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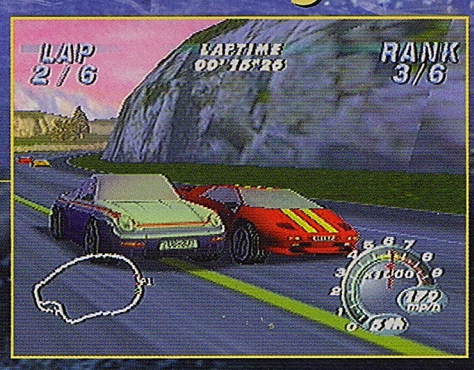
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The games



Diddy Kong Racing



Super Mario 64



Goldeneye



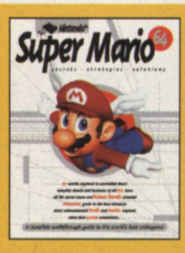
Mario Kart 64

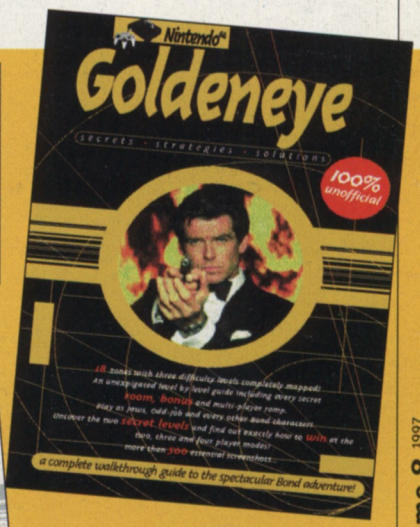
The books

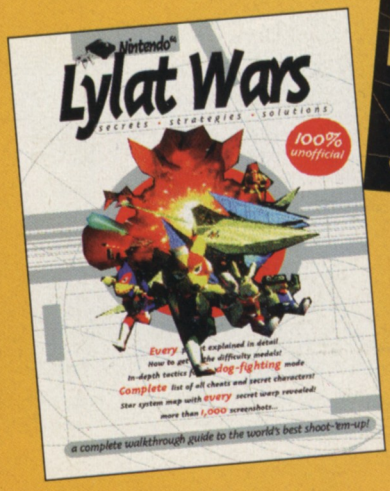
Super Mario 64

Goldeneye

Lylat Wars







Turn to page 95 to subscribe!

volume eight

64 magazine

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After the disaster that was *FIFA 64*, EA Sports have a fight on their hands to convince the world that its follow-up will be any good. We take a first look here!

40 Automobili Lamborghini
It's getting like rush hour on the N64 with all the racing games that have turned up lately – is *Automobili Lamborghini* worthy of its famous name, or is it one of those kit car jobs built by some botcher in Essex?

52 Clayfighter 63⅓
You'd probably think that with all the N64's power, it'd be very hard to make a truly appalling game. You'd be wrong.



20 Mortal Kombat Mythologies: Sub-Zero
One of the most popular characters from *Mortal Kombat* is back in his own game – and it's not a typical beat-'em-up! Join chilly ninja assassin Sub-Zero on his quest to discover a magical artefact, and make sure you bring your long johns!

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All the news that's fit to print, plus some that probably isn't. You can win loads of joypads, as well!

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More literary lambs to the slaughter in the twisted world of our letters page.

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Some games stand the test of time to become classics. Others, erm, don't. We take a look back over our first year and ask the question, "Is *Shadows Of The Empire* really as good as we said?"

36 Gizmos And Gadgets
Hey, it's becoming almost a regular item, this peripherals review lark.



60 64 ScoreZone
Are you the greatest gameplayer in the world? Okay, smart guy... *prove it*.



The Games

This issue's selection of N64 software reviewed, previewed and examined by 64 Magazine's expert gamers!

64sight

Sneak peeks at games still under construction!

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The full monty on the games we've reviewed in past issues.

56 Cheat Central
Newly expanded and now packed with codes for Datel's Action Replay – it's the only place to go for the underhanded cheat!

74 Extreme G
The complete guide to Acclaim's monstrously fast sci-fi bikefest, with all the tracks, all the bikes – and a load of secret codes!

84 Goldeneye
Ba-dah, bum, ba-dah, bum, ba-dah ba da-dah... it's the final part of our epic *Goldeneye* solution, including both secret levels!





N64 Welcome!

Konnichi Wa!

Well, I'm excited, which is something pretty rare. Less than 24 hours after I write these words, I'll be on a plane heading to the other side of the world to attend the Space World '97 show. Previously known by the more prosaic name of the Shoshinkai Show, this is where Nintendo will be showing off some of the most eagerly anticipated games ever, as well as the first public display of the 64DD add-on. It's a pity our deadline wasn't a week later so we could have got it all in this issue, but there you go. At least you can be assured that the show report will come from somebody who actually attended the show, as opposed to just pretending they have and culling all their info from the Internet! Mentioning no names, of course...

Subscribers to 64 Magazine will get the advance scoop on all this, of course, as I'll be writing up the best of the show news for the subscribers' newsletter that will be sent out with this issue. See? It pays to subscribe – especially now we've got a special offer that lets you get your hand on the cream of the Nintendo 64 games crop for a cut price, save loads of money on the magazine and get a free tips book of your choice lobbed in into the 'barg'. Turn to page 94 and join the elite – you know it makes sense.

Apart from the run-up to Space World, things have been rather quiet on the Nintendo front – certainly no planet-busting announcements like last issue's price cut – and I haven't even been able to find anything to moan about. Well, nothing Nintendo related, anyway. That being the case, I'll let the games speak for themselves and take the opportunity to wish everyone a merry Christmas from all here at 64 Magazine. See you next year – ja ne!

Andy McDermott, Editor

the 64 showcase

news peripherals advice • hot new items of interest



Out Of Space

The list of games that will be shown at Nintendo's Space World '97 show in Japan has grown dramatically over the last couple of weeks – there will be over 40 new N64 titles getting an airing!

A few surprises are promised; for a start, Nintendo are expected to reveal at least two more games that aren't on their current list, as well as some new plug-in Paks (possibly the Microphone Pak and a light gun). All will be revealed next issue, when we report live and direct from Space World '97 itself!





Banjo's shrunk! Is this a new game feature, or just a lousy screenshot?

Nintendo

Predictably, Nintendo have the biggest lineup (it is their show, after all), with the newly renamed Zelda 64: The Ocarina Of Time, Banjo And Kazooie's Great Adventure and F-Zero X accompanying Yoshi's Story, Pikachu Pocket Monster and the just-announced Vertical Edge Snowboarding and NBA Courtside. The biggest news will of course be the first public showing of the 64DD and its games – the DD software catalogue is still made up of just four titles (Pocket Monster 64, Sim City 64, Mother 3 and Mario Artist), but Nintendo are strongly expected to announce a couple of new games. Metroid 64? Zelda DD? Something entirely new and unexpected? We'll have to wait and see...



Hmmn... Link looks a little apprehensive. Probably wondering when he'll be released...

Konami

The Japanese giant has nothing not previously announced scheduled to appear; GASP, Nagano Winter Olympics and NBA In The Zone '98 are its main titles, as Hybrid Heaven and Dracula 3-D (Castlevania) seem likely to appear on video only. Zut!

Imagineer

Pro Baseball King 2, for god's sake! Luckily Magic Century Eltale (Quest 64), Sim City 2000, promising beat-'em-up Fighting Cup and snowboarding game Snowspeeder will also be there, along with Kiratto Kaiketsu, a detective board game. The Japanese Cluedo, perhaps?





F-Zero is certainly looking good. But will it be too much like *Extreme-G*?



T'others

ASCII have the Extreme G-esque Aero Gauge; Virtual Pro Wrestling 64 (alias THQ's WCW vs NWO) grunts from the Asmik stand; Atlus show off Snobo Kids; the pulsing Culture Brain thinks hard about Art Of Fighting Twin; Japan System Supply gives tongue to Chameleon Twist; Bandai release the terror of Tamagotchi World and a surprise new title; mobile suits ahoy with Banpresto's Super Robot Spirits; another long-awaited game from Video System in the winged shape of Sonic Wings Assault; long-time Nintendo haters Namco bury the hatchet with, erm, baseball game Famista 64; Capcom are conspicuous by their absence, so we'll have to wait before we see anything on Street Fighter 64...

Seta

Could the oft-delayed Rev Limit and Wild Choppers finally be here? They could – almost... A new Shogi (Japanese chess) game, which allows network play, will be on show, as well as two as yet unnamed new titles.

Hudson Soft

The revamped Dual Heroes, sans Power Ranger-alikes, will be strutting its stuff, along with a wrestling game and the bizarre Denryu Iralra Bou, which apparently means something like Irritating Electric Stick! It's based on a gameshow nobody over here has ever seen, so Take 2 will probably snap it up...







Haircuts From Hell

Who makes this fine mag, and what's the state of their barnets?

Andy McDermott

Job: Editor
Hair: Depending on how windy a day it is, either an Elvis quiff or a Kramer from Seinfeld.

Roy Kimber

Job: Staff writer
Hair: Was a long and stringy Swing Out Sister, now a glue-sniffer's spiky crop affair.

Mark Wynne

Job: Contributor
Hair: Swept-over foppish job, rendered rock solid by build-up of cigarette ash.

Loz Cooper

Job: Contributor
Hair: Deeply unpleasant greasy rocker's locks, occasionally with bits of food embedded.

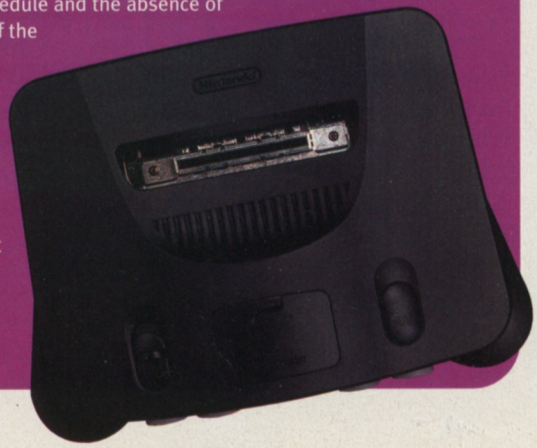
Nick Trent

Job: Designer
Hair: Close-cut skullcap business with little fluffy forelock, complemented by small arty chin-glove.

64 Soars

Boof! Nintendo's latest price cut to £99 took many people by surprise, but it's had the desired effect – THE Games, Nintendo's British distributors, report a sixfold increase in N64 sales in the weeks following the cut. With over 310,000 N64s in UK homes at the time of writing (mid-November), the company are well on target to hit the magic half-million mark by the end of the year. That's just nine months to reach 500,000 sales, whereas Sony took nearly three years for the PlayStation to top a million!

Worldwide, Nintendo are now claiming total N64 sales of over nine million, most of which are in America. The surprise for Nintendo was the relatively low take-up of the machine in its native Japan, largely due to the laggardly software release schedule and the absence of RPGs. The success of the machine in the States does mean that Nintendo's profits are very much on the rise, however; anyone who was thinking even Nintendo might have to roll over in the face of the mighty Sony will have to think again!



COMPETITION

GET DOWN TONIGHT!

And you thought the guys from the Intel adverts were the last words in retro-funk style. After the success of their chromed N64 from issue four (the winner of which, by the way, was the gleamingly fortunate Gary Ackerman of Leicester), Foxdata have gone one step further by creating these totally mondo joypads!

Starting with nothing more thrilling than a boring old Nintendo controller, Foxdata get funky using all manner of mysterious paint-related tomfoolery to produce the Purple Forest, Chrome Leopard, Desert Storm and Red Rain controllers.

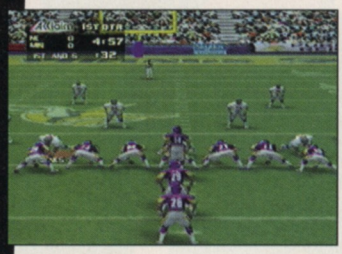
Forget a Lincoln Continental with oodles of chrome and red leopardskin fur seats or anything that Huggy Bear might be seen in – these are the last word in hip!

Foxdata have got two sets of four jived-up controllers to give away to readers of 64 Magazine. Now, when you're playing four-player Goldeneye, you can forget the Nineties blandness of Pierce Brosnan and pretend to be the Live And Let Die-era Roger Moore!

Entering the competition is simplicity itself – just answer the question below and send your response on a postcard to I Feel Funky Compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS to arrive before January 2. The first pair of correct entries drawn from the office pimp hat will win the grooviest controllers on Earth!



Q: For which 1970s detective duo was Huggy Bear an informant?

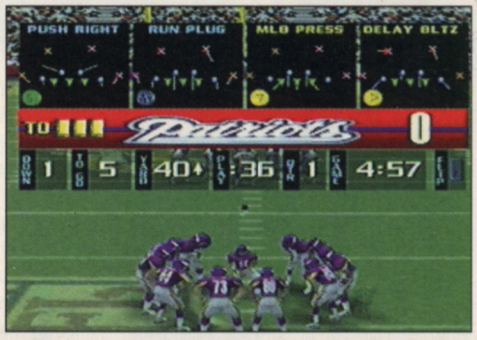




QUARTER(PUT)BACK CLUB

Typical, innit? We review a UK game in good faith (NFL Quarterback Club '98) on the basis that it will be on sale by the time our issue hits the shelves, and what happens? The release date is put back. Chah!

Still, all gridiron fans desperately awaiting the arrival of Acclaim's NFL Quarterback Club '98 won't have to wait much long – the revised on-sale date is December 5, just one day after this issue is unleashed on the world, in fact. Hut!







WE CRAVE ROBOTRON

A piece of good news for gamers who are waiting for some non-stop shooting action on the N64 – Robotron X, which was mysteriously canned by Midway a few months ago despite being all but complete, has been picked up in the States by new company Crave Entertainment.

Robotron X was being developed by Player 1, and was reportedly far superior to the PlayStation version of the game, which was plagued by frequent slowdown. To recreate the feel of the 80s videogame on which it is based, players can use two joypads to duplicate the twin-stick control of the original. The game will appear in America in December; no firm news yet about who will be handling it over here, but GT Interactive still have it on their schedule from its Midway days. Hopefully we'll have a review next issue!



64 magazine STUPID QUOTE OF THE MONTH

"...Get beyond the novelty value and the console-rendered version of the famous title sequence and there's very little to shout about... a standard, testosterone-loaded Doom clone... pennies will be infinitely better spent watching the real thing [Tomorrow Never Dies] at the flicks. HH [out of five]"

Empire magazine reviewer Caroline Westbrook gives her opinions on Goldeneye, a game which the specialist console press has consistently awarded 90%+ scores, in the same month that she gives PlayStation novelty title Parappa The Rapper four stars. Uh huh. Here's a deal – we won't review films if you don't review games, okay?

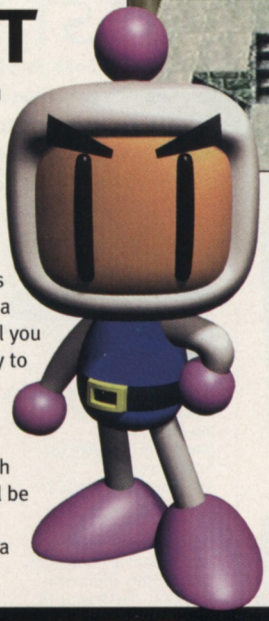


BOMBED OUT



THE ENGLISH VERSION OF BOMBERMAN 64 should already be on shelves by the time you read this – the release date was brought forward at the last minute so we didn't get a copy in time for review. Cheh! Since we rather liked the Japanese game (81%, issue 7) even though it was fully of incomprehensible text, you might want to take a chance and buy it, or you might want to hold back until you have the opportunity to see our UK Update next issue. But be sure to buy the magazine next month anyway, because it'll be full of so much cool stuff you'll think it's a freezer!





KONAMI'S QUEST

EXCELLENT NEWS FOR N64 owners biting their fingers off at the knuckle as they wait for an RPG – Konami have announced that they will be distributing Imagineer's Holy Magic Century Eltale in Europe, under the entirely less evocative name of Quest 64. The game is due to appear shortly after Konami's Goemon game early next year.

A MATTER OF SOME IMPORT

WE THOUGHT WE'D HONOUR A COUPLE OF THE UNSUNG HEROES OF 64 MAGAZINE – THE IMPORTERS WHO LEND US COPIES OF IMPORT GAMES FOR REVIEW! OUR LOCAL CONTACT HERE IN SUNNY BOURNEMOUTH IS MARTIN UP AT THE VIDEO GAME CENTRE (01202 527314), AND MOVING A LITTLE FURTHER AFIELD TO THE COSMOPOLITAN SURROUNDS OF LONDON WE ALSO GET HELP FROM RAY AND THE VIKING AT SKILL ACADEMY (0181 567 9174). BOTH PLACES GET THE 64 MAGAZINE SEAL OF APPROVAL – GIVE 'EM A CALL, AND TELL 'EM WE SENT YOU!

EA SPORTS' FIFA: ROAD TO WORLD CUP '98 (SEE PAGE 24) IS ONE OF THE FIRST GAMES TO USE A HIGHER THAN NORMAL SCREEN RESOLUTION (THE OTHERS BEING NFL QUARTERBACK CLUB AND SOME OBSCURE MAHJONG GAME) TO GIVE A BETTER PICTURE... HUDSON SOFT HAVE ANNOUNCED A TENNIS GAME, LET'S SMASH, WHICH WILL BE A SUPER-DEFORMED ROMP WITH CUSTOMISABLE PLAYERS AND COURTS THAT INCLUDE THE ROOF OF A SKYSCRAPER AND A VOLCANO. ANYONE WHO REMEMBERS (AND LIKED) NAMCO'S OLD SMASH TENNIS ON THE SNES SHOULD LOVE THIS! MORE NEWS AFTER WE SEE IT AT THE SPACE WORLD SHOW... F-ZERO X, LIKE PILOTWINGS 64 BEFORE IT, IS GOING TO FEATURE A SET OF CHARACTERS WHO DRIVE THE DIFFERENT VEHICLES. SAY HELLO TO MR EAD, BUBBA, DOCTOR STEWART (ANY RELATION TO WAVE RACE'S AYUMI?) AND PICO, AMONG OTHERS.

SIZE REALLY DOES MATTER!





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COMPETITION

IT'S LOGICAL!

Logic 3

What with Christmas coming and all, the jolly fellows up at Logic 3 have gone all giving in the spirit of the season. Ten readers of 64 Magazine are going to get a great slightly-after-Christmas present (well, we won't be drawing the winners until the New Year, after all), in the shape of a Logic 3 Trident Pro Pad and a Logic 3 1Mb Memory Card, as reviewed last issue! Yes, now you can let the rest of the family in on the action with the aid of an extra pad.



Grind your little brother under your wheels in Diddy Kong Racing! Shoot granddad in the base of the skull in Goldeneye! Inflict the misery of Clayfighter on somebody else for a change!

Yes, it's a veritable orgy of givage, and it's easy enough to enter too. There are, appropriately enough, three logic-related posers for you to apply your brainpower to – here goes...

1: WHAT IS THE NAME OF THE POINTY-EARED LOGICMEISTER FROM THE ORIGINAL STAR TREK?

A: Mr Spock
B: Mr Spank
C: Mr Fatwig

2: IN WHICH ADULT COMIC DOES MR LOGIC REGULARLY GET BEATEN UP?

A: Viz
B: Bunty
C: The Fabulous Furry Freak Brothers

3: AN EXPLORER IN THE JUNGLE REACHES AN AREA WITH TWO TRIBES, ONE OF WHICH IS FRIENDLY, ALWAYS TELLS THE TRUTH AND GIVES EXPLORERS ALL THE HOSPITALITY THEY CAN HANDLE. THE OTHER TRIBE IS HOSTILE, ALWAYS LIES, AND IS PRONE TO KILLING EXPLORERS AND EATING THEIR BRAINS. HE REACHES A FORK IN THE PATH, ONE ROUTE LEADING TO THE FRIENDLY TRIBE, THE OTHER TO THE UNFRIENDLY TRIBE – BUT WHICH IS WHICH? ONE MAN FROM EACH TRIBE HAPPENS TO BE AT THE JUNCTION, BUT THE EXPLORER ISN'T SURE WHICH MAN COMES FROM WHERE. IT'S GETTING LATE, AND HE ONLY HAS TIME TO ASK ONE MAN A QUESTION. WHAT SHOULD HE DO TO BE 100% SURE HIS BRAINS STAY IN HIS SKULL?

A: Ask "Which is the dangerous path?" Then take the other path.
B: Ask "If I ask the other man which is the safe path, which will he say?" Then take the other path.
C: Ask "If I ask the other man which is the dangerous path, which will he say?" Then take the other path.



Okay, so maybe the last one was a bit more tricky, but it should get your synapses fizzing, and anything we can do to increase the nation's brainpower has got to be a good thing. Once you've answered the logic three, send your answers on a postcard to Totally Logical Compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS, to arrive before January 2. The first ten correct answers will win a Trident Pro Pad and a 1Mb Memory Card!



YOU CAN GET DETAILS OF THE TRIDENT PRO PAD, 1MB MEMORY CARD AND OTHER LOGIC 3 PRODUCTS ON (0181) 900 0024!

LATEST RELEASE DATES

If you're one of those people, as Dennis Norden might say, who spends their time wondering why the release dates for Nintendo games are so vague, then you really should get a life. But seriously, it's because in many cases the software companies themselves aren't even sure. At the time of writing, Nintendo's UK distributors have no specific information for anything being released in 1998, and the situation's not much better anywhere else in the world. But then, if you knew the future, life wouldn't be nearly so much fun, would it?

UK

December
Diddy Kong Racing (Nintendo)
Lamborghini 64 (THE Games)
Duke Nukem 64 (GT Interactive)
Mace: The Dark Age (GT Interactive)
San Francisco Rush (GT Interactive)

January-March 1998
Banjo-Kazooie (Nintendo)
Yoshi's Story (Nintendo)
Zelda 64: The Ocarina Of Time (Nintendo)
Conker's Quest (Rare)
Forsaken (Acclaim)
Goemon (Konami)
GASP (Konami)
Nagano Winter Olympics (Konami)
NBA In The Zone '98 (Konami)
Castlevania 64 (Konami)
Quest 64 (Konami)
Virtual Chess 64 (Titus)
Twisted Edge Snowboarding (Kemco)
Chameleon Twist (Japan System Supply)
Tonic Trouble (Ubi Soft)
MK Mythologies (GT Interactive)
Fighter's Destiny (Ocean)
Mission: Impossible (Ocean)
Wetrix (Ocean)

JAPAN

December
Diddy Kong Racing (Nintendo)
Yoshi's Story (Nintendo)
Tamagotchi 64 (Nintendo)
Hyper Olympics In Nagano (Konami)
Dual Heroes (Hudson)
Legion X (Hudson)
Toukon Road: Brave Spirits (Hudson)
Top Gear Rally (Kemco)
Aero Gauge (ASCII)
Macross: Another Dimension (Tomy)
Famista 64 (Namco)
Sonic Wings Assault (Video System)
Holy Magic Century Eltale (Imagineer)
Struggle Hard (Imagineer)
Sim City 2000 (Imagineer)
Kiratto Kaiketsu! 64
Tanteidan (Imagineer)
Rev Limit (Seta)
Morita Shogi 64 (Seta)
Wild Choppers (Seta)
Snobo Kids (Atlus)
Chameleon Twist (Japan System Supply)
Hiryu No Ken Twin (Culture Brain)
Pro Mahjong Kiwame 64 (Athena)
Virtual Pro Wrestling: Ultra Battle Royale (Asmik)
Hashire Boku No Uma (Culture Brain)
Super Robot Spirits (Banpresto)
Harukanaru Augusta: Masters '98 (T&E Soft)

January-March 1998
Zelda 64: The Ocarina Of Time (Nintendo)
Banjo And Kazooie (Nintendo)
Kirby's Air Ride (Nintendo)
(64DD) Mario Artist (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monster 64 (Nintendo)
(64DD) Sim City 64 (Nintendo)
Jungle Emperor Leo (Nintendo)
Flights of the UN (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)

April-December 1998
F-Zero X (Nintendo)
(64DD) Sim Copter (Nintendo)
Street Fighter 64 (Capcom)
Ghouls 'n' Ghosts 64 (Capcom)
"Biohazard 64" (Capcom)

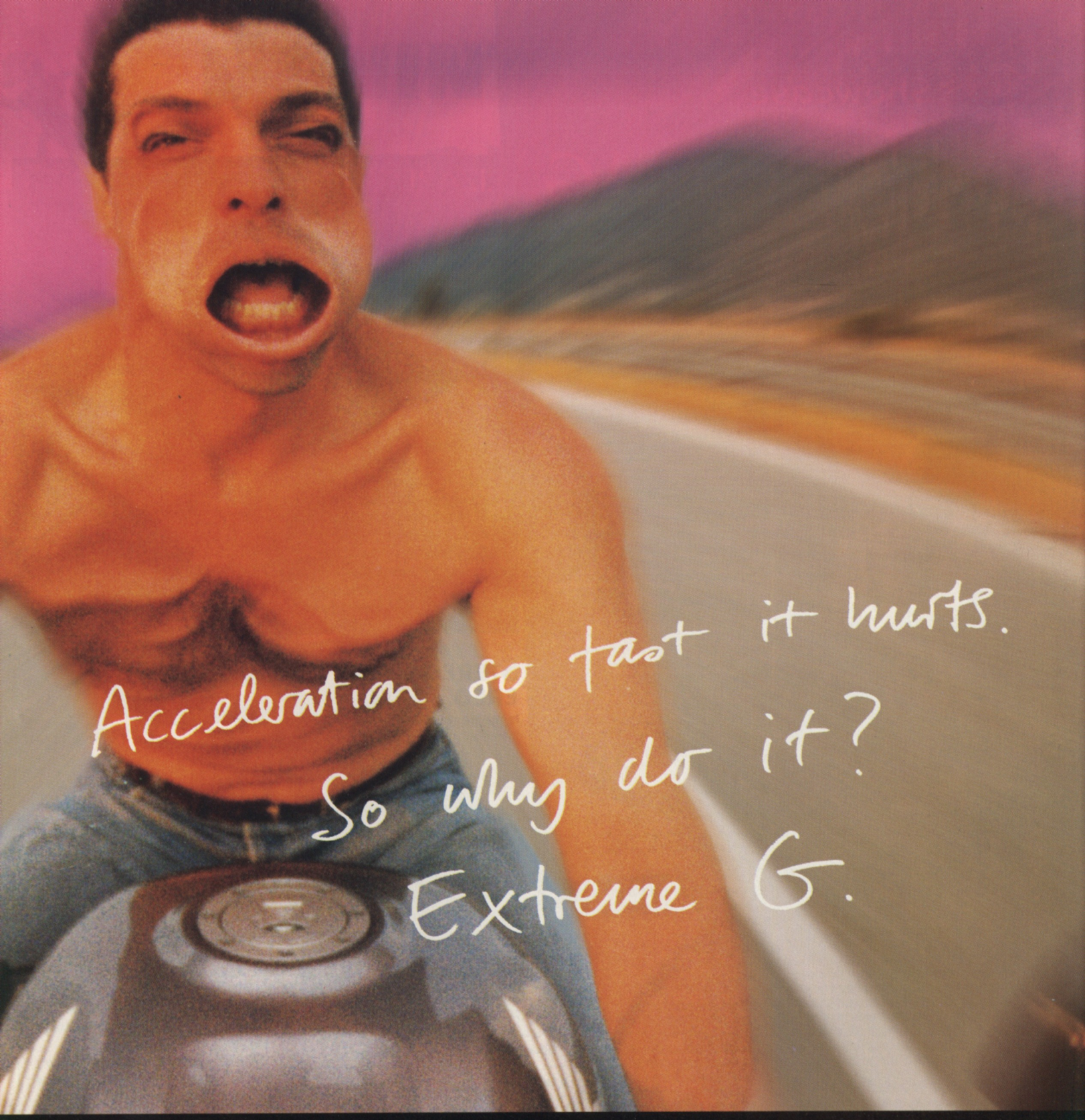
USA

December
Diddy Kong Racing (Nintendo)
Mystical Ninja 64 (Konami)
NBA In The Zone '98 (Konami)
Last Legion UX (Hudson)
WCW vs. NWO: World Tour (THQ)
MK Mythologies (Midway)
Wayne Gretzky's 3D Hockey '98 (Midway)
Aero Fighters Assault (Paradigm)
Space Station: Silicon Valley (BMG)
Wheel Of Fortune (Gametek)
Jeopardy! (Gametek)

January-March 1998
Zelda 64: The Ocarina Of Time (Nintendo)
Yoshi's Story (Nintendo)
Conker's Quest (Rare)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
MLB Featuring Ken Griffey Jr (Nintendo)
Nagano Winter Olympics '98 (Konami)
GASP (Konami)
Castlevania 64 (Konami)
Bio Freaks (Midway)
Quake 64 (Midway)
NHL Breakaway '98 (Acclaim)
Turok 2 (Acclaim)
Forsaken (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Virtual Chess 64 (Titus)
Freak Boy (Virgin)
Earthworm Jim 3 (Interplay)
Robotech: Crystal Dreams (Gametek)
Mission: Impossible (Ocean)







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NINTENDO 64

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MYSTIC MAG

What does 1998 hold in store for the world of Nintendo? We gaze into a plastic cup of semi-dissolved coffee granules and offer our predictions...



January: The launch of Zelda 64: The Ocarina Of Time is put back again as the size of the cart is increased to 1024Mbits. The game map is now roughly the same size as the continental United States, and would take a player over a year to walk across. Shigeru Miyamoto refuses to include any kind of time compression, claiming this would compromise the reality of the game.

February: In a bid to get an exclusive, staff from Armpit Publishing's Barmy N64 magazine break into NoA president Howard Lincoln's house and threaten to hold him at gunpoint until Nintendo give them first dibs on a game. The plan backfires when they are fobbed off with a copy of Clayfighter 666. But they put it on their cover anyway.

March: The 64DD goes on sale in Japan, but unfortunately the only game available at launch is Sim Ant 64, with the USP of a free jar of formic acid. Feared Nintendo president Hiroshi Yamauchi issues a statement saying "When you look at the unplayable crap on other machines, like Tomb Raider II, Virtua Fighter III and Final Fantasy VII, only a moron would not buy our fine product. And if they don't, I'll eat their children! Rrraaargh!"

April: Controversial PC game Naked Chainsaw Baby Killer is released, prompting MP Lydia Rentaquote to proclaim "What about the children? Our nation's future must be protected from this kind of filth!" The game she waves about in Parliament to support her case is N64 title Kirby's Happy Fun Land. Sales rocket.

May: Midway release Mortal Kombat Family Trees, which features a total of 874 characters, all alike. The variations in colour between them, Midway insist, are easily discernible. If you're a bee.

June: Ocean prepare to unveil Mission: Impossible at the E3 show. Unfortunately, Rare choose the day before to reveal Tomorrow Never Dies to the world. Weeping Ocean spokesman Derek Tumbleweed says "The bastards! The fu... er, of course, quality software is to the benefit of the market as a whole."

July: Nintendo drops the price of the N64 to 17p in an attempt to counter Sony's mega-promotion of packaging the PlayStation with a free plug. PlayStation sales increase slightly. England win the World Cup.

August: Acclaim comes under fire for Turok 2 still having a lot of 'fogging'. "I can't see anything wrong with it," says lead programmer Mr Magoo.

September: Nintendo refuses to allow the release of a Spice Girls game on the N64, citing "lewdly exaggerated mammarian characteristics which may cause offence to our board of directors". Protests from the game's developers that that's what Geri actually looks like are ignored.

October: Take 2 (née Gametek) insist that Robotech: Crystal Dreams is still a going project, despite the fact that the only person working on it is actually a gerbil that walks up and down on a Silicon Graphics keyboard pressing buttons at random with its little feet. Simultaneously, Take 2 pour millions of dollars into developing N64 versions of Crosswits and Turnabout.

November: Datel release a memory card for the N64 that has enough RAM to store the entire knowledge of the world. Unfortunately, it takes over a month to scroll through all the pages in the N64's memory manager.

December: To spoil the arrival of Sega's Dural and a preview of Sony's PlayStation 2, Nintendo announce their plans for a new console codenamed Ultra 128. It will have graphics that are better than real life, a holographic user interface and act as a household servant when not being used to play games. Sceptics are dubious about the on-sale date of 'sometime next week', however.

LIZARD THING





If you're into lizards, then you'll be trembling in your pants at the news that Midway have obtained the rights to publish Crystal Dynamics' Gex 2 on the N64! Better known in the past for his appearances on 3Do (bwah hah hahhh!) and PlayStation, Gex 2 sees the nimble green chap racing through a Mario 64-style series of worlds in the (cue echo effect) Media Dimension. This is, of course, just an excuse to pit the tail-whipping reptile against a load of spoofs of well-known films and TV shows. If N64 Gex 2 is anything like its PlayStation counterpart, Gex and his amazing prehensile tongue will be stretched to their limits by parodies of Star Wars, NYPD Blue and Godzilla!

As Midway have the American rights, it's highly likely that GT Interactive will snap it up over here for release sometime next year. More soon!

STEREO... EREO... EREO

If you're fed up with the feeble mono sound you get through the N64's standard RF lead, you could always try one of these – a modified lead that gives you proper stereo sound. The people making the £15.99 (plus p&p) gadget are Richlyn Solutions – give them a call on (01684) 295827 if you're fed up of Goldeneye going literally in one ear!

64 magazine CHARTS

ChartTrack

No	Game	Publisher
1	Goldeneye 007	Nintendo
2	Lylat Wars	Nintendo
3	Mario Kart 64	Nintendo
4	Super Mario 64	Nintendo
5	ISS 64	Konami
6	Extreme G	Acclaim
7	F1 Pole Position 64	Nintendo
8	Shadows Of The Empire	Nintendo
9	Multi Racing Championship	Ocean
10	Wave Race 64	Nintendo

ACTION HAM

We got the coolest toy in all of Christendom delivered to the office courtesy of GT Interactive, in the shape of a Duke Nukem action figure! Standing seven macho inches tall, Duke comes complete with a bloodied Rambo knife, twin MP-5 machine guns and a devastator hand cannon. He came too late to get a photo, sadly, so you'll have to make do with the blurb on the back of the packaging...

"Place the knife in Duke's hand and twist his waist to slash aliens! Duke has 13 points of awesome alien butt-kicking articulation!" Ho yus! Other figures in the range will include the Battlelord, an Octobrain and our personal fave, the Pigcop. Can't wait!

If making action figures from videogames becomes a trend, we'd like to see Candy from Fighting Vipers, Nina from Tekken and the girls from Dead Or Alive. More attractive than Duke, definitely!

NINTENDO 64

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When I'm 64

Letters, **FOUSANDS** of 'em! Don't **SHOOT** until you see the **WHITES** of their stamps! Andy's desk is getting **OVERRUN** with letters, so he's dumped the **RUBBISH** ones in a big box. Avoid this **FATE** by giving good **MISSIVE!**

64 Magazine, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed (well, apart from the dongers that end up in Memory Card Losers) will win a 256K memory card from Fire, and a Star Letter each month will be crushed by largesse!

• Please note that the prizes are sent out by Fire International, not us, so there may be a delay between publication of your letter and receipt of your prize.

Fire International's N64 Peripherals



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AV/RGB SCART converter cable: £7.99

NTSC SCART converter cable: £29.99

RF unit: £14.99



Mum's The Word

Dear 64 Magazine,

I just want to know, if you are able to tell me, if there will be a new games console out after the Nintendo 64 (I know there is the 64DD). It's just that my mum says that I am not allowed to get a Nintendo 64 because new games consoles will keep on being released and I will want to get these also. I've already got the (extremely boring) Sega Mega Drive. I've told her that there is a 64DD being released soon which is kind of like a video recorder you put your Nintendo 64 onto, but I'm having no luck in convincing her. Can you please help me out?

Ryan Jackson, Belfast

Ryan's mum: games consoles usually have a lifespan of about five years, so if you let Ryan get a Nintendo 64 now you won't have to worry about him wanting to trade up until the next millennium. Go on, put a smile on his face! He's got a memory card now, so you might as well let him have a system to use it with...

The Price ISS Wrong

Dear 64 Magazine,

I really hate people who go on about game prices, but I am not a happy bunny to say the least.

I decided to buy *ISS 64* for £64.99 at WH Smiths. On my way out, I spotted your magazine, so I bought that too.

I got home and played *ISS 64* with some friends. I then decided to look through your magazine and I saw next to the letters page the same game for £15 less! Why are some shops allowed to put their prices so high?

John Gardi, Palmers Green

£64.99 is the manufacturer's recommended retail price (RRP), which covers the cost of making the cartridge (between $17 and $27), VAT and the profit margins of both the manufacturer and the shop. Mail order companies don't have expensive shops to look after, so they can cut the price. Shops can also cut their profit margin in the hopes that increased sales will compensate for the loss of money.

I Want To Work Long Hours For Low Pay!

Dear 64 Magazine,

I'd firstly like to say that the N64 is the best console available and it will be for a long time to come. I also think that your magazine is the best on the market because of all your great in-depth news, previews and reviews.

I'd like to ask the team behind the great 64 Magazine if they could give me a few pointers in the right direction on how to go about getting into the computer industry as either a game designer or a reviewer, as I have just recently turned 16 and am about to leave school. I was also wondering if you could tell me what kind of grades or qualifications are needed for this line of work.

Paul McCue, Peterhead

There's no real set route into the industry. If you want to become a game designer, then some knowledge of computer programming (C++ is the most common language used) helps, but a lot of it comes down to how good your ideas are. On the journalistic side, the only really essential qualification is English. Looking around the office, a couple of people have traditional journalistic backgrounds, but most games reviewers start at the bottom by showing good English skills and a willingness to work their arses off, and progress from there.

Price Cut (1)

Dear 64 Magazine,

I am completely annoyed with the N64 prices. First they started at £250, then went down to £150 when I got my N64 in October. I still had to pay £60 for a game, so it cost me £210 altogether. Now I've just realised that they've put the price down to £99! Is this because they're in contest with the Sony PlayStation, or just because they're going bust?

James Sanderson, Carlisle

Nintendo aren't going bust, but they're determined to reclaim the number one spot from Sony, hence the extremely aggressive price cut. On the same topic...

Price Cut (2)

Dear 64 Magazine,

What is this? Yet another price cut on the N64? What are Nintendo doing? They have now dropped their prices by £150. I know Nintendo aren't stupid, so they still must be making a profit at £99. That means originally they were making £150+ on each sale! Now are Nintendo just greedy, or did they release it at that price so they could drop the price to put Sony out of business? If so, this is very unfair on all those who bought an N64 at £250. This, on top of late and poor PAL conversions, is making me wonder whether Nintendo care about the British market at all!

Adam Smith, Croydon

An amusing irony, someone called Adam Smith complaining about free market economics. Well, I thought so.



Game Dilemma

Dear 64 Magazine,

I think your mag is great, and everywhere I go I will take it with me just in case I get bored. I have been reading this mag since issue one and as you have said, it keeps getting better and better. Getting to the point, I am the proud owner of an N64 with *Mario Kart* and *Mario 64*. I intend to get another game at Christmas, but there are so many to choose from. It is great news that Nintendo are littering us with great games, but it is a bit of a change from when I got my N64 because there were only two or three decent games to choose from.



STAR Letter!

Starfox/Lylat Wars is a game I have waited a long time for, so as soon as I saw its review score I said, "Right, I am getting this game". But then I saw the review of *Goldeneye* and I said, "Right, I am getting this game". But then I remembered *Starfox*, the game I promised myself I'd buy! They are both outstanding games and I cannot miss out on either of them, but I only have the money for one game. The same happened when I saw *Diddy Kong Racing*, *Extreme G*, *ISS 64*, *Blast Corps* and *Zelda*. Why can't I just win the lottery! If I did buy two games (which would mean giving up the idea of buying skates) then I would be forced to buy a third game. Then before I leave the shop I would say, "Go on, buy y'self another game, it doesn't matter if you don't have any money left, you'll have six games and when you have finished with them you can sell them." But when you get older and stop liking consoles (if you stop liking consoles) you will wish you had saved all your money for taking your girlfriend on holidays!

Your reviews influence 90% of my decision (thanks to their great depth and reliable scores) but I will always play the game before buying it, thanks to my friend who has already got all the games I like. This is why I think the Big N should make a demo cart featuring all the big titles. This, combined with your reviews, would make sure that people know exactly what they're spending their money on. This would stop mistakes like *FIFA 64* being a best-seller when it is a crap game. The PlayStation has all sorts of demo disks, so why can't the N64?

Chris Horne, Exeter

Skates, huh? Blunder about on 'em for a couple of weeks, get bruised all over, then they end up in a cupboard for the next eight years. Buy games, you know it makes sense.

Demo carts have long been a dream for Nintendo mag publishers, but they would be hideously expensive. A PlayStation CD costs under a pound to make, but a cartridge would be at least a tenner! (No, not more econobabble!)

The more units of a piece of hardware that are manufactured, the lower the cost per unit, so they will always get cheaper over time due to amortisation of R&D and machinery costs and economies of scale. My god, I actually remembered something vaguely relevant from my economics A-level! In English, this means that early adopters always get it in the ass (watch the prices of DVD players fall over the next year or so), but by supporting the hardware, they make it possible for prices to drop. It's infuriating if you're an early adopter yourself, but the only way round it is to sell the machines at a loss to start with and hope increased sales later compensate – and accountants tend not to like ideas like that!

Price Cut (3)

Dear 64 Magazine,

I am going to purchase a Nintendo 64 tomorrow. I'm really pleased with that price drop. The N64, the fastest, most powerful games console on Earth, at £99.99. I was amazed, it was brilliant. It was great. I turned around and looked at the games. My happiness turned to misery. Most good goods £49.99, half the price of the N64 itself. Two games put together and you've got an N64! The public doesn't want to dream about getting great games (*Mario 64*, *Mario Kart*, etc) and then be let down by the price. No-one likes it when things are expensive, so no-one wants to go out and buy an N64 and a few games for a huge price. Nintendo are going to get a reputation for being a bloody expensive games manufacturer and people will stop buying their games. So come on Nintendo, lower the price of your games. By the way, 64 Magazine is the best N64 magazine I've ever seen. Nice one Andy and co, keep up the good work!

Richard Bell, Slough

Nintendo are *going* to get a reputation? They've been there, done that and got the t-shirt! And that thankfully closes this edition of *64 Magazine Talks Economics*.

Strange Bucket Incident

Dear 64 Magazine,

After waiting for three hours outside Argos to get my Nintendo 64 on its release date, I have been less than pleased. On the upside, anyone who thinks it may be prone to breaking or damage couldn't be further from the truth as I dropped one of my controllers in a bucket of water (don't ask), waved it in the air a few times and it still works. I also tripped over one of the controller wires sending my N64 crashing to the ground and even though it rattles it still works.



I think all the games I've bought are excellent, but *Mario* is really boring once you complete it (in no time at all) and you have to wait ages for new games to be released. Even though I could buy imports, the universal adaptor I bought hardly ever works, so if I buy an import game I can't guarantee I'll be able to play it unless I spend an hour turning the console on and off.

What was Mark Colquhoum talking about in issue five? I think the 64DD will be a great success on its release.

Tim Benchley, Falmouth

PS: I can't wait to kill Coltrane.

Sorry, but I have to ask. I can't imagine any situation where an N64 controller and a bucket of water would even be in the same room!

As far as killing Coltrane goes... oh my god, what have we started?

Duke Gets Nuked

Dear 64 Magazine,

I've been reading your mag for a while now, and I think it's great. The reviews are good, and often useful when deciding on a game. However, in issue 7, you rated *Duke Nukem* at 90%. I was quite surprised, so I borrowed a copy from a friend. After I'd played it thought that it was just a normal conversion of an okay PC game. The reviewer said that it was a close second to *Goldeneye*, which has to be the best game



of the year! Loz Cooper's statement that *Duke Nukem* just didn't cut it anymore was what I would have gone with. Anyway the real reason I sent you this was to ask you some questions. I've owned an N64 for just over a year now (I bought it in Japan a while ago), and have cut out the two slots in it so that it will play US/Jap/UK games. What I've been wondering is whether or not a 64DD from America will run on my machine, and whether it will be able to play US/UK/Jap games like my N64 can now? Thanks.

Anthony Oxlade, cyberspace

That's why I introduced the second opinion into reviews – people have different tastes. I thought *Duke Nukem* was great fun on the PC, and since the game is all but identical on the N64 the same applies. Obviously, not everybody is going to agree!

As yet, nobody knows what the situation is with country compatibility and the 64DD – hopefully I'll be able to get more information at the Space World show in Japan in time for next issue.

Qualified Praise

Dear 64 Magazine,

About time, a Nintendo mag that speaks its mind about games and doesn't just give every new game high marks because it's the only thing out that month! Since I bought my N64 in the summer I've tried all the Nintendo magazines, and decided that yours is the best. The official *Nintendo Magazine* is just totally childish, and *N64 Magazine* is sort of smarmy and smug. You must get really fed up of people getting it mixed up with your magazine all the time, seeing as it's only one letter apart! I didn't even bother buying the others as they looked completely crap!

That doesn't mean I think 64 Magazine is perfect though! I didn't see why you put in 'Six Degrees Of Super Mario Nation' in issue six. Couldn't you get enough games to fill that issue or something? I mean, it was mildly funny but I'd rather have had another preview. You got the steering wheels the wrong way round in the 'Gizmos & Gadgets' section as well. And 88% for *F1 Pole Position*? I played it and I thought it was totally cack! No way was it as good as *Blast Corps*, and I didn't think that was worth 88% either. I think you should put the games that are being released in Britain at the front of the review section as well, that's one place where *N64 Magazine* does things better than you.

One thing I really think you should do is a high scores section. I've completed *Lylat Wars* with 1652 hits, which I think is easily enough to beat anyone else out there!

Tom Delancey, Manchester

Skipping quickly over the obvious attempt to curry favour by slagging off our rivals (not that I want to discourage anyone from doing it, mind you), you'll be pleased, if not ecstatic, to learn that next issue we'll be doing exactly what you suggest and opening up the 64 ScoreZone to anyone who thinks they're hard enough to enter. You'll have to do better than a poxy 1652 hits, though – I've seen people complete it with well over 1800 confirmed kills! (Not me, I admit...)

As for issue six, with only four games to review we had to put *something* in there! Admit it, it was a far less blatant filler feature than what the other N64 mags have done over the past year...

The Man With Two Letters

Dear 64 Magazine,

In issue five you did a review of *Goldeneye* and you made out that it is the best game on Nintendo 64 so far. After you gave it an overall rating of 96%, your summing up said "A genuinely stunning title that every N64 owner should buy! We're not kidding – it's that good." But it's not that good. I found this out by finally getting a chance to play it.

I found it rather annoying that you are not able to walk around while the red target is showing. And when the ammo on your gun runs out, you have to wait an annoyingly long time to reload, which gives your enemy enough time to kill you. I also found that there is no bar or anything like that which shows you how much health you have left. I prefer *Turok: Dinosaur Hunter* myself.

I sent you a letter not so long before this one requesting some help, but I'm sure we can all guess where that is now. Come on guys, you probably don't read half the letters that you are sent. Since you're the UK's best-selling N64 magazine, you would get a heck of a lot of mail and I don't think you would have the time or patience to read them all.

Ryan Jackson, Belfast (again)

Well, smart guy, we do and we do. Ryan's mum: reconsider that N64. A Mega Drive is all someone who doesn't like *Goldeneye* deserves! (And he's not going to get *two* memory cards either.)

You can send letters the old-fashioned way to

When I'm 64,

64 Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS

or you can e-mail us at

64mag@paragon.co.uk

All letters are read, but we're afraid we can't enter into personal correspondence. So no SAEs, and don't get snotty if we don't reply!

MEMORY CARD LOSERS!

A SMALL SELECTION THIS MONTH BECAUSE I'M IN A GOOD MOOD. BUT IT WON'T LAST. IN FACT, AS THE DEADLINE GETS NEARER I CAN FEEL MY BONHOMIE EVAPORATING BY THE SECOND. TO AVOID THE INDIGNITY OF ENDING UP HERE, SEND US LETTERS THAT DON'T MAKE YOU SOUND LIKE A COMPLETE GOON!

Dear 64 Magazine,

I want to know why you gave *Fifa64* an extremly low percentage in your review a few issues back (not that I ever buy them of course, because there crap). I would say at least 80% and I would also say that it is quite a bit better than *ISS64*, because that game has no good sound, graphics or playability.

David Jones, cyberspace

ps. your magazine is the worst N64 mag out.

So why do you read it, you tosser? Sod off back to the Monkees!

Dear 64 Magazine,

What is the sense in doing guides on Games that are not out over here yet. And print this mermy cards pleseeeeeee. Or I win keeep sending in loads of letters.

Far too easy a target – even if we'd wanted to give you a memory card we couldn't have, because you didn't include a name or address!

Dear 64 Magazine,

I think your magazine is great, but you should stop using complicated percentages as a way of rating games. You should just give them marks out of 100 instead.

Andrew Smith, Derby

Uh-huh. Uh-huh. (Nods head in mock agreement and awaits the arrival of the men in white coats.)

Dear 64 Magazine,

I really liked the Memory Card Losers you did, it was really funny seeing you take the mickey out of people. But the spelling was all wrong! Did you forget to check this bit or something? Apart from that it's a great magazine.

Andrew Caine, Oxford

Since you come from Oxford, might I point you in the direction of your local Concise English Dictionary and the word 'verbatim'?

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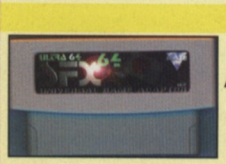
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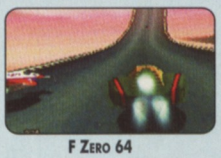
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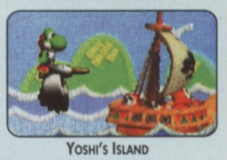

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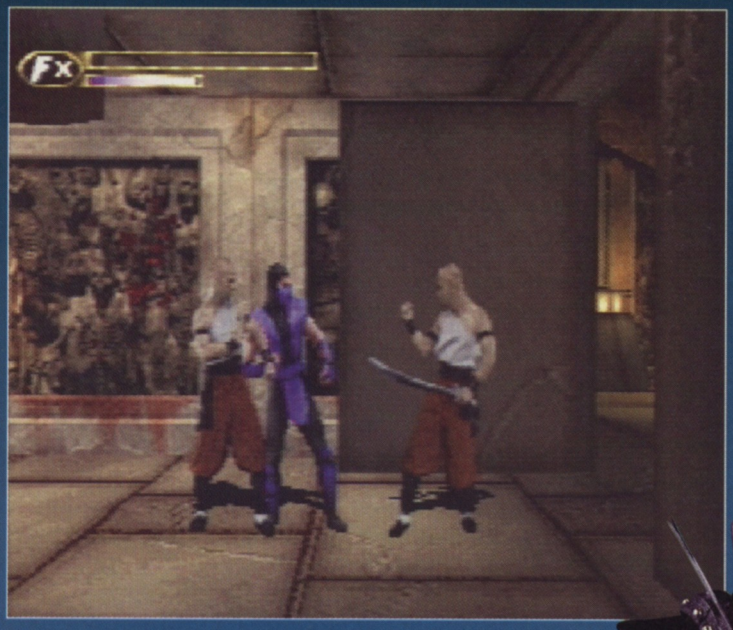
64SIGHT

Our REGULAR look ahead to the GAMES everyone's WAITING for!



MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

GT INTERACTIVE/MIDWAY • DECEMBER



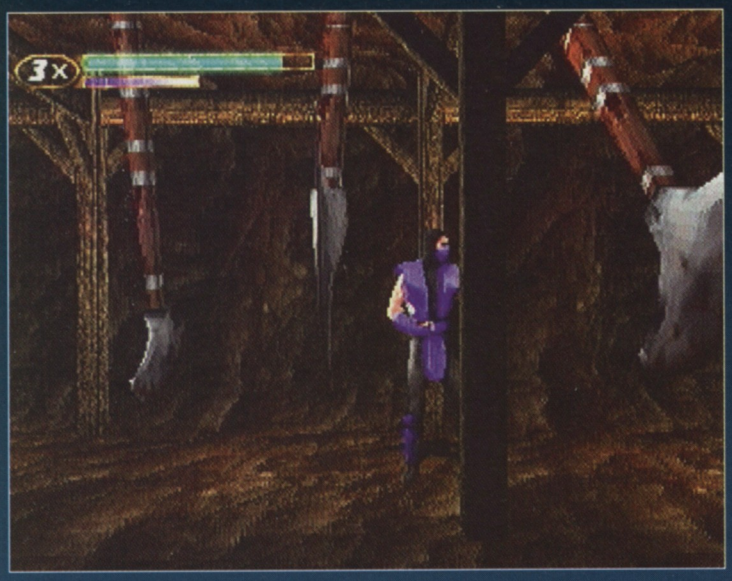
WHAT DO YOU DO IN THE MEANTIME while you wait for your successful 2-D combat series to make the jump to 3-D? If you're Midway, you take a little side-trip into the 2½th dimension and put one of the game's most popular characters into an adventure game!

Mortal Kombat Mythologies: Sub-Zero pits the eponymous cool dude against the enemies of the evil god Shinnock, in a story that takes place before the events of the original *Mortal Kombat*. Charged by his assassin masters to steal the sacred Map of Elements from a Shaolin

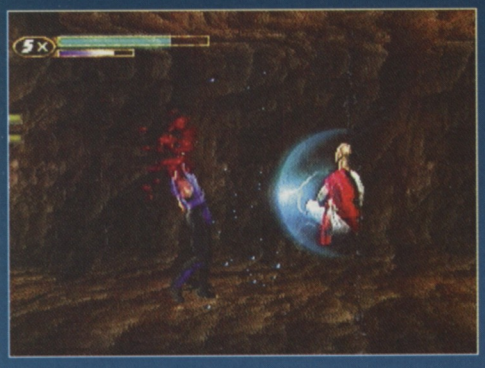
















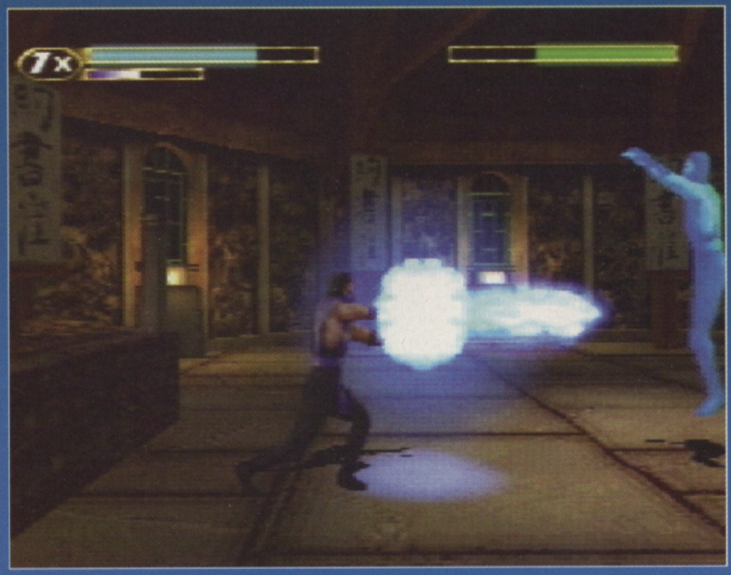


temple high in the Himalayas, Sub-Zero discovers that the temple also holds an artefact called Shinnock's Amulet. Shinnock was banished to the Netherealm by Rayden, *MK*'s familiar thunder god; Shang Tsung, another old *MK* favourite, needs to free Shinnock as part of his plans to conquer the Earth, and the amulet will let him do this. The problem is that it is guarded by elemental warriors – but a human might be able to defeat them...

With seemingly hundreds of characters in the *Mortal Kombat* mythos already, Midway have decided to add a few more just for a laugh. Prominent in *MK Mythologies* is Quan Chi, a pasty-faced sorcerer in league with Shang Tsung, Shao Khan (yep, he's involved as well) and Shinnock. Quan Chi needs a human warrior to enter the temple, since despite his magical powers he's apparently a bit of a bottler when it comes to fighting elementals. Sub-Zero fits the bill nicely.











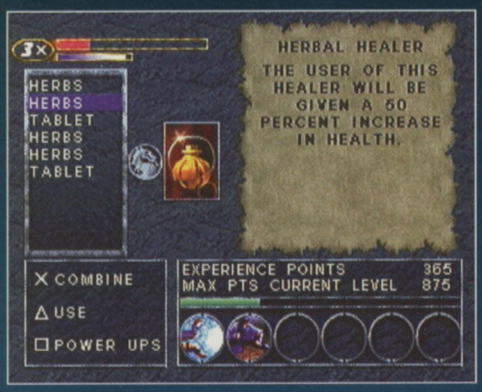
The game itself is a side-on scrolling beat-'em-up, similar in style to old titles like *Double Dragon* and *Streets Of Rage*, only now with digitised characters and a pseudo 3-D effect on the various stages that Sub-Zero has to battle through in his bid to locate the amulet. The temple is full of Shaolin monks out to stop him, as well as all manner of tricks and traps designed to send intruders on a Supersaver to eternity!





















Luckily, Sub-Zero is ready for a rumble. Despite *MK Mythologies* being a prequel to the *Mortal Kombat* games, Sub-Zero is already equipped with a range of ice-related tricks and fearsome fighting moves, which during the course of the game he adds to by earning experience from his fights. All the gore that *Mortal Kombat* fans have come to know and love is still present, characters shedding gallons of sticky red stuff at the slightest touch, and with over 30 enemies for Sub-Zero to pound, mash, freeze and mutilate there's no shortage of spilled plasma!

The temple is merely the first place that Sub-Zero has to fight through – after he's pasted Scorpion, the guardian of the map, Subby finds that the adventure is only just beginning. There are eight worlds in all, taking the frosty ninja over treacherous mountain ranges and into the bowels of the Earth on his way to the supernatural encounters *MK* fans know so well. Although the Subster and his various adversaries are represented by 2-D sprites, the ersatz 3-D backdrops and cool lighting effects go a long way to adding atmosphere.

As a stop-gap for *Kombat* fanatics, of whom we have a few in our offices, *MK Mythologies* should do just super-fine until *Mortal Kombat 4* arrives next year. The only problem is that, with Sub-Zero being the star, we'll have to put with a load of crap ice-related puns that even the writers of *Batman And Robin* (worst movie ever, fact fans!) rejected as being too corny!

If *MK Mythologies* is a success, then we can expect other games showing the origins of other characters to follow in its bloody footsteps. When it gets to *MK Mythologies: Noob Saibot* or *MK Mythologies: Toasty Bloke*, we'll know it's probably gone a bit too far, though...











FIFA: ROAD TO WORLD CUP '98

EA • DECEMBER 19

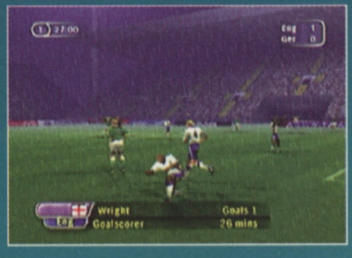
After the horror that was *FIFA 64*, Electronic Arts have a lot of catching up to do if they're to have any hope of taking back the title of the N64's best footy game from the almighty *International Superstar Soccer 64*. Luckily for them, *FIFA: Road To World Cup '98*, or *FIFA '98* to its friends, has the potential to do just that.

As before, in-game commentary is provided by John 'Motty' Motson and Andy 'No Nickname' Gray, with additional velvety-smooth warblings from Des Lynam at strategic intervals. The animation of the players has been motion-captured from no less a luminary than David Ginola, and the teams are the real deal from various international leagues, including England and Scotland. No major changes there.

The big difference is in the gameplay. Stung by the barrage of criticism that *FIFA 64* generated – a game which, let's face it, was about as realistic a representation of the football experience as the one with the little plastic guys with metal bars through their hips – EA Sports have totally overhauled the entire game. As well as massive graphical improvements, meaning that players just a few feet away are no longer blurred like something from a meths drinker's nightmares, *FIFA '98* now has drastically improved player control. Instead of hobbling about like robots with cardboard tubes for legs, the new-for-'98 footballers are much more on the ball. As well as having much improved responsiveness and a larger repertoire of kicks, tackles and trick shots, their animation is a lot smoother, and at last all their various appendages appear to be part of the same organism!

















With the World Cup looming, EA have taken advantage of the licence to incorporate the World Cup itself into the game. Take your home team to France and select your perfect squad to whup Johnny Foreigner's behind at the beautiful game! If you don't quite feel up to tackling things on an international level, you can still take part in the Premiership (either north or south of the border), or get a continental flavour by picking teams from other countries. Tactics, formations and even squads are all variable, so get your sheepskin coat on! Depth and detail is something that the *FIFA* games have always included, and now it looks like the N64 will get a version that has the gameplay to match.

As if all that wasn't enough, *FIFA '98* has some impressive music, the introduction of the game being jollied along by Blur's 'Song 2' (the one that goes "Woo-hoo!" a lot), complete with vocals! *FIFA '98* is twice the size of its predecessor, and it's easy to see where some of it has gone!

FIFA '98 will be out on the shelves not long after this issue – unfortunately, we won't have a review copy in time, but next issue you can catch up on what we thought of the game. Will it take the cup from *ISS 64*, or will it receive a red card? Join us for our extensive post-match analysis!

















SAN FRANCISCO RUSH

GT INTERACTIVE • DECEMBER

ARRIVING JUST TOO LATE FOR REVIEW this issue, we still managed to cram *San Francisco Rush* into 64sight at the last possible moment. Based on Atari's successful coin-op, *SF Rush* lets you make like Bullitt or Dirty Harry by racing along six taxing courses (which have mirror and reverse options to bring the total up to 24) around the hilly city. If you've got a microsecond to spare as you power along the twisting streets you can look to the sides of the track and spot landmarks like Fisherman's Wharf, the Presidio (as featured in a dreadful Sean Connery film) and the TransAmerica building (where Roger Moore nearly lost his knackers in *A View To A Kill*). Chances are, though, if you start looking at the scenery you'll end up ploughing straight into a wall!

SF Rush has the option, unusual for racing games, of being able to write off your car. Sideswipes with other drivers and minor clippage of fences will crinkle your motor's bodywork like the foil on a baked potato, but take on a bridge abutment in a game of chicken and not only will you lose, but your car will explode!

The game is positively riddled with secrets and little tricks to discover. The most interesting of these are the keys, a number of which are dotted around each course, tucked away between buildings and suspended high above the track. A bit of off-road exploration is needed to pick them up, as well as getting to grips with *SF Rush*'s insanely OTT jumps, but if you manage to collect enough you're rewarded with new secret cars to choose from! In fact, the whole game is full of all kinds of cheats and secret codes – for just a few of them, see Cheat Central on page 56.

San Francisco Rush looks like it's going to be one of those games that takes a while to get into. At first, the cars were appallingly uncontrollable whichever one we chose – from the VW Beetle knockoff to the pseudo Dodge Viper, they all turned like barges. Mr Bumper, meet Mr Concrete Block. After a while, we found that judicious use of the C Down button acted as a handbrake, making turning that bit easier. Similarly, once you know that there are plenty of shortcuts to be found (try taking a











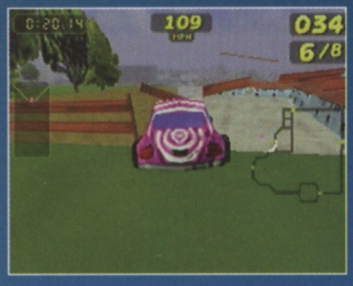






detour through Chinatown or down the zigzagging Lombard Street) you don't have to worry so much about the computer-controlled drivers disappearing into a Pacific sunset every time!

We'll have a full review, and hopefully a complete players' guide, of *San Francisco Rush* next issue. One thing that we already know for sure – it's got some of the worst music ever heard in a videogame. Yes, it's even worse than *Destruction Derby 2* on PlayStation. Typical LA industrial cock-rock plank-spanking – no! However the gameplay ultimately turns out, we'll be turning the volume down...



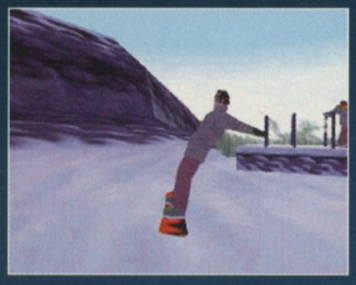




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TWISTED EDGE SNOWBOARDING

KEMCO • MARCH 1998



SNOWBOARDING SEEMS TO BE THE 'IN' game to reproduce at the moment. Obviously the prospect of selling it to the kind of people who go snowboarding (lifestyle posers with more money than sense, bad haircuts and no taste in clothing) appeals to software companies! Sorry, that was a cruel generalisation there. About software companies, that is.

Twisted Edge Snowboarding is being developed by Boss Game Studio, who previously brought the excellent *Top Gear Rally* to the N64. There will be six slopes in all for budding boarders to scoot down, ranging from dangerous slaloms through forests to a trip underground along a frozen river! There are eight different boarders to choose from – the Teutonic chap dominating the shots here obviously got his towel on the chairlift at the crack of dawn. Each boarder has different styles and stunts to carry out, and unlike *Wave Race*, the more stunts you carry out during a race, the more points you score!

It's going to be a tough contest next year, as *Twisted Edge* is one of at least four snowboarding games due out around the same time (including one from the team who created *Wave Race* for Nintendo), not to mention Konami's *Nagano Winter Olympics* title! Still, *Top Gear Rally* proved that Boss can make a decent game, so who will be the first to get their ghastly luminous puffa anorak over the finishing line? Keep reading 64 MAGAZINE to find out?







GASP

KONAMI • MARCH 1998



KONAMI'S CUSTOMISABLE FIGHTER IS busy looking for a new name that isn't totally crap, so for now it's still going under the awful moniker of *GASP: Fighters Nextreme*. Luckily, a new title is due soon!

More details have emerged about the game. Although there will be only eight basic fighters, five men and three women, each of them can be treated to more tweaks and changes than the population of Beverly Hills. The drooling perverts in the office perked up at the possibility of fooling around with the chestal regions of the trio of young ladies featured; whether or not there's a 'Lara Croft mode' remains to be seen!

The gameplay is still being developed, but looks to be moving into *Virtua Fighter* territory with its punch/kick/block combo system. Since *Virtua Fighter* works pretty damn well, we've got no problems with this. The ability of the fighters to climb up onto the objects littering each combat arena has been expanded – put enough power behind a blow and you can actually punch opponents through walls!

We're expecting more news on this promising beat-'em-up at the Space World show – full report next issue!





QUAKE 64

GT INTERACTIVE • MARCH 1998



HERE ARE A COUPLE OF NEW SHOTS FROM *Quake 64* – the new lighting effects promise to make the game the meanest, moodiest thing yet seen on the N64! The monsters are looking even horrid than ever. Good job the weapons are now in there too!

The great news is that the two-player mode is definitely in, and reports suggest that it will be just as fast as the one-player game. Nailguns, ho!









N64

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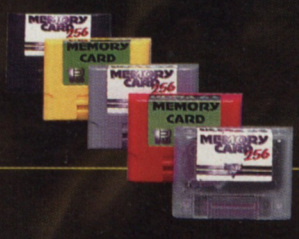
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Written by Andy McDermott

RETRO ROCKETS



So, that was the **YEAR** that was. We look back at 64 MAGAZINE's first year on the **SHELVES**, and also cast a **CRITICAL** eye (or two) over some of the N64's **OLDER** games. Have they stood the **TEST** of time?

ISSUE 1

The first issue of 64 MAGAZINE went on sale on February 20 1997, just in time for the launch of the machine nine days later. A small legion of second-rate (fourth- and fifth-rate in some cases) imitators followed, but 64 MAGAZINE was Britain's first N64 mag, went on to become Britain's best-selling N64 mag, and is and always will be Britain's best N64 mag. That all sounds horribly hubristic, doesn't it?

For launch editor Damian Butt, entertainment (in the 'you'll laugh about it later' sense) was provided when the name of the magazine, originally *Nintendo 64 Magazine*, had to be changed at the last minute when Nintendo Of America announced in no uncertain terms that using the Nintendo name in a magazine title was a no-no. Funny how all the PlayStation and Saturn mags don't have this problem... He also had the task of cutting the *Shadows Of The Empire* review down to a fifth of its original size (and you thought the final one was verbose!), and dealing with a furious software company after reviewing the import version of a game and thereby screwing up someone else's exclusive. Plus ça change...

EVENT OF THE MONTH: Discovering that the designer had drawn the Nintendo logo in the wrong colours through the whole mag...

QUOTE OF THE MONTH: "*Wave Race 64* alone justifies the cost of the N64." Whuh? It's good, but £250 good?



Super Mario 64

NINTENDO • £49.99

Reviewer: Stuart Wynne

'Best Game Ever' enthused Stuart Wynne of the N64's flagship title, in a review so gushing that you'd be forgiven for thinking the game could also cure cancer, eliminate hunger and set you up with a millionaire nymphomaniac. *Mario 64* is now more than a year old – how has it stood the test of time?

Extremely well, it has to be said. While only Stuart was willing to stick to the 'best game ever' line (murderous psychopaths that we are, the rest of the office named *Goldeneye* to a man), it's still unmatched in its variety, imagination and depth. The best one-player game ever, perhaps? Now that Nintendo have brought the price down, it's well worth checking out if for some reason you still haven't got it.

WAS: 95%

NOW: 94%



Pilotwings 64

NINTENDO • £59.99

Reviewer: Graham Nicholson

Apart from the aerial bits of *Diddy Kong Racing*, this is still the N64's only flight game to date – none of the numerous successors promised have appeared yet. *Pilotwings* is a game that divided the office between those who were impressed by its detailed graphics, realistic flight modelling and freeform missions, and those who thought that it was a very pretty snoozeathon, especially in its non-optimised 'widescreen' (ie, hugely bordered) PAL version. The argument is one of those, like which end of a boiled egg to open or the *Street Fighter/Mortal Kombat* dichotomy, that can never be resolved – do you want a game or an experience?

WAS: 89%
NOW: 79%

Doom 64

GT INTERACTIVE • £59.99

Reviewer: John McCleary

The classic PC game finally got a graphical update when it arrived on the N64, with newly rendered monsters, cool lighting effects and completely new level designs. Although the sprite-based enemies now seem dated when compared to *Turok* or especially *Goldeneye*, the basic point 'n' shoot gameplay of *Doom* is still intact, which makes it a very playable no-brainer festival of slaughter.

WAS: 81%
NOW: 80%



J-League Perfect Striker/ISS 64

KONAMI • £64.99

Reviewer: Phil King

Whether in its original Japanese form or the Anglicised version, this game is still currently the best football sim you'll find anywhere, on any machine. Other footy games have appeared, but none of them are even in the same league. If anything, *ISS 64*'s gameplay has become even better over time – on those occasions when post-work gaming sessions don't involve *Goldeneye*, they invariably involve *ISS 64*. If only Konami would shave a bit off the price...



WAS: 91%
NOW: 93%

Killer Instinct Gold

NINTENDO • £54.99

For a long time this was the best fighting game on the N64 – it's been pipped by *Mace: The Dark Age*, but *KI Gold* still has its followers. The action is fast (insanely so, at times) and furious, but it tends to rely more on mad button-mashing than precision execution of moves.

WAS: 75%
NOW: 70%

Wave Race 64

NINTENDO • £59.99

Reviewer: Stuart Wynne

Another game that was badly hit by a terrible UK conversion – even the NTSC versions had borders, so what hope did the poor old Brits have? *Wave Race* is strong on realistic handling and an excellent simulation of choppy waters, along with the N64's first 'game babe' in the slender shape of Aymui Steward (who for some reason featured prominently in the review shots...) and it absolutely pisses on feeble 32-bit imitators like Sony's *Rapid Racer*. However, it only has a small number of tracks – the difficulty level is set higher than most N64 games to compensate, but even then it doesn't take that long to work through them all – and the chugging two-player game has now been massively outclassed by *Diddy Kong Racing*'s hovercraft sections. It's still worth a look, but the price needs to drop substantially.

WAS: 94%
NOW: 86%

Shadows Of The Empire

NINTENDO • £59.99

Reviewer: Mark Wynne

"*Shadows Of The Empire* appears almost revelatory in its aesthetic glory," was how the original review put it, furthermore claiming it as "unquestionably the most satisfying and ambitious tie-in ever delivered". Well that was then, and this is now, and *Goldeneye* rules the roost on the tie-in front. In contrast, *Shadows* now looks like what it was all along – a motley assortment of subgames, a couple of which were good, most of which were okay but now seem dated, and the remainder of which were cack!

Good bits – the opening battle on Hoth, and the final attack on a secret Imperial space station. Cack bits – the train level and the speeder bike chase through Mos Eisley. Bits that were okay but now seem dated – most of the rest. The *Star Wars* licence can't cover up the fact that much of the game is a so-so knockoff of *Tomb Raider*. The Force is not strong with this one!

WAS: 88%
NOW: 62%

Cruis'n USA

MIDWAY • IMPORT

Ha ha haaah! This game is so terrible that it didn't even get released over here. Now that games like *Top Gear Rally* and *Automobili Lamborghini* have arrived, this feeble *Outrun* clone looks even more pathetic than ever. It somehow topped the American charts – some people will buy anything...

WAS: 31%
NOW: 25%

Mario Kart 64

NINTENDO • £49.99

Reviewer: Stuart Wynne

Was there a case of techno-stars in the eyes when the N64 first hit the streets? Every review in every mag gave *Mario Kart 64* very high marks, but looking at it now it's obviously full of flaws. Four-player mode aside, was it really any better than the classic Super NES *Mario Kart*? Many of the tracks were either boring or infuriating, the computer AI cheated like mad, the battle arenas were horrible and it was far, far too easy – it was possible to beat all the tracks on the first day you bought it!

Although the price of the game has recently fallen, it still costs the same as the far superior *Diddy Kong Racing*, which is bigger, more varied and generally a more playable affair. Chimp makes monkey out of plumber – news at eleven!



WAS: 94%
NOW: 80%

ISSUE 2



64 MAGAZINE had been planned on a bimonthly schedule to begin with, simply because we knew there wouldn't be enough games to fill each issue – something which only occurred to our rivals when they struggled to pad out their pages! Quality, not quantity... The gap between issue one and issue two was further lengthened when Damian took the risk of holding the second issue back by almost two weeks in order to include one extra game. Luckily, the game was *Starfox 64*!

The *Mario 64* solution embarked upon its second part and *Shadows Of The Empire* got under way, though the complete *Turok* solution set a better precedent by going through the game in a single sitting instead of dragging it on for months. Chah to multi-part guides! Until issue six, anyway.

EVENT OF THE MONTH: Damian driving up to a design bureau in the dead of night before the final, final deadline to get the disks with the *Starfox* art converted to a format we could read...

QUOTE OF THE MONTH: "It can hardly be any worse than *MK Trilogy* and *Killer Instinct*, can it?" Damian fails to see the future of *Clayfighter*.

Starfox 64/Lylat Wars

NINTENDO • £59.99

Nintendo's policy of creating upgrades of old Super NES games continued with *Starfox 64*, which apart from the addition of a few extra levels and the gorgeous graphics played practically identically to the original *Starfox*. This didn't stop it being a massive hit, and deservedly so.

The UK release changed the name to quite horrible effect (we still can't quite believe that such a lame title was used), but with a Rumble Pak thrown into the massive box and the fact that it's Nintendo's first PAL conversion that runs full-screen and (almost) full speed, it should still be high on everybody's lists of top games.



WAS: 95%
NOW: 94%

Blast Corps

NINTENDO • £54.99

This unusual title involves smashing stuff up with bulldozers and giant robots in order to... save other stuff. Hmm. *Blast Corps* combines arcade action with puzzle elements and does so very well. The only real problem is that finishing the game is fairly easy, but reaching all the hidden bits can be obscenely hard! There's nothing else remotely like it, so it's definitely worth considering.

WAS: 88%
NOW: 82%

Turok: Dinosaur Hunter

ACCLAIM • £59.99

One of the first non-Nintendo games to show off the N64's power, *Turok* was full of guns and gore but, oddly, not that many dinosaurs! Though it's still quite playable, it's been grossly outclassed in all areas by *Goldeneye* and really could do with several quid shaving off the price at this late stage.

WAS: 80%
NOW: 72%

Mortal Kombat Trilogy

GT INTERACTIVE • £59.99

Wh-kish! Flog that dead horse! *Mortal Kombat* was already looking as dated as pantaloons even on the PlayStation, and the N64 incarnation was just plain pointless. That didn't stop a lot of people buying it, though, so there must still be life in the old dog yet. Hopefully *MK4* will actually offer something new instead of another set of dodgily animated blokes in masks and explosions of raspberry jam.



WAS: 62%
NOW: 55%

Human GP

HUMAN • IMPORT

A non-licenced version of what is now *F1 Pole Position 64* (qv) with inferior graphics and drivers with stupid names. Now *F1* is available officially in the UK, there's really no point buying this.

WAS: 78%
NOW: 50%

FIFA 64

ELECTRONIC ARTS • £29.99

Bleeurgh! This nasty piece of work sold purely on its name, as it wasn't fit to lick the mud from between *ISS 64*'s studs. It's still hanging around like a bad smell; if you want a football game, there is only one choice, and it ain't this.

WAS: 29%
NOW: 25%



NBA Hangtime

GT INTERACTIVE • £59.99

If you like basketball, then the bad news is that this is the only choice you have until *Konami's NBA* game comes out next year. Based on an arcade machine, and thus having very simplistic gameplay, *Hangtime* is far too limited to provide much fun.

WAS: 60%
NOW: 58%

Wayne Gretzky's 3-D Hockey

GT INTERACTIVE • £59.99

No problems here – *Gretzky* is still as effective an ice hockey sim as it was when we first reviewed it, and it's highly unlikely that anything will come along to challenge it until, erm, the next Wayne Gretzky game.

WAS: 84%
NOW: 84%



ISSUE 3



The third issue of 64 MAGAZINE marked the arrival of Andy McDermott as editor, and coincidentally was the lowest-selling issue to date. Exactly the same thing happened on the last magazine Andy took over – is this a pattern forming? Also arriving were designer Nick, with his love of depressing colours, and 'reliable' contributor Loz Cooper.

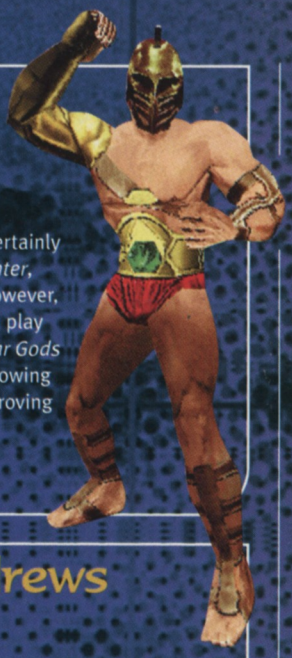
A huge *Mission: Impossible* feature graced the issue's pages, a game which still has yet to see the light of day because the sheer splendidness of *Goldeneye* sent everyone involved rushing back to the drawing board. *Blast Corps* was blasted wide open in our tips section, and the *Mario 64* solution continued to trundle on. We also reported the first of many delays in the launch of the 64DD...

EVENT OF THE MONTH: Finding out only a single item mentioned on issue two's Next Issue page – the *Blast Corps* solution – would be feasible to include. Thank you, Damian...

QUOTE OF THE MONTH: "Ocean have a lot of confidence in *Mission: Impossible*." So much so that they kicked off the original programmers and practically again started from scratch!

War Gods

GT INTERACTIVE • £59.99



Yeee heee heee haaa haaa haaaahhhh! Kabuki Jo! It's certainly a funnier game than *Clayfighter*, even if it is unintentional. However, the laughter stops when you play the game. Time has done *War Gods* no favours, with *Dark Rift* showing it up graphically and *Mace* proving more playable.

WAS: 59%
NOW: 52%

Doraemon

EPOCH • IMPORT

The N64's first *Mario 64* knock-off, starring a blue robot cat and a bunch of kids. It might look the same, but it certainly doesn't play the same, and as it will almost certainly never get a UK release it's really not worth bothering with.



WAS: 50%
NOW: 40%

The Glory Of St Andrews

SETA • IMPORT

Until *Clayfighter* came along, this was the N64's worst game, a truly horrid attempt at a golf sim that would have Jack Nicklaus crying into his Pringle jumper. If you're absolutely desperate for a golf game this is the only choice at the moment... but nobody would be *that* desperate!

WAS: 25%
NOW: 20%

ISSUE 4



Gahuh! *Banjo-Kazooie* stared gormlessly out from the cover of our first 'Issue From Hell', as it became known (these pop up every couple of months, when we realise there are no new games to review). Despite this, sales went back up again. Are cuddly Nintendo characters on the cover a sure-fire attraction? The Buttster flew out to America to look at new games at the E3 show while everyone else stayed in the overheated office and complained.

In the news, we told the world (the UK, at least) the sad news about *Starfox*'s adoption of the nom de plume of *Lylat Wars*. Clearly, Japanese feminine sanitary products have different names to ours! The 'Ware Wars' feature pitched the N64 against its 32-bit competition in various categories – to nobody's surprise it won overall, but lost in certain categories like adventures and beat-'em-ups. The results would be very different now. Well, apart from the beat-'em-up category. Also accompanying the issue was a coverbook. Oh, how we love doing these...

And finally... the *Mario 64* solution finished at last. Joy!

EVENT OF THE MONTH: Adoption of the phrase "It's printed matter!" as an in-joke term of abuse.

QUOTE OF THE MONTH: "*Banjo-Kazooie* is the game Nintendo think is going to dominate videogame sales this Christmas." Well, maybe Christmas 1998, the way things are going!

Dark Rift

VIC TOKAI • IMPORT

A beat-'em-up which looks stunning, but is unspeakably average in all other respects. If medals were awarded for blandness, this would tip over with the weight of stuff on its chest!

WAS: 60%
NOW: 57%

Hexen

GT INTERACTIVE • £59.99

We were really mean to *Hexen* for a while, citing it as our benchmark of badness, but since *Clayfighter* came along it looks a whole lot better! It's still a long, long way behind *Goldeneye* or *Turok*, however, and its dreadful graphics are an embarrassment.

WAS: 48%
NOW: 45%

Go! Go! Troublemakers/ Mischief Makers

NINTENDO • £49.99

A certain N64 mag, which shall remain nameless, 'reviewed' the import game by playing the first level, getting stymied by the Japanese text and taking the rest of its grabs from the attract mode. We were more conscientious, finding behind the impenetrable storyline a weird but enjoyable old-style platformer which may have been in 2-D, but still packed in more entertainment value than many 3-D games!

The Western version, *Mischief Makers*, makes things a lot clearer with its English text. Some may sneer at the 2-D gameplay and general silliness, but we stand by the review – it's just an unpretentious, fun game!

WAS: 80%
NOW: 80%

ISSUE 5

The issue that took 64 MAGAZINE's roving reporters to Rare and Probe also had a controversial cover – controversial in the sense that The Powers That Be at Paragon hated it so much they wanted it changed. However, since the proposed alternative artwork ended up being used on the covers of no fewer than three rival mags, things probably turned out for the best!

Issue five was when we found out that we were officially the UK's best-selling N64 mag. Champers all round! (Well, Heineken.) We were also the first magazine in the world to tell you about *Diddy Kong Racing*, which was unveiled to the world quite literally on the day we went to press. You can't beat the thrill of writing the news with production people tapping their watches behind you...

In an example of great timing, we included a complete guide to *Lylat Wars* to tie in with the game's launch, only to learn soon afterwards that its on-sale date had been put back. As a result, this issue would be off the shelves before *Lylat Wars* came out. Doh!



EVENT OF THE MONTH: Nearly totalling a hire car while trying to get through Croyden's busy one-way system...

QUOTE OF THE MONTH: "It's like a f**king rollercoaster ride!" Probe expressing their opinion of *Extreme G*, and also generating an edict from management banning certain words from the pages of 64 MAGAZINE.

Multi Racing Championship

OCEAN • £54.99



Ocean got into a huge strop with us because we didn't like *MRC* and said so, but we stand firm on our opinion that it's just not that good a game – especially in the light of *Top Gear Rally*. Games should provide challenge, otherwise they're a complete waste of money, and *MRC* is obscenely easy to beat.

WAS: 67%
NOW: 62%

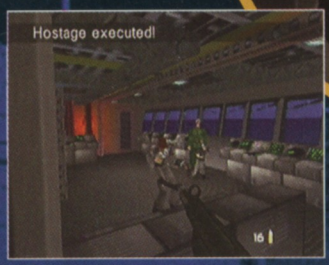
Goldeneye

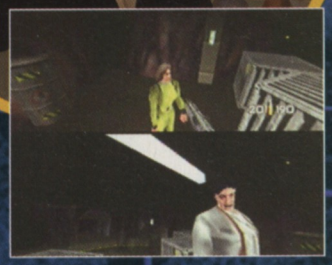
NINTENDO • £49.99



Best game on the N64. Quite possibly the best game ever. Certainly the best multi-player game of all time. Review stands. Nothing more to say!

WAS: 96%
NOW: 96%





Ganbare Goemon

KONAMI • IMPORT



Like *Go! Go! Troublemakers*, this was another Japanese game that was made unnecessarily impenetrable by masses of Japanese text. As a *Mario 64*-style game, it lags behind Nintendo's title; as an action-RPG, it's actually pretty good, and since Konami have promised an English translation for early next year it's a game that should be worth looking out for.

WAS: 70%
NOW: 70%



Tetrisphere

NINTENDO • IMPORT



There aren't that many puzzle games on the N64, so if you want a cart that'll get your synapses sizzling, this is probably the best choice. However, it's only available on import (at a horrific price), and to be honest a Game Boy with *Tetris* would be a better bet.

WAS: 77%
NOW: 75%



ISSUE 6

Men with big guns, usually a staple of videogames, have been rare on the covers of Nintendo magazines because of the company's perceived nice-as-pie image. We decided to redress the balance with *Duke Nukem 64*!



This was another Issue From Hell, though fortunately the load was lightened with the arrival of full-time staff writer Roy Kimber, a man whose love for videogames is matched only by his love of cheap crisps. The second trip to Rare in as many months told us probably more than we needed to know about *Diddy Kong Racing*, and we kicked off our monster mapped solution to *Goldeneye*, which took rather longer to draw than anyone anticipated...

Event Of The Month: Andy taking his first week off in a year, only to spend one day of it going up to Rare and another in the office writing up the Rare feature and waiting for a phone call that never came...

Quote Of The Month: "Which would you rather have – Belgian chocolate Haagen-Dazs or a family tub of Poundstretcher vanilla soft scoop?" Andy explains the price difference between 64 Magazine and its cheap and tacky rivals without the slightest hint of snobbery.

F1 Pole Position 64

Ubi Soft • £59.99

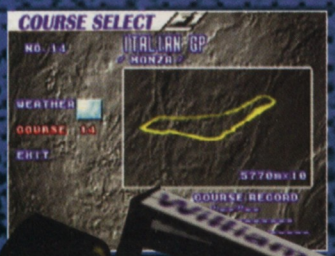
An attempt at a serious racing game to rival the *F1* series on the PlayStation, complete with an official licence and real drivers and teams. A graphical upgrade of *Human Grand Prix*, it looked the part, but the driving experience was less believable than it should have been.

Was: 88%

Now: 78%









J-League Dynamite Soccer

Imagineer • Import

Forgettable footy game which isn't a patch on *ISS 64*, and therefore might as well have stayed at home.

Was: 55%

Now: 50%



ISSUE 7

We're not going to re-review any of the game from this issue – hell, it was only last month! – but here's the inside story for the sake of completeness. *Diddy Kong Racing* was the big news of the issue, and even after the review was written we kept playing it and playing it, with the result that more and more secrets and hidden tracks kept appearing dotted around the magazine, anywhere we could fit them! Despite there being loads of new (and good) games, it was still a bit of an IFH because the office computer network chose that time to break down, leaving us with two days right on deadline when it was completely impossible to do any actual work on the mag. We accepted the pain and forced ourselves to play *Goldeneye* deathmatches as we awaited repairs. Sometimes this can be a really hard job...



Event Of The Month: Roy almost exploding with frustration trying to beat Wizpig in *DKR*, then finding out that Andy had forgotten to mention a speed-boosting tip revealed earlier in the game...

Quote Of The Month: "Out now" on the *NFL Quarterback Club* review, sent to the printers just a day before Acclaim told us the game, originally meant for the end of October, had been postponed until after Christmas!





Written by the 64 Mag crew!

GIZMOS &

Connectable **THINGS** tested to destruction! Well, not **LITERALLY** – we don't hit them with **MALLETS** or anything.



SuperPad 64

£24.99 • INTERACT • (01204) 862026

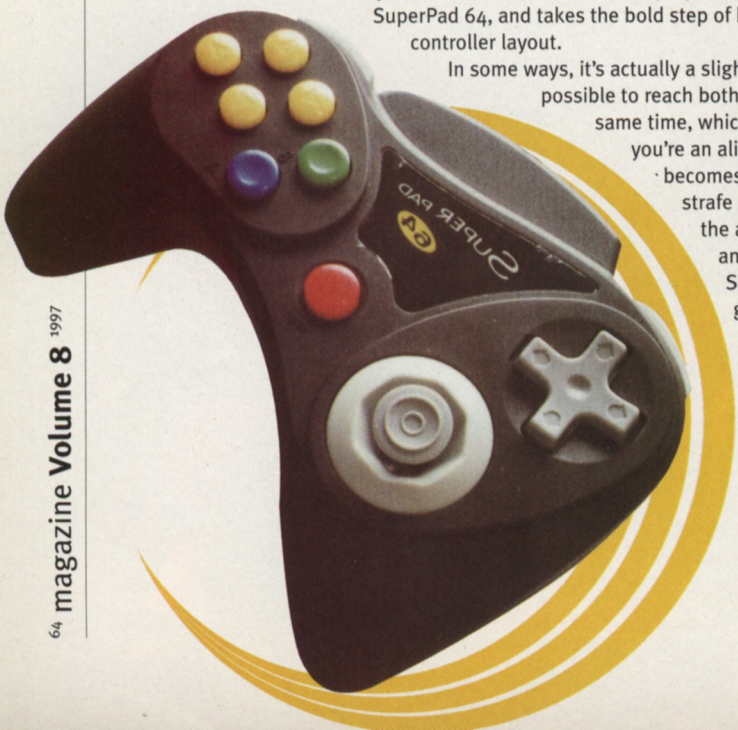
Okay, so laid out in a group like this it looks like the attack of the psychedelic horseshoe crabs, but don't run screaming just yet. The multicoloured SuperPads 64 are more angular versions of the SharkPad Pro reviewed in issue six, a design change which makes them slightly less comfortable to hold than the SharkPad. The analogue stick is slightly shorter than the SharkPad's, a tiny difference which does make it easier to use by a noticeable margin. Unfortunately, this is let down by a very clicky d-pad and a completely lifeless Z trigger.

As a second (or third) controller, the SuperPad could be worth considering, though since it is only £5 less than Nintendo's own as yet unmatched controllers, it seems a little pricey for the dubious benefit of coming in different colours.

64 MAGAZINE RATING:



Superpad 64 £19.99 • INTERACT • (01204) 862026



What a difference a trendy capitalised 'P' in the middle of a name makes! Although there's only a one letter difference, the Superpad 64 is a completely different beast to the SuperPad 64, and takes the bold step of breaking away from the standard N64 controller layout.

In some ways, it's actually a slight improvement ergonomically – for a start, it's possible to reach both shoulder buttons and the Z trigger at the same time, which is only possible on the Nintendo controller if you're an alien and have eight-inch fingers. Doom instantly becomes ten times easier to play, as you can now strafe in both directions without having to let go of the analogue stick! Having the d-pad and analogue sticks next to each other (like the Saturn's analogue pad) means that the whole gadget is a lot smaller than a regular N64 pad as well, which may be a boon to some people. The only downside to the Superpad is its use of very cheap-feeling buttons, which make a lot of clattering noises when pressed. Apart from that, it's very good in play. Its main problem will be convincing people to buy something that looks so different from Nintendo's controllers!

64 MAGAZINE RATING:



Jolt Pack

£14.99 • BLAZE • (01302) 325225

The difference between the Jolt Pack and the other N64 vibrators (well, apart from Datel's Shockwave) is that it contains a built-in memory card. It's only 256K, but since most Rumble Pak-compatible games don't need much extra memory anyway this shouldn't cause any problems.

The actual jolting part of the pack shakes at a noticeably higher frequency than any of its competitors, which makes it feel rather odd if you're used to the Rumble Pak. It tends to buzz quite loudly, as well. Because the motor inside the Jolt Pack is shaking so fast, there isn't as much variation in feel as there could be – whether the effect is short or long, it always feels completely frantic.

At a tenner less than the Shockwave (though admittedly with a smaller memory capacity), or the same price as the Rumble Pak with a free memory card lobbed in, the Jolt Pack is good value, but it doesn't have as effective a feel as Nintendo's viber.

64 MAGAZINE RATING:



GADGETS



Extension Cable

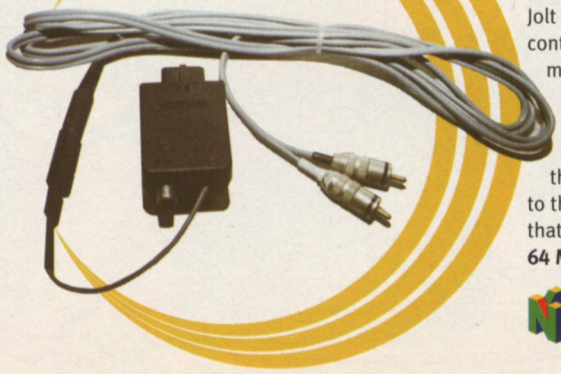
£9.99 • INTERACT • (01204) 862026

Extension Cable

£TBA • ACTLABS • 604 278 3650

Both these are much of a muchness, slotting in between your N64 and your controller to let you sit that much further away from the screen. Of course, if you've only got a 14" portable there's not much point in that, but those Richie Riches with 8-foot projection TVs might find them useful. The only difference between the two is that the one from the mysterious Actlabs is seven feet long, as opposed to the six-footer from InterAct. Which one you buy will probably depend on whether you suffer from cable envy.

64 MAGAZINE RATING:





Memory Cards

£TBA • ACTLABS • 604 278 3650

These turned out to be something of a mystery – they appeared in the office as if by magic one morning, with no information accompanying them whatsoever. Actlabs is an American company, and we don't know who's handling their distribution over here. Yo, guys – tell your PR people we need information! Anyway, they do their job. The little switch on the 1Mb card is quite neat, but bank switching is getting to be old hat by now, so we'll just have to hope that they make up for this by being cheap! One hassle is that we had a hell of a job getting the cards out of our controllers once we'd finished using them. Being creative with your design is fine, but not when you muck about with the bit that lets you remove the card!

64 MAGAZINE RATING:

Mako Pad 64

£24.99 • INTERACT • (01204) 862026



The Mako Pad is a clear-cased version of the Superpad 64, and apart from displaying its guts to the world, and the addition of an autofire option, is identical. Paying an extra fiver just to be able to see a printed circuit board does seem rather a rum deal. Still, horses for courses.

64 MAGAZINE RATING:

Tremor Pak

£9.99 • INTERACT • (01204) 862026

The fact that the enormous hammerhead on the Tremor Pak houses a pair of AA batteries, rather than the smaller AAA batteries used by Nintendo's own Rumble Pak, should warn you that this plug-in is going for all-out shock value. Which it does. It's noticeably more violent in its tremblings than the Rumble Pak or the Jolt Pak (also reviewed here), and actually managed to shake itself (and the controller it was inserted in) clean off the edge of a desk when we make the mistake of leaving it unattended for a moment while testing it on *Lylat Wars*. If this is too much for you, the Tremor Pak has a 'low vibration' setting, which still feels about as powerful as the normal Nintendo unit. Strong stuff! The only drawback is the extra weight of the larger batteries, which unbalances the controller a bit. On the other hand, it's good value at a tenner, compared to the £15 the Rumble Pak would cost you, and if you like the idea of controllers that can probably wrench themselves from your hands this is the one for you!

64 MAGAZINE RATING:

REVIEWS

After last issue's avalanche of games, this time we find ourselves trapped under several feet of snow, without even a sign of a software-toting St Bernard panting its rancid breath over our rapidly blueing extremities. Still, c'est la vie. So what have we got for review this time?

40 Automobili Lamborghini

They couldn't have come up with a more tongue-twisting title for a game if they'd tried! Is the N64's newest racing game a dream machine – or an Italian job?



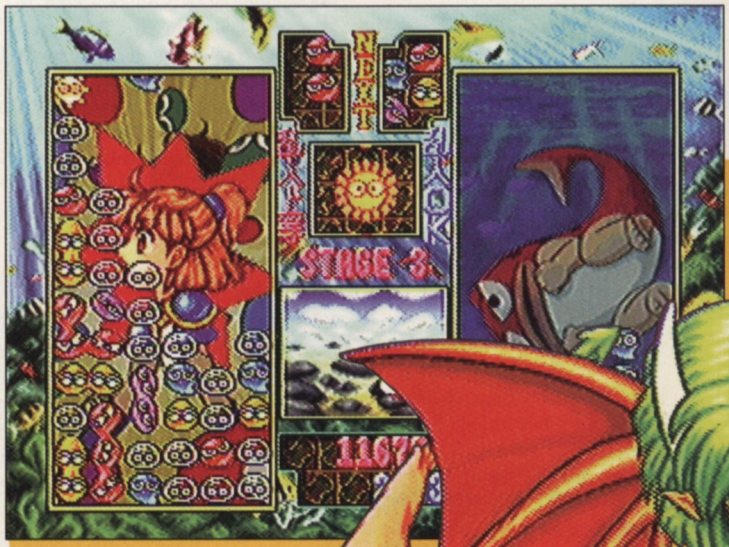




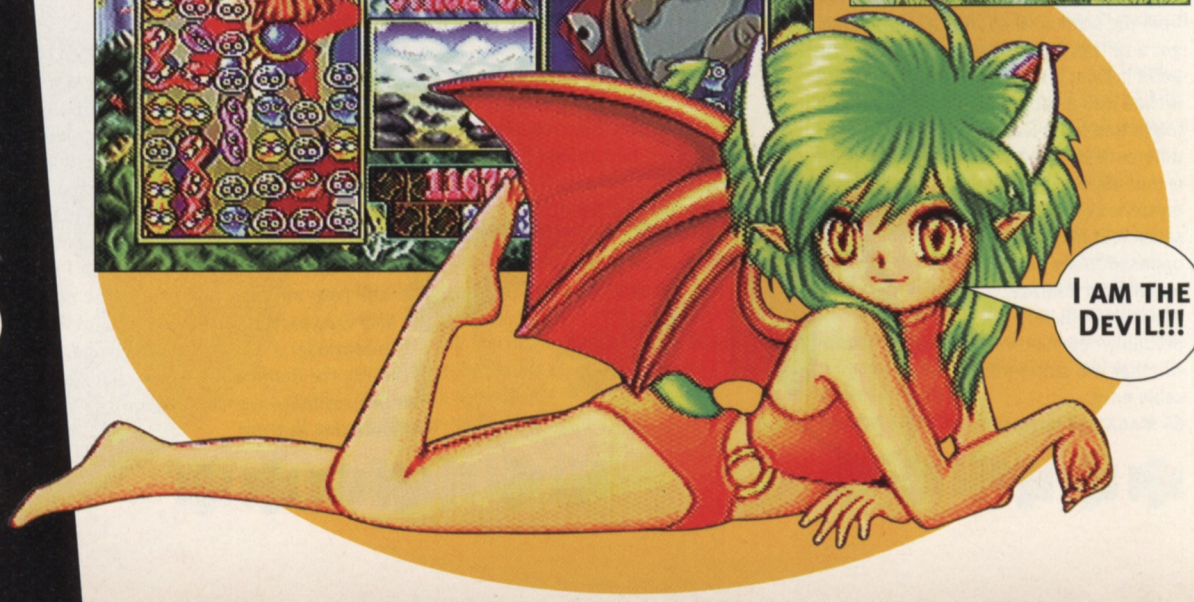


44 Puyo Puyo Sun 64

An update of an old 2-D puzzle game starring little coloured blobs? On the mighty N64? Can't be any good, surely? Wrong.







46 John Madden 64

He looks more and more like William Shatner with every passing year. Find out if we think his American football games have made a better fist of standing the ravages of time!





50 J-League Eleven Beat 1997

They really know how to come up with snappy titles, those Japanese. Does this cartoony football game offer anything the 17 million other *J-League* games don't?







52 Clayfighter 63⅓

Ugh! Ugh! Ugh! This is the videogame they play in Hell. Save your soul (and your cash), and don't buy it! Oh, they sneaked it onto the shelves already. Oh dear...



The Awards

What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 Magazine is stricter in awarding scores. Here's how we rate things:

95%+

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be *very* selective abou gets these...

90%-94%

While not *quite* an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

60%-79%

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think *very* carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

Below 20%

We used to hope that no N64 game could fall this low. Unfortunately, this issue, one has!

The Ratings

Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.

Could this category *be* any better?

Very good, but not perfect.

Does the job, but nothing special.

Definitely below par. Watch out.

Absolutely pathetic!

Box Clever

- Every review in 64 Magazine contains standard information about each game, giving you details at a glance.



Memory Options

Memory:
Every review will tell you what the cartridge save options include.

Controller Pak:
You can buy a separate memory pak, so what else does it give you?



$64, 000 Question

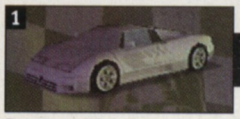


- This is where we tell you how much of the N64 is used by each game and whether there are any special new features which only the N64 could handle. How many games are truly 64-bit?

PAL Performance

- In UK Updates, this box replaces the $64,000 Question. It asks if the UK version of the game been optimised to run at full speed and full screen on British tellies – or has the producer just hacked out a straight conversion without bothering to crank up the speed for our slower N64s?

Written by Roy Kimber


1 BUGATTI EB110


2 BUGATTI EB110


3 LAMBORGHINI DIABLO


4 LAMBORGHINI DIABLO


5 LAMBORGHINI DIABLO


6 LAMBORGHINI COUNTACH

Ninfo

Players | Cartridge | 64 M | Rumble Pak

Publisher:	THE Games	Game Type:	Racer	Release Date:	December 12
Developer:	Titus	Origin:	France	Price:	£54.99

AUTOMOBILI LAMBORGHINI

Memory Options

MEMORY: NONE
CONTROLLER PAK: SAVES RECORDS



$64,000 Question

- ⊕ IMPRESSIVE, DETAILED CARS
- ⊕ EXTREMELY SMOOTH ANIMATION
- ⊕ EXCELLENT FOUR PLAYER MODE
- ⊖ COLOURS A LITTLE DULL

Only the French could come up with such a **GREAT-LOOKING** racing game... and give it such a **STUPID** name!

UNTIL VERY RECENTLY, THERE were very few racing games available for the N64, and even fewer decent ones. Now though, like the proverbial bus, a whole bunch of them have all turned up more or less at once.

The strangely named *Automobili Lamborghini* is the latest offering from French developers Titus, and it has to be said, it's pretty damn good!

NICE COLOURS... NOT!

Visually, the graphics are all smooth and detailed, but for some reason the colours are all drab and dull (is this what everything looks like in France or something?) Even the brighter colours, like red and green, look as if someone's painted them with a thin grey paint, and to be honest, after a while it starts to get a little depressing!

What *Lamborghini* (which is what this game *should* have been called, and shall henceforth be referred to as such for the duration of this review) loses in primary colours, it makes up for in smooth animation and speed. One player mode is full-screen and fast, and although it suffers a *teensy* bit from slow-down when there are a lot of cars on the screen, it's not so bad that you'll really notice most of the time. Two-player mode on the other hand, runs extremely sluggishly nearly all the time, which completely kills the gameplay. This is



THE SCENERY IN THE GAME RANGES FROM EXTREMELY DULL TO VERY IMPRESSIVE. THIS CASTLE FOR INSTANCE, IS BEAUTIFULLY RENDERED (BUT A BIT BORING IF YOU DON'T LIKE CASTLES).

It has to be s



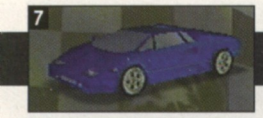
WHAT AN EXCELLENT VIEWING ANGLE! TIGHT, GRITTY, MOODY – IT REALLY GIVES YOU THE RACING ATMOSPHERE. MAKES IT A LITTLE DIFFICULT TO SEE WHAT'S COMING THOUGH...



THE SUN'LL COME OUT... TOMORROW! THESE SUN EFFECTS WILL HAVE YOU REACHING FOR YOU SHADES – OR THEN AGAIN, PERHAPS THEY WON'T.



FOUR-PLAYER RACE MODE IS ACTUALLY A LOT FASTER THAN THE TWO-PLAYER MODE. ALL YOU NEED TO DO IS FIND THREE FRIENDS!



LAMBORGHINI COUNTACH



LAMBORGHINI COUNTACH



PORSCHE 959



PORSCHE 959



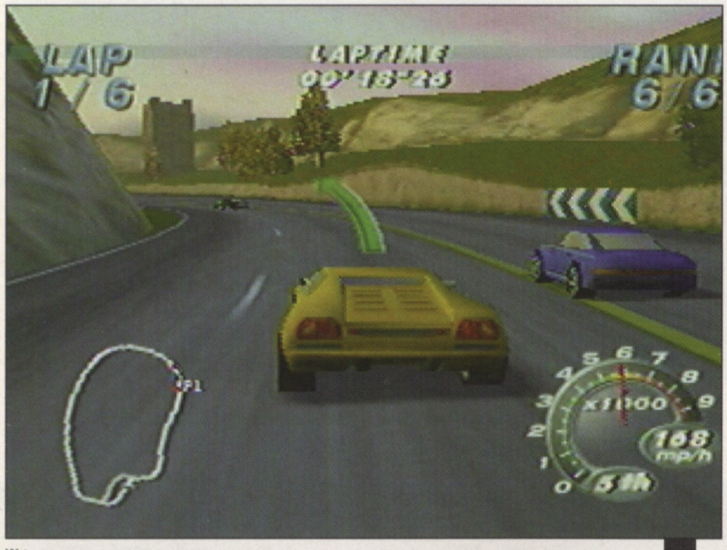
PORSCHE 959



BUGATTI EB110

I Want One!

YOU'LL START THE GAME WITH A CHOICE OF ONLY FIVE CARS – ALL LAMBORGHINIS – BUT AS YOU SUCCESSFULLY COMPLETE VARIOUS SECTIONS OF THE GAME, YOU'LL BE AWARDED OTHER FASTER, MORE IMPRESSIVE-LOOKING VEHICLES IN A VARIETY OF PAINT JOBS.



WARNINGS OF THE CURVES AND BENDS ARE SUPPLIED BY COLOUR CODED ARROWS – GREEN, YELLOW AND RED – WHICH APPEAR ABOVE THE CAR. THESE CAN BE TURNED OFF, WHICH IS GOOD, AS THEY SOON BECOME ANNOYING.



OCCASIONALLY THE CARS LOSE TRACTION IF YOU PUT ON THE POWER TOO FAST OR GET STUCK ON GRASS. THE RESULTING WHEEL-SPINS AND DOUGHNUTS CAN LOSE YOU A LOT OF TIME – BUT THEY LOOK GREAT!

strange, considering that the three and four player modes run – if anything – faster than the one player mode. This probably has something to do with the smaller cars and slightly lower detail.

Initially, you can play *Lamborghini* with six different cars – all Lamborghinis, surprisingly – and six tracks. As and when you successfully complete the various sections of the game, you'll be awarded access to other, more impressive cars [more impressive than a Lambo? – Ed] with which to compete.

There are basically four different race modes in single-player. These are, in no particular order, Arcade mode, Championship mode, Single race and Time Trials.

GENTLEMEN... START YOUR ENGINES!

Arcade mode is sub-divided into two sections each containing three tracks – section one is the basic series (the three easiest tracks), and section two is the pro series (the three hardest tracks).

In each series, you race six laps around the three tracks in sequence, competing against not just the AI players, but also against the timer, and checkpoints at various stages of the track give you more time. In this mode, the car operation is straightforward arcade (hence the

id, it's pretty damn good!



PLAYERS TWO AND THREE COMPETE FOR SECOND AND THIRD PLACE WHILST THE MEAN, GREEN, RACING MACHINE RACES OFF INTO AN EARLY LEAD.



THE BLUE AND WHITE PIT INDICATOR APPEARS IN MID-AIR AS YOU APPROACH THE PITS TO LET YOU KNOW WHERE THEY ARE.

It's The Pits!

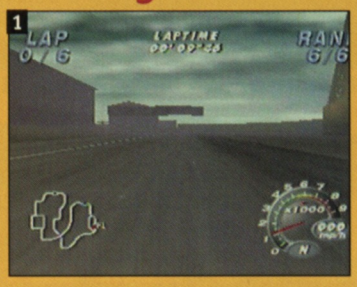
PIT SECTIONS ARE NOT UNUSUAL IN RACING GAMES, BUT THE PIT SECTIONS IN *LAMBORGHINI* ARE A LITTLE DIFFERENT. YOU ENTER THE PITS AS NORMAL, BUT YOU HAVE TO DO ALL THE PIT WORK YOURSELF! FUEL IS PUMPED INTO THE CAR BY WIGGLING THE ANALOGUE PAD, AND THEN YOU NEED TO ROTATE THE ANALOGUE PAD TO ROTATE THE WHEEL NUTS – SO EXPECT MANY BROKEN ANALOGUE STICKS BEFORE VERY LONG! WHAT IS THIS, *DALEY THOMPSON'S DECATHLON*?





Recommended Viewing

Multiple views are now more or less compulsory in all new racing games. Views in *Lamborghini* consist of four standard ones: in-car, behind-car, behind-car-from-a-bit-farther-away and er... behind-car-from-slightly-higher-up-than-the-other-behind-car-view. There is also a 'view mode', which allows you to rotate a camera around the car, zooming in and out from all angles. However, since this mode only works when the game is paused, it's not a whole lot of use!

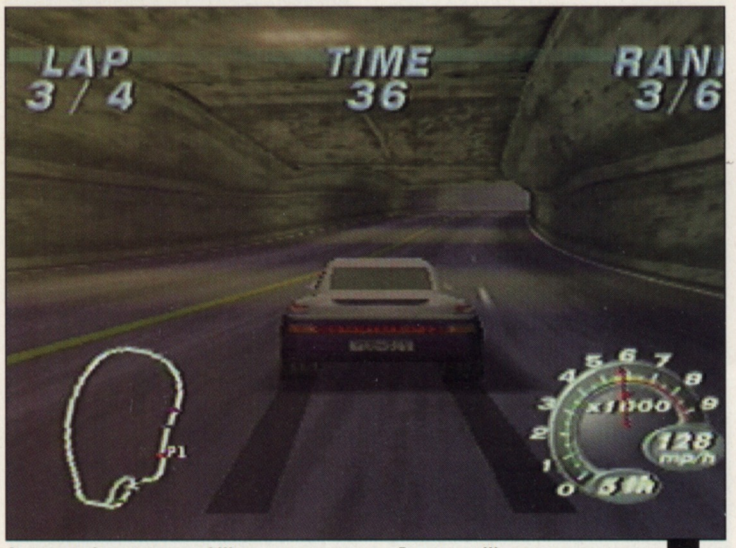




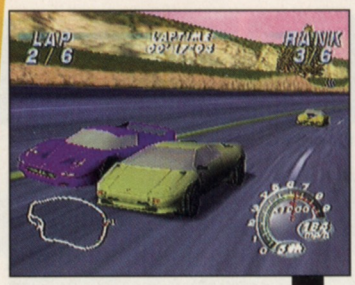








Automobili Lamborghini, eh? What a funny people the French are. With a name like that, why are there Porsches in it, anyway?



A pink sky! Oh wow man, faaaar out! And, like... cars man! Ooh, cool. Can I, like, drive one, do you think? I can? Cool! Do you have on in lentil brown?



Vrroooom! Screeeeeech! Wheel spin and you'll get a gratifying set of skid marks from the burning tyres. So good you can almost smell them!

name) and the cars don't suffer from tyre wear or run out of fuel. The pit lanes have no effect in this mode, although they can still be driven through which makes for a useful shortcut if you can do it without colliding with the walls. To progress on to the next track in arcade mode players must beat the clock and win, else it's game over!

Championship mode consists of all six tracks, again raced in sequence over six laps, although this time players race on all six tracks whether they come first or not. Points are awarded after each race, ranging from nine for the winner down to a pathetic zero for the loser. The player with the most points at the end of all six races then wins the championship. In this mode, cars suffer tyre damage and run out of fuel, so pit-stops are required. The pit operation is a bit unusual in that the players affect the speed of the stop by waggling the analogue stick!

The real fun comes from the four-playe



The car select screen offers a wealth of information, like... er, which gearbox you're using...



End of the first lap and running sixth out of six. Hmmn... four out of ten, could do better. Speed it up!

Single race mode is fairly self-explanatory. Players can race on any track, and the track features can be adjusted; the number of laps can be altered from three to thirty, pit-stops can be turned on or off, and direction of the race can be changed (although this option isn't immediately available).

Time Trial mode is also pretty self-explanatory. Players race on their own on any track until they're happy with their time and then they quit. Simple as that!

The game options are fairly simple. There is a choice of two difficulty levels – novice and expert – but if

Prancing Horses* For Courses

There are six tracks in the game (if there were any hidden ones, we didn't find them). They range in skill from very easy to pretty damn difficult!

*Yes, we know that's the Ferrari logo. But it sounded better than something bull-related.















THE GREEN BUGATTI DRIVER TAKES TIME OUT FROM THE HECTIC PACE OF RACING TO ADMIRE THE BEAUTIFUL VIEW... WHAT A COMPLETE PILLOCK! MOVE IT YOU FOOL!

you're the sort of person who buys a game, plays it through on the easiest level in a few days, and then complains that it was too easy (and I'm talking about the reader who complained that *Goldeneye* was easy on Agent level – it's *supposed* to be! Try playing on oo Agent, you fool!) Er, where was I? Yes, if you're one of those people, then you'll be happy to know that 'novice' level is far from easy, so there's no worries about finishing too quickly.

mode

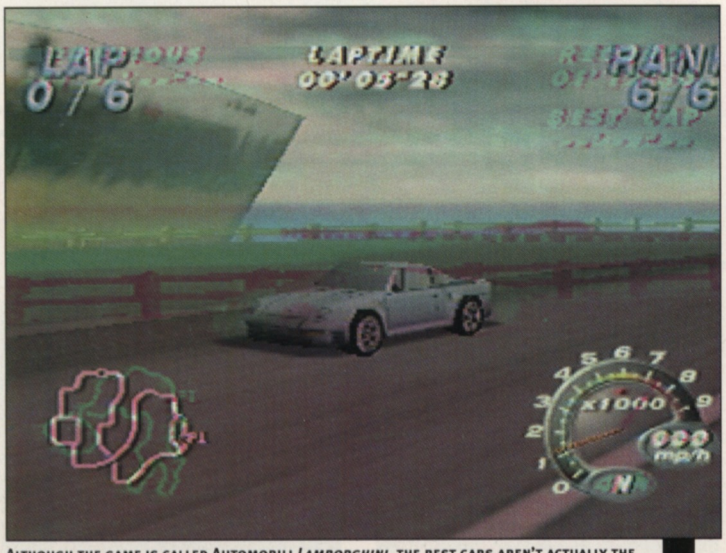
Other options include changing the speed display from miles per hour to kilometres per hour, and turning the in-game directional arrows on or off, which is useful since once you've gotten used to the tracks, the huge deeley-bopper arrows do become something of an annoyance. The last option is for adjusting the speed of the back-markers from real to accelerated, and since the AI cars are pretty fast anyway, you're not likely to want to speed them up in a hurry!

So What's The Verdict?

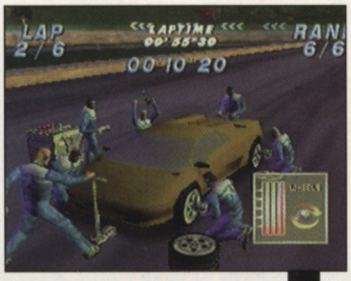
The cars themselves come with the option of automatic and manual gear boxes, the manual having a slightly higher top speed but the automatic obviously being easier to play at the outset.

Lamborghini has all the makings of a great game, and it *is* a great game. However, the limited number of tracks (at time of writing this review, we hadn't found any extra tracks, and hadn't heard of any) tends to make the game a little repetitive after a while. The dreary colours (which were commented on by just about everyone in the office at least twice) do make the game less attractive to look at, but the gameplay makes up for this (as said people in the office would have found out if they'd actually taken the time to play the game instead of just throwing critical snap judgements at it over my shoulders!).

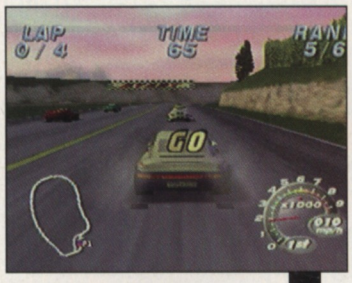
The real long-term fun though, will come from the four-player mode. Obviously this relies on N64 owners having three friends to play it with (the two-player mode is *not* good at all) but – need to make friends not withstanding – *Lamborghini*... oh, all right, *Automobili Lamborghini* (stupid bloody name) – should provide hours of racing enjoyment for a long time to come.



ALTHOUGH THE GAME IS CALLED AUTOMOBILI *LAMBORGHINI*, THE BEST CARS AREN'T ACTUALLY THE LAMBORGHINIS. BUT THEN *AUTOMOBILI PORSCHE* WOULD HAVE SOUNDED SILLY, WOULDN'T IT?



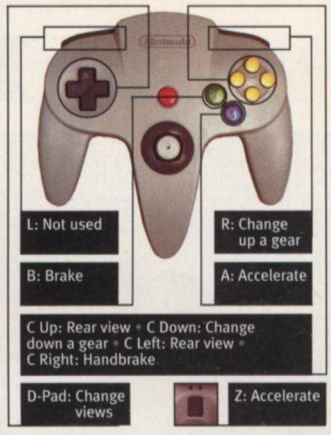
BE CAREFUL IN THE PIT-LANE. IF YOU DON'T PAY CLOSE ATTENTION, A GANG OF CAR THIEVES COME OUT AND STEAL YOUR WHEELS – THE LITTLE SODS!



FOR THOSE OF YOU UNFAMILIAR WITH RACING GAMES, YOU GET A CLUE AT THE START OF THE RACE AS TO WHAT YOU'RE SUPPOSED TO DO... SO DO IT!

64 magazine THE BOTTOM LINE

Controls



Alternatives

Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 90%
MRC: Ocean (£59.99)
Reviewed: Issue 5, 62%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

80

Soundbite:
TOP FOUR-PLAYER RACING ACTION!

2nd opinion

HAVING SIX CARS THAT RACE IN A PACK, INSTEAD OF 20 SPREAD OUT OVER A COURSE, MAKES *LAMBORGHINI* A DIFFERENT EXPERIENCE TO THE N64'S OTHER RACE GAMES. THERE'S A LOT MORE BATTLING FOR POSITION, AND THE TIME LIMITS ARE PRETTY TOUGH. IT'S MAYBE NOT QUITE AS GOOD AS *TOP GEAR RALLY* FOR ONE PLAYER, BUT AT LEAST IT'S GOT A GREAT FOUR-PLAYER MODE! ANDY MCDERMOTT

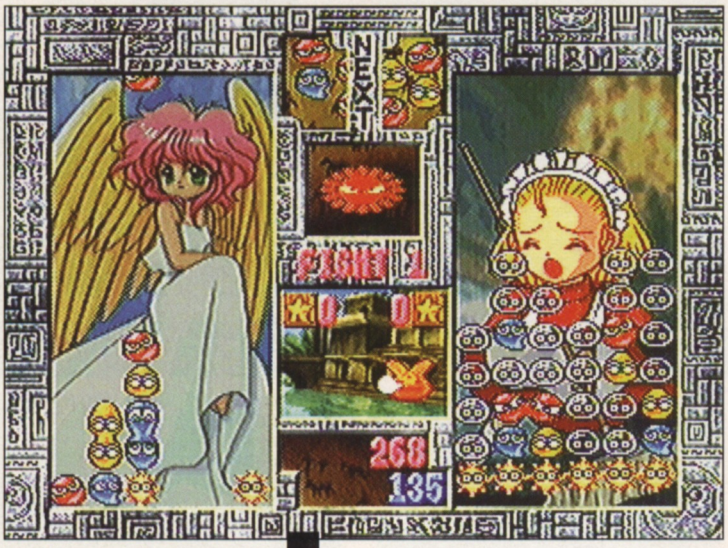
PUYO PUYO

Written by Andy McDermott

Ninfo

Players | Cartridge | 64 M | Rumble Pak

Publisher: Compile
Developer: Compile
Game Type: Puzzle
Origin: Japan
Release Date: Out now (import)
Price: £69.99



PINK-HAIRED ANGEL GIRL CAUSES BEAN-RELATED HARDSHIP FOR MAID. NEWS AT ELEVEN.

FEELING A BIT DOWN IN THE dumps? Could do with some sunshine in your life? The doctor recommends an immediate dose of *Puyo Puyo Sun 64*!

Puyo Puyo is a long-running series which has seen many incarnations – it was *Dr Robotnik's Mean Bean Machine* on the Mega Drive, and was an 'influence' on *Kirby's Avalanche* on the SNES. The basic game always remains the same, though; it's a *Tetris*-style puzzler where the objective is to arrange falling coloured blobs (the titular Puyos) into groups of four or more. Grouped Puyos disappear, in the process causing a number of dead Puyos to clatter down onto the screen of your opponent. Setting off chain reactions, where the disappearance of one group causes others to be formed, builds up massive numbers of tumbling transparent stiffs above the other player's screen, and if the Puyos reach the top, it's game over.

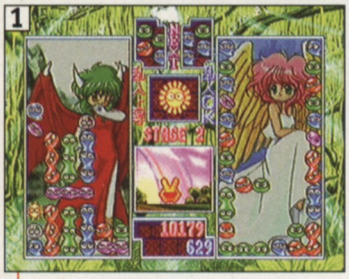
The principle behind the game is one of those which is actually easier to pick up and play than explain – although it's not quite as perfectly simple as *Tetris*, it's not far off. Beginners can just concentrate on guiding the falling Puyos into groups, while more advanced players (those who've been playing for five minutes or more) can start to develop tactics

Memory Options

MEMORY: NONE
CONTROLLER PAK: NONE

Wipeout!

EXPLAINING HOW *PUYO PUYO* WORKS IS ANNOYINGLY COMPLICATED – IT'S A LOT EASIER JUST TO SHOW IT!



THE PINK PUYOS ARE ABOUT TO BECOME A FOURSOME...

$64,000 Question

- ⊕ TREMENDOUS FUN
- ⊕ 16-PLAYER TOURNAMENT GAME
- ⊕ SO CUTE YOU'LL WANT TO HUG IT
- ⊖ NOT EXACTLY PUSHING THE LIMITS OF THE MACHINE!

To hell with mip-mapping





THERE THEY GO. STRIKE ONE!



WITH THE PINKS GONE, THE OTHERS CRASH DOWN...



...CAUSING FIRST ONE HUGE AVALANCHE OF PUYOS...



...AND THEN ANOTHER. SEE YA!

SUN 64

Supplied by the Video Game Centre: (01202) 527314.

for setting up monstrous chains of Puyos that only require a single appropriately coloured bean to activate.

Although the N64 itself provides a perfectly adequate opponent (though one which gets very hard to beat annoyingly soon – damn that maid!), the real fun of *Puyo Puyo* is in taking on another person. *Puyo Puyo Sun 64* actually offers a tournament mode, which should be an absolute scream at parties (as long as you can prevent people spilling drinks into the machine!) because up to 16 people can take part in a blobtastic knockout contest. Only two people get to play at once, however. That's more than enough, considering the amount of brutal competition it generates!



let's *party!*



One of the sub-games is the construction mode, where you have a limited number of Puyos to build up specific patterns.







Eat my beans, you angelic bitch!

Boof! Eat my Puyos

The one-player game shows Japanese storytelling at its weirdest. From the look of things, a group of evil yet cute, even sexy (if you're into green-haired women with wings) demons have turned up the heat by making the sun even hotter than usual, apparently so they can hold a beach party. Arle, the long-suffering heroine of the *Puyo Puyo* games, takes exception to this, deciding that buckets of sweat won't help her pull, and begins a trek across Puyo Island. En route, she encounters some of the most lunatic enemies this side of a *Parodius* game or a bad acid trip.

All the various characters in the game have their own little animated scenes where they do their bit to block Arle's progress, done in true Japanese style. If you don't like anime, you'll probably have a problem with this. Well go on, sod off back to your *Johnny Quest* then! It's all incredibly cute, and another example of how much effort the Japanese put into designing the inhabitants of their games. Everything has a personality, even the Puyos themselves! In the game, the red Puyos look angry, the blue ones seem horribly nervous about the whole experience, the yellow Puyos dance and spin and the pink ones cry if they're left alone. Bless 'em!

Graphically, *Puyo Puyo Sun 64* hardly pushes the machine – in fact, it wouldn't push a Mega Drive! It wouldn't have taxed the N64 to have put the whole game into high resolution, or at least the playable sections, but Compile seem happy just porting across the graphics from the existing *Puyo* games.



It's all going pear-shaped for poor Arle. Well, bean-shaped.



The hardest play level is Shezo's. Here, the sword-wielding Grecian 2000 'before' model takes on some git riding a big lizard.

Puyo Puyo's sound is unremarkable – it's got all the little cutesy squeaks and wibblings you'd expect from the characters, and some jaunty Caribbean-influenced tunes to bop along to. An amusing touch is the use of the Rumble Pak, which shakes according to how many dead Puyos are barrelling onto your screen – a single deceased bean produces only the tiniest tremble, but a massive avalanche of corpsed legumes sets the controller jerking in your hands like a raver with St Vitus' Dance.

Puyo Puyo Sun 64 is great fun, and a brilliant two-player game. The only problem is that practically identical versions of the game are available on other consoles for a far lower price (you could probably pick up a Mega Drive and *Mean Bean Machine* for less than the cost of this cart), and it's hardly cutting-edge stuff either. But sometimes, you've just got to say "To hell with mip-mapping, let's *party*!" R64



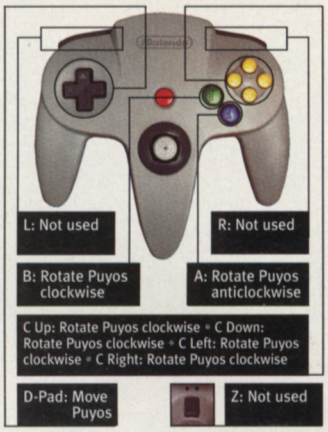
In multi-player mode, a group of 16 weirdoes is ripe for the picking. Which one are you most like?

2nd opinion

Okay, it's not a huge 3-D adventure. It doesn't make the most of the N64's capabilities. It's basically been done before... But who cares? This game is ace! It's fun, it's addictive, it's darn frustrating at times, and I love it! If every amazing N64 game was half as good as this, you'd be laughing! Buy it! Roy Kimber

64 magazine THE BOTTOM LINE

Controls



Alternatives

Tetrisphere: Nintendo(import)
Reviewed: Issue 5, 77%
Capcom will be publishing a Disney-related *Tetris*-style game next year.

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

87

Soundbite:
Maddeningly addictive, unbearably happy and the ultimate party game into the bargain!

Written by Mark Wynne



THE KEY TO THE GAME. THE SNAP IS MADE, AND THE PLAY HAS WORKED WELL, GIVING THE QUARTERBACK PLENTY OF ROOM AND TIME TO PICK HIS RECEIVER.



THE BALL GOES LOOSE AS ANOTHER STORMING BLITZ KNOCKS EVERYONE FOR SIX. TWENTY-SEVEN, HIGHLIGHTED BY A STAR, MIGHT WANT TO JUMP AND STRETCH FOR IT.

Ninfo

Players | Cartridge: 128 M | Rumble Pak

Publisher:	EA Sports	Game Type:	Sports	Release Date:	Out now (Import)
Developer:	Tiburon Entertainment	Origin:	USA	Price:	£TBA

MADDEN 64

EA Sports **BATTLE** back to form – at **LAST!**

JUST PRIOR TO ACCLAIM'S launch of *Quarterback Club*, disgruntled EA Sports reps accused the software publishers of sending out doctored screenshots, dismissing the loudly trumpeted hi-res mode of the title as unworkable nonsense. This ironically unsportsmanlike behaviour would appear to have held little sway with the public, who turned *Quarterback Club* into a best-seller on its American release, obviously convinced that Acclaim could deliver a fresh spin on the sport so close to EA's heart.

It's hardly surprising that EA Sports should behave in such a fashion, however. They had, after all, almost single handedly mined this monster sport for over a decade across every conceivable console format, achieving the impossible by converting foreign territories such as the UK to the notoriously complex sport, creating a minor revolution on the Mega Drive, and again, many years later,

Memory Options



MEMORY: NONE
CONTROLLER PAK: ALL USER-DEFINABLE OPTIONS PLUS CUSTOM TEAMS/ TOURNAMENTS



THE SIDELINE CAM SHOWS A RATHER FOOLISH LOOKING PLAYER SANDWICH, AS THE TEAMS AWAIT AN OFFICIAL TO MEASURE THE DISTANCE MADE BY THE FLATTEST, LOWEST PLAYER.



MORE GRATUITOUS ARM THRUSTING AND LEG PUMPING VICTORY GYMNASTICS. SCORING IS JUST *SOOOO* SATISFYING.

$64,000 Question



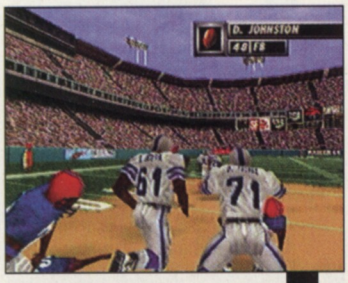
- ⊕ ASTONISHINGLY COMPREHENSIVE SIMULATION
- ⊕ RADICAL VISUAL IMPROVEMENT OVER 32-BIT SERIES
- ⊖ POOR SOUND
- ⊖ NO OFFICIAL NFL LICENCED TEAM NAMES

Madden 64 e









Your head-cam player sneaks behind two team mates, but is about to get sacked anyway. Prepare to see nothing but sky.



Before each game, Madden offers some debatable tips, which are at best useless to any novices. Keys to confusion, more like.

Take Time Out

Whilst the superb *ISS 64* featured a practice mode where our Japanese friends could explore the strange wonders of free kicks and sliding tackles, *Madden 64* remains as defiantly bewildering as ever for novices, with no practice runs to explore plays and a worthless instruction manual. What to do then? Well, catching a few games on Channel Four remains the definitive introduction to the game, but *Madden's* exemplary replay mode offers some salvation.

The key to learning the complexities of the sport are held in experimentation and repeated viewing of your own failures. By slowly trawling through each play , it's possible to correlate the strange squiggly play descriptions with the action that unfolds. So take the time to pan around, look back and watch who runs where, because not only is it fun its own right, such is the power of the interface, it's also enormously satisfying to slowly grasp the nature of the sport, and start turning in some decent performances.

encouraging a similar rush of enthusiasm on the new 32-bit 3DO system, where their radically updated *Madden* title redefined the possibilities of sports sims. The (hoped) virgin turf of the N64 offered EA their greatest challenge yet, and potentially their greatest success. But the development was plagued by mishaps, from losing the official NFL team licence (to Acclaim), to inevitably rushed production in response to Acclaim's much vaunted crown stealer, and set against this development hell, was the increasing pressure to show the world that EA Sports could get a handle on the next generation of software, their once legendary brand name besmirched by the bewilderingly bad *FIFA 64*. Truly, EA Sports were facing a serious fumble on the ball.

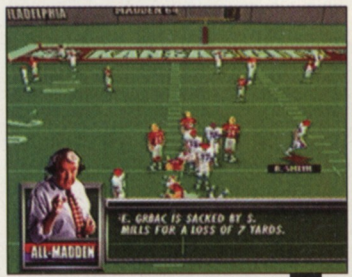
The Eyes Have It

Rumours of deadline cutting immediately appear not to be exaggerated. The game opens with the traditional plethora of options available, but presentation is brusque, and once the host of unfriendly menus has been waded through, the camera cuts and drops to the stadium with little fanfare or enthusiasm for the coin toss. As the teams jostle to their haunches, the suspicion that Acclaim have delivered a deathblow to *Madden 64* rings loud, for whilst the well defined 3-D models that have replaced the sprites of old are well constructed and convincingly animated (humiliating this year's PlayStation *Madden* license), set against the extraordinary hi-res visuals of *Quarterback Club*, designed using Iguana's *Turok* engine, *Madden 64* looks miserably old-fashioned and dull. The primary mission of EA Sports, to deliver cutting edge translations of their franchise for each host console has, it appears, already failed, spectacularly.

Play the game a while, however, and this sense of disappointment gradually subsides. Pleasingly, actual player animations are far better than the Acclaim title, which has been accused of looking gorgeous right up until the snap. *Madden's* players sprint and leap with incredible gusto, and whilst some of the inbetweening animation (linking running routines to jumps or tumbles) is occasionally jagged, the overall impression is more than convincing. More so than any other sports title around (even Konami's *ISS 64*), *Madden 64* truly persuades you that you're in control of a team of individual sportsmen, each with recognisable features and personalities (in so much as football players tend to behave like they're in panto down the pier) and this is a crucial battle to win, especially for novices to the game struggling to apply the seemingly abstract series of plays to their teams.

Enthusiasm is bolstered further when you start to fiddle around with the clumsily hidden options. Set the camera to moderate close-up instead of the default Madden view, and the view obligingly drops lower and closer to the action, affording you a much greater appreciation of the quality of the players and in turn an amplification of atmosphere and event. True, it's trickier to pick out your receivers with more flashy views selected, but for running plays, such intimacy delivers a much more rewarding sense of excitement as your player punches through the crunching battlefield, and assures you once and for all that you're playing a next generation videogame, with every sacking by the opponent providing an infinitely greater shock to the system (enhanced further by the Rumble Pak if it's plugged in).

Even better is the head cam, which delivers the most extraordinary trump card in *Madden's* graphics arsenal. You can choose to look at the play from any of your team's eyes, but take control of the quarterback for a guaranteed visceral delight. Hunched right up, your head swinging from side to side, you hold the trigger to identify your runners and receivers, then the snap is made and the ball flies to your hands. If you've made the right play, the opponents will all be taken out, and you can step back to peer at your receivers breaking off to their marks, waiting until the last second before making the throw. It's simply extraordinary to watch and even better to play, and whilst impractical for many tactics, where an awareness of the whole field is essential, for certain plays this head-



Defence get through to the quarterback, but there might be chance for a field goal in compensation

ly intercepts Acclaim's more showy title



USING THE SLOW MOTION CAMERA, THE CHEERY VICTOR CAN ADMIRE A TACKLE COMING JUST TOO LATE. SPOT THE RED TRIM OF THE END ZONE IN THE LEFT CORNER.



THE LINE OF SCRIMMAGE GOES BADLY WRONG, WITH TWO RECEIVERS LEFT OUT ON THEIR OWN BUT WITH A SACKED QUARTERBACK AND NO FEED. [WHAT? – ED]

cam is an absolute must, and delivers an immersive 'virtua' experience that's utterly unique. It's only three years since the 3DO console was trying this quarterback POV format with crudely cut and spliced live action FMV sequences, the game offering a glimpse of how much fun playing from behind the quarterback's eyes could be. Now, *Madden 64* has the ambition and the game engine to pull it off, and sports titles have been nudged forward again.

The Rules Of Attraction

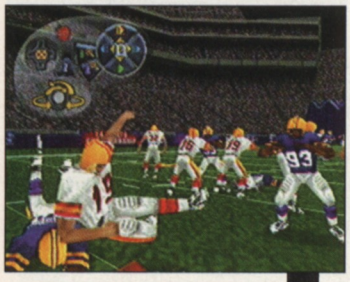
While the brilliant camera options seriously alter the way the game can be played, the tried and tested AI routines that EA have been refining for the last decade reach their zenith with this translation. The Achilles heel of almost every sports simulation is inevitably reached when the user discovers holes in the computer's intelligence, and the illusion of real competition is dashed, but EA's Liquid AI system provides arguably the most sophisticated computer opponents yet seen in a sports sim. Even on the easiest of the three skill settings, computer controlled teams will adapt to and punish repetitive play, which can be disheartening for the novice. Selecting the All-Madden team to play against rank outsiders, my game was utterly devastated by fiercely aggressive tactics, glorious long passes soon forgotten as defenders rushed to block my receivers with ferocious enthusiasm, interceptions and turnarounds savaging my strategy at regular intervals. More than any previous *Madden* game, I found myself scrutinising the play moves to locate some new way of penetrating the defence, rather than falling back on two or three favourite moves that might previously have guaranteed success, and I can't remember a more hard fought or absorbing match against a computer controlled team.

Enhancing further this extraordinary gameplay is the sense of realism afforded by the host machine, which allows a degree of finesse and control on the field previously unmatched. When you're trying to block or catch the ball, you can see the whole player's body contorted in a mid-air reach, fingertips straining as you grasp those final inches – there's never any quibbles over computer error or dodgy collision sabotaging play. The game play engine, the very heart of the game is utterly faultless, and the only problem is learning to use it to your own advantage, which makes the occasional inadequacies in presentation all the more irritating. The truly terrible sound almost makes you pine for a 32-bit CD based machine, and the commentary (by Pat Summerall) and quips from Madden himself prove mostly worthless.

This overall sense of haste in the presentation of the game is a real shame, as the buzz of the real sport is its refreshingly direct blend of organised, testosterone charged violence, acute intelligence, Machiavellian managers, cheery chauvinism (the cheerleaders, the locker room vices) and big money, little word, larger than life players. *Madden 64* is so wrapped up in its blitz, it forgets the glitz, which is a real shame, as American football is as much a cultural phenomenon as a sport, and with the power of the N64, EA had a real opportunity to deliver something more than just a sports sim, essential if they're to draw in videogame players from a wider spectrum.

Nevertheless, *Madden 64* is the most absorbing and realistic rendition of this great sport to date, and whether you're a fan or just have a cursory knowledge of the game (and the enthusiasm to learn), this incredible simulation will keeps you engrossed for an absolute age. With any luck (and longer schedules), the 1998 update will address some of the more superficial deficiencies in the title, but until then, *Madden 64* easily intercepts Acclaim's more showy title to take the crown of ultimate American football game.

***MADDEN 64* WAS SUPPLIED BY SKILL ACADEMY, (0181) 567 9174.**



YOUR QUARTERBACK, NUMBER NINETEEN, GETS WELL AND TRULY SACKED BEFORE MOVING A YARD.

2nd opinion

GEE, ANOTHER AMERICAN FOOTBALL GAME – I'M JUST SOOO GOOD AT THEM! SURPRISINGLY THOUGH (CONSIDERING WHAT I'D HEARD ABOUT PREVIOUS *MADDEN* TITLES), THIS TURNED OUT TO BE PRETTY DAMN GOOD. IT'S NOT AS TECHNICALLY IMPRESSIVE AS *NFL* BUT MIGHT JUST HAVE THE EDGE ON PLAYABILITY. I WAS STILL RUBBISH AT IT THOUGH. ROY KIMBER

64 magazine THE BOTTOM LINE

Controls



ALL THE BUTTONS HAVE DIFFERENT USES DEPENDING ON TEAM PLAYING IN DEFENCE OR OFFENCE. PLAYERS CAN BE CONTROLLED WITH ANALOGUE OR D-PAD

Alternatives

NFL Quarterback Club '98: Acclaim (59.99)
Reviewed: Issue 7, 80%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

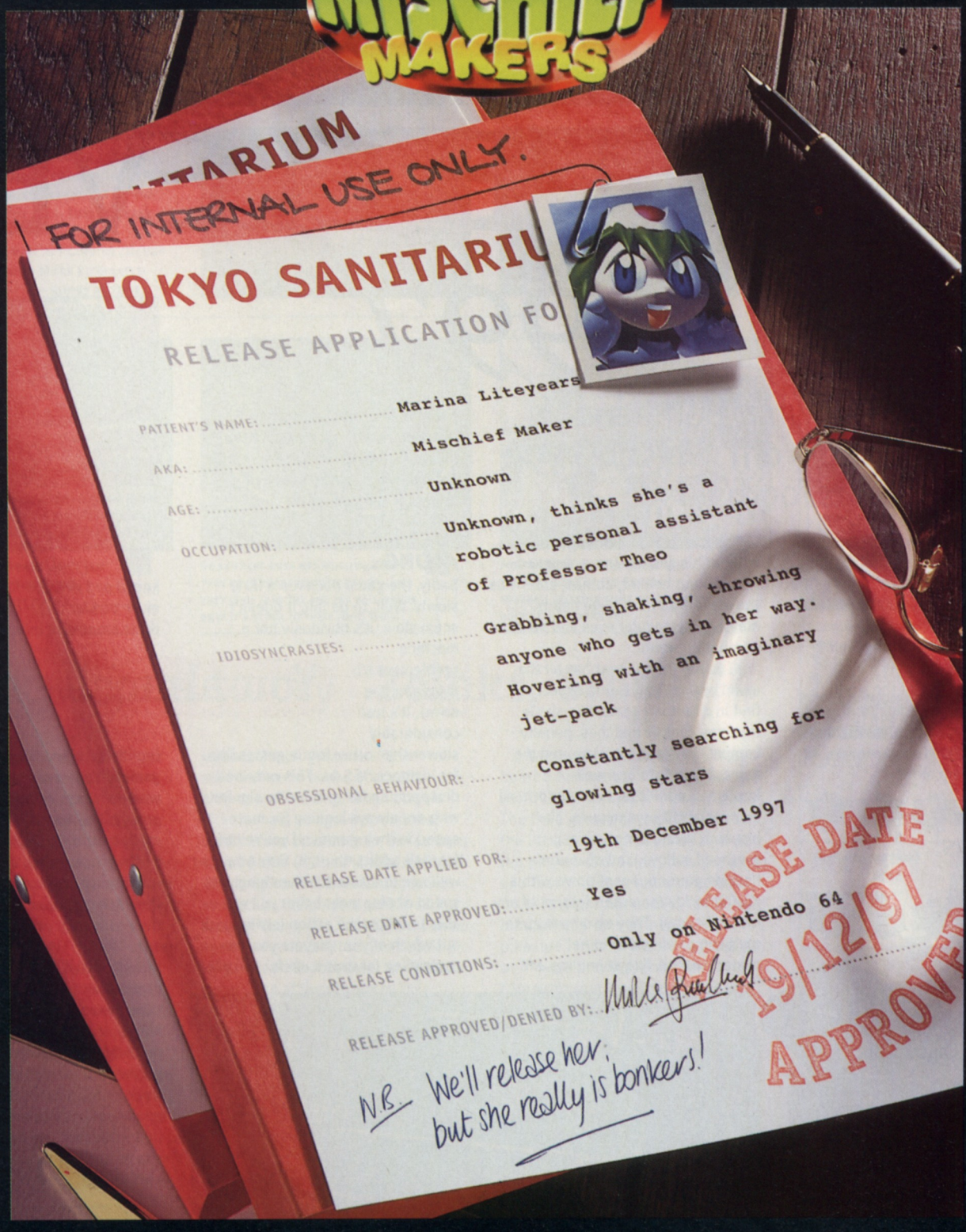
Overall

%

80

Soundbite:
EA SPORTS HAVE RE-TAKEN POSSESSION. EXCELLENT

MISCHIEF MAKERS



64 BIT POWER

94 MHZ SPEED

3D ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

MULTI-PLAYER

90%
N64 MAGAZINE

FRANTICALLY SILLY HIGH-SPEED GAME-PLAY ACROSS 50 LEVELS...IT'S BONKERS!

NINTENDO 64®

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Written by Roy Kimber

Ninfo | Players | Cartridge | 64M | Rumble Pak

Publisher: Hudson | Game Type: Sports sim | Release Date: Out Now (import)
Developer: Hudson | Origin: Japan | Price: £69.99

J-LEAGUE ELEVEN BEAT 1997

Ever wondered what Bomberman does on his days off? Well now you know: he plays football!



While one player prepares to take a corner, the others take the time to do a bit of formation line-dancing.

ANOTHER DAY AND YET another football game from those strange chappies in the land of the Rising Sun. As with other Japanese video games, there is usually some kind of strange quirk uniquely Japanese to any football game from that part of the world (J-League Dynamite Soccer, for example, had midgets for players) and J-League Eleven Beat 1997 is no exception. All the players seem to be representations of Bomberman without his gear on (no, not naked – just without helmet, bombs, etc). Thus the players all have huge heads, massive rectangular eyes and no nose or mouth – weird!

J-League Eleven Beat has all the usual options you would expect to find in a football game, like single matches, league matches, penalty competitions and tutorials, and the gameplay is fluid and well-implemented. Players can perform all manner of nifty techniques, like headers, dives, jumps, skips, overhead volleys, and of course hacking your opponent down with a sliding tackle (an essential part of any football game). They also have quite endearing little behavioural characteristics, like stumbling and hopping for a few yards when someone fumbles a tackle, or the hilarious getting hit in the face with the ball when they're not paying attention and just falling over.

JUST STROLLING ALONG...

Sadly, the game does run a little slowly. Well, to be fair, it doesn't seem slow (it's obviously not a machine problem, or a programming error), it's just considerably slower than other footie games like, for instance, ISS 64. This may well disappoint hard-core footie-sim fans, who are always looking for more speed in their games. If you're not a football addict, though, then you may well see this as a positive thing. The speed of play means that you are able to follow the action easily, work out which of your players you are controlling (always a useful thing to know) and even perform some of the more trickier techniques without three months of intensive practice (not that I'm knocking fast football games, it's just nice to play one where you can actually see what's going on without waiting for a slow-motion action replay).

You almost expect or

The players handle extremely well, running, sliding and jumping around the pitch with ease, and - unusually - the goalies are extremely controllable. Even better than that though, is the fact that the computer goalies can be beaten! There are few things worse than spending three hours planning tactics, executing a perfect strategy to get one of your players a clear shot at goal, and then having the computer-controlled goalie perform a super-human leap that would put the bionic man to shame and saving your shot. It just ain't cricket! (Or even football.)

Memory Options

MEMORY: NONE

CONTROLLER PAK: SAVE FORMATIONS, KIT DESIGNS, CUSTOM TEAMS, ETC



$64,000 Question

- ⊕ LARGE, COLOURFUL 3D PLAYERS!
- ⊕ SMOOTH ANIMATION
- ⊖ A LITTLE ON THE SLOW SIDE



THE COIN TOSS. BIZARRELY, ALTHOUGH IT'S A JAPANESE GAME, THE REF USES AN AMERICAN COIN. WEIRD, HUH?



"SIMON SAYS... EVERYBODY JUMP ON THE SPOT!" THE RED TEAM IS CAUGHT OUT BY THE GREEN TEAM'S CUNNING PLOY.



WHAT'S GOING ON HERE? ACTUALLY, FORGET IT, I DON'T THINK I WANT TO KNOW!

What shape are your balls?

J-League Eleven Beat 1997 doesn't use a fixed camera angle, instead the camera floats around the pitch, changing angles depending on the position of the ball. This is great, except that when the camera rotates, the ball appears to change shape, becoming more elongated and oval-shaped – rugby anyone?







"Foul! Oh bugger. Sorry about that mate, look, it was an accident, honest, I... oh, the ref wasn't looking... right, play on!"



Gosh these guys are skillful. When they're in possession of the ball, if they jump into the air, the ball moves as if it's stuck to their foot! Wow!



For those of you who might have thought some of the British football mascots were weird: you ain't seen nothing yet!

of the players to cry "Zoinks, Scooby!"

The referee seems to be a lot more lenient than in your average footie game too, as out of a total of about a hundred-odd illegal tackles (I like hacking the opposition, okay?) he called only two out as fouls - which is excellent if you're one of those players who likes to hack everyone else down instead of playing fairly.

Rooby, rooby, roo!

The game, sound-wise, is generally fairly average, with a few plinky-plinky Japanese game tunes and some nominal crowd effects. The highlight though, and the reason that this game scored higly on sound, is the unusual player action sounds. For some reason, the programmers have included weird sound effects for kicking and tackling. When players kick the ball, you get a sound that used to crop up a lot in an old cartoon called Battle Of The Planets, a kind of 'ka-ching' sound. Even better, when you tackle, the players collide with a strange spring-like sound, that I swear has been sampled from the classic kids cartoon Scooby Doo. You almost expect one of the players to cry "Zoinks, Scooby!" and jump into another player's arms whilst a cartoon dog races across the pitch in a repetitive animation pursued by a zombie that looks remarkably like a bloke wearing a mask. Doesn't happen though.

J-League Eleven Beat 1997 is at heart a humorous, slightly quirky, thoroughly enjoyable football game. The fluid gameplay combined with the little graphical touches that give the players character produces as an end result a first-class game that, while it might not appeal to die-hard football-sim fans whose only pleasure in life is watching football on TV and playing it on their computer (not that that's at all sad of course) it is nevertheless a fun, well-polished, incredibly playable arcade footie game that deserves to do extremely well.

J-League Eleven Beat 1997 can be obtained from those splendid chaps at the Video Game Centre on (01202) 527314.

Penetrating Penalties

Want to come top? Want to become as good at penalties as the German Euro '96 squad? Then follow this step-by-step guide to scoring penalties:



Don't touch the control stick, instead just hold down the A button until the power builds up to full.



Release the power button and your player will hammer the ball straight over the keeper's head...

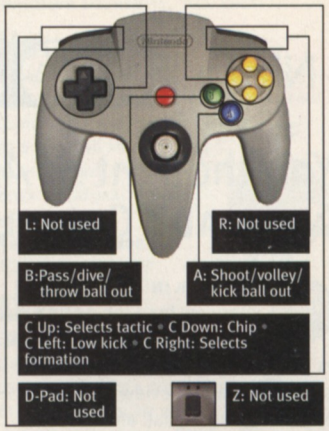


...and he, 99% of the time, will not move (it was 100%, but he managed to save it on one occasion).



64 magazine THE BOTTOM LINE

Controls



Alternatives

J-League Dynamite Soccer: Imagineer (imp.)
Reviewed: Issue 6, 55%
ISS 64: Konami (£64.99)
Reviewed: Issue 3, 91%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

75

Soundbite:
ASDF
ASDFASDF
ASDF

CLAYFIGHTE

Written by Andy McDermott

Ninfo

Players | Cartridge | 96 M | Rumble Pak

Publisher:	Interplay	Game Type:	Beat-'em-up	Release Date:	Out now (import)
Developer:	Interplay	Origin:	USA	Price:	£69.99

You thought *St Andrews Golf* was **BAD**? Get a **LOAD** of this!

WAY BACK IN 1987, I HAD AN interview for a job on seminal games mag *Zzap! 64*. As well as the usual 'tell us about yourself' guff, I also had to review a game on the spot. Jazza Rignall and co had obviously been saving one up for me – I can't remember the name of the game (it was a *Scramble* clone), but what I do remember was that it was excruciatingly bad, one of the worst games I'd ever played. And I'd played a lot. I duly pecked out a review on the office Amstrad that was so scathing the keyboard curled up at the corners. This was obviously what they were looking for, as I was offered a job on the spot. In the end I decided not to take it, but a decade later here I am reviewing videogames for a living anyway. Fate, huh?

Memory Options

MEMORY: NONE
CONTROLLER PAK: NONE



$64,000 Question

- BACKGROUNDS ARE QUITE NICE
- ABYSMAL CHARACTER ANIMATION
- INFURIATING SOUND
- SLUGGISH CONTROLS
- BAD COLLISION DETECTION
- ZERO PLAYABILITY
- FUNNY FOR ABOUT 0.0001 SECONDS



IT'S BLOB VERSUS BLOB ON THE RIM OF A GIANT TOILET; SURELY A METAPHOR FOR THE GAME!



IN RETROSPECT, BAD MR FROSTY'S SPELL UNDER THE SUNLAMP WAS BOUND TO END IN TEARS.



YEAH, RIGHT, LIKE T HOPPY *REALLY* GOT IN 617 HITS!



"YER ME BEST MATE, Y'ARE, I LOVE YER... GIZZA HUG!"

So what has this pathetic attempt to secure my place in the pantheon of games journalism got to do with anything? Not much, apart from this... I've finally found a game that is worse than the hideous specimen I had to review ten years ago. The really sad thing is that it's on the N64.

Clayfighter 63⅓ (called just *Clayfighter* from now on – do you know how much of a pain it is to type fractions?) was due to be reviewed last issue; we had pages allocated and a cartridge scheduled to arrive on a set date. When the cartridge failed to materialise, a call to Interplay to find out what was going on got a response along the lines of, "Um, we can't send it out yet, it's, er... not ready. That's it, not ready." Since it was now only a couple of days before the American version was meant to go on sale, this seemed a tad suspicious...

Morph Must Die!

Clayfighter has the usual inane story bringing the fighters together. The evil Doctor Kiln has set up a lab on the island of Klaymodo, where he is using a mutagen from a meteor called 'Bessie' to... ah, to hell with it, it's even more stupid than *War Gods*' origin story. Believe me, it's embarrassing even to read, so there's no way I'm going to waste expensive ink typing it out again. Basically, everybody fights each other for no good reason.

The first part of the game's name comes from the fact that the characters are all made out of clay, like Wallace and Gromit without the good looks. (The second part is an obvious *Naked Gun*-style riff on the usual '64' suffix, which is funny for exactly no seconds.) A more unappealing lot is hard to imagine – it's almost as if the designers made the decision to create the ugliest, least charismatic, most repellent fighters they could imagine. Even 'star' characters like Earthworm Jim, who was never exactly a pin-up to begin with, are singularly gross and annoying, so you can imagine what Boogerman is like.

Without question



KUNG POW WHIPS TAFFY WITH HIS NUNCHUKA. BETTER NOT TELL THE BRITISH BOARD OF FILM CLASSIFICATION – THEY'LL BAN IT!

The characters themselves have actually been created as claymation puppets, animated frame-by-frame

R 63⅓



Earthworm Jim uses his own invertebrate head like a whip. This would be funny, if the *EJ* games hadn't already done it to death.

and digitised. Unfortunately, they move like claymation puppets as well. Not only are the boys so jerky that they're making crank phone calls – they make Ray Harryhausen's old films look as smooth as *Jurassic Park* – but they're blurred in a way that made me long for the clarity of *Hexen*.

A tragic waste of an opportunity here is that the backgrounds for each arena are really rather good, certainly on a par with those of *Killer Instinct Gold*. A bit of imagination has been put into them, with nice touches like levitating tables in the haunted house or presents chugging along conveyor belts in Santa's toy factory.

Unfortunately, they've then had a load of crap fuzzy sprites slapped over them. It's almost as if the people doing the backgrounds and the characters were working on entirely different games!

Sound As A (Dog) Pound

Clayfighter's sound deserves a special mention. It is truly horrible. The music is all right and fairly inoffensive, but the sound effects...

...the worst game on the N64



Normally using a gun in a fistfight would be considered unsportsmanlike. But it's a clown, so it's okay.

gyaah! Every character has a battery of samples to accompany their every move, and I mean *every* move. Just trying to get a couple of punches off results in a cacophony of stupid and annoying 'comedy' voices, the likes of which have not been heard since Steve Wright left Radio One. I was horrified to discover that one of the people providing these noises is Dan Castellaneta, better known to millions as the voice of Homer J Simpson. I... feel... violated. Say it ain't so, Homer!

Clay It Ain't So

Lady Liberty, Lockjaw Pooch and Hobo Cop all bit the dust before *Clayfighter* made it to the factory. Regrettably, this lot still survived to reach the game.

Bad Mr Frosty

Formerly an evil snowman who has now apparently turned good, so shouldn't he be called Good Mr Frosty? His voice sounds like the throat cancer bloke who does all the cinema trailers.

Annoying Soundbite: "Get 'em little buddy!"

Blob

Yes, he's a blob. He turns into assorted items to inflict pain on his enemies. Sadly, he never turns himself into a turd and flushes himself away, as he should.

Annoying Soundbite: "Take that!"

Bonker

Clowns are not funny, they're deeply sinister. Bonker confirms this once and for all. You'll laugh the first time he unleashes his pet poodle on his opponent. But not thereafter.

Annoying Soundbite: "Mallet smash!"

Kung Pow

The only human(ish) character in the game is also bordering on the racist, with his huge teeth, clazy accent and showers of Chinese takeaway cartons whenever he gets hit.

Annoying Soundbite: "Hong Kong claaaap!"

T Hoppy

A cybernetic rabbit meant to parody TJ Combo from *KI Gold*. Verily, my sides doth split! Medic! Despite this, he's still the dullest character in the game – so much for satire...

Annoying Soundbite: "You suck!"

Houngan

A mad voodoo bloke whose speciality is conjuring up the dead. Maybe he'll find *Clayfighter*'s playability while he's mucking about in the netherworld. He also does unnatural things with chickens.

Annoying Soundbite: "Cluck yoooouuu!"

Taffy

Or 'toffee', if you prefer the Queen's English, though he looks more like a collection of wet noodles. He was a useless character in SNES *Clayfighter*, and he continues his traditions here.

Annoying Soundbite: "Kerslap!"

Earthworm Jim

He's got his own successful series of games, and even a Saturday morning cartoon show. So what the hell is he doing slumming it in garbage like this?

Annoying Soundbite: "Eat cow!"

Icky Bod Clay

A pumpkin-headed spectre who takes the hotly contested prize for the most jerky animation in the whole game. His name is a pun. Better get some surgical thread, my sides are going to go again.

Annoying Soundbite: "Ooga boogah!"

Because every action has its own sample, doing moves quickly cuts them off partway through, giving a kind of Jive Bunny effect. "Get 'em little/get 'em little/get 'em little buddy!" Those moves which don't have a vocal accompaniment give no respite, as the alternative is a bunch of repetitive honking, squishing and farting noises straight from the Three Stooges sound effects library. Unless you play with the volume of your TV turned right down, a couple of minutes of this racket (as well as the spectacularly irksome announcer, who sounds like Greg Proops with a major sinus problem) will leave you with facial tics and a pathological hatred of Plasticene.

Nick Park, This Is All Your Fault

These failings wouldn't necessarily be terminal if *Clayfighter* at least played well. The original Super NES *Clayfighter* game was actually not bad – it was no *Street Fighter*, admittedly, but it was playable for a while. Its 64-bit descendant, unfortunately, can't even manage that. Each character (a fairly meagre 12 in all – at least three of the characters shown in previews have been cut out) only has a small number of moves, presumably due to the amount of memory needed to store the animation frames, and the controls are hideously unresponsive.

The animation of the characters is so slow that after just a couple of



SOMEWHERE IN THE BLURRED MESS OF SPRITES, EARTHWORM JIM IS ABOUT TO HAMMER THE EVIL DR KILN. SOMEWHERE.



ANOTHER EXAMPLE OF THE CAREFULLY THOUGHT OUT GAMEPLAY – OBJECTS THAT OBSCURE THE FIGHTERS.

moves, what you're doing with the controls and what's happening on screen are completely out of sync. It's like watching a 1970s kung-fu movie. If you hammer randomly at the buttons – probably as good a way as any of playing, as there is no scope whatsoever for even the vaguest kind of tactics – and then let go of them entirely, your fighter will carry on about his business unchecked for another second or so! Instant response is the key to any fighting game, but *Clayfighter* is so spectacularly inept in this area that it actually becomes funny. Ironically, this is the only laugh you'll get from the game.

Well, that's not strictly true. The first time you see and hear the characters doing their weird attacks and making silly noises, it might raise a smirk, and any Beavises out there will probably laugh out loud. (Roy did, anyway!) That's the first time, at least. The second time, the comedy value drops like an anvil, and by the third time your smiling muscles are already starting to atrophy through lack of use.

How did Interplay get everything so horribly wrong? The manual for the game has a list of everybody who worked on the game, at least 50 people – didn't any of them actually look at what they were doing and say, "You know, guys, this game sucks! Maybe we should try to fix it..."? Even by the N64's low standard of beat-'em-ups *Clayfighter* is appalling, and as the aim of the game was to spoof much better fighting games, you would have thought that they'd at least try to mimic the playability as well. *Mortal Kombat Trilogy* suddenly seems like a work of genius worthy of Shigeru Miyamoto himself.

Clayfighter will stand as an object lesson for years to come of how not to program a beat-'em-up. With its horrible graphics, slow and clumsy gameplay, infuriating sound, dire controls and repulsive characters, to say nothing of the fact that varying the difficulty level makes absolutely no difference to the game, it is without question the worst game on the N64, and quite possibly the worst game of the decade. When you realise that other contenders for this title include *Speed Racer* on the Super NES, Atari ST *Pit-Fighter* or Mega Drive *Cliffhanger*, you should be left shaking in your shoes. How is it possible to make a game that is so utterly *wrong* in every way?

If you have relatives who might be buying you an N64 game for Christmas, I implore to make sure that they keep the receipt. If *Clayfighter* appears in your Christmas stocking, you'll be needing it.

***CLAYFIGHTER* WAS SUPPLIED BY THE VIDEO GAME CENTRE, (01202) 527314.**





Make Mine Mockup

TAKE A QUICK LOOK AT THESE PREVIEW SHOTS FROM ISSUE TWO. THEN TAKE A LOOK AT THE SHOTS FROM THE ACTUAL GAME. A SLIGHT DIFFERENCE IN GRAPHICAL QUALITY MIGHT BE DISCERNIBLE...



WITH THE 'GIANT CHARACTERS' CHEAT ON, YOU CAN REALLY SEE JUST HOW CRUMMY THE GRAPHICS ARE! BAD MR FROSTY? BAD MR GLITCHY, MORE LIKE!



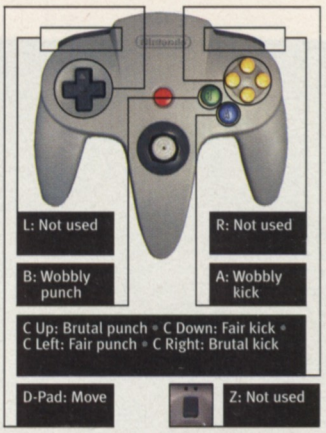
A HORSE'S ARSE. HOW APPROPRIATE!

2nd opinion

CHRIST! FOR A MINUTE I THOUGHT I WAS LOOKING AT A GAME ON THE SEGA MASTER SYSTEM! ALL THE TIME AND MONEY THAT IT TAKES TO MAKE AN N64 GAME, AND THE BEST THEY COULD COME UP WITH WAS THIS CURLER? THIS IS THE BIGGEST PILE OF OLD SHITE I'VE SEEN FOR YEARS. IF SOMEONE BUYS YOU THIS, GIVE 'EM A HONG KONG SLAP! LOZ COOPER

64 magazine THE BOTTOM LINE

Controls



Alternatives

Mace: The Dark Age: Midway (import)
Reviewed: Issue 7, 76%
Killer Instinct Gold: Nintendo (£54.99)
Reviewed: Issue 3, 75%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

13%

Soundbite:
THE WORST GAME ON THE N64 BY A MILE! AVOID IT, OR YOU'LL REGRET IT.

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CHEAT CENTRAL



AT LAST, CHEAT CENTRAL BURSTS FROM ITS BONDS AND EXPANDS TO COVER A PRINCELY THREE PAGES, WITH HELP FROM DATEL'S NEW ACTION REPLAY CODES SECTION! WHETHER YOU'RE ENLISTING TECHNO HELP TO DO YOUR DIRTY DEEDS, OR JUST WANT TO CHEAT THE OLD-FASHIONED WAY, THIS IS THE ONLY PLACE TO LOOK.

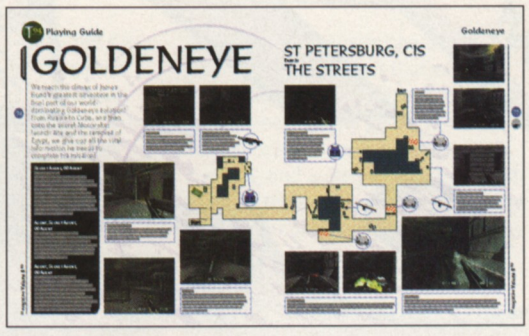
62 EXTREME G

Having trouble getting around the twisting courses of this high-tech bike game? Be troubled no more – our futuristic equivalent of the *AA Book Of The Road* is here to help blow away your competition!

74 GOLDENEYE

The third and final part of our humungous solution, and the one you can be sure all the other magazines will be using to create their own guides. We lead, others follow. And we don't scribble down our maps in purple felt-tip pen either.







Top Gear Rally

A COUPLE MORE AMAZING CHEATS FOR THIS GREAT RACING GAME HAVE RAISED THEIR LITTLE HEADS ABOVE THE TRENCHES, ONLY TO HAVE THEM SHOT RIGHT OFF BY THE 64 MAGAZINE GAMEBUSTERS!

OPEN ALL TRACKS

This code lets you see the hard-to-reach Strip Mine track, as well as opening all the others in double quick time. Once it's entered, go to Arcade Mode to select the tracks. (It doesn't give you the mirror versions, unfortunately.)

A, Left, Left, Right, Down, Z (ALLRoaDZ)



ACCESS ALL CARS

All normal cars, at least – you still have to work to get the secret vehicles! Enter the code, then go to Arcade Mode to see the cars.

A, Left, Left, C Down, A, Right, Z (ALLCARZ)

BEACHBALL CAR

Complete all six seasons of the fourth year to receive the Beachball Car.

MIRROR CARS

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

CHANGE CAR COLOURS

Can't be bothered to repaint your vehicle? Then hold down L, R and all four C buttons on the car select screen, then move the d-pad up or down. Once you've done that, you can change the car's colours by holding the L and R buttons and up or down on the d-pad, then pressing any of the C buttons.

Baku Bomberman

AN ENGLISH LANGUAGE VERSION WILL BE REVIEWED NEXT ISSUE, BUT HERE'S SOME HELP FOR THOSE WHO'VE GOT THE JAPANESE EDITION!



RECOVER QUICKLY

Another feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods. Quickly rotate the analogue stick while you're seeing stars after being hit, and you'll be back on your feet a lot faster!

SECRET LEVELS

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels. On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.

Clayfighter 63⅓

HERE ARE A COUPLE OF EXTRA CHEATS FOR THIS HORRIBLE GAME, IF YOU'VE BEEN UNWISE ENOUGH TO BUY IT WITHOUT WAITING FOR OUR REVIEW!

FIGHT AS BOOGERMAN

On the character selection screen hold L and press C Up, C Right, C Left, C Down, B, A.

FIGHT AS A RANDOM CHARACTER

On the character selection screen, hold L and R.

Mace: The Dark Age

This game seems to have more hidden characters and effects than regular ones! Perhaps if the programmers had concentrated on fine-tuning the gameplay rather than putting in little surprises, they would have had a great game instead of a good one... All these cheats are entered in two-player mode.



Head Swap

Scientists just did it with monkeys, but you can do it with people! On the character selection screen, press Start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira. The two characters that are then chosen with swap noggins!

Fight As Ned The Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Excecutioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

Pink Slippers

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!

NFL Quarterback Club '98

***NFL* conveniently has a built-in cheats menu, which will make a little noise if you input a proper code, but what do you put into it? Well, you could try these...**



Unlimited Downs

Enter **DWNDRV** to get as many chances as you need to reach the touchline.

Speed Up Game

Increase the pace of play by entering **WLTRPYTN.**

Turbo Players

Put some pep in your players' feet by entering **MCHLJNSN.**

Magnetic Hands

If you're fed up of dropping the ball on throws, entering **STYCKYHNDS** will mean your players never fumble a catch.



Slow Backs

Putting in the code **RNLDSWZNGR** will make the other team's running backs so slow that they can never catch you!

Giant Players

Entering **GLYTHMD** will turn all your already oversized players into giants.

Tiny Players

Entering **SMLMDGT** will do the opposite, reducing the players to midgets and making everyone talk in squeaky voices!

Slippery Pitch

If you've ever wanted to play American football on ice, try entering **SPRSLYD** for some comedy value.

Puyo Puyo Sun 64

Wackier than Miss Whiplash's cane! This addictive little puzzler has a few codes to use – as you might expect, they're as weird as the game itself!

Select Opponent's Character (Two Player Mode)

On the character select screen, highlight Doraco (the first – leftmost –character on the front row) and hold Start for three seconds. The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate. Pointless but fun.

Play As Carbuncle

On the character select screen, highlight Arle (the second character on the front row) and hold Start for three seconds. Carbuncle, the little dancing rabbit thing who appears throughout the game, can now be selected.



Play As Satan

On the character select screen, highlight Shezo (the third character on the front row) and hold Start for three seconds. Satan will make herself (yes, herself) known. If this game gets a Western release, what are the odds on her name changing?

Random Character Select

On the character select screen, highlight Rulue (the fourth character on the front row) and hold Start for three seconds. You will now play as a randomly chosen character.



Elephant Mode

On the character select screen, highlight Elephant (the, erm, elephant) and hold Start for three seconds. All the characters will turn into prehensile-schnozzed pachyderms!

John Madden 64

Sadly for Johnno, there are no cheats to restore hair or remove unsightly paunches. However, there are some others!

View Ending

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

Team Tiburon

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'. You can now select this team of giants in Exhibition mode!





San Francisco Rush

ANOTHER GAME THAT WE HAVEN'T EVEN HAD FOR REVIEW YET, AND ALREADY THE CHEATS HAVE STARTED TO FLOOD IN!

INVERTED TRACKS

On the setup screen, push Up, Right, Down, Left, Down, Right, Up to play with all the tracks upside down!

MINES

If the streets of San Francisco aren't dangerous enough for you already, enter L, R, L, R, L, R on the setup screen to turn all the cones into mines!

FOGGY NIGHT

Get an extra environment by setting 'Fog' on the options screen to 'Heavy'. Then hold down all four C buttons and then press Right. This will let you race on the Foggy Night setting.

DRIVE CAB

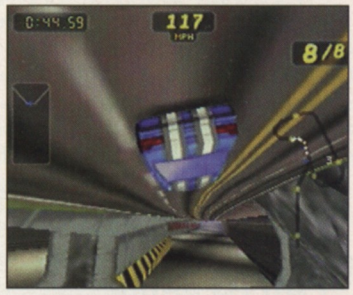
Turn yourself into Travis Bickle by collecting half the keys on any course. Once you've done this, you'll be able to take a Checker cab onto the track!

DRIVE HOT ROD

Enter ZZ Top mode by collecting all the keys on a track. You'll then be able to drive the hot rod.

ALTER CAR SIZE

On the car select screen, push C Down, C Up, C Up, C Down. You'll now be able to chance the size of your car.















DATEL ACTION REPLAY CODES



When you're playing to your limit and it's just not good enough, and ordinary cheating can't help you through the stuff, then you should abandon crap attempts to rap (like this) and instead make use of Datel's spiffy Action Replay! It reaches the parts other cheats don't through use of advanced Tefal headedness, and can get you through even the toughtest games with the ease of a greased weasel going through a letterbox.

Important note: all the codes below require you actually to own an Action Replay before they'll work. It may sound obvious, but in the old Super NES days you'd be amazed how many idiots would ring up complaining that the codes didn't work because they couldn't find the 'F' button on their joypad!

If you want an Action Replay, they cost £49.99 and are available from all good game stores, or you can call Datel themselves on (01785) 810800. Happy cheating!

FIFA 64

Number of goals, player 1 (replace XX with goals)
80119043 00XX

Number of goals, player 2 (replace XX with goals)
80119047 00XX

MORTAL KOMBAT TRILOGY

Player 1 unlimited energy
801698AD 00A6

Player 2 unlimited energy
80169B81 00A6

Player 1 Aggressor
80169941 0030

Player 2 Aggressor
80169943 0030

LYLAT WARS

Infinite lives
80163C09 0063

Infinite nova bombs
80179F0B 0005

MULTI RACING CHAMPIONSHIP

Infinite time
8009498F 003C

Always win
800A9107 0000

PILOTWINGS

Unlimited rocket belt fuel
803669A9 0081

Unlimited gyrocopter fuel
80366989 0081

SHADOWS OF THE EMPIRE

Unlimited lives
800E2333 00FF

Unlimited missiles
800E1265 00FF

SUPER MARIO 64

Press Action Replay button for 99 coins
883094D9 0063

Unlimited lives
803094DD 0064

Unlimited energy/breath
813094DE 08FF

Invisible Mario
803094E0 0020

Half Mario
803094E1 0000

Limbo Mario
8030961C 00C0

Mario runs backwards
8030961E 0080

Big fist Mario
8030961B 0010

TUROK: DINOSAUR HUNTER

All keys
80128DE3 0007
80128DE7 0007
80128DEB 0007
80128DEF 0007
80128DF3 0007
80128DF7 0007
80128DFB 0007

Unlimited arrows
80128D7F 00FF

Unlimited Chronoscepter ammo
80128D93 00FF

Unlimited minigun ammo
80128D83 00FF

Unlimited pistol/rifle ammo
80128D63 00FF

Unlimited quad rocket ammo
80128D8B 00FF

Unlimited (auto) shotgun ammo
80128D67 00FF

Unlimited fusion cannon ammo
80128D8F 00FF

Unlimited rifle/alien/particle ammo
80128D6B 00FF

Activate pistol
80128DA7 0001

Activate shotgun
80128DAB 0001

Activate automatic shotgun
80128DAF 0001

Activate assault rifle
80128DB3 0001

Activate pulse rifle
80128DB7 0001

Activate minigun
80128DBB 0001

Activate grenade launcher
80128DBF 0001

Activate particle accelerator
80128DC3 0001

Activate quad rocket launcher
80128DC7 0001

Activate alien weapon
80128DCB 0001

Activate fusion cannon
80128DCF 0001

Activate Chronoscepter
80128DD3 0001

Activate *Quake* mode
801195EE 0010

No limits
801195EC 0008

WAVE RACE 64

Super speed (replace XX with 00 to FF)
801C0077 00XX

Misses don't count
801C007F 0000

Infinite time in stunt mode
801C020E 00FF

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64 magazine ScoreZone

In association with Logic 3

Do YOU have what it TAKES to beat the BEST?

WE WANT YOUR SCORES! WE WANT YOUR TIMES!



Next issue, 64 MAGAZINE will be opening up the 64 ScoreZone to everybody out there who wants to show how good they are – if you think you're the fastest person on Earth around Luigi Raceway, can carve your way through Hollywood in *Duke Nukem 64* quicker than Leatherface or can take down every last one of Andross's minions in *Lylat Wars*, then the 64 ScoreZone is your chance to prove it.

That doesn't mean we'll just take your word for it, though. Nuh-huh. We demand proof before we'll add your name to the hall of gaming legends. That proof can be photographic or video, but if you don't send a pic, we'll give you some stick!

So, are you up to the challenge? Are you a hero – or a zero? The person whose gaming prowess impresses us the most each month will win themselves a controller and memory card from our mates at Logic 3 and will also be able to bask in the glow of their superiority over all others. It could be you – go for it!





Play Hard!

WHAT ARE WE AFTER? SAYING YOU'VE BEATEN GERMANY 20-NIL IN *FIFA 64* WON'T CUT IT – FOR ALL WE KNOW YOU MIGHT HAVE BEEN PLAYING AGAINST YOUR MATE EAST END ERNIE, WHO STILL HAS A THING ABOUT THE BLITZ AND WAS THUS HELPING OUT WITH THE ODD OWN GOAL. GAMES WHERE A SPECIFIC SCORE (*LYLAT WARS*) OR TIME (*GOLDENEYE*, *DIDDY KONG RACING*) IS GIVEN AT THE END OF A STAGE ARE A BETTER BET.

TO GET THINGS STARTED, THESE ARE GOOD CATEGORIES TO TRY; ANCIENT LAKE IN *DIDDY KONG RACING*, LUIGI RACEWAY IN *MARIO KART 64*, BYELOMORYE DAM OR BUNKER 2 IN *GOLDENEYE*, HOLLYWOOD IN *DUKE NUKEM 64*, MONACO IN *F1 POLE POSITION* AND SEASIDE IN *TOP GEAR RALLY*. YOU CAN OBVIOUSLY ENTER OTHER LEVELS OR OTHER GAMES, BUT THESE ARE SOME OF THE ONES WHERE WE THINK INDIVIDUAL SKILL AND SPEED ARE THE MOST LIKELY TO BE SHOWCASED!







Enter The Zone

The first thing to do is to get what you think is an amazing time or score, obviously. But keep your fingers off that joypad – if you then either take a quick snap of the screen or hurriedly slam a video into your VCR to get concrete evidence of your triumph, you're in a position to enter the 64 ScoreZone!

Send your proof to **64 ScoreZone, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS,** and our team of ScoreZone minions (Roy) will cast a cynical eye over it. If it passes the test of authenticity, and it's a good enough result, you'll be assured of your place in history! Don't forget to say whether you're using a British (PAL) or foreign (NTSC) machine – suspiciously fast times are less likely to be accepted...

Remember to put your name and address on anything you send to us (if your photo and letter get separated, you're doomed to an eternity in limbo), and if you want them back, make sure you include an SAE.

The Ultimate Player!

ONE PERSON EACH MONTH WILL BE THE CHOSEN ONE. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

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We go full **THROTTLE** with this guide to Acclaim's face-ripplingly **FAST** sci-fi **RACING** game!

Written by Andy McDermott

EXTREME G

RANA



COLOUR: CYAN WITH RAINBOW STRIPES

WEAPON: PULSE CANNON

LIKE RAZE, RANA IS VERY FAST ONCE IT GETS GOING, BUT TAKES LONGER THAN SOME OTHER BIKES TO REACH TOP SPEED. THOUGH NOT AS MANOEUVRABLE AS RAZE, IT HAS A STRONGER SHIELD – ITS PULSE CANNON IS A BIT WIMPY, MIND YOU!

RAZE



COLOUR: BLUE AND RED

WEAPON: LASER

ALTHOUGH IT'S ONE OF THE FASTEST BIKES, RAZE'S SLOW ACCELERATION MEANS IT TAKES A WHILE TO GET THERE, DURING WHICH TIME ITS WEAK SHIELD LEAVES IT EASY PREY FOR OTHER RACERS! IT MAKES UP FOR THIS BY BEING GOOD THROUGH THE TURNS.

KHAN

COLOUR: ORANGE AND YELLOW ZEBRA STRIPES

WEAPON: EXCEL CANNON

AS IN 'THE WRATH OF'! IT REACHES TOP SPEED IN NEXT TO NO TIME, HAS POWERFUL SHIELDS AND WEAPONS AND IS VERY HANDY THROUGH EVEN THE TORTUOUS URBAN CANYONS OF CITY 2. IT'S GOOD FOR BEGINNERS, AND PRETTY HANDY FOR EXPERTS AS WELL.



Grimace



Colour: Purple
Weapon: Laser
An excellent all-rounder, Grimace's only weaknesses are its feeble weapon and the fact that it's not as nimble on its wheels as most of the competition. Apart from that, it's a worthy choice for vehicular mayhem.

Appolyon



Colour: Red and blue
Weapon: Pulse cannon
Coolest-looking of the standard bikes, and ideal for speed kings with its frightening acceleration and top speed. It's not that good through the corners, so precise control is essential, and it's only average ion terms of weapons and defence.

Neon

Colour: Blue
Weapon: Laser
Even better than Roach, Neon is won by beating all 12 tracks at maximum difficulty. If you're up to the challenge, it's well worth it – not only is Neon the coolest bike you'll ever see, but it can leave all competition sucking your dust!



Mooga

Colour: Green and yellow camo
Weapon: Pulse cannon
Okay, so Mooga may be a bit sluggish, and handle like a spherical cow. But that's not what it was built for. Mooga is basically a tank – it can shrug off attacks and barge other bikes aside with its powerful shield. Ideal for battle games!



Roach



Colour: Brown
Weapon: Excel cannon
First of the hidden bikes, Roach is won by completing all 12 tracks in the Extreme Contest. It scores top marks in all areas, and the only thing better on two wheels is the second secret bike, Neon! If you can't win using Roach, there's something wrong with you!



Jolt

Colour: Turquoise
Weapon: Excel cannon
High speed, average handling, low acceleration – Jolt is only really useful if you're aiming purely for fast laps and don't plan on getting too mixed up in the barneys going on between the other riders.





Maim

Colour: Green
Weapon: Laser
No hanging about with this bike – Maim has awesome acceleration, and a pretty impressive top speed. The only problem is a weak shield, which can bring your speed crashing down if you get too often.



Unlimited Turbos

Enter NITROID to give yourself an infinite supply of turbos.

Extreme Mode

Enter XTREME to boost the speed at which the game runs even further!

Weapons

Enter ARSENAL to get more weapons than you can humanly handle.

Billy Ocean Mode

Enter ANTIGRAV for some racin' on the ceiling!

Rolling Stones

Enter ROLLER to turn all the bikes into rolling rocks.

Fisheye Mode

Enter FISHEYE to put a distorting lens on the 'camera' for that Shining effect!

Skid Mode

Enter BANANA to make the track ultra-slippery.

New View

Enter MAGNIFY to make everything a lot bigger.

Cheats Always Prosper

Codes galore for Acclaim's excellent futuristic racer! To get any of them to work, in Contest mode go to the name entry screen and put in the codes. Press Start to enter them – you should hear a musical chord. To switch them off, just enter the name again.

Invisible Bikes

Enter STEALTH to make all the bikes invisible, leaving only their shadows and weapons pods.

PlayStation Mode

Enter UGLYMODE to turn your N64's graphics into a very convincing PlayStation simulator!

Wireframe Mode

Enter WIRED to play the game in wireframe mode, with no textures or walls whatsoever.

Transparent Track

Enter GHOSTLY to make all the polygons in the track transparent.

The following super-codes have to be entered on the password screen, rather than the name screen.

Neon Bike

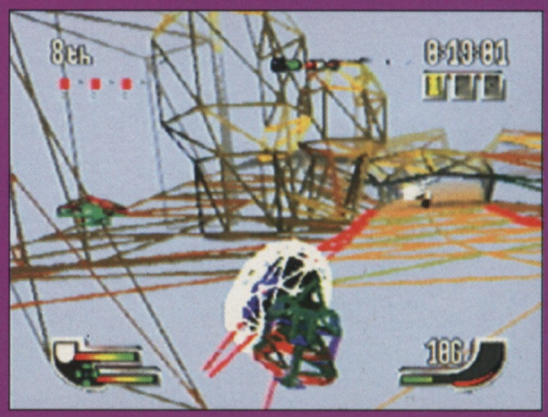
To ride this superbike, normally only accessible by winning all the races, and open up all the regular tracks, enter 61GGB5.

Ultra Password

If you want to get absolutely everything on a plate, including the two secret bikes and the hidden track, enter 81GGD5 on the password screen.







DESERT TRACKS

DESERT 1

From the start, it's a straight blast into the glare of the sun until you reach a pair of ramps. Behind the first ramp is a power-up – if you make a sharp left turn after passing the ramp, you'll grab it. Strange statues line the track, but there's nothing that will affect you until you reach the yellow grid that marks the entrance to the pits. If you need to top up your energy, duck left into the pit lane, otherwise take the right fork and carry on.









ER... HELLO, IS THAT THE AA? UM.. MY BIKE APPEARS TO BE ON FIRE. AM I A MEMBER? NO. OH DEAR...

The first tunnel is a good place to use a nitro – it's nice and straight, and as long as you can stay away from the walls a lot of time can be made up. If you stay to the right you can collect an energy power-up as well.

Once you emerge from the tunnel, you reach the only really tricky part of the track, a set of sharpish zigzag turns. It's possible to flick straight through these if you've got one of the more manoeuvrable bikes, but you can usually expect to clip the edges of the track. Nothing to worry about, though!

Once through the turns, chequered markings will warn you of an approaching gap in the track. As long as you're going at full speed, or close to it, you'll sail across with no problems. If you fall in, don't panic – you'll be put back on the far side in a few seconds.

After that, there's another short tunnel and a few reasonably tight bends before you reach the start again.

DESERT 2

Right after the start is a set of red exhaust vents that will give you a free nitro boost – make the most of it and try to get ahead of the opposition! There's a jump soon after it, so put the hammer down– not that you should be doing anything else at this stage!

On the far side of the jump is a long cavern. Despite its undulating floor, it's still a good place to fire off a nitro to get ahead of the pack. Get ready for a surprise at the end, though – the road drops away to plunge you almost vertically downwards into a ravine! At the bottom is a sharp U-turn that sends



THE RED FLAME-LIKE FEATURES ON THE TRACK LOOK DANGEROUS, BUT ACTUALLY GIVE YOU A VALUABLE SPEED-BOOST.

DESERT 3

Right after the start, there's a ramp that will flip you over a roadway, but you can avoid the ramp and go under the road if you want – there's no real advantage. The road beyond has a central divider, another ramp and another stretch of intermittent dual carriageway. After you pass under the wings of the grounded spaceships and a set of steam-spewing pipes, you'll face a choice of directions, heralded by blue road markings. The high road is the most straightforward choice, with nothing to challenge anyone. Alternatively, the low road features a jump over some polluted water before joining back up with the other road.



"FREE... FREE AS A BIRD..!" TAKE A RAMP FOR A SPECTACULAR AERIAL VIEW OF THE TERRAIN

you right back up the other side. If you didn't use a nitro in the canyon, this is also a good spot to make up lost ground.

A short tunnel leads into a long right-hand bend. Get ready to make a sharp left turn when you emerge, as there's a fork in the track here, and the left route is a lot faster. If you missed the turn, you'll go through a pair of metal tubes (where you can ride the bike right up onto the ceiling) before hitting another nitro vent which will propel you into another tunnel where the forked rejoins.

If you take the left-hand route, you'll pass through the skeletal ribcage of some kind of large beast and a couple of sharp corners before rejoining the other track.

At the other end of the tunnel is another fork, but this time both routes are more or less the same. Whichever way you go, you have to leap a gap in the track, so keep accelerating!

After the tracks rejoin, there is another tunnel, this one rather narrow. Just stay away from the walls, and a final right-hander will bring you back to the start.







A stretch of twisting but fairly unremarkable blue road follows, until you reach the track's main feature – a double corkscrew! Bikes behind you often use this stretch to fire a static pulse as there's little room to dodge, so listen out for the distinctive sound of an incoming EMP burst!

After the corkscrew is another ramp. If you avoid it, the road then continues round to a very narrow tunnel. If you don't enter it on the middle of the road, you're going to spend several seconds pinging off the walls! Jump the ramp and pull right, and you'll end up on a stretch of orange roadway which leads to the tunnel – this way is slightly shorter, but you have to negotiate a jump over a chasm en route. A couple more dead starships then span the track, which wends its way back to the beginning.









CITY TRACKS







COLLIDING WITH STATIC OBSTACLES (LIKE THIS BARRIER) PRODUCES A GLOWING NIMBUS AROUND THE BIKE. HOW NICE!



CITY 1

A huge drop into a smog-shrouded *Blade Runner* city is the first thing you'll see on this track, followed by an equally huge switchback rise that takes you into a long metal tunnel. At the end of the tunnel is a stretch of road dotted by ramps; you can go down either side, but be careful not to hit any of the streetlights that run down the central divider!

A pair of massive loops await at the end of the road. Both routes are the same, so pick the one with the least traffic as they are quite narrow. A ramp at the end of the loops will pitch you back onto another dual carriageway. If possible, try to end up on the left hand lane, which gives you a slightly better angle as the road narrows to one lane – with a wall blocking the closed route! No cones here...

The road then rises, with some tight turns, to another fork. The right hand route is fairly straight with a couple of power-ups to collect, while the left fork is narrower and a bit harder to get around, with only a lonely energy power-up to grab.

After that, it's just another sharp right-hand turn before you're back where you began.

CITY 3

After the start, the track narrows sharply as you weave through buildings, so expect a lot of jostling for position. A short hill leads to a split in the track; the right hand route (marked with orange and yellow squares) sends you though a nitro vent for a little extra speed, while the lower route also has a nitro vent at its start, but runs the risk of sending you head-first into the giant concrete pillars holding up the top road!

The road then twists through a scrapyard before splitting again. Dropping down into the underpass is nice and straightforward, though the upper route isn't much more complex..

Beyond that is yet another fork! The left hand lane is simple enough, passing under a large building before emerging onto a corkscrew that leads to a sharp left back to the start. Go right though, and you'll rocket up a steep ramp (a nitro is useful here) onto a length of road blocked at the far end by burnt-out buses! Just head through the gap in the middle and you'll plunge back onto the main road just before the corkscrew. The left route is definitely quicker, but if you want to live out your *Mad Max* fantasies, go up the ramp!



KEEP AN EYE OUT FOR THE ROAD-SUPPORTS, AS THEY CAN SLOW YOU DOWN.











City 2

A series of sharp zigzags with little room for defensive driving start this course, so clear the lanes ahead by blasting the opposition with everything you've got! A long tunnel curves around to the left before spitting you out in a grim concrete canyon. Huge abutments stick out into the road, helpfully marked by yellow and black warning stripes. Make sure you're on the left of the track when you reach the first one, stay there for the second, then make a hard jink right to dodge the third. It's not over yet – there's one more to go, so make a hard turn back left to miss the last and you're back on the open road.

The track divides soon after. The top route has an energy power-up and a weapon, and the low road has the same but in reverse order. The tracks are both the same length, so take whichever one you want.

A hard left turn will take you through the centre of this track's loop – don't worry, you'll get a go on it soon enough! Before then, the road rises sharply before pitching you abruptly down into a tunnel, then back up again. Hold onto your lunch! A right turn then drops you down again into another tunnel full of a weird green smog. A couple more sharp right turns alongside some buildings then leads onto the orange loop. Just go full throttle, making constant adjustments to your course to avoid clipping the kerbs. Beyond the loop is a ramp over a gap, then a couple of gentle turns back to the start.



This is one of the massive loops that you'll find on some of the tracks. As there are no obstacles on it, it makes a good place to launch a missile attack.











MINES & CANYONS TRACKS

Mines And Canyons 1

After passing under the outstretched bucket of a JCB, you get the choice of taking the left or right lane down some dual carriageway. If you aren't happy with your choice, you can vault over the central reservation! More JCBs and a flock of bats lead into a rising chessboard roadway, which ducks into a tunnel. There's a jump over a gap which can catch you by surprise, and the road on the far side is very narrow, so make sure you go down the centre!

A red road with a couple of *Total Recall* boring machines continues through the tunnel, before a nausea-inducing series of orange dips and bumps brings you back into the open. Another short length of dual carriageway curves to the right before opening onto a corkscrew, which leads to a left-hander with a jump at the end. Full speed ahead! After that, it's just a short – lengthwise anyway, as it goes up and down like a hunchbacked snake – cruise back to the start.







Oh my God, it's the huge drills! That means the dentists are coming! Who will save us? (Where's Arnie?)



Mines And Canyons 2

Rusting girders span this track – luckily none of them pose any threat to your head. A long black and yellow road curves upwards through the tunnels, tilting from side to side – a stomach-turning effect not helped by the fact that the supports holding up the cave roof are all askew! A long white cave then drops gently back down to a short two-lane stretch, which is abruptly curtailed by the track being chopped to a single, sharply rising lane. If you aim towards the centre of the track





Mines And Canyons 3

The hardest and most annoying track in the game, by miles! Unlike the others, this has large sections where the walls have no guards, so the slightest slip will plunge you into the lava below and cost you a lot of time.

A few gentle curves are no preparation for the entrance into the first lava cave. Even at low speed, it's incredibly easy to miss the right-hander and fly straight off the track, so be warned! You'll get a brief respite when you reach a section with railings, but when you reach the blue











THIS TRACK IS RIDDLED WITH LARGE ROCKY THINGS THAT HANG FROM THE CEILING (YES, I KNOW THEY'VE GOT PROPER NAMES, BUT I ALWAYS GET MY 'MITES' CONFUSED WITH MY 'TITES').

when you reach the second central divider, you shouldn't have any problems.

As you shoot up the rise, boulders bombard the track. Some of them pass very low, but you'd have to be incredibly unlucky to be scraped by any of them. It's a lot easier to run into the girders shoring the tunnel roof, so keep away from the walls. A long drop then heads back underground with some very tight corners before you reach a fork. Once you reach the blue and white section of track, stay on the right if you want to go up the orange ramp – this will propel you into a small side tunnel which can save you a little time, although you've got to aim left when you reach the ramp at the end to be sure of dropping back onto the main track. Alternatively, by just staying on the road you can reduce the risk with a small time penalty.

It's back into the tunnels again, so make sure you avoid the stalactite blocking the centre of the track before flooring it and emerging into the open. The blue sky comes as a great contrast to the rest of the level, so make the most of it! You only have a few seconds in the clean air before you cross the start/finish line again.







section of roadway you're on your own again. If you try to go up the embankment to pass any bikes on the hard left-hander, make sure you're back on the road before the road straightens out or you'll be back in the lava again.

A loop looks like it provides some safety, as it takes you away from the lava, but the other end cruelly emerges into another lava cave! Luckily, once you reach the concrete curve at the far end you'll have a little respite – for a while.



Once out of the curve, accelerate to full speed and you'll blast through an incredibly tight loop – and find yourself racing along the ceiling! You'll then crest a rise and drop back into another cave. Although the sides of the cave are red-hot, you can drive over them at the cost of some speed. Another banked curve, this one to the right, brings you into a similar cave – be careful here, as only one side of the track has rails and you can still skid off the right kerb. A third banked corner heads left, then it's another length of 'keep left' semi-railed road, a left-hand embankment and yet another lava cave. At the end of the cave is a very narrow jump over a volcanic vent – ramming speed, Mr Christian!

On the far side, it's now the left edge of the road you have to avoid, a task made harder if there's any other traffic on the road as they will fight desperately to get higher up the embankment and barge anyone below them into the lava. Once through the curves, a *seriously* confusing set of switchbacks gives you the only glimpse of sky you'll get on this level before sending you back into the Hadean environment below. There's still two more of those hateful rail-free lava caves to pass through before the final part of the track. If you're now completely lost about which direction you're going, don't worry, it looks like the programmers were too! A shimmering warp will send you back to the start.



VRRROOOOOOM! PREPARE TO ENTER... THE GREEN WARP ZONE! WHERE EVERYTHING IS DIFFERENT, EVERYTHING IS STRANGE, EVERYTHING IS... GREEN.

SPACE STATION TRACKS

Space Station 1

An embankment wall curves hard left after the start – try to stay on the flat road at the base to claim the first power-up. A sharp incline then brings you onto a split piece of road. The left-hand side is marginally easier to transverse, as the road is only on a single level, as opposed to the jump you need to cross on the right. Taking the left-hand route also avoids a sharp turn to avoid a wall where the route reconnect.



An easy jump drops you onto another embankment, which curves left before dropping you vertically down into a Death Star-style trench, complete with tumbling meteors, and sending you back up the other side. You'll pass the Hubble Space Telescope on your right as you go over the top! A long and gently curving flyover leads you into a humungous orange loop, which deposits you on another split roadway. Both sides are much the same this time, though.

More meteors bombard the track as you zoom up a long yellow flyover, before heading back down to Earth, or wherever, and the start.









WEIRD ASTEROIDS FLY ACROSS THIS TRACK - THEY SHOULDN'T BE MUCH OF A PROBLEM THOUGH, AS THEY SELDOM COME CLOSE ENOUGH TO STRIKE YOU.

Space Station 2

Funky purple skies mark this level, which takes you through a techno city. Twisting curves mark time until you enter a bizarre shimmering blue region, with a fork immediately beyond the entrance. Both routes criss-cross soon after, so watch out for T-bone collisions at the junction! They emerge and rejoin soon before leaving the zone of wibbling blueness, where a pair of ramps occupy the centre of the track. If you're not going at full speed when you hit them you'll fall into a bloody big hole, so take the safe choice and skirt around them.

After wibbling blueness, what could follow but wibbling, er, turquoiseness? The road splits again just after you enter, with corkscrewing tracks on both routes. You can't fall into the gunk below, so don't worry about getting close to the lower edge of the road. Leaving the turquoise zone, you pass under a big pipe thing, then round a long left-hander to a pair of forked loops. The roads are the same whichever route you take, so go with the flow and take whichever feels right.

After that, you get to enter the zone of wibbling redness. Going right after entering will send you up a flyover and over some useful nitro vents, while the left-hand option has nothing of real interest. You might as well snort the nitro and get all the speed you can!

Once you're out of the red zone, it's just a straight hop, skip and jump to the familiar chequered environs of the start.



OOH LOOK... TWO MISSILES WITH BUILT-IN HEADLAMPS! NOW YOU CAN BLOW UP PEOPLE IN THE DARK! ISN'T THAT JUST SOOOO USEFUL?









Space Station 3





Some space station! It's full of green grass, forests and blue skies – it must be one of those really enormous ones beloved of science fiction that would probably cost the GNP of the entire world to build, and then nobody would be able to afford to go because we'd all be broke. Apart from Bill Gates.

Anyway, immediately after starting you'll find yourself upside down, with high-tech buildings and what looks like the castle from Space Disneyland above you. You'll quickly loop back to the ground, where a small flotilla of flying saucers will cheer you on. A yellow brick road leads gradually upwards past domed living quarters into a fairytale forest. If you're in traffic, this bit can be annoying as the road narrows a lot the further along it you go. Everything seems idyllic, until you suddenly flip 180° and find yourself back in sci-fi land, with what looks like part of the set of *Event Horizon* pulsing away ahead of you!

The track loops upwards and back on itself before re-emerging at the foot of the grassy knoll. A ramp occupies the left side of the track – take this and you'll be lobbed onto a higher track. Dodge it, or fail to reach escape velocity at the summit, and you'll wind up in a chevron-lined tunnel before emerging in a park. If you take the higher track, you jet down a high-tech corridor before getting a boost from a nitro vent and falling back onto the lower course.

The park takes on a bit of a tropical feel, with palm trees running alongside the road as it leads into a banked turn. Just when you think everything's almost normal again, there's an unexpected (and entirely pointless) plunge in and out of a hole in the road (damn builders!) before a leisurely cruise, with more flying saucers checking you out, back to the beginning.



THE WHOLE PLACE IS TURNING UPSIDE DOWN! PREPARE TO LOSE YOUR LUNCH!







Bonus Track

Bit of a disappointment, this. After battling through the whole game, you'd expect something a bit more spectacular as your reward!

The track runs clockwise along the shore of a small tropical island, with no really noteworthy track features. It's really just an excuse for shooting up the other riders, and to this end it has a plentiful supply of power-ups. Just race... and shoot!

How do you reach it? Well, the hard way is to win the game on the hardest difficulty level using one of the standard bikes. The easy way is to cheat by using the password in this issue's Cheat Central!



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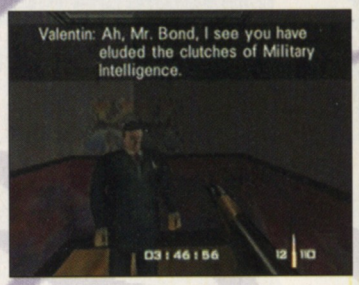
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GOLDENEYE

Written by Roy Kimber

We reach the **CLIMAX** of James Bond's **GREATEST** adventure in the **FINAL** part of our world-dominating *Goldeneye* solution! From Russia to Cuba, and then onto the **SECRET** Moonraker launch site and the temples of **EGYPT**, we give 007 all the **VITAL** information he needs to **COMPLETE** his mission!





VALENTIN
FAT BLOKE VALENTIN IS ACTUALLY A HELP RATHER THAN A HINDRANCE IN THIS MISSION AS HE BUYS YOU MORE TIME. OF COURSE, YOU COULD JUST DECIDE YOU DON'T NEED MORE TIME AND BLOW THE TUBSTER AWAY INSTEAD!

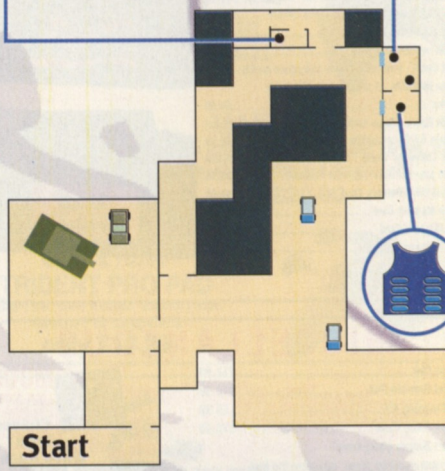
GRENADE LAUNCHER
NOT QUITE AS DEADLY AS A ROCKET LAUNCHER, BUT NOT BAD ALL THE SAME. THIS HANDY WEAPON IS IN THE OLD BUILDING WITH THE BROKEN WINDOWS NEAR THE START.

SECRET AGENT, 00 AGENT

CONTACT VALENTIN

Valentin may have some information on Ourumov. You'll need to meet with him in the abandoned building down an alleyway near the start. As well as giving you information, Valentin will also arrange to have Ourumov 'detained' for a while, giving you more time to catch up, so it's a good idea to talk to him even if you're playing in Agent mode. Watch out for soldiers though, as they are likely to attack you while you are talking to him.





VALENTIN IN HERE
ONLY THE BEST FOR THE TOP MEN IN THE RUSSIAN MAFIA – THIS IS WHERE YOU MEET VALENTIN. HARDLY A FIVE-STAR HOTEL, IS IT? THINGS HAVE REALLY GONE DOWNHILL SINCE THE OLD DAYS OF ASTON MARTINS AND MARTINIS...

AGENT, SECRET AGENT, 00 AGENT

PURSUE OURUMOV AND NATALYA

As you only have a short amount of time to find Ourumov and Natalya, you'll need to move through the streets fast. The tank near the start offers a handy method for getting from A to B while at the same time running people over – but watch out for mines!



AGENT, SECRET AGENT, 00 AGENT

MINIMIZE CIVILIAN CASUALTIES

No scientists here – just civilians. Rather helpfully they are all dressed in red jumpers (and they're all male) so they are easy to spot. As you did (or should have done) with scientists on previous missions, don't shoot them. The problem is, they have an unfortunate habit of running towards you and throwing themselves under the tracks of the tank...

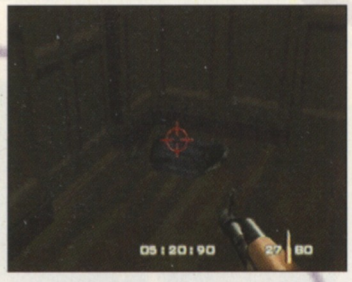


IN TANK
THE TANK CERTAINLY LOOKS IMPRESSIVE, AND CARRIES A LOT OF FIREPOWER. HOWEVER, IT'S FAR TOO EASY TO RUN OVER CIVILIANS WHILE DRIVING IT. IT'S BEST TO TAKE THE TANK ABOUT AS FAR AS THE FIRST GROUP OF MINES AND THEN PROCEED ON FOOT FROM THERE. KEEP MOVING, AND YOU SHOULD MAKE IT TO THE END WITHOUT MUCH TROUBLE.

ST PETERSBURG, CIS

PART 3:
THE STREETS





EXIT

MINES
THE MINES WHICH BLOCK THE STREETS IN VARIOUS PLACES ARE DEADLY TO THE TANK, BUT CAN BE EASILY PASSED ACROSS ON FOOT. THE TANK GUN WILL DESTROY THEM, BUT THIS TAKES UP VALUABLE TIME. TIME FOR A BRISK STROLL PERHAPS?



BODY ARMOUR
THERE ARE TWO SETS OF BODY ARMOUR ON THE MAP, THE FIRST NEAR THE START THROUGH A BROKEN WINDOW INTO A DILAPIDATED BUILDING, THE OTHER LYING BY THE SIDE OF THE ROAD NEAR THE END. IT'S BETTER TO AVOID THIS SECOND SET AS THE ROUTE TO IT IS RATHER DANGEROUS.



ROCKET LAUNCHERS
YOU'LL FIND ROCKET LAUNCHERS AT TWO LOCATIONS – UNFORTUNATELY, THEY'RE IN THE POSSESSION OF SOME RATHER UNFRIENDLY ENEMY TROOPS SO YOU'LL NEED TO 'PERSUADE' THEM TO RELINQUISH CONTROL.







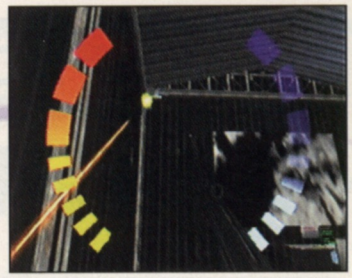
ROAD BLOCK
THE ENEMY HAS, RATHER CUNNINGLY, PLACED CARS ACROSS THE ROAD AT INCONVENIENT POINTS TO SLOW YOUR PROGRESS. FORTUNATELY THE TANK CAN JUST PLOUGH STRAIGHT THROUGH THEM. BEWARE THOUGH, AS WHEN THEY EXPLODE THEY CAN BE HARMFUL TO YOUR HEALTH.

MISSILES!
AT CERTAIN POINTS IN THE STREETS YOU'LL MEET RATHER DANGEROUS CHAPS WIELDING MISSILE LAUNCHERS. KEEP MOVING TOWARDS THEM AND THEY WON'T BE ABLE TO BRING THEIR WEAPONS TO BEAR ON YOU (THAT'S IF YOU'RE ON FOOT – IF YOU'RE IN THE TANK YOU MAKE A SLIGHTLY BIGGER TARGET AND YOU'LL HAVE TO TAKE THEM OUT FAST).

ST PETERSBURG, CIS

PART 4:

MILITARY DEPOT



00 AGENT

DESTROY ILLEGAL ARMS CACHE

One of the warehouses contains an arms cache, guarded by three soldiers. Take care of the guards and you'll then be able to pick up the weapons from the tables and destroy the stuff in the crates. Just make sure you don't get caught in the resulting explosions.

SECRET AGENT, 00 AGENT

DESTROY THE COMPUTER NETWORK

The computer room is guarded by soldiers and a rather annoying drone gun in the rear left-hand corner. Take out the soldiers first, while staying behind the metal crates out of sight of the drone gun, then carefully pick off the gun with a long-range weapon (the rocket launcher from the arms cache might be handy). When you've done this, trash everything remotely computer-related in the room, including the huge map screen.

SECRET AGENT, 00 AGENT

OBTAIN THE SAFE KEY

The helicopter blueprints are in a safe near the end of this level, but the key to the safe is in the computer room on a table. Or at least it was before you started blowing the place to hell. Now you'll just have to look on the floor for it, won't you?

SECRET AGENT, 00 AGENT

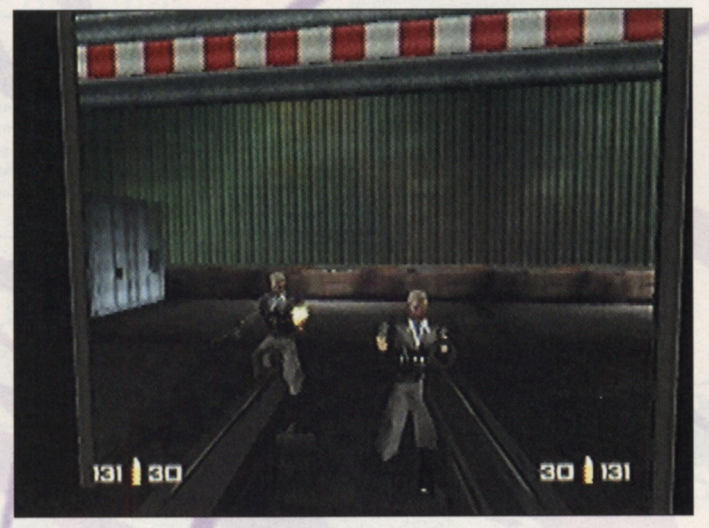
RECOVER THE HELICOPTER BLUEPRINTS

Easy. Just find the room with the safe, and open it with the key. What could be simpler? Keep an eye out though for soldiers who might decide it's a laugh to follow you up the stairs and shoot you in the back.

AGENT, SECRET AGENT, 00 AGENT

LOCATE TREVELYAN'S TRAIN

Finding the train is easy, you'll see it behind the fence near the old station building. How do you get to it, though? The large warehouse on the other side of the tracks looks promising...







SOLDIERS

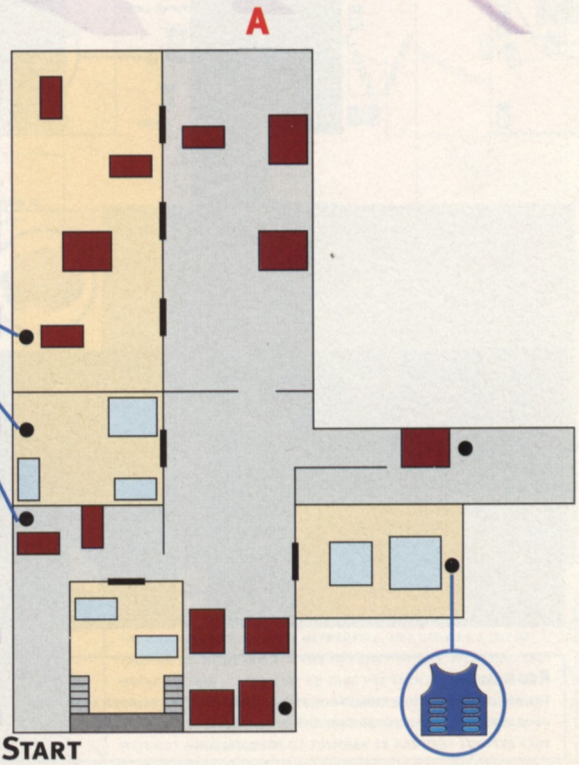
THE SOLDIERS ON THIS LEVEL ARE A LITTLE MORE INTELLIGENT THAN YOUR AVERAGE GRUNT. THEY GATHER OUTSIDE THE DOORS TO THE WAREHOUSES AND WAIT FOR YOU TO COME OUT. THIS WOULD BE A GREAT TACTIC, IF YOU WEREN'T CARRYING TWO MACHINE GUNS – DIE SCUM!



BODY ARMOUR

THERE'S MORE BODY ARMOUR ON THIS LEVEL THAN YOU'D FIND IN A SWAT TEAM'S LOCKER ROOM. TRY TO REMEMBER WHICH ONES YOU'VE PICKED UP THOUGH, AS YOU'LL WASTE TIME RUNNING AROUND LOOKING FOR IT OTHERWISE.







Safe house

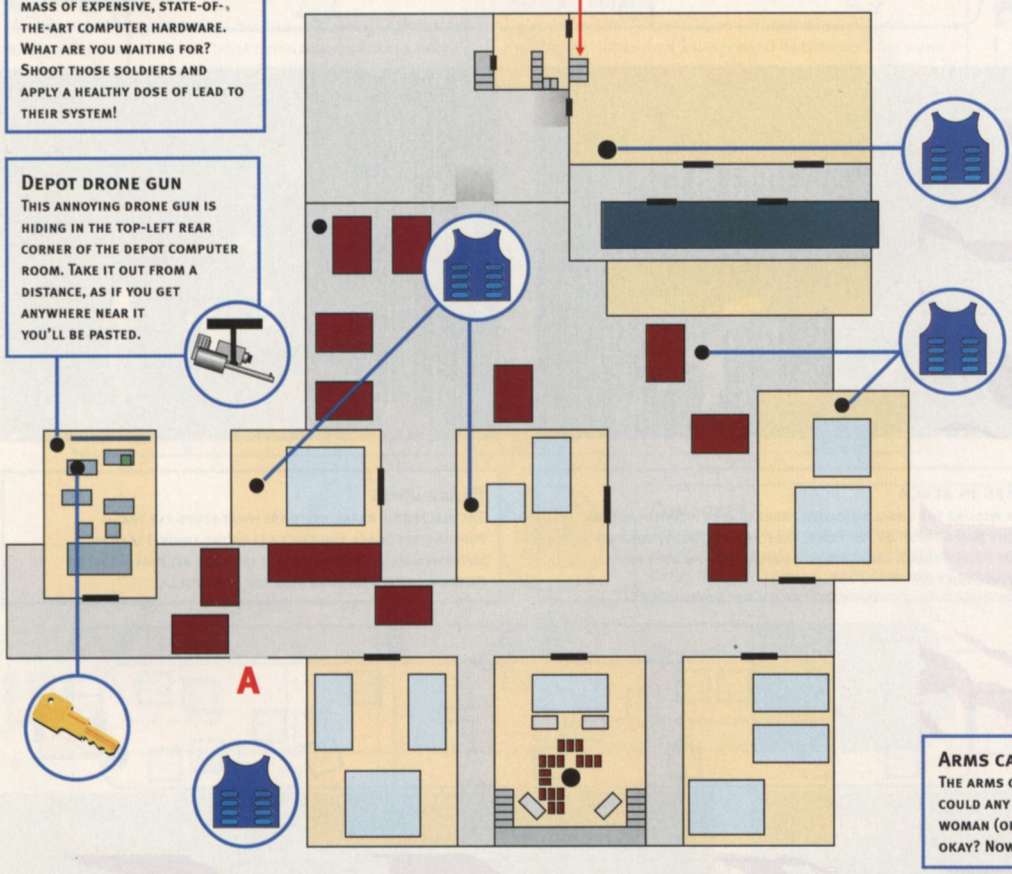
This is the house where the safe is kept – which makes it the 'safe house'! (I know, I know, but look, it wasn't my joke, okay?)





Computer room

The computer room contains a mass of expensive, state-of-the-art computer hardware. What are you waiting for? Shoot those soldiers and apply a healthy dose of lead to their system!



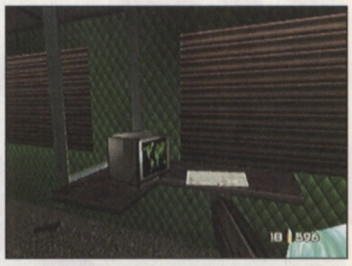
Depot drone gun

This annoying drone gun is hiding in the top-left rear corner of the depot computer room. Take it out from a distance, as if you get anywhere near it you'll be pasted.



Train guard

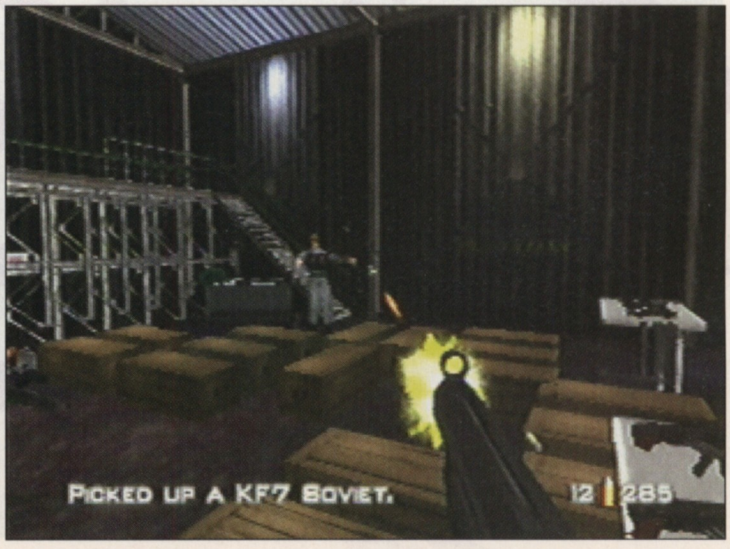
You've finished all your objectives, you've found the train, you go to board it, and... there are guards inside! Bugger! I haven't even bought a ticket! Kill 'em all!



Arms cache

The arms cache! Missile launchers, heavy machine guns – what more could any budding secret agent need? All right, maybe a fast car, and a woman (or a man, depending on your preference) but they're not here, okay? Now get on with it and blow up all those brown crates!





ST PETERSBURG, CIS

PART 5: MISSILE TRAIN

AGENT, SECRET AGENT, 00 AGENT

DESTROY THE BRAKE UNITS

I don't know. In the old days you'd just climb along the engine, hold the train driver at gun-point and get him to stop the train by pulling a big lever. These days you've got to destroy electronic braking units in each carriage. I ask you, where's the fun in that? Oh well...

AGENT, SECRET AGENT, 00 AGENT

RESCUE NATALYA

Okay, how many times does this girl need to be saved? She's at the end of the train, and General Ourumov has a gun on her. He won't fire immediately, so edge your way into the carriage to the right until Ourumov is in line with Xenia Onatopp, and use the cross-hair to take careful aim at his head, then shoot him. As soon as you've hit him, try to hit Xenia, as this will give you more time to escape.

SECRET AGENT, 00 AGENT

LOCATE JANUS'S SECRET BASE

You don't actually need to do much for this, as Natalya uses the computer to find the location for you (assuming you didn't shoot her that is). You'll need to concentrate on finding a way off of the train.

SECRET AGENT, 00 AGENT

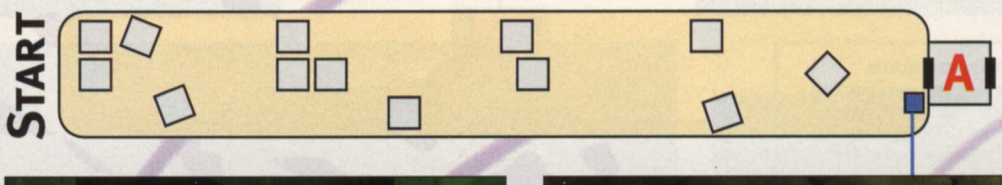
CRACK BORIS'S PASSWORD

Again, Natalya is the one who will do this, although obviously it'll take her longer than just locating the secret base. You'll need to keep an eye out for any guards who might still be roaming the train, whilst at the same time figuring out the escape route. Make sure you don't leave the train until Natalya tells you she's got the password though.

SECRET AGENT, 00 AGENT

ESCAPE TO SAFETY

To escape from the train you'll need to destroy the seals on the floor panel in the last carriage. Using bullets is slow and unreliable, so use the laser watch you got from Q. When Natalya says she's done, drop through the hatch. You'll need to run to the right to escape from the explosion, but troops to the left will be firing at you. If you have enough time when you leave the train, try to pick them off before you run for safety, otherwise you'll have to zigzag and hope they don't shoot Natalya.





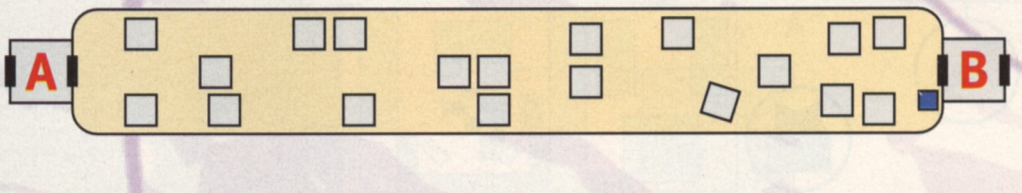


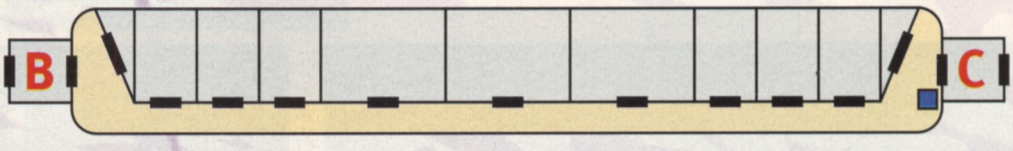
MEN IN BLACK

AS WELL AS THE USUAL SOLDIERS, THERE IS ALSO A CONTINGENT OF ELITE MIB GUARDS ON THE TRAIN. THEY'RE DANGEROUS, BUT THEY'RE NOT BULLET-PROOF. GOOD JOB YOU BROUGHT A GUN WITH YOU REALLY, ISN'T IT?

BRAKE UNITS

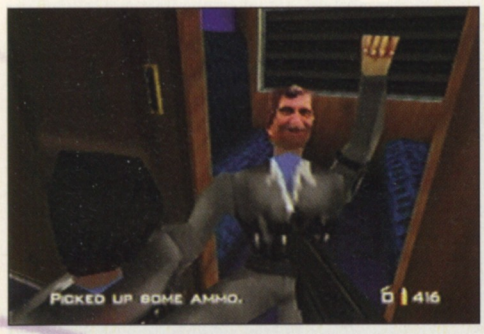
THE ELECTRONIC BRAKE UNITS ARE WHAT STOPS THE TRAIN. FORTUNATELY (SINCE YOU CAN'T GET TO THE ENGINE) THEY WILL AUTOMATICALLY STOP THE TRAIN IF THEY ARE ALL DESTROYED. BY SOMEONE WITH A MACHINE GUN, FOR INSTANCE...











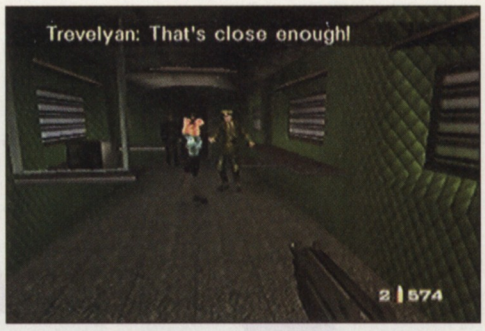
Hiding guards

As you pass through the train, you'll find that some of the carriage doors are locked. These often contain guards, so be prepared for an assault from the rear (ooer!)



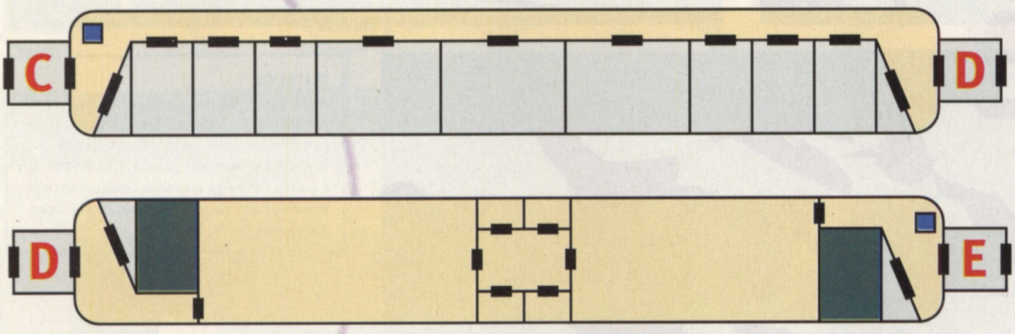
Sniping points

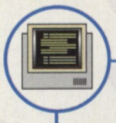
Cover on the train consists of both wooden and metal crates. The crates have a nasty habit of exploding (as wood often does) so try to use the metal ones where possible.



Natalya's capture

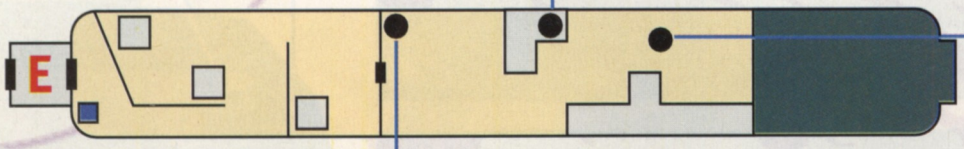
Pop quiz, hotshot. A terrorist has a hostage at gunpoint – what do you do, what do you do? (Oh, and you can't shoot the hostage this time!)





Computer

The computer on the train contains many of Janus's secrets. You'll need a computer expert to hack into it. Enter Natalya – if you haven't shot her by mistake that is...





Natalya's capture

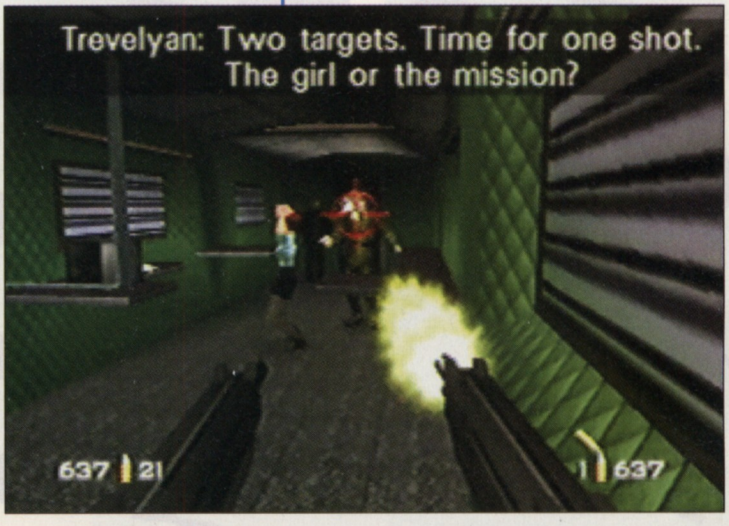
These cubicles are very useful places to duck into if you're being fired on from both directions.





Laser watch

The panel in the floor is welded shut. By a strange coincidence, you just happen to be carrying a watch with a laser cutting device in it. Is that Q telepathic or what?



Trevelyan's challenge

Trevelyan actually gives you a clue on how to leave the train. Perhaps he's not such a bad bloke after all. Then again, he has locked you on a train that's about to blow up... the git!

CUBA

PART 1: THE JUNGLE





AGENT, SECRET AGENT, 00 AGENT

DESTROY DRONE GUNS

These are portable versions of the really annoying automatic guns that you've already met in various installations. Fortunately, they are about as solid as an Airfix kit with no glue, and a few well-placed shots will take them out. Try to use the trees as cover and approach them from the side, as their sensor area is focussed in front of them. There are seven guns in all.

AGENT, SECRET AGENT, 00 AGENT

ELIMINATE XENIA

Xenia Onatopp confronts you around the area of the first bridge. She's armed with a rocket launcher and a pretty lethal machine gun, so keep clear of her, circling to avoid her fire, and blow her away.

SECRET AGENT, 00 AGENT

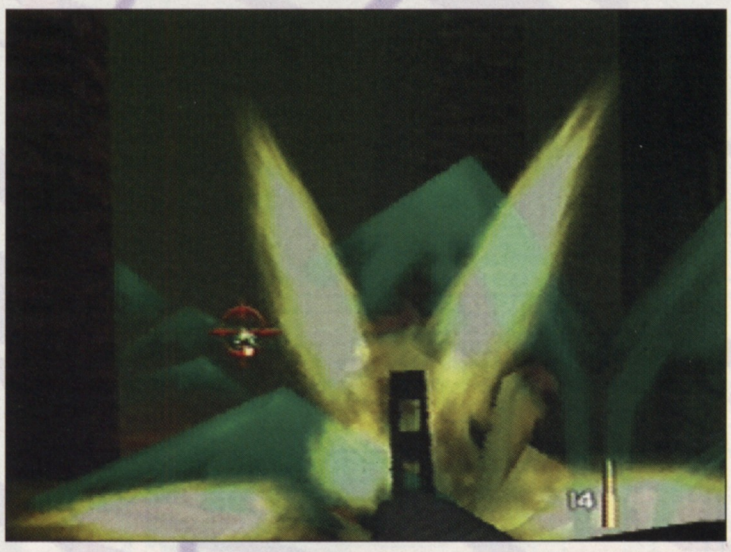
BLOW UP THE AMMO DUMPS

There is ammunition for Janus's forces stashed in a dump in one of the caves. Use Q's remote mines, or simply hammer the crates with your machine gun to destroy them. The trickiest bit is taking out the two drone guns guarding the dump.

AGENT, SECRET AGENT, 00 AGENT

ESCORT NATALYA TO JANUS BASE

This is fairly straightforward. Simply make it to the base without Natalya getting killed. The troops keep on coming, so take out as many as you can and dash into the base before too many more reinforcements arrive. Fortunately the guards will tend to concentrate their fire on you, but Natalya can still get hit by cross-fire, from either side.



NATALYA

ALTHOUGH SHE'S NOT TOTALLY HELPLESS, YOU'LL NEED TO KEEP AN EYE ON NATALYA TO PREVENT HER FROM GETTING KILLED. OCCASIONALLY SHE'LL DO SOMETHING USEFUL, LIKE TAKING OUT A GUARD WITH HER MAGNUM, USUALLY WITH SOME MACHO COMMENT. I THOUGHT THE HERO WAS SUPPOSED TO DO THAT?





STARTING POINT

YOUR PLANE LANDS (OKAY – CRASHES) IN THE DEPTHS OF THE JUNGLE. LUCKILY YOU'RE SITUATED NOT FAR FROM JANUS BASE – WASN'T THAT FORTUNATE?



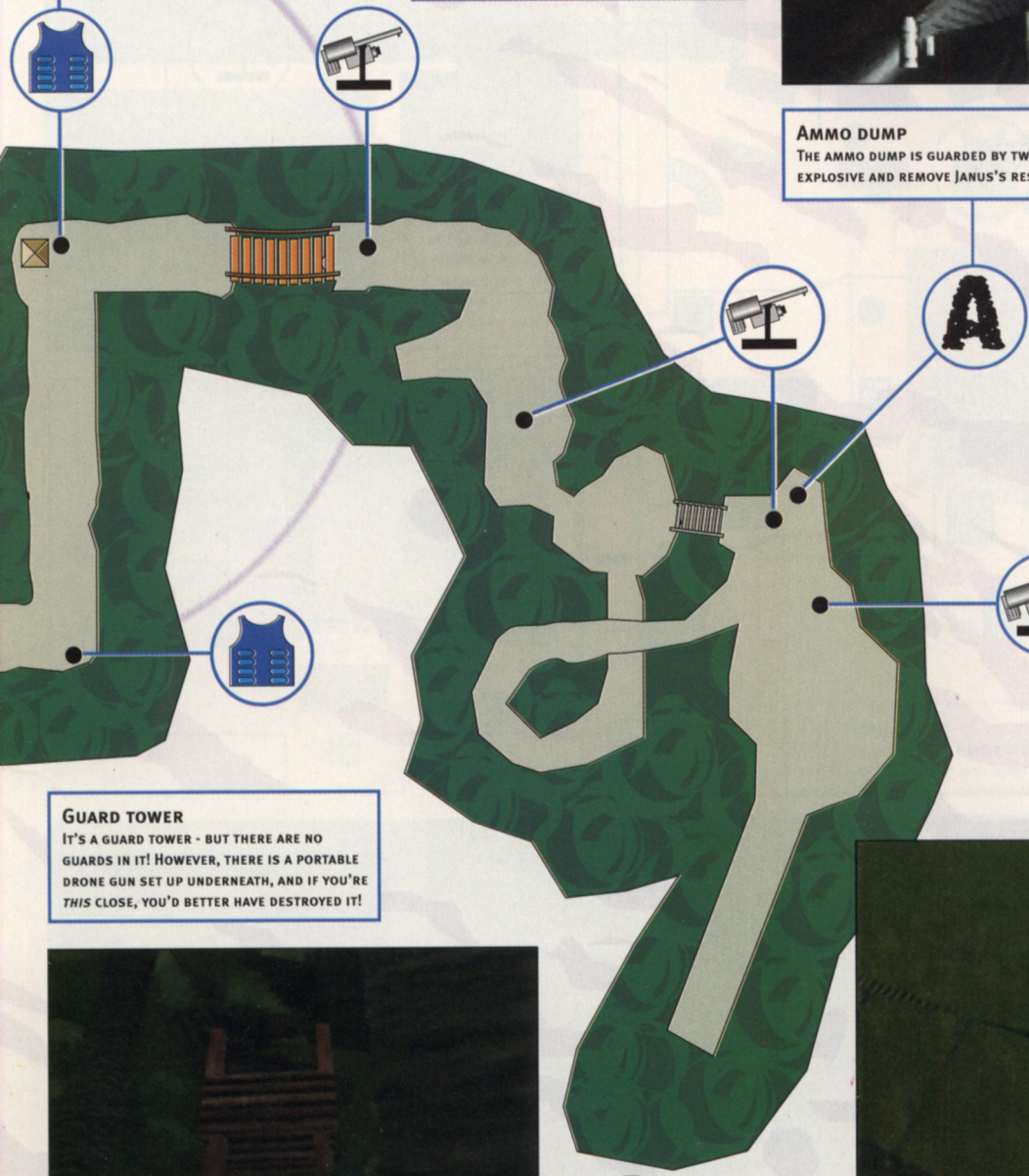




Body Armour
If you've noticed that there's a lot of body armour on this level, be assured it's for a very good reason! Stock up here before crossing the bridge to confront Xenia.

Woah! Extreme close-up
Soldiers abound in the jungle, and they rather unsportingly blend into the background in their camouflage gear. Fortunately there are plenty of trees for you to hide behind.

Ammo dump
The ammo dump is guarded by two drone guns (and several soldiers). Use something explosive and remove Janus's reserve ammunition supply.





Drone guns
Fast and deadly, these drone guns are more than a match for any would-be secret agent. Provided you come at them from the front, that is...

Xenia
The seductively-named Xenia Onatopp confronts Bond during this mission. This time there's no messing around – she's got to go (and I don't mean to bed!).

Guard tower
It's a guard tower - but there are no guards in it! However, there is a portable drone gun set up underneath, and if you're *this* close, you'd better have destroyed it!

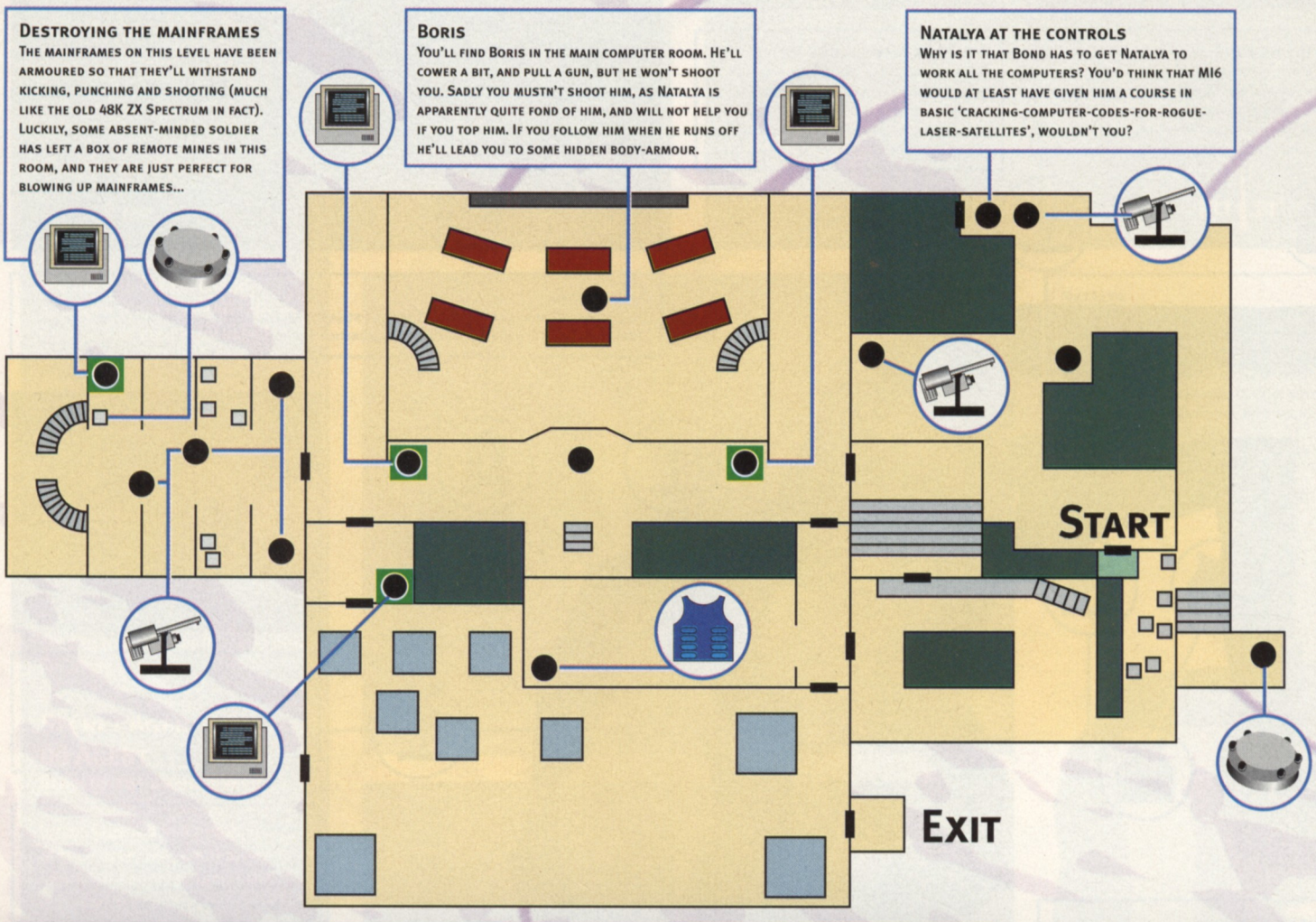




CUBA

PART 2:

JANUS CONTROL CENTRE



AGENT, SECRET AGENT, 00 AGENT

PROTECT NATALYA

Natalya needs protecting again (it's either that or rescuing, so you should be used to it by now!). You'll need to clear each area before you bring her in to deal with the computers. The first area is fairly small, and Natalya will be able to unlock one of the blast doors when you fetch her. The next area is much larger, so make sure you clear out everyone before taking the passage on the first floor to fetch Natalya.

AGENT, SECRET AGENT, 00 AGENT

DISABLE THE GOLDENEYE SATELLITE

Natalya needs to use the terminal in the middle of the ground floor computer room to reprogram the Goldeneye satellite. This will take her a while, and she will trigger an alarm (doh!), so you'll need to fend off the troops who will rush into the room from all sides and try to kill her. Oh, and make sure you don't get killed yourself, of course...

AGENT, SECRET AGENT, 00 AGENT

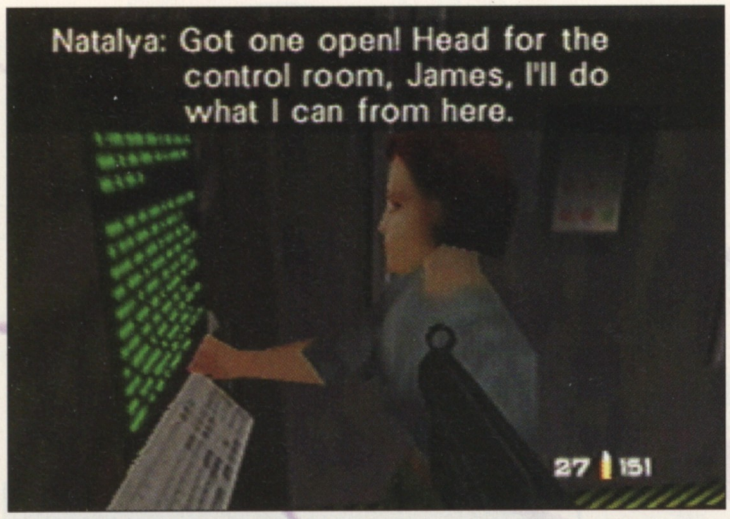
DESTROY THE ARMOURED MAINFRAMES

There are six heavily armoured mainframes dotted around the control centre, two on the first floor, the others on the ground floor level. They need to be destroyed with explosives. You can reach all but one of the ground floor ones before fetching Natalya, so place a remote mine on each of them before you get her, as afterwards there will be endless streams of soldiers to deal with. When Natalya is done with the computer, she will run off, and the security doors will be unlocked, so place the bomb on the last mainframe and make your way to the exit. The body armour in the locker room is useful for getting through the large warehouse-like area in one piece.

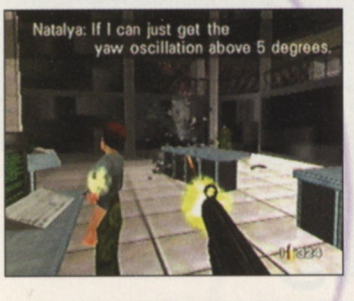


DETONATING THE MINES

THESE MAINFRAMES MIGHT BE TOUGH, BUT NOT THAT TOUGH! MAKE SURE YOU'VE PLANTED BOMBS ON THE FIRST FIVE MAINFRAMES BEFORE YOU GO FOR NATALYA, AS THINGS TEND TO HEAT UP AFTERWARDS MAKING IT MORE DIFFICULT TO PLANT THEM.

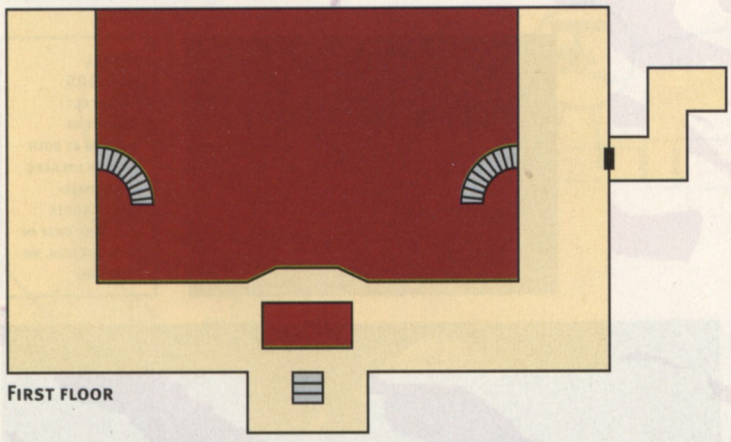




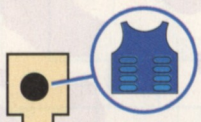


Protecting Natalya

When Natalya attempts to hack into the computer she sets off an alarm, sending soldiers pouring into the room, and you'll need to take care of them before they take care of her. If she was a half-decent computer whiz, she'd disable the alarm first, don't you think?

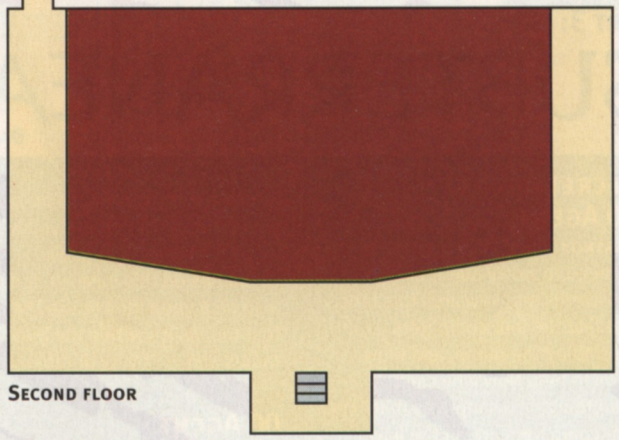


First floor



Body armour

This body armour is hidden in a room on the second floor. You'll need to duck down to get in through the concealed entrance.

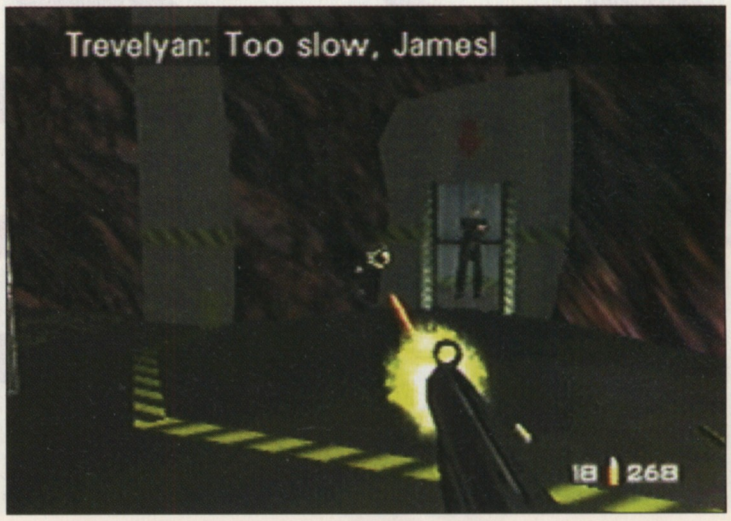


Second floor

Trevelyan in lift

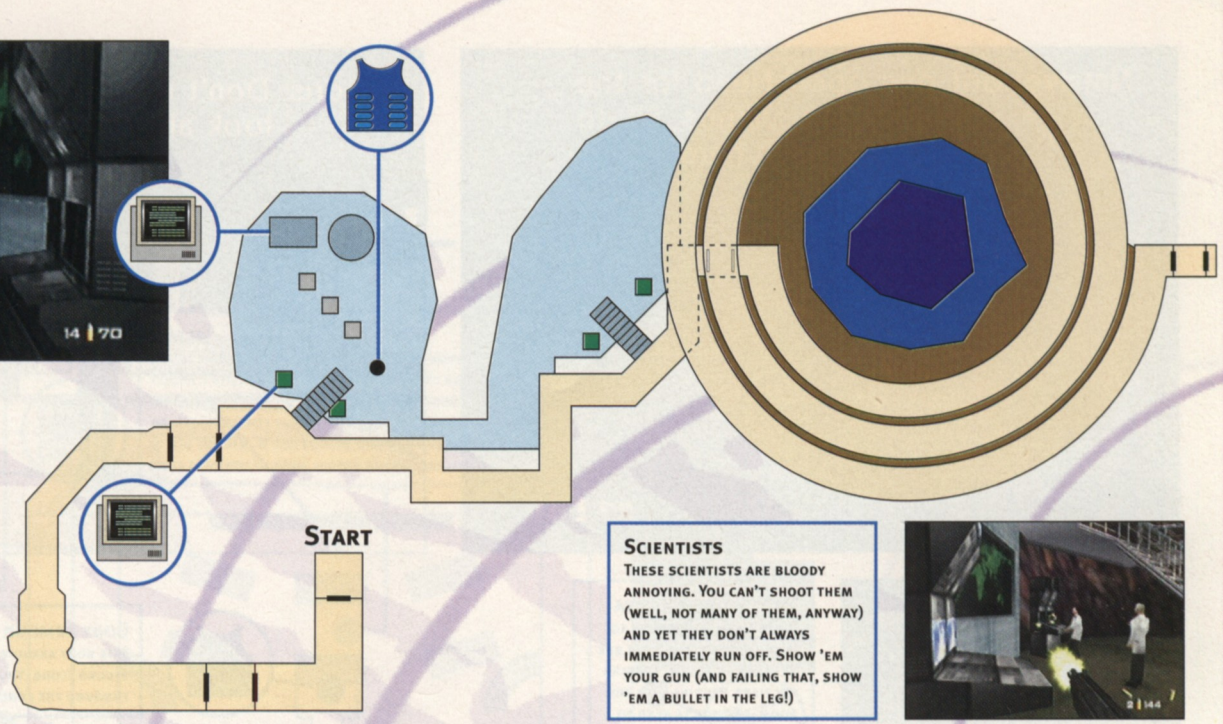
Enter the warehouse near the end of the level, and you'll find Trevelyan – leaving. What a chicken eh? Don't you just want to shoot him? Bloody Sean Bean, never liked him anyway...







INLET PUMP CONTROLS
THE FOUR CONTROL COMPUTERS FOR THE INLET PUMP ARE SPREAD BETWEEN TWO ROCK 'ROOMS'. YOU'LL NEED TO TAKE OUT ALL OF THEM TO SHUT OFF THE INLET PUMP.



SCIENTISTS
THESE SCIENTISTS ARE BLOODY ANNOYING. YOU CAN'T SHOOT THEM (WELL, NOT MANY OF THEM, ANYWAY) AND YET THEY DON'T ALWAYS IMMEDIATELY RUN OFF. SHOW 'EM YOUR GUN (AND FAILING THAT, SHOW 'EM A BULLET IN THE LEG!)

CUBA
PART 3:
SUBTERRANEAN CAVERNS

SECRET AGENT, 00 AGENT
DESTROY INLET PUMP CONTROLS
No need to worry about computer passwords and keycards this time. Just find the four computers controlling the pump, and blow them to hell. Now why can't everything be a simple as that? The four computers are on the lower level of the first catwalk complex.

SECRET AGENT, 00 AGENT
DESTROY OUTLET PUMP CONTROLS
Same technique here as with the inlet pump controls – just blow 'em to bits. The only thing is that these control computers (there are two this time) are somewhat more heavily guarded. The best way in is to take the concealed passage from the cave with the ammo cache and surprise the guards. Watch out for the drone gun on the upper level.

SECRET AGENT, 00 AGENT
DESTROY MASTER CONTROL CONSOLE
The master control console is surrounded by explosive drums (duh! That's clever!). However, there are scientists present, so make sure you get them out before you blow it, as you're trying to minimise casualties on this mission. It might also be a good idea to use the radio first too, as it's within the blast radius and isn't very durable.

00 AGENT
USE THE RADIO TO CONTACT JACK WADE
Use the radio (when you've got a minute in between 'neutralising' the guards) to contact Jack Wade who will send in reinforcements. Don't destroy the master control console until you've done this.

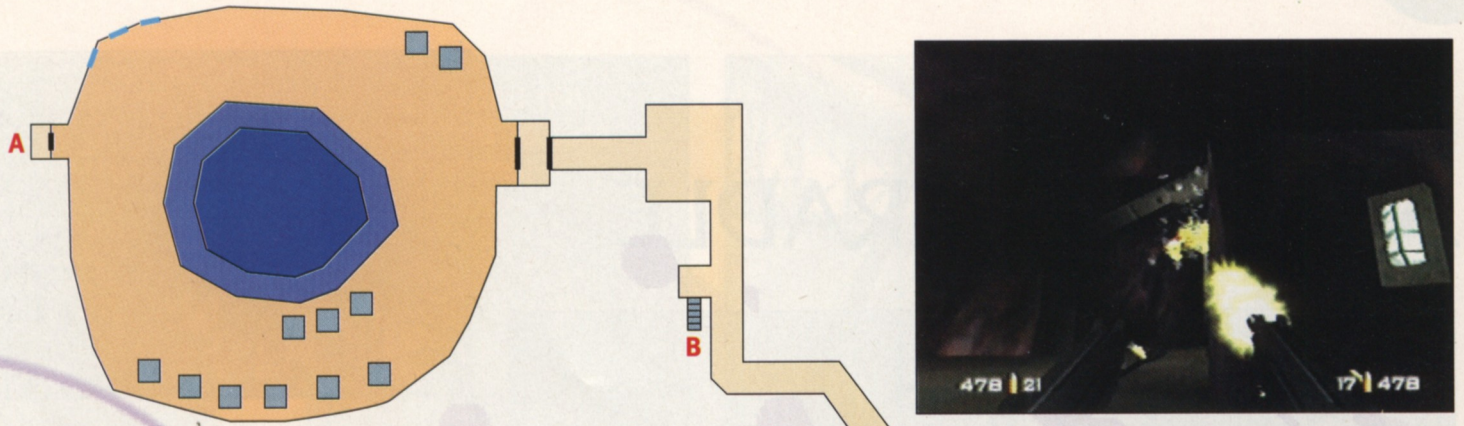
AGENT, SECRET AGENT, 00 AGENT
MINIMIZE SCIENTIST CASUALTIES
As with other missions, the traitorous scientists are not to be killed (boo!). These are a little more dedicated though, and won't immediately run off, so they might need a little encouragement. If pointing a gun at their head doesn't work, try shooting them in the foot – only once mind, as too much blood loss and they tend to do something unfortunate like dying.



METAL LOCKERS
THE SECRET PASSAGE IS BLOCKED AT BOTH ENDS BY LOCKERS. A FULL WELL-PLACED SHOTS WILL TAKE CARE OF THEM THOUGH, NO PROBLEM!

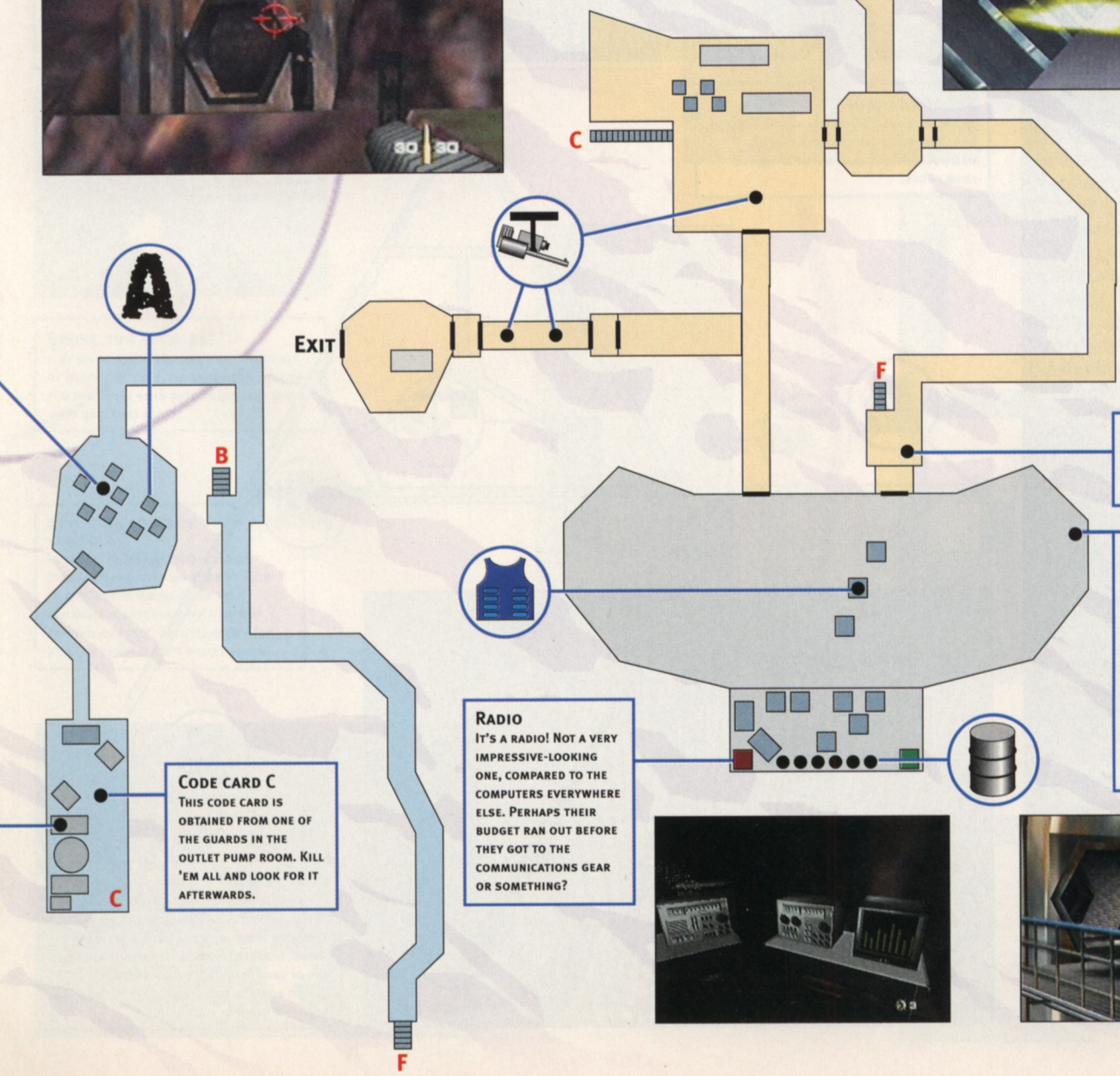


OUTLET PUMP CONTROLS
THE OUTLET PUMP CONTROLS ARE CONTAINED IN TWO COMPUTERS, BUT THERE ARE A LOT OF GUARDS IN THE VICINITY. USE THE CONCEALED PASSAGE AND LOB LOADS OF TIMED MINES INTO THE ROOM, THEN FINISH OFF ANY SURVIVORS WITH YOUR TRUSTY MACHINE GUNS.









CODE CARD A
THIS CODE CARD IS FAIRLY EASY TO GET; SIMPLY SHOOT THE GUARD AND TAKE IT!

RCP-90 ARMED GUARDS
SOME TROOPS ON THIS LEVEL MAY BE CARRYING THE RATHER DEADLY RCP-90. ONE OF THEM WAITS JUST THE OTHER SIDE OF THE AIRLOCK IN THE MASTER CONTROL ROOM. RATHER THAN GOING THROUGH TO GET HIM, SHOOT THROUGH THE GLASS ON THE LEFT SIDE OF THE ROOM, AND HE'LL COME RUNNING OUT, OR YOU MIGHT EVEN TAKE HIM OUT THERE AND THEN.

CODE CARD C
THIS CODE CARD IS OBTAINED FROM ONE OF THE GUARDS IN THE OUTLET PUMP ROOM. KILL 'EM ALL AND LOOK FOR IT AFTERWARDS.

RADIO
IT'S A RADIO! NOT A VERY IMPRESSIVE-LOOKING ONE, COMPARED TO THE COMPUTERS EVERYWHERE ELSE. PERHAPS THEIR BUDGET RAN OUT BEFORE THEY GOT TO THE COMMUNICATIONS GEAR OR SOMETHING?

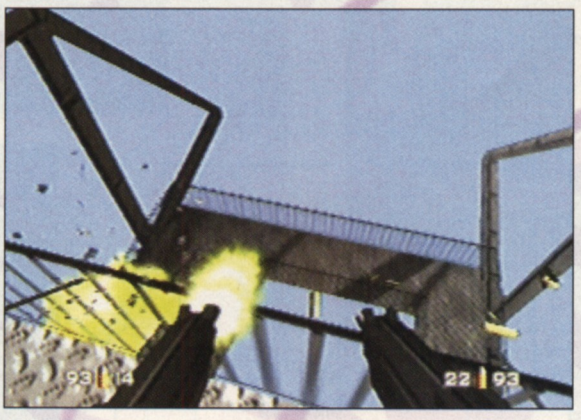


CUBA

PART 4:

ANTENNA CRADLE







AGENT, SECRET AGENT, 00 AGENT

DESTROY CONTROL CONSOLE

Soon after the mission starts, Trevelyan manages to activate a computer sequence redirecting the Goldeneye satellite, using a control console in a maintenance shed in the centre of the antenna cradle. You'll need to get to the console before the timer reaches zero and destroy it, foiling his plans for good. This task will be made a little more difficult by the troops that continually flood in, seemingly from nowhere (perhaps they're coming in by helicopter or something) and also the two drone guns in the shed with the control console.

AGENT, SECRET AGENT, 00 AGENT

SETTLE THE SCORE WITH TREVELYAN

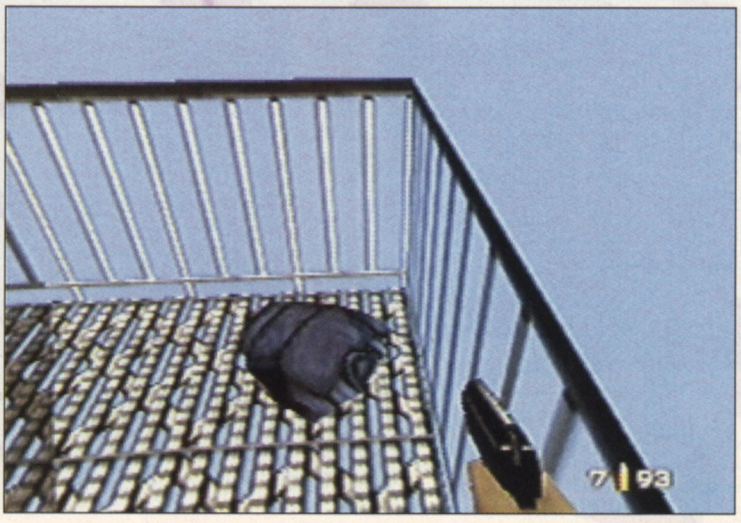
Time to sort out Mr Trevelyan once and for all! You'll need to chase him around the antenna, and keep shooting him until he... erm, stops running. Chase him for a while (keeping an eye out for other troops and shooting Trevelyan wherever possible – oh, and there's some body armour in the second maintenance shed), until he announces "Finish the job, James". At this point, make your way to the centre of the map and you'll see Trevelyan dropping down a hole. You'll need to follow him, but be careful, as there's very little platform to stand on. Quickly face him, and send him straight to hell!

SHOOTING DOWN

AS THE ANTENNA CRADLE IS BASICALLY A BUNCH OF LADDERS AND A LOT OF OPEN SPACE, A USEFUL TECHNIQUE IS TO SHOOT AT PEOPLE FROM ABOVE.

MR WHITE

AS YOU RUN UP TO THE MAIN ANTENNA ARRAY, A GROUP OF SOLDIERS WILL TRY TO AMBUSH YOU. TAKE THEM DOWN AND YOU CAN PICK UP A SECOND MACHINE GUN – VERY HANDY!



BODY ARMOUR

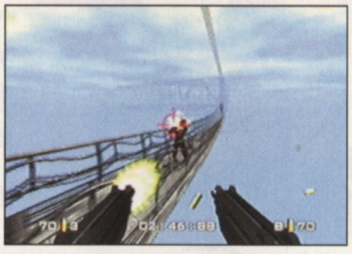
THE BODY ARMOUR ON THIS LEVEL IS ESSENTIAL. YOU'LL FIND SOME AT THE START, AND SOME MORE IN ONE OF THE MAINTENANCE SHEDS. THERE IS IN FACT BODY ARMOUR AT THE END OF EACH OF THE ANTENNA ARMS, BUT IF YOU GO DOWN TO GET IT YOU'LL GET TRAPPED BY ENEMY TROOPS.





Chasing Trevalyan

Trevalyan's a bit of a coward considering he's an ex-00 Agent, as you'll soon find out. Rather than chasing him around the lower level, simply shoot at him, and when he runs off nip back through the other machine shed to catch him as he comes up the other side! To cut down on the amount of shooting you have to do, aim for his head – he'll cave in faster!



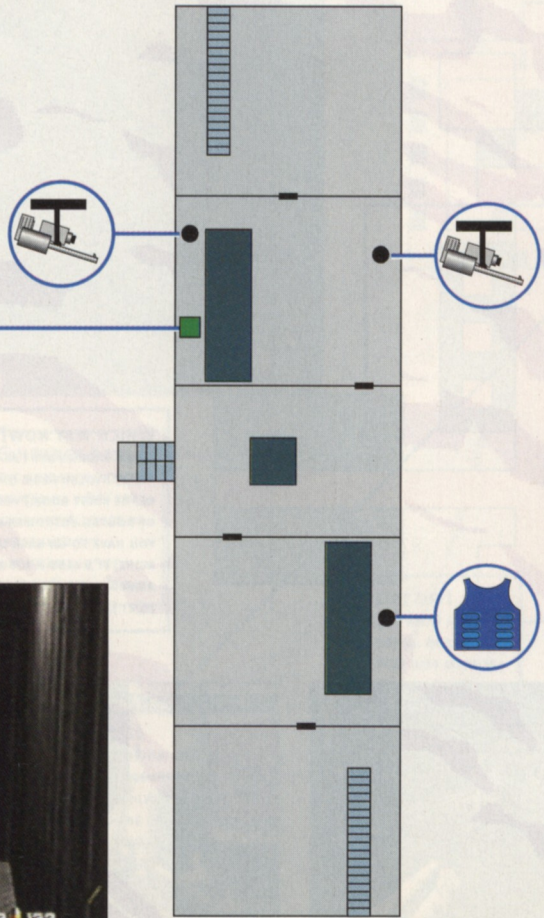
Below the antenna

And here we are, below the antenna. Don't look down though, as it's a long way to the ground, and you've got more than just height to worry about!



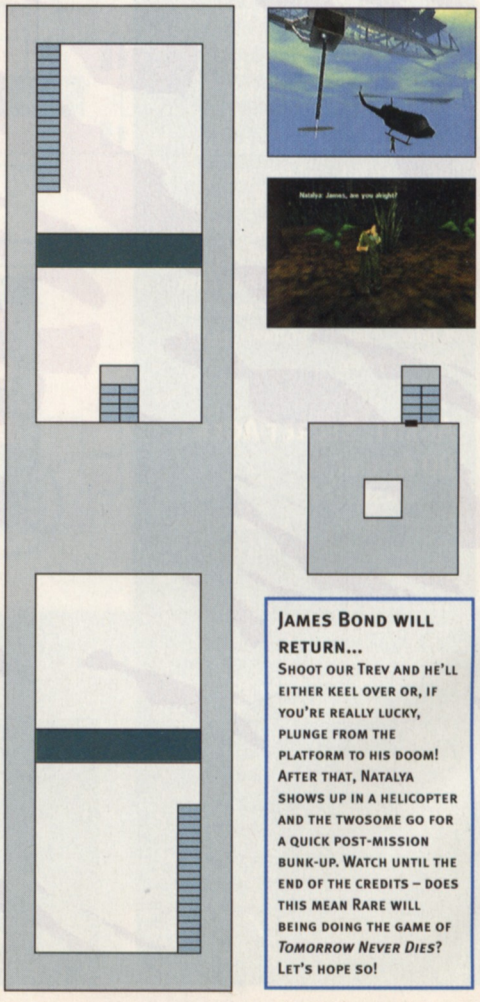
Drone gun at cradle

Just when you hoped you'd seen the last of the drone guns, there are two waiting for you in the shed with Trevelyan. Take them out, post haste!



Shooting control console

In one of those Hollywood-style "it's all over, oops no it isn't" plot-twists, Trevelyan manages to trigger the antenna with a backup control console. Unfortunately for him, the console isn't bullet-proof...





James Bond will return...

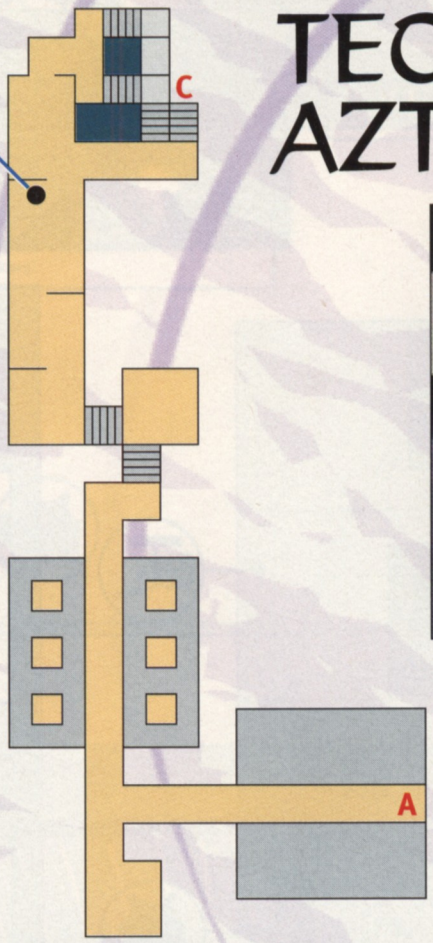
Shoot our Trev and he'll either keel over or, if you're really lucky, plunge from the platform to his doom! After that, Natalya shows up in a helicopter and the twosome go for a quick post-mission bunk-up. Watch until the end of the credits – does this mean Rare will being doing the game of *Tomorrow Never Dies*? Let's hope so!

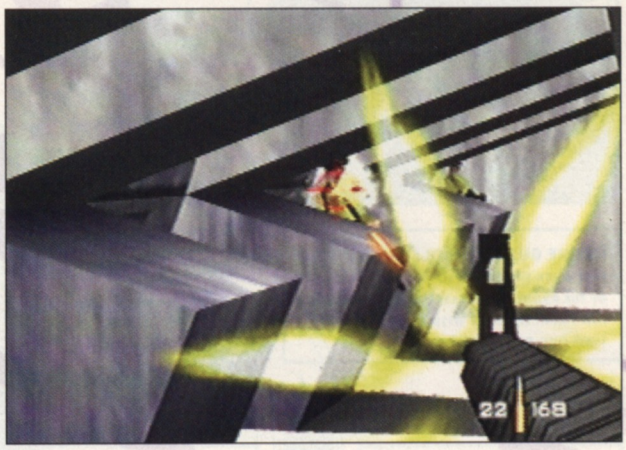




TEOTIHUACA'N AZTEC COMPLEX

JAWS
RECOGNISE THIS TALL BLOKE? HAVEN'T YOU SEEN HIM SOMEWHERE BEFORE? LOOKS A BIT FISHY IF YOU ASK ME...





AGENT, SECRET AGENT, 00 AGENT

REPROGRAM SHUTTLE GUIDANCE

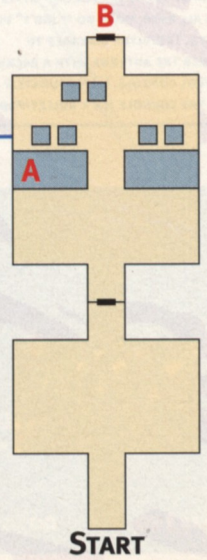
Yes, your mission isn't over yet. You'll need to use the data on the floppy disc Q gives you to reprogram the Moonraker shuttle's nav-computer. The control centre is under heavily armed guard, and the computers themselves are behind bullet-proof glass secured by a smart-card lock. An old friend of yours has the card, an ugly chap who goes by the name of... what was it now...? Teeth? Something like that, anyway.

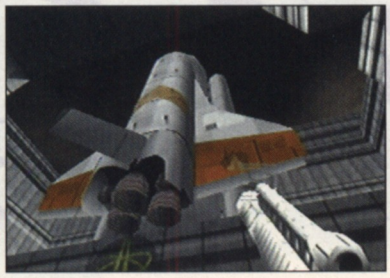
AGENT, SECRET AGENT, 00 AGENT

LAUNCH SHUTTLE

Having succeeded in loading the new guidance data into the shuttle's computer, you'll need to launch the shuttle. For this you'll need the DAT tape from the launch guidance centre (that's the room behind the smart-card locked door with the computers in it). Take the DAT to the mainframe at the rear of the shuttle's launch bay and enter its information into the computer (select it like a weapon and use fire to activate it). Then you'll need to go up the stairs and reopen the shuttle's exhaust bay before the shuttle can take off.

WHICH WAY NOW?
AFTER PICKING OFF THE GUARDS (USE AN AR-33 STOLEN FROM ONE OF THE GOONS IN THE FIRST ROOM) YOU HAVE A CHOICE OF ROUTES. ALTHOUGH ROUTE B MEANS YOU HAVE TO GO BACK OVER YOUR TRACKS MORE, IT'S ALSO A LOT EASIER – LASER-ARMED TROOPS WON'T APPEAR UNTIL YOU MEET JAWS.



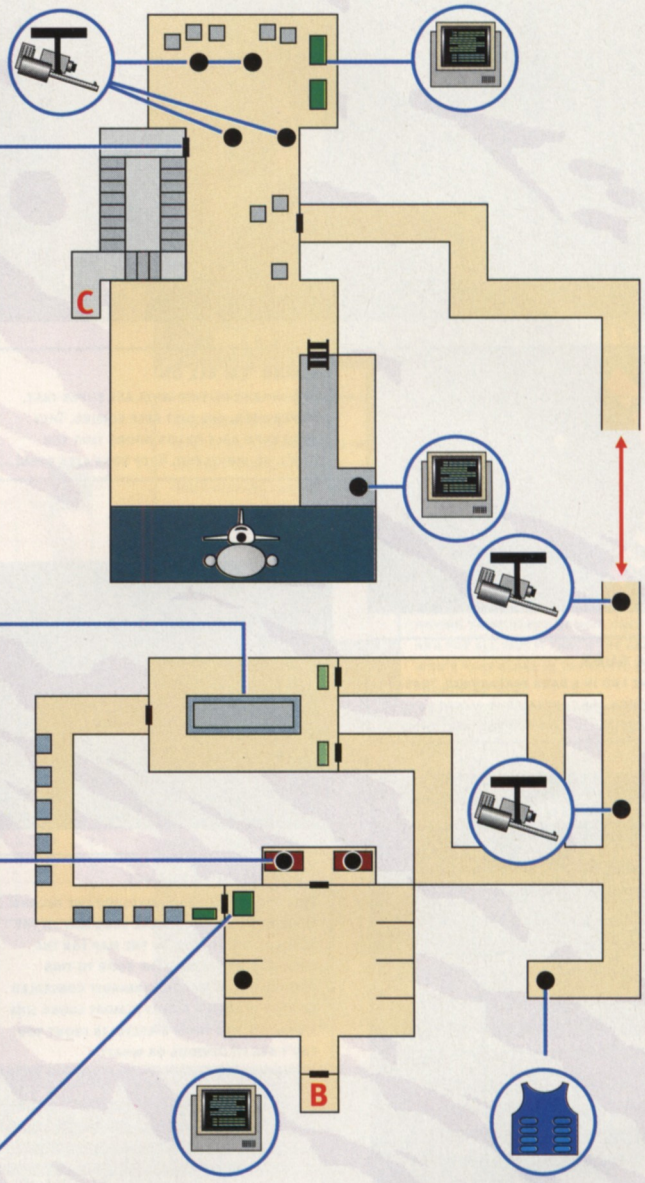






Sniping from grill

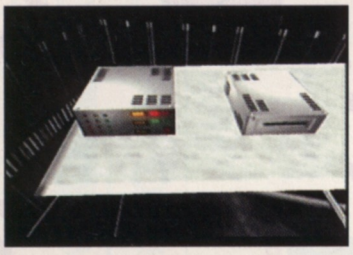
These grilles mysteriously let you pass through, and you can also shoot through them. This is essential if you want to take care of some of the deadly drone guns. Beware though, as shots can pass through the grille both ways.



Exhaust bay

Enter the exhaust bay, and the door slams shut behind you as the roof bay doors open. If you don't get out fast, you'll be a Bond kebab when the shuttle's boosters test-fire. To get out, destroy one of the consoles at the opposite end of the room and leave through the grille (now that's magic!). Get clear of the grille, but don't go too far as there are two drone guns in the next corridor. And watch out for incoming guards too.





Guidance data

The guidance data is stored on a DAT tape, which you'll need to enter into the mainframe in the shuttle's launch bay.



Secret passage

The exit from the room containing the launch guidance centre is blocked. The console in the next alcove along to the left will temporarily remove the obstruction, but take care not to destroy the terminal on the other side, as that's the other door trigger and you'll need it later on.

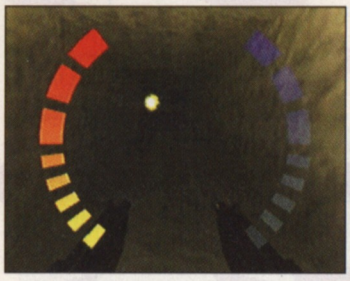
Lift off!

And away she goes... doesn't that just make it all worth it? (Remind me: why were we trying to launch the shuttle again?)









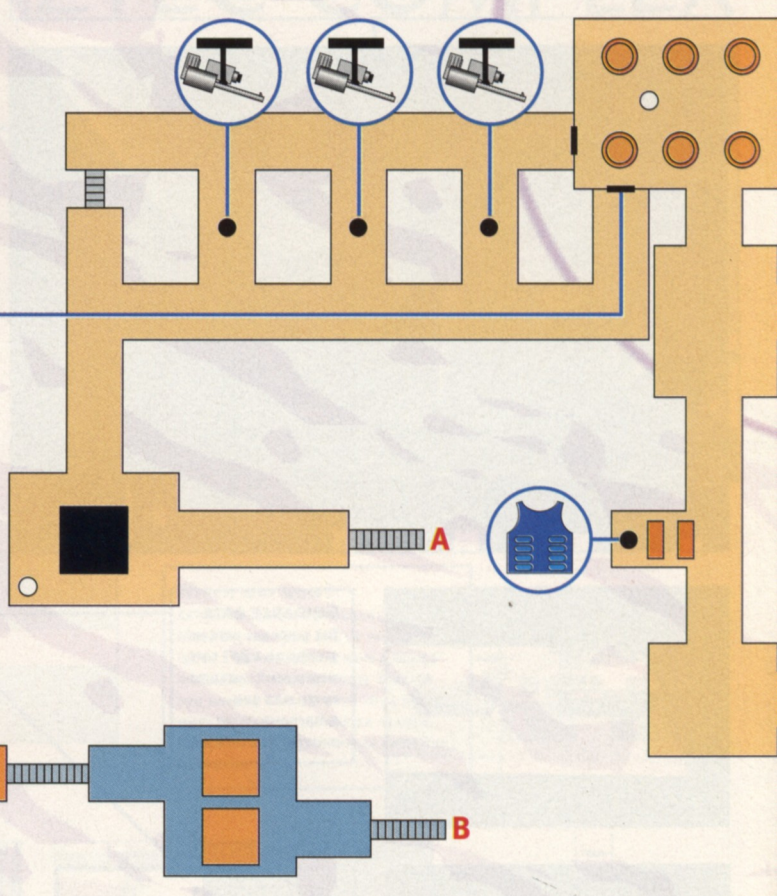
Drone guns
Near the end in a dark passageway, three drone guns are concealed in alcoves in the wall. Keep to the left and run past them.

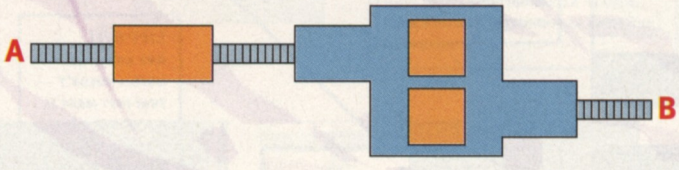
Bring 'em all on!
The guards on this level are super-fast, super-keen, and just keep coming. They also seem able to use doors that you can't, so watch out. Keep your eyes open!

Baron Samedi's laser
The final confrontation! Now Samedi dons his Jedi outfit, masters the Force, and commences battle with lightsabers... Well, all right, he doesn't really, though wouldn't it be great? He is however armed with two lasers (hmm, very voodoo), so whip out that Golden Gun and finish him off before he fries you.



Concealed entrance
When you've killed Samedi for the second time, you'll need to make your way to the room at the bottom of the map for the final confrontation. The door to this section of the map is cunningly concealed so that from the side it almost looks like a shadow, and from directly in front you can't see it! Devious or what?





Agent, Secret Agent, 00 Agent

Recover the Golden Gun

Scaramanga's legendary Golden Gun is an incredibly deadly weapon. You'll need to recover it before you can finish things with Samedi. Unfortunately, it's guarded by a puzzle so fiendish it would baffle Steven Hawking and have Indiana Jones hanging up his bullwhip for good (well, all right, maybe it's not *that* bad, but it's close!)

Agent, Secret Agent, 00 Agent

Defeat Baron Samedi?

Yep, he's back! It's time to take care of Bond's old friend Baron Samedi once and for all. That funny-coloured gun that used to belong to Mr Three-Nipples might come in handy for that, don't you think? (That's shoot him with the Golden Gun for those of you who aren't real Bond fans – and shame on you!)

EL SAGHIRA, EGYPT
EGYPTIAN TEMPLE



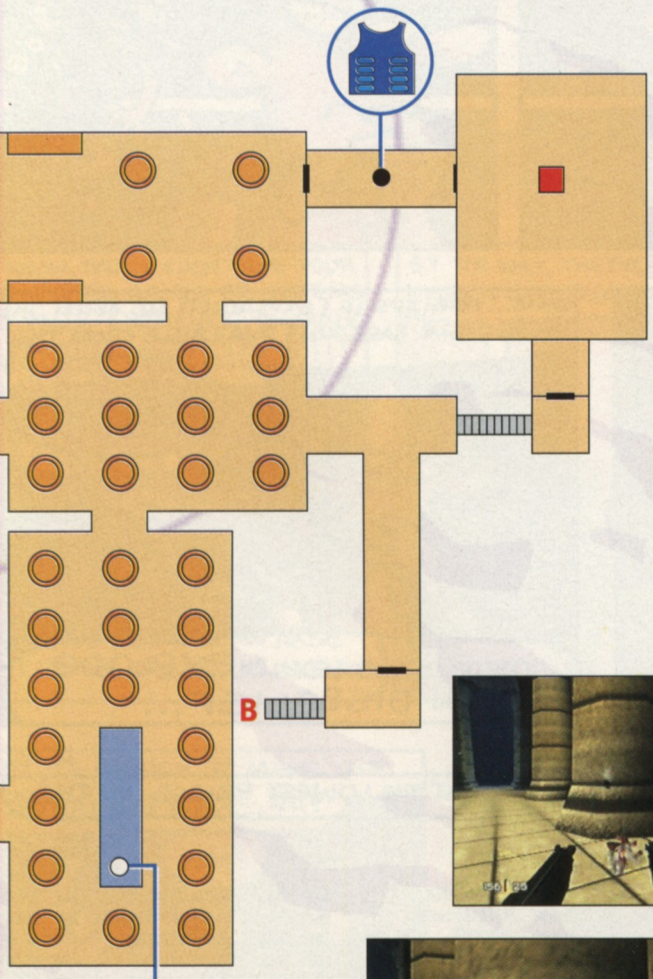
Scaramanga's shrine

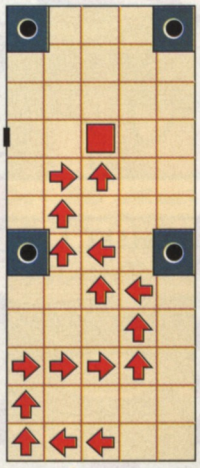
Okay, this is the tricky bit. You need to navigate the room by the route shown on the map. If you step on the wrong tile, you'll be in big trouble. As you can't go out the way you came in, if you make a mistake, hurry to the door on the left and exit before the drone guns paste you. Then you'll need to go back to the entrance and start again (the drone guns will reset).



Golden gun

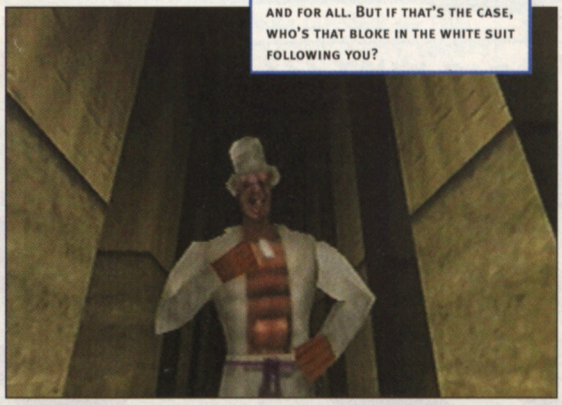
Here it is, Scaramanga's deadly weapon. Once you've triggered the casing on the podium, the guns will be permanently deactivated, allowing you to walk around the to the sides and collect the gun and ammo.





The end?

Victorious, you leave the temple, having vanquished Samedi once and for all. But if that's the case, who's that bloke in the white suit following you?





Baron Samedi

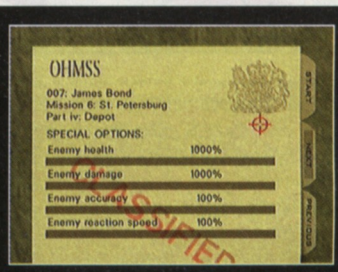
You'll encounter Baron Samedi three times (assuming you don't get killed first, that is). In the first two battles he'll die fairly easily and vanish, leaving nothing but a lingering laugh. Scary bloke...



It's all over...

...or is it? Even when you complete this fiendishly hard level, there's still more that *Goldeneye* has to offer. If you accomplish the incredibly hard task of defeating Baron Samedi on 00 Agent level, then the 007 option appears! If you play a stage on the 007 level, you have the option to adjust the strength, speed and accuracy of the emeny personnel. You can either make them incredibly weak with the eyesight of Hans Moleman, or turn them into super-powerful übermen who can hear a pin drop from half a mile away and pick you off at 1000 paces!

Using this option should make it easier for you to get through any level of your choice in order to obtain those cheats – if you clear out the crypt in under six minutes, you can access the fabled 'all weapons' cheat, which not only lets you tool up with every gun in the game (yes, even the tank gun!) but also this secret 007 'Taser Boy'! Make sure you get the 'all ammo' cheat as well, though...



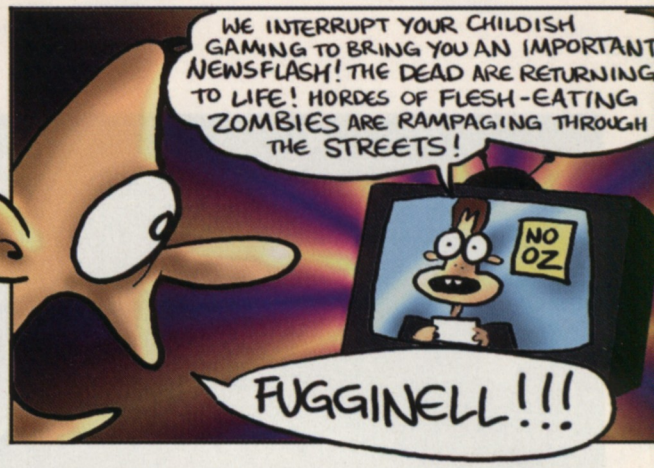


COMPUTER EXCHANGE

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Here's TOBY



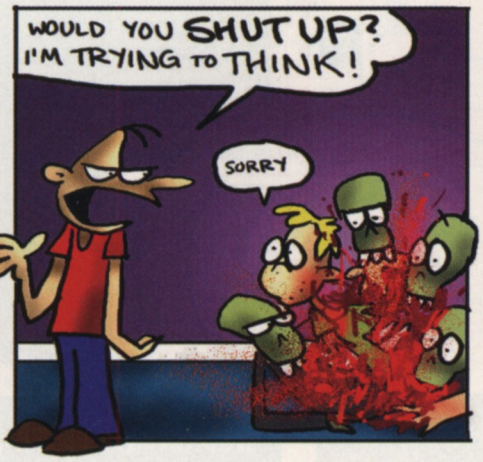


















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Personnel, Compliance, Training and Assessment Officer

Must have at least 2 years personnel/training experience. Must have great motivational skills. Must enjoy meeting people. You must be educated to at least A' Level. You should have a basic understanding of Computers and Video Games. You must be impartial and truly believe in equal opportunity for all. You will be assessing all staff on a regular basis based on information provided to you by computers and management. You will be responsible for staff development. You will be responsible for recruiting and interviewing staff in all areas of the business. You will be responsible for holding regular training sessions for new/potential employees. You will make sure that company policies and procedures are complied to by all staff. **You will be on a highly competitive salary.**

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Trainee Assistant Manager for PC Hardware Divisions

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Trainee Assistant Manager for Computer and Video Games Division

Must have retail experience preferable working with Video Games. We need more than just people who are a bit handy at Tekken II. We need people who know games, and the machines they play them on, inside out. We need obsessives who are prepared to knuckle under and work hard. Must understand the importance of merchandising and store presentation. Must have excellent customer service skills. You will be given 4 days of intensive training. **£9K up to £11K after 3 calendar months. Increasing with profit related bonus within first year. First year OTE £14.5K.**

Mail Order Sales

Experience in this field would be advantageous . A reasonable level of PC and games knowledge is desirable. Ability to work flexible hours. You will need to be hardworking, professional and have the ability to work under tight deadlines. Excellent telephone manner. Must have customer service skills. **Salary: £9k up to £11k after 3 calendar months. Increasing with profit-related bonus within first year. First year OTE £14.5k.**

MANAGEMENT POSITIONS

Area Manager for Video Game Departments

Must have retail experience. Must have at least 18 months experience in Area Management. Must have sound knowledge of retail gained from working shop floor. Must be able to learn and gain the respect of your staff because of your knowledge and understanding of games and cutting edge console/computer technologies. You understand the importance of leading from the front and by example. You understand the importance of teamwork and you have a talent to inspire others. You have excellent customer service skills. You have excellent merchandising/store presentation skills. You have had consistent management achievements. You will be required to work on the shop floor as you train for the challenges ahead. After this initial training, you will be responsible in running a shop, with turnover in excess of £1,000,000.00 after which you will have a clear vision of the company and its potential. You will have by this time realised the potential of the business and be ready for a salary unsurpassed in retail area management. You will be working directly under the Managing director and Operations director of games. **Salary: Lets just say that for starters, you'll be on more than your making now.**

Assistant Manager for New Retro Video Game Shop

Must know everything between Apple II/ZX80/2600 to Pentium II/N64. Must have retail experience. You have excellent customer service skills. You have excellent merchandising/store presentation skills. A highly competitive salary awaits anyone with a positive attitude to hard work and a desire to succeed.

Manager for Mail Order

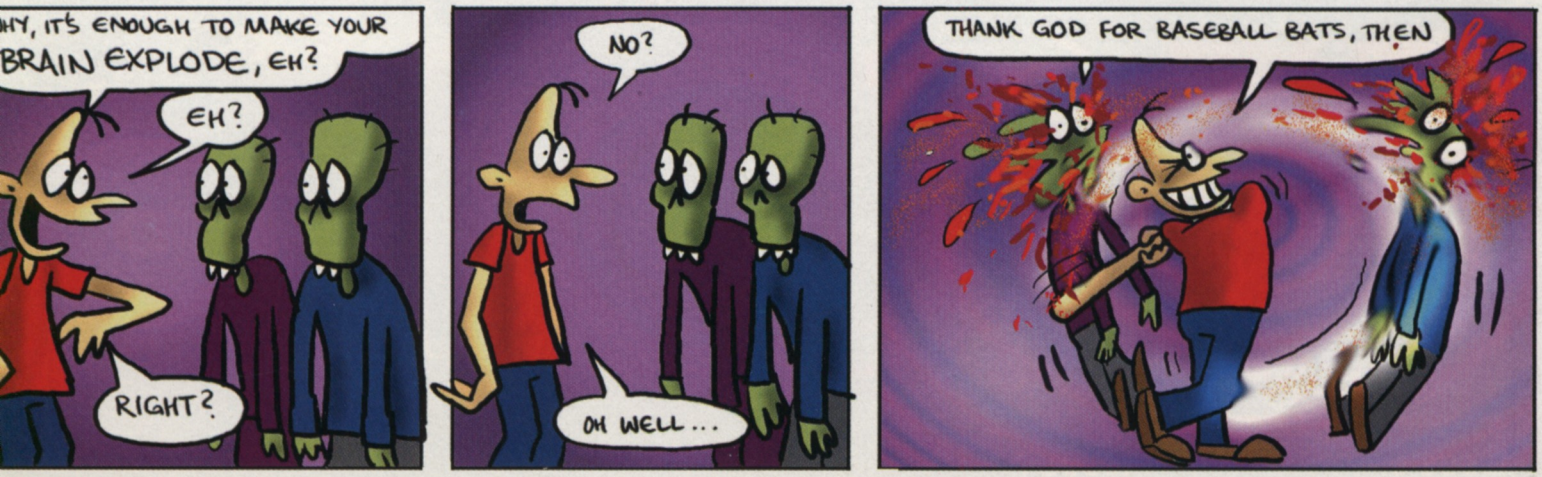
Must have 2 years experience managing a mail order department. Must be computer literate. Must have some knowledge of console games and understanding of how computers work and cutting edge computer technologies. You understand the importance of leading from the front and by example. You have excellent customer service skills. You have had consistent management achievements. You understand the importance of teamwork and you have a talent to inspire others. **Salary: Let's just say that for starters you'll be on more than you are now.**

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64 magazine NINDEX

The Nindex is the **AUTHORITATIVE** guide to N64 **GAMES** – every game we've **REVIEWED** is in here. The scores for games from **EARLIER** issues have now been **UPDATED** to reflect the passage of **TIME** and the arrival of **NEWER** titles. This is the only buyer's guide you'll ever **NEED!**



AUTOMOBILI LAMBORGHINI
81 percent
Publisher: THE Games
Reviewed: Issue 8
Decent enough stab at a high-speed racer with expensive sports cars, though it doesn't quite provide the feeling of blasting around at 200mph. The colours make everything look rather bland too.

BAKU BOMBERMAN
81 percent
Publisher: Hudson Soft
Reviewed: Issue 7
Bomberman hits the third dimension, and the multi-player game suffers as a result. However, the one-player game is improved dramatically, being a clever and enthralling mix of puzzles, action and big explosions!

CLAYFIGHTER 63 1/3
13 percent
Publisher: Interplay
Reviewed: Issue 8
Eeurgh! The N64's worst game by a mile, a shamefully shabby beat-'em-up which is as much fun as having teeth pulled.

BLAST CORPS
82 percent
Publisher: Nintendo
Reviewed: Issue 3
An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level – by destroying everything in its path! Addictive fun, but not that long-lasting.



CRUIS'N USA
25 percent
Publisher: GT Interactive
Reviewed: Issue 1 (import)
Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

DARK RIFT
57 percent
Publisher: Vic Tokai
Reviewed: Issue 4 (import)
A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

DIDDY KONG RACING
95 percent
Publisher: Nintendo
Reviewed: Issue 7
Making *Mario Kart 64* instantly redundant, *Diddy Kong Racing* is a superb combination of racer and adventure pitting everyone's favourite chimp against the evil Wizpig. Just as good as a one-player experience as it is for full-on multi-player racing mayhem!



DOOM 64
80 percent
Publisher: GT Interactive
Reviewed: Issue 1 (import)
Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

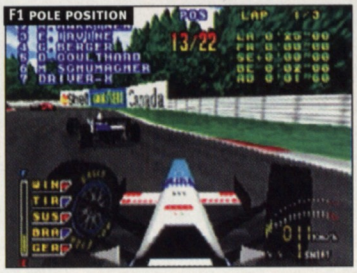
DORAEMON
40 percent
Publisher: Epoch
Reviewed: Issue 3 (import)
The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

DUKE NUKEM 64
90 percent
Publisher: GT Interactive
Reviewed: Issue 7
Steroid-packed conversion of the classic PC shooter, with a rock-hard hero ridding the world of babenapping alien scum. Although the graphics aren't as good as *Goldeneye*, the excellent gameplay is still there.



EXTREME G
91 percent
Publisher: Acclaim
Reviewed: Issue 7
Insanely fast futuristic racer, where tooled-up bikes battle it out over a series of high-tech rollercoaster courses. Easily a match for PlayStation *Wipeout*, with the added bonus of multi-player battle games!

F1 POLE POSITION
78 percent
Publisher: Ubi Soft
Reviewed: Issue 6
An update of *Human Grand Prix* (qv), with improved graphics and an official F1 licence that banishes Hamon Dill forever! It plays well enough and has a lot of depth, but may be a little on the arcadey side for hardcore F1 fanatics.



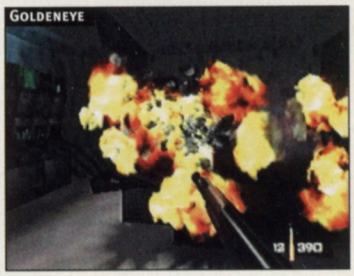
FIFA 64
25 percent
Publisher: EA Sports
Reviewed: Issue 2
Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You *can* fool some of the people all the time.

GANBARE GOEMON
70 percent
Publisher: Konami
Featured: Issue 5 (import)
Wild and wacky follow-up to the popular Super NES series of *Goemon* games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

THE GLORY OF ST ANDREWS
20 percent
Publisher: Seta
Reviewed: Issue 3 (import)
Deeply unpleasant golf game with terrible controls and graphics that would have looked embarrassing on an NES. Avoid at all costs!

GO! GO! TROUBLEMAKERS
80 percent
Japanese version of *Mischief Makers* (qv).

GOLDENEYE
96 percent
Publisher: Nintendo
Featured: Issue 5 (import)
An absolutely superb title which takes first-person games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.



HABU SHOGI
N/A
Publisher: Seta
Featured: Issue 3 (import)
Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

HEXEN
45 percent
Publisher: GT Interactive
Reviewed: Issue 4
Extremely dodgy *Doom*-style game in a Dungeons & Dragons vein, with spectacularly inept use of the N64's graphical powers and trudgesome gameplay.

HUMAN GRAND PRIX
50 percent
Outdated version of *F1 Pole Position 64* (qv).

ISS 64
93 percent
Publisher: Konami



Reviewed: Issue 3
Still the finest football game we've seen on any format! It's good as a one-player game, and absolutely awesome when all four pads are plugged in at once. Over the moon, Saint!

J-League Dynamite Soccer — 50 percent
Publisher: Imagineer
Reviewed: Issue 6 (import)
Up against the mighty *ISS 64*, this is like pitting a Sunday League team against Man United. Despite some neat touches, it's hard to play because you're never sure which player you're controlling – and everyone's a midget!

J-League Perfect Striker — 93 percent
Japanese version of *ISS 64* (qv).

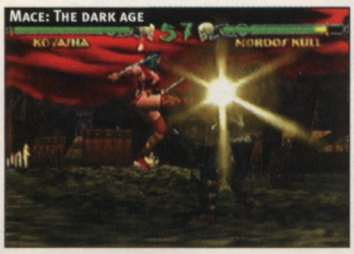
John Madden 64 — 80 percent
Publisher: EA Sports
Reviewed: Issue 8
The N64's second American football game, and one which is visually lacking compared to *Quarterback Club*'s hi-res graphics. It plays much the same though, so it's down to whether you want an official NFL licence or not.

Killer Instinct Gold — 70 percent
Publisher: Nintendo
Reviewed: Issue 3
An insanely fast beat-'em-up which for a long time was the best the N64 had to offer, and still isn't that bad.

Lylat Wars/ Starfox 64 — 94 percent
Publisher: Nintendo
Reviewed: Issue 2 (import)
Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of deja vu in play, but it's still tremendous fun.



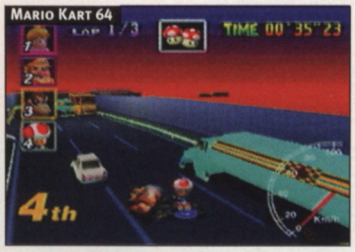
Mace: The Dark Age — 76 percent
Publisher: Midway
Reviewed: Issue 7
Currently the best beat-'em-up on the N64, *Mace* has more than enough combos, power moves, oversized weapons and female fighters with not much on to keep fans of the genre happy until *Street Fighter* arrives next year.



Mahjong Master — N/A
Publisher: Konami
Featured: Issue 3 (import)
If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

Mahjong 64 — N/A
Publisher: Koei
Featured: Issue 3 (import)
As with Konami's Mahjong game, this is likely to have an *extremely* limited appeal in the UK (we reckon, oh, two people *might* be interested), hence the lack of a review.

Mario Kart 64 — 80 percent
Publisher: Nintendo
Reviewed: Issue 3
Fun but flawed follow-up to the classic SNES racer, now outmatched in all respects by *Diddy Kong Racing*.



Mischief Makers — 85 percent
Publisher: Nintendo
Reviewed: Issue 7
The English translation of *Go! Go! Troublemakers* (qv), and made much easier to understand in the process. Although it's a 2-D platformer, it has enough depth, variety and clever touches to hold the interest.

Mortal Kombat Trilogy — 55 percent
Publisher: GT Interactive
Reviewed: Issue 3
A kick in the nuts for the once unstoppable *MK* franchise with this update too far, which really shows the age of the original game.

Multi Racing Championship — 62 percent
Publisher: Ocean
Reviewed: Issue 5
The N64's first attempt at a realistic racing game, which falls short in most areas by being slow and way too easy.

NBA Hangtime — 58 percent
Publisher: Midway
Reviewed: Issue 2 (import)
Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

NFL Quarterback Club '98 — 80 percent
Publisher: Acclaim
Reviewed: Issue 7
An engrossing and highly detailed American football simulation, with everything that should be needed to keep a gridiron fan happy.

Pilotwings 64 — 79
Publisher: Nintendo
Reviewed: Issue 1
A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

Powerful Pro Baseball 64 — N/A
Publisher: Konami
Featured: Issue 3 (import)
Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

Pro Baseball King — N/A
Publisher: Imagineer
Featured: Issue 3 (import)
Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

Puyo Puyo Sun 64 — 87 percent
Publisher: Compile
Reviewed: Issue 8 (import)
So it looks dated because the graphics haven't improved over the old SNES and Mega Drive versions. Big deal – it's enormous fun to play, and unbeatable fun as a two-player game!

Shadows Of The Empire — 62 percent
Publisher: Nintendo
Reviewed: Issue 1
Clunky *Star Wars* tie-in which throws together assorted sub-games, a couple of which are good but most aren't. One of the N64's earliest games, and looking it.



Super Mario 64 — 95 percent
Publisher: Nintendo
Reviewed: Issue 1
The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.



Tetrisphere — 75 percent
Publisher: Nintendo
Reviewed: Issue 5 (import)
A pseudo 3-D variation on the classic falling block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a match for the Game Boy original.

Top Gear Rally — 90 percent
Publisher: THE Games
Reviewed: Issue 7
The most realistic racer on the N64 to date, *Top Gear Rally* combines realistic car handling with huge courses and a wealth of secrets to discover to create the ultimate rally experience.



Turok: Dinosaur Hunter — 72 percent
Publisher: Acclaim
Reviewed: Issue 2
Considering the title, there's a marked shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering around mazes. Good but not great.

Wave Race 64 — 87 percent
Publisher: Nintendo
Reviewed: Issue 1
Enjoyable jetski simulation with superbly controllable craft, which is let down by a very third-rate PAL conversion and a price which now looks inflated.

Wayne Gretzky's 3-D Hockey — 84 percent
Publisher: GT Interactive
Reviewed: Issue 2 (import)
The title tells you all you need to know about the game type, but how does it play? Not bad at all, actually, the N64's analogue controller being ideal for this kind of game.

War Gods — 52 percent
Publisher: Midway (import)
Reviewed: Issue 3 (import)
This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

Wonder Project J2 — N/A
Publisher: Enix
Featured: Issue 3 (import)
The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

The Nindex will be updated every month to provide you with the most accurate buying information you can find for N64 games!

Next issue

LIVE on tape from Tokyo!



Most magazines will be getting all their Nintendo Space World '97 show news from the Internet. Not us. We're sending our editor to the other side of the world; the bad news is he's coming back again, but the good news is that he'll have the first-hand complete report on the videogaming event of the year. Get ready for the 64DD, *Zelda 64*, *F-Zero X*, *Yoshi's Story* and a load of other stuff too multitudinous to mention! The sights, the sounds and indeed the smells of Japan – we'll have it all here for you next month!

Issue 9 on sale January 2

64 MAGAZINE – we Nintendo what the others Nintendon't!

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Ninfo!

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URL: http://www.paragon.co.uk/n64
Chat: http://www.paragon.co.uk/chat.html

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Subscription Rates
Annual rate
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Printed by
Duncan Web Offset, Passmore Plant, Tovil, Maidstone, Kent ME15 6XA.

Distributed by
Seymour International
Windsor House, 1270 London Road, Norbury, London, SW16 4DH. Tel: (0181) 6791899

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Dead pool this month: Everyone involved with Clayfighter (apart from Dan Castellanata) for bringing the N64 into disrepute.



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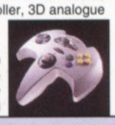
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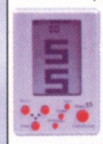
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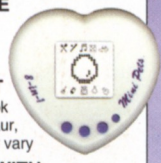
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DIDDY KONG RACING

The Ultimate Guide!

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EDITOR: Andy McDermott
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MANAGING EDITOR: Damian Butt

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Published by Paragon Publishing Ltd © 1997
Paragon House, St Peter's Road
Bournemouth, BH1 2JS
Tel: (01202) 299900
Fax: (01202) 299955
http://www.paragon.co.uk
email: 64mag@paragon.co.uk

Printed and bound in Great Britain by
Cox & Wyman Ltd, Reading, Berkshire

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GENERAL HINTS

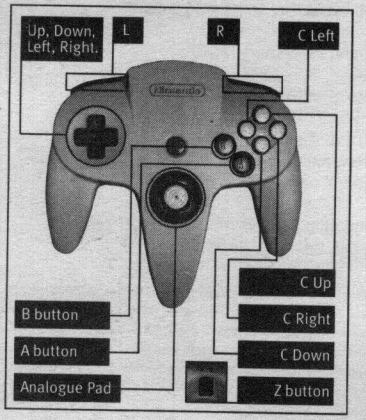
THE DIFFERENT CHARACTERS IN *DIDDY KONG RACING* VARY IN WEIGHT, SPEED, ACCELERATION AND HANDLING. HERE THEY ARE IN ASCENDING ORDER OF HEAVINESS, WITH THEIR CHARACTERISTICS:

CHARACTER	TOP SPEED (NO POWER UPS):	REACHED IN:	HANDLING:
Pipsy the Mouse	55	2.5 secs	Superb
Tiptup the Turtle	55	3 secs	Superb
Conker the Squirrel	55	3 secs	Very Good
Diddy Kong	55	3 secs	Very Good
Timber the Tiger	57.5	3 secs	Very Good
Bumper the Badger	57.5	3 secs	Good
Banjo the Bear	57.5	3 secs	Good
Krunch the Crocodile	60	6 secs	Poor

02

DIFFERENT CHARACTERS ARE USEFUL IN DIFFERENT SITUATIONS. THE HEAVY CHARACTERS, FOR EXAMPLE, ARE SLOWER ON ROUGH TERRAIN, LIKE GRASS AND SAND, BUT THEY ARE NOT SO EASILY KNOCKED OUT OF THE WAY BY OPPOSING VEHICLES. THE LIGHTER CHARACTERS, ON THE OTHER HAND, MOVE FASTER ON ROUGH TERRAIN, BUT HAVE A NASTY HABIT OF GETTING KNOCKED AWAY FROM ZIPPERS AND BALLOONS JUST AS THEY ARE ABOUT TO GET THEM DUE TO AN OPPONENT COLLIDING WITH THEM.

Vehicle controls



General

C Up: zoom view in/out
C Right: Switch between map and speedo

CAR

Analogue pad: steers left and right
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns
R&B: Hold both for even tighter turns
Hold diagonally back on the analogue pad and B, then tap R twice to spin 180 degrees and face the opposite way (useful if you've spun out of control into a wall)

HOVERCRAFT
Analogue pad: steers left and right
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns, or tap to jump
R&B: Hold both for even tighter turns

PLANE
Analogue pad: steers left, right, up and down
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns
Tap twice while pushing left or right for a barrel roll
Tap twice while pushing up for a loop
Tap twice while pushing down for an inverted loop
(Note: the loops and rolls look great, but are of no real use. At times in fact, they can be less than useless, as when you're negotiating several tight bends you'll be bringing your finger on and off the R button, and occasionally instead of turning sharply you'll roll sideways or upwards and run smack into a wall – thanks guys!)
R&B: Hold both for even tighter turns

Power Ups

Zippers (ground/water/air): give a momentary turbo boost.

Bananas: the more you collect, the faster you go, up to a maximum of ten (at least to start with). Each time you are hit, you lose two bananas.

BLUE BALLOONS: Give you one speed boost power-up. Can be increased to a factor of three by picking up more balloons.

RED BALLOONS: Give you rockets. One balloon = one rocket. Two balloons = one homing rocket. Three balloons = ten rockets, which can be replenished providing you have at least one remaining every time you collect another red balloon.

GREEN BALLOONS: Give you drop-behind weaponry. One balloon = oil. Two balloons = mine. Three balloons = a bubble that traps opponents for short time.

YELLOW BALLOONS: Shields. Get more balloons for a progressively wider shield of longer duration – up to three balloons.

RAINBOW BALLOONS: Magnets. One balloon = pulls you towards opponent. Two balloons = pulls towards opponent from a greater distance. Three balloons = pulls opponent back towards you.

Gold balloons: Awarded when you win races. There are also four hidden in the central area. You need specific amounts of balloons to enter specific doors.

General Tips:

To get a better boost, just before you hit the zipper or activate a boost balloon, release the A button, and don't press it again until you see the rainbow-coloured smoke.

In the Silver Coin Challenge races, do a few circuits in your own time to work out where the coins are and how best to get them quickly.

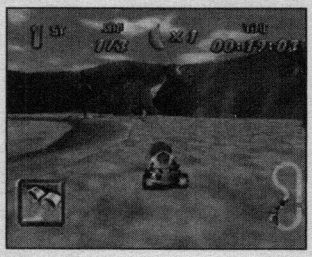
You'll discover that during the boss races, the bosses cheat and race off before the 'Go'. To counteract this, press and hold A just before the 'Ready' message disappears, and you'll get a boost start. There are two sizes of boost, depending on how close the message is to disappearing (the blue super-turbo happens if you press A just before it fades entirely). This can also be used in the normal races, although you'll find on the later levels that if you do it, the other racers will almost certainly do it too.

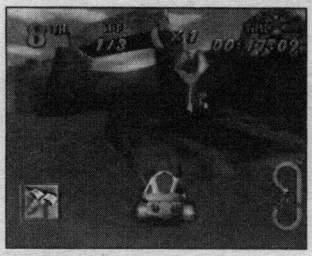


ANCIENT LAKE

World: Dino Domain
Track: Ancient Lake
Balloons for entry: 1
Balloons for silver coin challenge: 6
Description: Ancient Lake is a very flat track with few bends and little to cause trouble aside from a wandering dinosaur.
Tour of track: This track contains two zippers and three sets of balloons, both boost and rocket types. Take the first zipper across the grass to pick up the boost balloon and cut the corner. The wandering dino can be shot with a rocket to make him lumber across the track, blocking or squashing other competitors. However, it's just as useful to pick up a boost balloon for extra speed.

On the silver coin challenge, all the coins are in plain sight on the track, and should pose no problem.





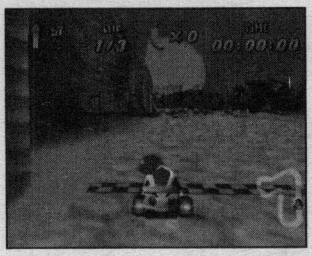




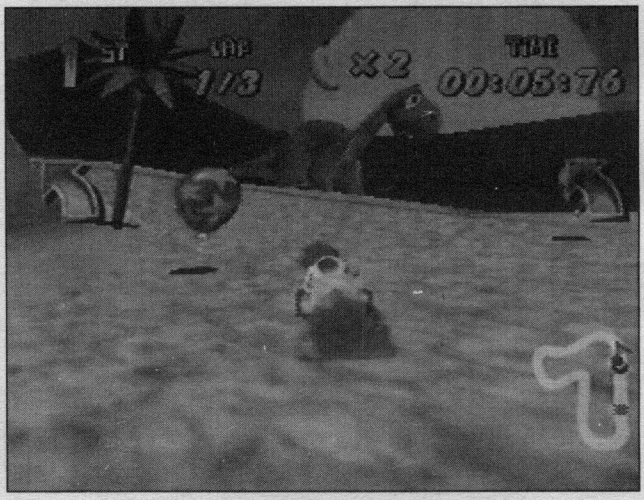


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S Shield
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M Magnet
Water Zipper

FOSSIL CANYON



World: Dino Domain
Track: Fossil Canyon
Balloons for entry: 2
Balloons for silver coin challenge: 7
Description: Fossil Canyon is another fairly simple track, with three resident dinosaurs and a large lake to catch the unwary.
Tour of track: There are four zippers and six sets of balloons on this track, with the introduction of the green drop-behind balloons. The lumbering dino near the start cannot be shot this time to block the track, instead he just lumbers backwards and forwards. Major points on this track are the zipper before the lake which will throw you across the water, cutting a large corner (and gaining a coin in the silver coin challenge race) and the high and low routes near the end of the course. Although the high route holds a boost balloon, the low route is considerably faster, and you'll be able to pick up a rocket in case anyone gets in front of you.



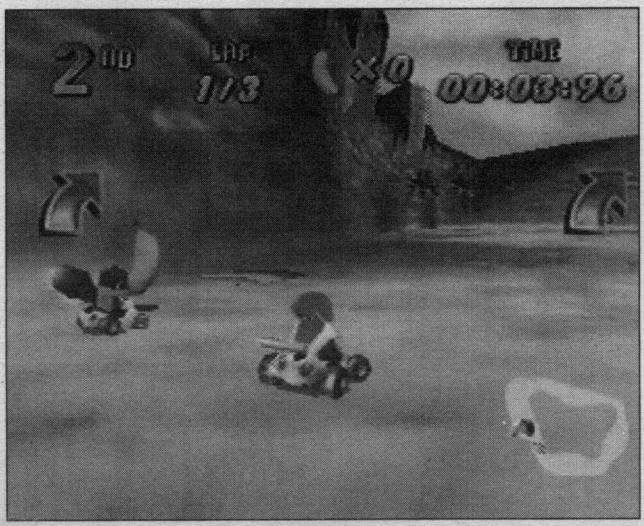
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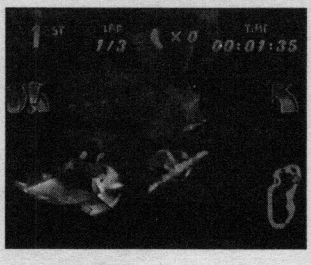
JUNGLE FALLS

World: Dino Domain
Track: Jungle Falls
Balloons for entry: 3
Balloons for silver coin challenge: 8
Description: With an ancient temple, standing stones and huge dinosaur skeletons, Jungle Falls is a must for any budding archaeologist in a race car!
Tour of track: There are four zippers and five groups of balloons. The yellow shield balloon makes its first appearance here. To hit the first zipper you'll need to steer hard left immediately after the first bend, as it's right against the far wall. Avoid the dino footprints in the track, as they will throw you off course, then, when you take the second zipper, be careful you don't go into the water by the bridge as this will leave you miles behind the others. On the coin challenge this is doubly important as the other players will be a lot faster, and one of the coins is on the edge of the bank by the water, so watch out. The fourth zipper, rather cunningly, has been concealed in the head of the giant dino skeleton, and one of the silver coins will be here during the challenge.

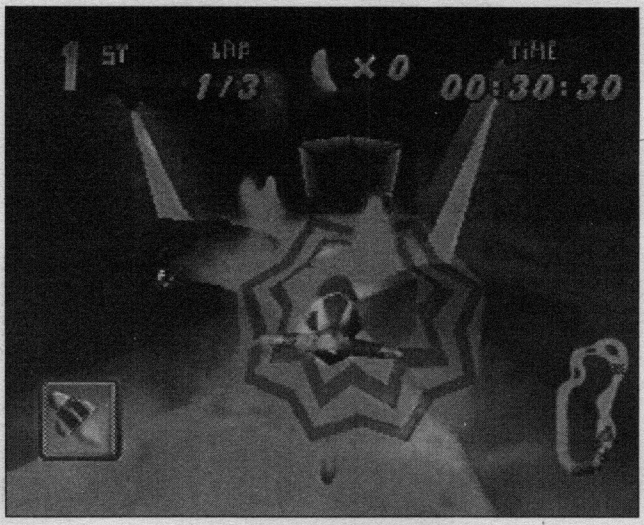


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HOT TOP VOLCANO



World: Dino Domain
Track: Hot Top Volcano
Balloons for entry: 5
Balloons for silver coin challenge: 10
Description: Narrow caves and erupting rivers of lava make Hot Top Volcano a hazardous flight path for any aircraft, let alone a diddy-plane!
Tour of track: This track only has three zippers, but it has seven groups of balloons to make up for it. There is a sharp bend to the left immediately after the start line, followed by a narrow pair of tunnels, either of which is okay to use. In the coin challenge race, one of the coins is on a ledge behind the rock outcrop in the middle of the first bend. In the final section of the track you will see two zippers in a cave. Hitting both will give you a useful burst of speed, but you'll need to keep low after the second zipper, as the ceiling drops considerably and then the floor rises abruptly.



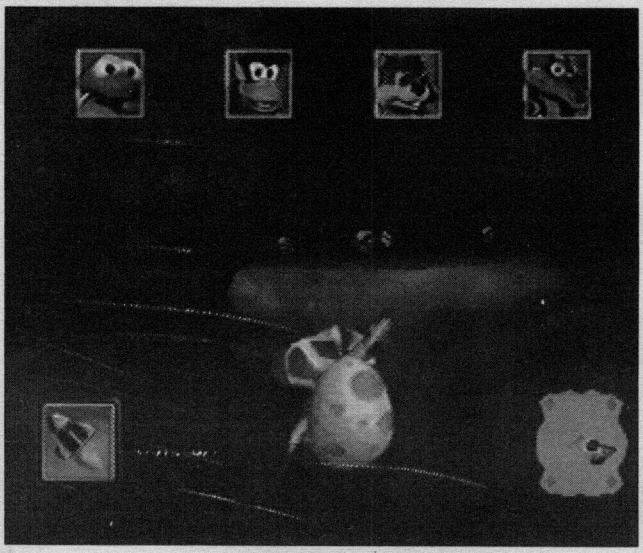
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FIRE MOUNTAIN

World: Dino Domain
Track: Fire Mountain
Location of Key: Ancient Lake. The key is just off the track to the right of the first bend on a small ramp.
Description: The Fire Mountain arena is more or less rectangular in shape, with nests situated high up on the walls in each corner, and an egg production device in the centre.
Tour of track: The object of this is to hatch three eggs in your nest. Fly over the eggs to pick them up, then drop them in your nest with the trigger button. When they stop flashing, they have hatched and cannot then be moved, but until then, they can be stolen. The best technique is to shoot down into the centre and grab an egg, put it in your nest and then steal an egg from someone else's nest. By then, another egg should be present in the centre, so grab it. If you've picked up a rocket (there are three red balloons and a purple balloon at each point of the compass) shoot anyone you see, but remember you can't shoot whilst carrying an egg.



B	Boost	C	Coin
D	Drop Behind	K	Key
R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

BOSS RACE

World: Dino Domain
Track: Boss Race
Description: This perilous track spirals to the top of a high mountain, narrowing dangerously as it progresses.
Tour of track: You'll need to avoid the trees, the boulder and the Tricerotops and stay on the track to win. There are no zippers, but red balloons should be used to slow the dino down, and boosts can be used to catch up. Don't try to pass him, as he'll stomp on you. Instead, take the tunnel (marked by the bushes with the blue berries) to cut in front of him and then just make sure you don't fall off the edge! (Tight turning is called for.)
Second Tour of Track: Toppling columns of stone and rolling boulders are the added hazards to this run. Believe it or not, they don't affect the boss! Get a super boost to start, and then use a rocket on him if he catches up, boosting where possible. Make sure you take the short-cut! The blue balloon just before the tunnel is essential as the tunnel dips in the middle, and this will slow you down – there is no zipper in the cave this time around.





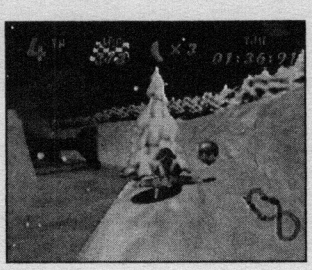




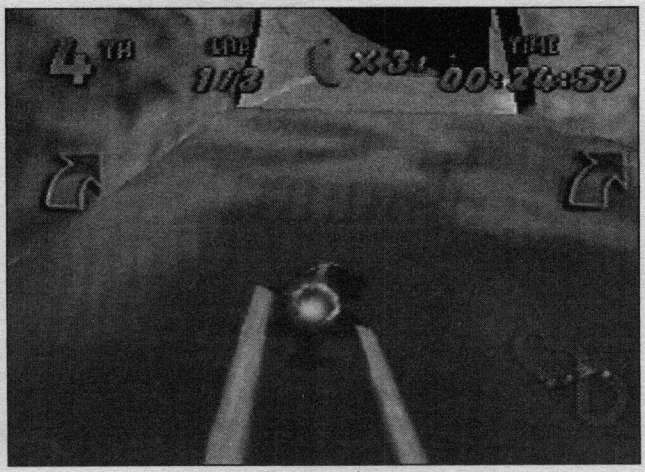
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EVERFROST PEAK



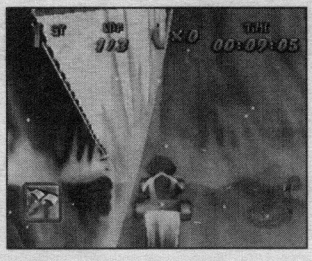
World: Snowflake Mountain
Track: Everfrost Peak
Balloons for entry: 2
Balloons for silver coin challenge: 10
Description: Everfrost Peak's ice-clad track is peppered with balloons and zippers. The main things to watch for are the ice bridges and jutting rock outcroppings.
Tour of Track: Although this track only has three air zippers, it has another six on the ground, and these can be taken by the plane if you skim the ground over them. Add to this the seven groups of balloons, including the first appearance of the rainbow balloons which give you a magnetic power-up, and you should be able to finish this track about a lap ahead of the others. No surprises for the silver coin challenge; the only thing to note is that the last two coins are situated above and below an ice bridge, so you'll need to get them on separate laps so as not to lose time.



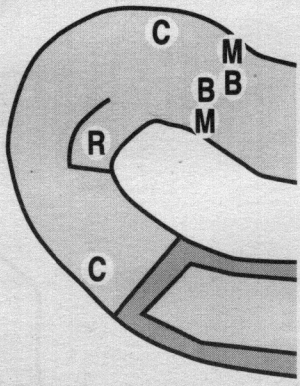
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WALRUS COVE

World: Snowflake Mountain
Track: Walrus Cove
Balloons for entry: 3
Balloons for silver coin challenge: 11
Description: Walrus Cove's peculiarly shaped track contains a huge loop-the-loop, treacherous icy bends and frozen water ready to catch the unwary racer.
Tour of Track: There are four zippers and six groups of balloons. A major feature is the loop not far from the start, but this is a piece of cake as you will automatically boost when you hit it. For more speed, catch the first zipper you come to and aim left for the second zipper. Near the end of the track you'll need to jump across water, which is easily done if you keep right, and then at the point where the track divides, go left to catch the fourth zipper and avoid another water jump (there will also be a silver coin here during the challenge). The sixth and seventh coins in the challenge are on the far right of the track near the end, and you'll need to be careful not to hit the water when you get them as this throws you backwards.







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D	Drop Behind	K	Key
R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

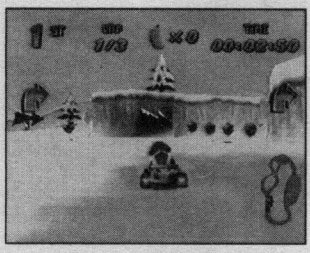
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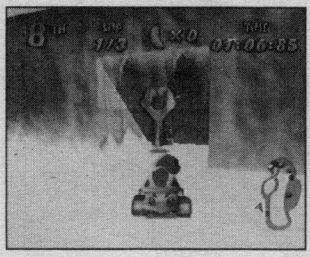
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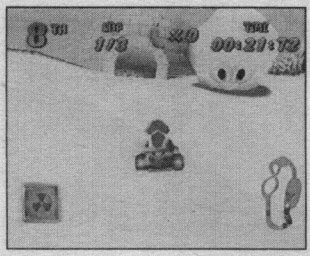
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SNOWBALL VALLEY

World: Snowflake Mountain
Track: Snowball Valley
Balloons for entry: 6
Balloons for silver coin challenge: 14

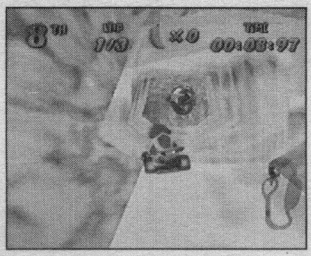


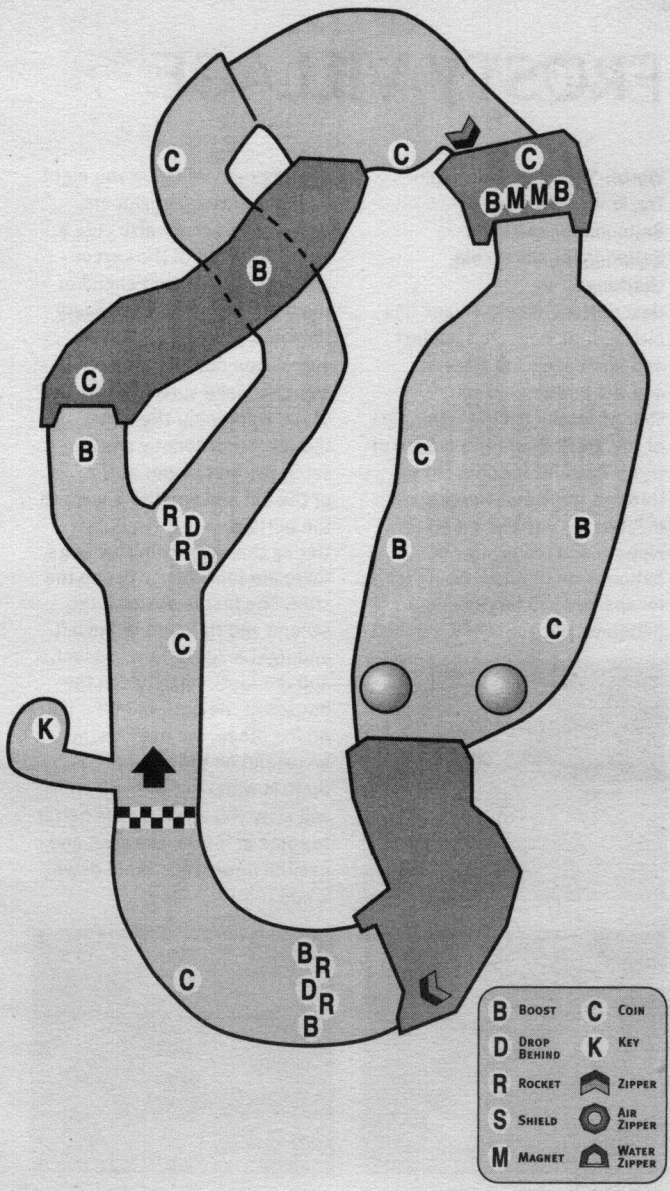




Description: A slippery ice tunnel and huge rolling snowballs are the main features in Snowball Valley – don't get squashed!

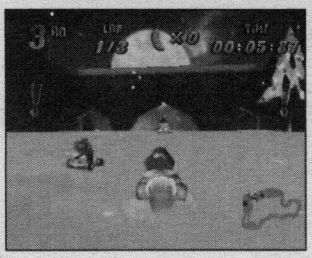
Tour of Track: There is a fork in the track immediately following the start on this track. There are only two zippers on the track, with four groups of balloons if you take the right fork and five if you take the left. Although the two forks are pretty much the same length, the right fork offers a path across treacherous ice by water which may slow you down whereas the left fork takes you through a passage so there's no danger of hitting water, and also gives you two boost balloons – during the silver coin challenge you'll need to take both routes though. Try to avoid the huge snowballs in the open area as they will squash you flat, and look for the two coins in this area during the challenge.

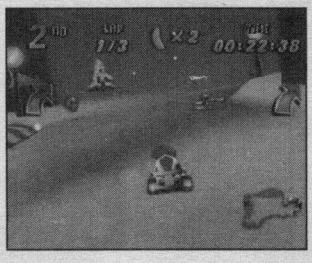



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R D
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B R
D R
B
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B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

FROSTY VILLAGE

World: Snowflake Mountain
Track: Frosty Village
Balloons for entry: 9
Balloons for silver coin challenge: 16
Description: Frosty Village has picturesque houses, a viaduct and immensely tall trees to distract budding racers.
Tour of Track: On the latter part of this track, there is a choice of three ways. Going straight on through the street-lit path means that you will hit six zippers and ten groups of balloons on that lap. Going left means you will hit only eight balloons, but also eight zippers.



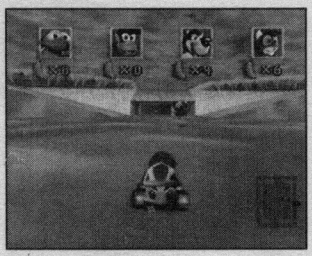


Bearing right will give you eight balloons and seven zippers, however this route also cuts a huge chunk off of the corner and will put you well ahead of the field. Take this route every time and you will win easily, even if you don't hit any other zippers. Make sure you stay out of the water near the finish though. For a speedy start, catch the first zipper at the top of the hill and you literally fly to the bottom.
During the silver coin challenge, there are four coins close to the start. The first is obvious, the second and third are in the left and right arches of the viaduct, and the fourth is between the houses at the bottom of the hill. All the others are obvious, just be careful on the last one, as there is water in front of it which will slow you down, so it's better to come at it from the side, and use the powerslide (hold down R and turn).

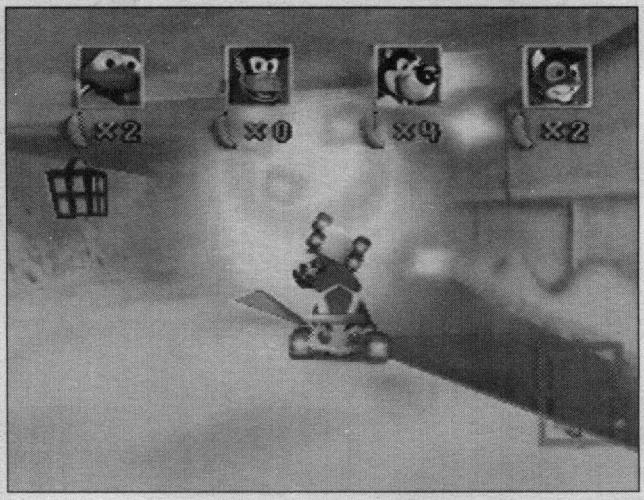


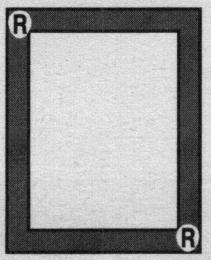
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B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

ICICLE PYRAMID

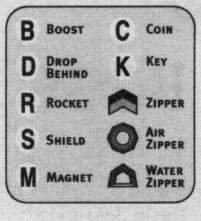


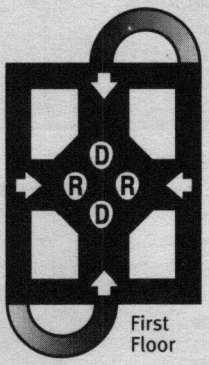
World: Snowflake Mountain
Track: Icicle Pyramid
Location of Key: Snowball Valley. From the start, bear immediately left off of the track and you'll see a small clearing. Drive into here, and you'll find the key!
Description: Icicle Pyramid consists of a three-level rectangular arena containing rocket, drop-behind and shield balloons.
Tour of Track: Basically the idea of this track is to take out the other three players. Rocket power-ups on this are restricted to homing rockets (no ten-shots), so you'll have to do it the hard way. Drop-behinds are not much use as you are as likely to crash into them as the other players so it's best to steer clear. A good technique is to let the computer players fight it out between themselves, by just picking up a homing rocket and staying clear up on the top or middle levels (they tend to stay down the bottom) then go down and finish off the survivor.



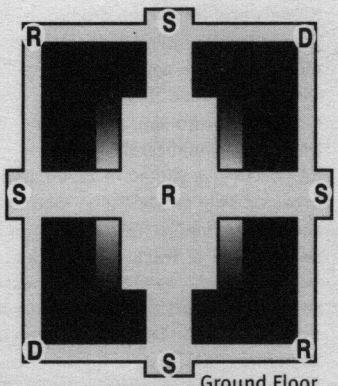


Second Floor





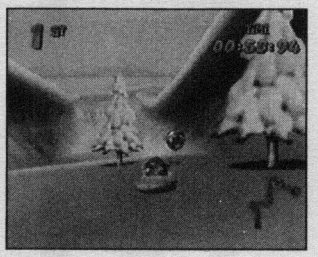
First Floor



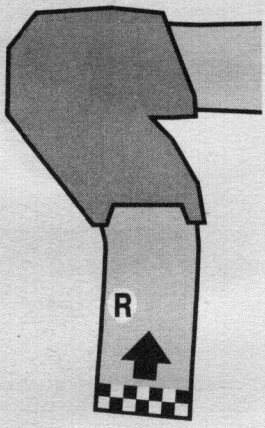
Ground Floor

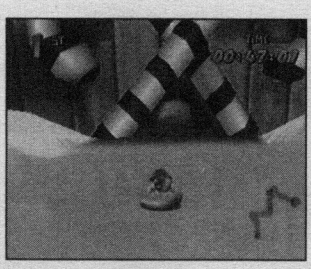


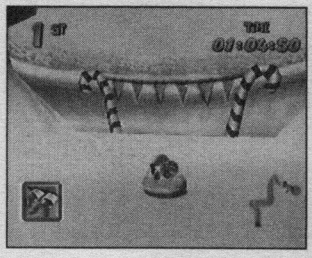
BOSS RACE

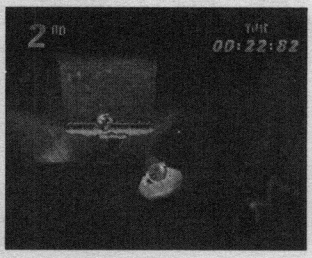


World: Snowflake Mountain
Track: Boss Race
Description: This is a roller-coaster of a track with bends, tunnels and very steep drops.
Tour of Track: Although the walrus races off at high speed before the 'Go', all you need to do to catch him is just make your way round the track without crashing. The drops will give you more speed, and it'll only take grabbing one boost balloon to beat the cheating animal to the finish. No problem.
Second Tour of Track: This track is pretty much the same as the first run, except that on the latter part three huge snowballs roll across the track. Use the same technique as before.

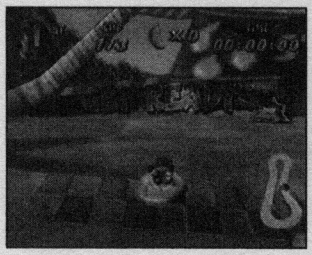






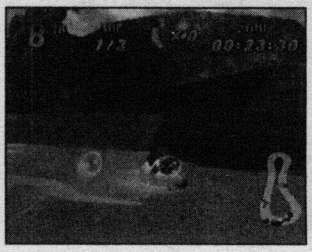


R
R
B
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R
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B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

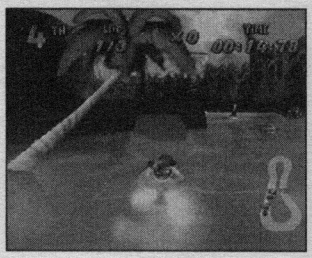




WHALE BAY



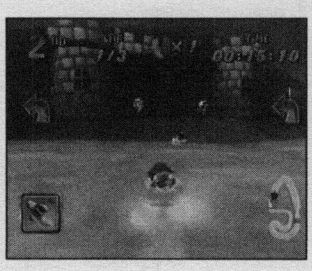
World: Sherbet Island
Track: Whale Bay
Balloons for entry: 10
Balloons for silver coin challenge: 17
Description: Whale Bay's fairly simple track layout and a friendly local whale make this island a hover-racer's paradise.
Tour of Track: This track contains four zippers and eight groups of balloons. A sequence of three blue balloons can be picked up on the first bend for a mega-boost, then aim through the zipper and up the friendly whale's back onto the ship to cut off the bend, which will save you loads of time even though it bypasses one zipper. After that, follow the friendly buoys, and hit the zippers whenever you see them, and this track should be a walk-over... or even a hover-over (sorry). The hover-craft move faster on land than they do in the water, so where possible use the sandbanks.





B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper
B
B
B
M
D
R
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PIRATE LAGOON

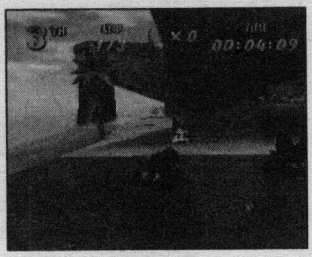


World: Sherbet Island
Track: Pirate Lagoon
Balloons for entry: 13
Balloons for silver coin challenge: 20
Description: Lots of tight bends and several jumps make Pirate Lagoon more of an obstacle course than a race course.
Tour of Track: There are four essential zippers on this track and five groups of balloons. The waves in the water play havoc with steering, so it's best to try to take everything in as straight a line as possible, minimising the sharp turns, or you'll find yourself left wallowing in a corner. Important features to be aware of on this track include the castle cave, in which you must turn hard left as soon as you enter to avoid hitting the wall (try to grab the boost balloon on the way in, as you'll slow down on the turn), and the green rock wall near the end which must be jumped by hitting the small island in front of it – ideally after hitting the zipper (you can go around it, but this means going wide and loses a lot of time). The first turn is very tight, and the waves will slow you, so instead use the crescent shaped sand bank to give you more traction and a better turn. Also, it's actually better to avoid the third zipper and instead bear right, as the zipper shoots you into a wall. In the silver coin race, the coin you're least likely to spot is on the far right of the large bay just before the castle cave. You'll lose time getting to it, so the best technique is to pick up the magnetic balloon, hit the zipper with a super-boost and as soon as you've got it spin round and lock onto the nearest other player with a magnet, which will drag you after them, making up a lot of time.

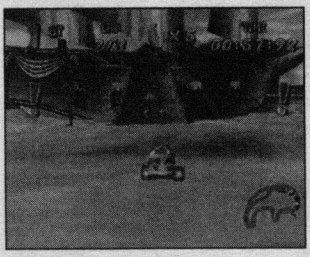


B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper
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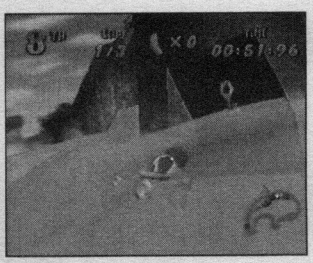
CRESCENT ISLAND



World: Sherbet Island
Track: Crescent Island
Balloons for entry: 11
Balloons for silver coin challenge: 18
Description: Forks in the track and a beached pirate galleon give Crescent Island a piratical theme – avast there me hearties!
Tour of Track: This track holds four zippers and six groups of balloons, but no boost balloons, so you're left using only rockets and magnets to gain the advantage. The fork immediately after the start line should be taken to the left for a zipper, then it's just a case of hitting all the zippers and staying ahead of the pack. When you get onto the galleon, try to turn hard left to make the tunnel. If you go too wide though, aim to the right of the tunnel for a ramp which takes you up and drops you into the tunnel through a hole. Although this isn't any faster, it's quicker than bouncing backwards and forwards off the walls. On the silver coin challenge, you'll need to go up this ramp as one of the coins is over the hole. The last coin is in a little cutting on the right immediately after the last tunnel. You'll need to turn sharply, so don't hit the last zipper. This route also cuts off the corner, so it's useful as a short cut.







B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper
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R D
D R

TREASURE CAVES

World: Sherbet Island
Track: Treasure Caves
Balloons for entry: 16
Balloons for silver coin challenge: 22
Description: Treasure Caves is a flat and fairly circular track with no particular surprises. Check out the cool mouldy-green water in the cave!

Tour of Track: This is a simple track with four zippers and three groups of balloons. The lack of many sharp bends makes this track an ideal place for maximising use of the super-boost technique. This should put you far ahead of the field, even during the silver coin challenge race.





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R
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B R
B R
B R
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B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

1ST
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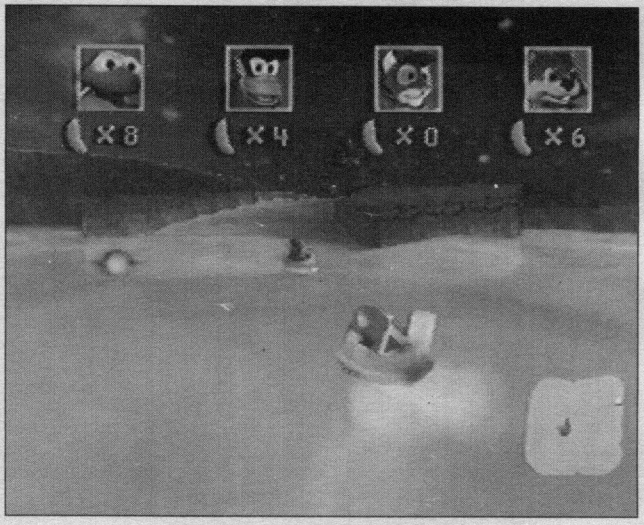
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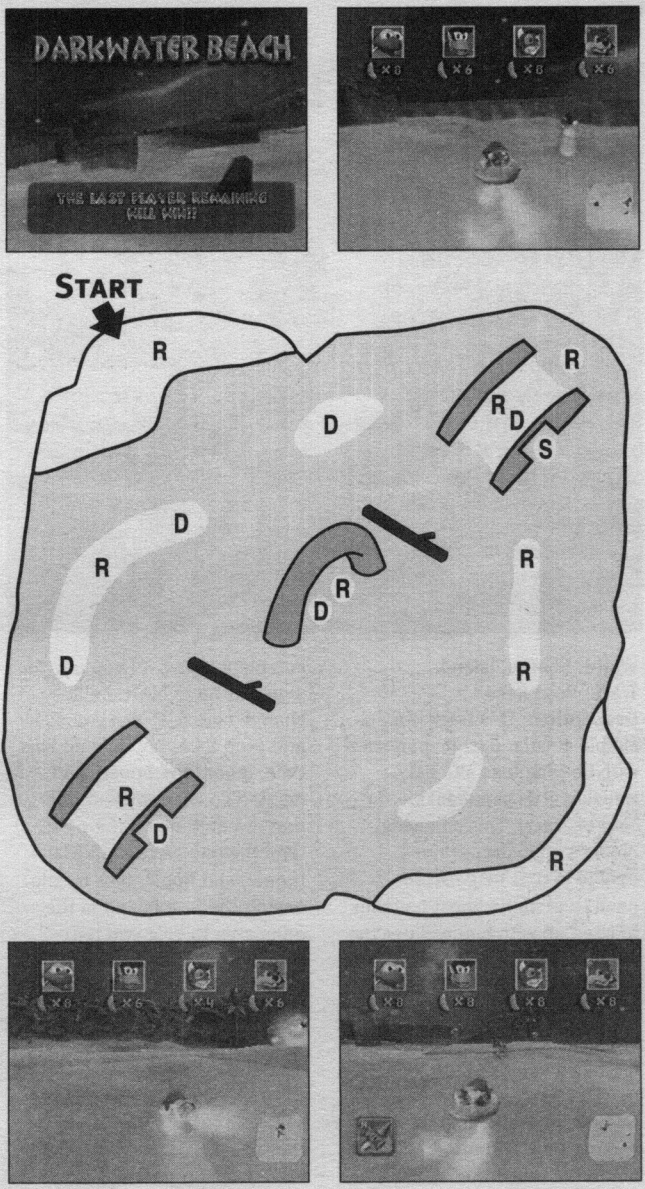
DARKWATER BEACH

World: Sherbet Island
Track: Darkwater Beach
Location of Key: Crescent Island. The key is reached by taking the left fork at the start of the race, then, before the path rejoins the main one, heading into the water and around the rock to a small cave.
Description: Darkwater Beach is a small group of islands enclosed within a lagoon, making a perfect hovercraft battle ground.
Tour of Track: This is much the same as the Snowflake Mountain battle track, except that this time you're on water.

B	Boost	C	Coin
D	Drop Behind	K	Key
R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

As with the other track, the best technique, though admittedly a cowardly one, is to avoid the other players (keep an eye on the radar for where they are) and then go in and finish off the survivor. You can also take shots over a much larger distance due to the open-plan arena. Keep an eye out for mines though, as the waves often obscure them until you're right on top of them.




DARKWATER BEACH
THE LAST PLAYER REMAINING
WILL WIN!!
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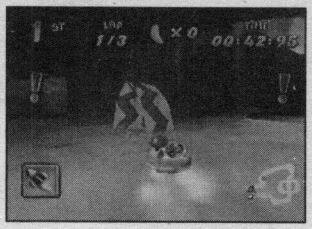
BOSS RACE



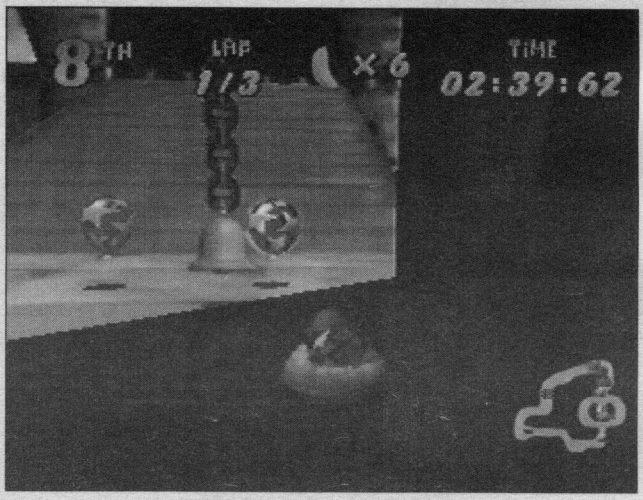
World: Sherbet Island
Track: Boss Race
Description: This track is a simple circular design, peppered with floating logs and palm trees on little sandbanks.
Tour of Track: This annoying octopus chap drops mines behind him as he goes. You'll need to grab the boost balloons to keep up with him and use the rockets to slow him down. Get in front too soon, and he's liable to hit you with a mine, so wait until the last lap, then overtake him on the wide part of the track near the end.
Second Tour of Track: The second time around, the octopus drops bubbles. He's a complete cheat – if you use the super-turbo to start, he'll change course to run you over and drop a bubble on you! This time, ignore the boosts and instead go wide, pick up the first red balloon on the right, then the one on the left in the tunnel, and finally pick up the one on the first island in the open area to give you ten shots. Fire them all at the octopus who should be straight ahead. He'll flounder and you can shoot past, and take the inside line all the way round for the next two laps (get the second boost on the island on the second half of the track for more speed if needed).

B
R
R
B
B Boost
C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

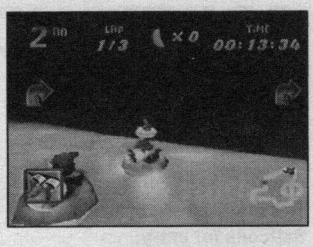
BOULDER CANYON



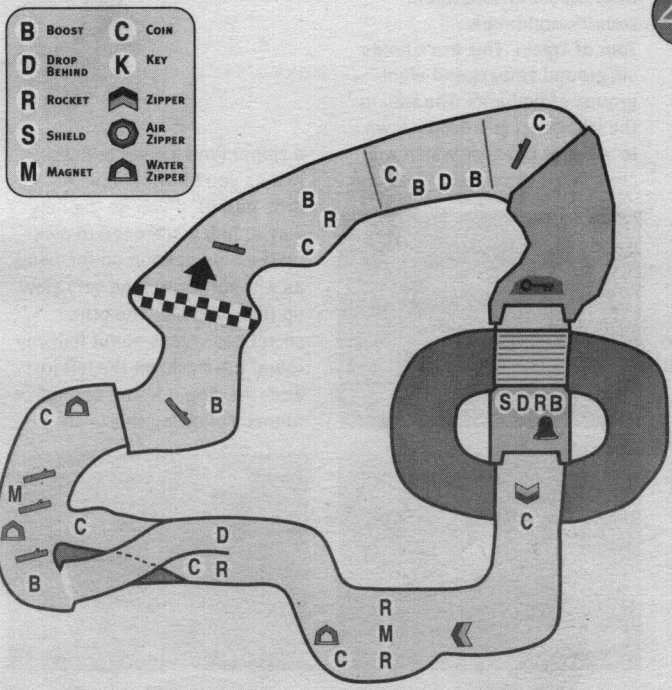
World: Dragon Forest
Track: Boulder Canyon
Balloons for entry: 20
Balloons for silver coin challenge: 30
Description: Treacherous rapids, floating logs and a castle complete with working drawbridge make Boulder Canyon a dangerous white water ride. No boulders though...
Tour of Track: There are five zippers and ten groups of balloons on this track. The floating logs should be avoided, as they will stop you dead, or, if another player clips one end, will spin and may throw you backwards (if you're very skilful, it is possible to use them to catapult you forwards, but this isn't recommended). You'll need to grab a boost balloon going down the first set of rapids in order to boost up the slope at the bottom. The drawbridge by the castle raises if any player touches the bell. If you can, try to hit this every time as it slows the other players down. If the drawbridge is up when you



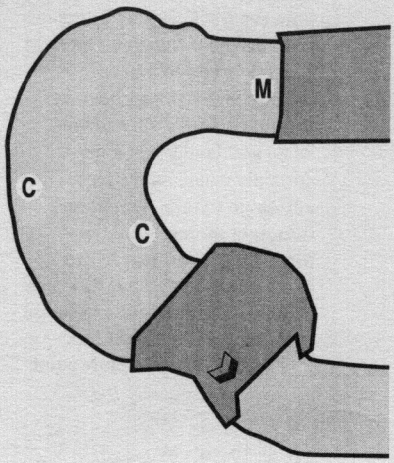
reach it, go right or left and follow the moat for a ramp back onto the track. There's a fork in the track near the end. The right fork takes you to a boost balloon and a zipper, however the shape of the track means when you land you'll almost certainly crash, so it's more advisable to take the left fork, turn right as you leave the tunnel, and then stay left to avoid the logs. The left fork also holds two coins in the challenge race, whereas the right fork holds none. Another slow point



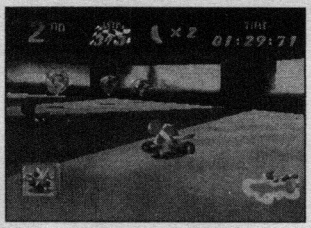
is the bend right at the end. Hit the zipper, and make a tight shoulder button and B turn to make it without slowing. This is important if you have players close behind you, which you will have in the coin challenge.



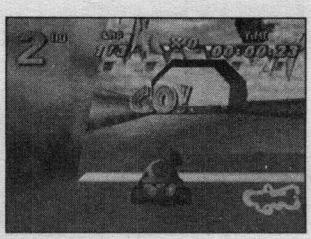
GREENWOOD VILLAGE

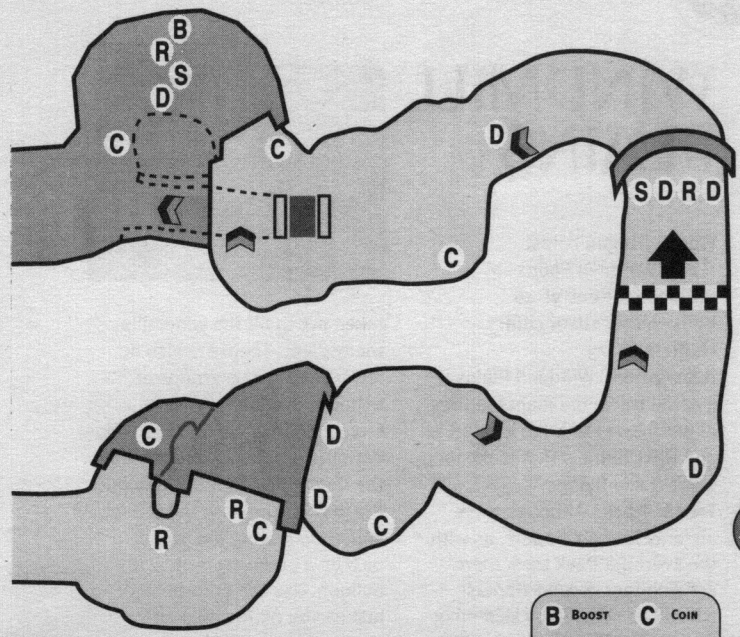


World: Dragon Forest
Track: Greenwood Village
Balloons for entry: 17
Balloons for silver coin challenge: 24
Description: Greenwood Village's circular track has two hidden passages, one quite easy to find, the other not so obvious. Extremely tight corners make this a Reliant Robin owner's nightmare.
Tour of Track: This track holds six ground zippers and eight groups of balloons. The well in the village square drops down to a secret passage which will cut a large corner and gives you a zipper (you'll need to brake just as you hit the tunnel to drop into it). If you go the long way round, you'll need to pick up the blue balloon on the bend as without it you'll be very slow up the small hill. The other secret passage is about halfway round the track, on the left just after the zipper in the second tunnel. Following this is an









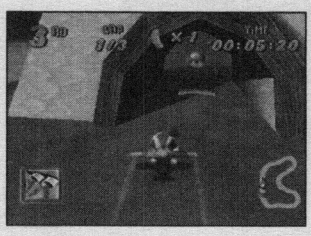
B	Boost	C	Coin
D	Drop Behind	K	Key
R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

extremely hard right followed by a hard left (use the shoulder button and B to corner tightly).

In the silver coin challenge, pick up as many bananas as possible, grab the first coin and drop down the well to get ahead. Pick up the two coins in the forest, then head right after the tunnel into the small side tunnel for the coin. Take the next coin before the finish then on the second lap pick up the coin still in the square, the one in the tunnel and the coin just past the old tree last of all as you come off the zipper. As a general tip, pick up any green balloon you can without going out of your way and drop them to slow the other players down, even if you're running last as it will take out the race leader on the next lap. Also try and super-boost off every zipper.



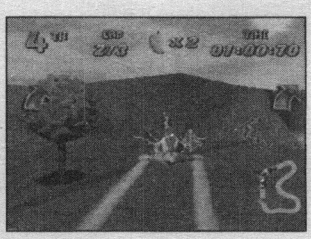
WINDMILL PLAINS



World: Dragon Forest
Track: Windmill Plains
Balloons for entry: 16
Balloons for silver coin challenge: 23
Description: Windmill Plains is a aerial track, the main features of which are the huge windmills and tight tunnels that make for some tricky flying.
Tour of Track: Although there are only four air zippers, as with the Everfrost Peak track there are also four ground zippers which can be used by skimming the ground. All but three of the ground zippers are under the windmills, but care must be taken not to hit the windmills themselves. There are also no fewer than twelve groups of balloons available. A useful technique to get ahead is to take both the ground zippers under the first two windmills, then take the first air zipper to the tunnel, and upon leaving the tunnel, pick up a green drop-behind balloon. Use the drop-behind just as you hit the next air zipper, as this will slow down your immediate pursuer. In the coin challenge race, there is a coin under each windmill, and also a coin behind the waterfall on the left about halfway round. Try to get all the coins but the first one on the first lap; leave the first one as it's difficult to get under the first windmill from the start line, so pick it up at the start of the second lap.



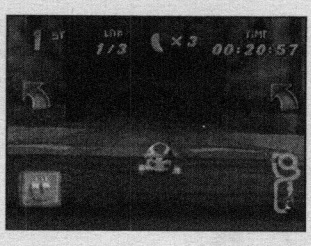




Dragon Forest

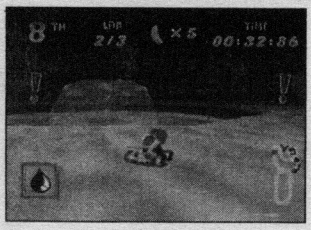
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R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

HAUNTED WOODS

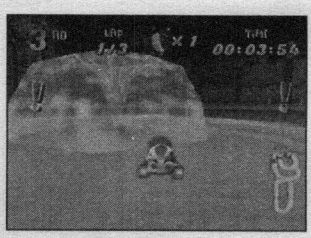


World: Dragon Forest
Track: Haunted Woods
Balloons for entry: 22 (You'll need to have done one silver coin challenge)
Balloons for silver coin challenge: 37
Description: The rather twisted Haunted Woods track is populated by vapourous ghosts and has a picturesque fountain near the start.

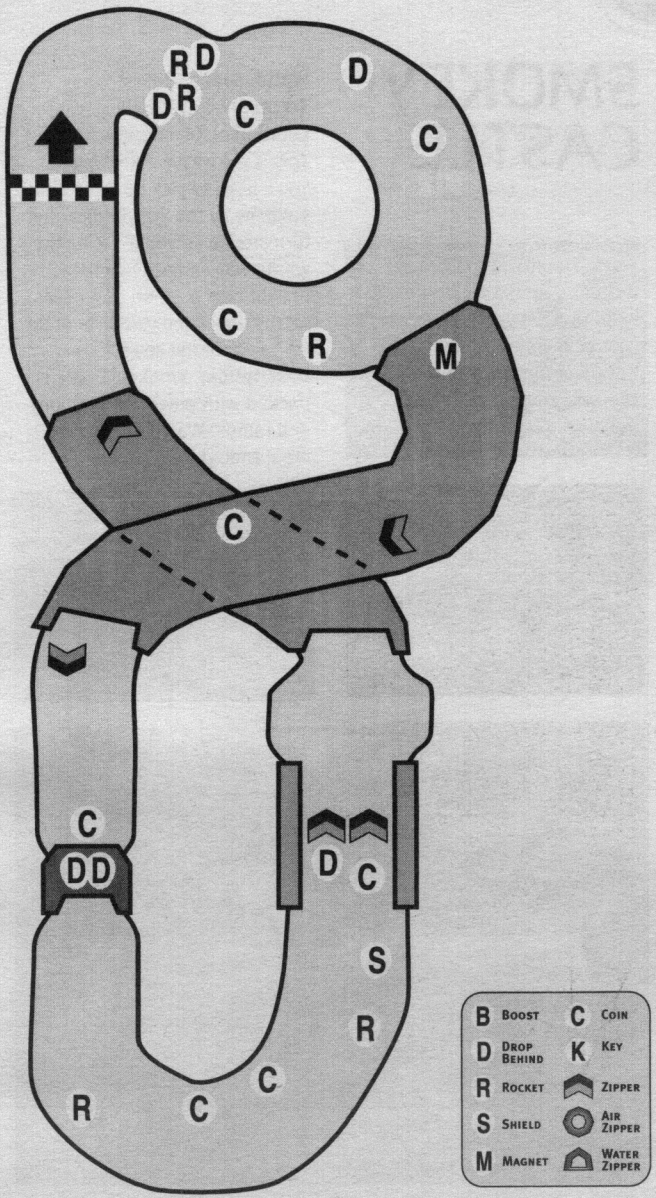




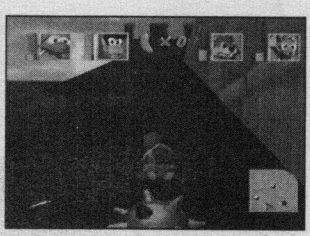




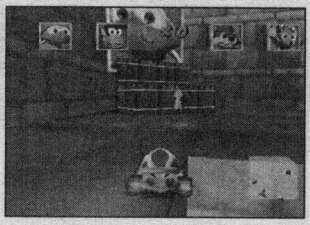
Tour of Track: This track presents no surprises. It holds four groups of zippers (in some places there are pairs, but you'll only hit one of them at a time) and nine groups of balloons. From the first zipper, aim right to hit the second zipper for a bigger boost. The fountain at the start can be driven round either to the left or the right, and you'll need to go round both sides during the silver coin challenge as there are coins on boths sides of the fountain, three in all. Also in the challenge, in the haunted forest you'll need to keep tight in to the left to get both the coins on the bend at the bottom of the map.

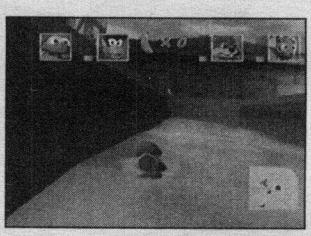

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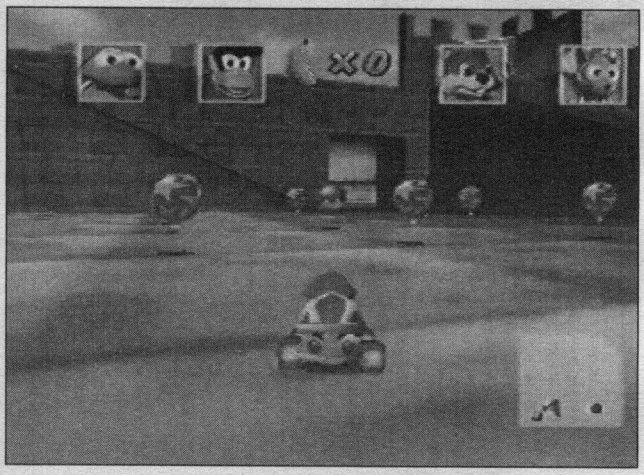
SMOKEY CASTLE



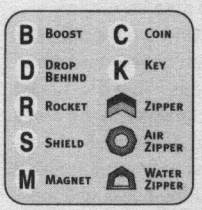
World: Dragon Forest
Track: Smokey Castle
Location of Key: Boulder Canyon. This is the trickiest key to get. You'll need to pick up three boost balloons by the drawbridge, then turn around so you're facing the wrong way and activate the drawbridge. As soon as it raises, hit the boost and you'll shoot up the ramp for the key.
Description: Smokey Castle is packed with power-up balloons and ramps. Watch out for the moat though!

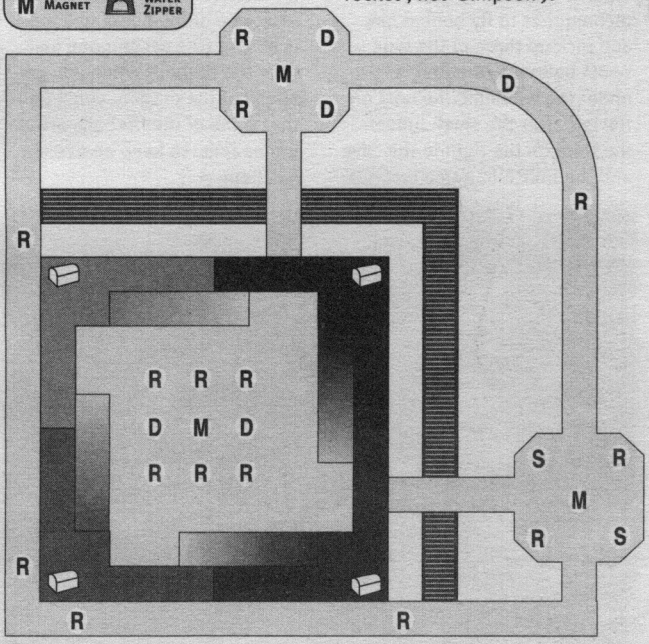






Tour of Track: The idea of this battle game is to be the first to collect ten bananas in your chest. You can only carry two at a time, so it'll take at least five trips. The best method for winning here is to keep to the small side alleys at the bottom left of the map. These are seldom used by the other players and there is no chance of falling in the moat (if you do you'll need to make your way to one of the slopes at either end). Then on the way to your chest, grab a green balloon, take someone else's ramp up (they're all colour coded) and drop a mine on it, thus ensuring that they'll lose their next load of bananas. Do this with a different ramp each time, and you'll win no problem! For more insurance, pick up two red balloons on the way out, and hit another player with a homer (that's as in 'rocket', not 'Simpson').

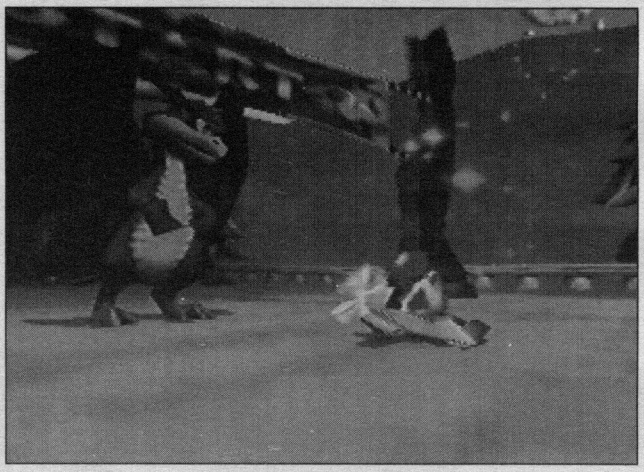




BOSS RACE



World: Dragon Forest
Track: Boss Race
Description: Misty caves with hanging plants mask pillars of stone that block your path on this track – and the fireballs don't exactly help!
Tour of Track: The dragon flies around the track at a constant speed, dropping fireballs which hang in the air. The best technique is to fly behind him and pick up three of the four boost balloons (the first is under the windmill, the next on the left after the small tunnel, the third on the right in the cave and the fourth in a tree just out of the cave) then boost past him in the open area before the finish line. Once you're ahead of him, you won't need to worry about fireballs – just don't crash into the rock pillars in the caves.
Second Tour of Track: Same as the first, just with more fireballs. Also, one of the boost balloons is absent (the second one just after the tunnel). When you get ahead of the dragon, you'll find that some of the fireballs are permanent, so keep an eye out for them.



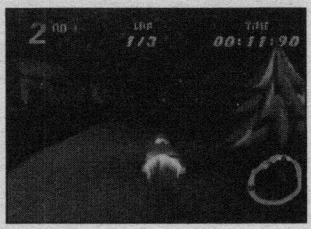
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M Magnet
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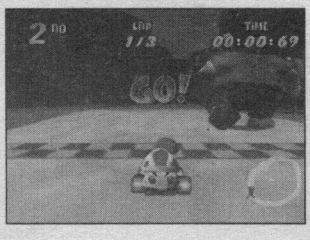
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WIZPIG RACE

World: Central Area
Track: Wizpig Race
Description: Thunder, lightning and torrential rain reduce visibility on this track which is already partially flooded – what a nightmare!
Tour of Track: Okay, it's the final battle (well, the first final battle, anyway). You'll need to beat Wizpig around the track three times. There are six zippers, and no balloons. You'll need to hit every zipper and get a super boost nearly every time. Avoid going in the water and stay off the grass. For an extra super-turbo boost, hit the fourth zipper and aim to the left to hit the fifth zipper, then hold on!



Once you've raced Wizpig you'll be treated to an end sequence and the credits, followed by the message 'The End?' Not surprisingly, there is still a bit more to the game – okay, make that a lot more! To start with, you'll need to get gold on all four trophy races (if you haven't already). Then go to the beach and drive into the sign which should show four gold Wizpigs to be taken to Future Fun Land. (Once you've done this for the first time, you only need to drive onto where the lighthouse stood to reach Future Fun Land.) You'll need to complete all four of the space tracks twice (once normally and once in silver coin mode), and then you'll find yourself facing the TT door. Now you will need to go back to the original world and complete all the battle races (if you haven't already) before being allowed entrance to the TT door to race Wizpig for a second time!





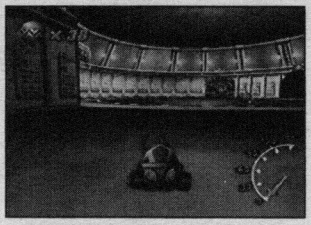
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C Coin
D Drop Behind
K Key
R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

SPACEDUST ALLEY

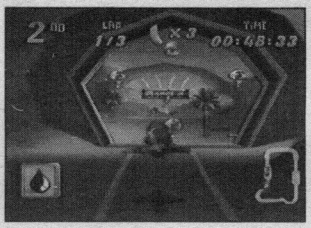
World: Future Fun Land
Track: Spacedust Alley
Balloons for entry: 39
Balloons for silver coin challenge: 43
Description: Flying boulders and a rampant alien space fighter are only a few of the perils on Spacedust Alley's futuristic race track.
Tour of Track: Although at first this track looks a little imposing, it's actually fairly easy to beat. There are three air zippers and seven ground zippers, and fourteen groups of balloons. The basic technique is to hit all the air zippers for a good start, then when you meet the attacking spacecraft stay dead centre and low on the track. In the coin challenge you'll find two coins in this area, one on each side. Get one on the first lap and one on the second. In the section with the raised pathway, drop off to the right and follow under it for a zipper and a shortcut into the tunnel. Then it's just a series of tight turns to avoid the archways and columns of rock, avoid the flying boulder and you're home free.

There are silver coins on both the upper and lower routes near the end, so you'll need to fly both routes at least once, or get the upper coin and do a steep dive and turn to grab the lower one.







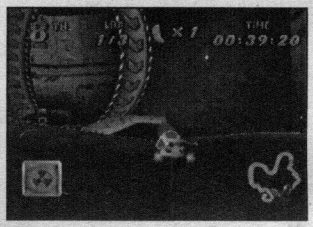


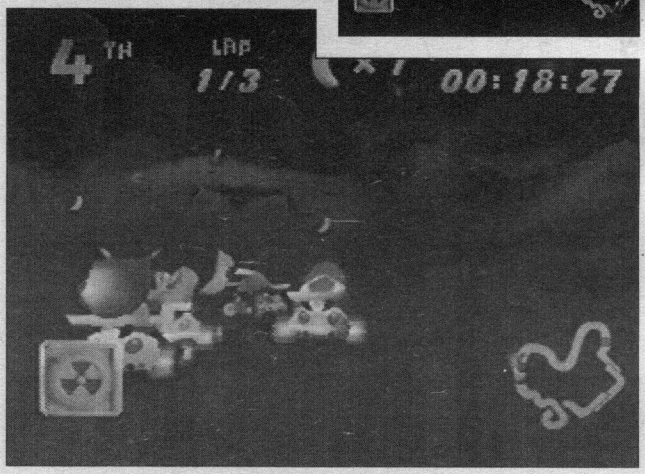
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K Key
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Zipper
S Shield
Air Zipper
M Magnet
Water Zipper

DARKMOON CAVERNS

World: Future Fun Land
Track: Darkmoon Caverns
Balloons for entry: 40
Balloons for silver coin challenge: 44
Description: Darkmoon Caverns – not surprisingly – consists of a number of caverns on a moon, and also includes two impressive loop-the-loops.
Tour of Track: This track is fairly easy the first time around, it's just a case of catching the zippers and boosting. There are four zippers and fourteen groups of balloons. Two areas are being bombarded by spacecraft in orbit, but the laser fire is easily avoided if you keep to the left. The two loops will automatically boost you, but if you release the A button as you hit them and don't press it immediately after coming off the loop you'll boost a bit further.

The coins are fairly obvious, apart from one which is between the two craters on a surface section, and there is one at the start of each loop, directly in the middle, that you'll need to hit accurately as you'll be pulled around the loop if you miss.





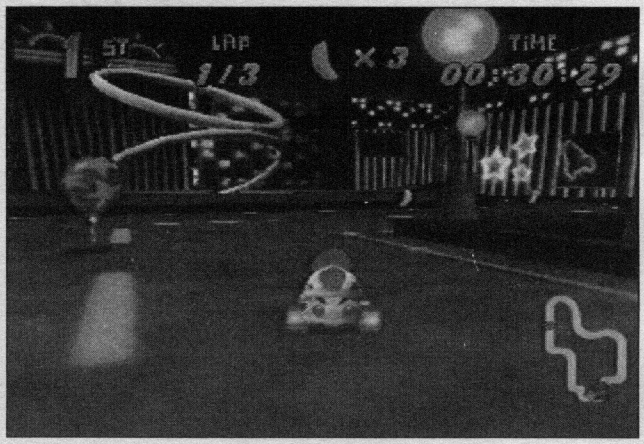
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D	Drop Behind	K	Key
R	Rocket		Zipper
S	Shield		Air Zipper
M	Magnet		Water Zipper

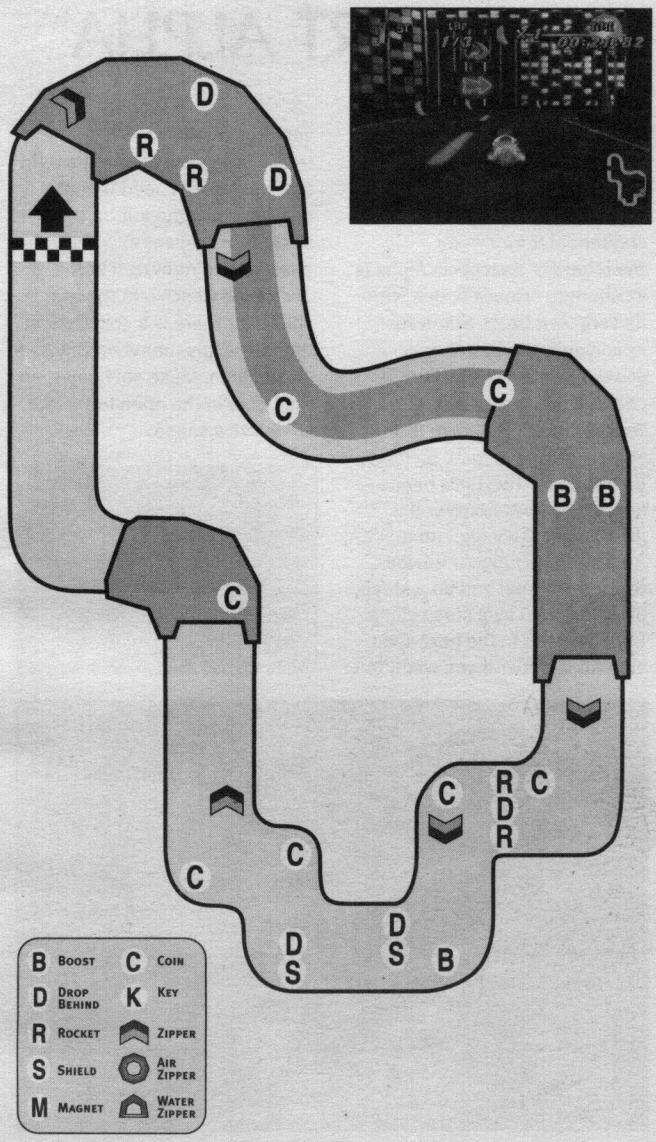
STAR CITY



World: Future Fun Land
Track: Star City
Balloons for entry: 42
Balloons for silver coin challenge: 46
Description: Lots of steep drops, ninety degree turns and narrow tunnels make Star City a real test of racing skill.
Tour of Track: With five zippers and twelve groups of balloons this track is actually the easiest track of the four space ones, although you'll definitely need the extra tight turns (direction/R button/B) for the ninety degree corners on the latter part of the track. Be careful with the second zipper on the raised track where the tram passes in front of you, as it more often than not boosts you off the edge of the track – if you can't control the boost, then just miss it out as you don't need to hit it to win. The coins in the challenge are all very obvious and easy to get.

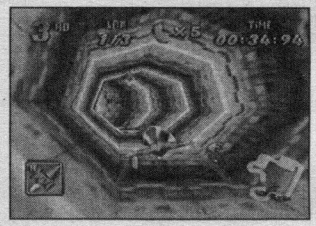


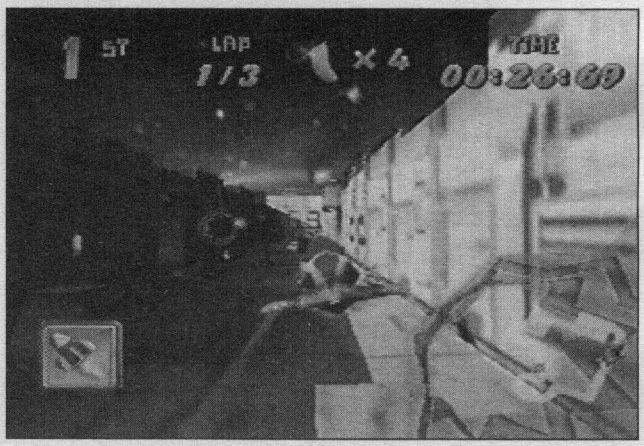


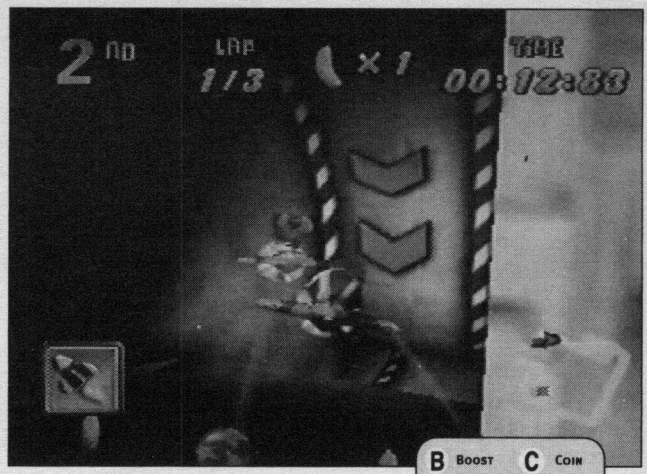

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SPACEPORT ALPHA

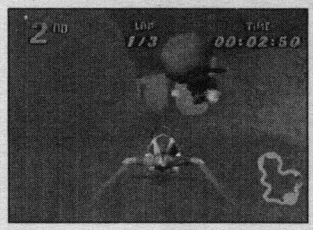
World: Future Fun Land
Track: Spaceport Alpha
Balloons for entry: 41
Balloons for silver coin challenge: 45
Description: Spaceport Alpha is a tribute to science fiction with its very own Death Star trench run – you'd just better hope you're not playing the 'Porkins' character!
Tour of Track: There are four zippers and seventeen balloons on this track. Two tight bends lead to a zipper which you'll need to get fairly high up to hit. After this, stay high until you reach the tunnel and do a steep dive, followed by a steep climb. Bear hard left in the next open area for a zipper if you want, but you don't really need it. In the trench, keep low and to the right (although you'll need to make one run down the left on the silver coin challenge) and then make a hard right turn at the end of the trench – in the coin challenge there is a coin right at the top of this tunnel entrance, so aim high. Make sure you grab the boost in the open tunnel for some extra speed.

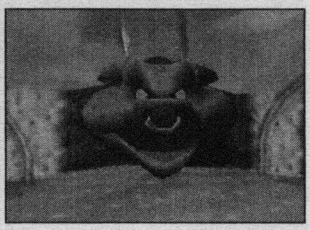






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R Rocket
Zipper
S Shield
Air Zipper
M Magnet
Water Zipper





TT CHALLENGE

World: Future Fun Land
Track: TT Challenge
Description: Rock arches, narrow caves, flying boulders, energy beams and hostile alien spacecraft make this a dangerous place to go flying!
Tour of Track: The trick to this track is to stay ahead of Wizpig. Get a superboost at the start, then bear right at about middle height to avoid the boulders and the first rock columns. Get ready to drop low and turn sharply at the first arch, but don't clip the ground with your wingtip or you'll crash into the wall. Pick up the two red balloons, and if Wizpig has managed to pass you, hit him with a homer to slow him down, then grab the blue balloon from the huge pig carving's nose and boost into the tunnel. In the tunnel keep under the energy beams, and ignore the balloons, until you reach the yellow shield balloon, which you should pick up and activate as you enter the reactor area, allowing you to fly straight through the middle of the beams. If you miss the shield, fly up and over the energy beams, which will slow you down, but you hopefully won't be hit. Out of the main area, grab the boost balloon immediately on the right and boost across the finish. Now do it another two times to win!

If you're having problems, and keep colliding with things, try using the magic code for small characters, which gives you a smaller plane, and will allow you to squeeze through gaps easier.

Beat Wizpig the second time, and you've finished the game! Or have you? Er, no actually. You'll now be offered a new option on the start screen, to start 'Adventure Two'. This is playing the same tracks, but this time they are mirrored so all the corners go in the opposite direction, the other characters are a lot harder to beat and the balloons are silver! (Is there *no* end to this game?)

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Zipper
S Shield
Air Zipper
M Magnet
Water Zipper
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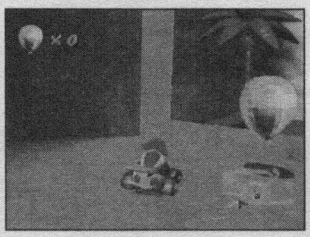
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MAGIC CODES

When you defeat Wizpig, you'll be shown a cut sequence and then a list of the credits. At the end of the credits you'll be given one code, but if you don't want to sit through these, or you haven't managed to get that far, then some of these might be useful (or not so useful) depending on whether you actually want to make the game easier or harder.

JOINTVENTURE – 2 player adventure
DOUBLEVISION – Select same player
FREEFORALL – Max power up
FREEFRUIT – Start with 10 bananas
VITAMINB – No limit to bananas
ZAPTHEZIPPERS – Remove zippers
NOYELLOWSTUFF – Disable bananas
BYEBYEBALLOONS – Disable weapons
TIMETOLOSE – Ultimate AI
BOGUSBANANAS – Bananas reduce speed
BODYARMOR – All balloons are yellow
ROCKETFUEL – All balloons are blue
BOMBSAWAY – All balloons are red
OPPOSITESATTRACT – All balloons are rainbow
TOXICOFFENDER – All balloons are green
TEENYWEENIES – Small characters
JUKEBOX – Music menu
OFFROAD – Four wheel drive
BLABBERMOUTH – Horn cheat

And finally... to play as Drumstick the chicken, once you've collected all the pieces of both the Wizpig and TT amulets, just run over a frog in Taj's area to make him appear on the character select screen!





DIDDY KONG RACING

If you haven't bought it yet, why not? *Diddy Kong Racing* is the all-action cartoon adventure that puts other racing games to shame, and 64 MAGAZINE, Britain's number one N64 magazine, now brings you the ultimate guide to this amazing game!







Join Diddy Kong and his friends in a crazy race through 30 tracks and a wealth of surprises as they try to beat the evil Wizpig! We show you all the tracks, reveal how to complete the tricky Silver Coin Challenges, and explain how to beat those sneaky bosses at their own game!







Published by Paragon Publishing Ltd
Paragon House, St Peter's Road,
Bournemouth BH1 2JS

Tel: (01202) 299900
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http://www.paragon.co.uk