

FREEPLAY

...AND A KEESE IN A DEKU TREE

Nintendo fans are the Wise Men this Christmas. Respect to PlayStation, but N64 has the best selection of games this year. Only an opinion, but if you look at the picture we're seeing, we're sure you'll agree. The renewed excitement surrounding N64 is even showing in Readers' Most Wanted votes!

Five of the best games we've ever played, made available since mid November – 1080° Snowboarding, Zelda 64, Turok 2, F-Zero X, and Body Harvest.

That's somebody's whole collection, right there, if you want to save time thinking about what's gone or yet to come. *Crash Bandicoot* and *Spyro the Dragon* on PlayStation cannot compare. They're tidy, but too familiar.

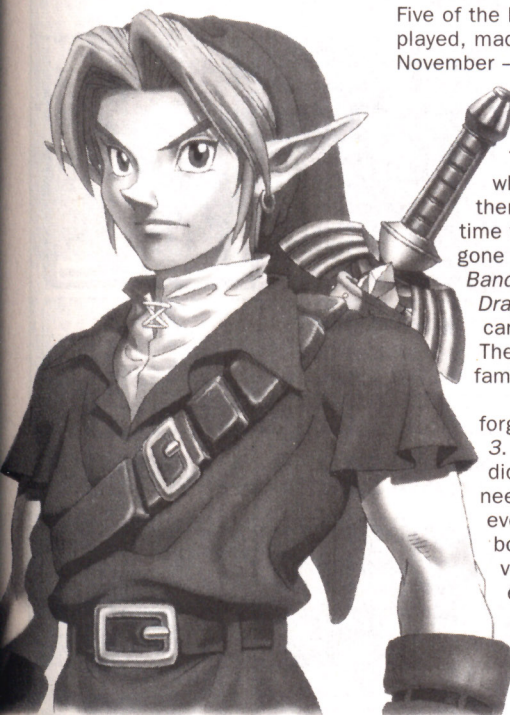
Oops, almost forgot *Tomb Raider 3*. Of course we didn't. What we all need to avoid, however, is being bowled over by the very least you expect – a great second sequel.

What we need to do is recognise N64 *Zelda* as the greatest thing since the shock of playing *Mario* in 3D. By the way, do yourself the favour of remembering how special it was playing *Mario* in 3D for the first

time. Dismiss that and you're playing ignorant. *Mario 64* affected games in the biggest way.

Remember you have an option, instead of always doing what's obvious and easy. You could have a whole new console to play around with, and one of the finest games ever made – *Zelda*

64. Alternatively, there's always Lara to keep you in check. Have a Happy Christmas. It's guaranteed whatever.



Ⓢ We wanted you to know that N64 rules this Christmas! Some of the best-ever games are new to this machine since November.



Ⓢ Lara Croft gets a great new adventure – what did you expect? Aren't you worried that you've been here before? Didn't think so.

READERS' MOST WANTED CHART

The nation is still in the grip of Dreamcast fever, with Sega's new console easily topping our readers' chart. Very few of you will actually get your hands on one until next year, so it's unlikely to move from its top slot.

| | | |
|----|--------------------|-------------|
| 1 | DREAMCAST | SEGA |
| 2 | FINAL FANTASY VIII | PLAYSTATION |
| 3 | ZELDA 64 | NINTENDO 64 |
| 4 | METAL GEAR SOLID | PLAYSTATION |
| 5 | TOMB RAIDER 3 | PLAYSTATION |
| 6 | RESIDENT EVIL 3 | PLAYSTATION |
| 7 | PLAYSTATION 2 | SONY |
| 8 | SONIC ADVENTURE | DREAMCAST |
| 9 | SOUTH PARK | NINTENDO 64 |
| 10 | POKÉMON | NINTENDO |

The infamous cartoon characters from *South Park* finally make it into our readers' chart, narrowly beating *Pokémon* in the process. In fact, Game Boy Color and its games got a fair few votes, and other games will probably enter the chart after our coverage this month! PC games are also starting to push for positions. Awesome new games like *Half-Life*, *Rainbow 6* and *Outcast* all got a respectable amount of votes. Chances are that over Christmas, some of you lucky people will be proud owners of new PCs, so PC games will really grow in popularity. Meanwhile, whatever games you buy or play over the holidays, enjoy yourself. And have a Merry Christmas and a Happy New Year!

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BURNING HOT GASES – OR RED-HOT RUMOURS?

• A game already exists on the new Nintendo console – a next-generation Nintendo game in progress, on a completed next-generation Nintendo chip-set. We'll see it in 2000.

• Namco's next-generation arcade board is basically Sega's Naomi board. It has custom extras allowing compatibility with PlayStation 2. *Tekken 4* for Dreamcast then!

• *Gran Turismo 2* will feature off-road racing, and Ferrari cars. The development of the project was

brought forward to allow Team Yamauchi to begin *GT3* for PS2.

• Core have resurrected their *Hurdy Gurdy* game for Dreamcast. It's a 3D cartoon game, which is expected to look better than anything else on Dreamcast.

• Ennio Morricone will be doing to music for the *Resident Evil* movie. This is the same guy who did the score for the awesome spaghetti western, *The Good, The Bad, and The Ugly*. Alex Huhtala is especially excited about this prospect.

• *Gran Turismo 3* is now rumoured to be even more likely as a launch title for PS2. This is the game being shown to other developers to convince them – PS2 is terrifying.

• Catherine Zeta Jones is being considered for the role of Lara Croft in the *Tomb Raider* Movie. She's been our favourite for over a year.

• PlayStation 2 will push 10 million polygons a second. Dreamcast does 1.5 million. It's expected in 2000 for Japan. 2001 for Europe. Major developers already have kit.

TWELVE MONTHS OF CVG

A YEAR IN THE HANDS OF THE VERY GODS OF GAMING!



ISSUE 194 JANUARY 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 6/10

INSANITY EXAMPLE:
"CVG has survived the storm by maintaining the objectivity you demand, while injecting enthusiasm we can't help (try and stop us!) when the occasion arose."

GAME OF THE MONTH: *The Curse Of Monkey Island* (PC)
SHAME OF THE MONTH: *Peak Performance* (PlayStation)

BEST HEADLINE: "IF I C-CAN JUST R-REACH M-MY... PIG BOMB" **Tom Guise, *Deathtrap Dungeon***

TOLD YOU SO: "Could be a serious contender for the C&C crown."
Commandos
"Should be a big one." **1080°**

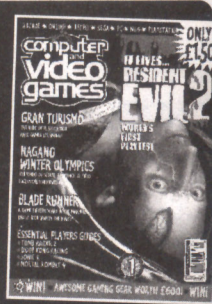
BEST REVIEW QUOTE:
"Have you ever thought, 'I'd really like a glass of milk', then poured it out, taken a huge gulp and gone 'EUURRGHH!' because it had gone sour?" **Alex Huhtala, *Nagano Winter Olympics***

READERS' MOST WANTED: *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Quake* (PC)

HOTTEST RUMOUR: Production details of the *Final Fantasy* movie, which has only recently been revealed.

CVG SECRET: Tony Cormack created the "64" in the *Duke Nukem 64* logo himself by chopping up and sticking together bits of other letters.

ON THE COVER:
The world's first *Resident Evil 2* playtest, signified by a zombie staring out of a bodybag with his brain hanging out. Also, an awesome collection of stickers featuring your favourite games (and *Spice World*!)



BEST MAILBAG QUOTE:
"Please could you track down when *Cruis'n USA* is coming out. I have waited nearly six months for this game..." **Simon Harrison, Worthing**

ISSUE 195 FEBRUARY 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 10/10

INSANITY EXAMPLE:
"*FZero*... is so cool that it has been ripped off many times. Just like all the great Nintendo games. But that's life. Correction! This is life: *FZero X*... This game makes you want to shout the house down, it's brilliant! Brilliant! Brilliant!"

GAME OF THE MONTH: *Quake 2* (PC)
SHAME OF THE MONTH: *The Note* (PlayStation)

BEST HEADLINE: "FUNNY WIT DA 3D STICKY WICKY" **Paul Davies, *Yoshi's Story***

TOLD YOU SO: "Our hot tip for 1998: Yo-yo's." **Gizmo Palace**
"*Pocket Monster* will be one of the greatest games you've ever played"
Pokémon

BEST REVIEW QUOTE:
"Even Everton are better than this." **Steve Key, Saturn *FIFA '98***

HOTTEST RUMOUR: News that PlayStation *X-Men vs Street Fighter EX* would not feature the team modes.

CVG SECRET: Pages 20-21 were meant to be the Game Boy Pocket feature, but were lost due to a printing error. They eventually appeared in issue 196.

READERS' MOST WANTED: *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Quake 2* (PC)

ON THE COVER:
Tekken 3's Space Ninja Yoshimitsu surrounded by flames to represent CVG's massive coverage of the games tipped to be the best of 1998.



BEST MAILBAG QUOTE:
"Yes, yes, yes, yes, yes! *Sonic Team I LOVE YOU ALL!* Toot toot *Burning Rangers!*" **Will Curley**

ISSUE 196 MARCH 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 7/10

INSANITY EXAMPLE:
"Violence the supreme authority. Violence is king! Death to cute! ... There's much more to excitement than crapping your pants every 10 seconds. CUTE WILL BE REBORN!!!"

GAME OF THE MONTH: *Street Fighter Collection* (PS & Saturn)
SHAME OF THE MONTH: *Cruis'n USA* (Nintendo 64)

BEST HEADLINE: "MASTERS OF TASTY CURRY?" **Alex Huhtala, *Star Wars: Masters of Teräs Käsi***

TOLD YOU SO: "Sega's new machine will be launched in November with *Virtua Fighter 3*... it will have four joypad ports and be network compatible for internet gaming."

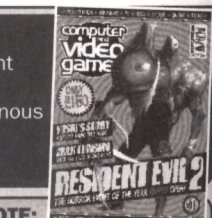
BEST REVIEW QUOTE:
"I really don't care one bit about a ninja called Ninja or a man called Bob..." **Ed Lomas, *Fighters Destiny***

HOTTEST RUMOUR: Sega working on a handheld console which would be able to link up and transfer data with their next machine.

CVG SECRET: CVG Editorial pictures were taken on a Sunday in January and the office heating wasn't on, which explains the coats and hats.

READERS' MOST WANTED: Still *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Resident Evil 2* (PlayStation)

ON THE COVER:
The disgusting mutant from *Resident Evil 2* coming out of a luminous green B-Movie-style swirling vortex!



BEST MAILBAG QUOTE:
"The picture on the front of issue 194 was horrible, disgusting and I was almost sick looking at it. I'm not normally scared of things like that, but bloody hell, I was cacking my crackers." **Anon, Leytonstone**

ISSUE 197 APRIL 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 8/10

INSANITY EXAMPLE:
"Alex... was there before you were born. Before your Brother, your Sister, your Mother, your Father, your number one guy on the family tree ever came to be. Alex, man. Alex. Huh. Tah. Lah. Lee." What IS he on about?

GAME OF THE MONTH: *Panzer Dragoon Saga* (Saturn)
SHAME OF THE MONTH: *Iznogoud* (PlayStation)

BEST HEADLINE: "PHWOAR! HUBBA HUBBA! LUVVERLY GRAFFIKS!" **Ed Lomas, *Gran Turismo***

TOLD YOU SO: "...this is going to be a big one later this year."
Colin McRae Rally

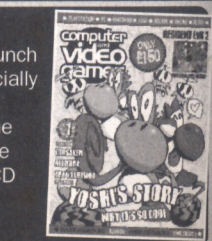
BEST REVIEW QUOTE: "...has EVERYTHING every gamer could possibly want. The first essential Mexican import game for years."
Ed Lomas, *Ultra Fernando Cousins*

HOTTEST RUMOUR: Beastly Blanka to return to the *Street Fighter* series.

CVG SECRET: The Vectron Powerskin 3000XR was made from a VR headset with a TV remote control, three plastic cups, a Jaguar link cable, a Mega Drive ISS Deluxe pre-production cartridge, an Aura Interactor backpack, and a bunch of AV leads - all sellotaped to Alex.

READERS' MOST WANTED: STILL *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Resident Evil 2* (PlayStation)

ON THE COVER:
A crazy picture of a bunch of Yoshis, done especially for CVG by Jake, who drew the picture of The Prodigy featured inside the *Fat Of The Land* CD booklet and on the popular T-shirts.



BEST MAILBAG QUOTE: "Thank you to all the guys at CVG for really getting me into gaming."
Stephen Murison, Aberdeen

TWELVE MONTHS OF CVG

PREPLAY

ISSUE 198
MAY 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 6/10

INSANITY EXAMPLE:
Paul started growing his hair and sweeping it back to look more like Jin Kazama from *Tekken 3*.

GAME OF THE MONTH:
Resident Evil 2 (PlayStation)
SHAME OF THE MONTH:
Aero Gauge (Nintendo 64)

BEST HEADLINE: "THE EHR-GUYS" Ed Lomas, *Ehrgeiz*

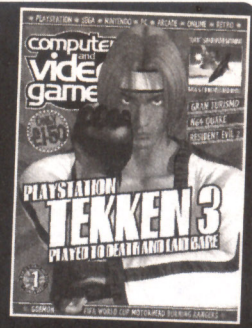
TOLD YOU SO: "This is going to be massive, we guarantee it."
Colin McRae Rally
"And the feature which will appeal to most PlayStation owners? Big, bouncing breasts." *Dead Or Alive*

READERS' MOST WANTED:
Again... *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME:
Quake 2 (PC)

HOTTEST RUMOUR: *Cool Boarders 3* not to be coded by the creators of the first two games, UEP Systems.

CVG SECRET: Tony Cormack didn't do a single one of the tricks on the back page. Instead, he stuck his own head on some cool dudes' bodies.

ON THE COVER:
Hwoarang from *Tekken 3* to signify the first UK playtest of the amazing PlayStation conversion. We were the only magazine Namco invited to play the game before it was released in Japan, you know.



BEST REVIEW QUOTES:

"If you're a lazy git, play something else." Ed Lomas, *Burning Rangers*
"What started out as an enjoyable platform game slowly morphed into a frustrating and repetitive leaping competition." Steve Key, *Pitfall 3D*

BEST MAILBAG QUOTE:

"Judging by your review, *Cruis'n USA* is going to be top of the 'he got that for his birthday' chart."
Stephen Atherton, *Workington*

ISSUE 199
JUNE 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 8/10

INSANITY EXAMPLE:
His Editorial picture is supposed to be Jin Kazama's pose. His Mac now goes "Jin Kazama!" when he receives an e-mail, and all Paul talks about is *Tekken 3*.

GAME OF THE MONTH:
Gran Turismo (PlayStation)
SHAME OF THE MONTH:
Three Lions (PlayStation)

BEST HEADLINE:
"DIRST DASS DICKET DO DOTTINGHAM" Alex Huhtala, *Metal Gear Solid*

TOLD YOU SO:
"Will it be able to stand up to Rare's fantastic *Goldeneye*? Sounds impossible to us..."
Mission: Impossible

READERS' MOST WANTED:
Um... *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME:
Tekken 3 (PlayStation)

HOTTEST RUMOUR:
Project X technology to be built into domestic DVD players.

CVG SECRET:
Alex Huhtala drew the picture of Heat from *Bust-A-Groove* in Drawinz Wot You Dun (the second one from the start).

ON THE COVER:
An awesome Toyota Castrol GT to represent Sony's racing extravaganza, *Gran Turismo*. Plus, a French footballer to highlight our comprehensive coverage of footy games to play during France '98.



BEST REVIEW QUOTE:

"If ever you needed the 'Big Ron' Rolex and cigars galore, it's now!" Steve Key, *Premier Manager '98*

BEST MAILBAG QUOTE:

"Anyone who believes *FIFA* has superior gameplay deserves to have their testicles ripped off and nailed to their head." Peter Lomas, *Manchester*

ISSUE 200
JULY 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 7/10

INSANITY EXAMPLE:
Just look at him in the background of Ed's Editorial picture. Maaaaad.

GAME OF THE MONTH:
Breath Of Fire III (PlayStation)
SHAME OF THE MONTH:
Bomberman World (PlayStation)

BEST HEADLINE:
"THINK FAST OR WAKE UP DEAD" Paul Davies, *Body Harvest*

TOLD YOU SO:
"Blood Omen received mixed reviews, but no-one will be in any doubt over the sequel." *Legacy Of Kain: Soul Reaver*

READERS' MOST WANTED:
Tekken 3 (PlayStation)
CVG'S MOST-PLAYED GAME:
ISS Pro 98 (PlayStation)

HOTTEST RUMOUR: Capcom hiring extra staff for their multiple *Resident Evil* projects.

CVG SECRET: The cover image nearly didn't make it to the printers because all of DMA Design's computers broke at the same time. Four remaining machines all rendered it simultaneously, only one of which completed the job before crashing.

ON THE COVER:
The lovely pink-haired lady from Gremlin's *Body Harvest* on Nintendo 64, along with a panel promoting CVG's extensive coverage of the awesome fighting game, *Tekken 3*.



BEST REVIEW QUOTE:

"Not only did Jon Hare pen the awesome (!?!?!?) theme tune AND sing it, he also wrote and voiced the commentary too. And he

still found time to go to the bog and wash his hands afterwards! Is there anything this man cannot do?" Steve Key goes off on a bizarre *Sensible Soccer '98* ramble

BEST MAILBAG QUOTE:

"I change girlfriends like I change my socks, but PlayStation owners who w*** over Lara are complete losers." Shaïd Majid, *Bradford*

ISSUE 201
AUGUST 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 8/10

INSANITY EXAMPLE:
"CVG has been nominated by the Video Game Dimension as the most effective messenger to humans..."

GAMES OF THE MONTH:
Banjo-Kazooie (N64) and *Colin McRae Rally* (PlayStation)
SHAME OF THE MONTH:
Spice World (PlayStation)

BEST HEADLINE:
"BLOCK ROKING BEATS" A Tony Cormack error, Game Boy page

CVG SECRET:
A *Turok 2* cover was rejected because we felt the artwork specially created for CVG wasn't good enough. It ended up being used by *Nintendo Power* magazine in the USA.

READERS MOST WANTED:
Zelda 64 (Nintendo 64)
CVG'S MOST-PLAYED GAME:
ISS Pro 98 (PlayStation)

HOTTEST RUMOUR:
Capcom making a separate *Resident Evil* game for Dreamcast, while *Resident Evil 3* will still come out on PlayStation (also recently confirmed.)

TOLD YOU SO:
"FFVIII will make FFVII look almost old-fashioned in every respect."
Final Fantasy VIII

ON THE COVER:
Rare's excellent Nintendo 64 adventure *Banjo-Kazooie*. And *ISS* helps introduce our brand new football section.



BEST REVIEW QUOTE:

"...stinks of rotten skunks." Ed Lomas, *Spice World*

BEST MAILBAG QUOTE:

"Actua Soccer 2's graphics are bloody s**t and the goalies take too long in kicking the ball out. Plus, the power bar! I mean, what's the need in one when on *FIFA '98* you just shoot and hope for the best." Robert Line, *Manchester*

TWELVE MONTHS OF CVG

PREPLAY

ISSUE 202 SEPTEMBER 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 9/10

INSANITY EXAMPLE:
Realising he was rubbish at *Tekken 3* after dedicating his life to it pushes Paul ever closer to the edge.

GAME OF THE MONTH:
Tekken 3 (PlayStation)
SHAME OF THE MONTH:
Blasto (PlayStation)

BEST HEADLINE:
"FLASH (COMBO) AA-AAH!"
Ed Lomas, *Pocket Fighter*

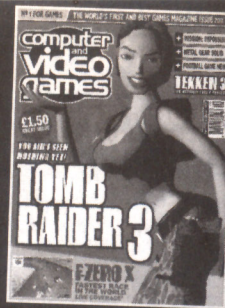
TOLD YOU SO:
"...there's no way this will be anything less than fantastic."
TOCA 2 *Touring Cars*

READERS' MOST WANTED:
Tekken 3 (PlayStation)
CVG'S MOST-PLAYED GAME:
Quake 2 (PC)

HOTTEST RUMOUR:
Silicon Dreams working on four Dreamcast games, including two football titles.

CVG SECRET:
The little bit of Japanese text accidentally left on the *G-Darius* logo translates as "arse".

ON THE COVER:
The luscious Lara Croft holding the CVG logo aloft. It turned out to be hugely popular with the majority of readers, while others berated us for "crudeness"! Plus the legendary racer *F-Zero X* makes a welcome appearance.



BEST REVIEW QUOTE:
"...while the World Cup mode may feature all the correct teams and plays the games on the correct dates, all the times and locations are wrong." **Alex Huhtala, *Game Boy World Cup '98***

BEST MAILBAG QUOTE:
"Dear Paul, I am your biggest fan and I love your section on game reviews. Why is there never a picture of you?" **Gary**

ISSUE 203 OCTOBER 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 8/10

INSANITY EXAMPLE:
Subscriptions page – "Subscribe now or we'll reveal your true identity to the moon donkeys... 'Frpp Commander. We've located another Frpp' ... Moon Donkeys Get Mad."

GAME OF THE MONTH:
ISS Pro '98 (PlayStation)
SHAME OF THE MONTH:
Virtual Chess (Nintendo 64)

BEST HEADLINE:
"CAN YOU SMELL WHAT ZAROK IS COOKING?" **Alex Huhtala, *MediEvil***

TOLD YOU SO:
"... everyone could be in for a big disappointment." **Formula 1 '98**
"It's the best *Ridge Racer* yet!" **Ridge Racer 4**

BEST REVIEW QUOTE:
"...jump a few obstacles, smack the enemies, get key, open door, move on. Dull." **Paul Davies, *Ninja***

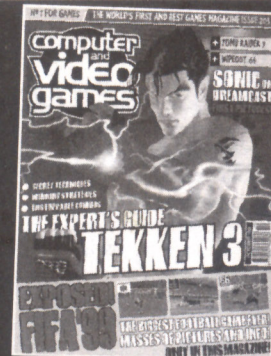
READERS MOST WANTED:
Final Fantasy VIII (PlayStation)
CVG'S MOST-PLAYED GAME:
ISS Pro '98 (PlayStation)

HOTTEST RUMOUR: Core Design working on a *Fighting Force*-style game.

CVG SECRET: "... everyone could be in for a big disappointment." **Formula 1 '98**
"It's the best *Ridge Racer* yet!" **Ridge Racer 4**
"Looks like being great PlayStation fodder for the masses." **Apocalypse**

BEST MAILBAG QUOTE:
"What is the flippin' world coming to when you can't play *Time Crisis 2* on holiday without your Dad embarrassing you by getting further than you and getting to True Ogre on *Tekken 3* in one credit!?!?" **Mark Oakes, Wigan**

ON THE COVER:
Paul's alter ego, Jin Kazama from *Tekken 3*, with lightning bolts crackling out of his Iron Fist. Plus an exclusive on *Fifa '99*.



ISSUE 204 NOVEMBER 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 9/10

INSANITY EXAMPLE:
See the *Parasite Eve* review quote below. Also, Paul played *Bust-A-Groove* all month and got a massive crush on Shorty.

GAME OF THE MONTH:
Time Crisis: Platinum (PlayStation)
SHAME OF THE MONTH:
The Fifth Element (PlayStation)

BEST HEADLINE:
"IN OUR NEXT PERIODICAL..."
Ed Lomas, *Abe's Exodds*

TOLD YOU SO:
"...may turn out to be a bit of a party hit!" **Pen Pen *Trilcelon***

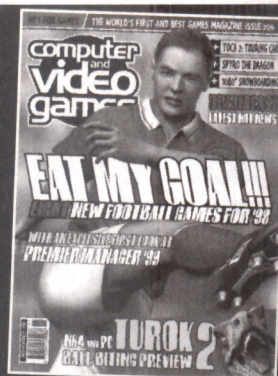
BEST REVIEW QUOTE:
"... *Parasite Eve* falls somewhere between *Resident Evil 2* and *Final Fantasy VII*, but never touches the genius behind either of those games. Aya is pretty though." **Paul Davies, *Parasite Eve***

READERS MOST WANTED:
Dreamcast (Sega)
CVG'S MOST-PLAYED GAME:
NIGHTS (Saturn)

HOTTEST RUMOUR:
Gran Turismo 3 to be a PlayStation 2 launch game.

CVG SECRET:
The "Alex Under Cover" things were in Gizmo Palace because we bought them for Alex Huhtala as a birthday present and he liked them so much. Exciting, huh?

ON THE COVER:
A rendered footballer hitting home a goal. He looks a bit like little Liverpool and England star Michael Owen.



BEST MAILBAG QUOTE:
"Just watch your backs, cos your parents might be invaders who want to ruin your lives." **Joseph Kelly, Warrington**

ISSUE 205 DECEMBER 1998

**PAUL DAVIES'S
INSANITY LEVEL:** 10/10

INSANITY EXAMPLE:
Hoovering the walls of his house. Is that mad enough?

GAME OF THE MONTH:
TOCA 2 Touring Cars (PlayStation)
SHAME OF THE MONTH:
NASCAR '99 (PlayStation)

BEST HEADLINE:
"I'VE GOT A BRAND NEW BODY HARVESTER" **Ed Lomas, *Body Harvest***

TOLD YOU SO:
We told you lots of things that will prove to be true with time...

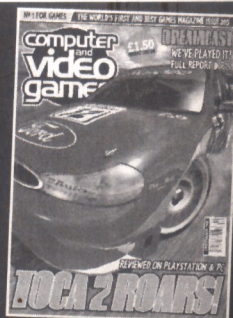
BEST REVIEW QUOTE:
"...anyone can piece together a tune in 30 minutes to rival even the mighty 2 Unlimited." **Ed Lomas, *Music***

READERS MOST WANTED:
Dreamcast (Sega)
CVG'S MOST-PLAYED GAME:
ISS Pro '98

HOTTEST RUMOUR:
The next *Tomb Raider* game will be a PlayStation 2 exclusive.

CVG SECRET: Two of the Melting Pot ideas were made up by Alex. One was the Premier Passions game, and the other was Changing Rooms, sent in by "Daphne Montague" – a feminine version of Abdul's name.

ON THE COVER:
A Ford Mondeo from the awesome *TOCA 2 Touring Cars* racing through the countryside. Plus a little blurb about our extensive playtesting of Dreamcast games on Dreamcast.



BEST MAILBAG QUOTE:
"Why can't you make your magazine more expensive, but get free things?" **Dan Muns, via e-mail**

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

| THIS | | LAST TITLE | PUBLISHER | |
|------|----|------------------------|-------------------|--|
| 1 | 2 | TENCHU | ACTIVISION | |
| 2 | NE | APOCALYPSE | ACTIVISION | |
| 3 | 1 | FORMULA ONE '98 | PSYGNOSIS | |
| 4 | NE | MICHAEL OWEN'S WLS '99 | EIDOS | |
| 5 | 3 | TEKKEN 3 | SONY | |
| 6 | 4 | SPYRO THE DRAGON | SONY | |
| 7 | NE | COLONY WARS: VENGEANCE | PSYGNOSIS | |
| 8 | 7 | COLIN McRAE RALLY | CODEMASTERS | |
| 9 | NE | BREATH OF FIRE 3 | INFOGRAMES | |
| 10 | 6 | ISS PRO '98 | KONAMI | |

PLAYSTATION PLATINUM TOP TEN

| THIS | | LAST TITLE | PUBLISHER | |
|------|----|----------------------------|---------------|--|
| 1 | 1 | GRAND THEFT AUTO | TAKE 2 | |
| 2 | NE | TIME CRISIS | SONY | |
| 3 | NE | HERCULES | SONY | |
| 4 | 3 | TOCA TOURING CAR | CODEMASTERS | |
| 5 | 1 | RESIDENT EVIL | VIRGIN | |
| 6 | NE | MICKEY'S MAGICAL ADVENTURE | SONY | |
| 7 | 6 | TOMB RAIDER | EIDOS | |
| 8 | 7 | COMMAND AND CONQUER | VIRGIN | |
| 9 | 5 | ODDWORLD: ABE'S ODDYSSEY | GT | |
| 10 | 9 | V-RALLY | OCEAN | |

NINTENDO 64 TOP TEN

| THIS | | LAST TITLE | PUBLISHER | |
|------|----|------------------------------|------------------|--|
| 1 | NE | F-ZERO X | THE GAMES | |
| 2 | 1 | 1080° SNOWBOARDING | THE GAMES | |
| 3 | 2 | F1 WORLD GRAND PRIX | THE GAMES | |
| 4 | 3 | MISSION IMPOSSIBLE | INFOGRAMES | |
| 5 | 4 | WWF: WARZONE | ACCLAIM | |
| 6 | 6 | BANJO KAZOOIE | THE GAMES | |
| 7 | NE | BODY HARVEST | GREMLIN | |
| 8 | NE | SPACE STATION SILICON VALLEY | TAKE 2 | |
| 9 | 5 | ISS '98 | KONAMI | |
| 10 | 10 | GOLDENEYE | THE GAMES | |

PC CD-ROM TOP TEN

| THIS | | LAST TITLE | PUBLISHER | |
|------|----|-----------------------------|------------------|--|
| 1 | NE | AGE OF EMPIRES | MICROSOFT | |
| 2 | NE | LULA: VIRTUAL BABE | TAKE 2 | |
| 3 | NE | VIRTUAL SPRINGFIELD | FOX INTERACTIVE | |
| 4 | NE | SIN | ACTIVISION | |
| 5 | NE | COMBAT FLIGHT SIMULATOR | MICROSOFT | |
| 6 | 1 | CANNON FODDER: SOLD OUT | SOLD OUT | |
| 7 | 4 | STAR WARS: BEHIND THE MAGIC | LUCASARTS | |
| 8 | NE | GRIM FANDANGO | LUCASARTS | |
| 9 | NE | CARMAGEDDON 2 | SCI | |
| 10 | 2 | CAESAR 3 | CENDANT | |

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 | STREET FIGHTER ALPHA 2 | VIRGIN |
| 2 | NIGHTS | SEGA |
| 3 | VIRTUA FIGHTER 2 | SEGA |
| 4 | SONIC JAM | SEGA |
| 5 | SHINING WISDOM | SEGA |

SATURN IMPORT TOP 5

| | | |
|---|--------------------|-----------|
| 1 | SONIC ADVENTURE | SEGA |
| 2 | VIRTUA FIGHTER 3tb | SEGA |
| 3 | PEN PEN TRIICELON | GEN. ENT. |
| 4 | GODZILLA | SEGA |
| 5 | JULY | SEGA |

PLAYSTATION U.K. TOP 5

| | | |
|---|----------------------|-------------|
| 1 | TOMB RAIDER 3 | EIDOS |
| 2 | TOCA 2: TOURING CARS | CODEMASTERS |
| 3 | ISS PRO '98 | KONAMI |
| 4 | CRASH BANDICOOT 3 | SONY |
| 5 | ABE'S EXODDUS | GT |

PLAYSTATION IMPORT TOP 5

| | | |
|---|-----------------------|------------|
| 1 | BLOODY ROAR 2 | HUDSONSOFT |
| 2 | RIDGE RACER TYPE 4 | NAMCO |
| 3 | STREET FIGHTER ZERO 3 | CAPCOM |
| 4 | HARD EDGE | |
| 5 | DANCE! DANCE! DANCE! | KONAMI |

PC TOP 5

| | | |
|---|---------------|------------|
| 1 | SIN | ACTIVISION |
| 2 | HALF LIFE | CENDANT |
| 3 | GRIM FANDANGO | LUCASARTS |
| 4 | RAINBOW SIX | TAKE 2 |
| 5 | CARMAGEDDON 2 | SCI |

NINTENDO 64 TOP 5

| | | |
|---|-------------|-----------|
| 1 | ZELDA 64 | THE GAMES |
| 2 | TUROK 2 | ACCLAIM |
| 3 | FZERO X | THE GAMES |
| 4 | XG2 | ACCLAIM |
| 5 | BUCK BUMBLE | UBI SOFT |

NINTENDO 64 IMPORT TOP 3

| | | |
|---|-------------|----------|
| 1 | MARIO PARTY | NINTENDO |
| 2 | MOTHER 3 | HALKEN |
| 3 | TETRIS 64 | NINTENDO |

GAME BOY TOP 3

| | | |
|---|---------------------------|-----------|
| 1 | ZELDA: A LINK TO THE PAST | THE GAMES |
| 2 | COLOUR GAMEBOY | THE GAMES |
| 3 | CAMERA AND PRINTER | THE GAMES |

ARCADE TOP 5

| | | |
|---|------------------------|------------|
| 1 | VIRTUA FIGHTER 3tb | AM 2 |
| 2 | STREET FIGHTER ALPHA 3 | CAPCOM |
| 3 | SPIKEOUT | AM2 |
| 4 | FIGHTING LAYER | AMCO/ARIKA |
| 5 | GET BASS | AM1 |

JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|----|------------------------|-------------|
| 1 | RPG 6 | KOEI |
| 2 | PIA LOVES CARROTS (?) | SAT |
| 3 | DRAGON QUEST MONSTERS | GB |
| 4 | BEATMANIA | PS |
| 5 | GUNDAM | PS |
| 6 | POCKET MONSTER PIKACHU | GB |
| 7 | STREET GORGEOUS KING | PS |
| 8 | METAL GEAR SOLID | PS |
| 9 | PILOT | PS |
| 10 | MASK RIDER | PS |

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

| | | |
|---|-------------|-------------|
| 1 | ISS PRO '98 | PLAYSTATION |
| 2 | QUAKE 2 | PC CD-ROM |
| 3 | POKÉMON | GAMEBOY |
| 4 | ZELDA 64 | N64 |
| 5 | MUSIC | PLAYSTATION |

AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|----|------------------|--------------------|
| 1 | TENCHU | PLAYSTATION |
| 2 | NHL '99 | PLAYSTATION |
| 3 | NFL BLITZ | PLAYSTATION |
| 4 | MADDEN '99 | PLAYSTATION |
| 5 | PARASITE EVE | PLAYSTATION |
| 6 | NHL '99 | NINTENDO 64 |
| 7 | MADDEN '99 | NINTENDO 64 |
| 8 | TALES OF DESTINY | PLAYSTATION |
| 9 | POKÉMON RED | GAMEBOY |
| 10 | POKÉMON BLUE | GAMEBOY |



CVG'S TOP 15 OUTSTANDING VIDEO GAME SONGS

| | | |
|-----|--------------------------------------|---------------------------|
| 1. | Dreams Dreams | NIGHTS |
| 2. | Sonic Warrior | Sonic CD |
| 3. | Theme song (party version) | Night Trap |
| 4. | Cosmic Eternity | Sonic CD |
| 5. | Title song by Mr Big singer | Daytona USA: CE |
| 6. | Something There (By Chage and Aska) | Street Fighter: The Movie |
| 7. | War (Has Never Been So Much Fun) | Cannon Fodder |
| 8. | We Are Burning Rangers | Burning Rangers |
| 9. | Party Time (By MC King Kong Mushi) | Parappa The Rapper |
| 10. | Biggedy-Buck Bumble speed garage rap | Buck Bumble |
| 11. | Title song | Cruis'n USA |
| 12. | Shorty's Song | Bust-A-Groove |
| 13. | Born To Be Wild (Lounge bar version) | Quest For Fame |
| 14. | Terrible Muffled Yank Soft Rock Cack | Nascar 98 |
| 15. | Jon Hare's credits song | Sensible Soccer '98 |

TIPS

THE LEGEND OF LOMAS

Merry Christmas, one and all - even you, Tiny Tom! But please, while you're playing away at your shiny new video games in your warm house, spare a thought for those less fortunate than you. Such as people stuck on their shiny new video games! So please, if you have any good tips send them in. Every little helps! Jingle all the way!

TIPS

PLAYSTATION

COOL BOARDERS 3

These cheat codes should be entered as your name when you play Tournament mode:

- wonitall** Access all the tracks
- open_em** Access all the riders
- bigheads** Give everyone big heads



S.C.A.R.S.

Here's a bunch of passwords which will let you play the game just the way you want. Enter them as you would any other password.

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 *Bubba & Stix* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

- GLASSX ROCKYY** Crystal Grand Prix Crystal and Diamond Grand Prix
- ZDPEAK DESERT** All the Grand Prix Crystal Grand Prix and Scorpion car
- RATTLE** Crystal and Diamond Grand Prix, plus Scorpion and Cobra cars
- XPERTS** All the Grand Prix and Mirror Mode
- RUNNER** All the Grand Prix, Mirror Mode and Guepard car
- MYSTER** All the Grand Prix, Mirror Mode and Panther car
- ALLVID** All the Grand Prix, Mirror Mode and all cars



walk around the globe) and hold **Start** then press **Circle, Square, Circle, Square**.

To make the girls dance around their handbags instead of in a straight line as usual in the TV studio, go to the globe screen, hold **Start** and press **Square, Triangle, Circle, Triangle**. Now watch your act for that true Essex-night-out feeling.

To get some hidden messages from the Spice Girls, go to the globe screen, hold **Start** and press **Circle, Triangle, Triangle, Circle**. You should be told that the cheat has worked. Now hold **Start + Select** and press either **Circle, Triangle** or **Square** four times to get a message.

To access an alternate title screen with the virtual girls sitting on chairs (in the nude!) go to the globe screen, hold **Start** and press **Circle, Triangle, Triangle, Circle**. Now press **L1+L2+R1+R2+Select+Start** all at the same time and the game should reset to the new title screen.

B-MOVIE

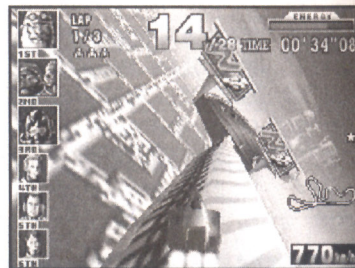
On the developer screen at the start of the game, press these key combinations for exciting cheats!

To get a level select, press **L1, R1, L2, R2, Triangle, Cross, Circle, Square, Square, Circle, Cross, Triangle**.

To get access to all the ships with all the weapons, press **L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up**.

NINTENDO 64

F-ZERO X



To get access to all the ships, tracks and difficulty settings, go to the **Mode Select** screen and press **L, Z, R, C-Up, C-Down, C-Left, C-Right, then Start**. You should hear a noise if you've done it properly, then everything should be available.

BUCK BUMBLE

To choose your level, go to the title screen when the "Right about now it's time to rock with the biggedy-Buck BUMBLE!" song starts, hold the **Z Trigger** and press **Right, Down, Down, Right**, then release the **Z Trigger**. Now press **Right, Up, Down, Left, Left, Up, Right, Right**. You should now be able to play on any level in the game.

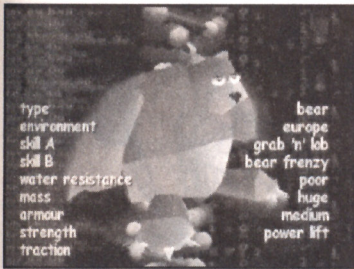
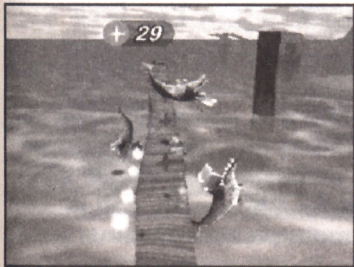
For all the weapons, go to the title screen as before and press **Left, Right, Up, Down**, then hold the **Z Trigger** and press **Right, Right, Left, Left**. Now, while playing press both the **L+R** Shoulder buttons and the **A+B** buttons all at the same time to give yourself all the weapons. You can do this whenever you want.



FREEPLAY

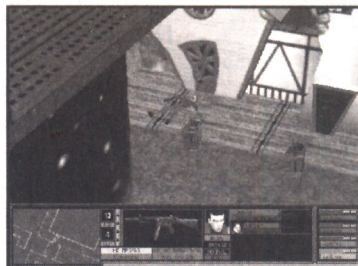
SPACE STATION SILICON VALLEY

To see slightly different startup screens, hold the **A** or **B** button when you turn your Nintendo 64 on. Each button will make the little DMA dude do something different.



Tab key while playing then type one of these:

- fly** Fly mode
- god** God mode
- ghost** Walk through walls
- walk** Turns off ghost and fly modes
- allammo** Max ammunition
- open xxx** Replace xxx with a map name to skip there
- killall xxx** Replace xxx with a monster name
- killpawns** Kill all monsters
- hideactors** Hide all enemies, weapons and items
- showactors** Brings the hidden stuff back
- summon xxx** Replace xxx with enemy, weapon or item name
- behindview x** Replace x with 1 for external view, 0 for normal
- invisible x** Replace x with 1 for invisibility, 0 for normal
- slomo x** Replace x with a number to set game speed (1 is normal)
- playersonly** Turn off timer
- suicide** Lets you play in the nude (this is a lie)



- explore** Turn off level objectives
- nobrainer** Turn off enemy AI
- 5fingerdiscount** Top up ammo
- 1-900** Heavy breathing!
- silentbutdeadly** For comedy effect...

If you use the code "**debugkeys**" then press **Enter** followed by **F10**, you can use these debug mode keys as well:

- F12** Skip level
- F7** Kill yourself
- F6** Change view
- Comma, Full Stop and Backslash** Change elevation

ARCADE DAYTONA USA 2

To access Mirror Mode, simply hold the **Start** button while selecting your race circuit. Okay, so it's not particularly difficult but some people might not have figured it out yet.

HARLEY DAVIDSON: L.A. RIDERS

To get a festive hidden music track, go to the bike select screen and hold the foot brake. Now select your transmission with the **Start** button and keep both of these held until the game begins. Now cycle through the various music tracks and you should find "Jingle Bells" on the end.

PC CD-ROM KLINGON HONOUR GUARD

To use these cheat codes, press the

TOM CLANCY'S RAINBOW SIX

To use these cheat codes, press the " key while playing, then type in whatever you want to use.

- avatagod** Invincible player
- teamgod** Invincible team
- bignoggin** Big head mode
- meganoggin** Enormous head mode
- clodhopper** Big hands and feet
- stumpy** Deformed characters
- turnpunchkick** Flat characters (like Parappa!)

GLOVER

To enter these cheats, pause the game at any time and press in the sequence of your choice on the yellow C-Buttons.

INFINITE LIVES
C-Up, C-Up, C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right

INFINITE ENERGY
C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left

ALL CHEATS OFF
C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-Down

OPEN PORTALS
C-Up, C-Right, C-Right, C-Down, C-Left, C-Down, C-Up, C-Right

LOCATE GARIBS
C-Left, C-Up, C-Right, C-Down, C-Left, C-Up, C-Left, C-Left

POWERBALL
C-Up, C-Down, C-Up, C-Down, C-Up, C-Down, C-Left, C-Up

CONTROL BALL
C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Right, C-Right

ENEMY BALL
C-Left, C-Down, C-Up, C-Right, C-Left, C-Left, C-Down, C-Down

LOW GRAVITY
C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up

BIG BALL
C-Down, C-Down, C-Up, C-Down, C-Down, C-Left, C-Right, C-Down

FISH EYE
C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, C-Left, C-Right

CAMERA ROTATE R
C-Left, C-Right, C-Up, C-Up, C-Down, C-Right, C-Down, C-Right

CAMERA ROTATE L
C-Right, C-Down, C-Right, C-Down, C-Up, C-Up, C-Right, C-Left

MAD GARIBS
C-Down, C-Right, C-Down, C-Up, C-Left, C-Down, C-Left, C-Up

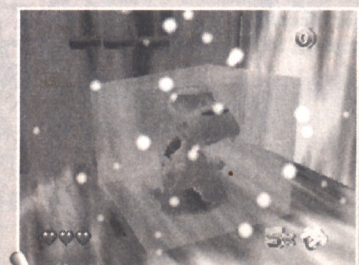
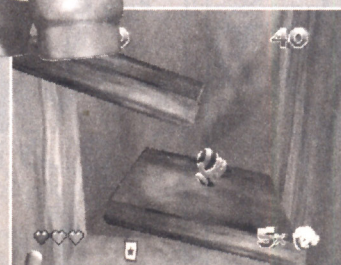
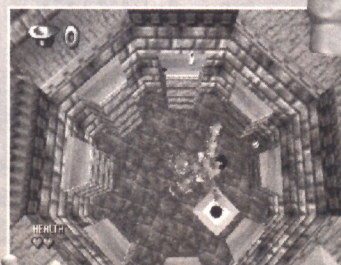
FROG SPELL
C-Down, C-Left, C-Down, C-Down, C-Left, C-Down, C-Up, C-Left

HERCULES
C-Down, C-Down, C-Down, C-Left, C-Left, C-Down, C-Right, C-Left

SPEEDUP
C-Left, C-Left, C-Right, C-Up, C-Right, C-Left, C-Down, C-Down

BOOMERANG BALL
C-Right, C-Up, C-Up, C-Up, C-Up, C-Left, C-Left, C-Down

FROGGY
C-Up, C-Right, C-Down, C-Right, C-Up, C-Left, C-Left, C-Up



Remember, a Glover is not just for Christmas...

... it's for life! Glovely Jubbly. Finger lickin' good.



On the first day of Xmas, my true glove...

...sent to me, a big pack of Mar-i-golds. Rah!

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.

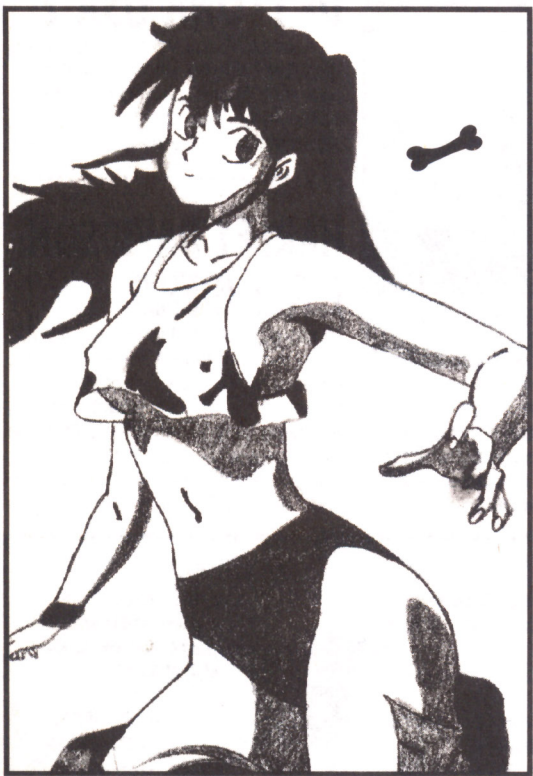


| | | |
|------------|--|---|
| KEY |  Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT! | Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!  |
|------------|--|---|

It's Christmas! That special time of year when I'm less likely to dump on your drawings. Enjoy it while it lasts!

Christmas is great! People give you presents, and you don't have to give them anything in return - well, I don't anyway. That's because I'm a dog, and dogs don't give presents. But sometimes dogs get given away as presents. If you've been given a dog for Christmas, call it Hunter - as long as it's a he-dog. Then send me a picture of him.

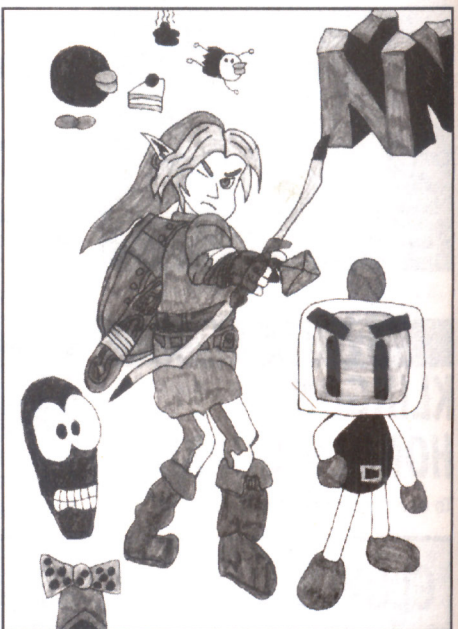
drawinz wot you dun



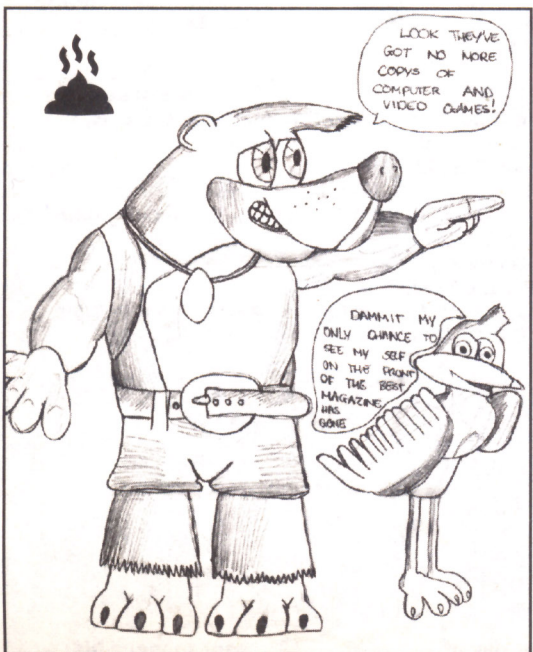
ⓐ A strangely shaped woman from the world of Manga, sent in by Bobson. Good effort, Bob.



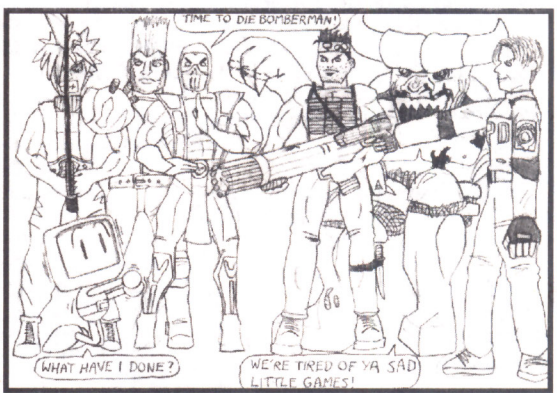
ⓐ Steven Adams shows creative talent by designing a poster for Resident Evil 2.



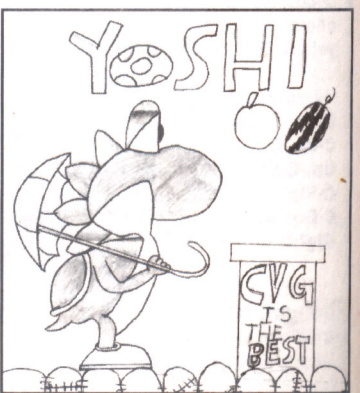
ⓐ Steven Handley's great pic of Nintendo favourites Zelda and Bomberman.



ⓐ A bit too straightforward - and you forgot to write your name. A well-earned turd for you.



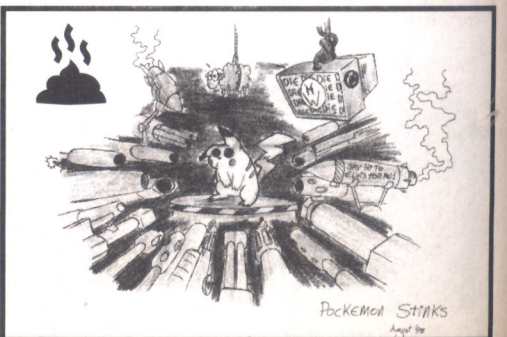
ⓐ Bomberman finds himself cornered in Matthew Layzell's drawin'. But what happened next, Matt?



ⓐ Yoshi's singing and dancing in the rain. Thanks, Paul Threfall.



ⓐ This is a bit extreme, Christian Baker. All you have to do is subscribe!



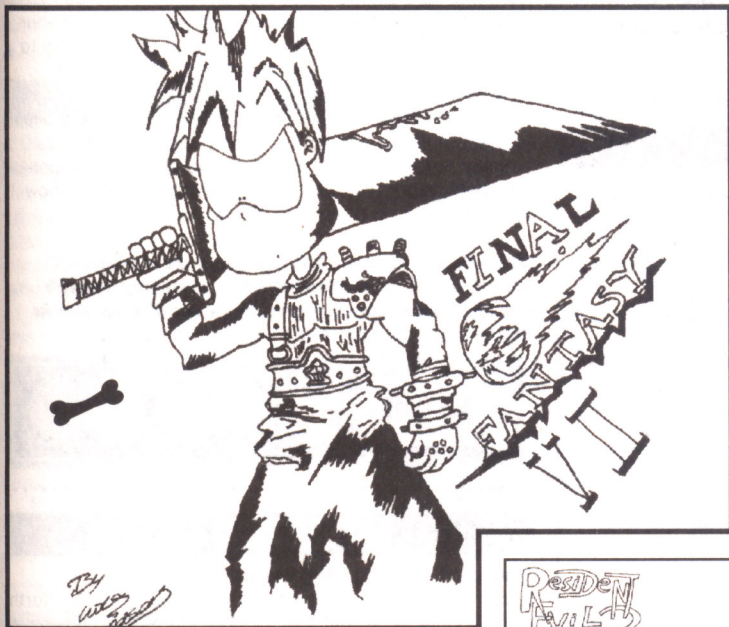
ⓐ The Emperor lets us peek into his violent fantasy - and shows us that he can't spell.



Complete and utter craziness from Daniel Kilfoyle – not that we mind a bit of craziness. But it's a bit difficult to see what's going on.



I like montages – which is why you don't get a turd, Mac & John.



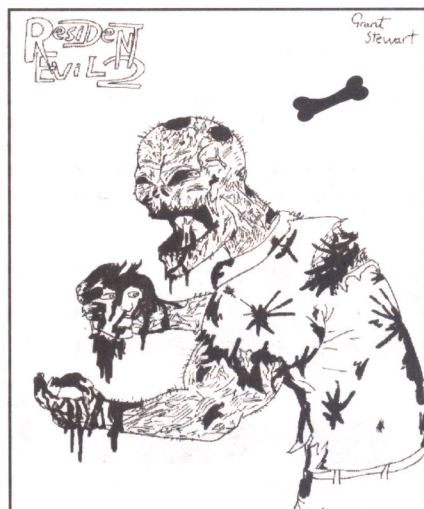
Luke Windser's 'Funny Fantasy VII'.



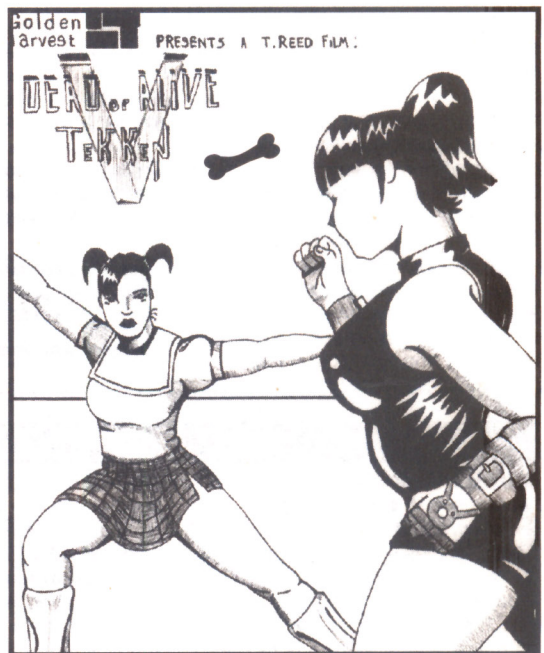
Ben Hartley's drawin' shows me in a bit of a 'road rage' mood. Well, what would you do if someone cut you up like that?



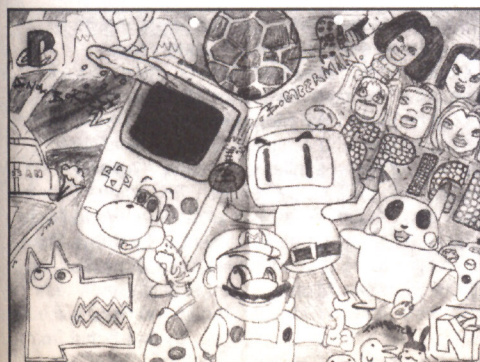
Alex Copley's Res Evil obsession continues.



The most vicious, evil, nasty, ugly zombie ever. Thanks, Grant Stewart.



T Reed's awesome idea for a kind of 'bitch-off' between the girls from the top fight games!



Oh no, not the Spice Girls! By Ruth Porter.



Worms. Yeuk! I have to give you a turd, Trevor Grace.

drawingz
not you dun

PREPLAY

Send 'em in to:
drawingz
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..."

MELTING POT

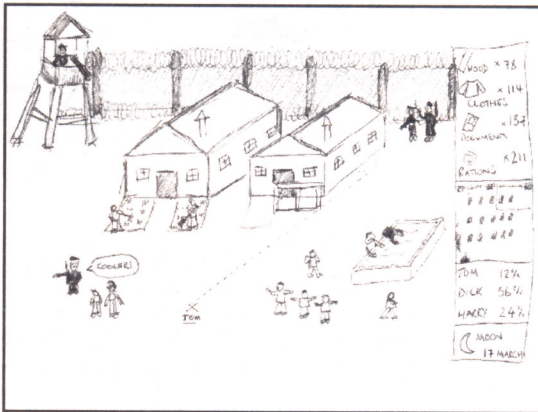
SHOW THE WORLD YOUR GAME IDEA!

Melting Pot Melting Pot ra ra ra, Melting Pot Melting Pot ra ra ra, Melting Pot... RA! It's time for another monthly dose of the games you'd like to see made real. The more bizarre the better. This is a 'No Resident Evil 3 and Tekken 4' zone! We don't want ideas for sequels here, we want honest to goodness real ideas from the grey thing in your head called a 'brain'. If you have a sudden flash of inspiration, jot it down but keep it short, and draw a screenshot of the game too. Then mail it to Melting Pot, and if it's good enough, it could grace these pages in a future issue. Now go get thinking!

THE GREAT ESCAPE

© Scott Steed, Huddersfield, 1998

You are the commander of allied POWs, and must plan the escape of 250 prisoners from the concentration camp – a camp with the best security measures in the whole of Germany... all the bad eggs in one basket. Using your cunning and man-management skills you must deploy men to out-fox sentries, remove barbed wire, procure goods, steal clothes, find important travel documents and forge money. You must also supervise the construction of tunnels. This includes removing wood from buildings and disposing of the dug-up soil. You can sneak people out of the camp at any time, and can get prisoners to take surveys of the area outside the camp before being recaptured. As in *Commandos*, you must observe guards and their patrol patterns for your escape. Once the tunnels are complete, you can wait for night to get more people out. Once they have escaped the camp, you must get them to transportation. There are numerous forms available. Any prisoners that are captured or shot trying to escape are returned to the camp. And you must try again.



The game finishes once 250 men have successfully escaped, but it's a lot harder than it sounds.

CVG: This would be brilliant! Everyone loves this film, and a game based on it – especially a strategy game – would be incredible. We want to play it now!

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up] HIGH FIVE!

MULTI-SOCCER

© Jesper Marksell, Damage Incorporated, Helsingborg, Sweden, 1998

Soccer games will never achieve perfection unless you eliminate one problem: computer-controlled players. That's why I have come up with an online soccer game where every single player on the field would be controlled by human players.

Everybody would control their own player – maybe with the exception of the goalkeeper, because you would blame him when the other team scores.

If the game is a hit and a lot of people are playing it, then you could start a league with different divisions.

If you are a top forward in one of the the teams in the league, a manager, who is controlled by a human, might contact you and offer you a

contract for his team. The manager isn't just buying another player – he's buying you!

You can't score any cheesy goals or beat the opposition with 10-1 every time, since the other team is controlled by real people. As you know, team-work is the key to success.

Another cool feature is Live Crowd™. This allows you to attend an ongoing game. The cool thing is that if you take a look at the crowd during a game, the number of people in the crowd would depend on how many people are using Live Crowd™.

CVG: Soccer? You mean football right? This is probably what everyone playing or working on a current football title wishes for in the future. In the meantime, get a ball, jumpers for goalposts, and go play Multi-Soccer with your friends now.

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

PARTY OF A LIFETIME



© Alexis Tallerwall, Richmond, 1998

You play Ainsley Harriot, and must spring surprise parties on people. Hire people who you think can help you like clowns, cooks, decorators and assign these people tasks from a menu of selections. You must also employ cameramen and assign them to certain people, following them around in a fly-on-the-wall style. You must also position people to stop the person the party is for from finding out. You must also perform to the camera, and come up with witty phrases, often referring to yourself in the third person like "Does Ainsley know how to throw a party?" or "Mmm... tastes good, Ainsley likes." Once the party is finished you must edit together all the clips to make a show, and try to make it appear that you actually made the party happen, and played an important part rather than just fronted a mockery of a show and displayed no talent for 30 minutes whatsoever.

CVG: This isn't much of a game more a personal attack of TV cook Ainsley. He is annoying though isn't he? How about a new show for him to star in Ready, Steady, Aim, Fire!

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

FATHER KICK-ASS!

© Vincent Jackson, Glamorgan, 1998

December 24th, 8pm. Evil has taken charge of the North Pole, and Father Christmas's workshop has been wrestled away from his tyrannical grip by naughty elves and zombies. They've taken Mrs Christmas, Rudolph and the other reindeer hostage, and are demanding all the world's presents for their return. You are Father Christmas, and you're a bit peeved. Not only is it the biggest day of your calendar, but you've got extra work to do this year. This is a first person shoot-'em-up, so find weapons, kill the naughty elves and save Christmas.

CVG: This is funny, and the only seasonal game we've received in time for our Christmas issue. Thanks Vincent. Merry Christmas one and all!

RATING [thumbs up] [thumbs up] [thumbs up] [thumbs up] [thumbs up]

MELTING SHORTS

We honour the brave readers whose Melting Pot ideas never made it.

Scott McDonald from West Lothian wrote in with an idea for a game set in one of the world's most mysterious places. "Burnuda Base is creepy, violent, and has guts!" he says. Lawrence Mullock wants to make a game called **WF Management**, where you get to create a manager who arranges fights for wrestlers. William Pilling had a similar game idea – **Tekken Manager** would be a cross between *Tekken* and *Premier Manager* games. On the subject of *Tekken*, **World Footy Fighters** is a fighting game idea, sent in by Quays Shah, where you get to be a famous player, say Ronaldo, and slug it out with, say, Michael Owen... only slightly less inventive than *Tekken Manager*, though he does spice it up with sexy pictures of Ling Xiaoyu. Oyvind Schei from Norway has come with a slight variation on the *Tomb*

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

MELTING POT

FREEPLAY

FAST FOOD FRENZY

© Alan Fielding, London, 1998.

You play the role of a business tycoon who wants to open a series of restaurants in a big city. You can control a curry, kebab, oriental, pizza or McDonald's style restaurant. To start your business, you need to rent or buy buildings, arrange kitchens, seating places and counters, even a salad bar.

Once you have sorted these, you hire staff in the same way you do in *Theme Hospital*.

Each member of staff has a special move. The chef can throw knives, and delivery boys can throw pizzas frizby-style. With these special moves, you can try and take over other restaurants, or prevent being taken over by others.

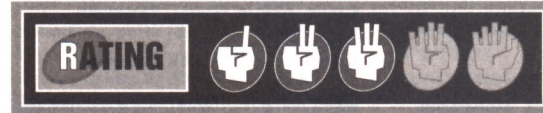
You have also got to sell food that the opponent doesn't have. To get new foods, hire researchers to visit other restaurants and find out what

they haven't got. If you start losing money, you can buy popular nightclubs or shopping malls – which you could put your restaurant in for free.

If you get enough money, you can give it to charity! If you own nightclubs, you can extend it by adding things like laser quest arenas and open it during the day for kids. All this, and you can join in with the battles and laser quest games. Plus, you could cook and invent other foods that the researchers have never thought of, like rabbit burger!

So at the end, it isn't really a game where you build up a fast food company, but more like one where you buy everything, rip people off, join in with games, make food and don't go bankrupt game!

CVG: What starts as a simple management game, suddenly turns into megalomania. We think you got tired of writing Alan, and scribbled down all your remaining ideas as quickly as possible!

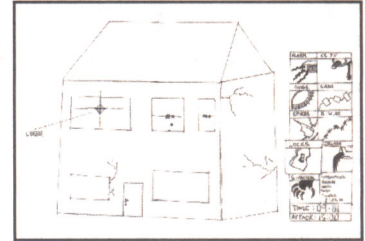


DEFENCE IS THE BEST OFFENCE

© E.M. Games, London, 1998.

In this game, you hide a golden vase in a building and protect it from enemies. In order to do this, you set up security systems, locks, guards etc. The first level will be one where you will need to hide a vase in the house, and thieves will attack. Locks can be picked, and dogs can be sedated. Therefore, it's important to select the correct defence.

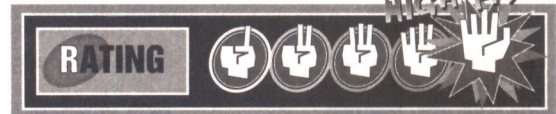
Later levels will have you hiding the vase in banks, mansions, castles and other places. The enemies will range from thieves to trained armies. Secret stages can be earned.



An entire palace can be protected by a string of cans if placed correctly or you can swamp the place with armed guards. The less you use, the higher you rank at the end of the level. You can watch the enemies attacking in 3D, and change camera angles.

Enemies are defeated by being killed, captured, heard, forced to flee or by being able to find the vase. You can play as the enemies in a secret mode. A two-player mode will also be included, so you can play against each other.

CVG: This is a great idea, but can you control any of the action once the thieves are in the building, or do you have to sit back and watch them plunder?



YOMEGA CHALLENGE

© Chris Humphreys, Manchester, 1998.

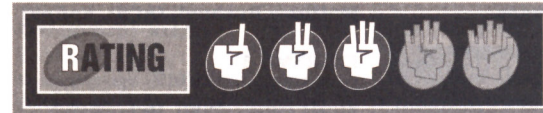
This is my great idea for a game. It all takes place at the "X Brain Yo-Yo Championship" in Japan. There are five characters in the game, and two secret ones. The first five are Stall, an 11-year-old boy; X, a yo-yo master who's out to prove himself against Yomega, the main character; CB, which stands for come-back and is English for yo-yo, is an 11-year-old boy and a friend of Stall. Then there's Knot, a girl player. The secret ones are Clutch and Axel.

The modes are Options, Design – which is where you can make your own yo-yo and put in your name, and

you can make your own tricks with the on screen diagrams. In the X Brain Championship, you have to complete eight rounds of time and trickery.

Then you go on to the final and best bit, the Master Yo mode. The idea is to do as many different tricks in one minute! Oh yeah, a Practice mode should help as well.

CVG: This is fun. The first few levels of the X Brain Championship could work like Bust-A-Groove with all moves displayed on screen. But later levels could be more difficult and require you to do more freestyle tricks.



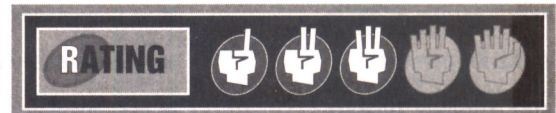
GIRL POWER

© K. Howlett, Chatteris, Cambridgeshire, 1998.

In my game, you get to choose a town or city to go shopping in. Then you have a certain amount of time collect certain clothes from shops for the Spice Girls, so they can wear them at their concerts. If you make it in the time given, you get a free backstage pass and tickets to their concerts. If you don't manage to do the shopping in time, you get fired and get turned into a slave.

You can get bonus points for collecting money. If you complete all your tasks, you get to stay with the Spice Girls in their Spice Bus. Also, you get a part in their future film, *Spice World 2*. But watch out for photographers and journalists who are out to make the Spice Girls miserable.

CVG: This is better than the real Spice Girls game, and almost all girls love to go shopping for clothes. If only you'd sent it in earlier, we may have been able to prevent the appalling Spice World game.



MURDEROUS MANAGER 2000

© Joseph and Jodie Harold, 1998.

This is a football manager game – with a difference. If you put in an offer for a player, and they reject it, you can either kill the player yourself or pay someone else to kill them for you.

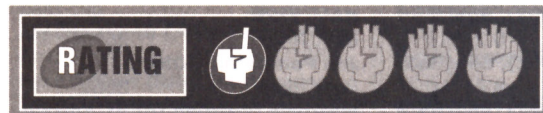
If you pay someone to kill them, you have less of a chance of being caught by the police or being killed by a gang. And you could arrange for a family member to be held for ransom. You'd have to keep it as secret as possible to earn more money.

Before a match, you could kill a member of the other team, or the manager. But beware, if the opposing

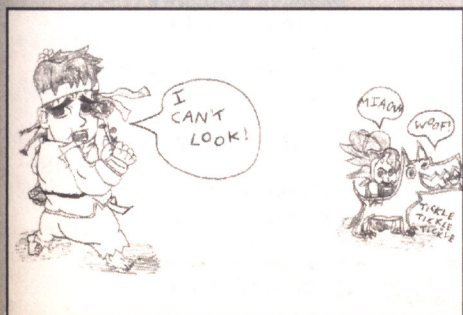
team find out, they could kill you, your whole team, or burn your house down!

You must kill a certain amount of people to complete the game. This game would have an 18 certificate. By the way, do you like Mars bars? We do.

CVG: Is this a football or gangster game? This game would probably be banned. And anyway, flawed game logic means there will be no players left alive after a few months. What you gonna do when that happens?



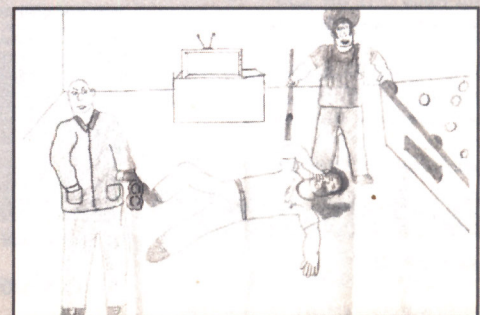
Raider and *Resident Evil* themes, but his central character would be a detective. It's in the early stages of development, so doesn't have a name for it. **Michael Summerell from Bristol** admits that



④ **Work to Win**, with Hunter the pocket hero.

his game idea – which is another one without a name – is based on the *Alien* films. He also admits that there are other games based on the films, but the difference with his game is that it would be Dreamcast! **Evil Combat** is **Michael Roberts**'s effort, and it's based on the *Mortal Kombat* games. His game would incorporate *Resident Evil* backgrounds and would reveal an all-new, never-seen-before, as-yet secret character... can wait. **Adam Titcomb from Rickmansworth** has a great idea for a game where PaRappa gets kidnapped by aliens. Awesome! In **Duncan Gorst's Minesweeper Mansion**, you play a boy called Red Fox, who collects coins from a mansion while fighting a giant dragon called Racopod. **Robert Claves's** game, **Techno Wars**, would see you recruiting soldiers, making weapons, and "basically thrashing the Nazis out of sight!" **Paul Holland's** idea for a fight-

ing game is called **Börstal**. Need we say more? And finally, **Work to Win** was sent in by **Graeme Lee**. In this *Pocket Fighter*-style game, you get to fight in big gangs against evil and nasty bullies.



④ **A scene from Börstal**, the fighting game.

WELLINGTON VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

PREPLAY

FREEPLAY

HIGH SCORES

Over the Christmas break, we demand you play the latest games non-stop until you're absolutely unbeatable, then rack up an enormously high score and send it to us at the address below. Not only will you get your score in the magazine complete with your three-digit arcade (TAG) name, but you'll also get more respect than you could ever dream of! Ariba!



⊗ Stop sending us memory cards, fools!

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

GRAN TURISMO (PS)

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
119 Wins (Heihachi)
Ken Pang (KEN), Walsall

TEKKEN FORCE
182670 (Eddy)
Michael Short (MIC), Penshaw

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

HOUSE OF THE DEAD (SATURN)

| RANKINGS SATURN | | | |
|-----------------|--------|-------|--|
| T A F | 072500 | CHAPT | |
| P T S | 062000 | CHAPT | |
| J O S | 060000 | CHAPT | |
| A D T | 050000 | CHAPT | |
| T A K | 040000 | CHAPT | |
| S O P | 030000 | CHAPT | |

⊕ Joss Edwards will house you!

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

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

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

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
155.09 metres
Kyle Patterson (KRP), Bath

DOWNHILL
32.15 seconds
Kyle Patterson (KRP), Bath

SHORT TRACK SKATING
43.46 seconds
Kyle Patterson (KRP), Bath

SKELETON
49.33 seconds
Kyle Patterson (KRP), Bath

SLALOM
25.22 seconds
Chris and Kyle (KAC), Bath

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

BOBSLEIGH
41.46 seconds
Kyle Patterson (KRP), Bath

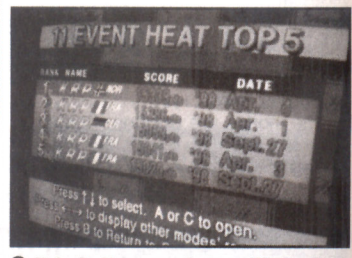
SPEED SKATING
33.35 seconds
Kyle Patterson (KRP), Bath

SNOWBOARD
45.66 seconds
Kyle Patterson (KRP), Bath

CROSS COUNTRY
4.42.26 seconds
Kyle Patterson (KRP), Bath

11 EVENT OVERALL
15339 points
Kyle Patterson (KRP), Bath

ARCADE OVERALL
11344 points
Kyle Patterson (KRP), Bath



⊕ Kyle Patterson - hot on Winter Heat.

1080° SNOWBOARDING (NINTENDO 64)

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

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

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

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

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

HIGH SCORES

FREEPLAY



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

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

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

CONTEST SCORE
132758
B Morgan (BAD), Luton

YOSHI'S STORY (N64)
Tower Climb 5641
Jan-Erik Spangberg (JES), Sweden

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"55
Robert Creamer (BOB), Stockport
Best Race 1'02"03
Ryan Derham (RJD), Southampton

PIRATE LAGOON
Best Lap 21"80
Robert Creamer (BOB), Stockport
Best Race 1'12"23
Robert Creamer (BOB), Stockport

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

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

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick
17"0
Andrew Densley (ACD), Bath

Princess Slide
15"6
Mark McEwan, Glasgow

Level 13
180 coins
Michael Lai, Liverpool

MARIO KART 64 (NINTENDO 64)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

WAVE RACE 64 (NINTENDO 64)

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

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

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

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

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

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

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

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

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

RAIDEN FIGHTERS (ARCADE)

101,048,370
Rusevelt Roberts (MILLS), London

HOUSE OF THE DEAD (ARCADE)

77,140 (All scientists saved)
Michael John Laxton (MJL),
Manchester



CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

You wait ages for one CVG World - then two come along in two months! It must be Christmas, that's all we can say. So wherever you are surfing this festive season people, have a pleasant one.

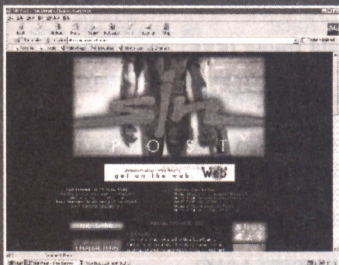
FORGIVE ME FATHER

First up this month, we have the best locations for all of you who fancy the look of Activision's awesome new blaster Sin. It's patches and servers galore!

THE SIN POST

This is a cool site. It has loads of pictures and some huge detailed character descriptions as well as the full storyline for you to browse through. Also a full list of the weapons on offer.

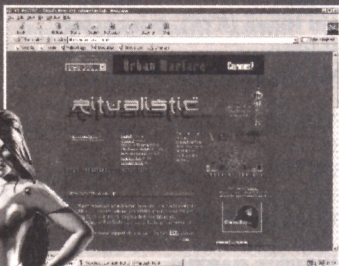
<http://www.sinpost.com/>



RITUAL HOME PAGE

Loads and loads of Sin stuff from the creators of the game. Servers, links to other sites and screenshots galore. A very extensive site as you would expect.

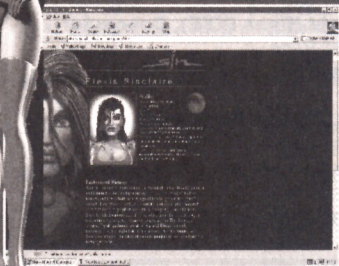
<http://www.ritualistic.com/>



ACTIVISION SITE

The official site. News on the game and the characters as well as an image section where you can see the ad campaign and even the box artwork.

<http://www4.activision.com/games/sin/>



THINGS ARE GETTING HERETIC

HERETIC II WORLD

Brought to you from the same people that made us Hexenworld and is a very good starting point for all that's new about Heretic. AVIs can be downloaded as well as the demo.

<http://www.hereticii.com/>

ACTIVISION'S SITE

Activision's site is also comprehensive. Loads of cool pics of the game and well as links to all of the other major sites. Votes on favourite games and history of Heretic and Hexen games.

<http://www.activision.com/games/hereticii/main.asp>

SOMEWHERE OVER THE RAINBOW 6

Rainbow 6 is one of the most atmospheric games around, as our High Five award last month showed. But wait until you sample the multiplayer mode over the net! Cor blimey, guv!

TACTICAL ADVANTAGE

Loads for the discerning R6 fan. News and links to all of the latest patches, as well as reports from clan battles and a ranking league. Cool.

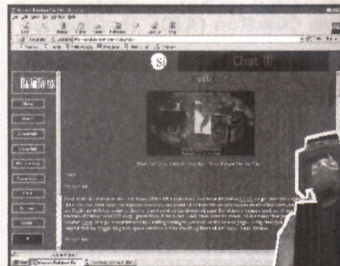
<http://www.robsaunders.com/r6/frame.html>



R6 MPLAYER SITE

The Mplayer site is a haven for those wanting to know everything about R6 over the net. You can get all of the clan skins, servers, patches and even tips on how to edit your own level. Awesome.

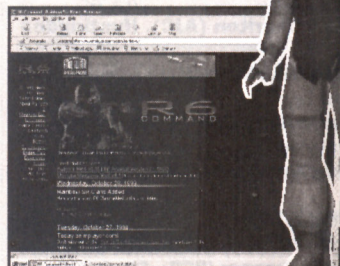
<http://www.mplayer.com/action/rainbow6/>



R6 FAN PAGE

A cool fansite which contains a comprehensive list of do's and don'ts when using the editors. Not as nice looking as the Mplayer site, but for another angle on the game, you can't go wrong with this.

http://members.xoom.com/even_more/



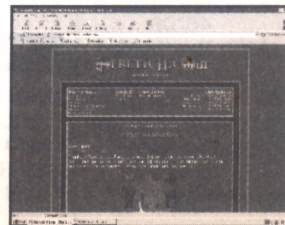
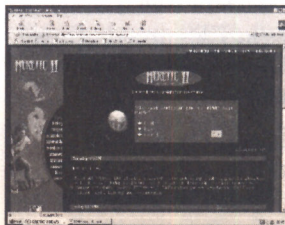
MICROSOFT GAMING ZONE

This is a gaming server with a difference. Once you've downloaded all the relevant plug-ins and info, and signed on (be patient, this can take a little while) you can play any number

of multiplayer games. These range from the free ones like chess and cribbage to proper full-on deathmatches in games like Quake 2 and Rainbow Six. You have to pay for these servers, but this is usually the only place you can play most of the pay games.

<http://www.zone.com>

Another biggie from Activision, and already it's starting to build up quite a following on the net. Have a browse through some of these locations.

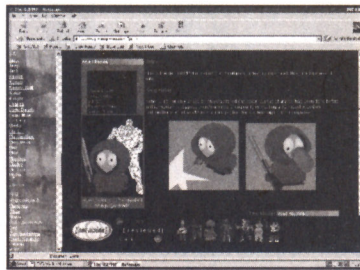
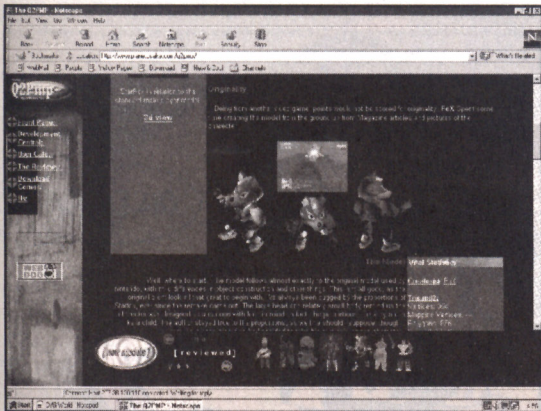


☞ If you're a fan of the Heretic or Hexen games, it's well worth checking out these web sites.

AWESOME QUAKE 2 MODELS

The *Quake 2* player models page has a huge selection of models to download ranging from Fox McCloud of *Lylat Wars* fame to the Teletubbies! Put it this way, if there is a skin doing the rounds on the net, you'll find out about it here. Games fans should look out for Sonic, Paul Phoenix, Megaman and even the original *Doom* and *Quake* models. Other models of note

are Optimus Prime, the SAS dude, Beavis and Butthead (they run around together huh-huh-huhing all over the place), a South Park Kenny_RIM model which even has him necking a can of beer. Supermale has virtually all the superhero skins including He-Man, Running Man, Spiderman, and Batman to name but a few. <http://www.planetquake.com/q2pmp/>

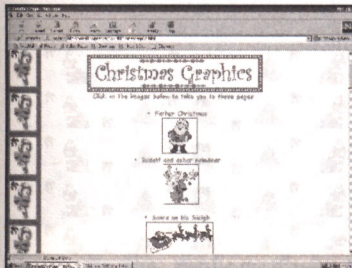


➔ **Become Kenny and exact revenge on those you kill you.**

➔ **Choose from a huge selection of skins, which includes famous characters from TV and games.**

'TIS THE SEASON TO BE JOLLY

Festive cheer should be greeting all of us by now, and what better way to celebrate Santa and his present-giving than downloading a load of Christmas gifs and silly little programs for your PC.



FENELLA'S CHRISTMAS PAGE

Get a quicktime *Ding Dong Merrily on High* as soon as you boot up the page! Server is very slow though, even on our best PC. Eventually though we got some words and music to all of the best Christmas songs, some party game ideas and a big selection of images.

<http://home8.swipnet.se/~w-84551/xmaspage1.html>

ANIMATED CHRISTMAS PAGE

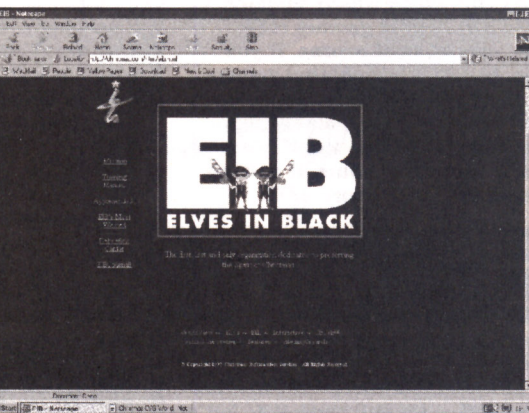
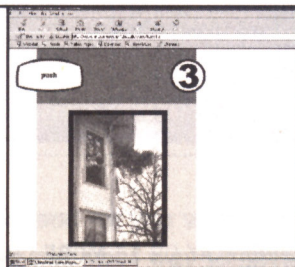
Download animated Christmas gifs and things for your PCs. Also things like the number one Christmas presents and other links to Christmassy things. Yo-yo's too.

<http://www.socool.com/socool/xmasgift.html>

CHRISTMAS TREE DISPOSAL

A simple three-step guide of how to dispose of your Christmas trees. Please don't blame us if you get in trouble though.

<http://www.mindspring.com/~chadallen/tree/tree3.html>



ELVES IN BLACK!

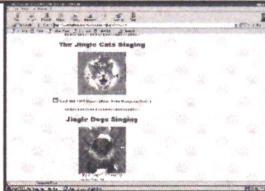
Not a lot we can really say about his site really. We think you get the gag, so have a surf around and look out for their most wanted list.

<http://christmas.com/html/eib.html>

JINGLE CATS AND DOGS

Download sound files of cats and dogs singing well known Christmas songs. Not a joke.

<http://www.forthnet.gr/astronet/business/jingles/index.htm>



➔ **Teach your pet dog or cat how to sing using samples from here.**

JAMBA - CARLTON ONLINE

Carlton TV have launched a new venture on the net, called Jamba. It features interactive games, quizzes and competitions. The games on the site will be linked to the major game shows on TV, and if you fancy surfing the site, or even setting up some inter-office tournaments of your own, head for this address.

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

THE LISTINGS

computer
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 to 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.html>

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

Quake World Central – loads of Quake... need we say more? 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



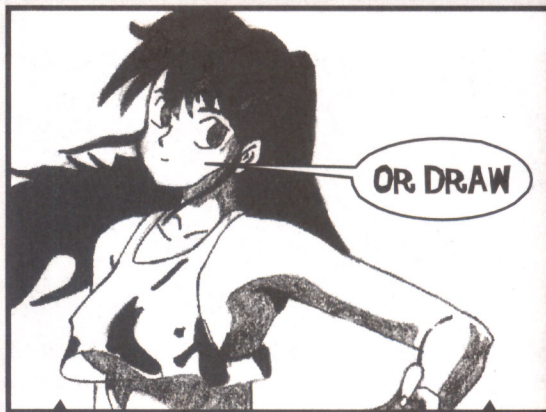
PREVIEW

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 THE ENSUING CHAOS WILL MESS WITH OUR MINDS TO THE POINT THAT WE'RE ALL UNABLE TO PRODUCE OUR MAG.

FREEPLAY

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



FreePlay is a truly interactive magazine. It is put together by the CVG team, but it's inspired by YOUR contributions.

Without your input, none of this would be possible. So keep sending in your letters and pictures, and we'll keep cramming as much of it as we can into this little mag. But make sure you write clearly on the envelope which section you are contributing to, or we'll have to confiscate any evidence of your existence.

TIPS

Okay, so you're playing your favourite game at home one day, and you discover a cool way of getting further. What's the first thing you do? Tell a friend, maybe? Well, we'd suggest that the first thing you do is tell thousands of friends - by writing down how you did what you did, and on what game, then sending it to FreePlay.

HIGH SCORES

This is the place where some of the world's very best gamers record their very highest scores. If you want to join world-beating gamers, all you have to do is make sure you send proof of an extremely high score on a recent game. If possible, send a picture of yourself and the screen with your score on it.

DRAWINZ

Hunter is back to his biting best, so if you're sending in a drawin' that's complete and utter rubbish, make sure you don't send your address. Otherwise, you might feel a sudden sharp pain in your ankle one day.

START YOUR WRITING CAREER HERE

MOST WANTED

If we wanted to, we could fill this mag with stuff that we like, which wouldn't be a bad thing necessarily. But we prefer to make the mag as much about what you like as what we like, and that's where this little form comes in. Tell us what games-related things you are most looking forward to by filling in this form, and we'll do our best to cover them in the mag. And that's a promise.

BEST/WORST

We recently added a new question, asking you whether you'd rather have 16 colour pages instead of FreePlay. Your replies are still coming in, but at the moment it's an even split. Half of you like FreePlay, because 'It's our bit of the mag', and 'It's got tips and readers' game ideas'. But the other half would rather have better quality pictures and more games info.

MELTING POT

Melting Pot gives you a chance to tell everyone about your game idea, and a chance to dream about becoming a top game developer one day in the future.

FREEPLAY FAN

We know many of you are crazy about games - so crazy that you do crazy things like make crazy fanzines. And we're so crazy that we want you to send us these crazy fanzines so we can put them in FreePlay. Crazy!

MOST WANTED

IN ORDER OF IMPORTANCE

- 1
- 2
- 3
- 4
- 5

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MERRY CHRISTMAS AND HAPPY
NEW YEAR TO ALL OF YOU, AND
THANKS TO THOSE OF YOU WHO
TAKE THE TIME TO CONTRIBUTE
TO FREEPLAY. CHEERS.



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 WOULD YOU RATHER HAVE... FREEPLAY OR 16 MORE COLOUR PAGES?
- AND WHY?