydney, Australia

DRAGON CAVE

Best Time 1'28"48

Andy Tibble, (APT), Taunton
Best Score 29541
Michael Jamieson, (MDJ),
Ayrshire

DEADLY FALL

Best Time 1'09"00
Andy Tibble, (APT), Taunton
Best Score 42272
Matthew Orlinski, (MAT),
Gwynedd



Matthew's 'Deadly' obsession rewards him with a top score.

CONTEST SCORE

143039
Jamil Elkorchy (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

FOSSIL CANYON

Best Lap 20"05
Peter Veal, Bury St Edmunds
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

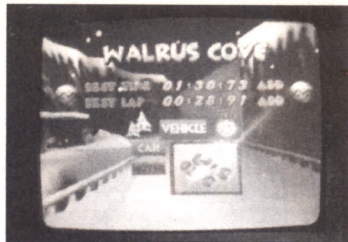
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

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



Adam Charlton's ready to take on all-comers at Diddy Kong.

WALRUS COVE

Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'30"73
Adam Charlton, (ADD), Charlton

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 34"81
Adam Charlton (AJC), Huntingdon
Best Race 1'46"41
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

COOL BOARDERS 3 (PLAYSTATION)

HALF PIPE

Powder Hill 91,520
Deren Osman, Leyton
Devil's Butt 32,808
Deren Osman, Leyton

Mount Koji 82,613
Deren Osman, Leyton
Alps 76,009
Deren Osman, Leyton
Everest 110,889
Deren Osman, Leyton

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY

Best Lap 25"91
David Hines, (EYE), Doncaster
Best Race 1'21"48
David Hines, (EYE), Doncaster

MOO MOO FARM

Best Lap 24"67
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"80
David Hines (EYE), Doncaster

KALIMARI DESERT

Best Lap 33"67
David Hines (EYE), Doncaster
Best Race 1'47"46
David Hines (EYE), Doncaster

TOAD'S TURNPIKE

Best Lap 29"61
David Hines (EYE), Doncaster
Best Race 1'34"67
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 1'13"96
David Hines (EYE), Doncaster

MARIO RACEWAY

Best Lap 16"23
Paul Svensson (AAH), Sweden
Best Race 53"86
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"49
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), Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK

Best Lap 35"12
The Ultimate (TUL), The
Netherlands
Best Race 1'47"07
David Hines (EYE), Doncaster

RAINBOW ROAD

Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'49"76
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

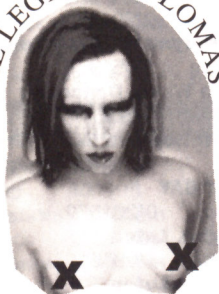
SOUTHERN ISLAND

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

TIPS

TIPS

THE LEGEND OF LOMAS



Recent discoveries on the surface of Mars prove that an intelligent tips-using civilisation was once in place there. They left a legacy of top-quality cheats encoded into the dimensions of their cyclopean architecture for Earth's gamers to find. If you spot any cool tips on other planets, please send them in to CVG. Posh!

PLAYSTATION



Do almost anything you want with these lovely *Akuji* cheats.

AKUJI THE HEARTLESS

To access the debug mode, pause the game and hold R2 then press **Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right**.

For invincibility, pause the game, hold R2 then press **Right, Right, Left, Triangle, X, Up, Circle, Left**.

For infinite spirit spells, pause the game, hold R2 and press **Left, Triangle, Left, Left, Circle, Left, Triangle, Right, Circle, Up, Up, Down**.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

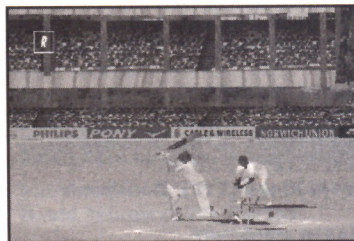
TIPS



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 X2 cheats, thank you.

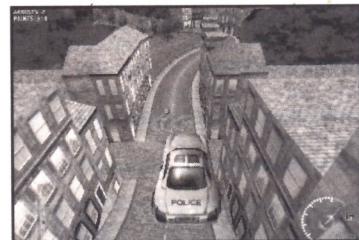
TIPS.CVG@ECM.EMAP.COM



Darren Gittings' cheat beats putting dirt in your pocket.

BRIAN LARA CRICKET

Darren Gittings from Harrow has figured out a sneaky little tactic you can use to win unfairly if you so desire. Save the game during a match with a fast bowler about to bowl the next over, then load the game up from the main menu and bowl straight away. The batsman should still be marking his crease, and should therefore be no trouble at all to get out.



Rent out *Test Drive 5* for a night and check out the cheats.

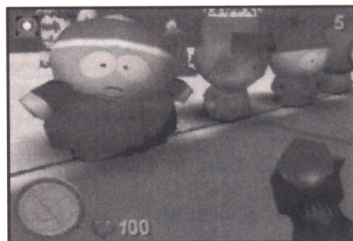
TEST DRIVE 5

To use these cheats, win a drag race and enter one of these codes as you name:

RONE Access all cars
MTHREE Access all tracks
NTHREE Access all reverse tracks

NOLIFE Access three hidden crazy cars
VRSIX SPURT Access extra game modes
Access super arcade mode
AUXYRAY Access bonus music video (choose the "Fear Factory Video" option on the main menu)

NINTENDO 64



The 'all characters' cheat saves you from playing the game.

SOUTH PARK

These cheat passwords will give you lots of groovy goodies.

OMGTKKYB

Unlock all characters in multiplayer mode (Oh My God They Killed Kenny... etc)

ASSMAN

Invincibility

THEEARTHMOVED

Level Select

FATKNACKER

All weapons

FATTERKNACKER

Infinite Ammo

MEGANOOGIN

Big Head Mode

PLANEARIUM

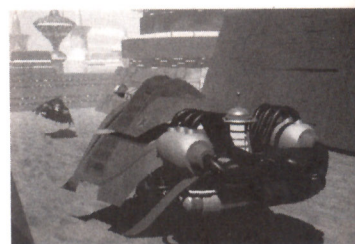
Pen and Ink Mode

SCREWYOUGUYS

View Credits

Or you can just use the password **BOBBYBIRD** to get all the cheats at once.

PC CD-ROM



Some fanrific cheats which allow you to create worlds!

ALPHA CENTAURI

While playing, press **Ctrl+K** and you'll be able to try out these extra Map and Scenario Editor commands:

Y Reveal Map
Shift+F1 Create Unit
Shift+F2 Tech Discovery
Shift+F3 Switch sides/set view
Shift+F4 Change/set energy credits
Shift+F5 Change Year
Shift+F6 Kill Opponent
Shift+F7 View Replay
Shift+F8 View Movies
Shift+F9 Edit Faction Diplomacy

You can also view the cheat modes by going to the Menu option and selecting Scenario.



Turn your city from Newbury into New York with no hassle.

SIM CITY 3000

To turn the cheat mode on, press **Ctrl+Shift+Alt+C**, then try out some of the following codes:

FREE GIFTS

Type "pay tribute to your king" and press Enter

FREE BUILDING

Type "i am weak" and press Enter. All buildings, zones, utilities, transport and so on should be free.

ARCADE

GAUNTLET LEGENDS

To play as Pojo the chicken, enter your name as **EGG** and your password as **911**.

To use hidden versions of each character, build yourself up to Level 10 and next time you play, hold **Turbo** as you select your character. The Warrior becomes Minotaur, Wizard becomes Jackal, Archer becomes Tigress and Valkyrie Falconess.

FREEPLAY

FREEPLAY FAN



What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Send your letters to the usual CVG address, but make sure you put 'FreePlay Fan' at the top.



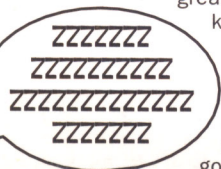
Yes!
First of all I'd like to say your mag rocks. It is far superior to other games magazines. Having said that I'd like to tell the world that *Broken Sword 2: The Smoking Mirror* is in my opinion the greatest game to grace the PlayStation. Many people mightn't have the same views as me, and many of you reading this are probably saying "What a total d**k, he doesn't know what he's talking about", but I have to tell everyone the happiness this game has brought me.

The beautifully rendered graphics, rock solid storyline and inspiring music makes this game my all-time No.1 game. The characters are well designed and the backgrounds are simply stunning. Are there any plans for a third instalment of the series because I would be extremely disappointed if they didn't. Keep up the good work at CVG.
Yours,
Alan Devally (14)



Yo! What's up!
All U people working in CVG better have a copy of *Abe's Oddworld* or I'll come down and beat you all up. The reason this is a rippin' game is simply:
1. I bought it
2. His farts are cool
3. And you can blow people up when U possess a Sliig.
Oh, and tell me if there's going to be a third *Abe*.
Thomas Sinclair, Shetland

Regarding your 'quest' for the best ever game.
I believe that there is not and never will be a game that is the best in the world. Like most things, games are best evaluated when in categories. For example: *Resident Evil 2* may be a lot better than *Spyro The Dragon* but they incorporate what very different main aspects of the games themselves. *Spyro* is a 3D platformer



whereas *Res 2* is an adventure or shoot-'em-up. Also many people have extremely different opinions to myself and to you. As you're reading this I'm sure there are various points you don't agree with. But the way you portray this is as if it were a contest to see who has the most common opinions.
If you ask me (which you probably won't) you should buy games that you want not what others tell you to.
Yours,
Jason Zammit
PS Say hello to Nick F and Raphael F for me.



To all Sega fans,
If you have access to the internet and you have a Yahoo password and name, check out Sega World, the world's biggest and best Sega-only Yahoo club with updates every time there is news on Sega. New pictures regularly posted to the site by me, the founder, and updates provided by myself - subject to hours of information hunting on the net.
Join Sega World now!
PS Links include Game-Online and Dreamcast.co.uk and more.



Dear CVG,
Hi. I will not bore you by saying you're the BEST (although you are!). I am 14 and I just cannot wait until the Dreamcast comes out. In issue 207 I saw how much stuff you had bought and I was wondering (no, I don't want you to send me a Dreamcast) if you could possibly send me (I have sent £2 for postage) just a Dreamcast plastic bag or anything! Please, I am begging!
Anyway, thank you for your time.
Peter Robinson
PS PLEASE. Oh, and keep the money.

CVG: Don't make a habit of this.

Dear CVG,
I'm writing to tell everyone what a great game *Wipeout 2097* is. I know most CVG readers, being the total gamers that they are, will have played the game - a lot of them probably own it. And they'll know how good the game is. And they probably think it's a boring choice for best game ever.
But personally, I think it's a

work of genius. Mainly because I love it even though I've never really liked racing games. I find them dull and lacking excitement, and I don't really understand the enjoyment some of my friends get out of games like *Toca 2* and *Gran Turismo*. Having said that, I've got *Gran Turismo* and am saving up to get *Colin McRae Rally*, because a lot of people have raved about these games.

But *Wipeout* was an instant hit with me - I didn't really need other people to tell me how good it was. In fact, I'm the one who went and told all my friends about it. Some of them weren't interested, but they were the snobbish ones who thought they were too cool to enjoy it. The others thought it was awesome - two of my friends went and bought the game straight away, and we always talk about how good it is.

When we all start talking about it, we know what each other's going to say, and it's funny - the whole conversation is made up of unfinished sentences. The only solution is to play the game itself, listen to the excellent music, look at the bright and beautiful colours and bomb around the circuit in the most intense way possible.

I know it's a bit old now, but I was reading about *Rollcage*, which is supposed to be a kind of successor to *Wipeout*. It looks cool, but I don't know if it can be better than *Wipeout*. In any case, I would like most of all to see someone make an even better version of *Wipeout* soon.
Yours sincerely,
Hashemi Rafsanjani, London.



The futuristic racer Wipeout 2097 - definitely a work of genius, but the best game ever? We reckon it's a pretty safe choice.



Dear FP Fan
Just to tell everyone out there that they have got to play more 2D fighting games. Every time I play *Street Fighter Zero 3* I sit there and think, "Why doesn't CVG talk more about this stuff - it's AWESOME!"

So that's why I'm writing, because 2D fighting games are the most exciting, and most complex video games around!
It was the same with *Vampire Savior* on Saturn. I still play my Saturn just because of phenomenal games like *Vampire Savior*.

Capcom's artists are some special kind of genius, and whoever designs the games for them must be related to Einstein or something. The intricacies of game play are just too much. I'm going to be spending all my life learning this game I know it. Then I've got to maintain my *Street Fighter*, and *Fatal Fury* tactics. It's too much, but I love it! I live for it!

Basically, just walk into your local arcade and see what's going on. Nobody's touching the driving games except drunks and tourists. Not many people are doing *Tekken* or *Virtua Fighter* anymore either, but EVERYONE is playing *King Of Fighters*, *Street Fighter III*, or *Marvel Vs Capcom*!

I'm sick of reading about driving games and football in CVG. I mean, I love the magazine, but you're seriously missing the point by not covering some of the greatest games in the world. 2D fighting games aren't a thing of the past - they're the future!!!
Paula Dacey, Manchester.

Bosh!
I'd like to tell everyone how awesome *ISS Pro '98* is. I know everyone at CVG agrees with me, especially the person who writes Saint & Keysie.
My only problem is that a lot of my friends think it's boring and don't play it because it requires a lot of skill - with other football games you just hit and hope.
But I'm trying to persuade them of its subtle attractions.
Philip McAverty, Aberdeen.

FREEPLAY FAN

FREEPLAY

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Mick Jagger sang 'You can't always get what you want' many years ago, though he's got a pretty good track record of getting quite a bit ever since, but he won't get any of the games on these two pages. Not yet anyway! Welcome to the showcase for your game ideas. If you're tired of playing sequels and are after something different, then let us know what your dream game would be. We'll do our best to print as many as possible, but if they're 100% original ideas, they stand a better chance of entering these hallowed pages.

WAR ZONE II: RAW IS WAR

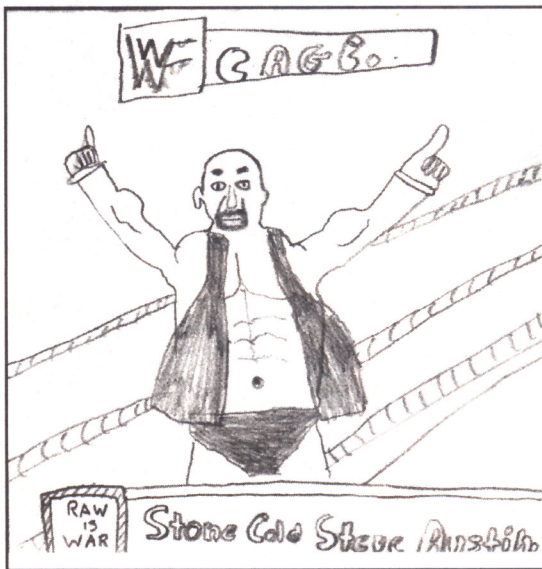
©Michael Shields, Sleaford, 1999

OK, maybe not an original idea but a good improvement on the already wicked *WWF War Zone*. Don't stop reading now just 'cos you think wrestling's sad!

This would be a real improvement on the careers mode of *War Zone*, as it would have you doing much more things, like interrupting matches between people, or challenging people yourself, you could even start your own wrestling groups such as DX, The Brood, The Corporation and the Acolytes. It would also include all the new wrestlers such as X-Pac, Road Dog, BA Billy Gunn, Gangrel, Edge, Chyna, Boss Man, Al Snow and more.

There would be the create wrestler mode kept from the original, with more clothes, bodies and faces to choose from. Referees would also be a good idea – a woman's mode could be unlocked and a Royal Rumble and Hardcore matches would be a good idea too.

CVG: Like you say, nothing radical, but improvements any fan of wrestling would want to see in a sequel – especially the Royal Rumble. We know that a console would have a hard time



keeping tabs on all the wrestlers in the ring, but if the camera was further back it wouldn't have to use as many polygons. Face it, fans would rather have this mode with a loss of visual quality, than not at all.

RATING



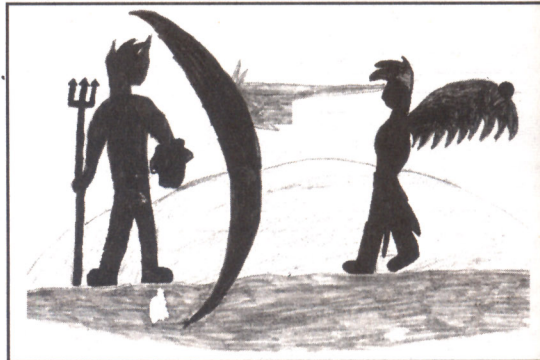
MIRACLE WARRIORS

©David Brown, Rathlin Island, 1999

This fighting game features all the freaks of nature such as the Devil, the Archangel, the Grim Reaper, a crocodile bounty hunter, and a cyborg assassin, plus many other characters. They all have special powers.

Each character has his/her own catchphrase. They also have their own weapon – the Devil has a trident missile and the bounty hunter has a vast array of weapons, from knives to pistols.

CVG: Crocodile bounty hunters are cool. Anyone tells you otherwise just isn't worth speaking to.



RATING



THE LAST DONNO: MAFIANO'S REIGN

©Rashed Mashemi, Streatham, 1999

You're the head of the Mafiano's (a Mafia group of course). You are Donno, the leader of the group. You start off with a hundred grand and can get richer and richer until you run out of ways to spend money.

You can do stuff like bet on boxers, even bribe them to take a fall. Assassins can be hired to kill enemy bosses or normal men. You can send spies to people like FBI or rivals, but beware – someone in the family may be a spy. Or someone else may try to kill you. You can rob banks, buy companies, even break them.

You can watch people using hidden cameras, make your own coded language. For example, seven will really mean nine. You can bug phones or jam frequencies to get the police angry. Survival of the smartest.

CVG: Corruption, deceit, gambling – this is what we want. But remember crime pays! If you're good you can make up to £1,000 a day!

RATING



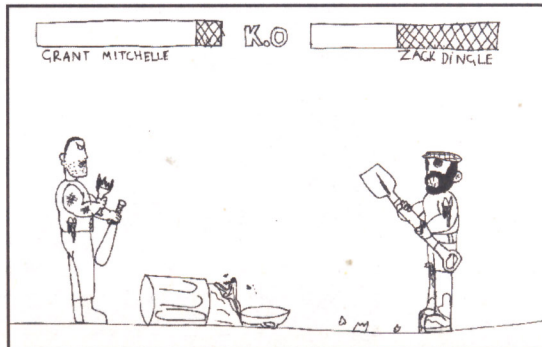
SOAP WARS

©Alex Kent, another mysterious location, 1999

Basically, all you have to do in my game is choose from 25 different players from television soap operas, such as EastEnders, Coronation Street, Brookside and so on. So you can have Grant Mitchell, Zack Dingle and Peggy Mitchell.

Then you choose from 15 different backgrounds and choose from 19 different weapons. Also there are secret bosses and levels.

CVG: Another game with a hint of plagiarism (see *Neighbours Fighters* in issue #207) although we appreciate this in a 'if *Neighbours Fighters* was Street Fighter, *Soap Wars* is *Marvel vs Capcom*' kind of way.



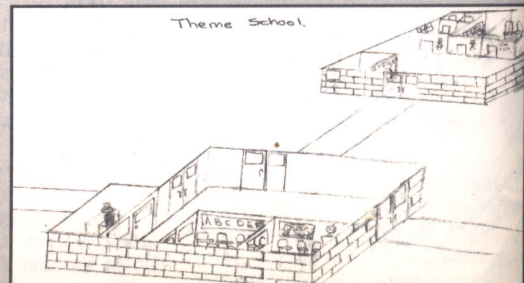
RATING



POT NOODLES

More Melting Pot moments, condensed for quicker digestion.

The best of the rest starts this month with **Theme School** from Laurence and Toni Maisiey, a message to you all – we get sent this idea by loads of you every month, please stop it – anyway it's supposed to be



VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

FREEPLAY

ANGEL OF DEATH

© Ben Wisset, Head Rope Games, 1999

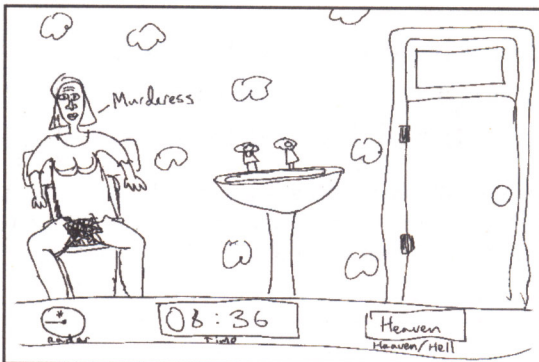
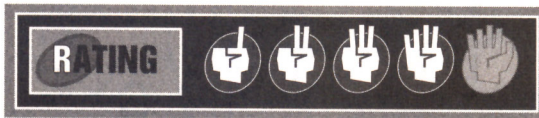
You play an innocent person who was assassinated for no apparent reason. Now you're trying to find out who killed you and why, and get revenge on them in any manner. You take over their body and jump in front of a bus, you can burst their stomach, stop their heart, even give them a nasty paper cut that won't stop bleeding.

The game will have all different methods of regaining your life as well. You can possess your dead body, get reincarnated, or even possess the murderer's wife or husband.

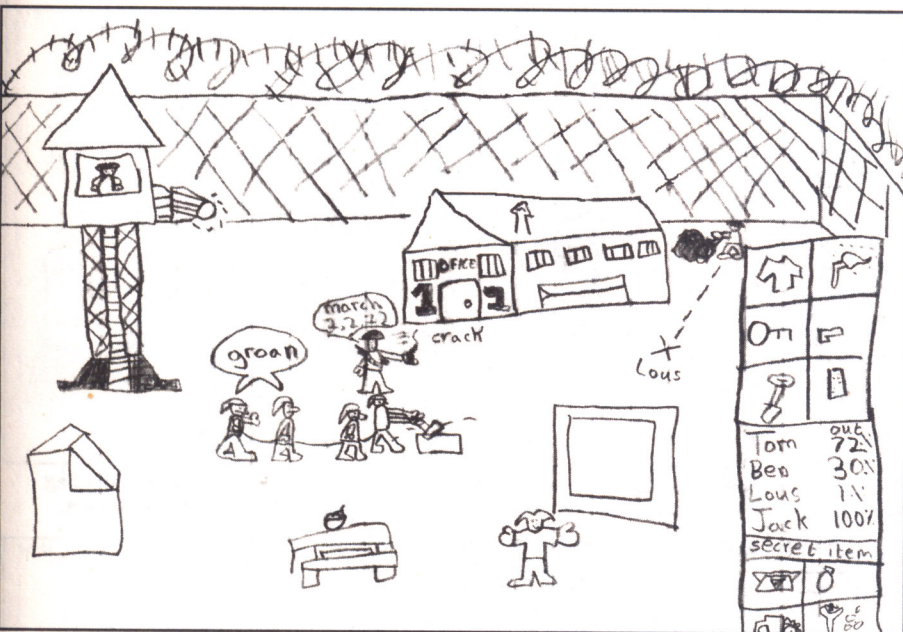
When you exact revenge, you go to heaven. The best bit however is that you can if you want to, you can enter the murderer's house to wait, as life goes on in fully graphic detail (yes, everything will be here).

You may be able to catch them on the bog, or having certain relations in bed, or even catch them watching blue movies!

CVG: If you're a ghost, it would be good if you could haunt people first. Stuff like moving objects around, throwing stuff and lifting their skirts, that could be really fun.



BATTLE



© Flinn Casey, mystery location, 1999

You are on a secret mission to plan the escape of 2,000 prisoners from the Death Island jail. This jail has the toughest security in the land. Once done, you and your new accomplices must destroy the

building. You have various items such as a welder, shovel and so on.

You can also pay a visit to the local store to buy disguises, items, keys etc. If you get caught, you are trapped in the jail and must begin again.

THE MOST DANGEROUS GAME

© Alex Huhtala (yes he of CVG fame and fortune) 1999

I was watching TV the other night and was horrified to see Jean Claude Van Damme with the most ridiculous mullet the world has ever seen (the wet look-rarely seen Geri curl-mullet hybrid). The film was *Hard Target*.

As I was watching, my mind drifted to another movie, one that *Hard Target* ripped off, and that film is *The Most Dangerous Game*, a classic old black & white b-movie, where men are hunted for sport by this ruthless guy on his own private island, and that got me thinking along the lines of - what a great game that could be! Imagine, you can play the hunters or the hunted, and must plan your own escape or someone else's capture.

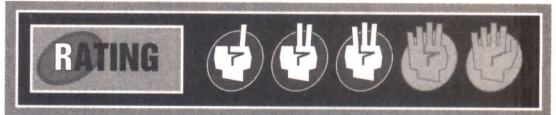
If you're being hunted, you can set traps to deter your pursuers, make use of whatever objects you can find, you can also combine objects LucasArts adventure style to create primitive weapons. There are also a few people who work on the island that you could get help from, plus a couple of guys on a fishing trip. If you make it off the island alive - you win.

The hunter's task is simple: kill the participant before they escape the island. You'll have loads of weapons at your disposal, stuff like sniper rifles, bazookas and the Nikita missile from *Metal Gear* would be good.

Plus you have maps, and motion sensors dotted around the island to pick-up movement, but be careful because wildlife on the island can disturb the señors. To move about quicker, there are boats, bikes and even a gyro copter.

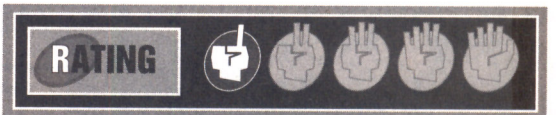
I could see this game playing similarly to *Metal Gear Solid*, even sharing the same camera system, but with the different environment, probably a tropical island, and the fact you are being hunted would make it a very different game.

CVG: Fantastic - the best idea ever! No, not really. But seeing as this is Alex writing this reply, I'm hardly going to rip apart what I wrote five seconds ago am I? What! It only gets three?!



If you manage to free all the prisoners without being caught once, you get to play a game. To make money you must get some prisoners out.

CVG: Either great minds think alike or this is a copy of *The Great Escape* from issue #206. We'll put both screenshots through the *Bat-spectral-crime analyser* to see if there are any similarities... Hmm, lock him up boys, and throw away the key!

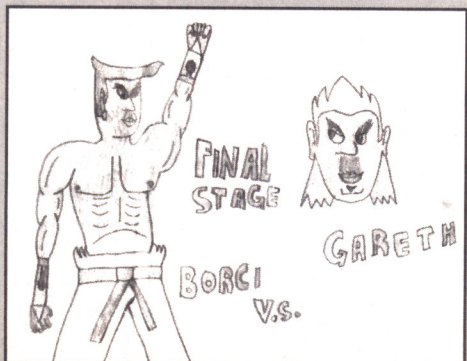


WELLINGPOT

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREEPLAY

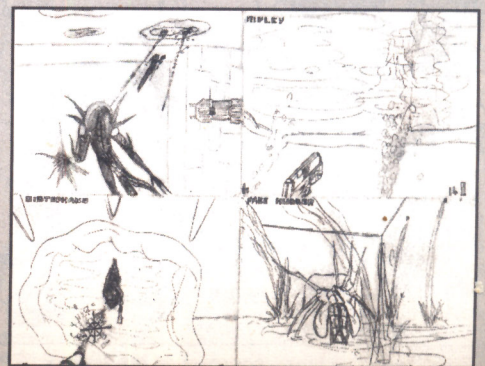
better than *Theme Hospital*, and unlike *Theme Park*, this game is good! **Sim Shop** from Adam Lancaster follows similar lines, offering you the chance to build a shop, and you even have to design the logo. **Alien Saga Deathmatch** arrives courtesy of James Keaton, who likens his game to *Goldeneye*, but here you must battle characters from all the *Alien* movies. **Lee Nelson** sent us three games this month, but our favourite is **Rocket Car**, thieves have stolen hundreds of them, and now you get to race them. But the best part is that there are 32



different cities to race in, and you get to design the courses. **Scott Harris**, the man previously responsible for **Funny Kombat**, has put his mind to work again and come up with **Tenkor: Death**, set in the year 2046. The massive Maximul family empire have set up a fighting tournament called **Tenkor** - sounds like another fighting game, can't quite put our finger on it

though. Finally there's **Whore House** from the active mind of **Dean Griffiths**. It's a game we'd love to share with you, but it falls into a category of "We'd get into too much trouble for printing this!" Other distinguished games in this

exclusive club include the similar **Theme Brothel** from **Jason Easey**, and of course the legendary **Pat Sharp's Mind Blowing Sexual Funhouse** from the mysterious **Mrs Tomas Jacob**. The FBI have files several inches thick on each of them.



drawinz wot you dun

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



KEY



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

Originality, creativity, style, fun, and not copied straight off another magazine. **DO IT MORE!**



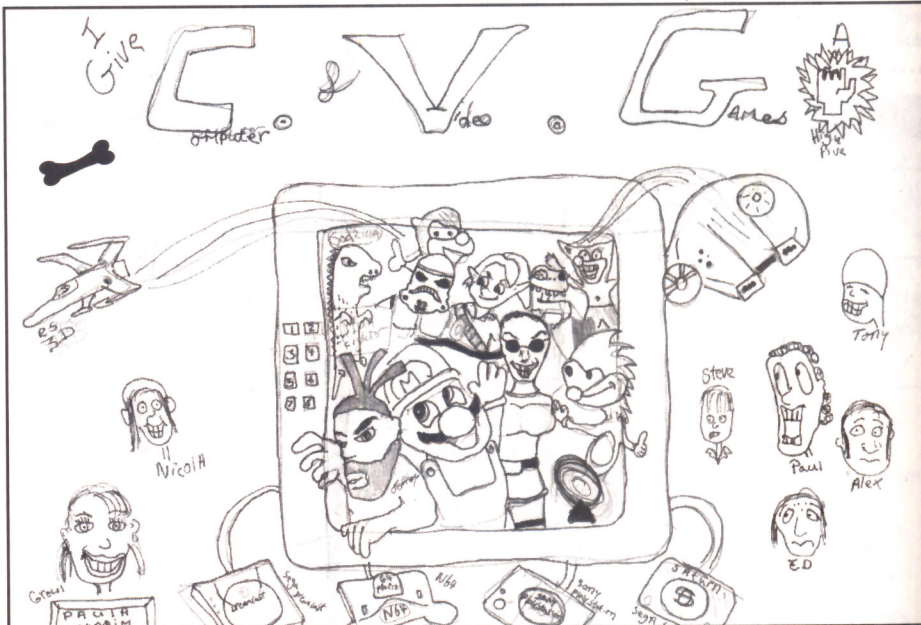
Spring is here, it's raining like mad, and I had to dig through tons of mud to get some bones for your drawinz. But some of these drawinz are well worth the effort.

Hopefully you appreciate my digging antics. I wouldn't bother normally, but there's some brilliant drawinz this month and I just had to give 'em bones. Next month, it'll be back to normal, so I'll save my turds 'til then.

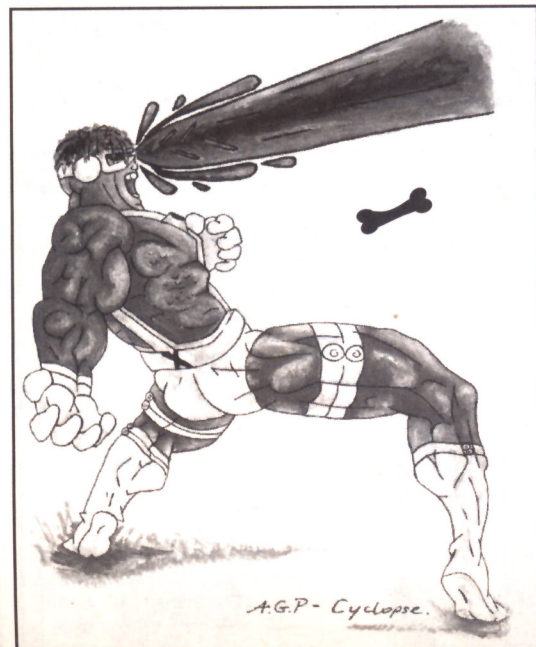
drawinz
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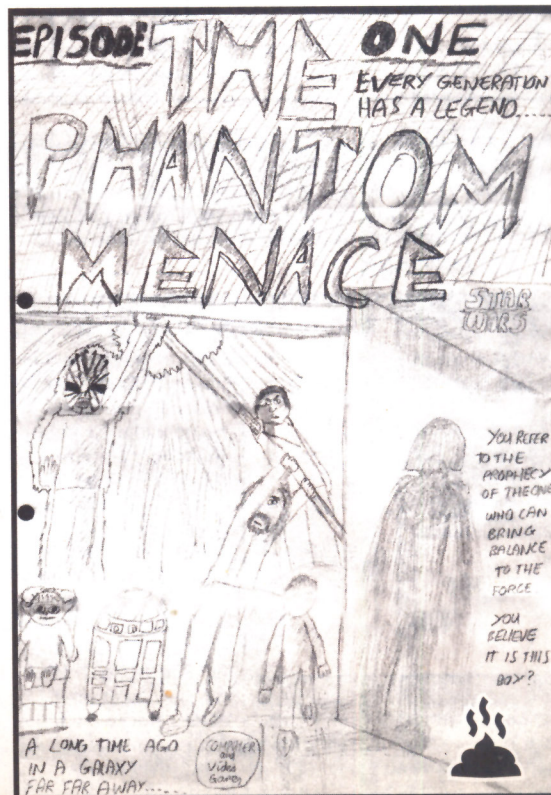
① I'm sure there's something altogether more macho about Russ Walton's Claire from Res Evil.



② Our new girly mate Nicola makes her first appearance in Drawinz, along with old hag Paula, the rest of the CVG crew, and Mario and co. Awesome drawin' by David Rogers.



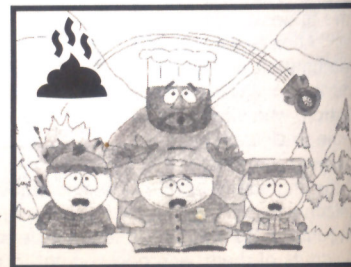
③ Tough-guy Cyclops sneezes at his enemy. What a hero! What a bogey! Cheers, Adam Playle.



④ With a bit more effort, Andrew Glazer's drawin' could've been brilliant. But as it is, it deserves a turd!



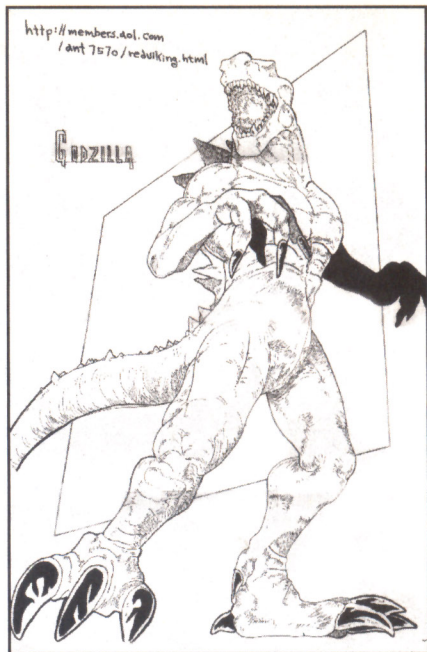
⑤ Nicholas White's drawin' rocks!



⑥ Suck on my chocolate salty turds! Helen, I did warn you...



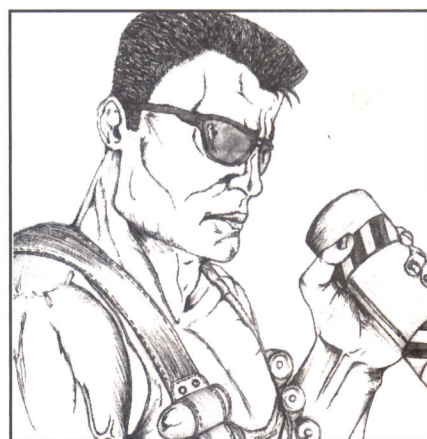
Ⓛ Leon goes berserk in Tom Bingham's evil rage of a drawin'. He's making me mad too.
Ⓜ This could be Ed's dream girl, if she's real! Thanks Sarah Ramage for a beautiful drawin'.



Ⓛ This amazing picture of Godzilla was sent in by Jo Bellamy. Excellent stuff.



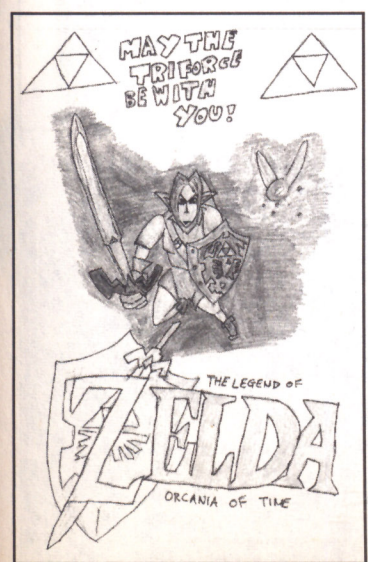
Ⓛ Hiroshi Nakashini shows Knuckles doing a pointy poo while talking to Sonic. Awesome!



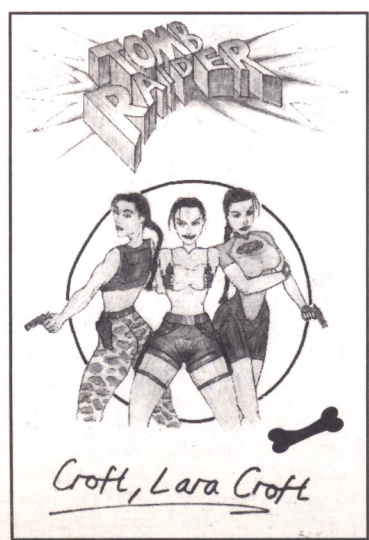
Ⓛ Duke Nukem sings karaoke in Jason Newbury's moody picture. Slay 'em Duke!



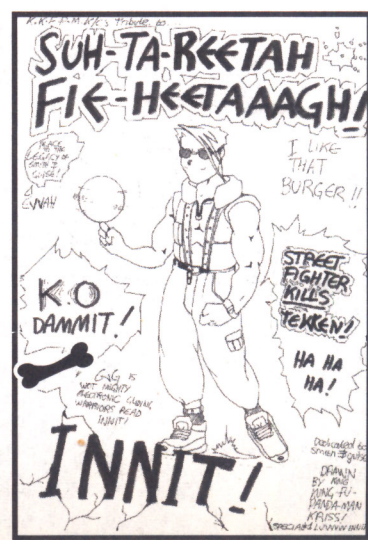
Ⓛ This great little drawin' is from Joseph Sherwood.



Ⓛ Top one, Mahyar Sadri-Seyf.



Ⓛ The awesome threesome, by Thomas Hughes. Well done, mate.



Ⓛ 'King Kung-Fu-Panda-Man-Kriss kicks ass!' say Jaime and Tom.

Send 'em in to:

drawingz
Wot 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...'

drawingz
Wot You dun

FREEPLAY

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID



..... TEAM INTERVIEW

It's one of the most critically acclaimed and eagerly awaited PlayStation games of 1999 – and we just can't get enough of it!

Metal Gear Solid is a big game. We don't mean how long it will take you to finish it, but the amount of people who were involved in the project – lots! That's why we couldn't interview just one person about the game, and when Konami offered to tell us more about the people responsible, we thought you'd like to find out what they all did.



Kumi Sato, 28

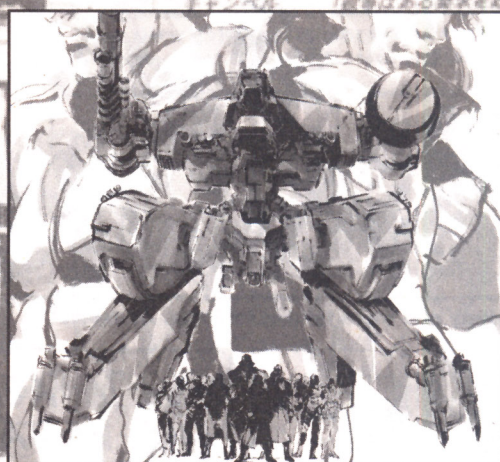
Years at Konami: Six

Role on Metal Gear Solid: Creation of CG models and stages.

It's been four years since I created the first CG models of *Metal Gear Rex*. That's longer than the years I've been spending with my cute pets. *Metal Gear* is the first game I've worked on from the very first planning stages. It has also taken up more than half the time I've been with Konami.

During my six years at Konami, I've worked on two titles only. This number is very small compared to standard development speeds, but this number shows that I was lucky enough to work on very big and significant titles.

When I first joined Konami, I had trouble double-clicking on the mouse. However, after using the mouse and the Stylus pen for the two titles, I now feel uncomfortable drawing on paper in my private life. Life has indeed changed.

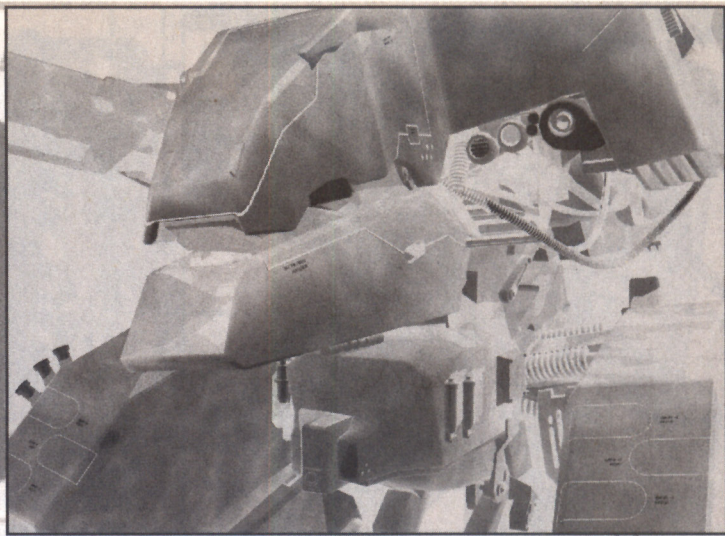
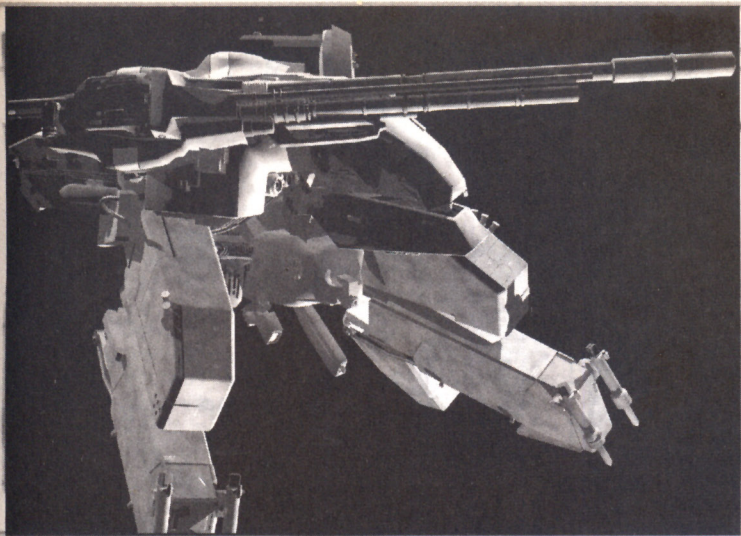


Yoriko Shimizu, 26

Years at Konami: Two

Role on Metal Gear Solid: Motion Animator – 'I created each and every motion made by 3D polygon models of the game characters – mainly the intermediate bosses and animals.'

Once I started working on *Metal Gear*, I had to face so many things I have never done before – expressing motion in the computer world with 3D models instead of drawing in 2D. When I first joined Konami, I knew nothing about creating games. However, as I was forced to become very busy in an environment where all *Metal Gear* staff members made no compromises, I learned so many things and experienced the basic skills in 3D modelling while not even noticing the learning process. There is still so much I have to learn in game creating and 3D modelling. I'd like to continue my learning process, especially on the integration of 2D and 3D by utilising my experience as a Japanimation animator.



Yoshikazu Matsuhana, 31

Years with Konami: Eight.

Role on Metal Gear Solid: Assistant Director, Script Director

When I joined Konami, *Metal Gear 2: Solid Snake* for the MSX system was close to being completed. Doing the bug check for this title was the first thing I did at Konami. During the development process of *Metal Gear Solid*, many life-influencing events happened. All of this made this title a very memorable one.

It seems like there's something between *Metal Gear* and myself. Is it in my genes? When Mr Kojima, the director, told me about the *Metal Gear Solid* project, I deserted what I was doing then and joined the project. That moment seems a long time ago. In reality, I've done so many things in the whole process.

My main role has been to put together all the data from different sections to "build" a game. This building process can really make a difference in how good or bad the game will turn out. It was a lot of pressure, but the job itself has been very enjoyable.

Kazuki Muraoka, 39

Years with Konami: 13

Role on Metal Gear Solid: Sound Director

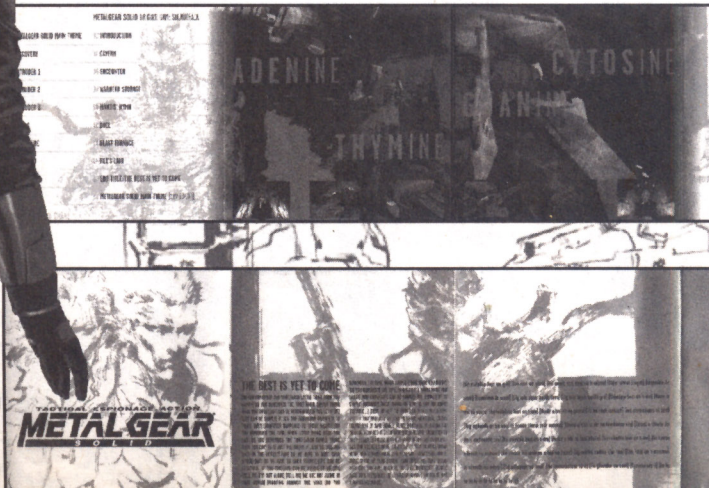
Metal Gear Solid was originally in Japanese. However, since most of the characters in the game are from English-speaking parts of the world, the game does not seem right when not in English. And so we did all the voiceovers in English.

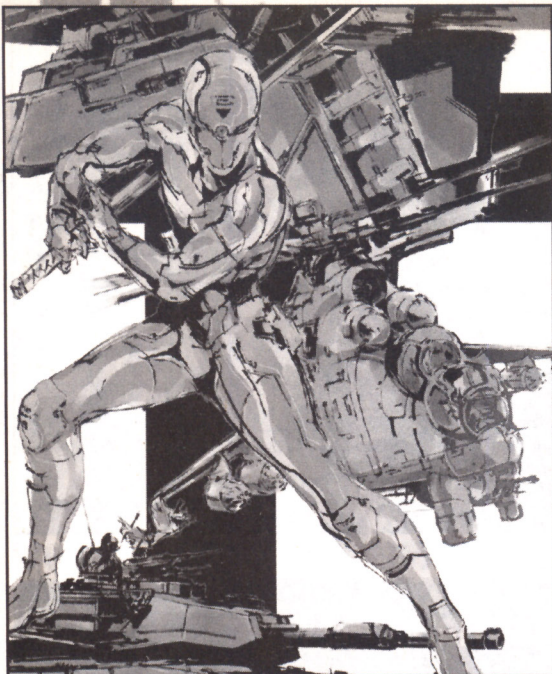
We have grown up under the influence of Western movies and music, and whenever we hear English from the monitor – even if it is not James Bond but Austin Powers – we think it is cool. And I believe the English in *Metal Gear Solid* is cool, awesome, and wicked! I hope people in UK enjoy it too.



Music to our ears!!

As you probably know, the music from the game is very atmospheric. Fans may like to know that a soundtrack CD from *Metal Gear Solid* is in the shops now, priced £7.99.





Ⓢ Yoji Shinkawa was mainly responsible for the cool character artwork for *Metal Gear Solid*, which looks different to that of any other game, and creates the promise of a unique experience.

Kazunobu Uehara, 29

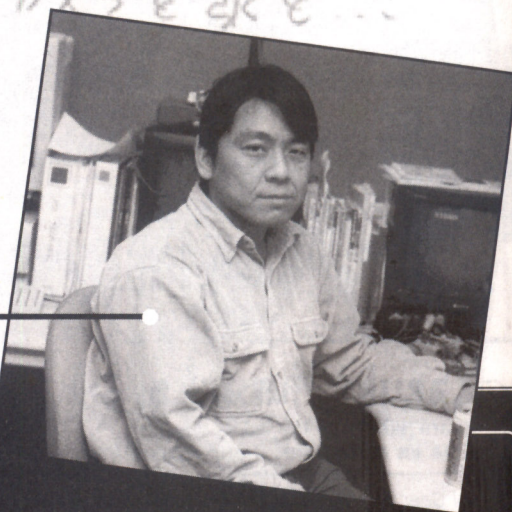
Years with Konami: Five

Role on *Metal Gear Solid*: Main programmer, program director (system program)

It was my first time dealing with 3D and everything among us programmers, from programming to creating tools was the repetitive process of trial-and-error.

Since our team consisted of challenge-loving people, we boldly took on these challenges and did a lot of experimenting.

Thanks to all of this, I believe what we came up with is of great quality. I would like to use the know-how that we gained through the production of *Metal Gear Solid* to create new games.



Yukiko Kaneda, 26

Years at Konami: One year and nine months

Role on *Metal Gear Solid*: Motion Animator – I created each and every motion made by 3D polygon models of the game characters (mainly Meryl, Otacon, Vulcan Raven and the ravens).

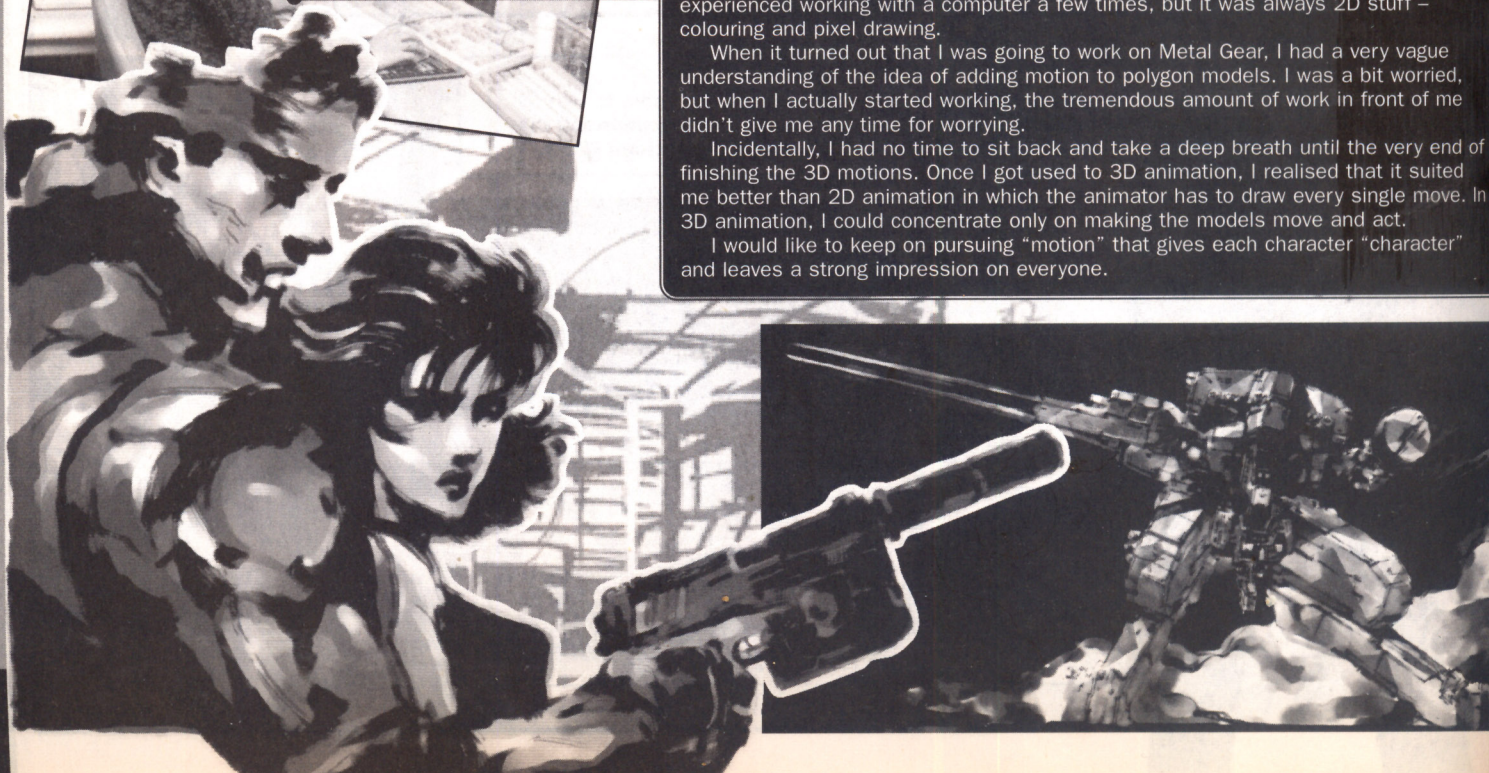
Hobbies: Playing (lie on the floor) with my pet cat.

Before I joined Konami and started working on *Metal Gear*, I drew on paper as an animator for TV programmes and original video animation films. Back then I had experienced working with a computer a few times, but it was always 2D stuff – colouring and pixel drawing.

When it turned out that I was going to work on *Metal Gear*, I had a very vague understanding of the idea of adding motion to polygon models. I was a bit worried, but when I actually started working, the tremendous amount of work in front of me didn't give me any time for worrying.

Incidentally, I had no time to sit back and take a deep breath until the very end of finishing the 3D motions. Once I got used to 3D animation, I realised that it suited me better than 2D animation in which the animator has to draw every single move. In 3D animation, I could concentrate only on making the models move and act.

I would like to keep on pursuing "motion" that gives each character "character" and leaves a strong impression on everyone.



Miki Ito, 23

Years at Konami: One year and a bit.

Role on *Metal Gear Solid*: Voice and sound editing – edited screen text as well for the Japanese version.

Hobbies: I enjoy the arts in general – especially movies (horror) and music; taking walks.

Things were not easy because everything I experienced was for the first time. But all were very positive experiences. I am glad I am part of the *Metal Gear* team. I dealt with the voices and sounds in the game. Even for a simple dialogue in the game, I dealt with the pauses and breathing between lines with great care. I would be happy if the players pay extra attention to even the most easily ignorable lines in the game.

My first impressions of Mr Kojima the director were formidable and mysterious. He still is a mysterious person. There are many movie lovers on the team, and I personally enjoyed working with them.

I would like to learn to be able to express things in colours (ways) that only I can create. Then, I just want to take a long break and go to Ireland on vacation.



Takashi Mizutani, 26

Years with Konami: Four

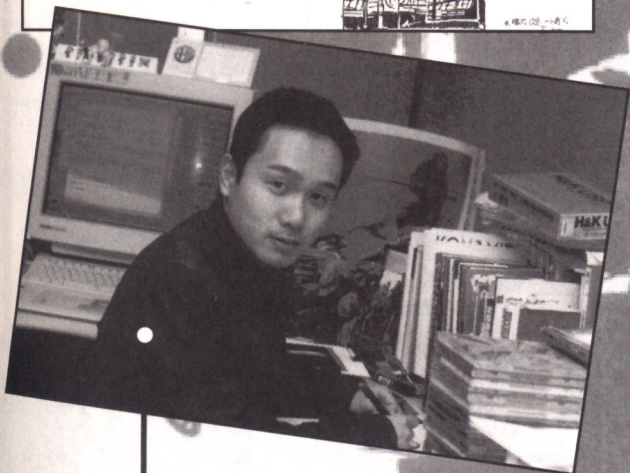
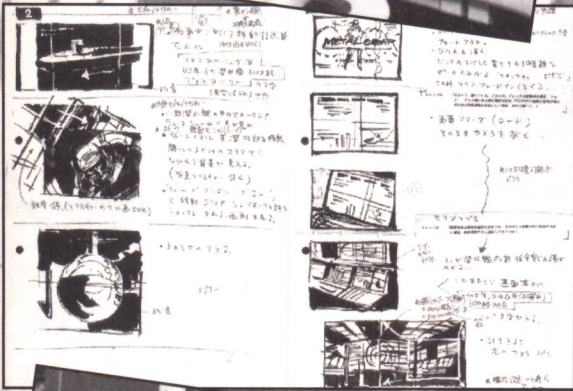
Role on *Metal Gear Solid*: CG/polygon demo director

Hobby: Taking walks.

When I was designing the whole *Metal Gear* world setting, I used to walk around looking up at the ceiling. Most of the time, mechanical structures and details are hidden in places that are not easily seen by the human eye – the internal structure of bridges, for example.

Creating such objects in reality, reproducing the inorganic texture and stains and dirt, and taking photos and capturing them into the game were not what was important. Inputting the motif to my own memory was the key. The light, shadow, and noise are the three elements needed to create the atmosphere and feel of existence.

I also took advantage of the "flavour" of the output capabilities of the PlayStation hardware as well as the blur and stain on the monitor coming from low resolution graphics. I did anything I could to create the desired atmosphere. Every time I walk the streets, I see the effects of beautiful shadows and unbelievable light. I can introduce even more various portrayals of real-life objects and effects to game graphics. These possibilities amuse me.



Yoji Shinkawa, 27

Years with Konami: Five

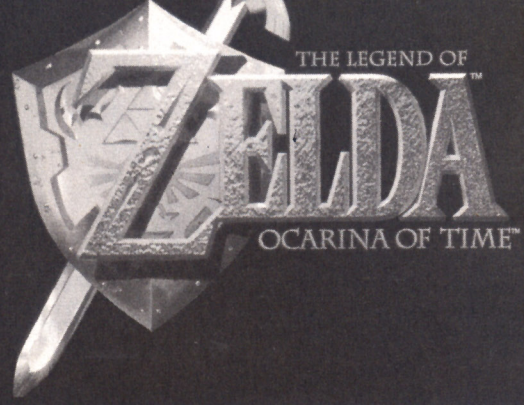
Role on *Metal Gear Solid*: Design – characters, mechanics, background, lighting, illustrations.

Hobbies: scribbling, building (plastic) models.

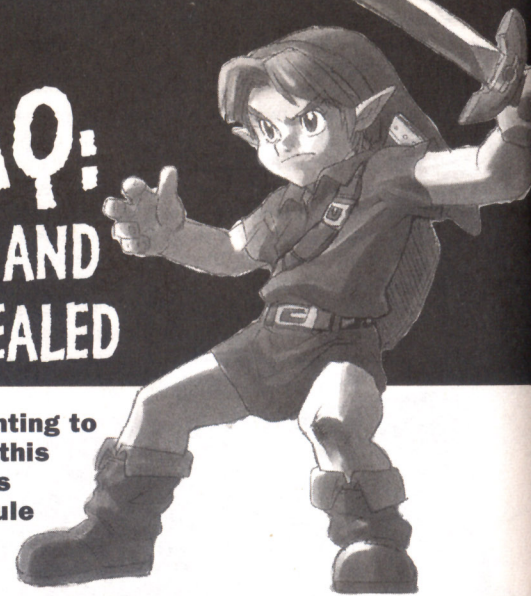
Upon joining Konami, Mr Kojima the director asked me if I was interested in participating in the development of a sequel to the *Metal Gear* series. "Of course!" I said and joined the team. It's been about five years since, and I have been involved in other projects as well. These five years do not seem that long to me. In the name of research, I was able to go overseas for the first time in my life, and I was able to shoot guns as well. I've met a lot of people through this project and got to work on action figures and trading cards in addition to the game development itself. All of what I experienced was really enjoyable.

In the very beginning, I had no game-developing experience and I had no idea where to start when designing characters. Now I've finally started to have a feel that I have established my own philosophy. I wish to keep on pursuing the creation of beautiful objects, cool characters, and attractive mechanics.

PREPLAY



ZELDA FAQ: SECRETS, TRICKS AND COOL STUFF REVEALED



We've busted the game wide open now, but for all those still wanting to find out a little more from the greatest game for a long while, this troubleshooting guide will show you just how much thought has gone into this game. For the last time, we journey into the land of Hyrule and the mysteries of the Ocarina of Time.

PLAYER'S GUIDE PART 2



FREEPLAY

EXTRA NUTS, ARROWS AND BOMBS

There are numerous little extras hidden in the game, that enable you to carry more essential items like bombs and arrows. Here's an at-a-glance list of where you can find absolutely everything!

20 DEKU STICKS

Go into the Lost Woods and go left. Go past the two stumps and into the passage to your left. Once inside, drop down and run to the back of the passage. Deflect the nuts back onto the shrub and it'll sell you the upgrade for 40 rupees.

30 DEKU STICKS

Once you have the skull mask, go back to the Lost Woods and follow this path through the sections. Go right at the start, then left, then right, then left and left again. When you emerge go to the back of the stage and walk around in the grass until you fall down a hole. Once inside, put the mask on and the creatures inside that they like you. Their leader to the right of the entrance will give you the upgrade.

40 DEKU SEEDS

Go to the Lost Woods again once you have the Slingshot. Now fire three 100 point scoring shots at the gong in the room to the right of the entrance and you'll get the bigger seed sack.

50 DEKU SEEDS

As young Link, play the archery game in Hyrule Market and get all of the targets. It costs 20 rupees a go but even if you hit eight, the owner will let you try again for free.

30 DEKU NUTS

This is weird this one. You have to get the Mask of Truth before you become an adult and head back to the Lost Woods and the section where you got the second Deku Stick upgrade. This time when you wear the mask, they'll attack you, ignore you or say you're ugly, but one of them gives you the upgrade.

40 DEKU NUTS

All you have to do for this one is bomb the boulder in front of the entrance to the Sacred Forest Meadow in the Lost Woods and a scrub in the secret room will give you the upgrade.

30 BOMBS

As Young Link, get the first bomb bag from Dodongo's Cavern and head back to Goron City. Use one of your own bombs on the huge Goron rolling about on the middle ledge. If you do, this will give you the a bigger bomb bag. Be warned however, the bomb flowers won't have any effect on him.

40 BOMBS

Head for Hyrule Market and play the Bombchu Bowling game once it's opened. The prizes are random, but one of them will be the giant bomb bag, which holds 40 bombs. It's worth persevering for.

40 ARROWS

Kakariko Village is the destination for this one, and as adult Link play the archery game again. The targets appear randomly, so it's a little tougher but hit all 10 and you'll get the Big Quiver.

50 ARROWS

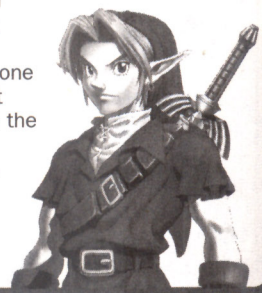
In Gerudo Valley, play the Horseback archery game. Once you've scored 1,000 points and got the piece of heart, play again and try to score 1,500 points to get the Biggest Quiver which gets you the upgrade.



GOSSIP STONES

The small grey stones you see littered about the playing area have a lot more use than just telling you the time if you whack them with your sword. Try out a few of these pointers.

- Talk to a gossip stone wearing the Mask of Truth and it'll tell you some secrets or tips about the hidden aspects of *Zelda*.
- If you play *Zelda's Lullaby* in front of the stones, then a fairy will appear. If you do this in front of the four outside the Temple of Time, you have an instant life refill.
- Drop and bomb next to one of the stones and watch it turn red and blast off into the sky. Useless, but cool.
- Another useless trick is that you can flatten the stones with the Megaton Hammer or stretch them with Din's Fire.



THE FOURTH BOTTLE

To get the fourth and final bottle, you must locate the 10 Big Poes in and around Hyrule Field, catch them and take them to the weird ghost inside the first house as you enter Hyrule Castle. You have to be riding Epona to get them as even though they appear when you're on foot, they'll only be little Poes. Here are all of their locations.

- 1) In the group of bushes near the small stream to the west of Hyrule Castle.
- 2) By the sign that shows you the way to Lon Lon Ranch outside Hyrule Castle.
- 3) Under (or above) the ledge to the south of the entrance to Kakariko.
- 4) The lone tree outside the Lon Lon Ranch entrance.
- 5) Where the stone wall, east of the ranch, turns.
- 6) Tree east of entrance to Gerudo Valley, under ledge.
- 7) Where the road splits outside the entrance to Gerudo Valley.
- 8) The boulder near where the road splits, between Lon Lon and the Lost Woods.
- 9) The patch of grass, south of number 8 (above), between the lone green tree and the small grove.
- 10) In the grove of trees mentioned in number 9 (above), north of the entrance to Lake Hylia.



OTHER COOL FEATURES

Gimmicks and quirks galore!

- If you hit signs that are next to water in the right way, you can see the broken off bits floating in the water.
- In the Castle Courtyard where you meet Princess Zelda, have a look through the windows. You can see paintings of Mario and friends on the walls. Also, shoot the potted plant on one of the ledges with your slingshot and a man will appear, shout at you and chuck a bomb your way too!
- Put on any of the masks as Young Link and pull the Master Sword from the Temple of Time. The cutscene of Link will have him wearing the Mask.
- When you get to the fishing pond, you can snag the fisherman's hat from his head if you're a good enough shot!
- If you hit a butterfly with a Deku Stick or make it land on it, it'll turn into a fairy.
- Press R as you're picking up a pot or rock, Link will get out his shield and the item will smash on his back.
- Fire arrows at Epona and she'll start to neigh.
- Play Zelda's Lullaby in front of a sign you've cut to ribbons and it re-forms in front of your eyes!
- Playing Epona's Song in front of a cow with an empty bottle gets you a full quota of reviving Lon Lon Milk.

- When you're in one of the fixed view locations (like the outside the Temple of Time) use the warp tunes on the Ocarina and you'll be able to see the full effects of the warping.
- The creatures you meet at night in various locations hold cool features. If you continually beat the zombies in Hyrule field, you'll eventually encounter double and triple size versions of them. The same goes for the bats at Lon Lon Ranch at night. If you go to the Spirit Temple and play Sun's Song so it's night, some Leavers will appear. Killing lots of them reveals the giant purple one. Defeat that for a giant rupee!
- It is possible to get more than four bottles in this game. Equip an empty bottle in one of the C-buttons and then swipe at something you can catch like bugs or blue fire. Pause the game just as Link is grabbing it and switch the bottle with another item. However, the item you switch with the bottle will be gone forever and the fairies won't instantly revive you in this mode.

It won't work once you've time travelled either.



AND FINALLY...

Interesting things you wouldn't normally notice in the game.

- Apparently, all of the Sages are named after towns in *Zelda 2* on the NES. Impa is the exception but apparently, she appears somewhere in the game...
- Malon has a Bowser necklace as an adult.
- One of the melodies in the title music is a different version of a whistle in a previous *Zelda* game.
- Translated, Bombchu means bomb mouse. In the Lakeside Laboratory there is a frozen shark at the bottom of the water. After you've travelled



through time, you'll see that there is fire around Death Mountain. Once you've left the castle, look up and the fire has gone.
- This one is quite interesting. Go to beat Ganon and when

he's bashed your sword away, save and restart your game. Now your sword will no longer be equipped, so leave it for the minute. Whip out your Ocarina and summon Epona. She'll arrive and you can use any item when riding her. A couple of other things can happen once you've got Epona like this. These are just a couple so have an experiment for yourself.

- If you use the Ocarina or Deku Nuts, you'll jump down and be able to control both Link and Epona at the same time.
- Use a bomb or Bombchu while on Epona, and then jump back on. It'll detonate and you won't get hurt.



OCARINA TUNES

The Ocarina, as you should all be aware now is one of the most important items in the game, but it's not restricted to the standard set of tunes you get during the game. The full quota of musical notes can be played on the Ocarina, as long as you accompany the button presses with addition keys or direction movements. For example if the tune says D-Cu it means you hold down on the stick then press the Up C button. Z-A means you hold down Z before pressing A. 3-U-Cr means you hold up and press right C button three times. Have a play around with these and see how you get on.

Simpsons title music:

Cd, Cr, Cl, Cu, D-Cu, D-Cl, Cd, A, 3-Z-DA, D-A

Titanic theme:

4-Cd, Z-Cd, 2-Cd, Z-Cd, Cd, U-Cd, Cr, U-Cd, 4-Cd, Z-Cd, 2-Cd, D-A

Twinkle Twinkle Little Star:

2-DA, 2-D-Cr, 2-cr, D-Cr, 2-Cd, 2-Z-Cd, 2-A, D-A 2-D-Cr, 2-Cd, 2-Z-Cd, A, 2-D-Cr, 2-Cd, 2-Z-Cd, A2-D-A, 2-D-Cr, 2-cr, D-Cr, 2-Cd, 2-Z-Cd, 2-A, D-A

Men in Black:

A, Cd, A, 3-Cr, D-Cr, Cr, R-Cr, Cr, Cd, U-Cd, Cr

Overworld theme from Zelda:

Cd, DA, 2-Cd, U-Cd, Cr, 3-D-Cu, Cu, U-Cu, 3-R-U-Cu, U-Cu, Cu, U-Cu, Cu, 2-R-Cl, Z-Cl, R-Cl, Cu, R-Cl, Z-Cl, D-Cl, Z-Cl, R-Cl, Z-Cl, D-Cl, D-Cr, Cr, Cl, Cu, D-Cu, then D-A many many times

Star Wars:

3-DA, Cd, R-Cl, Z-Cl, Cr, D-Cr, U-R-Cu, R-Cl, Z-Cl, Cr, D-Cr, U-R-Cu, R-Cl, Z-Cl, Cr, Z-Cl, D-Cr, 2-Cd, D-Cr

Imperial March from The Empire Strikes Back:

3-U-Cd, RA, R-Cr, D-Cr, RA, R-Cr, D-Cr, 3-Cu, R-Cu, R-Cr, R-Cd, RA, R-Cr, D-Cr

Mary Had a Little Lamb:

Cl, Cr, D-Cr, Cr, 3-Cl, 3-Cr, Cl, 2-Cu, Cl, Cr, D-Cr, Cr, 3-Cl, D-Cr, 2-Cr, Cl, Cr, D-Cr

Kakariko Village music:

A, U-Cd, A, Cl, U-Cd, Cu, A, U-Cd, A, Cl, U-Cd, 2-Cu, U-Cu, R-Cd, U-Cu, Cu, 3-Cl, Cr, 3-U-Cd,

R-Cd, Cr, U-Cd, A, D-A, D-Z-A, D-A, A, D-Z-A, 2-U-Cd, R-Cd, Cr, U-Cd, A, Cu, D-Cu, Cl, Cr, D-Cr

Mission Impossible

2-RA, R-Cd, Z-Cr, 2-D-Cd, Z-A, A R-A, R-Cd, Cl, A, Cd, R-Cr, Z-A, Z-Cd, Cr, Z-Cr, D-C

Pink Panther

Z-A, A, Z-Cd, Cd, Z-A, A, Z-Cd, Cd, R-Cr, Cr, A, Cd, Cr, Z-Cr, U-Cd, Cd, A, D-A, A, Z-A, A, Z-Cd, Cd, Z-A, A, Z-Cd, Cd, R-Cr, Cr, Cd, Cr, Cu, Z-Cr

X-Files

A, Cl, Cr, Cl, Cu, 2-Cl Cu, Cl, Cr, Cd, Cl, A

Three Blind Mice

Cl, Cr, D-Cr, Cl, Cr, D-Cr, Cu, R-Cl, Cl, Cu, R-Cl, Cl

Jingle Bells

7-Cl, Cu, D-Cr, Cr, Cl, 5-R-Cl, 4-Cl, 3-D-Cl, Cl, D-Cl, Cu

Yankee Doodle

2-Cd, U-Cd, Cr, Cd, Cr, D-Cr, 2-Cd, D-Cr, Cr, Cd, Z-Cd

When the Saints Go Marching In

Cd, D-Cl, Z-Cl, D-Cu, Cd, D-Cl, Z-Cl, D-Cu, Cd, D-Cl, Z-Cl, D-Cu, D-Cl, Cd, D-Cl, U-Cd

James Bond

A, 4-Z-Cd, 4-A, 4-Cd, 3-Z-Cd, Cu, R-Cl, Cr, D-Cr, Cr

Thundercats

2-Cr, Cd, Cr, 2-Cl, Cr, 2-D-Cu, 2-Cl, Cr

William Tell Overture

6-A, D-Cr, Cu, 3-A, 3-Cl, Cr, R-Cd, A, 6-A, D-Cr, Cr, Cl, D-Cr, Cl, Cu, Cl, Cr, D-Cr, Cl, D-Cr

Jurassic Park Theme

Cu, Z-Cu, Cu, Cr, D-Cr, Cu, Z-Cu, Cu, Cr, D-Cr, Cu, 2-Z-Cu, Cu, Cr, A, D-Cu

Frosty the Snowman

A, Z-DA, D-A, A, U-Cd, R-Cd, U-Cd, Cr, U-Cd, R-Cd, Z-Cd, A

Beverly Hills Cop Theme

A, Cd, 2-A, U-Cd, A, D-A, A, Cr, 2-A, Z-Cl, Cr, Cd, A, Cr, Cu, A, 2-D-A, Cr, Z-Cd, A

EastEnders by Ed Lomas™

D-A, A, U-A, Cd, U-Cd, Cr, Cd, Cd, U-A, A, 2-D-A, D-A, U-A, Cd, U-Cd, U-A, A, D-A, A, U-A, Cd, U-Cd, Cr, Cd, Cd, U-A, A, 2-D-A, D-A, U-A, Cd, U-Cd, U-A, A, D-A, Z-D-A, D-A, Z-D-A, D-A.

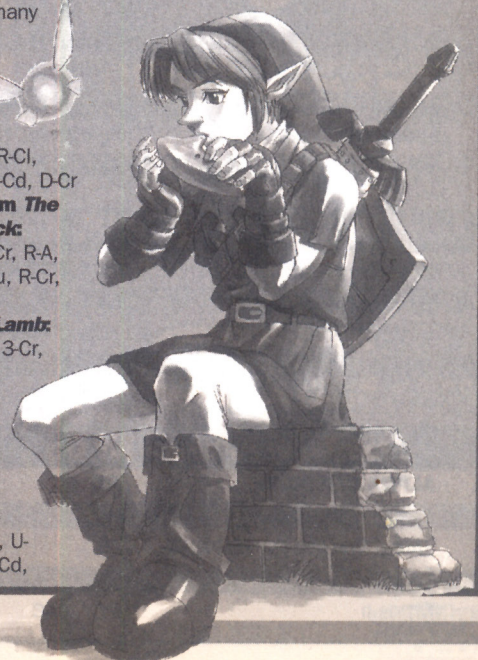
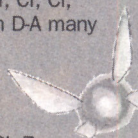


CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS LAST TITLE		PUBLISHER	
1	3	WCW/NWO THUNDER	THQ
2	NE	A BUG'S LIFE	SONY
3	1	PREMIER MANAGER '99	GREMLIN
4	2	FIFA '99	EA
5	10	BRIAN LARA CRICKET '99	CODEMASTERS
6	NE	TIGER WOODS '99	EA
7	4	COOL BOARDERS 3	SONY
8	5	TENCHU	ACTIVISION
9	6	TOMB RAIDER 3	EIDOS
10	7	CRASH 3: WARPED	SONY

PLAYSTATION PLATINUM TOP TEN

THIS LAST TITLE		PUBLISHER	
1	1	GRAND THEFT AUTO	TAKE 2
2	2	TOMB RAIDER	EIDOS
3	7	CROC	FOX
4	4	CRASH BANDICOOT	
5	3	ODDWORLD: ABE'S ODDYSEE	
6	6	RESIDENT EVIL	VIRGIN
7	5	TIME CRISIS	SONY
8	NE	DIE HARD TRILOGY	EA
9	8	TOCA TOURING CAR	CODEMASTERS
10	9	LOST WORLD	EA

NINTENDO 64 TOP TEN

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

PC CD-ROM TOP TEN

THIS LAST TITLE		PUBLISHER	
1	NE	ALPHA CENTAURI	EA
2	1	SIM CITY 3000	EA
3	2	DELTA FORCE	NOVALOGIC
4	3	BALDURS GATE	INTERPLAY
5	NE	RESIDENT EVIL 2	VIRGIN
6	10	EAGLE WATCH: RAINBOW SIX	TAKE 2
7	8	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
8	4	STARCRRAFT: BROOD WARS	CENDANT
9	5	HALF LIFE	CENDANT
10	6	WORMS: ARMAGEDDON	

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 UK TOP 5

1	STREET FIGHTER ALPHA 2	VIRGIN
2	STREET FIGHTER COLLECTION	VIRGIN
3	SHINING WISDOM	SEGA
4	VIRTUA COP	SEGA
5	VIRTUA FIGHTER 2	SEGA

DREAMCAST IMPORT TOP 5

1	HOUSE OF THE DEAD 2	SEGA
2	GET BASS!	SEGA
3	POWER STONE	CAPCOM
4	SONIC ADVENTURE	SEGA
5	SEGA RALLY 2	SEGA

PLAYSTATION UK TOP 5

1	RIDGE RACER 4	SONY
2	STREET FIGHTER ALPHA 3	VIRGIN
3	METAL GEAR SOLID	KONAMI
4	ROLLCAGE	PSYGNOSIS
5	PREMIER MANAGER '99	GREMLIN

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VIII	SQUARE
2	UM JAMMER LAMMY	SONY
3	BLOODY ROAR 2	HUDSONSOFT
4	CHOCOBO'S DUNGEON 2	SQUARE
5	EHRGIEZ	SQUARE

PC TOP 5

1	CHAMPIONSHIP MANAGER 3	EIDOS
2	SILVER	INFOGRAMES
3	ALPHA CENTAURI	EA
4	TIBERIUM SUN	EA
5	HALF LIFE	CENDANT

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	MICRO MACHINES 64 TURBO	CODEMASTERS
4	FIFA '99	EA
5	VIGILANTE 8	ACTIVISION

NINTENDO 64 IMPORT TOP 3

1	CASTLEVANIA 64	KONAMI
2	SMASH BROTHERS	NINTENDO
3	MARIO PARTY	NINTENDO

COLOUR GAMEBOY TOP 3

1	V-RALLY	INFOGRAMES
2	HOLY MAGIC CENTURY	VIRGIN
3	ZELDA DX	THE GAMES

ARCADE TOP 5

1	HOUSE OF THE DEAD 2	AM1
2	POWER STONE	CAPCOM
3	CRAZY TAXI	AM3
4	MAGICAL TRUCK ADVENTURE	AM3
5	STAR WARS TRILOGY ARCADE	AM8

JAPANESE MULTI-FORMAT SALES TOP 10

1	SPACESHIP YAMATO	PLAYSTATION
2	ARMORED CORE: MASTER OF ARENA	PLAYSTATION
3	SMASH BROTHERS	NINTENDO 64
4	TALES OF THE FARM 2	NINTENDO 64
5	SEGA RALLY 2	DREAMCAST
6	DUAL MONSTERS	GAMEBOY
7	DRAGON QUEST MONSTERS	GAMEBOY
8	BASS LANDING	PLAYSTATION
9	SUPER HERO BATTLE	PLAYSTATION
10	MAH JONG	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	SYPHON FILTER	PLAYSTATION
2	MARIO PARTY 64	N64
3	WCW THUNDER	PLAYSTATION
4	CASTLEVANIA	N64
5	WCW NITRO 64	N64

AMERICAN PC SALES TOP 10

1	ALPHA CENTAURI	PC
2	SIM CITY 3000	PC
3	EAGLE WATCH: RAINBOW SIX	PC
4	TUROK 2	PC
5	MTYH II	PC/ MAC

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
and
video
games

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YEAH, ME AN' MA HONEY
SONIC - WE TAKIN' CARE O' BIN'NESS,
MAN, ANY BODY MESS WIDUS, WE
MESS WIDEM - TWO TIME!

CVG'S TOP 15 TOP 15 CHARTS WE STARTED BUT NEVER FINISHED

- Top 15 Quake names.
- Top 15 celebrity endorsed games we want.
- Top 15 game quotes.
- Top 15 enemy names.
- Top 15 level names.
- Top 15 longest game loading times.
- Top 15 most inappropriate in-game music.
- Top 15 game sounds.
- Top 15 option screens.
- Top 15 bad game box art.
- This one.
-
-
-
-