

PREPLAY

DREAMCAST FORECAST

The first batch of Dreamcasts – 150,000 of them – sold out in Japan in one day. This was only the start of Sega's biggest ever attack on the world games scene. But already Dreamcast has problems.

Like delays, and lots of them. Only *Virtua Fighter 3tb* and *Sonic Adventure* stand out as essential games for Dreamcast. They're great games, but not enough to distract most people from what PlayStation has on offer. And they're not necessarily the mass-market titles Sega needs to succeed. Heck, even Nintendo 64 is more exciting that Dreamcast in Japan at the moment, as *Zelda 64* has stormed the charts.

In Japan, the market moves swiftly or not at all. Sega's next major title – *Sega Rally 2* – doesn't hit until mid-January. After that, we're starting to see the kinds of difficulties Nintendo are still suffering with N64 – delayed games, which seem rushed when they finally hit. Case in point, even *Virtua Fighter 3tb* has faults with its presentation.

So, don't expect to see the next *Resident Evil* (*Biohazard: Code Veronica*) until the end of 1999 in Japan. That means the UK won't see it until March 2000, judging from past experience! Don't hold your breath for big-name titles such as *Virtual On*, and *Lost World* either. The games you'll be playing at launch are unlikely to be the cream of Japanese software. Thankfully the UK/US soft-



ware developers could have some tasty games available for launch.

The phenomenal *Half-Life*, devel-

oped by Valve for PC, is hotly rumoured to be coming to Dreamcast. Bizarre Creations' *Metropolis* racing game is supposed to be the most amazing-looking car racer ever. Codemasters, publishers of *Colin McCrae Rally* and *TOCA 2*, are developing for Dreamcast. The message is that Dreamcast is a great platform to develop for, so it won't be short of support.

What Dreamcast most needs is something essential to all types of player. Right now we don't think it has this most important element. Of course YOU might think differently. Any comments about Dreamcast – how important it is to you – send them to us at this address:

Dreamcasting, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ

READERS' MOST WANTED CHART

Sega's console again tops the chart, with a record number of votes. Read the Dreamcast feature in CVG to find out more about this history-making machine. And use the 'Most Wanted' form below to tell us what you want us to write about...

1.	DREAMCAST	SEGA
2.	METAL GEAR SOLID	PLAYSTATION
3.	FINAL FANTASY VIII	PLAYSTATION
4.	PLAYSTATION 2	SONY
5.	RESIDENT EVIL 3	PLAYSTATION
6.	ZELDA 64	NINTENDO 64
7.	SONIC ADVENTURES	DREAMCAST
8.	TUROK 2	NINTENDO 64
9.	TEKKEN 4	PLAYSTATION
10.	VIRTUA FIGHTER 3tb	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

1
2
3
4
5

Contents

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RED-BLOODED RUMOURS!

- *Super Mario 64 2* is being made for Nintendo's new machine. Nintendo had so many people working on *Zelda 64* that *SM64* took a back seat for a while.
- The next game in the *Myst* series will be real-time 3D, and is being developed for PlayStation 2 as well as PC.
- Nintendo have a new machine in development, get it! And it's going

- to be better than PlayStation 2. No prisoners this time!
- The President of Nintendo, Hiroshi Yamauchi, said he will retire in the year 2000, or as soon as N64 is a success in Japan.
- Capcom have a 3D *Street Fighter* game in development. Don't get this confused with the *EX* games produced by Arika – this will be the first from Capcom internal R&D.

FREEPLAY HIGH SCORES



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ASCII
IMAGINE THE POSSIBILITIES

Now you can get more than just the respect of your friends for getting your high scores printed in CVG – the most skilful player of the month will also win the ASCII controller of their choice! Rasul Mustofa is the first High Scores winner, for his incredible Tekken 3 score. There will be five winners next month, so get playing like crazy!

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

HOUSE OF THE DEAD (SATURN)

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

ARCADE MODE
77,700
Fat Ade (ADE)

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

RESIDENT EVIL 2 (PLAYSTATION)

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

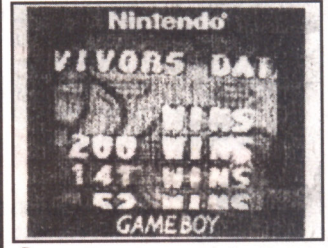
Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

TEKKEN 3 (PLAYSTATION)



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

SURVIVAL MODE
200 Wins (Heihachi)
Rasul Mastofa (RAS), East London



Quality photography from Rasul Mustofa's GB Camera.

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

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME
1'04"4
Nury Gamboa

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

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

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08

Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

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

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

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

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

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

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

RESIDENT EVIL (SATURN)

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

SONIC R (SATURN)

RESORT ISLAND
Best Lap 15"32
Will Carey, Worcester
Best Race 55"40
Luigi Coppola (BAT), Bexhill-on-Sea
Tag Mode 19"56
Gavin Woodworth, Cumbria
Balloon Mode 33"22
Martin Dooley, Woodhall Spa

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'07"80
Gary Cormack (GAZ), Stonehaven
Tag Mode 19"84
Tom Dentith (TOX)
Balloon Mode 44"30
Elliott Hind, Streatham

REGAL RUIN
Best Lap 19"53
Kamal Bhatia, Leicester
Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset

HIGH SCORES

FREEPLAY

Balloon Mode 31'48
Steve Lyth, Whitby

REACTIVE FACTORY

Best Lap 25"20
Luigi Coppola (BAT), Bexhill-on-Sea
Best Race 1'20"93
Kamal Bhatia, Leicester
Tag Mode 23"08
Gavin Woodworth, Cumbria
Balloon Mode 29"27
Martin Dooley, Woodhall Spa

RADIANT EMERALD

Best Lap 38"36
Kamal Bhatia, Leicester
Best Race 2'14"02
Kamal Bhatia, Leicester
Tag Mode 29"28
Gavin Woodworth, Cumbria
Balloon Mode 33"60
James Larham, Cambridgeshire

1080(SNOWBOARDING (NINTENDO 64))

HALF PIPE

Best Score 67015B
Morgan (BAD), Luton

AIR MAKE

Best Score 17100
Shannon Matthews (???) , Sydney, Australia

CRYSTAL LAKE

Best Time 1'03"98
G Lee Connors, Merthyr Tydfil
Best Score 44517
Jamil Elkorch (JIM), Harrow

CRYSTAL PEAK

Best Time 1'30"84
Leo Smith (LEO), Thames Ditton
Best Score 52722
Jamil Elkorch (JIM), Harrow

GOLDEN FOREST

Best Time 1'24"05
Leo Smith (LEO), Thames Ditton
Best Score 37955
Jamil Elkorch (JIM), Harrow

MOUNTAIN VILLAGE

Best Time 1'35"33
Leo Smith (LEO), Thames Ditton
Best Score 13239
Shannon Matthews (???) , Sydney, Australia

DRAGON CAVE

Best Time 1'34"47
Chris Whitcombe (AAA), Cardiff
Best Score 7350
Shannon Matthews (???) , Sydney, Australia

DEADLY FALL

Best Time 1'10"42
Leo Smith (LEO), Thames Ditton

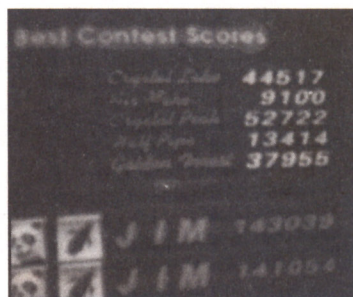


Leo Smith says he got a high score on the Deadly Fall. And we're taking his word for it.

Best Score 26446
Shannon Matthews (???) , Sydney, Australia

CONTEST SCORE

143039
Jamil Elkorch (JIM), Harrow



Proof that Jamil Elkorch is ready to join the games elite.

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"12
Adam Charlton (AJC), Huntingdon
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS

Best Lap 12"93
Adam Charlton (AJC), Huntingdon
Best Race 42"26
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 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'07"64
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 30"53
Adam Charlton (AJC), Huntingdon
Best Race 1'35"40
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

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

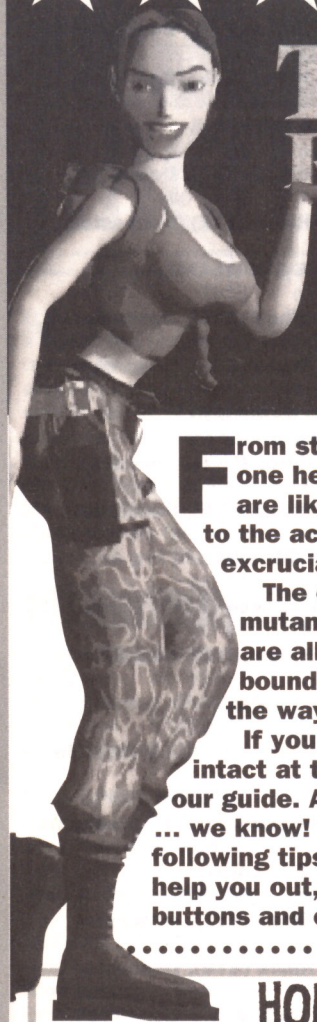
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster



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TOMB RAIDER III PLAYER'S GUIDE



Warning! If you wanna play *Tomb Raider 3* fair and square, please skip the following pages and stop reading this now. However, if playing fair and square is not what you're about, we've got just the thing for you.

From start to finish, *Tomb Raider 3* is a one hell of a ride! Previous adventures are like watching paint dry compared to the action, the dangers and the excruciating difficulty of this one.

The enemies, the monsters and mutants, the ravines and cliff sides are all major problems. And you're bound to get stuck somewhere along the way. So, hotshot, what do you do?

If you wanna survive and come out intact at the other end, you need to read our guide. And remember, we've been there ... we know! One thing before we start – the following tips are here only to guide you, to help you out, it's down to you to press the buttons and complete the game.

HOME SWEET HOME

Lara's Mansion is almost as big as a level. There is a secret room and an assault course. *Tomb Raider 2* players will also notice that the labyrinth is now fitted with a gate and locked. Inside is a quad bike and a racetrack.

There are various ways to enter this area. The obvious one is to find the key, but you can also access it from the assault course with some cool jumps. To do this, get to the platform with the zip line but don't ride it. Then get in the top right corner and face the perimeter wall. From here, jump and press the action button. Keep doing this until Lara leaps up in the air and ends up high above the course on an

invisible platform (yes, this is possible). From here, you can see a red platform – jump onto it. Face the top left corner, towards the lower edge of the roof, do a running jump and, with a bit of luck, you'll be on the roof. Now go to the other end of the roof and access the bike and racetrack without the key.

Alternatively, to get the key, just press **R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2** while in Lara's Mansion. To enter the secret room in the hallway, go to the swimming pool, hit the switch behind the diving board, go back to the hallway, and see how many artifacts from Lara's previous adventures in the secret room you recognise.



Ⓜ Flick this switch and run to the entrance hall, to see Lara's treasures.



Ⓜ How does Lara fly? It's not in the final game!



HIT THEM HIGH

Lara, in her usual fashion, has an array of weapons to play with, including some new ones too. Again, you'll start the game with only a set of pistols, but soon enough the Uzis, MP5 machine gun, grenade launcher and harpoon gun make a come-back. Only this time around, even hardcore gamers will be impressed with the new additions.

Desert Eagle is an awesome handgun that kills most creatures with a couple of shots – two are enough for humans and raptors alike. It's a bit more powerful than the shotgun, and you'll get more ammo for it too.

A proper little hand-held rocket launcher is the second new weapon – shoot the water with it and watch the ripples. This little bazooka destroys everything in sight.

If you want to know what weapons you should be looking for on each level, we've compiled a handy list below.

Luckily, if you happen to miss a gun on one level, chances are you can find another later in the game. Once you've collected a weapon, it won't appear again. The spots where it would have appeared, magically transform into more ammo pick-ups.



Ⓜ The Shotgun is an old favourite, but it now comes with flying shells!



Ⓜ The Grenade Launcher takes a bit of practice, because those grenades will bounce everywhere.



Ⓜ The Desert Eagle – so powerful that Lara has to use both hands. The best weapon in the game!

ALL LEVELS WEAPONS ROUND UP

INDIA

Jungle – Shotgun
Temple ruins – Shotgun
River Ganges – Shotgun
Caves of Kaliya – None

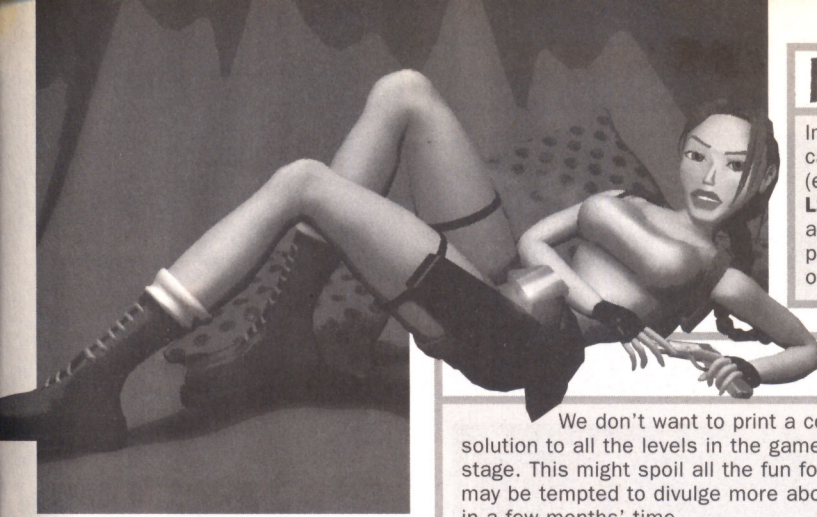
PACIFIC

Coastal Village – Harpoon Gun
Crash Site – MP5
Madubu Gorge – None
Temple of Puna – Desert Eagle

NEVADA

Desert – Uzis
Compound – Desert Eagle
Area 51 – Shotgun, MP5 and Grenade Launcher





I WANT IT ALL AND I WANT IT NOW!

Impatient creatures – and we're sure there are many among you – can get all the weapons they want at the beginning of the game (excluding Lara's Mansion). While playing, press: **L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2**. With this cheat, you'll also acquire about 50 save game crystals, several small and large medical packs and lots of flares. These are very useful too since a great part of the game takes place in spooky dark rooms.

ARE WE THERE YET?

We don't want to print a complete solution to all the levels in the game at this early stage. This might spoil all the fun for you – we may be tempted to divulge more about the levels in a few months' time.

But in this issue, the only help we're going to give you is on a couple of tricky little bits at the start of the adventure in India.

This is where you might find the going a little confusing or simply impossible. Fear not, we've been there too, and have emerged to see the other side. Here, we tell you what happened.



⬆ The MP5 machine gun is a powerful weapon. Watch those shells come shooting out. Cool!



⬆ The Harpoon returns. But it's more effective now Lara has extra control of it under water.



⬆ The Rocket Launcher will come in handy when you need to kill fast.

QUICK LEVEL GUIDES – INDIA

TEMPLE RUINS

The second level in the game is pretty tough, so here are some pointers that should help you complete it without a scratch:

Once you get to the second room with a shore on this level, you'll realise that Lara will have to get across to the platform at the other end. There is a small platform in the middle of the water that you can jump to. Head there and pick up the medical pack, but don't jump across to the other shore.

Instead, head back and go to the top right side of the shore. Face the brown platform on the opposite shore and do a running jump into the water. This way, you'll survive the piranha attack that's coming. Push the switch, which opens the gate just by this platform.

Then walk into the water. Don't worry about the piranhas – they won't be able to reach you if you're walking through the water. When you walk as far as you can, quickly dive into the water, and the gate should be just to your right.

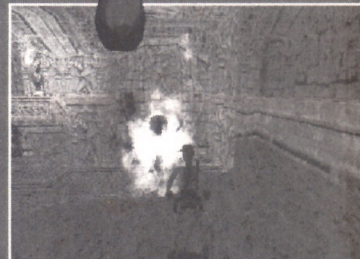
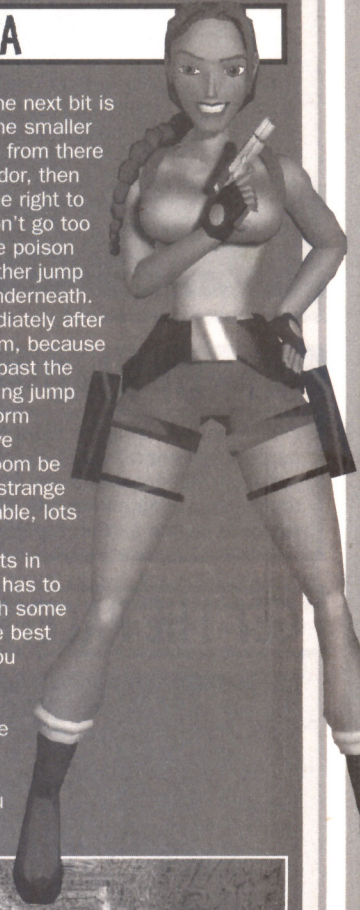
When you pass the room where four flames are being fired at intervals, you'll get into another room with water and high platforms. Be careful when you swim through, as there are poison darts firing through the middle.

Grab the medical pack from the platform to your right and then go to the opposite side and climb up. After a series of diagonal jumps and grabs, you'll emerge onto the platform with a cobra. Shoot it and be careful not to get too close to it or you'll

get poisoned. Now, the next bit is difficult. Jump onto the smaller platform in front, and from there onto the narrow corridor, then immediately run to the right to avoid the boulder. Don't go too far though – there are poison darts just in front. Either jump over them or crawl underneath.

Again, stop immediately after you've gone past them, because now you have to get past the slicer, and do a running jump and grab to the platform opposite with the save crystal. In the next room be sure to examine the strange walls, they look movable, lots of them!

There are two parts in this level where Lara has to make her way through some ugly thick sludge. The best advice we can give you is to keep moving. If you stop, Lara will sink. The second time you encounter the sludge, stick to the left. This will help you avoid falling debris.



⬆ Shoot the statues in the back to kill them quicker, or get in an alcove where they can't reach you.



⬆ Watch out for that snake and the boulder on these jumps.

⬅ You need to get Lara to the switch in the far corner, which she's facing. Jump into the water at the nearest point.



LONDON

- Thames Wharf – Shotgun
- Aldwych – Shotgun, Uzis, MP5 and Rocket Launcher
- Lud's Gate – Shotgun, Harpoon Gun, Rocket Launcher
- City – None

ANTARCTICA

- Antarctica – None
- Mines – None
- Lost City – Desert Eagle, Rocket Launcher
- Cavern – None.

TOMBIII RAIDER'S GUIDE

PREPLAY

ARE WE THERE YET? CONTINUED...

THE RIVER GANGES

Once you've discovered the save crystal in the caves and find yourself in front of the long stone bridge, you'll probably get stuck. Where to now?

Well, you stay on your bike and slowly make your descent onto the bridge. Take it carefully, because that bike likes to bounce around. You may want to check out the secret over on your right.

Accelerate now and you'll be able to cross the large gap to the other side. Don't attempt this jump without the bike or Lara will be brunch for piranhas. Once across, follow the path until you reach a narrow stone path. Follow it slowly around the corners and you'll have to speed up a little across a missing section and then speed up again to cross the big gap to the other side with the save crystal.

CAVES OF KALIYA

This labyrinth can be very confusing, so here's an easy way through. When you enter the level, go left and keep turning left until you can only go right. Drop onto the platform below, pick up the flares and climb up the opposite way. Crawl through the gap on the right and then turn left.

Go straight and under another gap, then turn left and drop down (we said it was confusing). Now turn right after the next junction and crawl again, turning left at the following junction. Head straight through the gap on the right and then right again, now follow the labyrinth around and drop down ahead.

Follow this corridor until you get to the save crystal. You're out of the labyrinth, but best save here and get the guns ready - lots of snakes ahead.



↑ These Caves of Kaliya sure are confusing. But you don't have to take it lying down.

DO NOT READ THIS BIT!

Each level has at least three secrets - the first has six! We know that some of you, however hard you look, will not find them all, so here's a cheat that will give you all secrets AND all keys to every single door and gate in the game!

While playing press **L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2**. The only way you're going to get to visit the secret London level is if you find every secret in the game, so this cheat could come in quite handy.

GET THE RACETRACK KEY THE PROPER WAY

It sounds crazy but you first need to lock the butler in the freezer. Next go to the bedroom and get the flares in the room next to her bed. Enter the attic and light a flare.

Find the green or blue crate and push it forward twice. Now go to the library. On the bookshelf on the right side of the wall is a book that you have to push. Once you push it, the fire in the fireplace will go out. Go into the fireplace, turn left, and climb up into a secret passage, then follow the passage to a

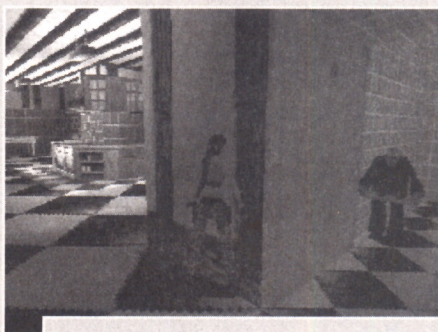
new room. In the room, climb up onto the ledge and push the crate from the attic to the left.

At the other end of the ledge, light a flare and pull the lever on the wall. While the door opening scene is shown, turn around and run to the door under the stairs. Find another green box and pull it back once and to the right once. Jump up into the secret passage and into the water. Swim to the other side of the tank, but stay near the glass and you'll find the key in the water.



⌚ Through the music room and into the library. This is where you'll find a secret book to press. It's actually where Lara's head is in the picture above - very sneakily hidden!

⌚ Almost there! You need to push the crate so you can climb up into this passage, follow it around, drop into the water. Why's Lara got an aquarium down here anyway?



NEXT PLEASE

This tip is really only for the really desperate ones among you. If you're really stuck you can skip a level. Here's how you do it: while playing, press **L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2**. Lara will say No! and then you'll see the loading screen and you can play the next level.

AND YET MORE!

MORE HEALTH PLEASE

To replenish your health bar without using the medi kits, press **R2x2, L2, R2, L2x6, R2, L2x5**. If done correctly, Lara will say "Ahhh".

PC CHEATS

No, we haven't forgotten about you. Do the following to collect all weapons and items: draw the pistols while holding the walk key, take one step backwards, then take one step forward, hold and release the crouch key, turn around three full times, and do a backward jump.

LEVEL SKIPPER

To skip levels, draw guns (again make sure it's the pistols), holding the walk key, take one step backward, then take one step forward, press and release the crouch key, turn around three full times, and do a forward jump.

AFTER ALL THAT I'M OFF TO SCRUB MY BUNIONS!



TOP GEAR - THE GAME

©James Reynolds, 1999

In this game you can build your own car, and then give it a cool name, and ask a company to review it. If it's good you can sell it to Mercedes or Ford. As you make more money, you can add more features when designing your hi-tec car. You can also review any car, for instance marks out of 10 for handling, steering, etc... and also test drive the actual car like in *Colin McRae Rally*. You can also test drive your own car and then see how you can improve it. The cars that you will be able to test drive depend on how good you are at building a car and other features. If you're bad at building a car, then you get a bad car to test drive. The range of cars to test drive ranges from the Ford Escort to the Chrysler Voyager to the Mercedes S-Class. You can also make your very own tracks to test drive the car on, and even test drive them on rally tracks. If the car is an amazing creation then there would be a pretend TV clip of Jeremy Clarkson doing his famous speeches. After completion, you have the chance to make a motorbike, following the same process. Steve Berry would also do his famous talk and have a TV clip about your bike.

CVG: *If this game was a woman she'd be wearing a red dress and listening to Chris De Burgh. It packs more ideas than most games, and has plenty of wallop where it... (pause, gruff voice) counts.*

RATING



MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Wouldn't it be good if all the characters from *Tekken* had a fight with *Virtua Fighter* characters? What if Mario and Sonic starred in a mismatched buddy cop game? How about if you had a bazooka from the start of *Resident Evil 3*?

If these are your gaming ideas - take them elsewhere! Melting Pot is a place of refuge for original games ideas. OK, so we have games based on TV shows, and ones that are kind-of like something else, but in our eyes they're original enough. If you want to join in the fun, send us your idea (but keep it under 250 words). If you're feeling really creative, why not add a screenshot too?

THEME FARM

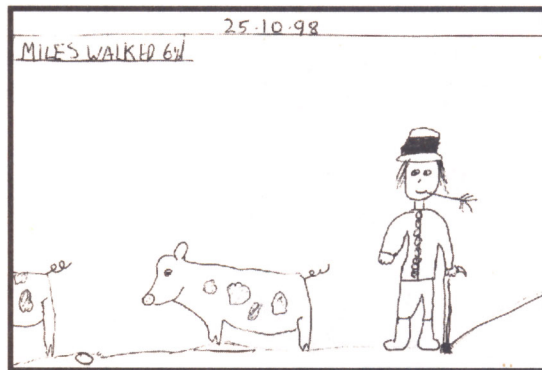
©Peter Sawyer, Newent, 1999

The object of this game is to get a high score by taking your pigs for a walk, selling the milk from your cows, getting your dog to round up your sheep and other things. You are a farmer.

After you've played the game a table will appear and type your name and your score in using the up and down buttons. At the beginning you can choose the names of your animals.

For rounding up the sheep you get six points, for everything else you get four.

CVG: *Short and sweet just like little Peter Sawyer. This game would be perfect for everyone stuck in the city, and for those who want to be farmers.*



RATING



V-REALITY

©Richard Helm, Kirkham, Nr Preston, 1999

At the beginning of the game there will be a little quiz of 25 questions, how well you do determines what you get to experience. If you get a really good mark you could be a Formula 1 driver, but if you get a low mark you could be a dustman. You can also get a driving licence to drive a car, deal drugs, have fights, travel all over the world. You have to earn money to buy food and pay taxes. You can even go to arcades and play games. You get money for winning the pools, lottery etc. You can become so rich that you get driven around in a limo. Oh yeah, and women - I'll not go into that one as you can do all sorts. If you get arrested or die it's game over and you have to start again, you can also get things like the flu and go to the doctors. At the beginning you can make your own character, who is naked at the start, as you have to buy some clothes or choose some from the dump. You also get to design your own family and friends. In your car you get to speed and get cop chases. You could also be a football player or watch a game from the crowd or also run on the pitch naked.

CVG: *Whoah Richard, slow down, there's so much to do and so little time. Until Star Trek's holodeck becomes real, we'll just dream of playing V-Reality. Remember folks: in the real world you only have one life to live, so live it well.*

RATING



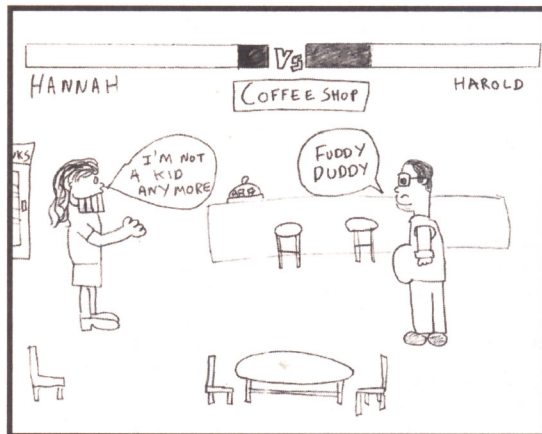
NEIGHBOURS FIGHTERS

©Chakmalet V and Convexor Rowan, Isle of Man, 1999

This fighting game is like no other. You take control of various characters from the soap *Neighbours*. Fighting arenas include the coffee shop, Lassiters, Phil Martin's house and Erinsborough High School. Each character has their own special moves and catchphrase including Harold who stutters "Ah" and occasionally spurts out "Fuddy Duddy". Lou can often be heard calling Harold "Jelly Belly". Karl Kennedy says "family meeting needed". Toadfish can turn into either a toad or a fish to attack the opponent. Other characters include Madge, Dolly (the sheep), Lance and Phillip.

If you complete the game you access classic mode where you can play as Charlene, Des (who has big ears) and Marlene.

CVG: *Where's Helen Daniels, Bouncer, Joe Mangel, Melanie with the laugh, Clive the doctor, Mrs Mangel, Henry, Bronwyn, Daphne, Jim, Beverly, Paul*

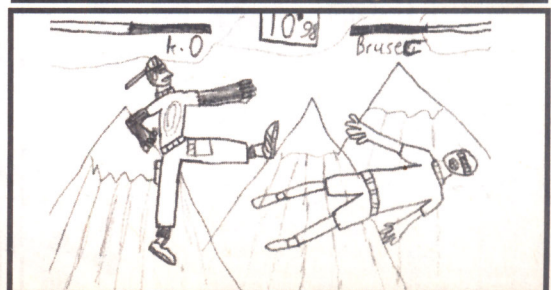


Robinson, the Alessi twins, their brother Rick, Annalise, lovely Beth, Mike (him from LA Confidential) and Plain Jane Super Brain? We refuse to play the game until they're included!

RATING



SHOW 'EM WHAT YOU GOT



Ⓜ A mysterious developer (they didn't include their name) has sent us this tantalising screenshot.

MELTINGPOT

VOICE YOUR GAMING IDEAS TO THE UNIVERSE!



PREPLAY

MEOW



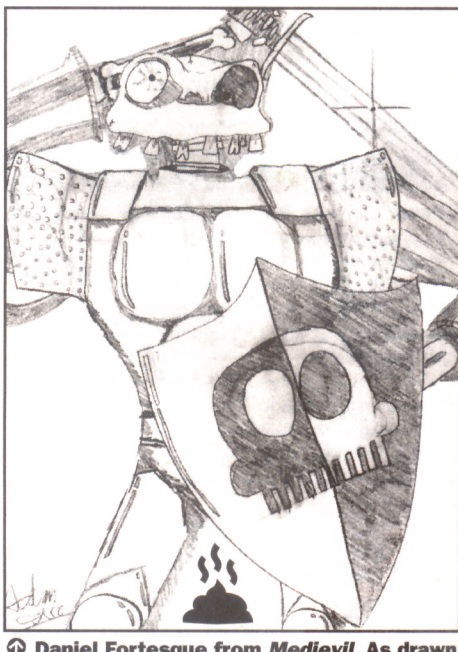
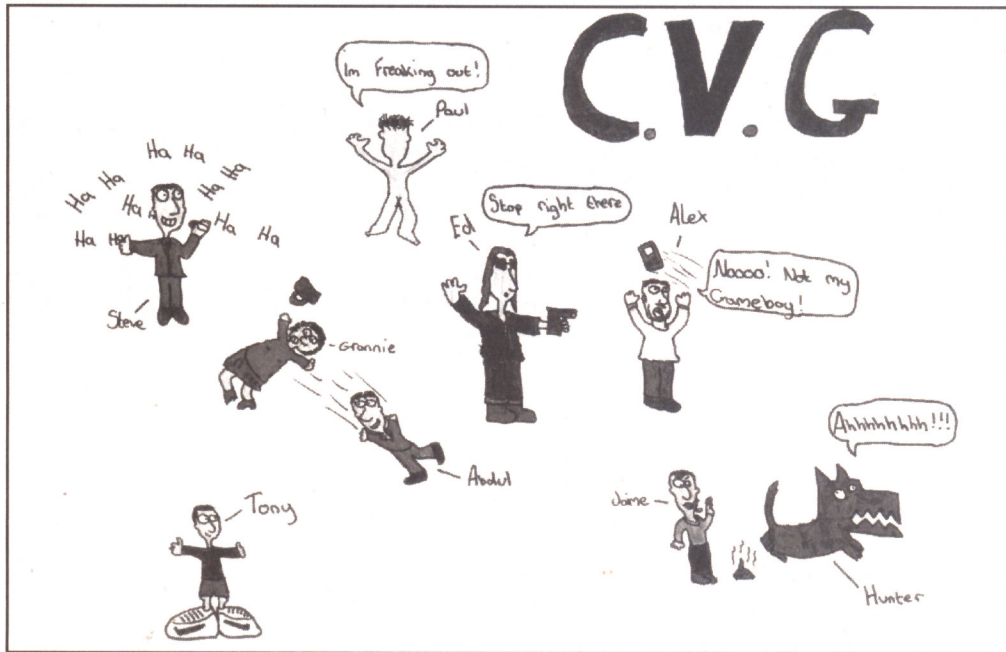
drawinz wot you dun

We're white this month. It means your turds don't fester with that lovely yellow twang any more. Now they look fresh, crisp and most of all, smelly. Turds for all!

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!	

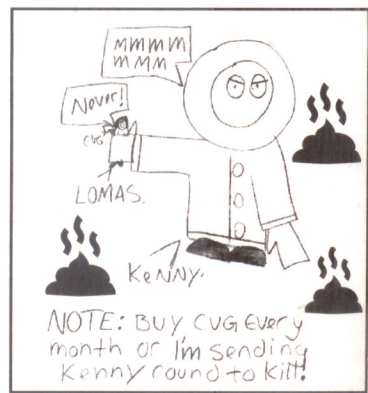
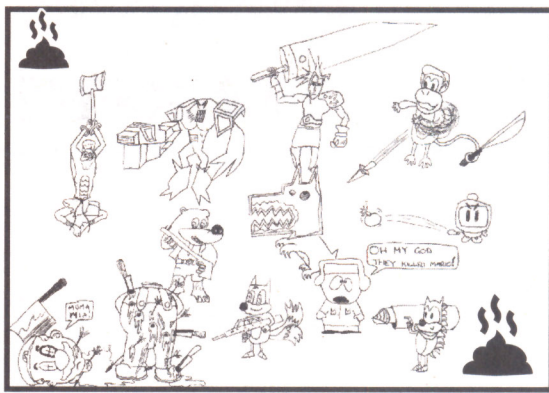
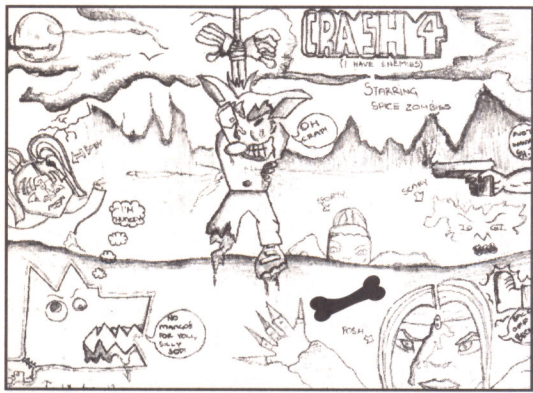
South Park pics are now banned from this page because they're a) out of date, and b) rubbish. All they do is give me an excuse to dish out the turds. So unless you want to be banished into turd hell, then I suggest you do some proper, decent drawinz. Thank you. Woof.

drawinz
wot you dun



Check out Tony and his amazing super burrowing feet as drawn by Chris Baker.

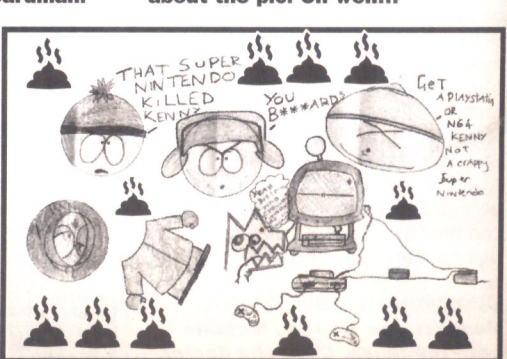
Daniel Fortesque from Medieval. As drawn by Adam. I couldn't resist the turd gag.



Spice Zombies? Get Ian Wharton help... now.

Just when I thought we'd get a nice South Park-free picture, in slips Kyle. Cheers Ian Boardman.

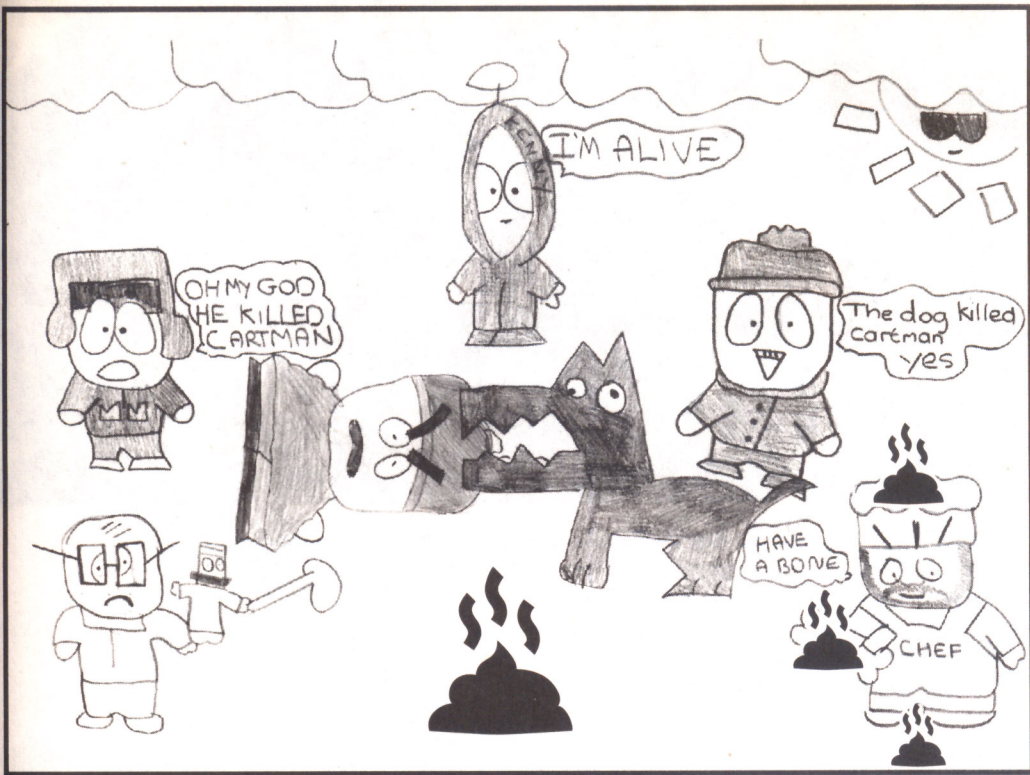
Lori Carver. Nice name, shame about the pic. Oh well...



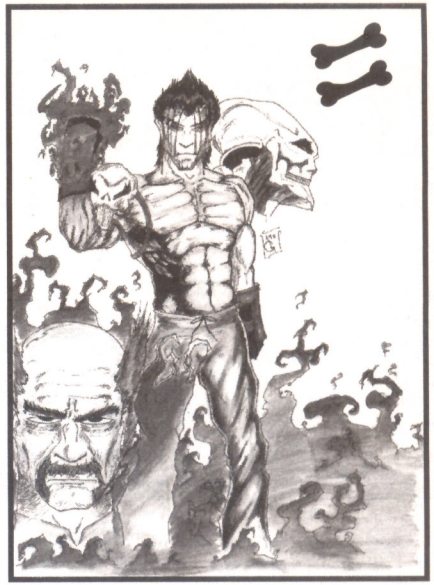
Why do I look like the dog in The Mask, when he's wearing the mask? Cheers James Stapleton.

It's a nice pic from Tommi Kovala, but the hair could do with a trim.

One turd for an unoriginal drawing. One for South Park. And more for being called Stuart.



Chris Royle, I decide who gets the bones, OK? You know what you get for that... TURDS!

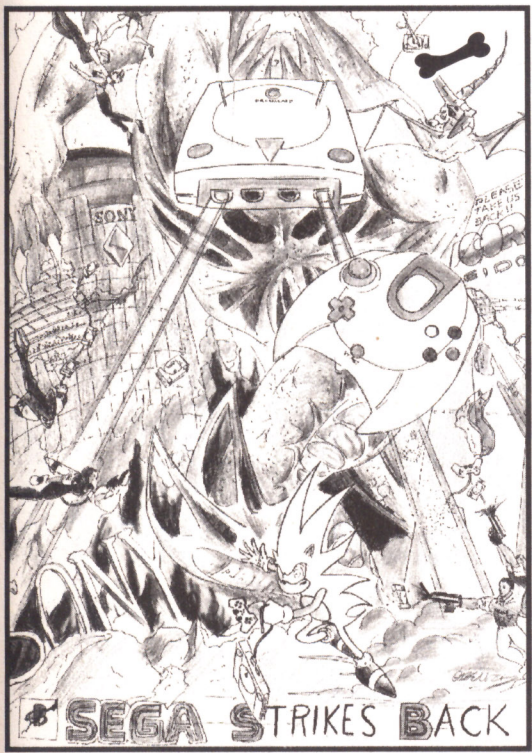


A cool pic from Abbas Gustasab.

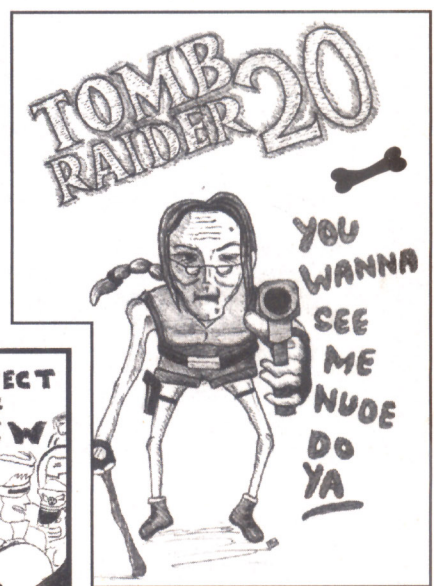


You should have used better quality tracing paper, Grace. I... smell... turds!

drawin'z
not you dun



Sega strikes back with Sonic and friends from Omar El-Haj. Both worthy of bones. An example to all South Park drawers reading.



Lara looks strangely like Ed in this pic. Nice one, Dan Harris.



Not good, Mahyar Sadri-Seyfi!



It could well be the artwork for Ultimate Fighting Championship! Shame about the 'knuff' and 'krew' bits though, Lufta S.

Send 'em in to:

drawin'z
not you dun

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

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

FREEPLAY



To show our appreciation of the greatest N64 game, we've made a guide with a difference. There are no screenshots and there are no big tips on how to kill the final boss. Because *Zelda* is a game that must be discovered by you as much as possible. If you get stuck, use our guide as a last resort and you'll get the most out of this awesome game. However, we do recommend you read the general info, as you'll be amazed by the depth of this game.

ESSENTIAL ZELDA ELEMENTS

If you've played any of the previous *Zelda* games, you'll know that some puzzles can take hours to solve, even when the solution is staring you in the face. Here's a quick remedy to some common problems that crop up in this and other *Zelda* adventures.

- If you find yourself stuck in a room and can't get out, try one of the following tactics to open doors: light all unlit torches or kill all the enemies. Or, switch to first-person view and have a look at the ceiling, as there may well be a switch out of your normal view.
- Silver rupees are also "keys". Collecting all of them in one room can unlock a door.
- If you have an empty bottle, catch the fairies in it. When you die with one of these in your possession, you'll be revived without having to do the entire stage again.
- You don't have to touch an item to collect it. You can use the boomerang or hookshot to bring Heart Pieces or rupees back to you.
- Look out for different sections of wall, as most of the time these can be bombed. Whack your sword on walls, and if the echo noise is different you can place a bomb there.
- Gold Skulltulas play a key role in the game. Visit the House of Skulltala in Kakariko and you'll see that villagers have been cursed. After every 10 Gold Skulltulas you kill, return to this house and one person will have been cured and they give you a special item.
- The Great Fairy is vital to your quest. There are a few hidden in Hyrule – the first is at the top of Death Mountain. Play *Zelda's* Lullaby to awaken them, and they give you some cool new powers.

THE OCARINA



It's what the game is all about. Once you have the Ocarina in your possession, you can open all sorts of passages and doors, and influence those around you.

The key is to approach someone or something you think you can use the Ocarina on, and start to play. If is a section where the Ocarina is needed, the musical bars will appear. However, this is not always the case.

Navi will often fly towards switches you may not instantly think can be affected by the Ocarina, so pay attention to her too. Also, play *Zelda's* Lullaby to the stones that tell you the time when you whack them, and you'll get a fairy from them.

The first six Ocarina tunes you learn are ones that affect the environment. The next six are warp tunes, that take you to various locations around Hyrule.

Z-TARGETING



Here are the basics of Z-Targeting. Once you come across a person to fight or talk to, Navi will fly over them. A small arrow also appears over the subject.

If the arrow is yellow, it means it's an enemy; a blue one represents friends. Pressing Z now will cause a target to appear over that person or creature. You'll stay locked on until you are too far away, or cancel the target. Everything you fire, throw or use against the enemy will automatically head towards them.

If you have more than one target on screen, you can switch between them by pressing Z. Pressing back and Z cancels the target. Once you have targeted something, Navi's icon button flashes up, and pressing that reveals info she has on a creature, including its weak spot – useful against bosses. The targeting also locks in on the enemies' weak spots every time.

TIME TRAVEL



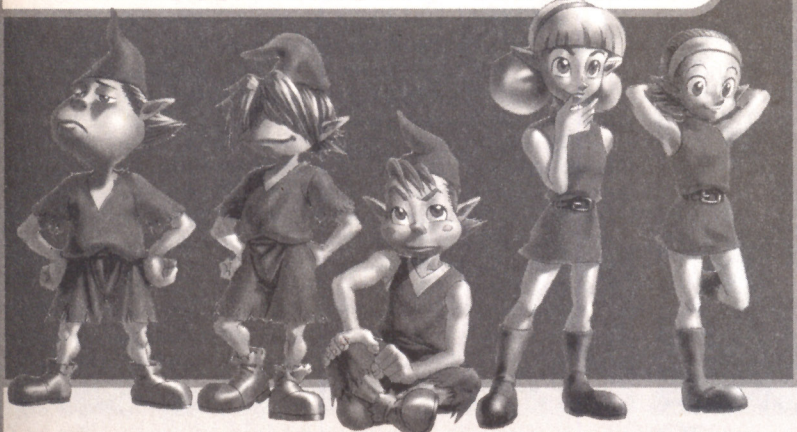
Time Travel is another vital aspect of your quest. Once you gain the three Spiritual Stones and the Ocarina of Time, you can warp between two time zones. Warping is simple – just place the sword back in its pedestal, but knowing when to do it is the key.

Certain items Link owns will only work when you are either young or adult. Stuff like the Slingshot and Deku Sticks are only for the boy, so you lose the ability to use these weapons when you warp. Certain dungeons can only be accessed as a boy too, so you find yourself warping back and forth quite frequently.

To save you some time, try and make sure you learn the Prelude of Light. This Ocarina tune warps you back to the temple wherever you are, and you can learn it after the first dungeon as an adult. Once you've finished it, head back to the Temple of Time and Sheik will teach it to you.



THE WALKTHROUGH – PART ONE

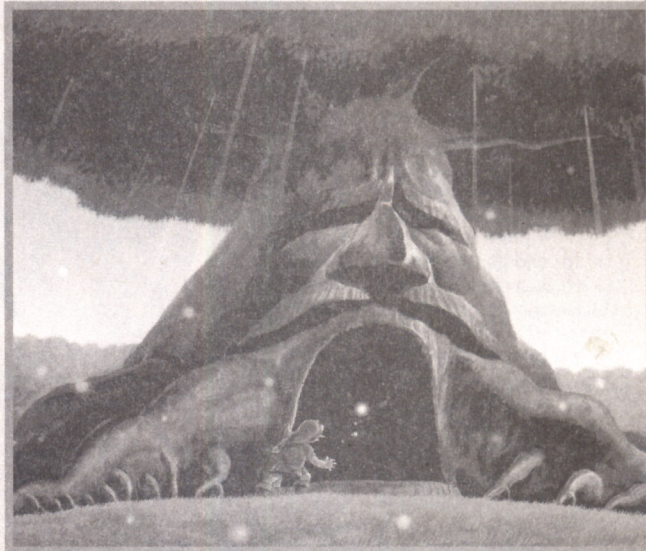


1) KOKIRI FOREST

Your first task here is to find the shield and sword so you can visit the Great Deku Tree. Crawl through the small crevice at the far south of the map and avoid the boulder to get to the sword.

The shield must be bought from the shop and costs 40 rupees, so keep hacking away at the plants to find yourself the cash. The training level will help you to use both of these two weapons and get used to the controls.

Have a wander and practice so that you can get used to everything. Then go and see Mido who is blocking the exit at the far right. He will let you through to the Great Deku Tree and the first dungeon.



2) GREAT DEKU TREE

Go up the first ladder to get to the map in the chest. Ignore the vines for the moment and continue around through the door and go through to next area. Use the shield to block the shots back onto the enemy and go through the next door to reach the slingshot. Shoot the ladder with the slingshot to bring it down. Climb up to the top level and jump off the highest ledge to break the web at the bottom of the level.

Once down to the bottom level, use the Deku Stick to light the cobwebs blocking the door. You need to work your way around the level until you can push the block into the water and get to the burning torch. Then you need to jump back across with a stick on fire and burn the cobwebs in the floor to drop down towards the boss. Deflect the shots of the three enemies to kill them, but you need to do it the following order – 2, 3, 1.

To defeat Queen Gohma instantly use the targeting module to home in on the eye. As soon as it goes red, fire a shot from the slingshot and run in and attack it with your sword. You can still shoot the eye even when it is on the ceiling. Repeat until she's dead.

Once you leave the tree, it'll explain the story to you and you're given Kokiri's Emerald for your troubles.



3) TO HYRULE CASTLE

As you attempt to leave the forest, Saria gives you her Ocarina as a parting gift and you head onto the field. Listen to the Owl and head for the castle.

Once in Hyrule Market, speak to the young girl called Malon, who will be standing on her own. Then go towards the castle, where Malon is waiting by a vine. She tells you that her Dad owns Lon Lon ranch. He's asleep in the castle and she gives you an egg to wake him up.

Climb the vine and jump down on the other side of the gate. Run around the corner, and you'll see two guards. Don't get too close, but instead, run diagonally up the

slope, so you dodge all the guards. Climb another vine jump into the moat and swim around to Talon. If the Chicken hasn't already hatched (it takes one day and night) wait until it does, and use it to wake him up.

He runs off leaving you the chance to get into the castle. Push the two blocks down into the water and use the combined height of both to jump across the gap and crawl through into the courtyard.

Watch the guards' movement patterns and simply dodge them to get through to Zelda. After she befriends you and tells of her plan, she'll give you a letter. Her attendant, Impa, will take you safely out of the castle.

4) LON LON RANCH

The ranch is the centre of the field. Head there and enter the door to find Talon with his Cuccos. He challenges you to find the Super Cuccos – accept and find them (there's one in each corner of the room). He'll give you your first bottle, and some Lon Lon Milk.

Head out and find Malon in the field with the horses. Talk to her three times, then get out your Ocarina. She teaches you Epona's Song. Now head back to Kokiri Forest and the Lost Woods.

Incidentally, whenever you see a cow, play this Ocarina tune to it and it will refill a bottle with milk.

5) LOST WOODS

As you enter the woods, follow the tune. Every time you go through the correct doorway, the tune plays.

You then need to kill Wolfos. Wait until he attacks with a double swipe. Back away as he does, then move close and hit him with your sword.

Repeat until he is dead. Keep running through the maze until you reach a set of stairs and go through there to reach Saria and she'll teach you her song. Now head back to Kakariko village.

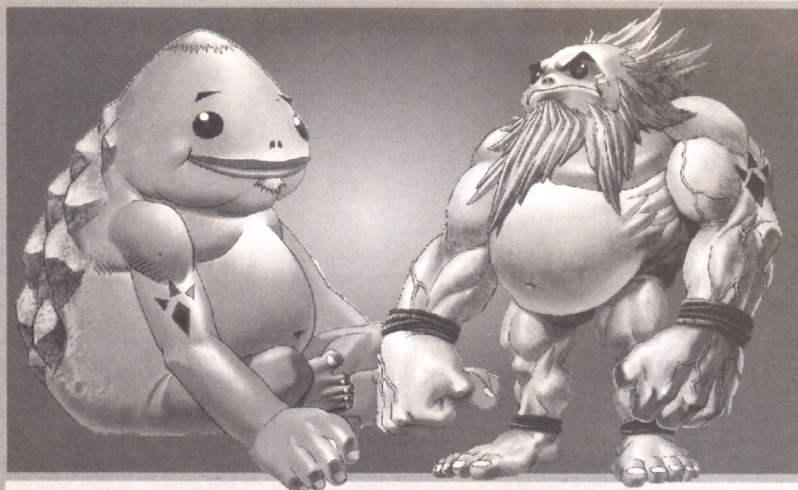


6) KAKARIKO VILLAGE

Find the woman who has lost her chickens, and agree to find them all for her. To get to the one behind the fence, you need to pick up one chicken, run to the entrance to the windmill and hold Z so you face the ledge you can't reach. Now run and, as you jump, you float down with the chicken and over.

Throw the chicken back over the fence. Then find the others and return them all to get another bottle. Now go into the village and head for the exit in the far right of the map. This leads you into the graveyard. Once there, look for the gravestones with a small row of flowers in front of them. Pull these, and passages appear. In one passage, you'll find a Hylian Shield, so you don't have to go and buy one!





8) DODONGO'S CAVERN

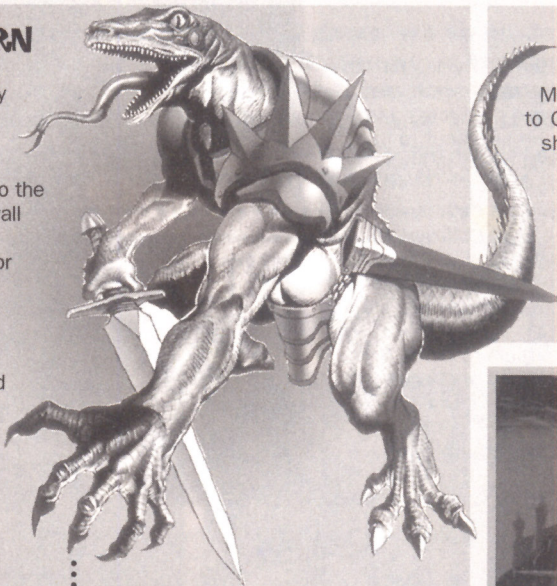
When you pick up a bomb flower, don't press any direction – simply use the A button to drop it where you're standing. Use this tactic to save time trying to throw them at doors. Jump into the centre and go left. Blow up the wall to get to a chest with the map.

Go right through the other door you need to bomb, and continue. Hit the green lizards and they'll explode, so use them to blow up doors. Push the statue onto the switch to keep the door open and go on. Light four torches to open a door in the next room.

Don't worry about killing the big green lizards, but if you do, hit them in the tail and move as they try and spin and hit you with their rears. Keep doing that and they'll die. Hit the switch in the window to enter the door directly across from the main room, which should be opposite you. Go through and you should see loads of bomb flowers. There is a gap in the sequence, so you need to drop one in there to set off all the rest.

Work your way through until you come to the drawbridge overlooking the hall in which you started. Run across it and through to a section of narrow passages. Wander around until you come to the grey block. Climb it and turn around to see a bomb flower on a ledge behind you. Throw that at the door and continue. Shoot the eye above the door to put out the fire and continue through into the boss bit.

Two lizards will jump over you every time you hit them, so keep switching your position. Shoot one



more eye above the door and another to the left of you to go through and find a chest containing the bomb bag.

Head back up to the bridge with two gaps in it and drop a bomb down each one, so that it lands in the eyes of the statue. This will cause the mouth to open up and you can go through. Once inside, you need to kill the fire bats quickly as they are a pain in the ass and then take the path opposite the entrance to the boss. Work your way around before pushing a block back into the room with the hole in the centre. Drag the block down it to open the door to the boss. Blow up the floor and fall down to reveal King Dodongo. Killing him is quite easy.

Pick up one of the bomb flowers and run right up to him. When he opens his mouth, throw it in and get ready to whack his head once with your sword. Then run to the wall so that he misses you as he spins, then repeat the process until he's dead!

10) ZORA'S DOMAIN

Now you need to go towards Zora's Domain. You'll meet the owl, who tells you that you cannot enter until you play Zelda's Lullaby.

Blow up the rocks and then talk to the guy who sells you some magic beans. Run through the initial level until you come across a fallen log. Stand on it and play Zelda's Lullaby for the frogs and they give you some cash for every tune that you play.

Go to the far right of the map and when you find a stone square in front of the waterfall,

7) GORON CITY

Head to the bottom of the city from the start, where the Giant Pot is, and stand by the door with the unlit torch next to it. Play Zelda's Lullaby to open the door. Now go in and talk to Big Brother Darunia, who'll moan about shortage of food.

Play him Saria's Song and he starts to have a boogie and is happy again. He gives you Goron's Bracelet, which will let you pick up the bomb flowers. Light a Deku stick and run back out into the giant jug bit and light the four torch pods to start it spinning again. Doors that have bomb flowers growing next to them can be blown apart, so use them to gain access to other, hidden bits of this cave.

Now exit and take a right from the entrance to the city and you should find a Goron sitting by a bomb flower. Talk to him and then pick up the bomb and throw it off the edge of the cliff to open up the entrance to Dodongo's Cavern.

9) GREAT FAIRY

Leave Dodongo's Cavern and head back up the Mountain Path, and usually where you would continue up to Goron City, climb up a slightly steeper slope and you should see a couple of boulders blocking your path.

Bomb both of those and head on up the slope, dodging all of the flaming rocks falling from above your head (the Hylian Shield also deflects them).

When you reach the top, there are two doors. Bomb the door first and go in and see the Great Fairy and she'll give you some magic powers for your sword. Now leave and head to back to the field.



11) LAKE HYLIA

Swim around Lake Hylia and dive around the spot where you came out. Zora is there and so are some rupees and a bottle with a letter inside. The letter is from the King's missing daughter. Now head back to the King and target him using Z and then read the letter in the bottle.

This will give it to the King and he'll let you pass through to the fountain. Before you go though, get a fish to offer Jabu-Jabu and now you have an empty bottle you can go and catch one yourself. Do that and head through to the fountain.

play Zelda's Lullaby again. This takes you out into Zora's Domain. Speak to the King and light a Deku Stick on the flame. Run out and light all the other torches, including the two behind the waterfall. This gives you a piece of heart. Now go back to the king and jump into the water in front of him. Take the exit to the left and play the diving game. If you collect five rupees, you'll be given the Scale which lets you dive deeper. Use the scale to dive under and through into the warp in the centre of the lake inside and this will bring you out into Lake Hylia.



12) ZORA'S FOUNTAIN

Use the fish in front of Jabu Jabu and you'll be sucked inside. Target his Adam's apple, which is just above the tunnel in front of you and shoot it with the slingshot.

The idea of this level is to find Princess Ruto and help her to locate her lost Stone. Take her with you and stand her on switches that need two of you on at once, or others to keep them permanently activated. You get the boomerang by taking out all the bubbles in a room in 60 seconds (a time limit will appear on the screen).

Use this to kill all the tentacles and give you access to all the chests. To get to the final room, take Ruto to the room with the swirling hole things. Go to the one at the back of the room and fall down, so you land on a ledge you couldn't reach previously. Go through the door and you'll see a room with the Spiritual Stone in it.

Throw her so she can pick it up. Then you lose her and have to fight a mini boss.

Throw the boomerang at the back of the boss to stun him. Then he changes direction and you have to do it again. It takes about five to six hits. Once through, and a couple of rooms later, you'll end up on a ledge that will lower to reveal a switch. Walk around and drop a crate onto this switch to keep the door open and you can go into the Guardian.

To beat the Electric boss, use the targeting to home in on its weak spot, and fire the boomerang so that all the tentacles on top are hit. Now hit the belly so the electric stops, and whack each of the Jellyfish until they die. Now it's just a case of getting in close and hacking like mad. Ruto then gives you the final Spiritual Stone, so it's time to head back and see Zelda.



13) HYRULE FIELD

Head towards the Castle and you'll be presented with a new cut scene. This is the end of your boyhood! Prepare for the ultimate in Zelda action now!

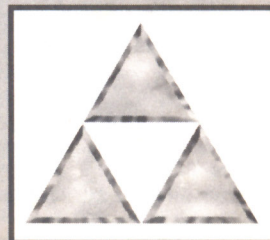
Once you regain control, check out the moat by the castle – Zelda threw something in there. Get it and you'll have the Ocarina of Time. The next cut scene teaches you the Song of Time. Now go to the market in the castle, and then into the Temple of Time. Play the Song of Time in front of the altar and it will open up. Go inside and pick out the sword from the stone. Ganondorf enters and it all goes blank.



14) WAKE UP!

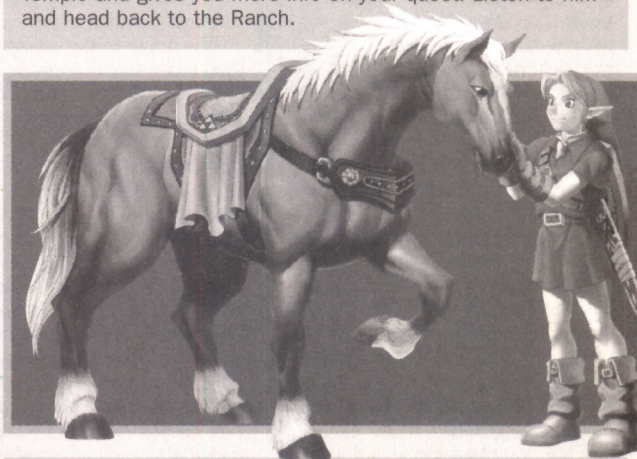
Rauru, one of the ancient sages, wakes you up and explains what happened.

Now that you're a big lad, the real reason you're playing is revealed. Rauru gives you the Light Medallion and you're whisked back to the Temple of Time. Sheik, a survivor from the Sheikahs, meets you in the Temple and gives you more info on your quest. Listen to him and head back to the Ranch.



15) LON LON RANCH

Making sure it's daytime, go to the field and speak to Indo, who asks if you want to ride a horse. Say yes, then move on into the riding bit. Instead of mounting the steed right next to you, run into the centre and play Epona's Song and you'll be able to ride her (now Epona's fully grown up). Then speak to the man while on the horse and he'll challenge you to a race. Accept and beat him twice and you get to keep Epona. Cool! Now head back to Kakariko.



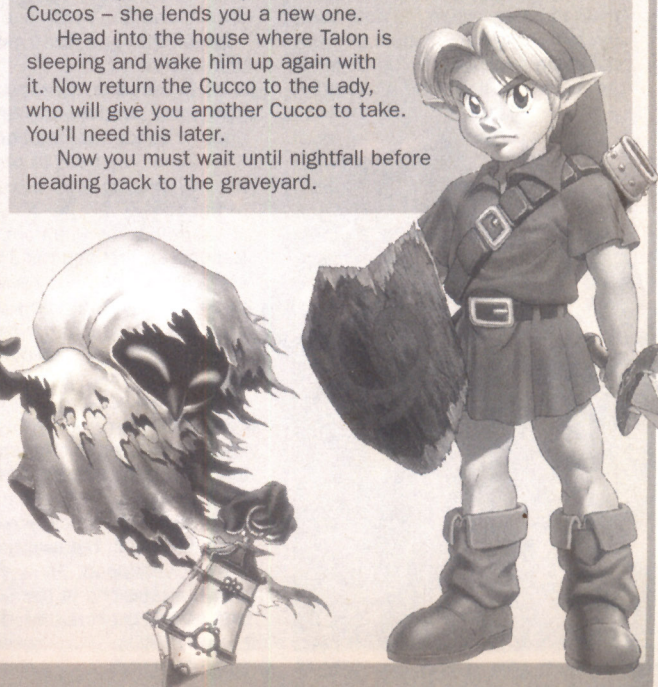
16) KAKARIKO VILLAGE

Head for the windmill and get your Ocarina out in front of the old guy, who'll teach you another tune, the Song of Storms. Now go into the House of Skulltala and talk to the kids.

Depending on how many Gold Skulltalas you've killed, the kids should give you an Adult's Wallet that lets you carry up to 200 rupees. Also, speak to the woman who has all the Cuccos – she lends you a new one.

Head into the house where Talon is sleeping and wake him up again with it. Now return the Cucco to the Lady, who will give you another Cucco to take. You'll need this later.

Now you must wait until nightfall before heading back to the graveyard.





18) LOST WOODS:

The people in Kokiri Village are all in their houses and are scared, so go straight into the Woods. Go left first, and use the new Cucco on the sleeping guy. He gives you a mushroom, and tells you to take it back to the potion shop in Kakariko. You have to do this immediately, otherwise the mushroom goes off.

Find the normal potion shop in Kakariko, and you can go through the left and out to another potion boutique. Give the woman the mushroom and she gives you some medicine. Now go back to the Woods. Head back through to the Sacred Forest Meadow, but when you find Mido he won't let you pass until you play Saria's Song on the Ocarina.

Once you've got back into the Sacred Meadow, you'll be back in the maze you encountered before. Only this time, you'll have to take it really slow. Dodge the guards by waiting until they have their back turned, and legging it into the crevices for a safety. Once through to the Forest Temple, you'll see Sheik again. He teaches you a tune on the Ocarina that lets you warp back to the temple at any time. Use the hookshot to pull you up onto the ledge and so into the temple.

19) FOREST TEMPLE

Before you actually go into the temple, climb up the vines outside (where Wolfos is) and look for the chest on the tree trunk.

Get the key from this and go inside. Four ghosts run off with the flames from the four torches as you enter the main room. Your first task is to find the big blue block barring a doorway and play the Song of Time in front of it. Go through and into the room. You find yourself out in a courtyard.

Find the vines with the Skull things on them and kill two using the hookshot. If you time it right, you'll be able to dodge the third as you climb the vines and go into the door. Use the shield to block the skull's flames and then kill him to get the map.

Once on the balcony, use the hookshot on the target above the ledge opposite and swing over to the ledge and a switch. Down the newly drained well is a chest with a small key. Now go back to the main room and open the door to the left of the main entrance using the small key. Go up as far as you can and find the arrows

on the floor. Push the grey crate into the gap, then climb up and do the same to the brown one. This leads to a new area.

Once you reach the Skeleton Bosses, this is the best way to defeat them. Lock on and move in close. Just as they pull back on their sword, go in with a quick jab. Each skeleton takes five hits and there are five of them to kill.

Once you have the bow and arrow, shoot the eye plates above the doors to open or rotate them. Also, use the bow and arrow to shoot at the paintings on the wall containing the faces of the ghost. Shoot all three for each spook and you get to fight them. Also remember, when you come to a frozen switch, you have to shoot at it through the flame with a bow and arrow.

Once three of the ghosts have been killed, head back to the main room where you fight the fourth. All you have to do for this one is wait for all four ghosts to appear and see which one spins - attack that one. Then climb into the lift.

Once down in the room, look at the wall sections poking out and push those to open up all the rooms. You have to press two switches to open the door to the boss.

To defeat the Phantom of Ganondorf, first you need to shoot the horse he is riding three times with the bow and arrow. But wait until the horse is in the purple warp before firing the arrow.

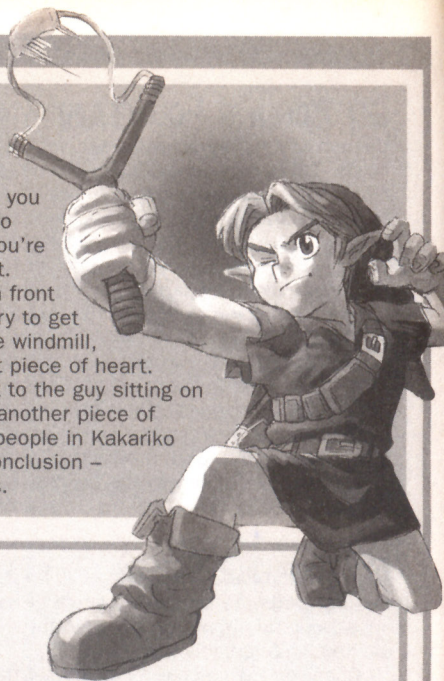
You then need to fight the actual phantom. Doing this is simple. Wait until he is down low, then reflect one of his magic attacks back at him. As he is stunned, whack him repeatedly with the sword. Repeat until dead. Saria will then become one of the Sages and give you a Forest Medallion.

17) GRAVEYARD

Locate Dampé's grave and pull the tombstone away and fall down. Once inside, you are challenged to a race. Do your best to keep up and you're rewarded with the hookshot.

Play the Song of Time in front of the stone block as you try to get out and you'll end up at the windmill, where you can now get that piece of heart.

Use the hookshot to get to the guy sitting on the roof, and he gives you another piece of heart. Talking to all of the people in Kakariko Village leads to only one conclusion - heading for the Lost Woods.



THE MAP

HAUNTED DESERT

DEATH MOUNTAIN

HYRULE CASTLE

GERUDO VALLEY

KAKARIKO VILLAGE

ZORA'S DOMAN



LAKE HYLIA

KOKIRI VILLAGE

LOST WOODS

NEXT MONTH...

That's where we're going to leave this guide for the moment. In the next part of the game, you have to head up to Death Mountain, but how you progress is up to you. Or you can wait a month until the next part of our guide. In the meantime, if you have any problems, find yourself stuck, or discover any cool secrets about the game, drop us a line at the usual address, but write ZELDA FAQ on your envelopes. We'll collate all the letters to try and provide you with the definitive troubleshooting list.



TIPS

THE LEGEND OF LOMAS



Happy New Year, people! It's time to settle down and get prepared for another long year of hard graft playing video games. But don't worry - it'll be Christmas in only 11 months' time! Yeee-hah! If you want to while away the time, try finding some tips for your new games and sending them in to help those without gaming skills. See yah!

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 *Fantastic Four* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

pushes spell out "DUST TO DUST".

N20

These codes will let you access loads of cheat modes, just in case your blasting skills aren't up to scratch. Enter them as you would any other passcode.

Infinite Lives	CXXTSTSC
Level Select	STCTXTSX
Weapons Cheat	SXCSXSXS
Bonus Ship	XXXSTCXT
Bonus Level	SSSTCTSS
Firewall Cheat	XXSXXXTT
Watery Graphics	CXSTTCTC
No Bonus Reset	STXTCSTX
Disable Cheats	SSXCCCCT

entering the name a second time.

Infinite Shield and Laser	XCHARGE
Infinite Weapons	MISTAKE
Infinite Nitro	NITROID
Super Speed	XXX
Wipeout Mode	2064
Overhead View	SPYEYE
Rotating View	SPIRAL
Blurry Mode	FLICK
Tron Mode	NEUTRON
Ugly Mode	PIXIE
Wireframe Mode	LINEAR

INTERNATIONAL SUPERSTAR SOCCER '98

For Big Head mode, go to the title screen with "Press Start" on it and press **C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A**. Now hold **Z** and press **Start**.

IGGY'S RECKIN' BALLS

Enter these codes on the password screen, which you can access by pressing the **R+Z** buttons on the title screen.

All Tracks	THEUNIVERSE
All Characters	HAPPYHEADS
Longer Rollerball	2TIMES
Pause To Skip Levels	JUMPAROUND
Max Turbos	GOBABY
Bonus Accessories	SWOPSHOP
Mad Effects	OHMY
Bouncy Mode	TOOMUCHFUN
Get Iggy's Girlfriend	ENTAROADUN
Ice Platforms	ICEPRINCESS
Goo Platforms	GOOEYGOOGOO

Goo and Ice Platforms

GOOEYICEPRINCESS

Fat Balls	TOOMUCHPIE
Tiny Balls	MICROBALLS
Non-Stop Rollerball	NONSTOP
Sketch Mode	PENCIL
Pen And Ink Mode	ROLFHARRIS
Turok 2 Effects	2ROKTOO

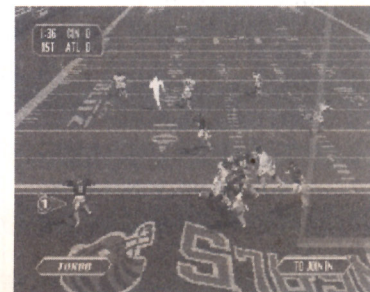
To access two hidden characters called Banjo and Kazooie, go to the title screen and press **B, A, L, L, Z**.

PLAYSTATION AND NINTENDO 64

NFL BLITZ

At the Enter Initials screen, try out these names and codes to play as hidden characters. Just enter everything as you would your own name, and the computer should recognise you as a registered player.

NAME	CODE
Julia	1234
Turmel	0322
Sal	0201
Jason	3141
Jenifr	3333
Daniel	0604
Japple	6660
Root	6000
Luis	3333
Mike	3333
Gentil	1111
Brain	1111
Forden	1111
Skull	1111
Carltn	1111
Shinok	8337
Raiden	3691
Thug	1111
Van	1234
Billz	0526
Zz	1221
Jimk	5651
Marka	1112
Ed	3246
Todd	1122
Mitch	4393
John	5158
Josh	4288
Ryan	1029
Beth	7761
Brian	0818
Grinch	2220
Paulo	0517
Lt	7777
Nico	4440
Gatson	1111
Guido	6765
Rog	8148
Monty	1836
Shun	0530
Gene	0310
Paula	0425
Dbn	6969



Midway staff in NFL Blitz! Life doesn't get better than this!

PLAYSTATION

FORMULA 1 '98

Enter your name as "**cheesy poofs**" to access the hidden stunt course. It features lots of high-speed corners and jumps where you can attempt tricks.

Enter your name as "**go cows**" (lots of South Park-related cheats around these days, eh readers?) to race in a Roman Coliseum with an oval course in the middle, a bit like in *Ben Hur*, only without the horses.

MEDIEVIL

Here's how to get the excellent cheat menu in the UK version of *Medievil*. While playing, pause the game and hold **L2**. Now press **Down, Up, Square, Triangle, Triangle, Circle, Down, Up Square, Triangle**. To help you remember the cheat, the button

NINTENDO 64

TUROK 2: SEEDS OF EVIL

Go to the Enter Cheat menu and put in any of these codes. Then start a new game and press **Start** to bring up the Cheat Menu. More to come next month!

Big Heads	UBERNOODLE
Stick Men	HOLASTICKBOY
Big Hands and Feet	STOMPEN
Small Enemies	PIPSQUEAK
Pen and Ink Mode	IGOTABFA
Gouraud Shading	WHATSA TEXTUREMAP

EXTREME-G XG2

Enter your name as one of these codes to check out some great features. You can disable a cheat by

TIPS

FREEPLAY

CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS		LAST TITLE	PUBLISHER
1	1	FIFA '99	EA
2	2	TOMB RAIDER 3	EIDOS
3	NE	CRASH 3: WARPED	SONY
4	3	TOCA 2 TOURING CARS	CODEMASTERS
5	NE	BRIAN LARA CRICKET '99	CODEMASTERS
6	NE	KNOCKOUT KINGS '99	EA
7	6	ODDWORLD: ABE'S EXODDUS	GT
8	5	MUSIC	CODEMASTERS
9	9	TENCHU	ACTIVISION
10	RE	COLIN McRAE RALLY	CODEMASTERS

PLAYSTATION PLATINUM TOP TEN

THIS		LAST TITLE	PUBLISHER
1	1	GRAND THEFT AUTO	TAKE 2
2	2	TOCA TOURING CAR	CODEMASTERS
3	3	CRASH BANDICOOT	SONY
4	4	RESIDENT EVIL	VIRGIN
5	5	HERCULES	SONY
6	7	TIME CRISIS	SONY
7	6	MICKEY'S MAGICAL ADVENTURE	SONY
8	9	DIE HARD TRILOGY	EA
9	8	V-RALLY	OCEAN
10	10	TOMB RAIDER	EIDOS

NINTENDO 64 TOP TEN

THIS		LAST TITLE	PUBLISHER
1	NE	LEGEND OF ZELDA: OCARINA OF TIME	THE GAMES
2	1	WCW vs NWO: REVENGE	THQ
3	2	1080° SNOWBOARDING	THE GAMES
4	3	F1 WORLD GRAND PRIX	THE GAMES
5	4	F-ZERO X	THE GAMES
6	5	BANJO-KAZOOIE	THE GAMES
7	NE	V-RALLY CHAMP EDITION '99	
8	RE	MISSION: IMPOSSIBLE	INFOGRAMES
9	RE	ISS '98	KONAMI
10	RE	GOLDENEYE	THE GAMES

PC CD-ROM TOP TEN

THIS		LAST TITLE	PUBLISHER
1	2	TOMB RAIDER 3	EIDOS
2	3	HALF-LIFE	CENDANT
3	1	FIFA '99	EA
4	4	SOUTH PARK	TELSTAR
5	NE	WORMS: SOLD OUT	SOLD OUT
6	5	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
7	NE	WARGASM	INFOGRAMES
8	9	SETTLERS 3	BLUE BYTE
9	NE	SIMPSONS: CARTOON STUDIO	FOX
10	6	GANGSTERS	EIDOS

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

DREAMCAST IMPORT TOP 5

1	SONIC ADVENTURE	SEGA
2	SEGA RALLY 2	SEGA
3	VIRTUA FIGHTER 3tb	SEGA
4	BLUE STINGER (MAYBE)	SEGA
5	GODZILLA	SEGA

PLAYSTATION U.K. TOP 5

1	METAL GEAR SOLID	KONAMI
2	TOMB RAIDER 3	EIDOS
3	TOCA 2: TOURING CARS	CODEMASTERS
4	MUSIC	CODEMASTERS
5	ISS PRO '98	KONAMI

PLAYSTATION IMPORT TOP 5

1	R4 - RIDGE RACER TYPE 4	NAMCO
2	STREET FIGHTER ZERO 3	CAPCOM
3	BLOODY ROAR 2	HUDSONSOFT
4	RISEING ZAN: SAMURAI GUNMAN	UEP SYSTEMS
5	IQ FINAL	SONY

PC TOP 5

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

NINTENDO 64 TOP 5

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

NINTENDO 64 IMPORT TOP 3

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

GAME BOY TOP 3

1	POKÉMON RED	THE GAMES
2	POKÉMON BLUE	THE GAMES
3	POCKET BOMBERMAN	COLOR GAMEBOY

ARCADE TOP 5

1	SPIKEOUT	AM2
2	DIRT DEVILS	AM3
3	VIRTUA FIGHTER 3tb	AM2
4	GAUNTLET 3D	MIDWAY
5	OCEAN HUNTER	AM1

JAPANESE MULTI-FORMAT SALES TOP 10

1	DRAGON QUEST MONSTERS	GAMEBOY
2	SMASH COURT TENNIS 2	PLAYSTATION
3	WORLD SOCCER WINNING ELEVEN 3	PLAYSTATION
4	LEGAYA	PLAYSTATION
5	PARLOUR! PRO 4	PLAYSTATION
6	BEAT MANIA	PLAYSTATION
7	BOKAPON!	PLAYSTATION
8	SIMPLE 1500 VOL 1	PLAYSTATION
9	ANOTHER MIND	PLAYSTATION
10	VIGILANTE 8	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	WCW vs NWO: REVENGE	N64
2	METAL GEAR SOLID	PLAYSTATION
3	NBA LIVE '99	PLAYSTATION
4	CRASH 3: WARPED	PLAYSTATION
5	WCW THUNDER	PLAYSTATION
6	POKÉMON BLUE	GAMEBOY
7	COLONY WARS VENGEANCE	PLAYSTATION
8	POKÉMON RED	GAMEBOY
9	COOL BOARDERS 3	PLAYSTATION
10	XENOGARS	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

	computer video games	
1	ISS PRO '98	PLAYSTATION
2	ZELDA 64	N64
3	TETRIS DX	COLOR GAMEBOY
4	MUSIC	PLAYSTATION
5	QUAKE	PC



CVG's Top 15 Misspelt Address Headings

1. Computer and vidioe games
2. Saint and kasie
3. Hot pot
4. Mail sack
5. The middle
6. Saint and Keyside
7. Your tips
8. Compute: games and videos
9. Drawink wot you dun
10. Tom Guys, CPG
11. Freepost
12. Dreamcack info
13. C.G.V.
14. Simon Kay (meant to be Steve)
15. Abdul Montaque

OFFICIAL CHART ROUND-UP

FREEPLAY