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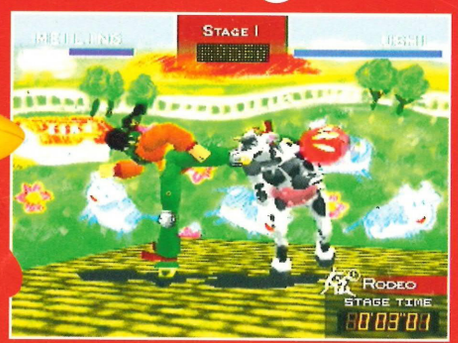
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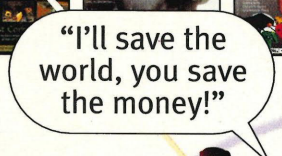
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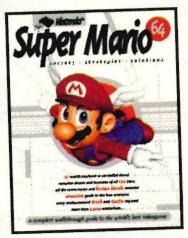


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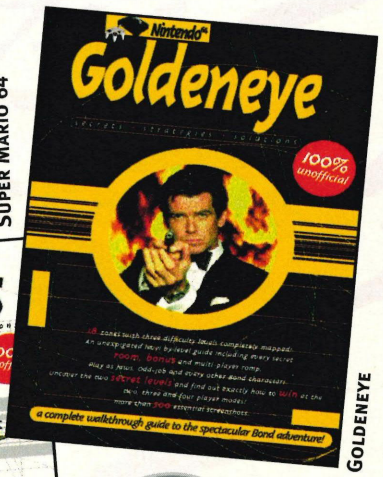


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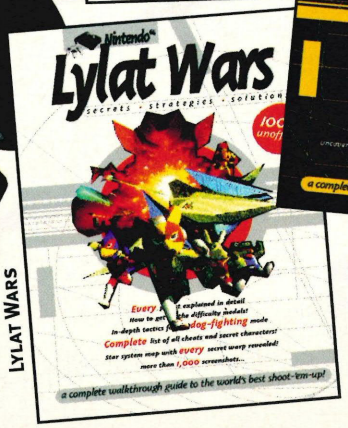
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GOLDENEYE



LYLAT WARS

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volume 11

64 magazine

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He's back, and this time he's speaking English! Konami's ancient Japanese hero gets his visa for these shores.









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Shock horror probe! It's a beat-'em-up for the N64 that's actually really good! What next, *Mission: Impossible* getting finished? [Steady – Ed]





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Having trouble with your bombs? Worry no more – we've got the complete guide to Nintendo's explosive adventure!





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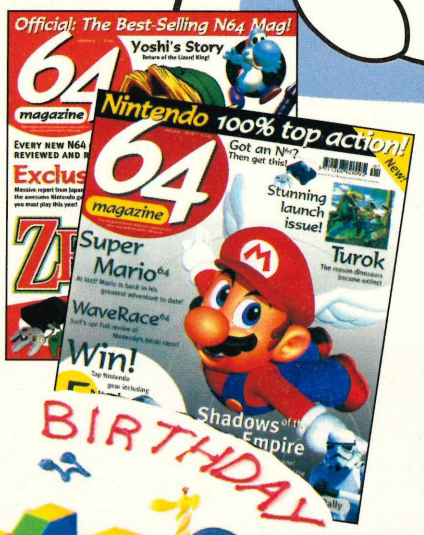
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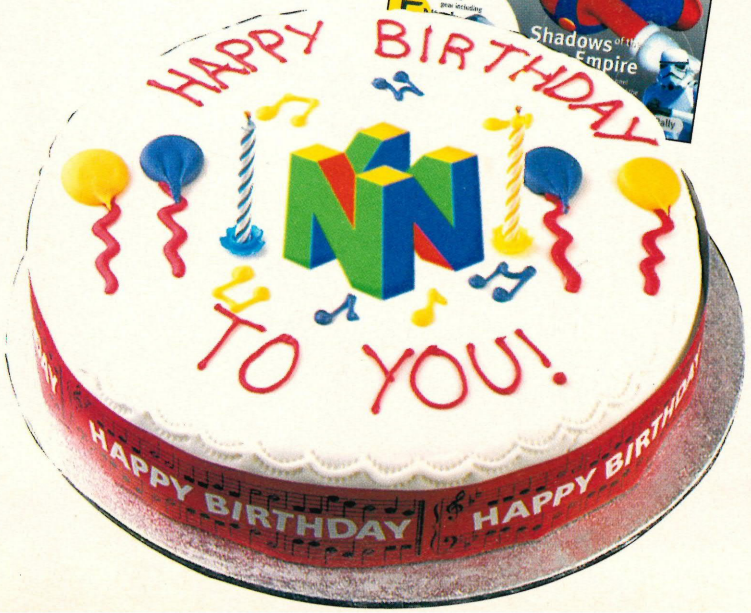
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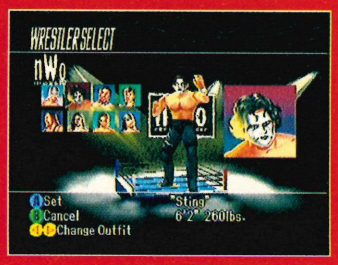
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The full step-by-step, bang-by-bang solution to this tricky platform adventure.

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If you want to get to grips with professional wrestlers (ugh), here's your chance!





N64 Welcome!

TRUE STORIES

As someone who reviews videogames for a living, it's always surprising that there are people who don't pay any attention to reviews before buying games. It's not that they disagree with them – they don't even read them!

The following is a true story. The place: the Bournemouth branch of Game. The time: around 2.30 in the afternoon of February 7. I was taking a look at the N64 top sellers while a little scene played out next to me...

Kid 1: [age around 13, holding *Killer Instinct Gold*] Mum, what about this one? Mum? I want this one.

Kid 2: [age around 10, waving *Multi Racing Championship*] No, I want this one.

Kid 1: But this one looks really brilliant, look at it! [Points at the pictures on the back of the box]

Mum: We're not buying two games.

Kid 1: Daaaad!

Dad: [utterly disinterested] No, we're not.

Kid 1: But look at it!

Mum: We're not buying something just because of a picture on the box. [Picks up a copy of *Clayfighter*] What about this? This looks good...

I did think about offering some advice at this point, if only to prevent the two boys from being exposed to *Clayfighter* and stopping them from turning into crack-smoking vandals due to this traumatic experience. Then I thought, the hell with it. Anyone who's gullible enough to buy a game on the basis of an ugly Plasticene snowman on the box is probably beyond help.

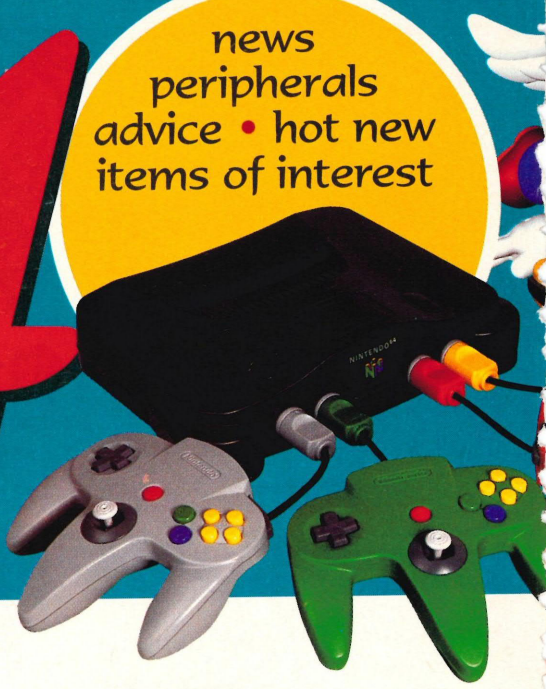
What is it about videogames that causes otherwise normal people to lose their minds? Nobody with half a brain in their head would buy a book or video or CD without at least having some idea what they were like, but when it comes to videogames people seem perfectly happy to throw 60 quid away without even looking. Is it a case of "I heard *Goldeneye* on the Nintendo 64 was good, so everything else for it must be good too"?

64 Magazine is here to provide a service to its readers – as well as letting you know what's out there, we also want to help you avoid wasting money on a duff game. The kind of letter that most brightens our day is the 'thank you' letter, where our opinions helped steer a person away from a poor game to a good one, to their relief. It might not be a cure for cancer, but if we can help people get fun from their games rather than feeling that they've wasted their money, then we've made a positive difference to the world. Which, in some ways, is the best you can ask for.

Andy McDermott, Editor

the 64 showcase

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GOLD!

ALWAYS BELIEVE IN YOUR SOUL (1)



To mark the first anniversary of the N64's launch in Britain, Nintendo are releasing a special limited edition N64. Although the machine itself will be the same cool 'n' moody charcoal grey as ever, it will come packaged with a much sought-after accessory – a gold controller!

Previously only available as special competition prizes, this is the first time that the gold controllers have been available to buy. If you're desperate to get hold of one, you'll have to be quick off the mark – the special packs will only be available for a limited period. If you've already got an N64, this might not seem such a good deal, as you'll have to buy another one to get the controller! However, for those who for whatever reason still haven't treated yourself to an N64, March is a good time to start looking.

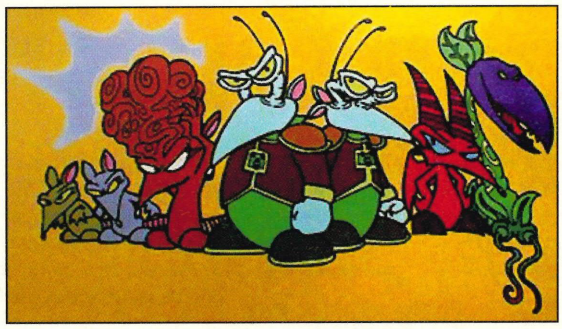
GOLD!

ALWAYS BELIEVE IN YOUR SOUL (2)



While gamers around the world wait impatiently for the arrival of *Zelda 64* (April in Japan, December in the UK), Nintendo have decided to tease them still further by letting slip that the game will come in a gold cartridge, as did its NES ancestor. Sadly, it's just gold plastic and not real 24-carat yellow metal. Unless they're going to go all Willy Wonka on us...







You Dirty Rat!

Everyone loves *Tom & Jerry*, don't they? Or perhaps the equally psychotic but overtly visceral Itchy and Scratchy (of *The Simpsons* fame) is more your bag? Well, if insane and wanton violence involving tiny mammals appeals then you might be interested in London-based Pure Entertainment's new game, which makes both these cartoon duos seem tame by comparison!

Provisionally called *Rats* (it may be *Cats 'n' Rats* in the end, but we find this name a bit, well, crap), the game has you controlling a band of felines whose mission in life it is to prevent hordes of rats pouring into their homes. There are six cats initially, all with different personalities and distinctly-coloured fur. There's Sporty Cat, Stealth Cat, Kung-Fu Cat, Sexy Cat, Tom Cat and Flea-Bitten Cat – all make up a formidable fighting force intent on stopping the rats from infesting over a hundred levels by blocking up the rat holes.

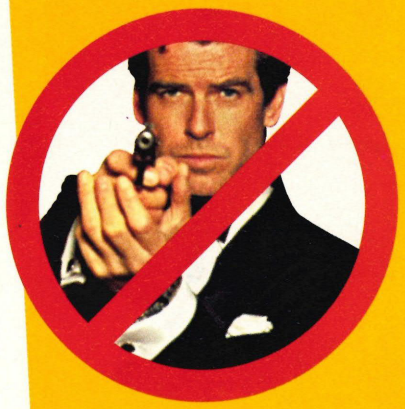
Playing like a cross between *Bomberman* and the ancient trap game *Spy Vs Spy*, *Rats* has a glossy rendered look, and each level comprises bits of furniture and household objects which can be moved or used to help or hinder completion. A guard dog, for example, will remain asleep until touched by a cat or rat, but once active it will hunt you down, making rat-catching impossible.

You get rid of the rats by either blocking up their holes, or catching them in traps before they break anything. At the moment, there are no weapons involved, but you can already sense that as a multi-player game, there is huge potential for four-player fun. A big object, such as a sofa, is too heavy for one cat to move, but a team could easily shift it. It's up to you whether co-operating with a rival is for the greater good.

Rats is scheduled for release in November and although it is very early, the potential is there and hopes are high for colourful and fun multi-player mayhem.



GONE!



Nintendo became a victim of their own success over Christmas! *Goldeneye*, the N64's two biggest title for the holiday, sold out pretty much everywhere. While that might sound rather good going, it wasn't so good if you were one of those who couldn't wait to get their hands on Rare's megagame, because there were no extra stocks in the UK to refill the shelves!

THE Games, Nintendo's distributors in the UK, finally managed to get extra copies of *Goldeneye* on February 9, to the relief of Bond-deprived gamers everywhere. So if you'd glanced at this issue's charts and wondered why *Goldeneye* was apparently being outsold by *Shadows Of The Empire*, now you know...



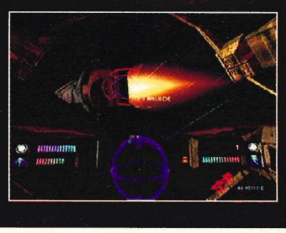


Heeheeheeheehee, Wipeout?

Managing ed Damian threatened violence if that headline was used in the mag. Well, journalism is supposed to be dangerous! Anyway, Psygnosis are reportedly close to signing up to bring their games to the N64, even though they are closely tied to Sony and the PlayStation. Although nothing has been definitely confirmed at the time of writing, industry rumours have suggested that Psygnosis has been quietly working on N64 titles for some time, and the company will be making an announcement at May's E3 show in Atlanta.

Psygnosis's PlayStation successes of late have included *Wipeout 2097*, *Colony Wars* and *F1*, any of which would go down a storm on the N64. Here's hoping that the Scouse coders see the light!











Four On The Floor

Good news for Rare fans; the Warwickshire company will be showing no fewer than four N64 games at the Atlanta E3 show in May. *Banjo-Kazooie* and *Conker's Quest* are almost certainly two of them, which leaves another two unknowns. *Ultra Donkey Kong* would probably be a safe bet for one of the pair, but the other is a total mystery so far. Rumours of a new *Killer Instinct* game on the way are so far unconfirmed...

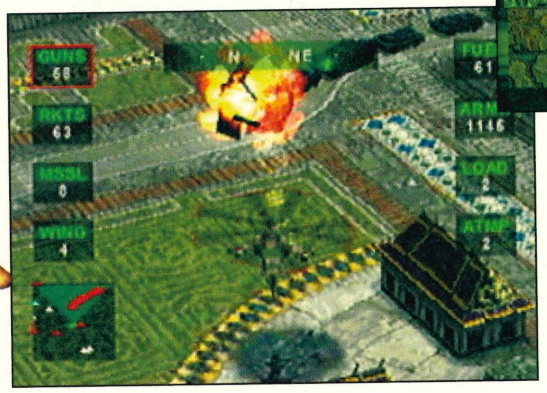




Nuke Your Chopper

After *Wild Choppers* (reviewed in issue nine), which was an attempt to do a *Desert Strike* game in 3-D, Electronic Arts are to make the real thing! *Nuclear Strike*, the latest in the long-running series, will be brought to the N64 by THQ, whose last N64 game was the excellent *WCW Vs NWO*.

The game casts you as a hotshot Stringfellow Hawke-type, who can fly anything under the sun – a skill you'll need when a terrorist madman tries to trigger a nuclear war. (Why are they always mad? Maybe they're sane and we're mad...) The action in *Nuclear Strike* takes players from 'Nam-style jungles to the heart of old-model communism, North Korea, and then on to the wastelands of Siberia. Each stage is full of rootin', tootin', helicopter-shootin' bad guys, so you'll need every last bullet in your gunship's arsenal to make the world safe for cultural imperialism!





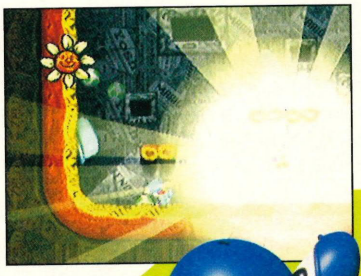


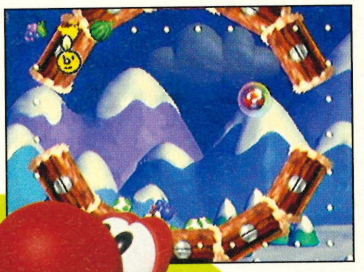
Now the other shoe drops – *Nuclear Strike* will not be released until 1999. However, that's a phrase all N64 owners should be getting used to by now, and if THQ's licence keeps the playability of the PlayStation version it'll be one worth waiting for.

Yoshi Gets Tough!

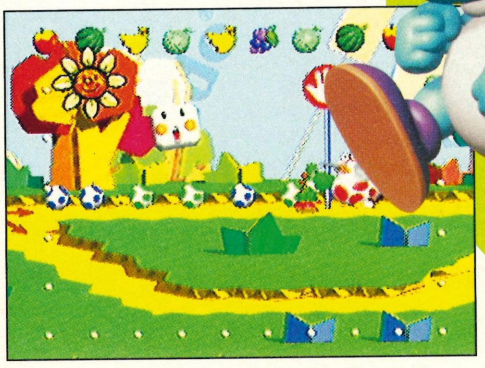
After getting widespread (and fully deserved) press criticism for *Yoshi's Story* being easier to beat than a very sloppy egg, Nintendo have decided to toughen up the dinosaur for his Western appearances. Well, sort of.

Nintendo's plan to increase the difficulty of the game is to add in a set of special blocks that have to be collected to see the best version of the ending, rather like *Mischief Makers*' yellow gems. Er, if the game is going to be otherwise unchanged, that's not going to make it *that* much harder... Still, at least it shows that Nintendo are receptive to comments from the press. Hey! Nintendo! Release more games! Put out PAL titles at the same time as the rest of the world! Let's see if they receive *that*...

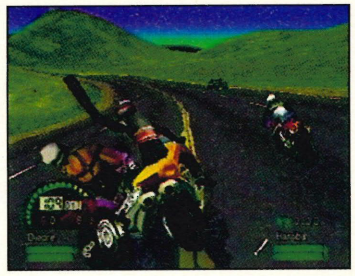








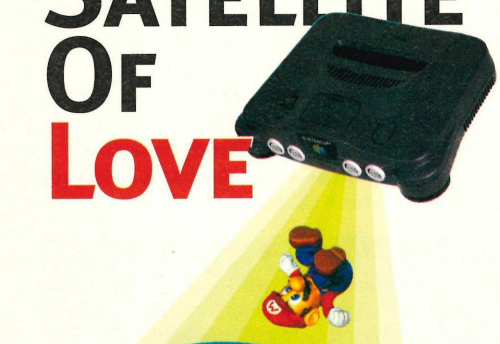
Rash Decision



In addition to *Nuclear Strike*, THQ will also be bringing EA's *Road Rash* to the N64. The original Mega Drive game was a great laugh because it introduced something new to the racing genre – unsportsmanlike behaviour! The best way to win in this motorbike challenge was with a subtle blend of precision driving and extreme violence. Kicking other riders off their bikes or smacking them around the head with a baseball bat or length of stout chain might not get Murray Walker's seal of approval, but if it gets you to the finish line before anyone else, what the hell?

Like *Nuclear Strike*, *Road Rash 64* won't be arriving until 1999, giving you plenty of time to polish up those leathers.

Satellite Of Love



It's *Nintendo In Space*! The Japanese arm of the company has announced a partnership with chip manufacturer Kyocera Corp to start making digital satellite broadcasts in 2000. Why would they do this? Simple – Japanese gamers will be able to download data from the satellite straight into their 64DDs.

Both Nintendo and Kyocera are shareholders in another company called St Giga, which specialises in satellite broadcasting. Their new digital satellite will be launched within the next two years, and Nintendo will be making use of one or more of its channels.

A similar system has been available to Super NES owners in Japan for some years, but the new digital system will allow much faster data transfer as well as a larger number of channels.

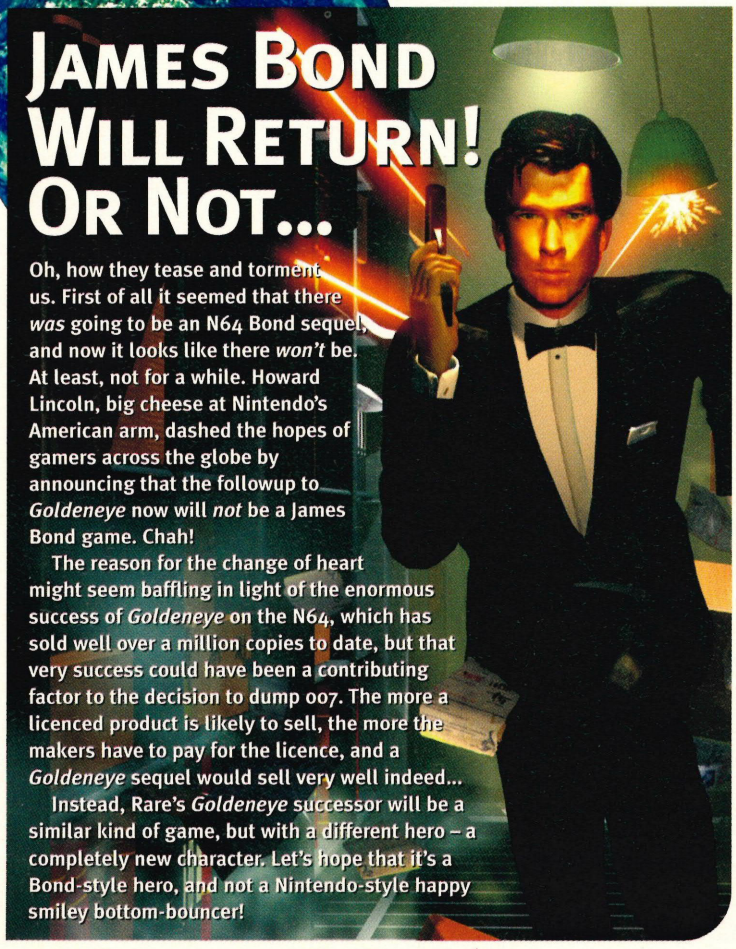
Nintendo won't just be using their channels to transmit 64DD data like graphical patches and new characters – they are also planning some non-videogame content. Hmm... Pocket Monsters TV, perhaps? Just don't stare at the screen too long.

The massive investment required for satellite broadcasting means that Nintendo are taking the whole idea very seriously, and may explain the company's vacilations over the 64DD's modem capabilities. Rather than have the 64DD connect to the Internet through a phone line, which makes money for some other company and runs the risk of Nintendo's 'family audience' coming across inappropriate material (or worse still, easily-accessible pirate copies of software), Nintendo can collect every last yen themselves if the 64DD uses satellite link-ups which Nintendo own!

If this is the case, then the prospects for the 64DD's networking abilities in America and especially Europe look fairly bleak – can you imagine Nintendo shelling out for more satellites just to support British gamers? Still, it does show that Nintendo have a lot of confidence in the 64DD's ability to turn the N64's fortunes around in Japan!

09
more

James Bond Will Return! Or Not...



Oh, how they tease and torment us. First of all it seemed that there *was* going to be an N64 Bond sequel, and now it looks like there *won't* be. At least, not for a while. Howard Lincoln, big cheese at Nintendo's American arm, dashed the hopes of gamers across the globe by announcing that the followup to *Goldeneye* now will *not* be a James Bond game. Chah!

The reason for the change of heart might seem baffling in light of the enormous success of *Goldeneye* on the N64, which has sold well over a million copies to date, but that very success could have been a contributing factor to the decision to dump 007. The more a licenced product is likely to sell, the more the makers have to pay for the licence, and a *Goldeneye* sequel would sell very well indeed...

Instead, Rare's *Goldeneye* successor will be a similar kind of game, but with a different hero – a completely new character. Let's hope that it's a Bond-style hero, and not a Nintendo-style happy smiley bottom-bouncer!

WANTED ROCK HARD ARSE KICKING SIXTEENTH CENTURY SAMURAI TYPE TO RID LAND OF TYRANT FORCES

I Tought I Taw A Armadillo

That headline does make sense, honest – French softco Infogrames have announced that they will be producing at least two N64 games based on Warner Bros' Looney Tunes characters – Bugs Bunny, Daffy Duck and the rest of 'em. Infogrames logo is, of course, an armadillo. Crunchy on the outside, soft on the inside! However, the games are unlikely to see daylight before 1999. I really should assign that phrase to a function key so I don't have to keep typing it...

64 News Nuggets

Since baseball is about as popular in countries like Britain, Australia and New Zealand as genital herpes, Acclaim are investigating the possibility of using the spectacular hi-res game engine of *All-Star Baseball* (see 64sight this issue) in a cricket sim... Oh joy – the first clone of *Pocket Monsters* is on the way from *64 Sumo* creators Bottom Up. *Onegai Monster* will appear in Japan this summer... Boss Game Studios are working on a sequel to *Top Gear Rally* – which won't involve rallying. *Top Gear 2* will be released over here by THE Games in late '98... More exciting sports played by nobody in Britain are on the way, this time from Konami – get ready for *Bottom Of The Ninth '98* (baseball) and *Konami Hockey* (er, hockey)... Argonaut, the British software house who programmed the original *Starfox* on Super NES, are working on a new N64 game called *Buck Bumble*. You play, erm, a bee... LucasArts are planning a new *Star Wars* game for the N64 to come out in 1999 – coincidentally, also when the first film of the second *Star Wars* trilogy is due to be released. Could they, perhaps, be related? Hope so... As well as the recently renamed Deadly Arts (nee GASP), Konami have slipped another fighter onto their schedules – *Rakuga Kids*... Maxis's *Sim Copter 64* will now be a cart, not DD, title – they seemingly got fed of up waiting for the 64DD...

Smart Aleck

Fancy playing N64 games in the arcade? Soon you may be able to – Japanese developer Seta, usually known for not especially enthralling N64 games, has teamed up with Nintendo to develop an arcade machine based on N64 hardware.

The ALECK64, as the board at the heart of the machine is called, is a modified N64 CPU with additional chips to boost its speed and power. Because it uses the same development kits as the regular N64, costs can be kept down for software companies wanting to make games for it.

How much more powerful than a regular N64 the ALECK64 board may be is unknown at the moment – because Nintendo are aiming for a situation where successful arcade games can be ported across to the N64 with minimal fuss, it's unlikely to be as powerful as the top-end systems used by Sega. However, anything that can speed up the N64's release schedule has to be applauded!

Air Heads

Remember *Back To The Future II*, where Marty zoomed around a futuristic Hill Valley on a hoverboard? Japanese developers Human Entertainment obviously liked the idea, as they have announced what is effectively a hoverboard game for the N64.

Air Turbo is due for a Japanese release in the spring, and will see up to four players racing against each other in a variety of environments. Beyond that, not a great deal is known about the game. Oddly, Human announced that they were stopping development of N64 games after *Human Grand Prix* flopped (though the fact that it wasn't all that good probably contributed). Either they were pumped with enthusiasm after Nintendo's *Pocket Monsters* speech, or else they realised that any game with 'Nintendo 64' written on it sells as fast as crack cocaine in the States.

N64 Gets All Shiny



Shiny Entertainment, the creators of *Earthworm Jim*, are looking set to bring some of their innovative games to the N64. *Messiah*, *Wild 9*, *MDK 2* and *RC Stunt Copter* have all been said by company boss Dave Perry to be almost certain to make an appearance on Nintendo's machine.

Exactly what Nintendo will think of some of the more controversial elements in Shiny's games remains to be seen – *Messiah* has very definite religious overtones (whereas Nintendo insisted that a chapel was taken out of *Duke Nukem 64*!), *MDK 2*, if it's anything like its predecessor, will be full of graphic violence and *Wild 9* actually allows the player to torture captured enemies!

It's unlikely that any of Shiny's games will be seen this side of 1999, with the possible exception of *RC Stunt Copter*, which coincidentally sounds more in line with Nintendo's policy of family fun. We'll be polishing up our controllers in anticipation.

LATEST RELEASE DATES

If you've used Tarot cards, horoscopes, crystal balls or even the entrails of a goat to predict your lottery numbers and still not won, why not try the N64 release schedules instead? They're just as random, and just as unlikely to be accurate! Still, this is what we've been told, so don't blame us when another pound goes straight from your wallet into the pockets of Camelot's fat-cat shareholders.

UK

Now-March
NHL Breakaway '98 (Acclaim)
Mystical Ninja Starring Goemon (Konami)
NBA Pro '98 (Konami)
Holy Magic Century (Konami)
Virtual Chess 64 (Titus)
Quake 64 (GT Interactive)
Wayne Gretzky '98 (GT Interactive)
Mission: Impossible (Ocean)
Wetrix (Ocean)
Fighter's Destiny (Ocean)

April-June
Yoshi's Story (Nintendo)
NBA Courtside (Nintendo)
Conker's Quest (Rare)
Twisted Edge Snowboarding (THE Games)
Deadly Arts (Konami)
Forsaken (Acclaim)
Bust-A-Move 3 (Acclaim)
Reckin' Balls (Acclaim)
Tonic Trouble (Ubi Soft)
Puyo Puyo Sun 64 (THQ)

July-onwards
Zelda 64: The Ocarina Of Time (Nintendo)
F-Zero X (Nintendo)
Ultra Donkey Kong (Nintendo)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
1080° Snowboarding (Nintendo)
Knife Edge (THE Games)
Castlevania 64 (Konami)
Hybrid Heaven (Konami)
Megaman Neo (Capcom)
Turok 2 (Acclaim)
Acclaim Sports Soccer (Acclaim)
Mortal Kombat 4 (GT Interactive)
Bio Freaks (GT Interactive)

JAPAN

Now-March
1080° Snowboarding (Nintendo)
NBA Pro '98 (Konami)
GASP (Konami)
Holy Magic Century Eltale (Imagineer)
Snowspeeder 64 (Imagineer)
Flights Of The UN (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)
Augusta: Masters '98 (T&E Soft)
Legion X (Hudson Soft)
Macross: Another Dimension (Tomy)
Bio Tetris (Amtex)

April-June
Zelda 64: The Ocarina Of Time (Nintendo)
F-Zero X (Nintendo)
Banjo And Kazooie (Nintendo)
Conker's Quest (Rare)
Kirby's Air Ride (Nintendo)
NBA Basketball (Nintendo)
Rockman Dash (Capcom)
"Disney puzzle game" (Capcom)
Super Robot Spirits (Banpresto)
Rev Limit (Seta)

July-onwards
NBA Courtside (Nintendo)
(64DD) Mario Artist series (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monster 64 (Nintendo)
(64DD) Sim City 64 (Nintendo)
(64DD) Jungle Emperor Leo (Nintendo)
(64DD) Sim Copter (Nintendo)
Pikachu Genki De Chu (Nintendo)
(64DD) Teo (Hudson Soft)
Street Fighter 64 (Capcom)
Ghouls 'n' Ghosts 64 (Capcom)
"Biohazard 64" (Capcom)
"Racing game" (Capcom)
Rakuga Kids (Konami)

USA

Now-March
Yoshi's Story (Nintendo)
1080° Snowboarding (Nintendo)
Mystical Ninja Starring Goemon (Konami)
Nagano Winter Olympics '98 (Konami)
NBA Pro '98 (Konami)
Quake 64 (Midway)
Rampage World Tour (Midway)
Olympic Hockey '98 (Midway)
NHL Breakaway '98 (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Virtual Chess 64 (Titus)
Mission: Impossible (Ocean)
Sim City 2000 (Maxis)
Aero Gauge (ASCII)

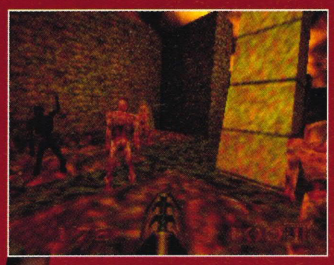
April-June
MLB Featuring Ken Griffey Jr (Nintendo)
Deadly Arts (Konami)
Turok 2 (Acclaim)
Forsaken (Acclaim)
Reckin' Balls (Acclaim)
Mortal Kombat 4 (Midway)
Bio Freaks (Midway)
Twisted Edge Snowboarding (Midway)
Earthworm Jim 3 (Interplay)
Art Of Fighting Twin (Culture Brain)

July-onwards
Zelda 64: The Ocarina Of Time (Nintendo)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
Conker's Quest (Rare)
Castlevania 64 (Konami)

64 magazine CHARTS

ChartTrack

No.	Game	Publisher
1	Diddy Kong Racing	Nintendo
2	FIFA '98	EA Sports
3	Super Mario 64	Nintendo
4	Mario Kart 64	Nintendo
5	Lylat Wars	Nintendo
6	ISS 64	Konami
7	Top Gear Rally	Nintendo
8	Duke Nukem 64	GT Interactive
9	Turok: Dinosaur Hunter	Acclaim
10	Bomberman 64	Nintendo
11	Extreme G	Acclaim
12	Wave Race	Nintendo
13	Blast Corps	Nintendo
14	F1 Pole Position 64	Ubi Soft
15	Doom 64	GT Interactive
16	MRC	Ocean
17	Killer Instinct Gold	Nintendo
18	Shadows Of The Empire	Nintendo
19	NFL Quarterback Club '98	Acclaim
20	Pilotwings 64	Nintendo





FOURPLAY TO MAKE YOU QUAKE

If you've been wondering why *Quake 64* seems to be taking a small eternity to arrive, there's a very simple reason. GT Interactive, who will be putting Midway's game out over here, have told us that the delay is because the programmers are now trying to include a four-player mode!

This news from GT is quite unexpected, because *Quake 64* was originally intended to support only two players in deathmatch mode – in fact, Midway have already started advertising it as such on the Net for its late-March release in America. To date, the only deathmatch shots of *Quake 64* anyone has seen have all been two-player. However, the enormous success of *Goldeneye* and its four-player action has, according to GT, prompted the programmers to take up the gauntlet (well, gauntlets, four of 'em). If the framerate can be kept high enough (and *Goldeneye* proved beyond a doubt that it can), then we should be able to puncture each other with nails pretty soon. We'll be reporting from GT Interactive on the game next issue. Be here!



When I'm 64

Our report from Nintendo's Space World show in issue nine has stirred up more response than any other feature to date. The direction Nintendo have chosen for the future of the 64DD, and by extension the N64 itself, is one that UK gamers are not happy with! This issue's letters pages are largely taken up with N64 owners expressing their post-Space World opinions on the 64DD and its planned games. Interestingly, we didn't receive a single letter from anybody who thought that the Pokemonisation of the 64DD would be a good thing – but if you disagree, we want to hear your views!

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

1 Meg memory card (choice of six colours): £14.99

256K memory card (choice of six colours): £9.99

SFX Universal Adaptor: £14.99

X-Tender joypad extension cable: £7.99

S-Video cable: £8.99

Stereo AV cable: £7.99

AV/RGB SCART converter cable: £7.99

NTSC SCART converter cable: £29.99

RF unit: £14.99







Seal Clubbing

Dear 64 Magazine,

I thought I would write to express my opinion on the quality of games released so far, and what this seems to indicate about the so-called Nintendo 'Seal of Quality'.

The Nintendo 64 has been available for over ten months in the UK, and for even longer in America and Japan. In this time there have been almost 50 games released (according to your very own Nindex). The PlayStation has many more games available, and looking at the release schedule for the N64, this situation looks certain to continue. This was always going to be the situation, but gamesplayers accepted this because of the promise of 'quality not quantity'. However, Nintendo owners seem to have been cheated on both counts!

Using the scores and rating system from the review section of your magazine, the following points spring to mind:

Six games are ungraded because of their unsuitability for European markets.

Two games are just the same as others but with new names for the West (*Human GP* and *J-League Perfect Striker*).

From the remaining 40 games, 20 of them score less than 80% – which as you say means entering 'Planet Dubious' and are either flawed or average. Whilst they may be quite fun to play for a while, I for one am not keen on spending up to £60 on a game which is flawed/average.

Even worse than that, four games (10%!) are in the 'Dead Zone' and should be left to rot on the shelves.

From your report on Space World, it seems as though the situation is not going to improve dramatically over the next 12 months. We are going to get five to ten absolutely amazing games from the predictable sources of Nintendo and Rare (*Zelda*, *F-Zero*, *Yoshi's Story*, *1080° Snowboarding*, *Banjo*) but we are only getting most of these in 1998 because they were delayed from 1997, and the rest are going to struggle to be better than average.

I am seriously considering buying a PlayStation (as well as my N64), because at least Sony seem to appreciate the benefit of a continuously stimulated market, rather than just releasing more screenshots and information on a game each month to compensate for the fact it's been delayed... again!

I would appreciate your opinion and that of other readers on the subject.

Andrew Roach, Oldham

Yamauchi! No!

Dear 64 Magazine,

Having once been a Spectrum 48K and Commodore 64 owner in my earlier years I am one of the older generation of readers. However, other interests came to my attention during my teens so I never bought a SNES or Mega Drive, my interest being kept alive by the occasional game on friends' machines. Nonetheless, the release of the N64 awakened my interest and I returned like the prodigal son to my loving family, or so I thought.

Reading your Space World feature left me cold, and it dawned on me that they do not love me any more!

I rather naively felt the 64DD would open enough avenues to keep the N64 alive for many years to come – now I am not so sure. Statements from Yamauchi like "We can hardly find new ideas" leave me aghast. What's next – Hollywood's announcement that no new films will be made because they have run short of ideas? I think not! I can understand that before Yamauchi retires he would like to conquer the Japanese market with his new machine, but not at the expense of everything else. This 'bugger you' attitude will be a marketing blunder to leave Sir Clive Sinclair blushing. Nurturing and tendering my arse!

Anyway, great mag and all that. I do have sympathy with you since no matter how much the Yamauchi speech pisses me off it is your livelihood. Somehow I cannot see you reviewing *Smeg*, the latest Pocket Monster to hit the streets.

Rob Bick, Edgbaston

PS: I would recommend you go to press earlier as even I was tempted to buy the inferior 'official' N64 magazine as it came out a week earlier and I wanted to know about Space World. You will be pleased to know that I just had a flick through in Smiths.

Space Doubt

Dear 64 Magazine,

After reading the article about Space World '97 in issue nine I felt that I should express my views on the future of Nintendo.

I am concerned about Nintendo's choice of direction for the future. There are some potentially superb titles on the way, like *Zelda 64: TOOT* and *F-Zero X*. My concern lies with *Pocket Monsters* and similar developments. In my opinion, the power of the N64 should be put to better use than Tamagotchis! It seems the Japanese love them, but then we're not Japanese are we?

Game genius Shigeru Miyamoto stated that his time would be spent on the *Mario Artist* series. It would appear that the last 'serious'

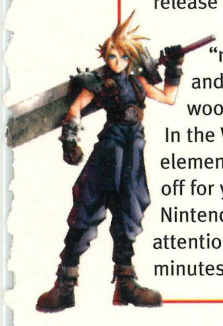


Issue 9's Space World feature – marking a new dawn for Nintendo, or a setting sun?



Dear 64 Magazine,

I have just finished reading issue nine of your excellent publication and I must admit to a great deal of fear and trepidation regarding Mr Yamauchi's vision of Nintendo's future. It is well known that Nintendo is taking a hiding in Japan from the PlayStation, especially following the release of *Final Fantasy VII*, but I do not feel that his plans for "nurturing, trading, collection and addition" will in any way woo back the defectors.



In the West I am certain that these elements will be an absolute turn-off for your average American Nintendo player whose general attention span is around three minutes if something hasn't exploded or a touchdown hasn't been scored. In the UK I also feel that this premise will undoubtedly keep PlayStation sales high and Nintendo sales low.

Forgive me if I am stating the obvious, but what games players want are bigger, better, more original games with, above all, great *gameplay*. They want to feel involved within games so that 'getting a life' is not a feasible option. What I want to do as a games player is come home from work, plug in a game and *play*. If I had wanted to write extra levels, nurture a pet or trade software with my friends, I would have become a computer programmer, bought a dog or stayed at school (I'm 35).

I have a US N64 which I chose for two main reasons:

1: To obtain American games which are more suited to my taste in gameplay – RPGs, action adventure and puzzlers, which through previous experience with the SNES were rarely released in the UK. It is extremely disappointing that 16 months after the US release there are still *no* RPGs, no matter the quality.

2. I have a great deal of concern that the 64DD will never be released in the UK as Nintendo continue to show their apathy towards Europe and its 'insignificant' user base. They have consistently maintained that there is no market here for RPGs which, up until now, I felt was to be the 64DD mainstay.



I must admit that I have been tempted to buy a PlayStation and *FF VII*, but have not done so as it would likely lead to a divorce!

Nintendo must get their act together and produce better and bigger games or the gains they have made in the West will be lost by producing insular Eastern material to try and gain ground in Japan.

Mark Bonnes, East Kilbride



games he'll been involved in are *Zelda 64* and *F-Zero X*. Further, as stated in issue nine, the N64 is doing far better in the Western Hemisphere. I don't think that Nintendo take the West, in particular Britain, seriously enough. Nintendo should wake up and pay attention to where the money's coming from, and not try to recapture their home market leaving us the leftovers.

I believe that Nintendo's target market of 12 years of age is too low. Games such as *Duke Nukem 64* justify my point – why edit it so harshly and then stick an 18 certificate on it? I know people in my age group (16-18 years) who own N64s and have the same gripes I do. Instead of concentrating on games for 10-12 year olds they should be making games which appeal to a far wider audience. My mum, aged 40+, enjoys playing both *Super Mario 64* and *Goldeneye* on a regular basis, suggesting that games can appeal to a wider audience.

I hope that Nintendo take note of these points as it would appear that I'm not the only one with these views.

Christopher Martin, Banchory

Thumb Extraction

Dear 64 Magazine,

After reading your article on the 64DD and hearing about all the plans to release all those crappy games on it, I am wondering if it is worth sticking with the N64 or if I should sell it now and accept my losses. I was looking forward to the huge games that were coming out on the 64DD... all those RPGs and the add-on levels for other games. But now Nintendo take what could have been the greatest console add-on ever (which wouldn't be hard, considering the others!) and market it as the world's biggest and most expensive Tamagotchi. I now see no point in Nintendo bringing the 64DD out over here as most of the major titles for it all begin or end with bloody *Pocket Monsters*. As the 64DD release date has now been pushed back, I wouldn't be surprised if Japan has got over their Pocket Monster craze by then anyway, so Nintendo will once again miss an important marketing window! It is now too late for Nintendo to try and win back Japan, so come on Nintendo, get your thumbs out of you arses and stop trying to win back Japan – focus on the people who already support you!

Steve, Worcester Park

On the one hand, numerous Western developers are working on more, well, Western kinds of game for the 64DD. On the other hand, the 64DD's launch is a year away over here, by which time both Sony and Sega will be gearing up to launch their new consoles, taking attention away from the 64DD. Add to that the facts that there hasn't been a single console add-on in history that was a success, and that for all Nintendo's talk of revolutionary gameplay there's nothing the 64DD can do that a PC can't. Are people still going to buy a 64DD? Our survey results in issue six said that 97% of you would – is that still the case? Let us know!

Now, back to our regular letters page...

Wise Up Suckers

Dear 64 Magazine,

Since your research has concluded that game players are older and wiser, how come the game makers haven't wised up yet? I hate to continue the moan but we all need something a bit more satisfying than bash-'em-ups and cartoon characters.

I must admit to having fallen in love with the N64 (in a purely platonic manner, you understand – I do have a life for which I get more excitement than just using my hands) and I have bought and played *Goldeneye*, a typical macho shoot 'em, chop 'em and yes, I have worked up quite a sweat cutting down all those hunky uniformed men with a couple of Klobbs. But come on, being a single girl I occasionally want more than just wham, bam, thank you ma'am.

I'm not looking for anything serious – after all, I only want a bit of fun – but how about a bit of mystery, something to flex my brain? Maybe an updated version of *Maniac Mansion* from the NES (including the hamster) or a whodunnit to solve. We may be the 'knock the bricks out of the wall with a moving line' generation but come on Nintendo, the 30somethings are getting restless. Okay, so we may finally see *Zelda 64* in our Easter baskets but this is just not enough to satisfy my needs.



Still, enough about me, I did actually have a couple of questions. Firstly, am I missing the big picture or can I really not get Rumble Paks to match my coloured controllers? Secondly, is Andy as cute in real life as his manga form 'cos honey, if you are those Japanese babes have nothing on me. Forget the conventions, stay home!

Jan Winterburn, Longfield

Woah, sounds like I'm in there! Yep, I'm afraid you're stuck with basic grey for your Rumble Paks, and sadly I'm not nearly as cute in real life as I am in my caricature. Sorry to disappoint you! (But don't let that stop you sending a picture, heh heh...)

L64 Letters



ASK HIM ABOUT CRICKET OR ANIMAL HUSBANDRY AND YOU'LL JUST GET A BLANK STARE. BUT QUESTION OUR EDITOR ON MATTERS N64 AND YOU MIGHT GET A MORE HELPFUL RESPONSE!

DEAR 64 MAGAZINE,
I've bought your mag for months now and am a loyal follower. I've been trying to get all the 64DD info I can, but still can't get any answers to my questions. Then it struck me; who better to ask but yourselves? So here goes:
1: I purchased an N64 on March 1st and am eagerly awaiting the launch of the 64DD. Can I use an American DD with a PAL machine like I can with a pad, or do I need an American machine?
2: Can you please give me the expected time differences between the American and PAL launch of the DD?
CORI FINI, BATH

1: Ah... we don't know yet. Since nobody outside Nintendo has had the chance to use a 64DD, it's still a mystery as to whether or not it will have territorial lockouts. Considering Nintendo's hatred of grey imports it probably will, especially as the physical lockout intended to stop US gamers playing Japanese games was so easy to bypass.
2: America – possibly late this year. Or not. The UK – definitely not until 1999, if at all.

DEAR 64 MAGAZINE,
1: Do you think *Unirally* and *Micro Machines* are coming out at some point?
2: Any chance of Square coming back?
PANAYIOTIS LIAPIS, ATHENS, GREECE

1: *Unirally 64* doesn't seem to be a going project, but *Micro Machines* is reportedly under way.
2: Maybe, but it's unlikely they'll make an N64 RPG.

DEAR 64 MAGAZINE,
I am writing to ask you about the 64DD. I have just bought an N64, and have just subscribed to your magazine, but I am a bit confused after reading about the 64DD in issue nine of your magazine. I would like to know the answers to a few questions:
1: Will the 64DD be coming out in the UK?
2: Will it have a modem?
3: I have been told that the 64DD will only have carts of 64Mb. Is this true?
4: If the 64DD is ready to be manufactured, why isn't it?
I would also like to say that your magazine is the best I have seen since I got my N64, keep up the good work.
Thanks for a great mag,
CHRISTIAN D'AMICO, WALTON-ON-THAMES

1: Uncertain. Nintendo reckon it will, but if it's a flop in Japan it's unlikely to see daylight anywhere else.
2: Again, uncertain. Nintendo's American arm seem to think so (Internet access is effectively free in the States) but there was no mention of it in Japan which, like the UK, has to pay through the nose for time online.
3: Yes. And?
4: Because there are no games ready for the machine yet!

GETTING IT IN THE NECK

DEAR 64 MAGAZINE,
I would first like to complement on an outstanding magazine, not like the other crap that gets onto the shelves. I am writing to you to express my feelings about Nintendo's bloody censorship! Every day that I go to the game shop I have to look through shelves and shelves of Sony's games before I get to the N64 section, and on doing this you can't help seeing some amazing games like, for instance, the recent *Grand Theft Auto*. There is no way that this would ever come out on the N64, just like *Duke Nukem* loses most of its novelty after being censored (and still got an 18!). Now to my point; Nintendo's excuse is that their main target audience is the 14 year old group. Well I'm 14 and I'd love to see some nails bloke swearing his head off whilst shitting down the neck of an alien. I know Nintendo think that teenagers love poncing around as a plumber but the truth is they don't (well, I don't). Come on Nintendo, you're losing the adult end of the market because of this. So come on 14 year old people, let's tell Nintendo what we really want.
ALEX IRVINE, WREXHAM
PS: One minor thing wrong with your mag is that in most reviews the second opinion is much the same as the review. Other than that it's a great read.

Coprophilia aside, you make a good point. Nintendo's best-selling game over Christmas was *Goldeneye*, with not a plumber or happy smiling cartoon face in sight!
If the second opinion seems the same as the main review, it's probably because the two reviewers broadly agree with each other. We've now added a score to the second opinion boxes to bring any differences of view out more clearly.

WAIL OF THE CENTURY

DEAR 64 MAGAZINE,
I recently went into a shop to look at some N64 games. You can imagine my surprise when I saw N64 *Mario Kart* for only £19.99!
I thought I'd found the bargain of the year, but when I read the small print I had a nasty shock! Sure, it was £19.99, but you had to give them two of your own working games as well. Don't you just hate it when offers like this aren't clear and you think you're getting something you're not?
I'd like to thank all the shops and magazines who make their offers clear, so you know exactly where you are!
JENNA GRIFFITHS, BRISTOL

Not the world's greatest deal, unless you're trying to get shot of *Shadows Of The Empire* and *Clayfighter*!

DEMO DEPRESSION

DEAR 64 MAGAZINE,
I strongly suggest your next big issue comes with a demo cartridge. I know how expensive this would be, but think about it. You could pay for it by putting a lot of advertising in, raising the price of the magazine and companies will pay you to have their game on the cartridge. You could have slogans such as 'No Limits 4 64'. I'm telling you, it will sell out in five seconds – and what about all the gloating you could do?
Also is there a lazier gun coming out for the N64?
ALEX WILMER, DUBLIN

We'd love to put a demo cartridge on the cover. There are some slight problems; we'd have to charge about £25 for the magazine, Nintendo would have to approve and manufacture it (which takes months) and five seconds after it was put on the shelves some thieving little git would have nicked every last one.
And wouldn't you rather have a more energetic gun?

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
Letters may be edited for length or other reasons. 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

Every silver lining has its clouds, and here are this month's little fluffy ones. Avoid the terror of ending up in MCL by, er, being good.

DEAR 64 MAGAZINE,
I have three issues of your Cack magazine, And it gets worse every issue. You call yourself an N64 magazine so why do you advertise PlayStations? Why don't you review some decent games because in volume eight the only decent game you reviewed was *Goldeneye 64* and while your at it, sort out the marking system, it's crap!
I bet this piece of cack you call a magazine is not even official!
DAVID WHITEMAN, WIMBLEDON

If there are no decent games out, how are we supposed to review them? Get bent!

DEAR 64 MAGAZINE,
I do not have an N64 but I think the magazine is great. My friend has an N64 and I play it a lot. You should put my letter into the star letter because I have nice writting. I support Man United.
GARY CREANER, CYBERSPACE.

'Writting', huh?

N64

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64SIGHT

What's on the WAY from the software houses of the WORLD? This little BUNCH, for starters!



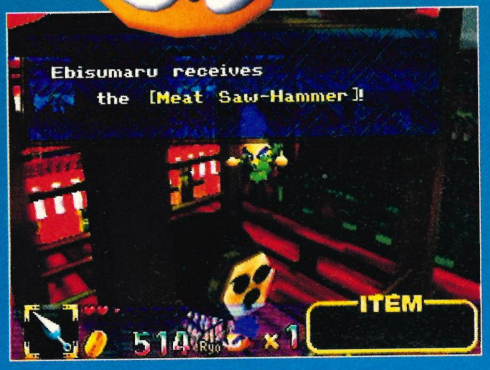






MYSTICAL NINJA STARRING GOEMON













KONAMI • SPRING

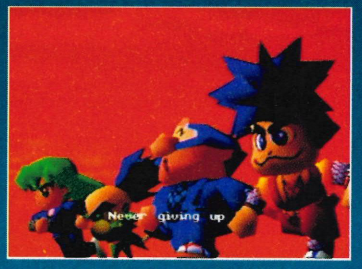
Excellent, but totally and utterly weird, Japanese 3-D adventure *Ganbare Goemon* is about to hit our shores under the new title of *Mystical Ninja Starring Goemon*. And it's just as weird!

If you've ever played the import version, and in between smacking strange bald girlies in day-glo dresses and riding rotating fish attached to poles you wondered what the hell the characters you met were talking about, then wonder no longer. Strangely though, now that it's possible to understand what the people you meet are saying, *Goemon* (or *Mystical Ninja* as we'd better refer to it from here on in) is, if anything, even more 'out of it' than before.

Part of this is probably attributable to the version of the game we had a gander at, which came with a note explaining that some of the translation had yet to be completed, and thus a few strange phrases should therefore be expected. The main reason for the weirdness of it all though is more than likely just the basic outlandishness of



AND JUST ABOUT OLD ENOUGH TO QUALIFY FOR COLD WEATHER PAYMENTS.

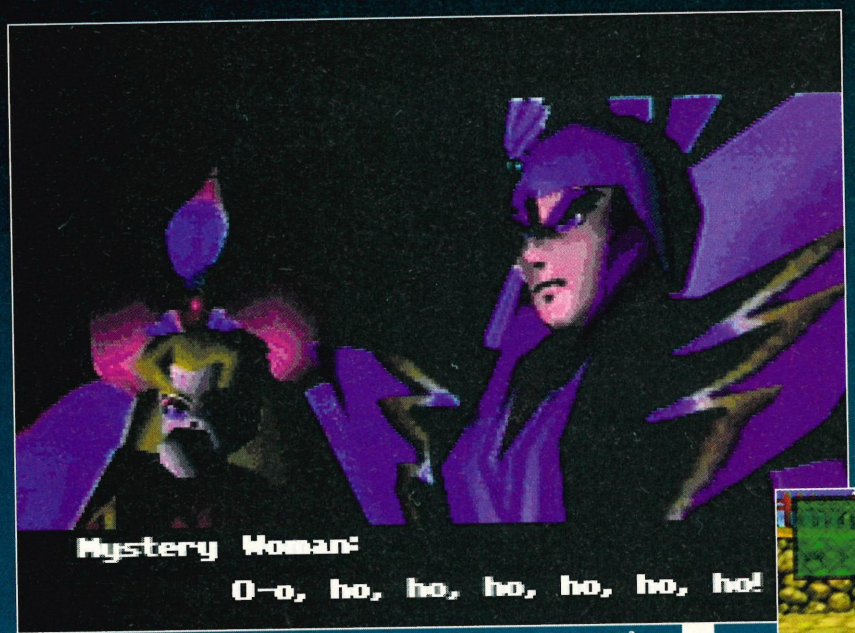




EBISUMARU LAYS INTO SOME SAMURAI PENGUINS WITH HIS MALLET. AND WHY NOT?







NOW, WAS IT REALLY WORTH EMPLOYING A TRANSLATOR FOR THAT PIECE OF DEATHLESS PROSE?







SORRY, I STILL CAN'T WORK OUT WHAT YOU'RE SO EXCITED ABOUT.

Japanese games in general!

Take the items you find, for example. There's Goemon's 'chain pipe', 'Mr Elly Fant' the interior map (the map has a name?) and of course, 'Mr Arrow', who marks the position of the boss on the map when he's collected. Anyone who mentions that when we covered *Goemon* way back in issue six, we were convinced Mr Arrow was actually a weapons power-up, will be dealt with swiftly and severely – so don't bother! And then there's the lucky cat icon which is now apparently called a 'Silver Fortune Doll', although it'll always be a lucky cat to us!

Of course, there are doubtless those of you who have never even heard of Goemon, much less played with him (ooer) so here's a quick recap.

Goemon is a short, stumpy chap with mad blue hair and an equally mad group of friends. After starring in no fewer than four games on predecessors to the N64, Goemon is back in his fifth adventure, along with three friends. The plot to the game is... strange, to say the least. Gameplay-wise everything's fairly straightforward – you need to explore feudal Japan, find magic objects, defeat huge robots, etc – but the reasons for doing this are a little more 'Japanese' than your average run-of-the-mill game. The plot concerns some rather musically-inclined aliens who have decided to conquer Japan and, um, stage a musical. There's obviously more to it than that, but it's up to Goemon and his friends to find out what.

As you progress through the game, various characters help and/or hinder you in your attempts to save Japan from a fate worse than being forced to listen to a pub singer perform endless *Take*











That covers, and they also provide a lot of humour along the way. From Plasma the fortune teller to the rather un-robot-like 'robo officer', everyone has something to say – albeit not always anything particulary useful.

Graphically, the game is almost unchanged. Obviously the text is now in English, rather than Japanese, although the musical numbers (so far) remain the same. What has changed is the rather dubious design on the square boxes which Goemon can use in combination with his chain weapon to bridge large gaps. In the Japanese version, these boxes sported a rather risqué swastika design (nothing to do with Nazis but an ancient religious symbol, though most Westerners didn't know that), which has been replaced with a more PC star insignia.

This game was an awful lot of fun even when it was all in Japanese. Now that it's possible to chat to the characters and to actually know why you're doing something – instead of just doing it because it needs to be done – the game is infinitely more enjoyable.

Even characters who don't have any real bearing on the game are fun to talk to – some will give you clues, some will tell jokes and some will just drop weird anecdotal comments. Watch out particularly for Chuppy, the talking dog. He doesn't seem to have any bearing on the plot at all, but he's really cool in an anthropomorphic strange-Japanese-humour kind of way.

Soon then, all N64 owners will have the chance to eat Octopus Dumplings, battle Wartime Kobuki Robots, blow the Triton shell, explore the Ghost Toy Castle, visit endless coffee shops and call lots of people a weirdo (which from the look of things is Goemon's favourite insult – ow, cuts like paper!). Quite how good the fully converted version turns out, still remains to be seen, and you'll just have to wait for the upcoming full review.



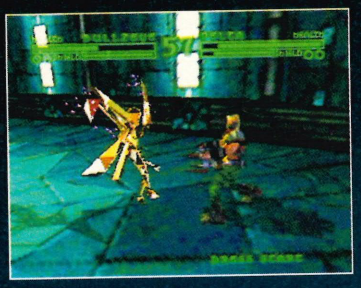
EXCELLENT. NOW MY FOSTERS ICE WILL BE PERFECTLY CHILLED! DON'T KNOW WHAT A KUNAI IS, THOUGH. NOT SURE I WANT TO!







THAT'S A MEDIEVAL JAPANESE TANK. NO, REALLY.







BIO FREAKS

MIDWAY • JULY (US)

Not to be confused with now-defunct Virgin's *Freak Boy*, *Bio Freaks* is the latest N64 beat-'em-up from Midway, the people who brought you *War Gods* and *Mortal Kombat Trilogy*. But don't start running away yet – *Bio Freaks* looks like it's in a different class altogether. "It's in a different class." Sorry, *Airplane!* flashback.

Set in a post-apocalyptic future that makes *Mad Max* look like a day trip to Frinton, *Bio Freaks* faces a total of ten characters (eight selectable, two bosses) against each other to determine who will rule the wasteland. Nothing new there. What is new is that, for starters, all the characters have weapons, ranging from chainsaws and flamethrowers to huge spikes protruding from their bodies. Another difference is that you can actually see the damage inflicted on a fighter as the game progresses. We're not talking about little scratches and small drops of blood here – we're talking limbs lopped off ("It's just a flesh wound!" – sorry, *Monty Python* flashback), impalements and even decapitations, the latter understandably bringing the fight to an abrupt halt!

The arenas in which this bloody combat takes place are also a step apart from other fighting fare. *Mace* introduced the idea of multi-level arenas and dangerous architecture to the 3-D beat-'em-up world, but *Bio Freaks* takes it to extremes. The arenas can be up to three storeys high (each character is equipped with a 'hover mode' that lets them fly), and if you throw your opponent into a lava pool or whirling blades they're not going to shrug it off!

Adding to the gory fun is a pseudo-first person perspective for fights, where your fighter becomes transparent rather like the old *Punch-Out!* games. This kind of view was available in *Tekken 2* as a cheat, but this is the first time it's been made a selectable feature.

Developed by British programmers Saffire, *Bio Freaks* makes use of a 'soft-skinning' technique on the characters, which means an end to texture glitches as the fighters move around. The same technique is being used by Nintendo for *1080° Snowboarding*, and hopefully everybody else will take it up. Just say no to manky polygons!

A release in America is scheduled for this summer; GT Interactive will be putting the game out over here around September. We hope to bring you more on this exciting title next issue!

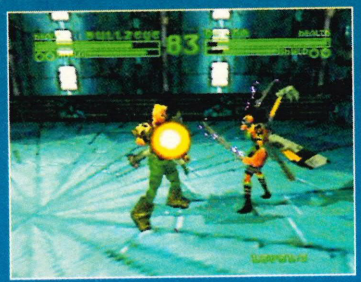


















RECKIN' BALLS

ACCLAIM • MAY

Having dropped a 'W' and a 'G' from its name since we first reported on it last issue, *Reckin' Balls* – the latest game from *Turok* developers Iguana – is quite a departure from the gory mayhem for which they have become famous. Acclaim's best description of the game was that it was "hard to describe", which to be honest is a pretty good account!

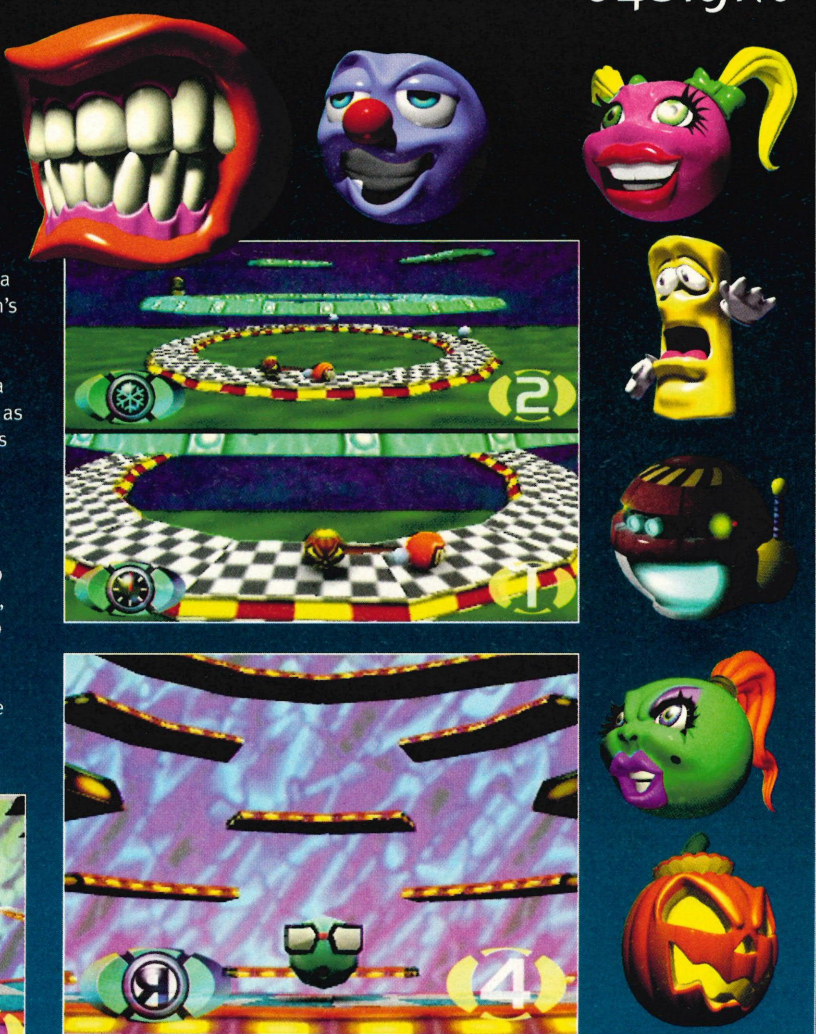
Up to four players can take part in this jolly game of everyday ball folk. It's a sort of racing game, but with puzzle elements like conveyor belts and springs, as well as a wide variety of bizarre weapons, also playing a major part. The idea is simply to get your ball from one end of a track to the other as fast as possible, preferably before your opponents do the same. Each ball is equipped with a grappling hook that fires from their head, which can be used either to pull themselves up to new parts of the track or to bash away at the other racers.

The tracks are twisting, looping spirals that rise high into the air, bringing to mind the old Super NES game *Unirally*, only, um, not. With over a hundred courses for the balls to strut their bouncy stuff upon, in a variety of environments from high-tech cities to worlds of sweets, as well as eight different balls to choose from, there should be plenty in *Reckin' Balls* to keep players busy!





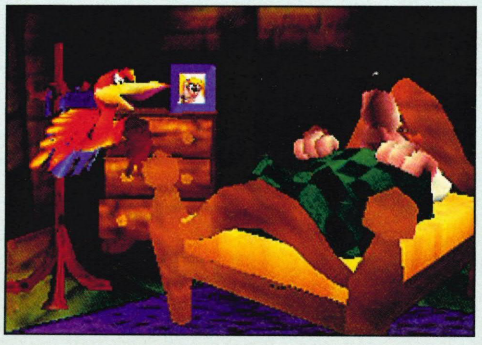


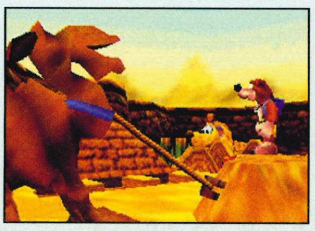


BANJO-KAZOOIE

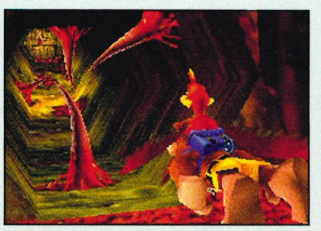
NINTENDO/RARE • SUMMER

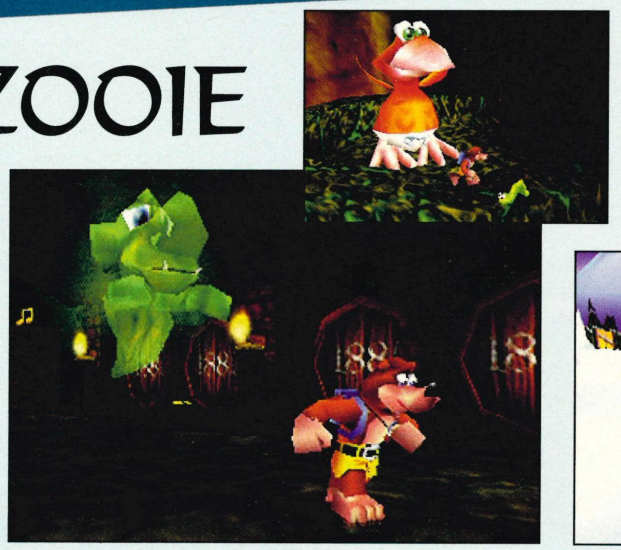
Set to put in an appearance as part of Rare's four-game lineup at the American E3 show in May, a full year after it was first announced and six months after it was originally planned to go on sale, *Banjo-Kazooie* is at last nearing completion! Here's another batch of shots from the ever-secretive Rare, showing more of the bizarre characters inhabiting the game. Get ready for a redneck rampage real soon...

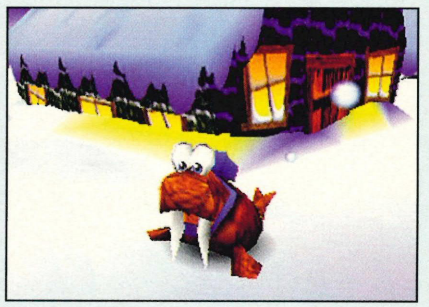


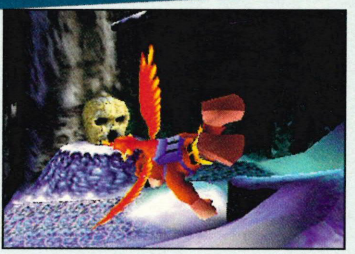












SPOOKY

ICE • WINTER

Death to cuteness! British developer ICE has decided to put large spikes under bottom-bouncers, instead aiming for an altogether more ominous approach to 3-D gaming with its new title, *Spooky*.

The hero of the game is a shape-changing guy in lycra, who can alter his form into any of an assortment of super-powerful creatures to deal with the obstacles and enemies he encounters. He has been transported from our world to the desolate wastelands of a parallel universe, ruled over by the evil Arch-Morph and his legions of slaves.

The objective of the game is to recover the shards of a broken magical mirror, which when reassembled will let you take on the shape of the Arch-Morph so you can face him head-to-head, and release the imprisoned true ruler of the domain.

As you can see from the screenshots here, *Spooky*'s dark, foreboding atmosphere is very different to the usual primary colours of N64 games. Whether it'll be able to put the frighteners on players is something you'll be able to find out later in the year.









MIKE PIAZZA'S STRIKE ZONE

GT INTERACTIVE • SPRING (US)

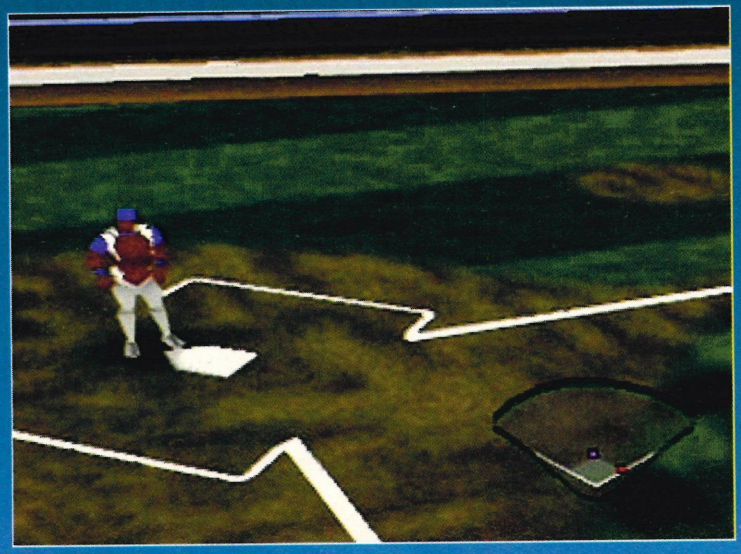
Ah, Americans – they love their sports sims even more than their own 'moms'. To cater for the endless appetite for simulated ball games, GT Interactive are stepping up to the plate with *Mike Piazza's Strike Zone*.

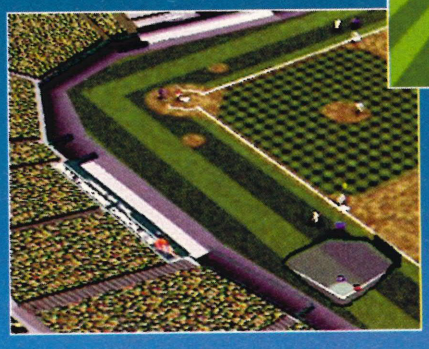
Mike Piazza is a round, flat fellow who enjoys been smeared in tomato paste and mozarella cheese. No, not really. He's apparently a famous baseball player – whether he's as well-known as the equally blank-stare-generating-over-here Ken Griffey Jr, who's lent his name to Nintendo's own long-delayed baseball game, we really couldn't tell you. However, like *MLB Featuring Ken Griffey Jr*, *Strike Zone* is a licenced Major League Baseball title, complete with genuine stadia and player statistics based on the real spitters.

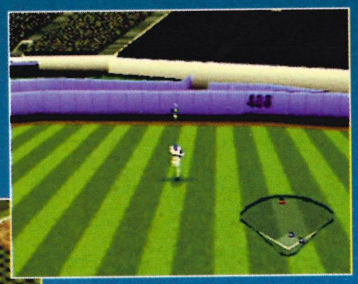
The difference between *Strike Zone* and the other upcoming American baseball sims is that it will take a more arcade-style approach to the game in order to make it as straightforward and entertaining as possible. Let's face it, baseball needs to be! However, if you're more of the po-faced statistician tendency, you can also play the game in the full-on simulation mode, which lets you buy and sell players and take part in the ironically named World Series.

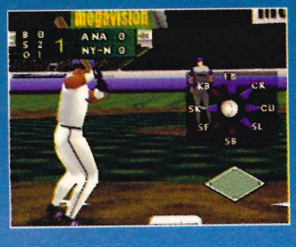
Mike Piazza's Strike Zone is due to appear in the States this spring – will it ever be released over here, and if it is, will anyone be even vaguely interested? Still, at least it's not another Japanese super-deformed baseball game!











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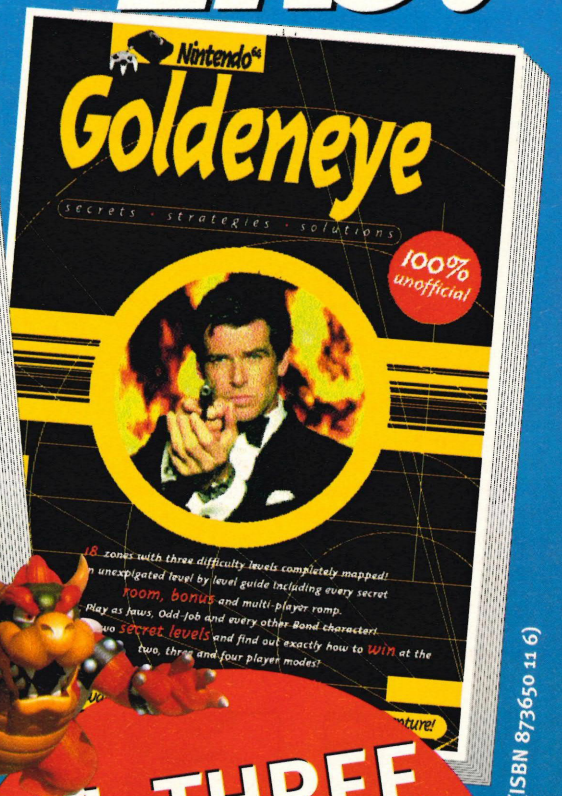
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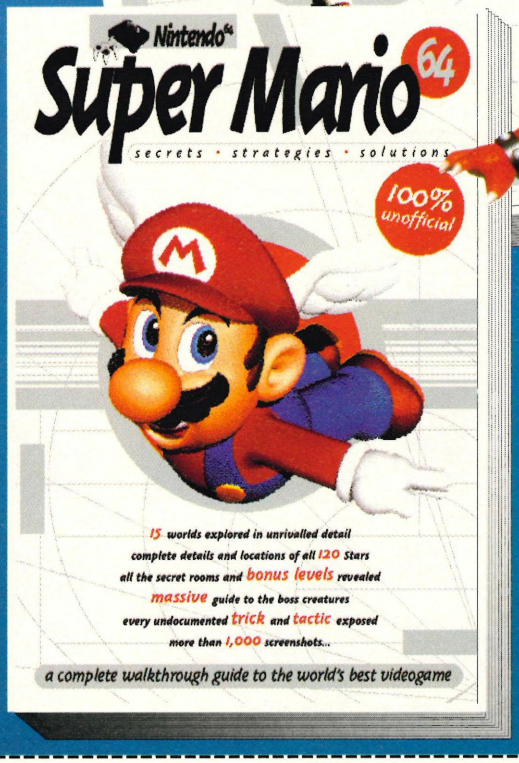
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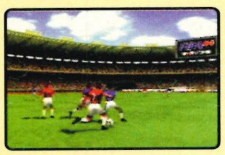
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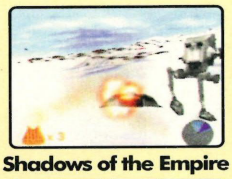
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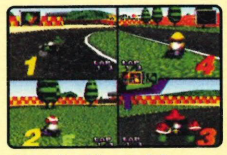

FIFA Soccer 64

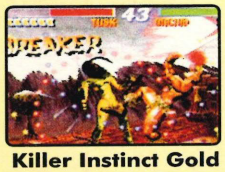

Pilot Wings 64

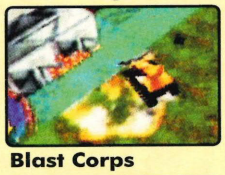

Int'l S'Star Soccer Pro


Shadows of the Empire

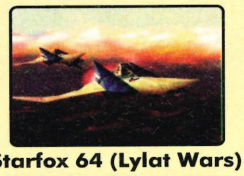

Super Mario 64.

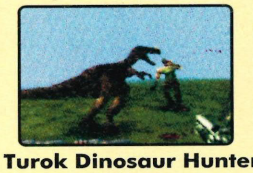

Mario Kart 64

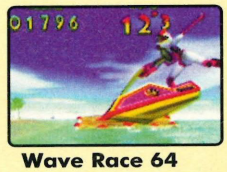

Killer Instinct Gold


Blast Corps


Super Mario 64


Starfox 64 (Lylat Wars)


Turok Dinosaur Hunter

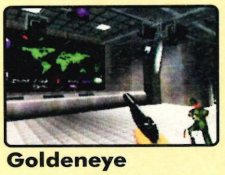

Wave Race 64

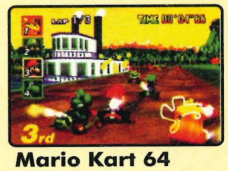

Doom 64


Multi-Racing Champ


Pilot Wings


Hexen


Goldeneye


Mario Kart 64

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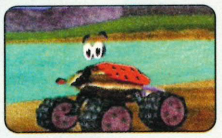
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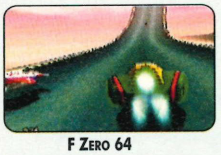
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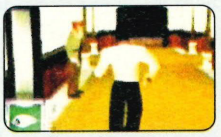

F ZERO 64


FIST OF THE FLYING DRAGON


CLAYFIGHTER 63 1/3

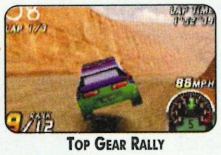

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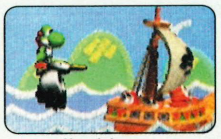

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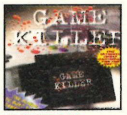


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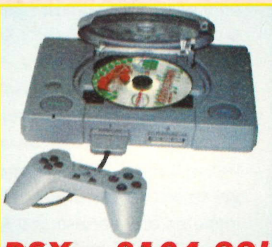
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P64(4)

Written by the 64 mag crew

GIZM GADG

It's **BACK!** G&G puts the latest N64 **PERIPHERALS** through their **PACES** – which are **WORTH** your **WONGA?**

SFX64 V3

£14.99 • BLAZE • (01302) 321905

Nintendo have a ridiculous paranoia about people playing imported games. Exactly why is something of a mystery – since Nintendo manufacture all the cartridges and make money from them no matter where they're sold, what difference does it make?

For UK gamers, the only ways to play the latest Nintendo titles without waiting a millennium or two for a PAL release are either buy an American or Japanese machine (kinda expensive) or get a universal adaptor. Unfortunately, Nintendo are wise to this, and are constantly changing the way their carts are manufactured so that existing adaptors won't work with their latest titles. As a result, there's a constant battle between Nintendo and adaptor manufacturers to outwit each other.

The SFX is a multi-format adaptor, which allows you to play any game on any machine – at least in theory. To fool the regional protection coded into the carts, you have to insert a game from the same country as the N64 into the back of the adaptor, then put the game you want to play in the top. Most of the time, we found this worked just fine.

Not all the time, though. We tested the SFX on our PAL machine with a mix of randomly selected Japanese and American carts. The only games we couldn't get to work were *Starfox*, *Mortal Kombat Mythologies* and *Yoshi's Story*. These are the best results we've got from any adaptor to date. *Yoshi's Story* not working was no real surprise, it being Nintendo's latest, though we were a bit taken aback that *MK Mythologies* didn't work.

Things were better the other way around. We put all of our PAL carts through the SFX into a Japanese machine, and the only two we couldn't get to work were *Diddy Kong Racing* and *Lylat Wars*. Since the regional lockouts of Japanese and American machines are identical, this makes the SFX a good choice if you've bought an import machine but don't always want to pay import prices. For PAL owners, not being able to run the newest Nintendo titles makes it a bit of a luxury, but it is quite reasonably priced.

64 MAGAZINE RATING:





Ultra Racer 64

£29.99 • INTERACT • (01204) 826026

The Ultra Racer might resemble a Dustbuster, but it works a lot better than it looks. A foam-padded dial on the top (rather like the old paddles from Atari VCS systems) acts as the 'steering wheel', mimicking left-right movements of the analogue stick, and a sliding trigger on the underside can be configured as either up-down analogue control or to duplicate the functions of the A and B buttons. The C buttons appear atop the wheel, with other buttons running down the body of the pad like a remote control for people with no thumb coordination. If the default button layout isn't to your liking, most of the buttons can be reconfigured.

We tested the Ultra Racer on assorted racers, including *Mario Kart* and *Top Gear Rally*. On the whole it worked very well. The wheel only turns about 45° in either direction, which might sound like a disadvantage but actually means control is quite precise – if you need to make a sharp turn, you don't have to spin the wheel right round. You can even use it with just one hand, using your thumb to turn the wheel and your forefinger to operate the A-B trigger.

The only problem we had was that there was no way to adjust the wheel's sensitivity – not all games have the same response. What worked fine in *Mario Kart* sent the cars in *Top Gear Rally* skidding almost uncontrollably, even when the game was set to the slowest steering setting. Mind you, *TGR* is like this with any steering wheel, so it's more a fault of the game than the peripheral.

Like all N64 steering wheels, you'd have to be really, really serious about your racing games to want to own one. However, the Ultra Racer 64 does have one enormous advantage over its full-sized rivals – it's a hell of a lot cheaper! You don't need an area the size of Heathrow's Terminal 4 to store it, either.

64 MAGAZINE RATING:



OS & GETS



LX4 Tremor Pak

£19.99 • GAMESTER LMP • (01992) 503133

Combining the functions of Nintendo's Rumble Pak with a memory card has become something of a given for third-party accessory manufacturers recently – this is the fourth in as many months! The LX4 is a 1Mb card, although it uses the old bank-switching system so it's effectively four 256K cards.

The vibration function is quite powerful, and all the more impressive as it doesn't use batteries! The push-button bank select is a bit of a bind, but it's still good value for money.

64 MAGAZINE RATING:



LX4 Steering Wheel

£69.99 • GAMESTER LMP • (01992) 503133

In theory, you could now play a quick four-player game of *Mario Kart* with each driver using a different brand of steering wheel, and still have a couple of spares standing by. The LX4 Steering Wheel is another addition to the range.

Aesthetically, the LX4 doesn't benefit from the unappealing green plastic panel across its hub, but nobody buys these things for their looks. For a change, the pedal unit – generally a weak point of N64 steering wheels – actually stays put when it's in use, as it has a base big enough to rest even boat-sized feet upon and a reasonable amount of ballast. The pedals are initially assigned to mimic the up/down axis on the analogue stick, which is annoying as almost all games use the A and B buttons for this instead. Any of the buttons on the wheel itself can be assigned to the pedals without much hassle, but it's still irritating having to go through the rigmarole every time you switch on the machine.

Like the other wheels on the market, the LX4 has been set up with *Mario Kart* in mind, meaning our other benchmark racing game – *Top Gear Rally* – becomes a bit of a nightmare to play, but as we noted with the Ultra Racer, *TGR* is not wheel-friendly. It did better with *Lamborghini*.

This wheel's selling point is its built-in Rumble Pak clone, which sets the whole wheel unit shivering in your hands. It feels about as powerful as a normal Rumble Pak when inserted in a controller, which isn't bad considering that it's drawing all its power solely from the N64 and that it's got a lot more weight to rattle!

One nice gimmick is a Tiptronic-style paddle under the wheel, which supposedly lets you change gears like an F1 driver. In practice, we couldn't find any games which had gearchange buttons corresponding to it, and the paddle couldn't be reconfigured. Nice idea, though.

The LX4 is on a par with the other full-sized wheels on the market. It's just a question of whether you want to spend the money on something that only works with a few games.

64 MAGAZINE RATING:



HAPPY BIRTH TO YA!

12 months of Nintendo 64 in BRITAIN – a cause for CELEBRATION if ever I HEARD one!

Shortly after this issue goes on sale, the Nintendo 64 will be celebrating its first anniversary in the UK. To mark this event (and also to clink glasses for our own first birthday) we've put together this little retrospective of the little black box's initial twelve months on the shores of this sceptre'd isle. Join us as we go "Oooh! Aaah!" at the highs (and wince at the lows)!

HIGHS!

The most obvious – the launch of the N64 itself. The first consignment of British N64s were all gone within hours, along with the three games available to begin with – *Mario 64*, *Pilotwings* and *Shadows Of The Empire*. If you weren't waiting outside the shop doorway at dawn, you probably weren't going to get a machine. Of course, we'd been sent one already. Yak yak!



Not one, but two price cuts for the N64 in its first eight months on sale. This might not have been so great for those who shelled out the original asking price of £250, but it did the machine's sales a world of good. Sony might sneer at the cost-cutting as being desperation, but look at the sales figures – PlayStation, two million in three years; N64, 750,000+ in just one year. If only more sales equalled more games, but you can't have everything...



A little less than two weeks before the N64 appeared, 64 MAGAZINE itself arrived, first and best in its field and setting a standard for N64 mags that ⁘···**smug on**···⁘ still hasn't been matched, never mind bettered, by our witless and tatty imitators ⁘···**smug off**···⁘. We keep getting better, an' all. Hey, if you can't crow on your birthday, when can you?

The Time Machine

FIRST THE EARTH COOLED. AND THEN THE DINOSAURS CAME ALONG. THEN, A FEW HUNDRED MILLION YEARS LATER, CIVILIZATION AROSE, DEVELOPED TECHNOLOGY AND LET PEOPLE LOUNGE AROUND PLAYING VIDEOGAMES INSTEAD OF RUNNING FROM BEASTS WITH LARGE TEETH. BACK TO NATURE? ER, NO THANKS. ANYWAY, HERE'S HOW NINTENDO GOT FROM THERE TO HERE...

1889
NINTENDO SET UP BY ONE FASAJIRO YAMAUCHI (HMM, THAT NAME SOUNDS FAMILIAR) TO MAKE PLAYING CARDS.

1926
HIROSHI YAMAUCHI, GRANDSON OF FASAJIRO, IS BORN. A SMALL EARTHQUAKE ROCKS THE BUSINESS CENTRES OF TOKYO, OR SO THE LEGEND GOES.

1943
THE FIRST COMPUTER IS BUILT BY BRITISH SCIENTISTS WORKING TO DECODE NAZI CYPHERS. AND DO WE NOW RULE THE WORLD IN COMPUTER DEVELOPMENT? WE DO NOT. CHEERS.

1947
FASAJIRO YAMAUCHI'S GRANDSON HIROSHI TAKES OVER THE COMPANY AT THE AGE OF 21. HE MAKES AN IMMEDIATE IMPRESSION BY SACKING ALL THE MANAGERS WHO HAD WORKED UNDER GRAMPS, JUST TO MAKE THE POINT THAT THINGS WERE GOING TO BE DONE HIS WAY!

1953
SHIGERU MIYAMOTO IS BORN. A NEW STAR IS SPOTTED IN THE SKY ABOVE JAPAN, OR SO SOME PEOPLE BELIEVE!

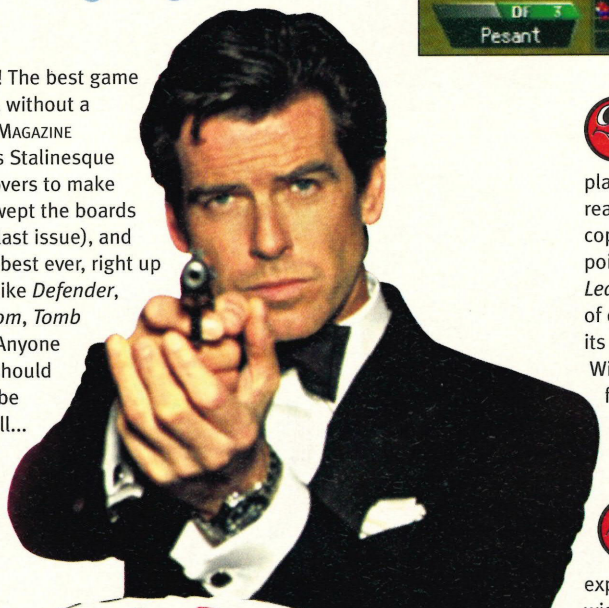
1961
THE FIRST EVER COMPUTER GAME, *SPACE WAR*, IS WRITTEN BY MIT'S STEVE RUSSELL. IT APPEARS ON VARIOUS MINICOMPUTERS IN UNIVERSITIES AND TECHNOLOGY COMPANIES OVER THE FOLLOWING DECADE, AND EARNS THE DUBIOUS DISTINCTION OF BEING ONE OF THE MOST PLAGIARISED GAMES IN HISTORY.

1964
THE FIRST COMPUTER GRAPHICS SYSTEM, SKETCHPAD, IS DEVELOPED BY DR IVAN SUTHERLAND OF MIT. MIP-MAPPING NOT YET INCLUDED.

1972
THE FIRST 'TRUE' VIDEOGAME, *COMPUTER SPACE* (A VERSION OF *SPACE WAR*) IS LAUNCHED BY NUTTING ASSOCIATES. IT BOMBS. SOON AFTERWARDS, NOLAN BUSHNELL'S NEWLY-FOUNDED ATARI LAUNCHES *PONG*, THE SECOND VIDEOGAME. IT'S A HUGE SUCCESS, BECAUSE IT CAN BE PLAYED WITH THE CONTROLLER IN ONE HAND AND A BEER IN THE OTHER.

DAY





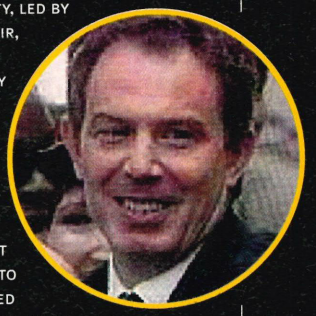
Goldeneye! The best game on the N64 without a doubt (64 MAGAZINE instituted a ruthless Stalinesque purge of plumber-lovers to make sure Rare's game swept the boards in our staff awards last issue), and possibly one of the best ever, right up there with classics like *Defender*, *Robotron*, *Elite*, *Doom*, *Tomb Raider* and *Quake*. Anyone who reckons *Myst* should be in there too will be next against the wall... Superb as a one-player adventure, unbeatable in four-player deathmatch – and it only costs 50 quid!

ISS 64! The best football game ever, sans doubt. Even hardcore *Sensible Soccer* players were won over. Since for some reason we were never sent a boxed copy of the game by Konami (he said pointedly) the Japanese version, *J-League Perfect Striker*, was the stuff of office matches for a long time, until its follow-up *World Soccer 3* took over. With a new version on the way in time for the World Cup this summer, it seems certain that the best is going to get better!

Although the Nintendo Controller Pak does its job very well, it's both expensive and rather pokey memory-wise. As a result, several manufacturers stepped in to provide larger, cheaper memory cards. Of these, Datel's memory cards are the best we've found – they might not be the biggest, but they're the most reliable, and their unique 'linear memory' lets you access everything in one go, rather than having to fumble around with buttons. Two big fat thumbs up!



Meanwhile, In The Real World...



THE LABOUR PARTY, LED BY SMILIN' TONY BLAIR, WON THEIR FIRST ELECTION VICTORY SINCE THE 1970s, OVERTHROWING JOHN MAJOR'S CRUMBLING GOVERNMENT AND REPLACING IT WITH ONE THAT, TO DATE, HAS SEEMED EXACTLY THE SAME, RIGHT DOWN TO THE FINANCIAL IRREGULARITIES AND MINISTERS SHAGGING THEIR SECRETARIES... PRINCESS DIANA AND HER LOVER, DODI EL-FAYAD, WERE KILLED IN PARIS WHEN THEIR MERCEDES HIT A CONCRETE PILLAR AT HIGH SPEED, APPARENTLY WHILE THEY WERE TRYING TO ESCAPE THE PAPARAZZI... UTTERING PHRASES LIKE "EH-OH" AND "TIME FOR TELLYBYE-BYE!", WHICH PREVIOUSLY WOULD HAVE HAD YOU RIDICULED AS SOME KIND OF IMBECILE, SUDDENLY BECAME TRENDY AS TELETUBBIES MANIA SWEPT THE NATION.



CHRISTMAS 1996 SAW PARENTS EYE-GOUGING EACH OTHER TO GET HOLD OF A BUZZ LIGHTYEAR – THIS TIME IT WAS TINKY-WINKY AND CO ENCOURAGING FESTIVE VIOLENCE... JAMES CAMERON'S MEGA-BUDGET *TITANIC* SANK THE NAY-SAYERS BY BECOMING AN EVEN BIGGER HIT THAN THE ICEBERG, COMBINING JAW-DROPPING SPECTACLE WITH A STORY THAT LEFT EVEN OUR CYNICAL EDITOR WITH A LUMP IN HIS THROAT BY THE END... BIG TROUBLE IN THE FAR EAST AS THE SO-CALLED 'TIGER ECONOMIES' SUDDENLY CAME DOWN WITH BIRD FLU, REALISING THAT THEY'D SOMEHOW NEGLECTED TO KEEP UP THE REPAYMENTS ON THE MULTI-BILLION DOLLAR LOANS THAT HAD MADE

1977

NINTENDO LAUNCH THEIR FIRST HOME VIDEOGAME SYSTEM IN JAPAN, A LICENCED VERSION OF *PONG*. SHIGERU MIYAMOTO JOINS THE COMPANY, AFTER HIS FATHER PUTS HIM IN TOUCH WITH AN OLD MATE, ONE HIROSHI YAMAUCHI. IT'S NOT WHAT YOU KNOW...

1980

SHIGERU MIYAMOTO'S FIRST VIDEOGAME, *DONKEY KONG*, IS RELEASED. DESPITE NINTENDO'S AMERICAN DISTRIBUTORS BELIEVING THAT THE VIOLENCE-FREE GAME WOULD BE A COMPLETE FLOP, IT IS A MASSIVE HIT. THERE ARE VARIOUS EXPLANATIONS FOR THE ODD NAME OF THE GAME, BUT THE MOST LIKELY IS THAT MIYAMOTO CONFUSED THE ENGLISH WORDS 'DONKEY' AND 'MONKEY'!

1983

NINTENDO LAUNCH THE FAMICOM (KNOWN OVER HERE AS THE NES), AFTER AN ATTEMPT TO LICENCE THE TECHNOLOGY TO THEN-MARKET LEADERS ATARI FAILS (ATARI SAW HOW MUCH BETTER THE FAMICOM WAS THAN THEIR OWN HARDWARE, AND WANTED TO BUY IT IN ORDER TO KEEP IT OFF THE MARKET). THE SAME YEAR, MARIO GETS TO STAR IN HIS OWN GAME, *MARIO BROS*.

1985

KEEPING LINGUISTIC INVENTION TO A MINIMUM, MIYAMOTO DEVELOPS *SUPER MARIO BROS* FOR THE NES – THE FIRST GAME WHERE ALL THE FAMILIAR ELEMENTS OF MARIO'S WORLD (PLATFORMS, PIPES, BOWSER, KIDNAPPED PRINCESSES AND THE LIKE) ARE PRESENT.

1988

NINTENDO AND SONY SIGN A FIRST AGREEMENT TO DEVELOP A CD-ROM BASED MACHINE CALLED, ER, PLAYSTATION. THE MACHINE IS DUE TO APPEAR IN 1993.

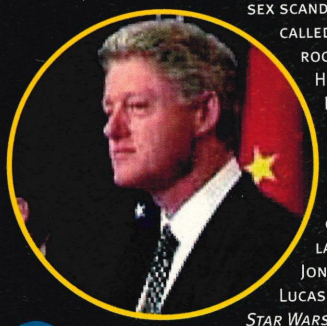
1989

THE GAME BOY MAKES ITS FIRST APPEARANCE. NINE YEARS OLD, AND STILL GOING STRONG – WITHOUT IT, NINTENDO'S JAPANESE PROFITS WOULD BE NOWHERE...

1990

NINTENDO LAUNCH THE SUPER FAMICOM (SUPER NES) TO COMBAT SEGA'S MEGA DRIVE. MIYAMOTO ENSURES ITS SUCCESS BY WRITING *SUPER MARIO WORLD* AS ITS FIRST GAME.

THEIR GROWTH SO RAPID, AND NOW THE BANKS WERE SENDING ROUND THE RED FINAL DEMANDS... BILL CLINTON (OR A PART OF HIM) GOT INTO TROUBLE YET AGAIN AS ANOTHER SEX SCANDAL, THE SO-CALLED 'ZIPPERGATE', ROCKED THE WHITE HOUSE...



REALISING THAT HE HADN'T PRODUCED ANYTHING TO RAKE IN THE CASH SINCE THE LAST INDIANA JONES FILM, GEORGE LUCAS PUT OUT THE *STAR WARS: SPECIAL EDITION* TRILOGY, WHICH DESPITE ADDING NOTHING BAR A FAKE-LOOKING JABBA THE HUTT, GETTING RID OF A FEW MATTE LINES AND MAKING GREEDO THE WORST SHOT IN THE ENTIRE UNIVERSE STILL NETTED HIM A HANDY $2 *BILLION* MERCHANDISING DEAL WITH PEPSI, AND FINALLY ENCOURAGED HIM TO GET STARTED ON A NEW *STAR WARS* MOVIE... MERCEDES' SAFETY RECORD TOOK ANOTHER TUMBLE WHEN ITS NEW A-CLASS SUPERMINI BECAME A WORLDWIDE LAUGHING STOCK AFTER ROLLING OVER DURING THE SCANDINAVIAN 'ELK TEST'... BREAKFAST RADIO WARS BETWEEN RADIO 1 AND VIRGIN CAME TO A HEAD, CULMINATING IN CHRIS EVANS ACTUALLY BUYING HIS ERSTWHILE EMPLOYER AND SACKING ALL WHO HAD PREVIOUSLY CRITICISED HIM. BRING BACK MARK 'N' LARD, WE SAY... SPEAKING OF VIRGIN, GRINNING BEARDY RICHARD



BRANSON'S ATTEMPTS TO GO AROUND THE WORLD IN A GASBAG MET WITH THE SAME SUCCESS AS HIS RAILWAY... LOUISE WOODWARD WAS FOUND NOT GUILTY OF MURDER, BUT GUILTY OF MANSLAUGHTER, AND SENTENCED TO EXACTLY THE SAME NUMBER OF DAYS THAT SHE HAD ALREADY SERVED ON REMAND. CONVENIENT, THAT...

Wait And See

Nintendo have never been known for their speed, and their corporate logo could well be 'wait and see'. This smugness may be justified when the games that result from it are things like *Goldeneye*, but doesn't it just drive you insane? Take a look here...

So, on average, you have a 45 day wait between Nintendo games. Fortunately other companies are starting to fill the gaps, but that doesn't alter the fact that you won't be seeing *Zelda 64* until around Christmas!

Game	Release Date	Gap (Days)
Super Mario 64/ Pilotwings/SOTE	1-3-97	Er, zero
Wave Race	25-4-97	56
Mario Kart 64	13-6-97	49
KI Gold	4-7-97	21
Blast Corps	5-9-97	63
Lylat Wars	10-10-97	35
Goldeneye	7-11-97	28
Diddy Kong Racing	5-12-97	28
Tetrisphere	27-2-98	84
Yoshi's Story	10-4-98	42

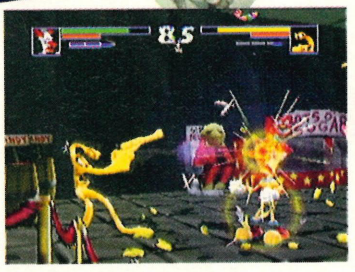
Lows!



Er, the launch of the N64 itself. *How* much? £250 put the price of the machine way above that of its competitors, the PlayStation and Saturn. Although both 32-bit machines had actually been more expensive than the N64 when they first launched, that was more than 18 months earlier, and since then Sony and Sega had reduced the price of their consoles substantially. Considering that the N64 was in direct competition with them, charging £250 was madness, especially when the equivalent prices in Japan and America were vastly lower. Not for the first time, UK Nintendo owners muttered darkly about being milked of their hard-earned...



Similarly, the price of games provoked outrage. £60 for *Mario* was something that most people were grudgingly willing to pay, but the same for *Shadows Of The Empire*? 70 nicker for *Turok*? It wasn't until November that Nintendo deigned to make games more wallet-friendly.



CLAYFIGHTER 63⅓
Need we say more?

As for 1998... who knows?

1992

Nintendo and Sony have something of a falling-out over who will have control over the software for their CD-ROM drive, and the project falls apart. Sony decide to start again from scratch, calling their new machine PlayStation-X, or PSX for short.

1993

Nintendo announce a joint project with Silicon Graphics to create a 64-bit games console, vastly more powerful than those planned by Sega and Sony. Its name – Project Reality. It will appear in 1995, or so Nintendo claim...

1994

Project Reality changes its name to Ultra 64, prompting snorts of derision from games journalists who maintain that the new moniker isn't nearly as cool as the original codename. It is still due to appear in 1995.

1995

Sega and Sony launch their 32-bit machines, Saturn and PlayStation – the latter ironically a name thought up during the planned Nintendo/Sony joint venture to make a CD-ROM drive for the Super Famicom. Gametek announce U64 *Robotech: Crystal Dreams*. We're still waiting.

1996

The name of the machine changes from Ultra 64 to plain ol' Nintendo 64, thankfully. 'Ultra' is one of these English words that the Japanese have enormous problems pronouncing...

June 23 – Nintendo finally launch the N64 in Japan, and 500,000 sell on the first day. Practically everybody who buys an N64 also buys Miyamoto's latest, *Super Mario 64*.

September 29 – the Yanks buy up 350,000 machines in three days. British gamers wait eagerly. And wait. And wait.

1997

March 1 – UK players finally get their hands on the N64. And lo! It hasn't been PAL optimised, so it runs 17.5% slower than the NTSC machines and all the initial batch of games have large borders, some (*Ploddingwings* and *Slug Race*, we mean you) larger than others. But at least it's here!

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Written by Dr Andrew R McDermott

Are You A NINTENDO ADDICT?





Take the TEST!

SOME PEOPLE GET HOOKED ON ALCOHOL. Some get grabbed by gambling. Some can't stop sucking on cigarettes. Some can think of nothing more than pumping their bodies full of heroin, cocaine, crack, PCP or Ajax. But there is one addiction more terrifying than any of these. Yes, even more than buying porcelain figurines from the back pages of the Sunday colour supplements. It's... Nintendo addiction!

Now that the N64 is one year old in the UK, people have had 365 days of exposure to some frighteningly addictive substances like *Super Mario 64*, *Goldeneye* and *ISS 64*. How can you tell whether you're teetering on the brink of addiction – or already plunging into the abyss of late nights, spurned significant others and pleas of 'just one more level'?

It's easy. Just take 64 MAGAZINE's simple step-by-step test, and by the end of it you'll know for sure. And remember – Nintendo addiction may be socially acceptable, but it's also incurable...

SECTION 1: GAME FEVER

The first step is to test your knowledge of Nintendo games. The more increasingly trivial information you know about Nintendo games, the more danger there is that you've become an addict!
(2 points per correct answer)

1: In which games would you find the following?
A: Super Happy Fun Tree
B: Statue of Liberty
C: Wally Warp
D: Song 2

2: Name the fat bloke featured in each of these games.
A: *Wave Race*
B: *Snobow Kids*
C: *Dark Rift*
D: *John Madden 64*

3: Identify the games from which the following cheats come:
A: Fergus
B: Blabbermouth
C: ALL RoaDZ
D: Donkey Kong

4: Identify the following games from their pullquotes in 64 MAGAZINE.
A: "This game is hard."
B: "More balls than an SAS platoon!"
C: "As challenging as arm-wrestling Steven Hawking!"
D: "One of the N64's worst games. Avoid!"

5: Who uses the following items as weapons?
A: Mighty Foot
B: Taser Boy
C: Peck
D: Lardy Arse

MINI MASTERCLASS

A quickfire round, testing your knowledge of Nintendo trivia. Ready, set, go!
(2 points each)

1: Name the two N64 games which feature a character called Spanky.

2: How many days did it take for the N64 to drop in price by £150 after its UK launch on March 1, 1997?

3: On what date did 64 MAGAZINE first go on sale?

4: What was the name of the commentator in *NFL Quarterback Club* who was found guilty of sexual assault and sacked from his job just before the game went on sale?

5: Where are Rare based?

WHERE IN THE WORLD?

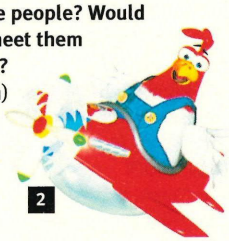
Look at the pictures below, and say where on Earth (or wherever) you are.
(2 points each)



Do I Know You?

Who are these people? Would you want to meet them down the pub?
(2 points each)









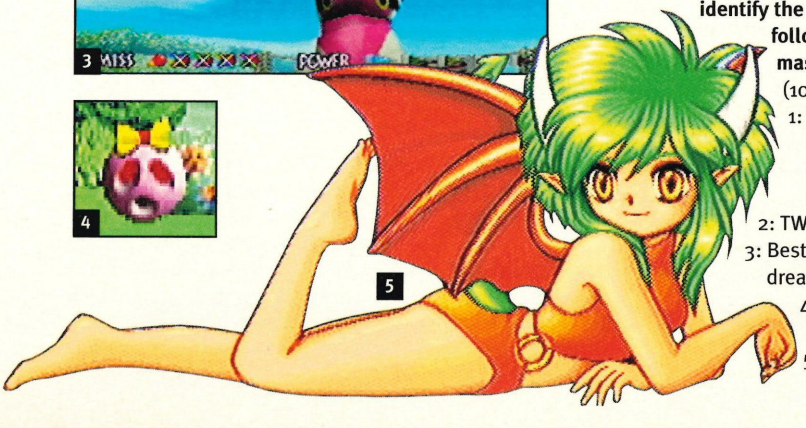


Babewatch!

Yeah, we know it's not especially PC, but these are the Nineties and we can get away with this sort of thing. Can you identify all these delectable distaff digital denizens?
(2 points each)







True Or False?

Being able to sort fact from fiction is vital for Nintendo owners, seeing as N64 release schedules are actually eligible for the Booker Prize. Which of the following are actual fact, and which are completely knacked? (Okay, that rhyme was desperate...)
(2 points per correct answer)

1: True or false – you can use a UK N64 power pack with an American or Japanese N64 without damage.

2: True or false – Nintendo and Sony were once partners in the development of the PlayStation.

3: True or false – If you complete *Super Mario 64* with 120 stars in all four save slots, you can play as Luigi.

4: True or false – The only games available for the N64 when it went on sale in Japan were *Super Mario 64*, *Pilotwings* and *Yoshiharu Habu's Japanese Chess*.

5: True or false – The only thing stopping American N64s playing Japanese games is a pair of small plastic pegs.

6: True or false – The N64 was first announced by Nintendo in 1993.

7: True or false – The N64's CPU is more powerful than a Pentium II MMX chip.

8: True or false – Sega applied for a licence to convert *Virtua Fighter 3* to the N64, but were turned down by Nintendo.

9: True or false – *Super Mario 64* has been one of the top ten best-selling N64 games in the UK for a whole year.

10: True or false – Shigeru Miyamoto's surname means 'white mountain' in Japanese.

Attack Of The Blurbs

Box blurb. It often talks a load of rubbish, doesn't it? Semi-literate hyperbole that makes the game sound like more of an experience than jumping from a plane naked and tripping while having sex with a supermodel – chah! With that in mind, can you identify the games that produced the following literary masterpieces?
(10 points per correct answer)

1: WATCH OUT FOR THOSE Rumble Pak™ compatible wrecks. you don't walk away from 'EM!

2: TWIST, TURN AND BURN!

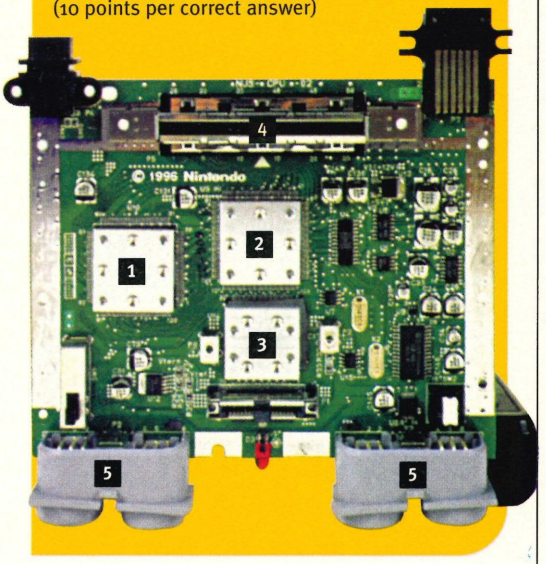
3: Best playability a racing fan can dream of!

4: Hundreds of Thousands of Killer Combinations!

5: Rebel against that Nasty, Horrible and Evil empire.

Alien Autopsy

Here are the dissected guts of a Nintendo 64. We've pointed out five things of interest – what are they?
(10 points per correct answer)



Learnin' Japanese

When Nintendo addiction meets the world of the otaku, things get truly scary. If you know which games these Japanese names represent, consider yourself truly obsessive!
(10 points per correct answer)

1 ディディーコング レーシング

2 ゴッシーストーリー

3 ゼルダの伝説

4 ポケットモンスター

5 スターフォックス

Games Addiction

The final step in determining Nintendo addiction is to look at yourself. If you do this in a mirror and you don't see anything, you're a vampire. If it explodes, you're probably Peter Beardsley. A more reliable approach is to answer the following questions...
(Scoring: A – 0 points, B - 1 point, C - 2 points, D - 5 points)

How much did you pay for your N64?
A: £99.99
B: £149.99
C: £249.99
D: Over £400 on import, and I'm glad I did

How many controllers do you own?
A: One
B: Two
C: Four
D: Six, all different colours

How many memory cards do you own?
A: Sorry, I forgot the question
B: Just the Nintendo one
C: A Nintendo Controller Pak and a couple of cheap clones
D: Six of those 8 Meg ones, and I need more!

What is tri-linear mip-mapping?
A: Don't know, don't care
B: Something to do with graphics
C: A means of preventing distortion in texture maps
D: The reason N64 ROOOLZ! PlayStation SUX! Don't know what it means, though

What is the Jumper Pak?
A: A special offer at Marks & Sparks
B: Another name for a Rumble Pak
C: The thing under the little flap at the front of the N64
D: The thing taking up the space meant for the 64DD's RAM expansion. Where is it? I want it NOW!

What posters do you have above your bed?
A: None, I'm an adult
B: Melinda Messenger
C: Mario
D: Hiroshi Yamauchi, in a shrine

What's your opinion of the Sony PlayStation?
A: I've got one of those as well
B: Nothing, really
C: Ha! 32-bit crap!
D: PlayStation? How dare you even mention that word in my presence! PlayStation owners are SCUM! They must all be DESTROYED! Bwah hah hah!

What do you call the PlayStation?
A: PlayStation
B: Pl**Station
C: GayStation
D: CrapStation, owned by crap-heads!

What is your response when a smug PlayStation owner makes a gloating comment about Square defecting to Sony on the grounds that "cartridges are crap"?
A: "Yeah, I know."
B: "Two words. Golden. Eye."
C: "Nintendo's boss said *Final Fantasy VII* was crap, and I believe him."
D: No words, just an incandescent rage that results in a red haze and you regaining consciousness with a bloodied corpse at your feet and a makeshift club smeared in brain matter in your hands.

What do you think about Pocket Monsters?
A: Don't look at their eyes!
B: Just a fad
C: They're going to be huge
D: All the *Pocket Monsters* games are going to crush Sony forever! I'm going to buy every single one! And all the merchandise! Direct from Japan, if I have to!



Now add up your total score...

Less than 20: What's a Nintendo?

20-50: You seem to be the kind of person who'd go into Dixons and ask for "one of those Nintendo PlayStations, like on the telly". You're more likely to be addicted to daytime soaps than videogames.

51-100: You're vaguely aware that there are some games that you can only play on a Nintendo, but you only bought the machine to keep up with your mates, didn't you?

101-150: You are approaching a reasonable level of Nintendo knowledge, but there's no danger of it taking over your life. Yet.

151-200: You are now heading into the world of the overly-knowledgeable about Nintendo gaming. If you find yourself playing *Diddy Kong Racing* at 4AM, you're in danger of becoming addicted. Take a break! There's still hope!

201-250: Oh no – it's got you. You really do know far too much about Nintendo games. You're an addict! Just be thankful that Nintendo release so few games, otherwise someone would eventually find you starved to death in front of the TV, a controller clutched in your stiff hands.

251-300: Danger! Danger! This score shows extreme Nintendo addiction, so intense that it makes you a danger to anyone unwise enough to mention PlayStations in your presence. Every waking moment is occupied with thoughts of Nintendo games. While you're asleep, you dream of clearing the Byelomorye Dam in under a minute. Lighten up! It's only a game!

Over 300: Some maths lessons might help.

Answers

Game Fever
1: *Yoshi's Story, Pilotwings, Extreme G, FIFA '98*. 2: Dave Mariner, Tommy Parsey, Gore, John Madden (well, duh!). 3: *Extreme G, Diddy Kong Racing, Top Gear Rally, Goldeneye*. 4: *Mortal Kombat Mythologies, Tetrisphere, Dual Heroes, FIFA 64*. 5: Duke Nukem, James Bond, Pojo the chicken, Mario.

Mini Masterclass
1: *Mace: The Dark Age* and *Aero Fighters Assault*.

Do I Know You?
1: Kabuki Jo. 2: Drumstick. 3: Carbuncle. 4: Bill Gray. 5: Nobi Nobita.

Where In The World?
1: Hollywood. 2: Titania. 3: Edo/Tokyo. 4: St Andrews. 5: St Petersburg

Babewatch!
1: 237 (£249.99 on March 1, £99.99 on October 24). 2: B Orchid. 2: Pagan. 3: Ayumi Stewart. 4: Miss Hint. 5: Doraco

Alien Autopsy
1: R3400 CPU
2: Reality Immersion Co-Processor
3: 4Mb RAM
4: Cartridge slot
5: Controller ports

True Or False
1: True. 2: True. 3: False. 4: True. 5: True. 6: True (when it was called Project Reality). 7: False (get real). 8: False. 9: True. 10: False.

Attack Of The Blurbs
1: *Top Gear Rally*
2: *Extreme G*
3: *Automobili Lamborghini*
4: *Killer Instinct Gold*
5: *Mischief Makers*

Learnin' Japanese
1: *Diddy Kong Racing*. 2: *Yoshi's Story*. 3: *Zelda 64*. 4: *Pocket Monsters*. 5: *Starfox*.



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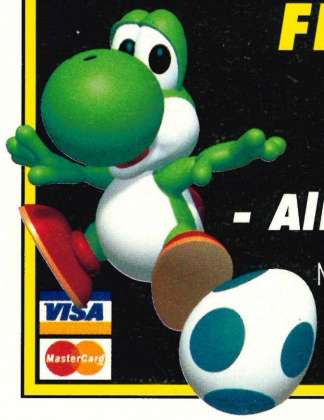
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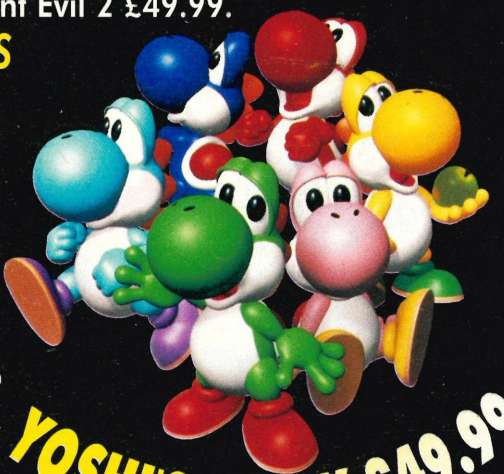
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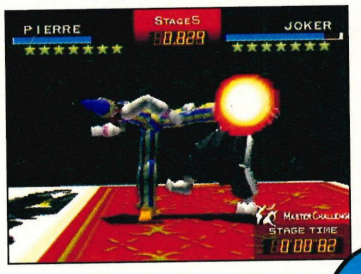
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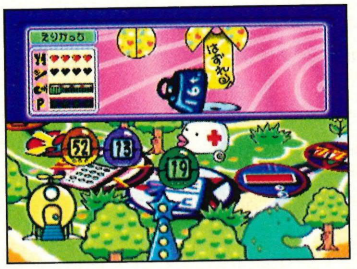
Games without **FRONTIERS,** war without **EARS.** Something like that anyway. After last issue's games **HAEMORRHAGE,** things have **CLOTTED** a bit this month, but we've still got **PLENTY** to keep you **OCCUPIED!**

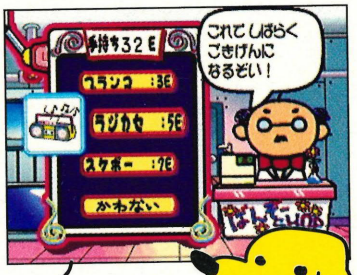
38 FIGHTER'S DESTINY
The game reckons there's no apostrophe in the title, but that's patently wrong – there has to be one somewhere or it doesn't make sense. Grammatical errors aside, it's still an absolute cracker!

44 ROBOTRON 64
Delays and even canning can't hold back this excellent blaster. Get ready for blisters on your thumb!

48 TAMAGOTCHI WORLD
It's a board game! It's a videogame! It's a virtual pet! It's all these and more, even if it is about the weirdest thing you're likely to see until we get hold of a copy of *Irritating Electric Stick*.

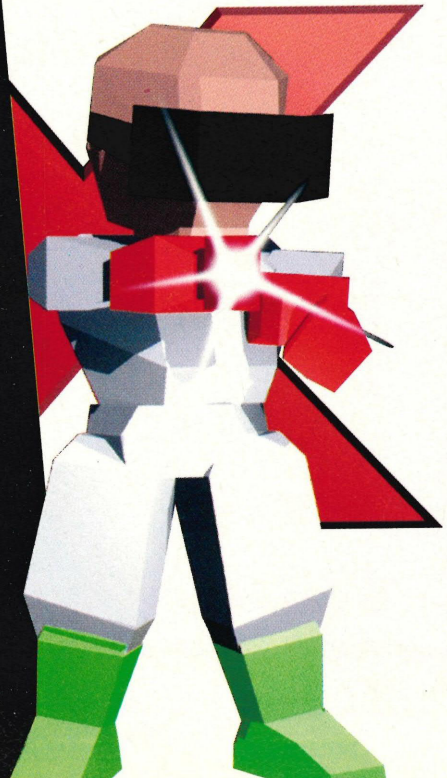










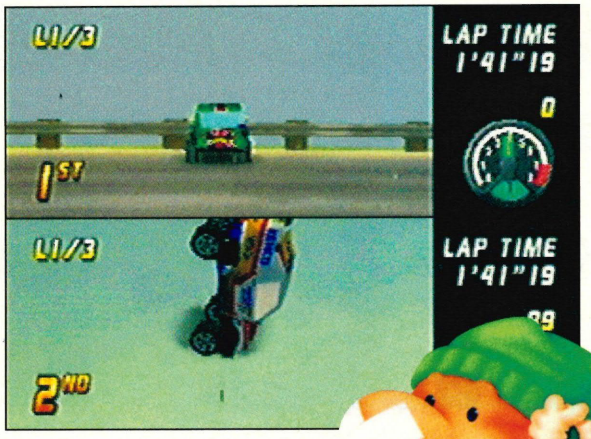




52 Top Gear Rally

Haven't we already done this one? Well, yeah. But this is the Japanese version – and it's actually the best of the lot!





UK Updates

54 Nagano Winter Olympics

The actual games will be over by the time you read this – is the N64 interpretation a worthy reminder?







56 Snowboard Kids

What is it with winter sports at the moment? Still, at least it's not watersports. Big noses, cold snow, fast action – it's the sleeper hit of 1998!



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* selecti about who 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, one has!

The Ratings

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

Sheer brilliance – as good as you'll find anywhere!

Very good, but not perfect.

Does the job, but nothing special.

Definitely below par. Watch out.

Read 'em and weep, especially if you've bought it!

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

Ninfo | Players | Cartridge | 64M | Rumble Pak

Publisher: Ocean | Game Type: Beat-'em-up | Release Date: Out now (import)
Developer: Genki | Origin: Japan | Price: £59.99

At **LONG** last, a truly **DECENT** beat-'em-up arrives on the N64. Well, it was **DESTINED** to happen eventually!

FIGHTE DESTIN

Memory Options



MEMORY: STORES HIDDEN CHARACTERS AND GAME SETTINGS

CONTROLLER PAK: SAVES BONUS SKILLS, SCORES, ETC



$64,000 Question

- ⊕ LARGE, SMOOTH, WELL-ANIMATED CHARACTERS
- ⊕ MASSIVE RANGE OF MOVES PLUS CHANCE TO GAIN NEW ONES
- ⊕ VARIETY OF CHARACTERS
- ⊕ WELL THOUGHT OUT BONUS STAGES
- ⊖ ANNOYING ANNOUNCER
- ⊖ VERY DERIVATIVE OF SEGA FIGHTERS



THE JOKER IS AN IMPOSING OPPONENT, BLENDING INTO THE BACKGROUND OF HIS DARK, FORBODING ARENA. HIS SPECIAL ATTACK IS A WHAT YOU MIGHT CALL A 'LITTLE ON THE BRIGHT SIDE'.



HERE PIERRE THE JESTER INTRODUCES BOB TO ONE OF HIS TRICKY BACK KICKS. THINK IT HURT?

FINALLY, THE CHANCE TO silence all the critics who have waffled on and on for time eternal about the lack of a decent beat-'em-up on the N64. First we had *WCW Vs NWO World Tour*, which, although a wrestling game rather than an actual fighter, had top beat-'em-up qualities, and now we've got *Fighter's Destiny*, which means the best has just got a hell of a lot better!

The best has just got a hell

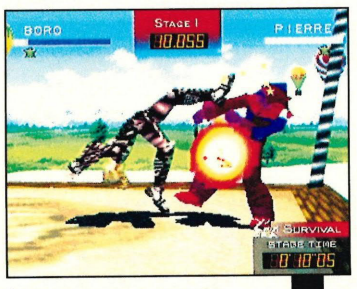
Fighter's Destiny is visually very reminiscent of *Tekken*, in that the combatants are represented in 3-D, along with the ring, giving them the freedom to move around. The backgrounds to the arenas are fairly flat, but this serves to increase the speed of the game, without the need to scrimp on animation. You'll be so busy fighting you won't even notice the backgrounds – take my word for it!

TALENTED INDIVIDUALS

Initially you can choose from nine different fighters, all with their own individual strengths and weaknesses. If they're really strong, for example, then they'll probably be slow. It's the old classic scenario familiar from many a fighting game, but it works, so why mess with it? The strength also affects how much damage they can take too, so not only can strong characters hit harder, but they can also take more damage in return.



THERE'S NO REAL BLOOD OR GORE IN *FIGHTER'S DESTINY*, INSTEAD YOU GET LOTS OF SPARKS AND LARGE EXPLOSIONS.



BORO HAS A PARTICULARLY NIFTY SOMERSAULT KICK, AS SHE DEMONSTRATES ON A DAZED PIERRE.

ER'S NY

64 SIZZLER

of a lot better!

In addition to the usual selection of punches, kicks, throws and sweeps, every character has their own collection of moves unique to him or her.

There are five fighting modes in *Fighter's Destiny*, beginning with Vs Com, the standard beat-everyone-up mode that you will be familiar with from most previous beat-'em-ups. In this mode, it's fairly straightforward. Simply pick the character you want, and get in the ring - or rather, get on the sort of square-shaped platform - and sort the other player out.

The combat system in *Fighter's Destiny* is a little different to your average beat-'em-up. Energy is represented by two energy levels, one a standard bar, and the other comprised of seven stars, each representing points.

Deck 'Em All!

The objective of each round is to gain seven points and this is achieved in a number of ways through performing techniques which each have different values.

It's possible, for instance, to simply knock your opponent out of the ring, which drops their energy bar to zero. However, this only gains you one point, so you'd need to do it seven times to beat them. More points can be gained by successfully throwing your opponent, since this is worth two points, but throws can be blocked or even countered. Achieve a successful counter, or a knockdown, and you'll gain three points. A counter is done by striking with a power move just as your opponent attempts the same on

And Introducing... The Contenders!

Ladies and Gentlemen! I give you the combatants! They're all *fast*, they're all *hard*, and they've all just eaten *three Shredded Wheat* for breakfast!



Valerie is a gorgeous German bird. She's even shaved under her arms, so this must be a fantasy!



Here Pierre finds himself dazed after a whirlwind attack by Leon. Leon's the one who looks like a girl.



Ushi the cow is a colourful opponent. She's fast, dangerous, cocky and has a nasty kick. Well, she *is* a cow, so she would, wouldn't she?

Ryuji

Origin: Japan
Classification: All-rounder
Health: High
Notes: Looking remarkably like Ryu from *Street Fighter*, Ryuji is smooth, fast and very honourable. Watch particularly his fists.



Abdul

Origin: Mongolia
Classification: All-rounder
Health: High
Notes: Abdul's rather 'robust' appearance belies his speed and agility. He's rather good with his feet, especially from behind.



Meiling

Origin: China
Classification: Quick
Health: Medium
Notes: Meiling's biggest strength is her speed, allowing her to land several blows before larger fighters can land even one.



Tomahawk

Origin: USA
Classification: Powerful
Health: Very high
Notes: This big Indian moves slower than a lot of the other fighters, but when he lands a blow, they sure know it!



Ninja

Origin: Japan
Classification: Skillful
Health: High
Notes: His real identity a secret, Ninja is fast and hard, and particularly dangerous with his feet. Face him at your peril.



Valerie

Origin: Germany
Classification: Aerial
Health: Medium
Notes: One of the littlest fighters, Valerie is especially good in the air, with both her hands and her feet. Small maybe, but deadly.



Bob

Origin: Brazil
Classification: Powerful
Health: Very high
Notes: Brazilian Bob has exceptionally high strength, balanced by a slow reaction time. He doesn't need to land many blows though.



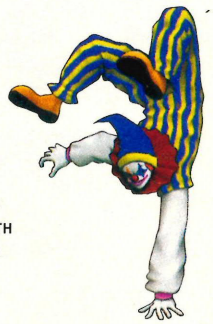
Leon

Origin: Spain
Classification: All-rounder
Health: Very high
Notes: Leon is very similar in skill and speed to Ryuji, and has the same sense of honour. Don't get on his bad side though.



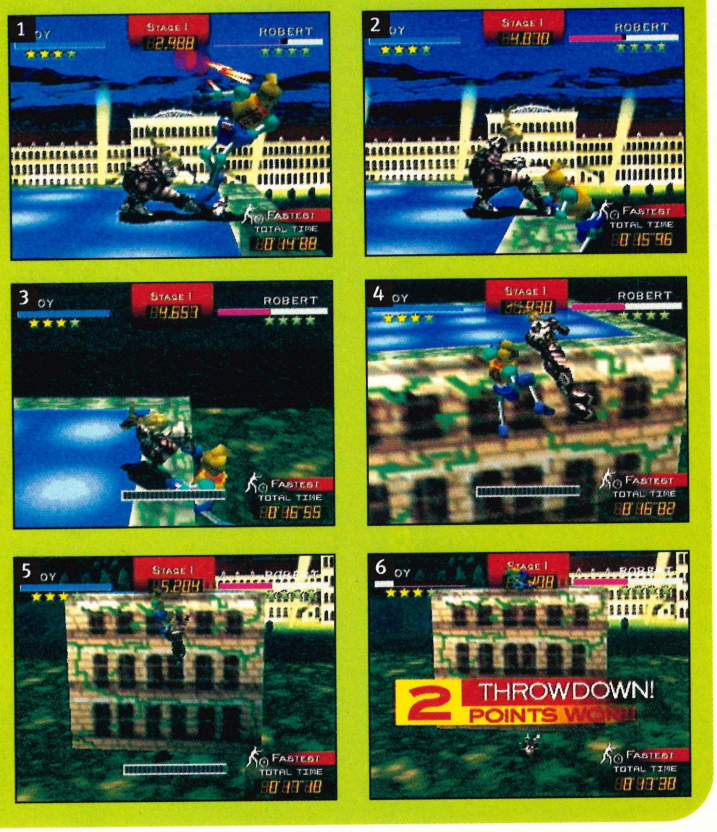
Pierre

Origin: France
Classification: Tricky
Health: Low
Notes: This French clown is no laughing matter. What he lacks in strength he makes up for in cunning and speed.



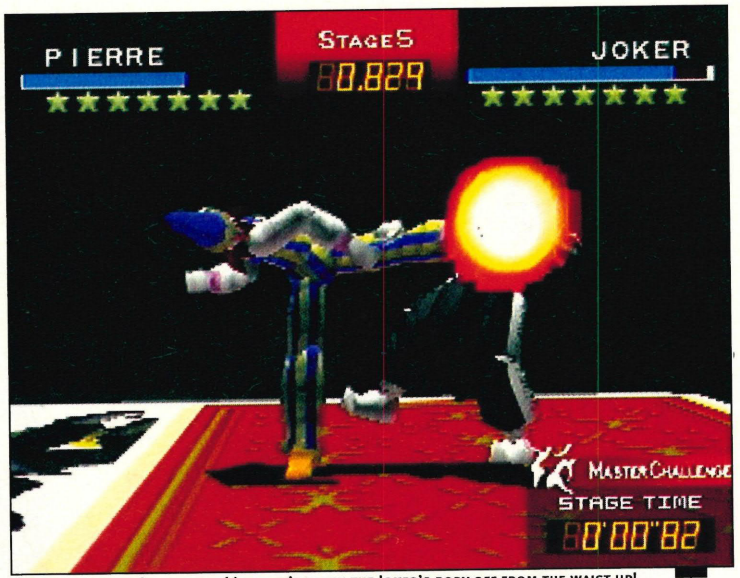
Ring Out – What A Drag!

As with most fighting games, it's possible to gain points by knocking your opponent out of the ring, although it's not as straight-forward as it might be. For characters have the ability to grab the edge of the ring, and pull themselves back up. Now, although you can attempt to knock them off while they're hanging, this is rather risky, because *Fighter's Destiny* incorporates a move called a Drag Drop with which the hanging fighter can grab the standing opponent if they're close enough and pull them off the edge - in much the same way the wrestlers drag one another from the ring in *WCW Vs NWO*. This move is very difficult to block or counter, and the resulting throw earns twice as many points a ring out.





After each successful knockdown, the victorious fighter poses over the fallen body of their opponent. For top fighters, they aren't half a bunch of show offs!



Now *that* is what I *call* a kick! Look, it's taken the Joker's body off from the waist up!



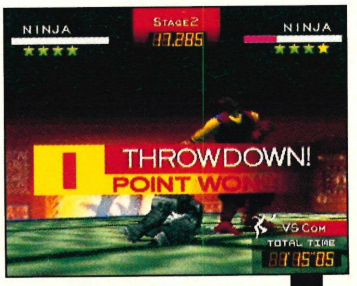
Valerie offers to let Abdul suck her toes, but unfortunately forgets to remove her boot when she does it.

you. A knockdown is a little more complicated. Simply punching, kicking, or even using a power-move on your opponent won't knock them down. What you need to do is to reduce their energy bar until they become stunned.

You'll know when they're stunned, because they flash red, and get cartoon stars rotating round their head. At this point they cannot attack, although it is possible for them to still evade to some degree, giving you the chance to survive if you're in that situation. All that's needed then is to perform a power move or a combo to



It's here that you select your combatants in an attempt to earn some extra moves. Smack 'em all!



Ninja Vs Ninja... and Ninja is winning! Wow, I could've never have predicted that outcome – what do you know?

A whole lot m

finish them off. The most points are awarded for a special. These moves are very tricky to do, and take some time to prepare, so they're best used when your opponent is stunned, thus giving you the time you need to charge them up. Specials will knock down your opponent if you hit them, whatever their energy bar status, and they are worth four points.

Control Freaks

One of the best things about *Fighter's Destiny* is the control you have over your character's movement. Too many beat-'em-ups suffer from characters with limited movement, but in *Fighter's Destiny* you can move forwards, backwards, sideways, ducking and jumping, using the evade and block buttons. Another neat aspect is the ability to block and counter, even during throwing moves. This is important, because the throws can catch you by surprise whatever your energy level. They can be evaded



BOB VS BOB! WHICH ONE IS MINE? ER... I THINK IT'S THE ONE WITH THE SHIRT... NO, HANG ON... ER...



HMM, LEON LOOKS LIKE A GIRL, AND FIGHTS LIKE ONE, AS HE SMASHES NINJA IN THE GROIN – *OOOH!*

ore fun than your average beat-'em-up!

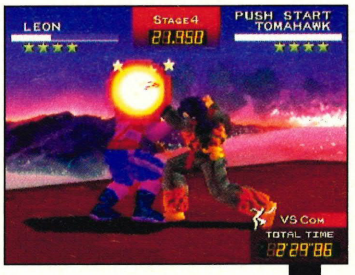
by blocking or doing a counter move before the grapple bar, which appears at the bottom of the screen, fills up. Depending on how quickly you respond, the result will be different. Counter or block early, and the hold will be broken. Counter or block late, and the throw will take place, but your character will twist and land on their feet, then sometimes even do a throw of their own. Totally mistime it, of course, and you go down for the count!

The characters' ability to block throws also depends on their energy bar. If the bar is low, you may not have the strength to counter the attack, and you'll end up on the floor.

Another neat thing is the in-game move lists. It's possible to pause the game at any time and review the easy-to-understand list of moves, along with the control combinations needed to do them. No more sitting with the controller in one hand and a 300 page booklet in the other while you try to remember which buttons you need to press for your ailing character to pull off that that axe kick.



FINISH THE GAME IN VS MODE AND THE MASTER MAY GIVE YOU A BRAND NEW MOVE WITH WHICH TO DECK OTHERS!



TOMAHAWK, DAZED AFTER A TOTAL BATTERING, IS POWERLESS TO STOP LEON FROM MAKING HIS HEAD EXPLODE.



RODEO MODE IS EXTREMELY TRICKY, HOWEVER IF YOU'VE GOT BORO IT'S POSSIBLE TO USE HER SOMERSAULT KICKS TO KEEP USHI AT BAY.

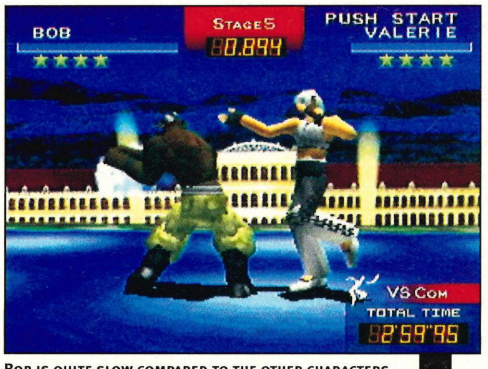


ALL THE PLAYERS HAVE DIFFERENT OUTFITS WHICH THEY CAN WEAR. HERE A MORE COLOURFUL NINJA HAMMERS LEON.

Multiple Modes

In addition to the standard fighting mode there is also Master Challenge mode, where you fight the Master (not the beardy bloke from *Doctor Who*) to learn up to eight totally new abilities. In this mode, you also may face the Joker. If you do and he defeats you, you lose all your new-found abilities and end up back at square one.

If you're having problems mastering the moves, then in Training mode the mysterious Master will give you advice and – more often than not – sarcastic



BOB IS QUITE SLOW COMPARED TO THE OTHER CHARACTERS, ALTHOUGH HIS KNOCKDOWN MOVE MAKES UP FOR IT...



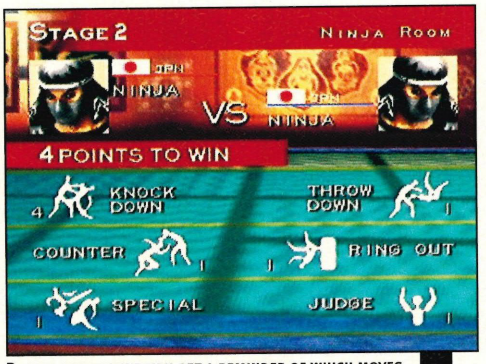
... AS VALERIE FINDS OUT TO HER COST. SHE WAS SO BUSY TRYING TO PUNCH HIM THAT HE WAS ABLE TO CATCH HER...



...WITH RATHER DEVASTATING RESULTS. WEIRD THOUGH, I DIDN'T REALISE THERE WAS ANY WATER THERE!



AFTER SUCCESSFULLY INCAPACITATING YOUR OPPONENT, YOU'LL BE SHOWN HOW MANY POINTS YOU EARNED.



BEFORE EACH ROUND YOU GET A REMINDER OF WHICH MOVES ARE WORTH WHAT. PAY ATTENTION IF YOU WANT TO WIN.



HAMMER YOUR OPPONENTS WITH A SPECIAL MOVE, THEN BASK IN YOUR OWN GLORY THROUGH THE INSTANT REPLAY.

criticism on the various moves and abilities. Once you've picked up a new move, you get to practice it on an unfortunate robot called Robert.

In addition to the Vs, Master and Training modes, there are also three bonus games which involve all the characters from the other modes. In the first game, Survival, you have to fight one hundred opponents, and win every time. To make things even more difficult, you only have one life star.



THE JOKER AND PIERRE PLAY 'THUMB WAR'. PIERRE: "AH, GET OFF, JOKER! I GIVE UP, YOU WIN!" JOKER: "HAHAHAHA."

In Fastest mode you must defeat four opponents, each in under a minute, but the weirdest mode by far is Rodeo mode. The object in this game is to keep fighting as long as possible against a cow called Ushi! The really tricky bit is that you can't just knock Ushi off the platform, as then the stage will end, so you have to not only stop her from hammering you, you've got to be careful not to knock her over the edge of the ring.

Steal Those Skills!

One of the really clever elements in *Fighter's Destiny* deals with the skills which can be gained on the Master level. To prevent two player games becoming a bit one-sided if one player, for instance, has gained several of the extra skills, it's possible for friends to fight each other for possession of the skills. It's a bit like playing marbles really – you stake one of your own skills against gaining one of your opponent's skills. In this way it's possible to build up your character's skills, effectively customising them, and the game allows you to swap memory cards around, so you could build and swap a library of characters with your friends!

Everything in the game can be altered, from the ring size, through the number of points needed to win a stage, to the points awarded for each successful technique. This makes it possible to boost the points for the moves you're best at, and to reduce the points for the moves that you keep getting hammered with.

MEILING AND VALERIE TAKE TIME OUT FROM POUNDING EACH OTHER TO PLAY A QUICK GAME OF LEAP-FROG.



This is the ga

Enemy Mine

AS WITH ANY FIGHTING GAME WORTH ITS SCARS, *FIGHTER'S DESTINY* HAS SOME HIDDEN CHARACTERS FOR YOU TO CONFRONT. HERE ARE THE THREATENING THUMPERS YOU'VE GOT TO HAMMER INTO THE DIRT!



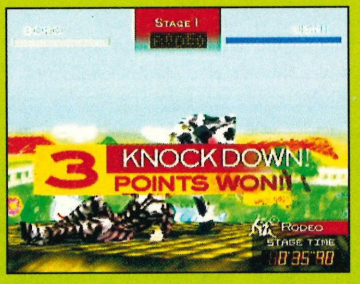
Battle The Master!

HAVE YOU EVER WONDERED WHAT HAPPENED TO THAT AGE-OLD NEMESIS OF DOCTOR WHO, THE MASTER? WELL WONDER NO LONGER, BECAUSE HE PLAYS A STARRING ROLE IN *FIGHTER'S DESTINY*. HE'S WILLING TO SUPPLY YOU WITH A WHOLE HOST OF NEW, SUPER-DUPER MOVES, AND ALL YOU'VE GOT TO DO IS DECK HIM SEVERAL TIMES TO GET THEM!



Joker In The Pack

I REMEMBER WHEN JESTERS AND CLOWNS USED TO BE QUITE NICE CHAPS REALLY, BUT THEN ALONG CAME *BATMAN* AND EVERYTHING CHANGED. THE JOKER IN *FIGHTER'S DESTINY* FOLLOWS IN THE TRADITION OF JACK NICHOLSON'S CHARACTER IN THE FIRST *BATMAN* MOVIE – HE'S A HOMICIDAL MANIAC, AND HE'S NOT ALL THERE!



Fighting Mad Cows!

BEAT-'EM-UPS WOULDN'T BE COMPLETE THESE DAYS WITHOUT SOME TOTALLY UNSUITABLE OPPONENT IN THE BONUS ROUND. IN *MACE: THE DARK AGE*, WE MET POJO THE CHICKEN, AND IN *FIGHTER'S DESTINY* WE'RE INTRODUCED TO USHI THE COW. WHO IS A LITTLE MAD. CONSIDERING THAT COWS ARE USUALLY RATHER DOCILE CREATURES, USHI IS AN UDDERLY DANGEROUS FIGHTER!



Robbie The Robot

ROBERT THE ROBOT IS YOUR OPPONENT IN TRAINING MODE, WHERE THE MASTER TAKES TIME OUT FROM CONTEMPLATING THE MYSTERIES OF HIS NAVEL TO INSTRUCT YOU IN THE VARIOUS FORMS OF THE FIGHTING ARTS. A BIT LIKE SPANKY IN *MACE*, ROBERT IS THERE TO BE KICKED AROUND AT YOUR LEISURE, ALTHOUGH, UNLIKE SPANKY, HE DOES OCCASIONALLY FIGHT BACK.



ONE OF THE MOST VISUALLY IMPRESSIVE OF THE SPECIAL MOVES – EXCEPT I'M NOT SURE WHO HIT WHO. OH WELL...

THE CRUNCH...

Most important of all is how the game plays. The characters handle exceedingly well, flowing convincingly from move to move as they go. In particular the block and counter moves respond excellently, and this makes the game a whole lot more fun than your average beat-'em-up. It's not just the fastest person that wins, for example; instead, careful strategies, fast countering and generally learning the individual character abilities are the way to get good at this. It's not possible to simply hammer all the buttons and laugh as your opponent falls over. This game demands practice.

Basically, *Fighter's Destiny* is the finest beat-'em-up on the N64 so far, and is a good contender for one of the top fighting games on the console market in general. I dare say there will be those neo-Luddites who proclaim it to be not a patch on *Street Fighter*, or some other such oldie, but then what do they know? [That the *Street Fighter* series is still the best fighter around? – Ed] There are so many aspects to this game that it will keep you going for ages. If you're a beat-'em-up fan, then this is the game you've been waiting for!

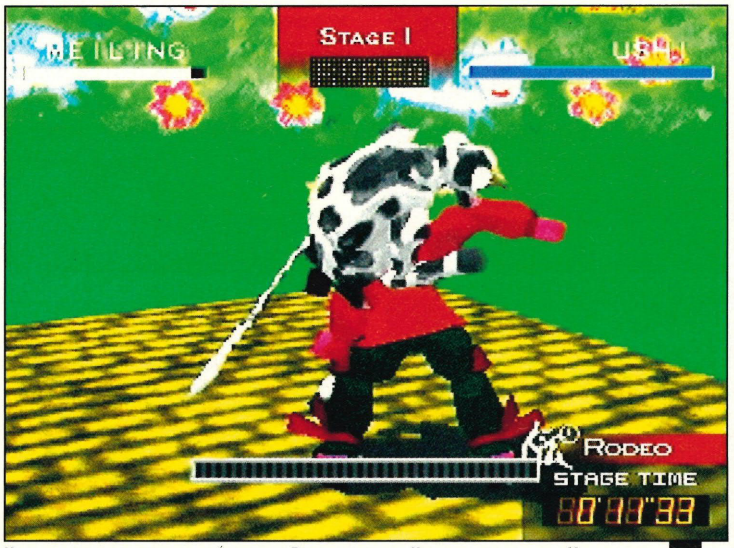
***FIGHTER'S DESTINY* WAS SUPPLIED BY SKILL ACADEMY, (0181) 567 9174.**

me you've been waiting for!

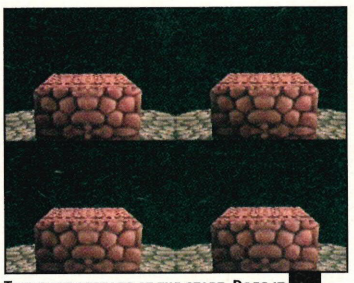


BORO THE BIRD

SORRY, THAT'S PRETTY SEXIST, ISN'T IT? ALLITERATES NICELY THOUGH. BORO IS THE FIGHTER YOU MEET AT THE END OF THE ONE-PLAYER CONTEST, AND IF YOU MANAGE TO DEFEAT HER SUCCESSFULLY, THEN SHE BECOMES A PLAYABLE CHARACTER. SHE'S GOT SOME PARTICULARLY DEVASTATING MOVES, INCLUDING TWO DIFFERENT SOMERSAULT KICKS.



USHI HAS A RATHER WEIRD IDEA OF WHAT A RODEO INVOLVES. HERE HE TRIES TO RIDE MEILING.



THIS SHOT APPEARS AT THE START. DOES IT MEAN FOUR PLAYERS? ER... NO, ACTUALLY.

2nd opinion

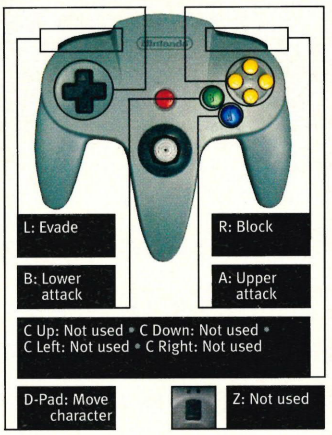
WHILE THE COMBAT SYSTEM IS A BLATANT RIP-OFF OF THE *VIRTUA FIGHTER* GAMES AND THE CHARACTERS ARE COMPLETELY DEVOID OF ORIGINALITY, *FIGHTER'S DESTINY* IS STILL THE BEST BEAT-'EM-UP ON THE N64 BY SEVERAL MILES. FOR A START, IT'S THE FIRST ONE TO OFFER A DECENT RANGE OF MOVES, EVEN THOUGH IT ONLY USES A TWO-BUTTON CONTROL METHOD. THE SCORING SYSTEM IS CLEVER AND A WELCOME STEP AWAY FROM THE STANDARD 'BEST OF THREE' APPROACH, AND ADDITIONS TO THE GENRE LIKE THE GRAPPLING GAUGE TO DETERMINE THROWS ARE ALMOST CERTAIN TO BE RECYCLED BACK INTO THE FIGHTING GENE POOL. THE ONLY REAL FLAWS ARE COSMETIC – THE ANNOUNCER IS THE MOST ANNOYING SINCE *RIDGE RACER* (THOUGH THANKFULLY HE CAN BE TURNED OFF) AND THE GRAPHICS ARE A BIT ON THE BLAND SIDE. NONE OF THIS MATTERS IN THE LONG RUN, AS THE N64 FINALLY HAS A FIGHTING GAME OF WHICH IT CAN BE PROUD. ABOUT TIME TOO!

ANDY MCDERMOTT

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Art Of Fighting Twin: Culture Brain (imp)
Reviewed: Issue 10, 78%
Mace: The Dark Age: GT (£59.99)
Reviewed: Issue 7, 76%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

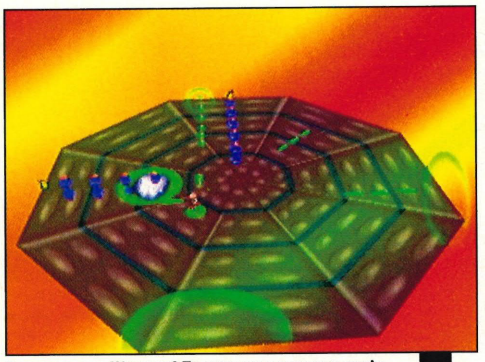
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Soundbite:
TOP BEAT-'EM-UP ACTION - THE BEST ON THE N64 SO FAR!

Written by Andy McDermott



ABSOLUTELY BANG! THE 'THIRD' CAMERA GETS YOU RIGHT INTO THE ACTION, THOUGH IT IS A BIT HARD TO PLAY.



REMEMBER THE WEEBLES? THEY WOBBLE BUT THEY DON'T FALL DOWN? THIS IS THEM, APPARENTLY.



IT'S EITHER AN EXTRA LIFE, OR ANOTHER BIZARRE GARDENING ACCIDENT.

Robots, **EH?** Give 'em an **INCH** and they'll try to take over the **WORLD.** Thank god for a **SLAPHEAD** called Eugene!

ROBO

Memory Options

MEMORY: N/A

CONTROLLER PAK: SAVES GAME IN PROGRESS, HIGH SCORES



$64,000 Question

- ⊕ THE ONLY NON-STOP BLASTER ON THE N64
- ⊕ NO SLOWDOWN, EVER
- ⊕ GOOD CONTROL METHOD
- ⊖ CUTTING EDGE? NUH-HUH!
- ⊖ ANNOYING PASSWORD SYSTEM
- ⊖ MUSIC GETS TIRESOME

SORRY CAN'T SLOW DOWN playing *Robotron 64* has boosted reflex speed way past normal human levels fire fire fire fire surrounded by enemies no respite run around shooting everything like maniac rescue last human family from evil machines 200+ levels bonus stages power-up weapons wave after wave of robots attacking no mercy no time to think act on reflex really really need to slow brain down before it explodes get coffee drink it caffeine hit reduces my brainwave patterns to a more tolerable level, meaning that I can finally start to introduce little things like punctuation and grammar into my sentences. Phew. Is that steam coming out of my ears?

Ninfo

Players | Cartridge: TBA | Rumble Pak

Publisher: Crave Entertainment
Developer: Player 1
Game Type: Shoot-'em-up
Origin: USA
Release Date: Out now (import)
Price: £60

ZAP ZAP DIE BLAMMO

Robotron 64 has been a game a long time in coming – its original release date was scheduled for around September last year, but for various reasons it didn't appear when planned. Not the least of these reasons was the original publisher's decision to scrap the game! Midway, who were originally going to unleash *Robotron 64* on the world, for some reason got cold feet at the last minute and kicked the game into touch, leaving developers Player 1 rather peeved. Luckily for them, and indeed us, new boys Crave Entertainment stepped into play and took over.

Robotron 2084, the distant ancestor of *Robotron 64*, is arguably the greatest shoot-'em-up of all time, a title it frequently fights over with *Defender*. Interestingly enough, both games were designed by the same man, Williams' Eugene Jarvis. Unfortunately, the only things he's done recently have been *Cruis' n USA* and its scarcely more impressive sequel, so greatness obviously doesn't last forever. What made *Robotron* so unstoppably playable was its sheer relentlessness – faced with a screen full of deadly robots,

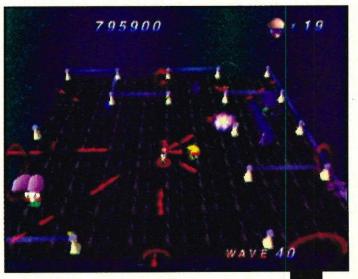
This is what videogames s



A BRAIN ROBOTRON DISINTEGRATES IN A SATISFYING MANNER.



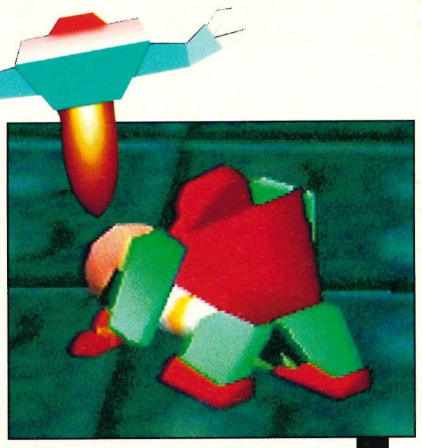
BEES BUZZ YOU IN THE FIRST BONUS LEVEL – SHOOT AS MANY AS YOU CAN FOR EXTRA POINTS AND LIVES.



THE BEAM MAZES ARE TRICKY LEVELS, AS DEADLY FORCE BEAMS SWITCH BETWEEN ELECTRODES TO CATCH YOU OUT!



TRON 64



EVERYBODY HAVE FUN TONIGHT, EVERYBODY WANG CHUNG TONIGHT!

IT DOESN'T MATTER HOW MUCH IS GOING ON – *ROBOTRON 64* NEVER SUFFERS FROM ANY SLOWDOWN!



you either killed them or they killed you, and because of the speed at which everything moved you didn't have any opportunity to work out clever attack strategies or any of the smart-arse stuff that players do today. Nope, you just shoot 'em.

Attempts to 'update' classic arcade games haven't always worked terribly well, as the programmers become obsessed with adding in modern features like bosses or power-ups that don't actually benefit the gameplay. *Super Dropzone* and *Defender 2000* are but two examples that jump to

hould be all about!

mind. Sensibly, *Robotron 64* doesn't mess too much with the original formula. Weapons power-ups were an inevitable addition, but they only last for a few seconds, so you can't grab a weapon at the start of the level and mow down wave upon wave of robots with gleeful impunity. The number of different enemies you face has been dramatically increased as well, but again, even the new robots stay fairly close to those from the original arcade game.

ROBOT ROLL CALL

The year is 2084, and mankind, as it often does in sci-fi scenarios, has made the rather obvious error of creating a race of robots that are not only superior to humans, but nasty with it. The robotrons (for 'tis they) decide that the world would be a lot better off without us, and looking at the programme lineup on ITV of a Saturday it's hard to disagree. Only one man, the begoggled Eugene, has the power to destroy the robotrons, so he gets lumbered with saving the world.

Although the basic aim of the game is simple – destroy everything in sight – there is a secondary objective, to rescue the last surviving humans before the rampaging steel hordes get their metal mitts on them. Wandering mindlessly around each level are mums, dads, kids and doddering old grandads, who can be collected for bonus points. Most of the robots leave them alone, concentrating their attentions on you, but the various types of Hulk and Brain robots actively seek out the other humans. The indestructible Hulks simply grind them up and stamp on the gooey remains, but the insidious Brains are able to take over the minds of any humans they catch, reprogramming them into kamikaze



BLAST THROUGH TO LEVEL 100 TO FACE THIS *SMASH TV*-STYLE BOSS.

Robotron Vs Pikachu

IF THE ORIGINAL *ROBOTRON* ARCADE GAME HAD NEVER EXISTED, WHAT KIND OF RESPONSE WOULD *ROBOTRON 64* HAVE GOT FROM NINTENDO'S SUITS IF IT WAS PROPOSED TO THEM TODAY? WE TOOK OUR TAPE RECORDER INTO A PARALLEL DIMENSION TO FIND OUT...

NINTENDO: SO, THIS NEW GAME. TELL US ABOUT IT.

DEVELOPER: WELL, YOU PLAY THIS LITTLE GUY-

NINTENDO: IS HE CUTE?

DEVELOPER: UH... HE'S BALD.

NINTENDO: BALD, EH? [MAKES A NOTE] PLEASE CONTINUE.

DEVELOPER: UM, OKAY... ANYWAY, HE'S BEING ATTACKED BY ROBOTS-

NINTENDO: ATTACKED?

DEVELOPER: YEAH, ATTACKED.

NINTENDO: NOT NURTURED?

DEVELOPER: WELL, I GUESS HE COULD BE USED TO NURTURE PLANTS AFTER THEY'VE FINISHED WITH HIM.

NINTENDO: [MAKES ANOTHER NOTE] DO GO ON.

DEVELOPER: ANYWAY, HE RUNS AROUND THESE ARENAS SHOOTING ALL THE ROBOTS, AND WHEN THEY'RE ALL DESTROYED HE GOES ON TO THE NEXT LEVEL.

NINTENDO: WHERE A HAPPY SMILING FACE POPS OUT OF A BOX AS A TREAT FOR THE PLAYER?

DEVELOPER: NO, WHERE HE DOES EXACTLY THE SAME THING, ONLY WITH MORE ROBOTS.

NINTENDO: [STARTING TO LOOK DUBIOUS] THESE ARENAS... ARE THEY MULTI-LEVEL, PUZZLE-FILLED EXTRAVAGANZAS SHOWING OFF THE N64'S GRAPHICAL PROWESS?

DEVELOPER: THEY'RE MORE SORT OF SQUARE AND FLAT AND EMPTY, SO THAT WOULD BE NO.

NINTENDO: AMUSINGLY CHARACTERISED BOSS CHARACTERS AT REGULAR INTERVALS?

DEVELOPER: WELL, EVERY HUNDRED OR SO LEVELS. BUT THEY'RE EVIL AND HARD TO DEFEAT. AND THEY'RE ROBOTS.

NINTENDO: [REACHING FOR PANIC BUTTON] PLEASE TELL ME THAT THE HERO'S WEAPON IS A HILARIOUS BOTTOM-BOUNCE.

DEVELOPER: [SWEATING] IT'S, AH, MORE OF A MASSIVELY DESTRUCTIVE LASER...

NINTENDO: [STABBING REPEATEDLY AT THE PANIC BUTTON UNTIL A BUNCH OF HIRED GOONS BURST IN AND DRAG THE DEVELOPER AWAY] WE'LL CALL YOU.

DEVELOPER: THERE ARE SOME BEES ON THE BONUS LEVELS – THEY'RE *ALMOST* CUTE... AAAIIIEEEE!

Max Power

Unlike the original *Robotron*, *Robotron 64* features power-ups for Eugene to collect. They don't ruin the gameplay, as the effect of each only lasts for a few seconds, but they can be enormously helpful in clearing out gangs of robot scum.

Two-Way Fire
I got lasers, I got lasers in front and behind!

Three-Way Fire
Scythe through a 90° arc ahead of you with this rapid-fire baby!

Four-Way Fire
Much like the three-way weapon, with the addition of a minelayer!

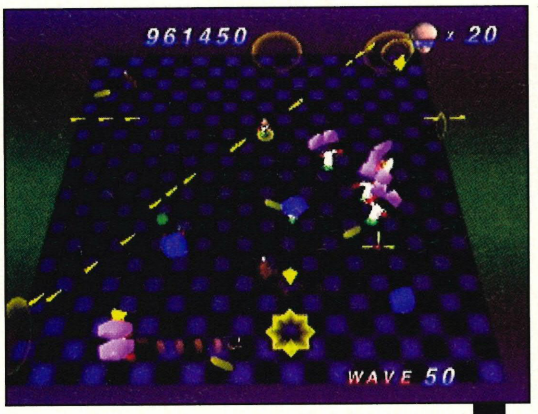
Shield
It, er, shields you. From hits. And stuff.

Gas Gun
Rust away your metal nemeses with a corrosive spray!

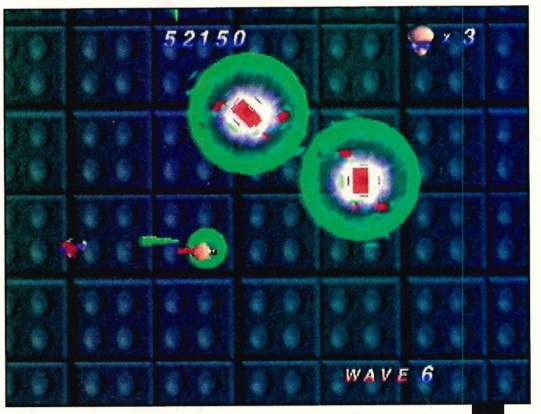
Flamethrower
Crisp 'n' dry! Even the Mega Brains fall in seconds to this.

Speed Up
Even better than Reeboks at helping you give it some high knees.

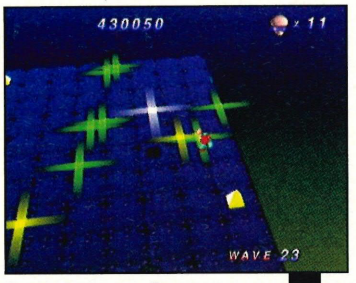
1-Up
Hey, an extra life. That'll go well with the other 57 I've already earned!



The two-way laser lets you clear out arenas with ease if you get surrounded.



The overhead viewpoint – very nice, but you can't keep track of the wandering humans from this angle.



Unlike the original *Robotron*, enemies keep beaming in in waves.

Progs who stuff their pockets full of TNT and run after you with the same determination as a beggar wanting spare change.

The original arcade game made use of two joysticks – one controlling movement, the other direction of fire – and *Robotron 64* manages to duplicate this extremely intuitive method with aplomb. In default mode, either the d-pad or the analogue stick are used to move Eugene around the arenas, and the four C buttons let him fire in eight directions. For the first time, the smallness and closeness of the N64's extra fire buttons actually works to a game's advantage. Just plonk your thumb over them and roll it around – millions die screaming with the minimum of effort, and even when you're faced with a Rourke's Drift charge of Grunts you still have a chance of blasting a hole through the heart of the mob and making an exit.

The other control method actually mimics the two-stick approach of the arcade game, requiring two controllers – use the analogue sticks to move and shoot in any direction. Oddly, this is slightly less effective than the default control method, because it takes just that little bit more work to move the stick than it does to use the C buttons. Sitting there with a pad in each hand also makes you look a bit of a pratt!

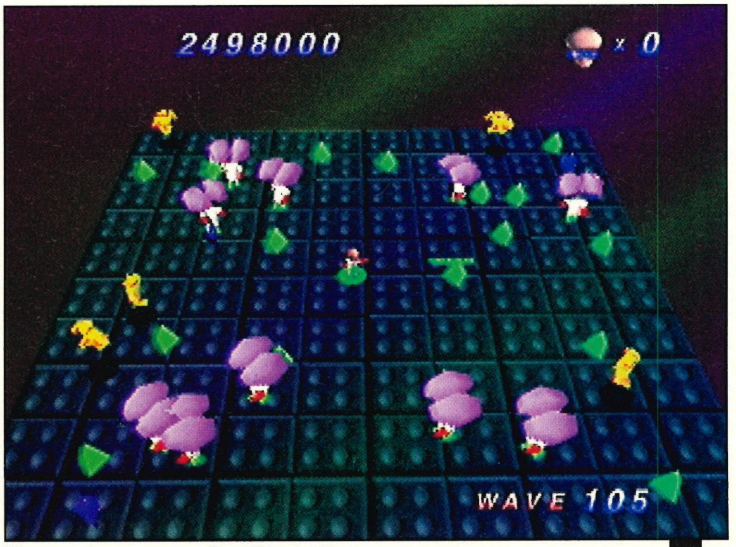
The Fast Show

Speed is where *Robotron 64* gets its licks in. Unlike the earlier PlayStation conversion, which suffered from massive slowdown and annoying waits between levels as new data was loaded, the N64 game doesn't pause for a moment even when dozens of new enemies teleport onto the screen at once. Just like its arcade progenitor, when you're playing you have to rely entirely upon reflexes to clear each wave, because the robots keep coming at you relentlessly. If you pause for a second to think about your tactical situation, you'll die horribly, the screen zooming in for a brief shot of your slayer dancing a jig over your still-twitching corpse.

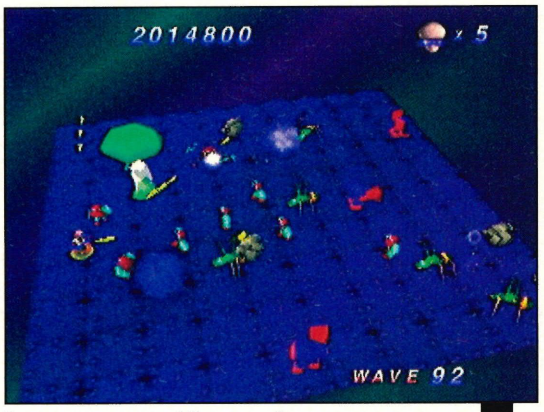
If you pause for a second, you'll die hor



Yellow Grunt robotrons can fly – if Eugene stops moving, they'll dive-bomb him!



"Check out the big brain on Brett!" Level 105, and still no let-up.



DESTROY HIM, MY ROBOTS! MONSTROUS BRAIN ROBOTRONS INFEST LATER LEVELS – THEY TAKE A GOOD DOZEN SHOTS TO KILL.

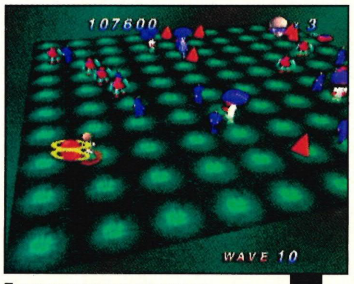


LEVEL 90 SEES THE ARRIVAL OF A NEW ENEMY – SWARMS OF ROBOTIC ANTS THAT FEAST ON HUMAN FLESH.

One major difference between *Robotrons 64* and *2084* is the difficulty level. Although they seem to play in an identical manner, *Robotron 64* is a lot easier. You could consider yourself some kind of hyped-up super-player if you could get past the twentieth level in the arcades (most people tended to peg out shortly after the tanks made their debut), but on the N64 it's possibly to carve your way well towards the level 100 mark right from the off. This doesn't change the fact that *Robotron 64* is addictive in an old-fashioned mindless sort of way, but it does lower the challenge somewhat – at one point in my first game I had a stockpile of 37 extra lives! You can crank up the difficulty level, but the default setting really should offer more challenge to begin with.

This is a minor let-down – a bigger one is the annoying choice of viewing angles. You really need to be able to see the whole arena in order to spot the humans, which makes everything incredibly small. The alternative angles to this are pretty much useless – the so-called 'smart' camera blatantly isn't, the lowest angle makes the game impossible to play and the overhead view, which is the nearest to the arcade game, zooms in too close to the action so you can only see a small portion of the arena. It's a bit like watching *Starship Troopers* while looking down a toilet roll tube.

ribly!



THE SHIELD POWER-UP GRANTS TEMPORARY INVULNERABILITY.



THE FLAMETHROWER IS THE MOST EFFECTIVE SPECIAL WEAPON. FRY, SUCKERS!

Despite these flaws, *Robotron 64* still offers N64 gamers something they haven't been given to date – a balls-to-the-wall shooter with no annoying puzzles to distract players from the ceaseless destruction. Yeah, this is what videogames should be all about – indiscriminate carnage on a massive scale without a trace of cuteness, "nurturing and trading" or thought. In fact, I can feel my mind getting into *Robotron 64* mode again so I'll go for a quick blast through the next 100 levels two controllers this time grab the power-ups destroy everything kill kill kill kill kill!

***ROBOTRON 64* WAS SUPPLIED BY NEW GENERATION CONSOLES, (0113) 230 6007.**



EUGENE NUKES THE BOSS'S MINIONS WITH THE DEADLY GAS GUN. PARP!

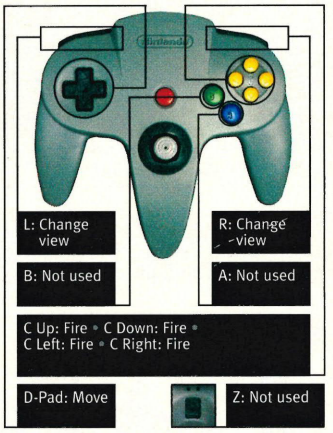
2nd opinion

THIS GAME IS ABSOLUTELY MAD! IT JUST SHOWS WHAT I'VE BEEN SAYING FOR AGES – THE OLD GAMES ARE STILL THE BEST. ANYONE WHO MOANS THAT IT "DOESN'T MAKE FULL USE OF THE N64'S CAPABILITIES" SHOULD BE DRAGGED OUT IN THE STREET AND SHOT! IF YOU WANT A HECTIC BLAST-'EM-UP BUY THIS, AND LET'S SEE MORE GREAT OLDIES REINCARNATED FORTHWITH! ROY KIMBER

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Doom 64: GT Interactive (£59.99)
Reviewed: Issue 1, 80%
Duke Nukem 64: GT Interactive (£59.99)
Reviewed: Issue 7, 90%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

82

Soundbite:
AN EXCELLENT UPDATE OF ONE OF THE GREATEST VIDEOGAMES EVER. NOW, HOW ABOUT *TEMPEST 2000*?

Written by Andy McDermott



OH, NO – ONE OF THE TAMAGOTCHIS HAS DIED, LEAVING BEHIND A GHOST AND A SMALL PILE OF KAKA.



WHEN THE TAMAGOTCHIS EVOLVE, THEIR MODESTY IS PRESERVED AS THEY CHANGE BEHIND A CURTAIN.



IN THE FRUIT MACHINE GAME, YOU BET WHETHER YOU CAN GET THREE OF A KIND. FAIL, AND YOU LOSE YOUR STAKE!

Ninfo

Players | Cartridge | 64 M | Rumble Pak

Publisher: Bandai
Developer: Nintendo
Game Type: Board game
Origin: Japan
Release Date: Out now (import)
Price: £60

TAMAGOTCHI W

Beedle-deedle-dee! Badip! Badip! No, it's not **KEYOP** from *Battle Of The Planets*, but a whole **WORLD** of Tamagotchis! **REJOICE!**



IF YOUR TAMAGOTCHI WON'T DO WHAT YOU WANT, SMACK IT OVER THE HEAD WITH A BOXING GLOVE.

TAMAGOTCHIS, EH? THERE'S no stopping them. They're taking over the world, appearing everywhere, chirping like mad in peoples' pockets at the most inopportune moments. One even featured in *ER* recently. Can nothing prevent world domination by 'loveable egg'?

Well, yes, something can – the fickle nature of the public. Tamagotchis are already yesterday's fad; expect to see them by the ton on a market stall near you soon, alongside deeley boppers, Space Dust and the Power Rangers. It's this very fickleness that makes me worry about Nintendo's plans for *Pocket Monsters* – they might be hugely successful right now, but so too were New Kids On The Block at one time, and look what happened to them. Pinning the future of your company on the videogame equivalent of the Macarena has to be rather a gamble, especially when you aren't even going to put the games out for the best part of a year.

But enough with the negative waves. The reason Tamagotchis had their 15 minutes of fame was because they were original, and they were cute. Plus, they were a kind of pet that could be ruthlessly tortured without incurring the wrath of the RSPCA, which doubtless accounted for their popularity amongst young boys.

Bandai's *Tamagotchi World* (actually programmed by Nintendo, oddly enough – oi, why weren't you working on *Zelda*?) features all the various breeds and mutations of Tamagotchi that you would normally find in your pocket making shrill bleeping noises at inopportune moments. Like the egg-shaped versions, the aim of this game is also to nurture and grow your 'gotchi by feeding it, playing with it, disciplining it and sweeping up piles of tamagotchit. If this sounds worryingly like hard work, don't worry – you do all this by playing a board game.



THE FORTUNE COOKIE GAME DIDN'T PAY OFF FOR THIS 'GOTCHI. SO WHO'S THE MONTY PYTHON FAN AT BANDAI, EH?

Sex in Ninte

Memory Options

MEMORY: N/A
CONTROLLER PAK: N/A





$64,000 Question

- ⊕ SIMPLISTIC BUT ULTRA-CUTE GRAPHICS
- ⊕ PERFECT FOR TAMAGOTCHI FANS
- ⊕ EASY TO PLAY, EVEN IN JAPANESE
- ⊖ SUBGAMES TOO INFREQUENT
- ⊖ A VERY EXPENSIVE WAY OF PLAYING A BOARD GAME

SPACE INVADERS

Up to four people can play *Tamagotchi World*, the game offering a useful option for those who don't have four controllers where a single pad is passed to each player in turn. Doing this means that some of the subgames aren't accessible, though, so if you



ORLD

What The Gotch?

THE INTRO SEQUENCE TO *TAMAGOTCHI WORLD* EXPLAINS ALL. APPARENTLY.



TAMAGOTCHIS IN SPACE! WATCH OUT FOR THAT PLANET!

A TYPICAL HAPPY FAMILY SCENE – MUM, DAD, KID...

...ALL FIGHTING AND SCREAMING AT EACH OTHER.



MEANWHILE, THE GROWN-UP BOD WAS DEPRESSED.

HE AND HIS LADY FRIEND HAD BEEN REJECTED BY PARAPPA THE RAPPER.

"OH, IF ONLY SOMETHING RANDOM WOULD HAPPEN."



SKULL-CRUSHING VIOLENCE! BAN THIS SICK FILTH NOW!

A CHANCE FOR RICHES – BREED AND SELL LITTLE BLOBS!

"WHILE YOU'RE DOWN THERE, MS LEWINSKY..."

want to see everything the game has to offer you'd better convince yourself (or whoever holds the purse-strings in your household) that you really, really need four pads. If you've already got *Goldeneye* or *ISS 64*, that should take about two microseconds!

Initially, players are presented with a very strange intro sequence, the look of which is so at odds with the N64's usual style that it actually works very well. Space Tamagotchis crash their UFO into the head of a mad scientist, who with the help of his blonde girlfriend/daughter/assistant from the local deli/whatever takes the 'gotchis to his lab and makes them breed. Sex in Nintendo game shocker! Not that you see anything, of course.



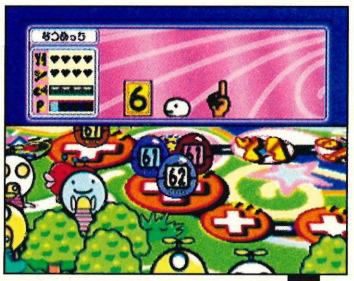
CARDS CAN BE EARNED IN THE GAME, THEN PLAYED WHEN YOU CHOOSE. THESE LET YOU SMACK ANOTHER PLAYER'S PET, LOSING THEM POINTS.

ndo game shocker!

After that there are several thousand screens of Japanese text, but as long as you can read numbers and keep pressing the A button you should be all right. Eventually you'll get to the egg screen, where you choose the colour of the egg from which you want to hatch your Tamagotchi, then after that you're off!



ECH! TAMAGOTCHIS ARE HARD TO HOUSE-TRAIN, SO THEIR MESS NEEDS CLEANING UP BY HAND.

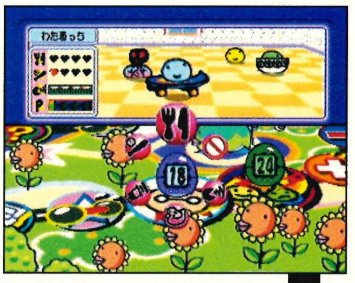


THE HIGHER-LOWER GAME, WHERE YOU GUESS IF THE NUMBER YOUR 'GOTCHI PICKS WILL BE HIGHER OR, ER LOWER.

BLOB'S YER UNCLE

This being a board game, the game takes place on – ho yus – a board. No ordinary board, though – the magic of videogames means that it's loaded with pop-up scenery, and you need never worry about losing the cards or having the top hat swallowed by the dog.

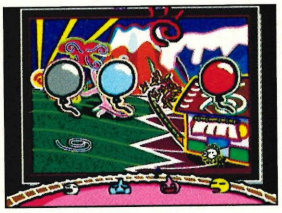
At the top of the screen at all times is a kind of Tamagotchi playroom, where the progress of the four little beasts (there are always four 'gotchis



THIS 'GOTCHI HAS EARNED HIMSELF A TOY, UNLIKE THE ONE BEHIND HIM, WHO IS AT DEATH'S DOOR!

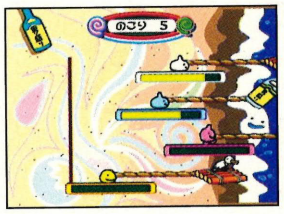


SICK TAMAGOTCHIS CAN BE INJECTED WITH DRUGS TO MAKE THEM WELL AGAIN.



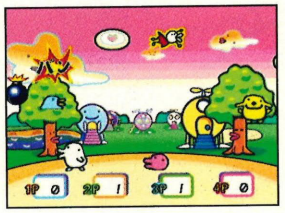
Balloon Game

Jump up and burst the balloon above your head before the other 'gotchis. Just don't jump the gun...



Tug-o-war

Well, sorta. The Tamagotchis have to drag things out of the ocean. Hit A when your energy bar reaches maximum.



Cloud Game

Amazing, a game that uses more than one button! Shoot down the clouds, but don't hit the bombs. Or something.



Drill Game

Rotate the analogue stick as fast as possible to make your drill tunnel downwards and hit water.



Joypad Game

The Tamagotchis leap from button to button – when they stop, you have to hit the right button as fast as possible.

Game And Watch

While the mini-games you can play after every turn aren't exactly *Goldeneye*, the rarer games you can play when you land on certain squares on the board are more exciting. Here's a selection...

in play – if there are fewer than four human players, the N64 steps in to control the rest) can be monitored. As each player takes their first go, their egg hatches and the first stage Tamagotchi appears – a small blob with little eyes and a mouth. When they first hatch, all Tamagotchis are identical, but how they grow up depends upon how their owner treats them.

No matter what else happens, at the end of each player's turn the Tamagotchi treatment options appear. Fans of the actual pocket pets will recognise them instantly; you can feed them, play games, treat them for illnesses, clean up their crap or whack them over the head with a boxing glove if they start getting shirty.

A gauge at the side of the screen shows your Tamagotchi's current state of health, with bars showing how hungry, bored, disobedient and evolved each creature is. Rapid evolution is accomplished by earning points as you play the game, which can be obtained simply by landing on squares marked with a plus sign, feeding your 'gotchi the right food or by competing in the numerous subgames.



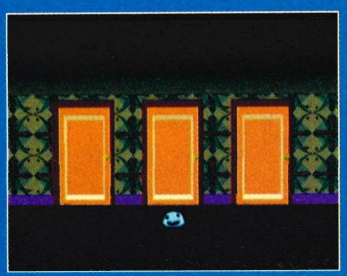
Uh oh. According to our 'gotchi expert, protruberances signify evil incarnate.



Treat your Tamagotchi to a present by landing on a special square. If they've got a toy, they're kept a lot happier.

House Of Horror

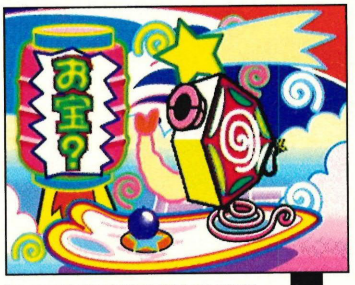
One subgame presents your Tamagotchi with three doors. Two contain terrors beyond imagination (for a Tamagotchi), the third a reward – take your pick!





Tamagotchi World is quite g

There are two kinds of subgame in *Tamagotchi World*. The first sort will be familiar to Tamagotchi fans, as they're colourised versions of the games in the pocket eggs. 'Simplistic' isn't the word – they're all variants on 'which hand is it in?', where you have to guess which direction your 'gotchi will look or which cup he/she/it is hiding under, play a quick round of higher/lower or whack-a-mole, or open a fortune cookie that contains either a shower of confetti or a heavy weight.



If anyone can figure out the exact point of this ball-spitting subgame, let us know.

The second kind of game is, thankfully, rather more involving. Landing on the right squares takes you out of the board game – some of the action games are for just one player, while others involve all the contestants at once. Some of the numerous subgames on offer include fruit machines (where you bet on whether or not you'll be able to stop on three matching symbols), a tug-o-war, a race through a maze and, one of the best, a kind of Simon where the Tamagotchis leap around on the buttons of a giant Nintendo controller and the players have to compete to push the correct button on their own controller first.

These sections are by far the most entertaining part of the game, as they set all the players against each other with the kind of venom normally reserved for *Goldeneye*. It's just a pity that they don't crop up as often as they could. The squares that drop you

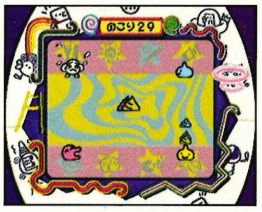


A sick 'gotchi, complete with ice pack, rolls the die.



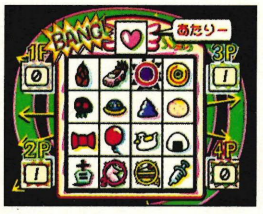
Maze Game

Guide your 'gotchi through the maze as quickly as possible, without running into the walls or monsters.



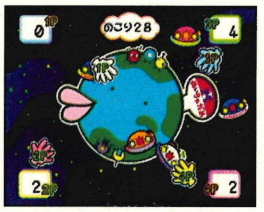
Turd Game

No kidding! Fling turds at your opponents to win. Nintendo: quality, morals and excrement-hurling!



Bang!

This one we couldn't quite figure out. It's a bit like that card game with the pairs, only not. Heh.



UFO

This one's easy – aliens are invading Earth! Just smack their saucers with your big hand.

ood fun, especially for Tamagotchi fans

into these subgames are few and *very* far between, and because your movement around the board is totally random, thanks to a set of digital dice, it's possible to play for an hour (literally – trust me) without any of the players landing on the right square. If there had been about three times as many subgame squares on the board, *Tamagotchi World* would have been brilliant.

Evil Spindly Mutants

As things stand, *Tamagotchi World* is quite good fun, especially for Tamagotchi fans (Graeme Nicholson from *Play* magazine was over like a shot when the game arrived). It's got all the chirps and burbles of the pocket pets, and Bandai's designers certainly know how to make their little creatures cute, the N64 Tamagotchis being identical to their LCD brethren. It can be quite disheartening to see your carefully nurtured cute 'n' cuddly 'gotchi mutate into a horrible spindly evil creature because you didn't look after it as well as you'd thought.

The Japanese text doesn't really pose any obstacles to play, but there are plenty of occasions when you're not really sure what's going on – only the deliberate simplicity of the original Tamagotchi keeps things moving. Still, it's easy enough to work out what the icons on the board mean – you'd have a job misinterpreting a knife and fork – and the subgames are straightforward enough to figure out the first time you play them. Well, maybe the second.



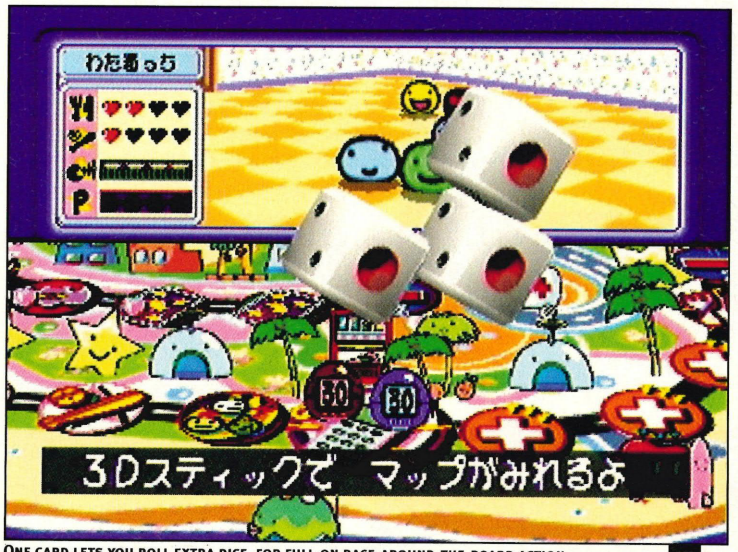
It's Indiana Gotchi!

Tamagotchi World is probably a game that, in its import form at least, is really only for die-hard Tamagotchi fans. Even though it is entertaining and very, very cute (the little squeaks of the Tamagotchis are damn near irresistible), when all's said and done it's a rather expensive way of playing with a toy that you can pick up for a few quid. If nothing else, though, it's the only N64 game you'll ever see that features a steaming turd on the box art!

***Tamagotchi World* was supplied by New Generation Consoles, (0113) 230 6007.**



Whack-a-gotchi! Miss him, and you get bonus points. Hit him, and he gets a bad headache.



One card lets you roll extra dice, for full-on race-around-the-board action.

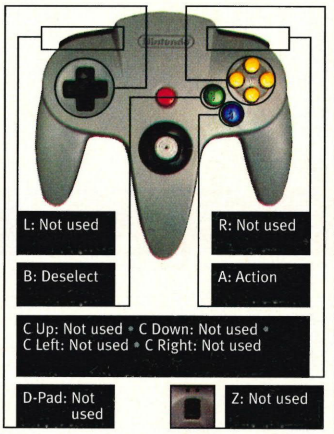
2nd opinion

Since I endured a rather long drive to London in order to attend the UK launch of the Tamagotchi keyring, I was delighted when this appeared! Spending hours on end in this insane, abstract world with these incredibly cute virtual creatures is a joyous experience. Just tell me where I can buy that GameBoy add-on thing! Graeme Nicholson

Rating:

64 magazine: The Bottom Line

Controls



Alternatives

The N64 is, oddly enough, currently a bit short on board games based on electronic keyrings! The *Pikachu* game and Seta's *Kiratto Kaiketsu!*, both due out later this year, are the nearest you'll get.

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

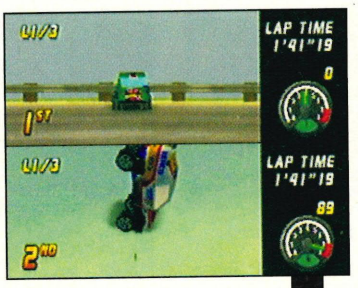
72%

Soundbite:
A cute oddity with appeal limited to Tamagotchi fanatics and those with a fetish for all things Japanese!

Written by Roy Kimber

A game so GOOD that we're reviewing the JAPANESE import version long after the PAL release – surely NOT?





PLAYER TWO, FEELING A LITTLE BORED WITH THE RACE, DECIDES TO PRACTICE HIS 'HANDSTAND' MANOEUVRE. LOOK MUM, NO HANDS!



THE SNOW WEATHER OPTION IS PARTICULARLY NICE. THE COLD WEATHER EVEN MAKES THE HEAT FROM THE EXHAUSTS COME OUT AS STEAM.

Ninfo

Players | Cartridge | 96 M | Rumble Pak

Publisher: Kemco
Developer: Boss Game Studios
Game Type: Racer
Origin: Japan
Release Date: Out now (import)
Price: £59.99

Memory Options



MEMORY: STORES SETTINGS AND CHAMPIONSHIP POSITIONS

CONTROLLER PAK: AS ABOVE, PLUS STORES CUSTOM PAINT JOBS



$64,000 Question

- ⊕ HANDLES BETTER THAN THE US AND EUROPEAN VERSIONS
- ⊕ NEWER, BETTER CARS
- ⊕ HUGE TRACKS
- ⊕ FASTER AND SMOOTHER THAN THE US AND EUROPEAN VERSIONS
- ⊖ IT'S BEEN OUT OVER HERE FOR AGES!

TOP GEAR

BY NOW MANY OF YOU WILL BE wondering whether we've all gone mad – *Top Gear Rally* has already *been* reviewed in a past issue. So what, you might be wondering, could possibly drive us to review it again?

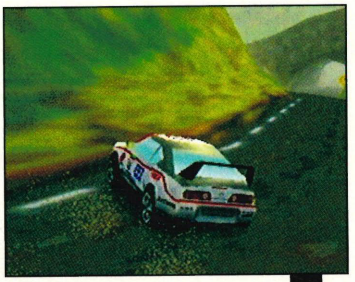
It's not what you might think – we haven't realised that our past review score was wrong and hastily decided to review the same game again in the hope of not looking daft in front of our readers, after all, no halfway decent mag would ever do that! No, we've simply got our hands on the Japanese version of *TGR*, which happens to be different enough from the US and European versions to warrant another review.

It turns out that rather than simply porting the original game across to Japanese NTSC format, Boss Game Studios have taken the time required to translate some of the text into Japanese to tweak everything somewhat.

Take the cars, for example. All the of the paint jobs have been redone for the island market and, more noticeably, some of the cars from the original version have been replaced with different ones, presumably models expected to be more popular with the game-playing population of Japan.

I Feel The Need...

More important than the aesthetic changes though, are the changes to the gameplay. In-game animation is a lot faster and smoother than before, giving the whole game a lot more pace and excitement. Just as importantly, the handling of the cars – one of the bigger bones of contention in the US/UK versions – has been adjusted, so that the responsiveness of the cars has been improved, and you should find yourself spending a lot less time getting to know the scenery on the bends a trifle intimately.



CHECK OUT THE SPEED – FASTER THAN KITT! THAT'S THE CAR FROM *KNIGHT RIDER*, MY FAVOURITE TV PROGRAMME.

More fun to pl

If you happen to be a brand-new N64 owner, and for some strange reason haven't yet encountered *Top Gear Rally*, then a brief recap is probably in order.

TGR is a fast-paced rally game – hence the name – which gives you the opportunity to drive a number of different rally-modified vehicles through championship seasons over a variety of different courses. Each course has widely differing terrain, and each contains its own hazards, shortcuts and nicely-designed scenery.

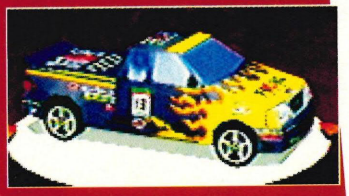
Initially you only have access to a limited number of cars and a couple of the courses, but as you progress through the seasons, you'll unlock newer, tougher courses and gain access to better, faster cars, which you'll need if you want to succeed when competing in the subsequent racing seasons.

Complicating your progress as you race are the other competitors, all of whom are as keen to win as you, and

New Cars On The Block

HERE ARE A FEW OF THE NEW ARRIVALS THAT YOU CAN EXPECT TO DRIVE IN THE ALL-NEW, SOUPED-UP JAPANESE VERSION OF *TGR*. NOT BAD EH?



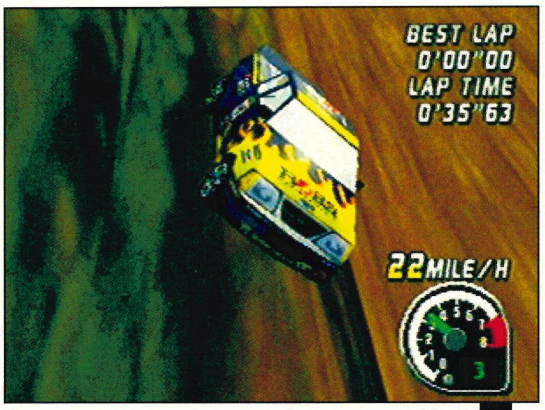




MOST SURPRISING OF ALL IS ONE OF THE BONUS CARS. WHILE WE HUMBLE PAL OWNERS GET TO DRIVE THIS RATHER BIZARRE CREATION LOOKING SOMETHING LIKE A CROSS BETWEEN A MINIVAN AND A HUGE AMERICAN FOOTBALL HELMET...



...THOSE HARD-WORKING JAPANESE CHAPS, MASTERS OF THE SMALL-CAR-WITH-HARD-TO-PRONOUNCE-NAME MARKET, GET TO DRIVE THE EXTREMELY BRITISH MINI COOPER! WAY-HEY! AND THAT LITTLE MINI SURE DOES SHIFT!



THIS IS THE NEW TRUCK, EXCLUSIVE TO THE JAPANESE VERSION. IT'S GOT A COOL FLAME MOTIF, AND IT MOVES LIKE SH... ER, SHIPS OFF A SHOVEL.



HERE THE JEEP-LIKE VEHICLE TAKES A CAREFULLY PLANNED SHORT-CUT THROUGH THE TREES, DROPPING HIM NEATLY INTO TWENTIETH – DAMN!

RALLY



HOW'S THIS FOR SURREAL? IT'S THE ANNUAL BEACHBALL RACING CHAMPIONSHIPS, AND THE ROUND ONE IS IN THE LEAD!

you'll also need to contend with the different environmental conditions, ranging from glaring sun through rain or fog to the ultimate challenge, snow. All these elements also have an effect on the various courses – snow turns previously easy bends into treacherously dangerous obstacles.

In addition to the increasingly learn the in and outs of the track without any other cars to distract you.

The cars are fast, but more importantly – in this version – they look fast. You see, the European version had the small problem that if you were watching rather than playing the game, as you probably would be if you were in a shop, then the game

ay than the US/UK versions

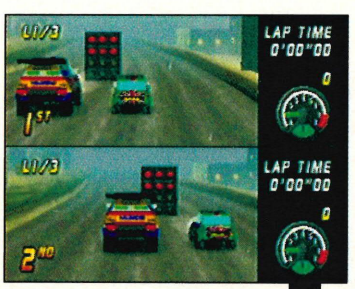
powerful 'ordinary' cars, *TGR* also includes some more unusual bonus vehicles, such as the beachball car, which is constructed from a large ball with four smaller balls as wheels, and the Cupra car, which is basically a blue ice cube on wheels, complete with lights for night racing.

Run Your Mates Into The Ground!

As well as the one player championship mode, *TGR* also features a one and two player arcade mode, where players can race against a drone car or a friend over their favourite courses in all the various weather conditions. In this mode, though, only the courses and cars that have first been gained in championship mode can be used.

If you find that you're really bad at it, there's also a practice mode, which allows you to drive around the track at your leisure in whatever weather conditions you feel suitable, and thus didn't actually seem as fast as it did when you were playing it. This does make sense, but you'd have to play it to see what we mean. Hence a lot of people tended to dismiss *TGR* as too slow after a quick glance. Since the Japanese version plays fast *and* looks fast, it's no longer a problem.

It's debatable whether or not it's worth anyone who already owns a version of *Top Gear Rally* rushing out and buying this version. However, the increased speed, superior handling and – in our opinion – better vehicles, do make it a lot more fun to play than the UK/US versions of the game. And priced at only £5 more than the PAL edition (from our importers, at least), it's certainly well worth anyone with the appropriate hardware taking a gander at. If you can ignore the trivially small amount of Japanese text – then what you get is a superior game for only a slight cost increase!



THIS TWO PLAYER MODE SHOWS JUST HOW SMALL THE MINI REALLY IS. DO PEOPLE REALLY DRIVE THOSE THINGS?

THE JAPANESE VERSION OF *TOP GEAR RALLY* WAS SUPPLIED BY THE JOYPAD. TEL (01202) 311611.

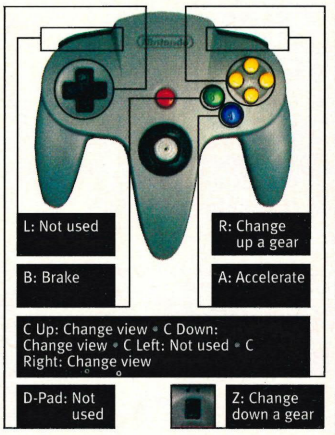
2nd opinion

HAVING PLAYED AND ENJOYED BOTH THE AMERICAN AND BRITISH VERSIONS OF *TGR*, I KNEW WHAT TO EXPECT FROM THIS – THE TRACKS ARE IDENTICAL, AFTER ALL. THE DIFFERENT CARS AND INCREASED SPEED DO ADD SOMETHING TO THE GAME, BUT WHETHER IT'S WORTH SPRINGING FOR THE JAPANESE UPDATE IS DEBATEABLE. IT IS THE BEST VERSION, THOUGH! ANDY MCDERMOTT

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Top Gear Rally (PAL): THE Games (£54.99)
Reviewed: Issue 7, 90%
MRC: Ocean (£59.99)
Reviewed: Issue 5, 67%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

92%

Soundbite:
THE REALLY GOOD JUST GOT... ER, REALLY BETTER!

Written by Roy Kimber

Ninfo | Players | Cartridge | 128 M | Rumble Pak

Publisher: Konami
Developer: Diamond Dust
Game Type: Sports sim
First Reviewed: Issue 10 (Japan)
Release Date: Out now
Price: £59.99

A NINTENDO 64 game that has not only NOT been DELAYED, but has actually come out EARLY? Surely not!

NAGANO WINTER OLYMPICS



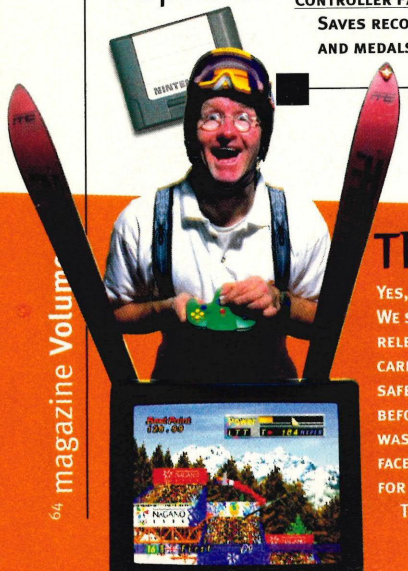
"WAHEY! LOOK AT ME MOM! I CAN SKI ON ONE LEG! HOW ABOUT THAT? I'D LIKE TO SEE THAT EDDIE THE EAGLE DO THIS!



ISN'T THAT PATRIOTIC? HE'S GOT THE UNION JACK ON THE BOTTOM OF HIS BOARD. THAT GERI SPICE REALLY STARTED A TREND, DIDN'T SHE?

Memory Options

MEMORY: N/A
CONTROLLER PAK: SAVES RECORDS AND MEDALS



HURRAH! THIS IS MORE LIKE it! Finally the publishers have got their proverbial bottoms into gear and managed to successfully bring out a scheduled N64 title, not only on time, but early! Is this the shape of things to come? Sadly, probably not. *Nagano Winter Olympics* has been rushed out to coincide with... erm, the Nagano Winter Olympics, currently taking place *right this moment* in Japan.

Of course, if you're reading this review after the Olympics have finished, then that last statement will be totally incorrect. What we need now is for the Official... um... 1998 Zelda World Championships to be held and then the game that everyone's waiting for will be rushed out to coincide with it. Anyway, enough waffling, and on with the review.

Nagano Winter Olympics is, unsurprisingly, a sports game based on the Winter Olympics... in Nagano. With no fewer than 12 individual events, there's certainly a lot packed into this title, hence the quite substantial cart size.



HERE IT'S A CASE OF TAPPING THE CORRECT BUTTONS BY FOLLOWING THE INSTRUCTIONS AS THEY APPEAR ON SCREEN. WHERE'S THE FUN IN THAT?

It's Snow Joke!

Events on offer range from the death-defying downhill skiing, through the backbreaking single luge, to the breathtaking... er, curling. This last event is one of those activities where you find yourself asking quite how it ever got classed as a sport – it's *sooo* boring. I happened to catch curling on Eurosport last night – it came on suddenly, and before I knew what had happened I was too bored to get up and switch it over. Having sat through a whole six minutes of the event, the time it took me to conquer lethargy and crawl to the channel select, I can safely say that the real event is far more boring than the version in the game. Er, which is good.

The events in the game seem to vary from quite cleverly implemented and therefore good fun, to not quite so cleverly implemented – the Freestyle Skiing Aerials event, for instance – and thus not quite so much fun. Admittedly, certain events don't really lend themselves to complicated game-play. Real speed skaters, for example, have to focus on building up a rhythm and not falling over, and – apart from the falling over – this is what you have to do, by tapping the L and R buttons to build up your skater's rhythm.

The aforementioned Freestyle Skiing Aerials, on the other hand, is obviously an event which involves many different factors and a lot of skill, and yet in the *NWO* version of it, all you have to do is hit A repeatedly and then tap B to land. It would've been nice to be able to control the tricks a bit more – presumably this was



PAL Performance

- HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?

BORDERS: WORRYINGLY LARGE
SPEED: NO NOTICEABLE DROP IN SPEED THOUGH

The Eagle Has Landed... Again!

YES, HE'S BACK. THE MAN EVERYONE LOVED TO LOVE. WE SMILED, WE LAUGHED, WE CRIED... WHEN HE RELEASED A RECORD. THIS MAN HAS MADE A BIGGER CAREER OUT OF FAILURE THAN... ERM, NO ONE I CAN SAFELY NAME WITHOUT BEING DONE FOR LIBEL. AND BEFORE ALL THE FANS WRITE IN, I *KNOW* THAT EDDIE WAS THE BEST IN BRITAIN AT THE TIME, BUT LET'S FACE IT, THAT MAKES IT ALL THE MORE EMBARRASSING FOR OTHER BRITISH SKI-JUMPERS, DOESN'T IT?

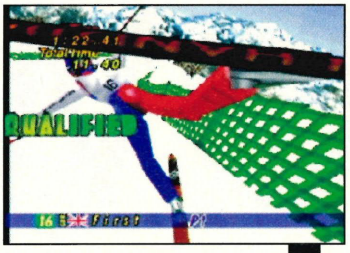
THE FACT THAT MR 'THE EAGLE' IS PROMOTING *NAGANO* IS SOMEWHAT IRONIC AND A LITTLE SAD. IRONIC BECAUSE THE GAME IS A LOT LIKE HIM – COLOURFUL, QUITE GOOD FUN, BUT DESTINED TO COME CRASHING DOWN TO EARTH IN A BALL OF SNOW, SKIS AND BROKEN BONES. AND SAD, BECAUSE THERE ACTUALLY *ARE* SOME BRITISH WINTER OLYMPICS PARTICIPANTS WHO SUCCEEDED IN THEIR CHOSEN SPORTS, AND YET NO-ONE KNOWS WHO THEY ARE. THE MORAL? IF YOU WANT TO BE FAMOUS, DON'T SUCCEED QUIETLY, LOSE SPECTACULARLY!



"Whoa! Help, I'm slipping! Hello? Anybody? I'm losing my grip! I can't go yet – I haven't had my lucky cup of Horlicks!"



The green light indicates when you should press the green button. Duh! Could you make this bit *any* easier? I mean, come on!



Qualified? Are you sure? I mean, he fell over about seven hundred times on the way down! Anyway, qualified for what?

The best Winter Olympics game out!

considered a bit difficult for N64 gamers to handle on their own. Duh, we so dumb.

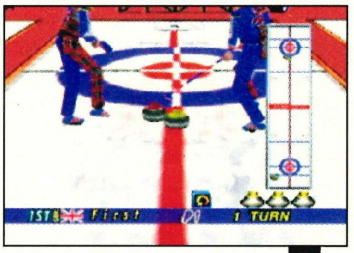
Over-Simplified, Perhaps?

Events vary in difficulty and complexity, although they're never allowed to get too complicated. Any event which involves more than simply steering or tapping one or two buttons really fast has a kind of 'permanent tutorial' running through it. The bobsleigh, for example, involves accelerating the bobsleigh down the run and then loading your team-members in one by one. Rather than having to rely on your own judgement in loading, the game itself tells you when to tap the appropriate button by giving you a flashing green cursor. Still, at least with the bobsleigh you'll be glad of this, since the rest of the event is flipping difficult, even though all it involves is steering!

I have to say I've never really been a fan of sports sim games on consoles, for two reasons. One is that nothing can ever replace the absolutely superb *Daley Thompson's Decathlon* that I used to have on the Spectrum [er, have you seen it on an emulator recently? – Ed]. The second reason is because I always feel that when you reduce a complicated sports event, which many people strive for years to master, to the action of repeatedly slapping one or two buttons and/or tapping a few other buttons in sequence, it takes something away from the event. But then, I've never really understood the idea of golf videogames either.

As far as it goes, *Nagano Winter Olympics* is a good attempt at a multi-event sports sim with some events which are good fun, and some that aren't. The fact that you can play with up to four players (though not simultaneously, unfortunately) and hammer your mates will drastically extend its play life, while at the same time comparably reducing the life of your control pads.

I can safely say though, that *Nagano Winter Olympics* is, beyond a shadow of a doubt, the best Winter Olympics game out on the N64 at the moment.



Cool! I hit the red one! That means I win it, and mine becomes a 'twosey'! Excellent, just like marbles when I was a kid.

2nd opinion

Well, Roy obviously hated it, but I still think that *Nagano* isn't all that bad. There are a couple of events that could have been an awful lot better, and the lack of any real head-to-head sections is something of a blow, but it still offers a decent enough dose of sporting action. Just don't passively smoke any dope! Andy McDermott

Rating:



What is it with racing games and balloons? Is there some kind of secret advertising campaign that no-one knows about or something?



The British 'synchronised-lying-sideways-on-the-floor-in-a-bobsleigh' team make their bid for the gold.

64 magazine UK Update

Controls



Controls: Specific to each event

Alternatives

Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 85%
Wayne Gretzky's Hockey '98: Midway (imp)
Reviewed: Issue 10, 85%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall 77%

Soundbite: Fairly good sports sim that makes a refreshing change by getting an early release.

SNOWBOAR

Written by Roy Kimber

Ninfo	Players	Cartridge	Rumble Pak	Publisher:	THE Games	Game Type:	Snowboarding	Release Date:	March 6
		64 M		Developer:	Racdym	First reviewed:	Issue 10 (Jap)	Price:	£39.99

How's this for an **IDEAL** holiday? **SNOWBOARDING** with a bunch of **KIDS**, some of whom have huge **NOSES** – **COOL!**

Coining It In

COLLECT THE COINS LYING AROUND THE TRACK, OR EARN SOME BY PULLING TRICKS, AND YOU'LL BE ABLE TO GET INTO THE TRACK BONUS BOXES FOR SPECIAL ITEMS. THEY ARE DIVIDED INTO TWO TYPES, DISTINGUISHABLE BY THE COLOUR OF THE BOX.

RED ITEMS

PARACHUTE



A SUCCESSFULLY AIMED STRIKE WITH THIS SENDS THE UNFORTUNATE BOARDER STRAIGHT UP INTO THE AIR, AND THEN LETS THEM FLOAT SLOWLY TO EARTH, OFTEN LEAVING THEM FACING THE WRONG DIRECTION.

SNOWMAN



THIS WEAPON BOUNCES DOWN THE TRACK UNTIL IT HITS SOMEONE, AND TURNS THE PLAYER IT STRIKES INTO A SNOWMAN, LEAVING THEM UNABLE TO TURN OR SLOW DOWN UNTIL THEY CRASH OR IT WEARS OFF.

ICE



THIS ICE WEAPON TURNS OPPOSING PLAYERS INTO A BLOCK OF SOLID ICE, STOPPING THEM IN THEIR TRACKS UNTIL THE ICE SHATTERS. THEY ALSO BECOME A TEMPORARY OBSTACLE TO ANY PLAYERS BEHIND THEM.

SHOVE



THE 'HELPING HAND' – NOT! THIS WEAPON GIVES PLAYERS A BIT OF A PUSH, SENDING THEM TUMBLING HEAD OVER HEELS UNTIL THEY END UP IN A HEAP ON THE FLOOR OR AGAINST THE TRACK WALL.

BOMB



THE BOMB IS OFTEN AS DANGEROUS TO THE USER AS TO OTHER PLAYERS. IT EXPLODES (WELL, DUH!) BUT THE EXPLOSION IS A BIG DANGER TO ANYONE NEARBY, INCLUDING THE USER IF THEY FIRE WHEN TOO CLOSE TO THE TARGET.

BLUE ITEMS

PROPELLER



THE FAN ATTACHES ITSELF TO YOUR BOTTOM (OOER) AND GIVES YOU A TEMPORARY SPEED BOOST, UNTIL EITHER IT RUNS OUT OR YOU COLLIDE WITH SOMETHING, WHICHEVER HAPPENS FIRST.

GHOST



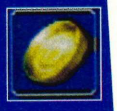
THE GHOST, WHEN FIRED, AUTOMATICALLY ATTACHES ITSELF TO THE LEAD PLAYER AND SLOWS THEM DOWN. IT'S POSSIBLE TO GET HIT WITH MULTIPLE GHOSTS, INCREASING THE DRAG EFFECT.

ROCK



NO COMPLICATIONS WITH THIS ONE. DROP IT BEHIND YOU, AND ANYONE WHO HITS IT FALLS OVER! IT STAYS ON THE TRACK UNTIL HIT THOUGH, WHICH MEANS YOU COULD HIT IT YOURSELF ON THE NEXT LAP.

COIN



THE COIN IS THE BEST WEAPON – OR THE MOST ANNOYING, DEPENDING WHETHER YOU'RE ON THE RECEIVING END OF IT. IT DROPS COINS ON ALL THE OTHER PLAYERS, SQUASHING THEM FLAT AND STOPPING THEM DEAD.

MOUSE



GET THIS LITTLE CHAP, AND YOU STEAL ALL THE MONEY CURRENTLY HELD BY YOUR OPPONENTS. AS WELL AS GIVING YOU MORE CASH, THIS CAN MAKE YOUR OPPONENT CRASH INTO A BONUS BOX.

INVISIBILITY



ACTIVATING THIS MAKES YOUR PLAYER DISAPPEAR TEMPORARILY, AND RENDERS ALL WEAPONS, INCLUDING THE COINS, INEFFECTIVE. IT WEARS OFF AFTER A WHILE, OR WHEN YOU CRASH.

WE REVIEWED THE JAPANESE version of this last issue, and before you can say, "Brrrr, isn't it cold for this time of year?" the PAL conversion is upon us!

If you read the import review, then you pretty much know what you're in for – the same game, just without the mountain of Japanese text. For those of you absent last month, or perhaps those of you who aren't able to run import software and so don't read the reviews because it only frustrates you, *Snowboard Kids* is a snowboarding game (obviously) with the emphasis on fun rather than on accurate simulation.

Memory Options



MEMORY: STORES SETTINGS, CHAMPIONSHIP POSITIONS, ETC

CONTROLLER PAK: AS ABOVE, PLUS STORES CUSTOM PAINT JOBS.

PAL Performance



- HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?

BORDERS: SMALL

SPEED: NO APPARENT DROP IN SPEED – AT LEAST NOT SO YOU'D NOTICE.

With that in mind, the characters are weird and the tracks are even weirder and extremely varied. So varied in fact, some of them aren't even on snow!

KOLOURFUL KIDS!

The characters in the game are all kids, and as mentioned in the introduction, all of them have huge noses. Apart from the really fat one that is – presumably because a fat kid with a big nose would look stupid, or something.

As well as the different players, you also have a choice of three basic boards, and can purchase newer, better boards which you can then customise in the paint shop.

Instead of simply racing normally down the tracks, there are various hazards to be negotiated, such as snowball-throwing snowmen and wooden bridges. Plus there's also the opportunity to collect

A snowb



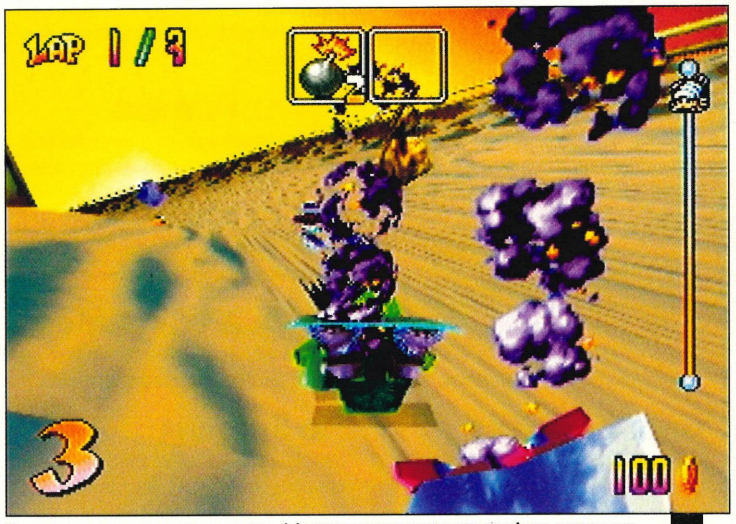
WARNING OF AN IMMINENT WEAPON STRIKE COMES IN THE FORM OF AN EXCLAMATION MARK ABOVE THE CHARACTER. THIS COIN ATTACK IS UNAVOIDABLE UNLESS YOU'VE GOT THE INVISIBILITY ICON.



FIND YOUR WAY TO THE *SNOWBOARD KIDS* SHOP, AND YOU CAN HAVE YOUR BOARD DECORATED BY THE MAGIC BOARD PAINTER. ISN'T THAT JUST SOOO CLEVER? AND WHAT A GREAT DESIGN TOO!

D KIDS





HERE WE SEE THE AFTERMATH OF A BOMB. IT'S NOT A PRETTY SIGHT, AND DIDN'T DO ANYONE ANY GOOD, BECAUSE THE EXPLOSION TOOK OUT THE TARGET *AND* THE PLAYER WHO FIRED IT!



THE TRACK JUMPS CAN BE USED TO PERFORM INTRICATE AND IMPRESSIVE STUNTS. THE BETTER THE STUNT, THE MORE MONEY YOU GET FOR IT.

oarding game with the emphasis on fun

items from boxes situated on each of the tracks and use these to hamper your opponents' progress or enhance your own.

Initially there are six tracks available for you to race on, and these can be raced in any order. Come first in all six, and you get a special pass which allows you to access a new, previously hidden track, which in turn, once completed... well, I'll let you work it out.

FRANTIC FOUR-PLAY

There are numerous one-player games in *Snowboard Kids*, covering categories such as time-trial, stunts and even target shooting. The best feature of this game though, absolutely *has* to be the four-player option. It's in this mode that all the in-game bonuses and weapons really get put to good use, as four people fight tooth and nail to be the first to cross that elusive finish line in one piece. It's difficult to say what makes some multiplayer racers good while others just don't seem to cut it, but this one is definitely one of the most enjoyable so far. As Andy mentioned last month, the import version of this game actually replaced *Goldeneye* for a while in the 'something-to-do-in-the-office-at-lunchtime' category, and it looks set to do so again!

Basically *Snowboard Kids* does for snowboarding what *Mario Kart 64* did for... er, karting, turning it into an excellent multiplayer racer. If you want realism then look elsewhere, but if you want a crackingly good cartoonesque racing game then lie about your age and take to the slopes for the day with *Snowboard Kids*.



HERE WE SEE THE FAT KID HELPLESS IN MID-AIR AFTER A HIT FROM THE 'CHUTE. UNFORTUNATELY PLAYER ONE LOST CONCENTRATION WHEN HE FIRED AND HAS JUST PLUNGED OFF THE SIDE OF THE TRACK.



AT THE END OF EACH STAGE, A CHAIR-LIFT TAKES YOU BACK TO THE TOP OF THE TRACK. YOU CAN BARGE PLAYERS ASIDE AT THE LIFT ENTRY POINT AND NICK THEIR PLACE IN THE QUEUE IF YOU'RE QUICK.

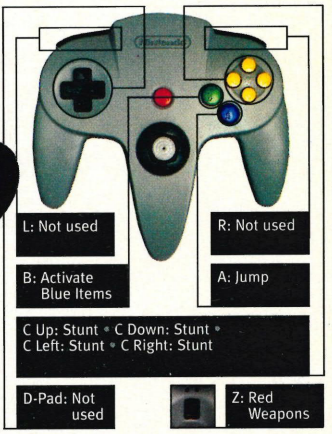
2nd opinion

HAVING PLAYED THE GAME IN MULTI-PLAYER MODE ON SEVERAL OCCASIONS, I FOUND MYSLF GETTING QUICKLY DRAWN INTO THE SHEER EXCITEMENT OF RUSHING DOWN THE SLOPES WITH ONLY A PIECE OF WOOD STRAPPED TO MY CUTESY YELLOW FEET. TOP SNOWBOARDING ACTION, ESPECIALLY AGAINST OTHER HUMAN OPPONENTS – EXCEPT ROY, THAT IS! PAUL MORGAN

Rating:

64 magazine UK UPDATE

Controls



Alternatives

Nagano Winter Olympics: Konami (import)
Reviewed: Issue 10, 77%
Diddy Kong Racing: Rare, £49.99
Reviewed: Issue 7, 95%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

85

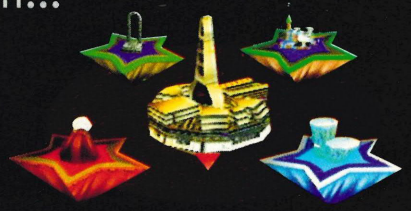
Soundbite:
GREAT FUN, AND THE MULTIPLAYER MODE OUT-RACES *DIDDY KONG RACING*!

64 magazine CHEAT CENTRAL

Get ready for some **SERIOUS** game-busting action with the help of 64 MAGAZINE's Cheat Central! We **SCOUR** the world for all the latest underhanded codes and **PASSWORDS**, and have even been known to **PLAY** the odd game to **DEATH** ourselves. For example, Roy never wants to **SEE** *Bomberman* again...

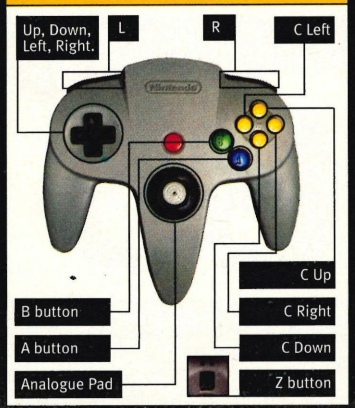
64 BOMBERMAN 64

A huge, all-in-one solution to all five worlds of Nintendo's block-rockin' adventure, plus how to find all 100 of those hidden gold cards!



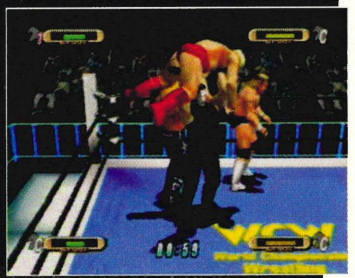


Pad at a glance



84 WCW Vs NWO

Pound people to the floor and rub your sweaty leotard all over them. No, it's not grounds for arrest – it's the special moves for THQ's wrestlemania game!



FIFA: Road To The World Cup '98

As excitement builds up for France '98, you can get your home team there early on the N64, and liven things up with these cheats!

EDIT PLAYERS AND COLOURS

While on the EA Sports screen, enter A, B, A, B, B, B, A, Z.

NOISY CROWD

During the game, push various directions on the d-pad and the crowd will hurl abuse at the other team!

DIFFERENT SCORING ANIMATION

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

GHOST PLAYERS

Choose Slovakia as your team and enter LASKO on the player edit screen.

INVISIBLE PLAYERS

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

SMALL PLAYERS

Choose Vancouver as your team and enter KERRY on the player edit screen.

BIG HEADS

Choose Vancouver as your team and enter ANATOLI on the player edit screen.

BLACK & WHITE MODE

Choose Canada as your team and enter MARC on the player edit screen.

NO STADIUM

Increase the speed of the game by choosing any team and entering CATCH22 on the player edit screen.

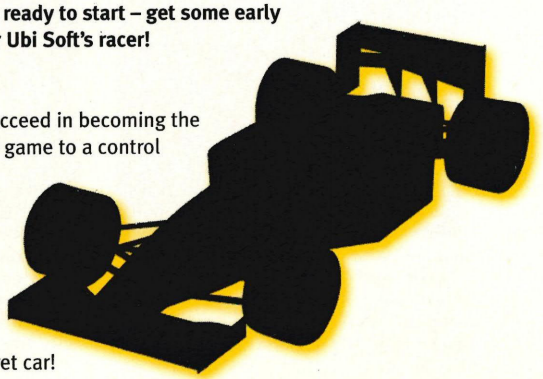


F1 Pole Position

The new F1 season is getting ready to start – get some early practice in with this cheat for Ubi Soft's racer!

SECRET CAR

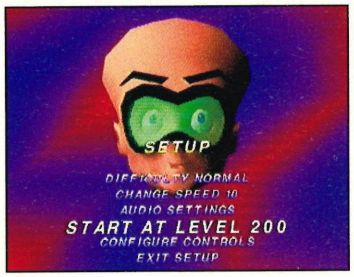
Complete the entire game, succeed in becoming the world champion and save the game to a control pak. Restart the game, and when the "please wait while loading" message is displayed, press the A and B buttons together. Once the game has loaded, go to the car selection screen and you will have access to a secret car!



Robotron 64

Love it or hate it, *Robotron 64* is here! (Personally, we love it.) And so are some cheats to make the whole thing a little easier...

The following codes should all be entered whilst on the *Robotron* game setup menu screen.

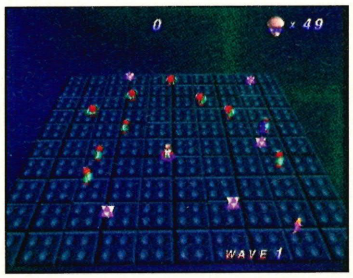


Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.



Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.

The following codes need to be entered while playing the game.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

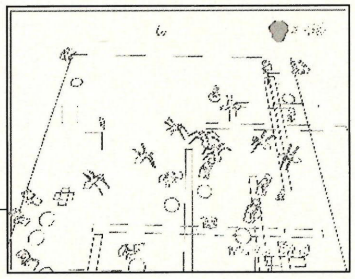
During the game, Right, Right, C Left, C Down.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Extra Lives

Enter the following passwords to start the game with 110 lives.





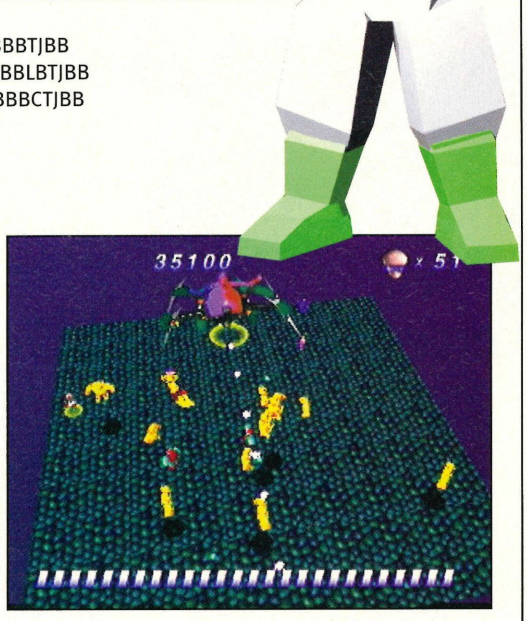
Easy difficulty level: BSBBBBTJBB
Normal difficulty level: BCBBLBTJBB
Insane difficulty level: BFBBBCTJBB

Passwords

Level 90: CSSRQQHLRH
Level 98: DGQDQQLLHJ
Level 99: DNKFQGLLJJ
Level 100: DDJGQGJLLJ
Level 101: DLRHQQDLMJ
Level 102: DBBJQLDLNS
Level 103: DNMJQGFLPS
Level 104: DNTJQLCLQJ
Level 105: DGBKQLCLRJ

Access Final Level

Enter BJTCNGLFCR as a password.



NFL Quarterback Club '98

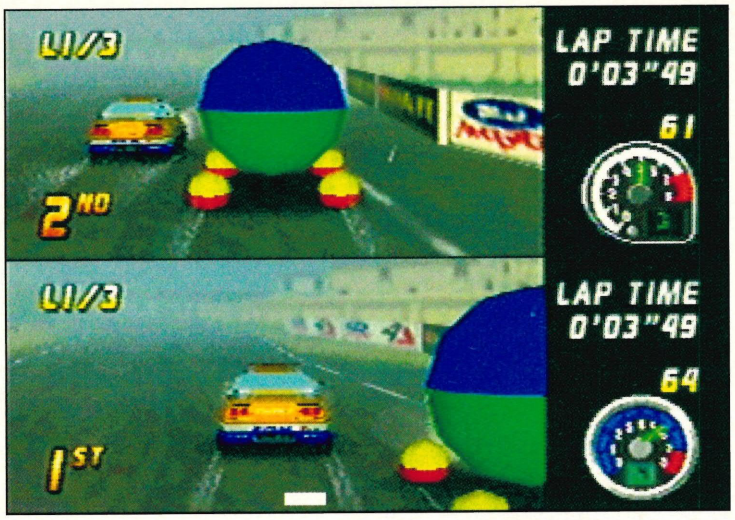
Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.

Cheat Mode

Enter the following codes on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone (hi, Tone!).

Effect	Code
Eight downs	8DWNDRV
Tall, thin players	BBMNTBL
Expert defence	BGBFYDF
Strong receivers	BGBFYFF
Longer dives	BGSPRDV
Spinning receiver	BGTWSTRS
Top quarterback	BRDWYNMTH
Longer jumps	CRLLWYS
Slow motion	FRMBYFRM
Fumble mode	GTNHNDS
Repeated fumbles	GTNHNDS
Short players	JPNSMWR
Instant passing	LDSTRTRK
Disable cheats	LLCHTSFF
Lousy defence	LLDFSCK
Lousy offence	LLFFSCK
Ball tipped when passing	LWYSTPSS
Repeated dives	MNFLDMD
No tackles	NBCTCKLS
Crawling players	PBYBYMD
Lousy players	PWHYRMN
Sledge mode	SNWSLDS
100-yard passes, kicks, and punts	SPRBGRMS
Always tackle	SPRDPRTCKL
Expert players	SPRTMMD
Speedy running	SPRTRBMD
Acclaim and Iguana teams	STNTXTM
No fumbles	TGHTGRP
Lousy quarterback	TRNTDLFR
Electric football mode	YLCTRCFB
Max discipline & awareness stats	YNSTYNS





Aero Gauge



This dodgy *Wipeout* wannabe got a pasting last issue because it seemed impossible to win. Well, now we've found out how the turbo function works, which does slightly improve your chances. Slightly.

Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If by some miracle you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed. You can keep using the turbo until the temperature gauge rises too high.

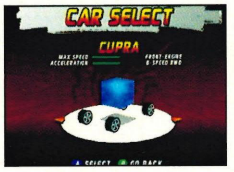
Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck. When the start screen appears, on controller two push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.



Top Gear Rally





Whether you play the English, American or Japanese version of this game, there are cheats galore behind the garage door! They *do* work, trust us – the best way to enter them is to start pushing buttons quickly when the Kemco screen appears after switching on or resetting the machine.

Beachball Car

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen.

Cupra (Ice Cube) Car

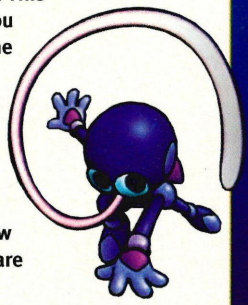
Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

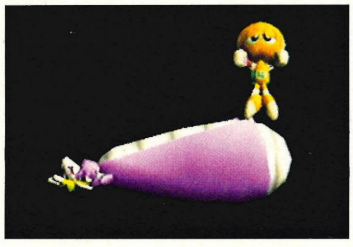
Helmet Car (or Mini)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

Chameleon Twist

Pick up twenty crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time. The markings on the door let you know which boss you are about to fight.





Datel Action Replay Codes



What madness is this? Haven't we already printed these particular codes? Well yes, but Datel haven't come up with any new ones recently. Sort it aht!

The Action Replay itself costs £49.99, and is available from all good game stores. If you want more information, call Datel themselves on (01785) 810800.

Bomberman 64
Infinite lives
802AC617 0063

Stop timer
802AC633 0000

Infinite credits
802AC61B 0063

Press button for 99 gems
882AC61F 0063

Extreme G
Infinite turbos
801651CB 0003
801651CF 0003

255 race points
80169837 00FF

Roach bike
8016983F 0008

Neon bike
8016983F 0009

Antigrav and Fisheye modes
80097687 000A

Antigrav mode
80097687 0008

Boulder mode
80097687 0001

Boulder and Fisheye modes
80097687 0003

Boulder and Wireframe modes
80097687 0011

Extreme mode
80095F6E 0002

Fisheye mode
80097687 0002
Ghost mode
80097687 0040

Magnify mode
80097687 0004

Stealth mode
80097687 0020

GoldenEye
Dam:
Infinite health
810BA3DC 3F80

Infinite ammo
800BAB97 0007

Facility:
Infinite health
8109D7DC 3F80

Infinite Ammo
8009DF97 0007

Runway, Surface 1 and Depot:
Infinite health
810C07DC 3F80

Infinite ammo
800C0F97 0007

Bunker 1, Bunker 2 and Silo:
Infinite health
8109AFDC 3F80

Infinite ammo
8009B797 0007

Frigate:
Infinite health
810ADBDC 3F80

Infinite ammo
800AE397 0007

Surface 2:
Infinite health
810CCFDC 3F80

Infinite ammo
800CD797 0007

Statue Park:
Infinite health
810AC7DC 3F80

Infinite ammo
800ACF97 0007

Archives, Caverns and Cradle:
Infinite health
810CCC3C 3F80

Infinite ammo
800B4797 0007

Streets:
Infinite health
810BDFDC 3F80

Infinite ammo
800BE797 0007

Train, Jungle and Control:
Infinite health
810A77DC 3F80

Infinite ammo
800A7F97 0007

Hexen
Invincibility
8113F11C FFFF

Axe/Staff/Frost Shards
013F147 00FF

Hammer/Firestorm/Arc of Death
8013F149 00FF

Quietus/Wraithverge/Bloodscourge
8013F14B 00FF

Infinite blue mana
8013F14D 00CF
Infinite green mana
8013F14F 00CF

All items and artefacts
8013F119 0020
8013F091 0001
8013F093 00FF
8013F095 0002
8013F097 00FF
8013F099 0003
8013F09B 00FF
8013F09D 0004
8013F09F 00FF
8013F0A1 0005
8013F0A3 00FF
8013F0A5 0006
8013F0A7 00FF
8013F0A9 0007
8013F0AB 00FF
8013F0AD 0008
8013F0AF 00FF
8013F0B1 0009
8013F0B3 00FF
8013F0B5 000A
8013F0B7 00FF
8013F0B9 000B
8013F0BB 00FF
8013F0BD 000C
8013F0BF 00FF
8013F0C1 000D
8013F0C3 00FF
8013F0C5 000E
8013F0C7 00FF
8013F0C9 000F
8013F0CB 00FF
8013F0CD 0010
8013F0CF 00FF
8013F0D1 0011
8013F0D3 00FF
8013F0D5 0012
8013F0D7 00FF
8013F0D9 0013
8013F0DB 00FF
8013F0DD 0014
8013F0DF 00FF
8013F0E1 0015
8013F0E3 00FF
8013F0E5 0016
8013F0E7 00FF
8013F0E9 0017
8013F0EB 00FF
8013F0ED 0018
8013F0EF 00FF
8013F0F1 0019
8013F0F3 00FF
8013F0F5 001B
8013F0F7 00FF
8013F0F9 001C
8013F0FB 00FF
8013F0FD 001D
8013F0FF 00FF
8013F101 001E
8013F103 00FF
8013F105 001F
8013F107 00FF
8013F109 0020
8013F10B 00FF

Super Mario 64
Unlimited hat usage
813094E6 FFFF

No power gauge
803094E3 0001

Bent Mario
8030961C 0050

Strobe Mario
803094F0 0078

Rubber walls
81309434 FFFF

Crazy camera
81309263 0095

Flat Mario
803094E4 0078

Jumping damages Mario
803094EC 0078

Die instantly!
803094E2 0078

Top Gear Rally
Only race one lap in Championship mode
8031EBDB 0002

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First with all new releases - we lead, others follow

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- Wave Race
- Mario Kart
- Mischief Makers
- Blast Corps
- Lamborghini 64
- Mace
- Tetrisphere
- Starfox
- Multi Racing Championship £29.99
- I.S.S.
- Turok £39.99
- GoldenEye
- Extreme G
- Clayfighter
- NFL Quarterback '98
- Duke Nukem
- Diddy Kong Racing
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- Hexen £29.99

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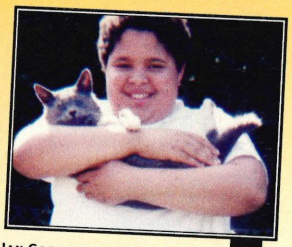
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ScoreZone

In association with Logic 3

ZoneMaster Roy Kimber knows the SCORE!

Yes, it's our fourth 64 ScoreZone – and we've got scores coming out of our ears! This illustrious gamer who assumes the mantle of Ultimate Player for this month is **Ian Gore,** from Bridgewater in Somerset, for his hammering times on *Diddy Kong Racing*, which he has totally completed. He's also got a really cool name (Ian Gore – 'I Gore' – geddit? Oh, please yourself.) Plus he likes cats, which is always a plus as far as I'm concerned. At least I'm guessing he likes cats. I mean, he could be about to enter the 'All Species Death Wrestling Tournament', and the cat might be his next opponent. Or maybe not. Anyway, *I* like cats. Wibble!



Ian Gore, preparing to crush a small cat.

For next month's Ultimate Player challenge, we're making things a little different. To show us how great you are, we'd like video proof of someone doing the facility level in under 2:05 to get the invincibility cheat. That's actual footage of you doing the level, not just the status screen at the end. If none of you wussies are up to the task, then the Ultimate Player award will then go to the best score, but we really want to see if anyone can get that cheat! (I realise this challenge will be a bit tricky if you don't own a copy of *Goldeneye* - but then shame on you for not buying it!) I'll just take this point to make a special mention of Peter Bell, from Kent, who sent us a *Goldeneye* video montage editing together the game and the film – very nice Pete!

Diddy Kong Racing

Ancient Lake

00:49:23	Ian Gore, Somerset
00:50:10	Rob Pierce, Salisbury
00:51:55	Kieran Hayes, County Wicklow
00:52:01	Kieran Hayes, County Wicklow
00:52:16	Matthew Sharifi, Wolverhampton
00:52:80	Mark Bonnes, East Kilbride
00:52:85	Martin Denley, St Austell
00:57:35	Jason Wheatley, Shildon
00:57:93	Nick Aitken, Edinburgh
00:59:71	Paul Ovens, Bristol

Fossil Canyon

01:17:43	Ian Gore, Somerset
01:21:13	Rob Pierce, Salisbury
01:30:16	Richard Stokes, Salisbury

Jungle Falls

00:51:61	Ian Gore, Somerset
00:52:53	Rob Pierce, Salisbury
00:55:76	Douglas Bonnes, East Kilbride
00:57:40	Matthew Sharifi, Wolverhampton
00:58:20	Richard Stokes, Salisbury
01:04:10	Paul Ovens, Bristol
01:10:66	Russell Kinch, Basingstoke
01:13:20	Peter Bell, Kent
01:15:91	Kirsty Noble, Surrey
01:45:66	David Chambers, London

Treasure Caves

00:50:05	Rob Pierce, Salisbury
00:51:50	Ian Gore, Somerset

Starfox/Lylat Wars

Overall Score

1668 kills	Jason Wheatley, Shildon
1562 kills	Peter Bell, Kent
1545 kills	Adrian Stead, Hull
807 kills	Dave Fryer, Seaton
789 kills	Daniel Wells, Cambridge

Corneria

236 kills	Adrian Stead, Hull
200 kills	Daniel Wells, Cambridge

Wave Race

Sunny Beach

1:05:765	Mark Bonnes, East Kilbride
1:23:703	Peter Bell, Kent
1:30:690	Russell Kinch, Basingstoke
1:33:572	William McMillan, Ayrshire

Sunset Bay

1:11:620	Mark Bonnes, East Kilbride
1:31:385	Peter Bell, Kent
1:39:034	Russell Kinch, Basingstoke
1:50:825	William McMillan, Ayrshire

Drake Lake

1:18:954	Mark Bonnes, East Kilbride
1:39:921	Peter Bell, Kent
1:50:054	Russell Kinch, Basingstoke
1:57:760	William McMillan, Ayrshire

Glacier Coast

1:36:655	Douglas Bonnes, East Kilbride
2:55:720	Dann Hanks, Birmingham

Extreme G

City 1

2:31:78	William McMillan, Ayrshire

Goldeneye

Byelomorye Dam

1:03	Andy Critchlow, Derbyshire
1:03	James Long, Peterborough
1:12	Gwynne Dixon, Herts
1:15	Kevin Clayton, West Yorks
1:17	Mark Bonnes, East Kilbride
1:20	Peter Bell, Kent
1:25	Paul Ovens, Bristol
1:25	Matthew Sharifi, Wolverhampton
1:26	Jason Wheatley, Shildon
1:35	Daniel Hockham, Fareham

Facility

2:56	Paul Ovens, Bristol
3:31	Jacqui Steele, Crawley

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.



Mario Kart 64

Luigi Raceway

02:05:54	Jody Leaf, Bridport
02:05:93	Jody Leaf, Bridport
02:14:67	Simon Moorhouse, Doncaster

Moo Moo Farm

01:39:09	Simon Moorhouse, Doncaster

Kooper Trooper Beach

01:40:52	Rob Pierce, Salisbury
01:49:24	Simon Moorhouse, Doncaster

Frappe Snowland

00:27:45	Alan Pierce, Salisbury
00:27:72	Rob Pierce, Salisbury

Mario Raceway

01:45:80	Simon Moorhouse, Doncaster

Wario Stadium

01:02:62	Kieran Hayes, County Wicklow
04:55:18	Simon Moorhouse, Doncaster

Make Roy's Life Easier!

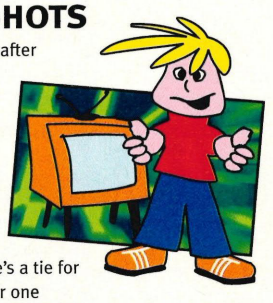
If you're sending in videos, please do the following to make Roy's life *so* much easier:



- **Please list on a sheet of paper, or on the video label, the scores which are on the video.**
- **Ensure that the video is in the right place, ready to go.**

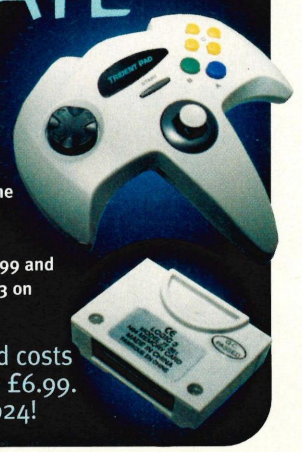
We're getting a lot of videos in now, so if you follow these instructions, it saves Roy loads of time, and ensures that none of your scores will be missed!

Mug Shots



If you're really after gratification, then send us your photo and you may get it in the mag. Only if you're the best mind. Of course, if there's a tie for Ultimate Player one month, then the judges (ie, me) might possibly be swayed by the one with the weirdest photo...

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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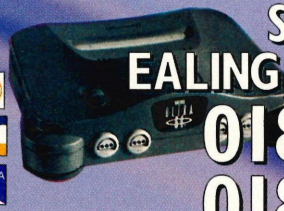
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BOMBERM

Written by Roy Kimber

It's da **BOMB!** Whatever **THAT** means. Nintendo have adopted **BOMBERMAN** and shipped him to our **SHORES** – here's our step-by-step, detonation-by-detonation **GUIDE** to completing the **GAME!**

GREEN GARDEN

STAGE 1 : Untouchable Treasure

This stage is fairly easy, and something of a learning experience. At various points along the way you will meet Sirius who will give you helpful (and not so helpful) information and advice. To talk to him, press B.

Your objective for this stage is to deactivate the four force shields surrounding the gem in Area Two by standing on four square glowing switches.

You start in Area One. The best thing to do first is to blow up the six pots directly in front of you, and collect the power-ups – it's always advisable to collect as many power-ups as possible on each stage.

The first switch is in a cage on the right as you enter Area One. To reach it, move around to the front of the cage, where there is a gap in the mesh at ground level. Kick two bombs through this gap so that they land against the pillars supporting the cage roof. When the pillars blow, the





Candid Camera

Because Bomberman 64 has a variable camera angle, to simplify things all directions are described in relation to the default camera angle when you enter a level. Forwards and backwards will usually be referred to as upscreen and downscreen.

American Express?

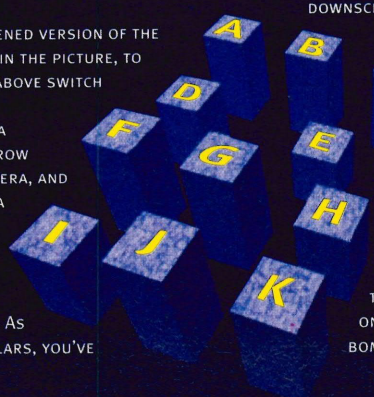
Throughout the game, you will come across gold cards – these aren't credit cards for rich sods, but the key to reaching the hidden Rainbow Palace. You need to collect 100 of the little devils to find the Rainbow Palace – instructions for this more-than-doddlesome task can be found alongside the main solution!

Take Out That Bridge!

To get the gold cards on the first level, it's vital that you master the art of making a bomb bridge. When you finish the last stage of the Black Fortress, you'll get a credits sequence which shows you some of the secrets. One of the things it shows you how to do is to make a bomb bridge to get to the teleport in Area One. To get the gold cards on Stage One, you'll need the super bomb.

Use a slightly shortened version of the bomb bridge, as shown in the picture, to get up to the teleport above switch three in Area Two.

In the next area, Area Three, tap the C Left arrow twice to orient the camera, and you'll see a room with a load of pillars, laid out like so:



The super bomb item is under a grating held up by pillars A, B and C. As you can't get to the pillars, you've got to bounce bombs off the other pillars across the water to get them, and here's how.

Set your bomb distance control to the B button. Stand just downscreen of K, and do a big throw, lobbing a bomb onto the downscreen edge of K. You'll need to step back from the edge slightly to do this. Keep using big throws, and throw another bomb to bounce off K and onto H. Then throw a bomb to bounce from H to K and land on the platform on the other side, and throw a final bomb to bounce off the other three and land resting against pillar C. Now detonate all the bombs.



Move to stand downscreen from I. Do small throws this time, and throw a pumped bomb onto I, a normal bomb from I to F, another normal bomb from I to F to D, another normal from I to F to D to the opposite platform, and finally a normal bomb all the way across to rest by pillar A. Detonate them.



Finally, you'll notice that you can't throw bombs from J to G to E because J is too high. Instead, stand diagonally on to H, and throw a bomb onto it, then throw another from H to E, and finally another from H to E to the platform, where it should stop by the pillar. (The easiest way to aim is to rotate the camera so that upscreen is a diagonal).

When the last pillar drops, the grating will fall and you'll be able to run around and drop down onto the platform holding the super bomb. If you miss the bomb icon (it gets released when the grating drops) then teleport out and back into the room, as the grating will not reset – the bomb will be in the block furthest from where you came in.

Now you have the bomb!

AN64

STAGE 1 Gold Cards

GOLD CARD 1: In a blue column to the left of the waterfall, Area One. Get to it by destroying the blue pillars on the left blocking the stairs to the bridge.

GOLD CARD 2: In a floating block to the right of the lizard head in Area Two. Cross to it by blowing up the blue pillars blocking the path across the river, then take out the block with a pumped red bomb. Stand on the grey switch to slow the water down.

GOLD CARD 3: In Area Two, drop right off the bridge at the bottom to the teleport there – you'll need to nuke the blue pillars to do this – then walk upscreen to the end of the room and blow the block you'll find there for the card. To get out, climb the steps and follow the walkway. If you slowed the water when you picked up card 2, you'll be able to wade along the river back to Area One and get out there.

GOLD CARD 4: Kill thirty enemies.

GOLD CARD 5: Complete stage within target time.

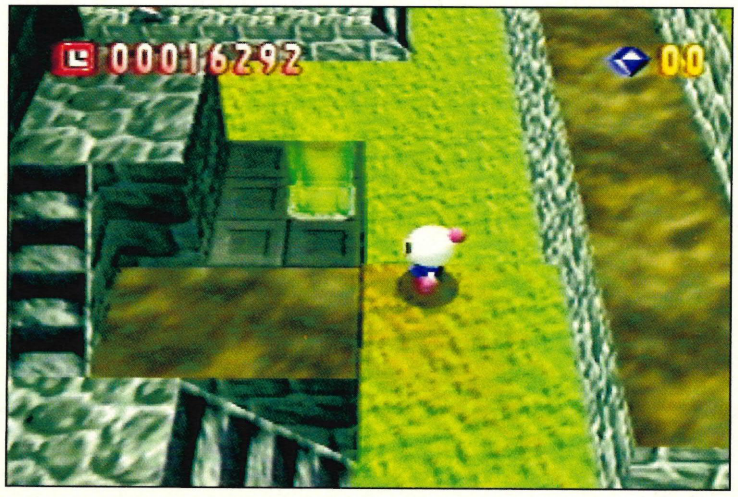


roof will collapse, and you can run around to the bottom left-hand side, climb up the steps and drop into the cage to activate the switch.

Now take the steps up out of the cage, drop to the floor, and make your way upscreen to the top of the stage, where a green lizard head guards the entrance to the next area. Go right when you reach the head, and the next switch is hidden just under the raised platform in the corner.

To get through the green head to Area Two, detonate a bomb next to it and it will open its mouth.

Once in Area Two, and bearing in mind that direction is based on the default camera angle, go left, then down, until you see the third glowing switch. Climb the small flight of steps to the left and go upscreen to activate the switch. Downscreen from you is a bridge, underneath which is a pot containing a remote bomb power-up. Climb the steps to the bridge and follow it along until you come to the end, then drop off upscreen to land on the fourth switch. Now simply make your way upscreen around the podium and up to the green arrow to exit the stage.





STAGE 2: Friend or Foe?

This stage is fairly simple. Your helpful friend Sirius decides to test your combat skills by trying to kill you! With friends like these...

He's fairly simple to defeat, since all he does is kick or throw bombs, and if you stay out of his way, he's liable to blow himself up anyway. Failing that, just kick a few bombs at him to stun him, and they should take him out. Your only problem will be if you get in the way of one of his bomb kicking sessions, as he will happily kick you and you may be too stunned to move away from the bombs. If he drops a pink heart, grab it and you'll be able to take a hit without dying.





STAGE 2 Gold Cards

GOLD CARD 1: Hit Sirius with a bomb blast.

GOLD CARD 2: Hit Sirius with a pumped bomb blast (basically you get them both with the one pumped bomb).

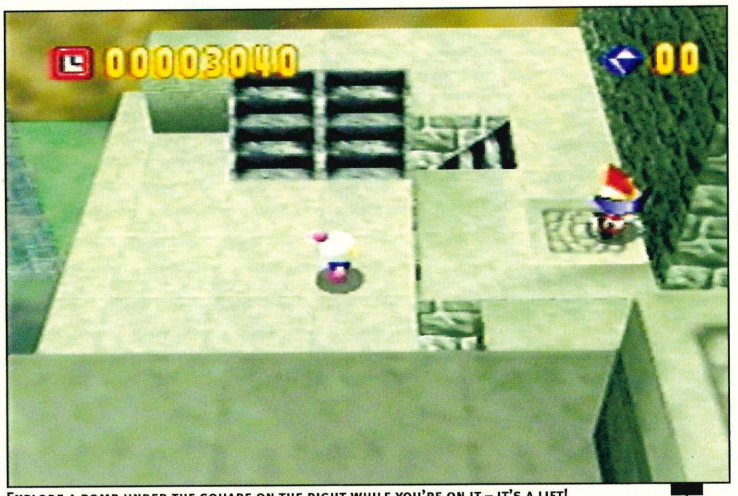
GOLD CARD 3: Bounce a bomb on Sirius' head.

GOLD CARD 4: Beat Sirius.

GOLD CARD 5: Beat Sirius within the target time.







EXPLODE A BOMB UNDER THE SQUARE ON THE RIGHT WHILE YOU'RE ON IT – IT'S A LIFT!

STAGE 3: To Have Or Have Not

YOU START THIS STAGE IN AREA ONE with the gem directly in front of you. Run upscreen towards it and an annoying bird steals it! Keep moving upscreen, and detonate a bomb by the lizard head to open it. Move through to Area Two, and you'll come out facing left. Continue left, and you'll see two sets of steps leading up to a platform with three square panels set in the floor. Kick a bomb under the bottom-most of the three panels and then quickly run up the stairs and stand on the panel. It will boost into the air, allowing you to climb off onto the roof at the top.

Make your way right along the roof and up the small flight of stairs to the gem, which will once again be stolen by the bird. Watch where the bird takes the gem, as it gives a clue to where you'll be going next. Go back down the steps and right until you drop off the roof, then make your way back and out through the lizard head to Area One.

Come downscreen to the junction of the path, then go right and you should see another set of stairs and another square bomb-powered elevator block. You may need to move the camera view around to get a decent view – remember that these directions are based on the default view.

Once again, kick a bomb under the square panel and rush up the steps to ride it up to the roof of the building. At the top move right and upscreen and then climb the stairs to get to the gem, which will be stolen one last time by the bird. After watching the bird drop the gem at the top of the tower and then get whacked by Sirius (he could have come along a little earlier), you'll notice that your camera angle has changed. So, based on the new angle, come down the steps and then downscreen until you drop off the roof where you initially came up.

Go right and upscreen, followed by left and upscreen again to climb steps onto a small ledge. Once on the ledge, pump up a bomb, and drop it in front of the grey stone door, then drop off the ledge and move away. The bomb will destroy the door and the platform above revealing a teleport. Make your way upscreen onto the teleport and beam to Area Three.

In Area Three, go upscreen from the arrival teleport and climb the steps immediately to your right. Go across the grass and drop down into the small open area, then go up the steps to the second area of grass. You'll see another boost platform, so kick a bomb underneath it and jump on, getting off to the left at the top. This will put you directly in front of the next boost panel, so kick another bomb under it and get on top! At the top this time climb off upscreen, because the platform to the left is very narrow and chances are you'll drop off the edge. Make your way upscreen to the edge of the platform and go left to climb the stairs, then come downscreen to grab the gem for the final time and exit the level.



OH, IF ONLY BOMBERMAN COULD SWIM. BUT HE COULDN'T, SO HIS GUCCI TRUNKS WERE A WASTE OF MONEY.

STAGE 3 Gold Cards

GOLD CARD 1: In a floating block in Area Two. You'll need a remote bomb; there's one at the top of the tower in Area Two. Take the winding route which runs downscreen from where you came in, and you'll find the card in one of the blocks on that route.

GOLD CARD 2: In a block on a small platform on the left side of the tower in Area Three. Go to the upscreen end of the platform on the opposite side of the tower to the stairs which lead to the gem and drop left to get to it.

GOLD CARD 3: In a block in the upper-right hand corner of Area Three. You need to bomb-bounce to get to it.

GOLD CARD 4: Kill thirty enemies.

GOLD CARD 5: Finish within the target time.



PUMP UP A BOMB TO DESTROY THE PILLAR AND BRING DOWN THE WALKWAY.



Stage 4 Gold Cards

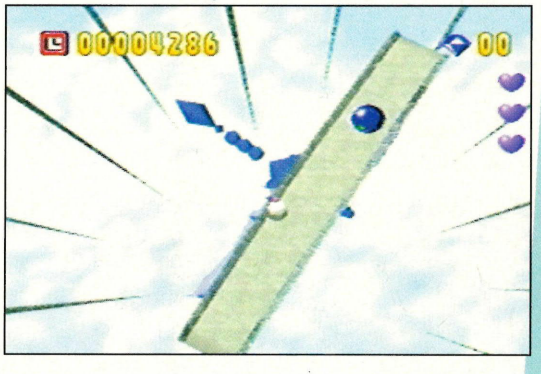
Gold card 1: Hit the Dragon's head with a bomb blast.
Gold card 2: Hit one wing with a bomb blast.
Gold card 3: Hit the other wing with a bomb blast.
Gold card 4: Hit the Dragon's tail with a bomb blast.
Gold card 5: Finish the stage within the target time – you must get all four of the other cards before you finish the stage though, unlike the exploration stages where you can go back once the stage is finished.



Stage 4: Winged Guardian

On this stage you need to defeat the blue dragon defending a narrow bridge. It's not possible to fall off the sides of the bridge, but you *can* drop off either end, so be careful. The dragon has a few different attacks, from breathing fire to attempting to grab you in his jaws. To defeat him, pump up your bombs and detonate them close to his body. You *can* damage parts of him, like his wings for instance, but this only serves to make him angry, so it's advisable to go straight for the body. If he draws back and swoops towards you, he's not actually attacking, he'll just fly under the bridge, which gives you time to pump up a bomb and get ready to throw it once he's turned around. Be especially careful when you're pumping up a bomb if the dragon is breathing fire, because if the flames catch the bomb, they'll both detonate it and you.







Don't let the dragon's flame hit you while you're holding a bomb – kaboom!

Blue Resort

Stage 1: Switches and Bridges



Rather surprisingly, this stage deals primarily with switches and bridges! From the start position in Area One, go left, up the steps and along to the left until you reach a pair of huge metal doors blocked by crates. The crates contain power-ups, but the doors cannot be destroyed as yet, even with a pumped bomb, so you'll need something a little stronger.

Go right and then forward up the steps to the trees, which will give you gems if you blow them up. Move right and up the steps by the water, then upscreen up the second set of steps to the raised bridge. To lower the bridge, pump up a bomb and place it at the top of the stairs.



Once the bridge has lowered, go upscreen across the bridge and on up the stairs to Area Two. In this area, there are loads of trees which will supply you with gems, but there are also large rotating guns that track you and drop fireballs on top of you if you stand still.

Go right slightly, and then walk upscreen parallel with the red-brick building until you come to a set of steps with a square flowerpot next to them. If you blow up the flowerpot, you'll get a remote bomb. Carry on up the steps, and then upscreen up the next set of stairs and into Area Three.

In here, go left to the left-facing stairs leading up to a blue column. This is a switch, so climb the stairs and





stand on it to activate. You'll notice that the dam cuts off the water flow to the area immediately below you.

Now go right, and down the first stairs on your right into Area Four. Keep going down the stairs until you reach the pebbled area that was previously underwater. There are more guns in this room, so keep moving at all times. Make your way downscreen, down two flights of stairs, and blow up the first grey box on the right (with the noughts and crosses board on the top) to receive the super-bomb weapon. Now walk downscreen and drop off the wall to land back in Area One, on the opposite side of the water to where you started. Go left up the stairs, and drop a bomb by the bridge to lower it – you don't need to use a pumped bomb this time, a small super-bomb will be sufficient – and come downscreen across it. Keep going in the same direction until you come down the steps next to the huge metal doors.

Now pump up a super-bomb and drop it by the doors. Wait until you get clear before you blow it though – if you don't have the remote item, run! Once the bomb has blown, go back and up through the open doors. Make your way up the stairs in the upper-right corner of the building, and then go right and down onto the blue switch, which will lower the huge bridge just outside the building. Come downscreen and go left towards the green arrow to exit the stage.

Stage 1 Gold Cards

Gold card 1: Get a remote bomb in Area Two and blow up the rotating cannons with pumped bombs. One of them will give you the card.
Gold card 2: Enter Area Four using the bridge in Area Two, and then use a pumped remote bomb to bring down the bridge across the water. Go downscreen and blow up the square flowerpot for the card.
Gold card 3: By a tower in Area Three. Don't activate the switch, as this blocks your route. Instead, follow the platforms round and to the left.
Gold card 4: Kill thirty enemies.
Gold card 5: Finish within the target time.



Stage 2: Vs Artemis

In addition to dropping and kicking bombs, Artemis has a gun which fires three bullets. You'll have some warning before she fires, because she'll leap into the air, and the shots are always forty-five degrees apart. You'll die if you're hit by one of the explosions from these bullets (although the bullets themselves cannot harm you), and of course they set off bombs, so don't let any get too close. Artemis recovers fairly rapidly, so just kicking a bomb at her won't be sufficient. You'll need to kick a bomb at her to stun her, then kick a second bomb to stun her again to give the first bomb time explode. Grab the pink heart that she drops when you bomb her and you'll be able to take a hit without dying.



"Hi, I'm the Greek virgin goddess of the hunt. No, really."



Stage 2 Gold Cards

Gold card 1: Bounce a pumped bomb on Artemis' head.
Gold card 2: Hit Artemis with the blast from a pumped bomb.
Gold card 3: Hit Artemis with the blast from a pumped bomb while she's doing her special attack.
Gold card 4: Beat Artemis.
Gold card 5: Beat Artemis within the target time.









Stage 3: Pump It Up!

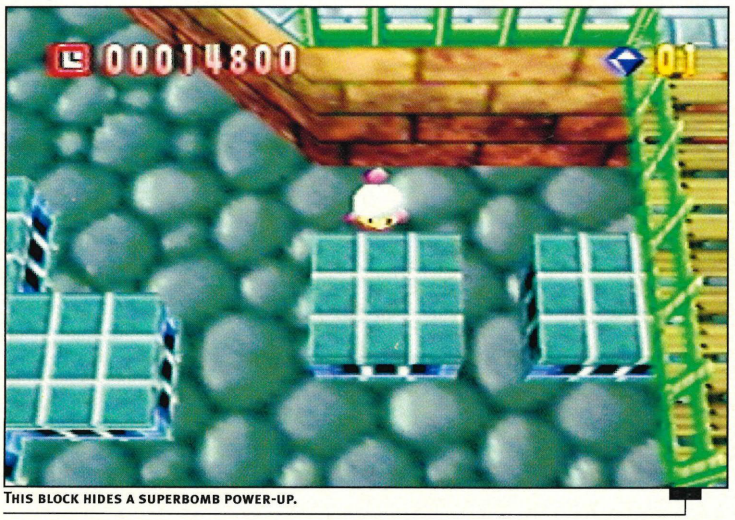
In Area One, from the start position, go left and drop a bomb to blow up the crate that's blocking the archway. Once you've taken care of the crate, go up through the archway and then right and up the stairs onto the walkway. Pump up a bomb and drop it by the rotating gun, then get clear. Once the bomb has destroyed the gun, go downscreen along the walkway, left up the steps and across the bridge into the area with a tree. Keep moving left through this area and exit across the walkway into Area Two.

In the new room, move upscreen and drop a pumped bomb by the bridge to lower it. As soon as the bridge is down, go upscreen across it, and then go up the flight of stairs which runs left up to Area Three.

In here, go left slightly and downscreen to use a pumped bomb on the bridge that you find there. Cross the bridge, then climb the stairs to activate the blue switch. Go back right, across the bridge and down the stairs that you came up back into Area Two. Keep on right down the stairs and at the bottom of the stairs go left and drop into the area that was previously filled with water.

The block structure second from the bridge contains a vital superbomb item. With your new superbombs, make your way left until you reach the wall with the red symbol on it. Pump up and detonate three bombs against this wall to make it move back in line with the other walls allowing water to flow along it, raising the exit staircase.

Now come down the screen and right a little to find the stairs leading out of the pit, and climb left up these to find the narrow stairs which take you too the exit. Climb them!



THIS BLOCK HIDES A SUPERBOMB POWER-UP.

Stage 3 Gold Cards

Gold card 1: In Area One, at the left end of the walkway that you start on.
Gold card 2: In a plant pot in Area Two, across the bridge to the left of where you came in.
Gold card 3: In Area Three, follow the platform round from the switch and blow up the flowerpot up.
Gold card 4: Kill thirty enemies.
Gold card 5: Finish within the target time.



69
more



STAGE 4: Sewer Savage

You now need to battle a mutant fish, who attacks you in three different ways. He pops out of the water and attempts to hit you with his mace-like appendage (fnarr), he nips ahead of you and throws bubbles at you, and he swims some distance away and leaps into the air, sending back a knife-like wave that chops bits from your raft. In between, he'll swim quite harmlessly behind you. The best time to hit him is when he attacks with his 'mace', or when he's swimming behind you. Using a pumped bomb is the most effective way – you need to hit him on his body, although if you aim carefully, it is also possible to disable his mace. The bubbles can be easily avoided, and if they hit you, they only make you dizzy, so they're not *too* much of a problem. The knife-wave is more dangerous, as it drastically reduces your space if you're not careful. The best thing to do is to run to one side of the raft when the fish swims out, and then when he jumps out of the water run back to the middle of the raft. This way you should hopefully only lose one log. Following the wave, you'll get a wash from the fish's re-entry into the water which temporarily swamps the raft and will push you off if you're not careful. To avoid getting knocked into the water, position yourself fairly centrally on the raft, and as the water hits you, move forward (upscreen) to compensate. Be careful not to run off the edge when the water recedes!

STAGE 4 Gold Cards

GOLD CARD 1: Blow a pumped bomb up in the fish's face when he tries to hammer you.

GOLD CARD 2: Blow a pumped bomb up against the fish's 'mace' appendage.

GOLD CARD 3: Blow a pumped bomb up on the fish's tail when he's in bubble attack mode.

GOLD CARD 4: Difficult one this – get the raft down to only one log. Needless to say, you should take the fish's energy down to minimum before you do this, as dodging will be a problem.

GOLD CARD 5: Beat the boss within the target time.









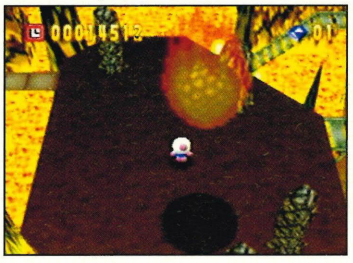
Red Mountain

STAGE 1: Hot On The Trail

Beware of the burning balls of molten lava that fall from the sky! When they launch, they make a distinctive 'whoosh' noise so keep an ear out for it. Before they land, a shadow will appear, which should give you time to get out of the way, but they also set off any bombs they hit, so be careful not to get caught in the explosion. There are also things that look like cone-shaped rocks on this level which open to breath fire at you, and stun you if you touch them, so don't wait around near them.

There is more than one way to get to the exit on this level, but this is (in my opinion) the easiest.

From the start point in Area One, go up and then right onto the metal walkway. Follow the walkway along and down to the next rocky platform. Make your way up to the top end of this platform, and then go all the way left to another walkway also leading left. The large rock slab on the upper edge of the platform is a bridge which can be toppled by a pumped bomb, and this leads to Area Five and through there (across another bridge) to the upper part of Area Four. You'll be going the slightly longer way in order to collect the remote power-up.



Follow the walkway left and down onto the metal platform, keep left straight across this and up the raised metal platform into Area Two.

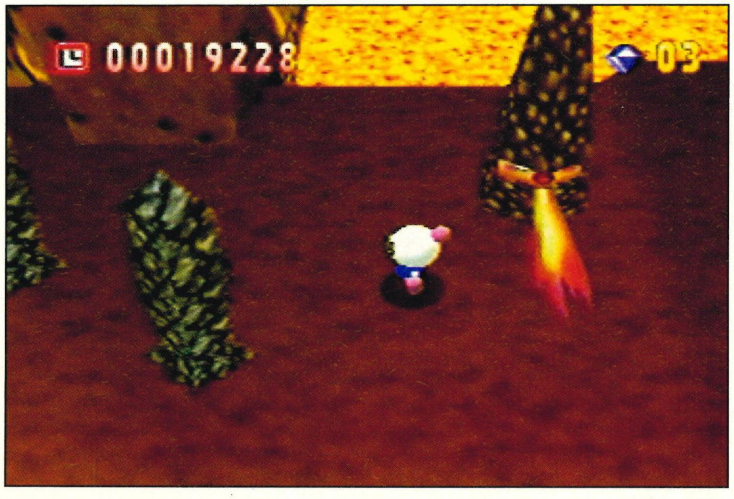
In Area Two, continue onto the grey walkway, and go along it to the thin rock platform.

Follow the rock platform up the screen, and take the first walkway on the left, timing it so as to miss the fireballs which pass through it from the lava below. The walkway takes you to a rock platform in the shape of a reversed 'L'. Blow up the rock at the bottom and collect the remote bomb item that it releases. You'll see why you need this later.

Now go up and right, back across the metal walkway until you reach the thin rock platform, and go up to the next walkway on the left which you should cross. This walkway also has a pattern of fireballs passing through it, so be careful. Make your way downscreen to the bottom edge of the next rock platform, and go down the screen along the metal walkway that you'll find there to a junction platform with walkways leading left and right.

Here, take the left walkway to the next rock platform, moving you into Area Three, and placing you on a larger rock platform. Go left about halfway along this new platform, and then go upscreen to drop down onto the lower platform, then make your way to the upper-left hand corner and up the brown metal walkway to the next platform.

Climb the wide metal walkway upscreen until you're level with the red mesh. It's wise to pause here, since fireballs pass through just as they did the walkways previously. Time it, then move up onto the next metal walkway, and – again watching for fireballs – pass upscreen over the red mesh and onto the rock platform at the top. Watch out for fireballs from the sky when on the wide metal walkway.



Move right along the top edge of the platform until you reach the walkway leading down to the right – a super-bomb weapon can be picked up from one of the rocks here, but you don't need it to get off the level – and take the walkway to the small rock platform passing you to Area Four, which puts you on the rock platform with the blue mesh ramp.

Move right, and go up the ramp, stopping short of the red mesh. On the wall in front of you, you will see three switches. All three need to be activated by hitting them with a bomb to bring down the bridge leading to the exit. Unfortunately, the switches only stay down a short while before resetting, and the red mesh is perforated by fireballs at regular intervals.

This is where the remote bombs come in handy. If you had normal bombs at this point, you'd need to rush to hit all the switches, and would likely get hit by a fireball. However,



because remote bombs don't explode until you want them to, it's possible to throw the bombs onto the switches so that they stay bouncing on top of them giving you as much time as you need to activate them all. The best switch to start with is the one on the top left. Go all the way to the left of the platform, and make sure you're in the last mesh row along on the left. Once you've reached this bit, you'll be able to move left and right along the section without getting hit. Throw your bomb at the switch to the left of the exit, then move right and do the same to the second switch. Then turn to face the third switch and bomb that one to lower the exit bridge, allowing you to pass over to the exit.

If you find that you can't get your bombs to reach the first switch, then you'll need to exit the game and go to the options screen, and change the bomb distance control so that it's operated by the B button, instead of the analogue stick.

STAGE 1 Gold Cards

GOLD CARD 1: Take the right walkway at the junction platform in Area Two (the left walkway leads to Area Three) and blow up the rocks on the subsequent platform.

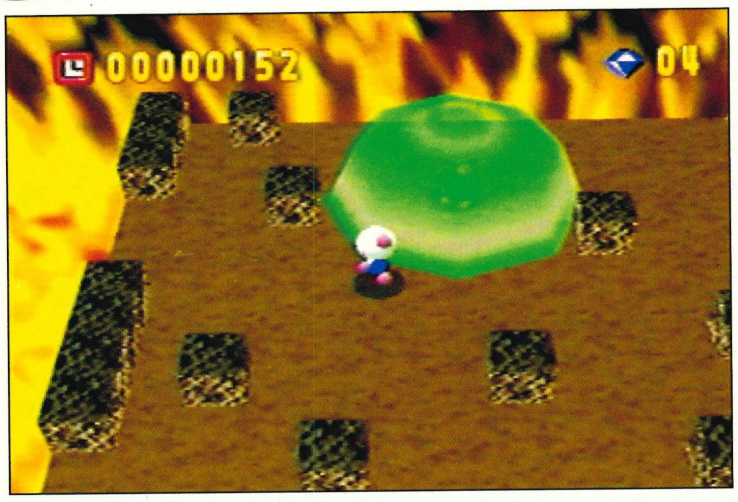
GOLD CARD 2: Behind a metal door built into the bottom of the first platform along from the start platform. Get the super bomb and drop off the downscreen side of the platform to reach it.

GOLD CARD 3: On the highest platform in the upper part of Area Four, reached through Area Five.

GOLD CARD 4: Kill thirty enemies.

GOLD CARD 5: Finish within the target time.





STAGE 2: Vs Orion

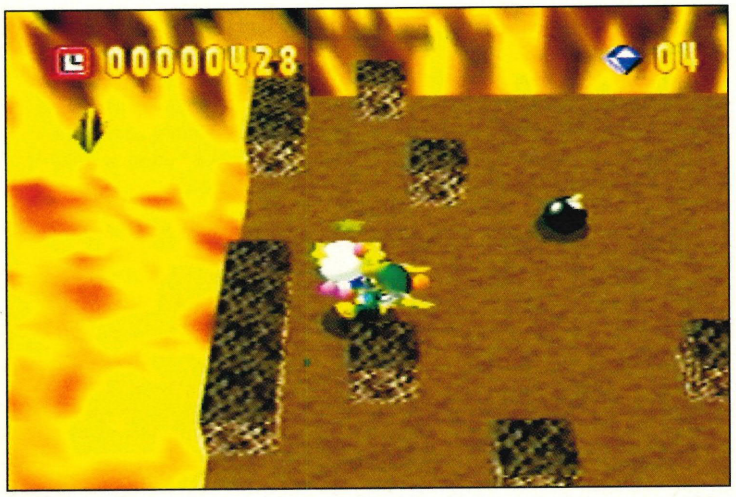
Sub-boss Orion has an expanding shield which protects him from explosions and knocks you dizzy if it touches you. While you're dizzy, Orion will try to pick you up and throw you off the platform, so it's imperative that you spin the analogue stick fast to recover. Like Artemis on level two, Orion recovers quickly, although the blocks on the level make it possible to trap him by firing off a load of bombs at him at once. You can tell when he's about to activate his shield because he crouches and grunts loudly.

STAGE 2 Gold Cards

GOLD CARD 1: Bounce a pumped bomb on Orion's head.
GOLD CARD 2: Hit Orion with the blast from a pumped bomb.
GOLD CARD 3: Run directly into Orion's shield.
GOLD CARD 4: Beat Orion.
GOLD CARD 5: Beat Orion within the target time.



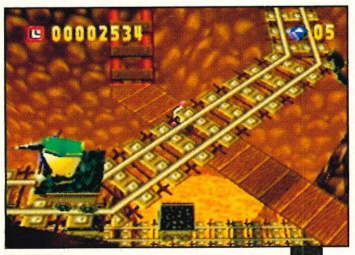
ORION THE HUNTER? HUNT *THIS*, PECKERNECK!





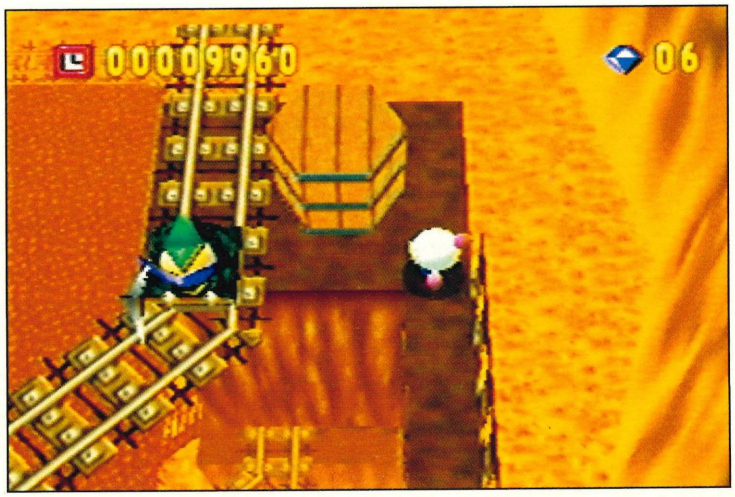
STAGE 3: On The Right Track

There is quite a long, convoluted way of negotiating this stage, but thanks to the miracle of modern sneakiness, it's possible to take a short cut.



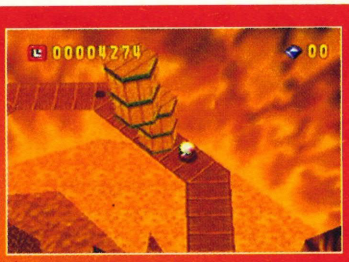
JOHN PRESCOTT DECIDED TO CHECK OUT SOUTH WEST TRAINS FOR HIMSELF.

From the start point in Area One, move down so you're level with the track, wait for a cart to pass then blow up the signal on the downscreen side of the track and go downscreen down the ramp to the walkway below. You should see a railway track leading to a rock platform way down below you. Ordinarily you'd need to go through Areas Two and Three to reach the platform, but it's possible to reach it simply by jumping off the platform to the right and landing on the track. Jump off, and you might find it helpful to change camera angles for a moment while you clear away the





Stage 3 Gold Cards

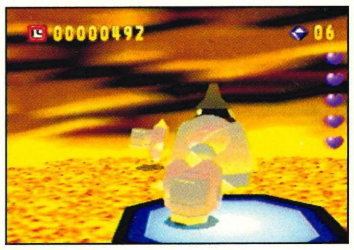


Gold card 1: In Area Four, there are four switches situated near the tumbling boulders. Hit all four of them to activate the arrow by the spikes, and hit that to lower the spike and give you the card.
Gold card 2: Cross the mesh platforms in Area Three using the barrels. The card is inside a furnace.
Gold card 3: In Area Two inside a barrel, which is stacked on the edge of another barrel blocking one of the tracks. You'll need the remote bombs (which can be found if you follow the tracks in Area One) and the card is tricky to catch.
Gold card 4: Kill thirty enemies.
Gold card 5: Finish within the target time.

mine carts and any enemies. Once you've cleared the platform, reorient the camera angle back the way it was when you jumped down.

Move left along the track until you enter Area Five, where the default camera angle changes. Based on the new camera angle, go downscreen across the red mesh and along the rock platform until you come to the bottom edge, then move right until you come to a very long walkway going upwards. Follow the thin rock platform until you reach an obstruction, which you should destroy. Now wait by the track until an enemy cart goes past, and follow the track down, right, past the first rock platform and along to the next one. Get off the track on the upscreen side of the platform, then walk upscreen down the walkway which leads from the right side of the top edge parallel with the track. This will take you down to a thin rock platform, which you should follow upscreen to a larger square platform.

Go right across this platform and take the second thin rock platform right, downscreen and left onto the smaller square platform, then down and right along the third thin rock platform to a metal walkway leading up to the right. Go up the walkway to the large platform, drop a bomb on the small outcropping, and retreat back down the walkway a little way until the bomb destroys the barrel obstructing your progress. Move up and right and you will see four pillars holding up a section of track. Blow up the four pillars, then pass across the track without getting run over onto the metal platform with the green arrow to exit the level.







Stage 4: Hot Avenger

The volcanic robot will attack you in a number of different ways. He will try to punch you to stun you, and then attack you with his eye beams. Try to dodge the punch, but if you fail, rotate the stick fast for a quick recovery before dodging the beams. The easiest way to accomplish this is to run to one side of the platform, then just as the robot fires (you'll know when this is, because his eyes start to flash) run across to the other side, and if necessary, around the edge, until the beams vanish. He will also attack you by spinning with his arms outstretched, at which point only his fists will hurt you, so you need to keep inside his reach such that the fists pass behind you.

The third attack comes when he ducks under the lava, then pops up so that only his head is showing and fires lasers with one or both eyes, which can be avoided by keeping on the move. The final attack seems only to happen if you succeed in disabling the robot's arms. He fires lava bombs from his hat, and the best technique seems to be to get to the far left or right edge and hope for the best, since the bombs don't always give a shadow but they do seem to hit mostly in the centre of your platform.

In between all these attacks, the robot walks round you in a circle. It is at this point that he is vulnerable – pumped bombs are recommended – and also when he's facing you head on. The most effective technique is to throw a bomb at the robot's arm just as he begins to turn, so that he pivots into the explosion. This is a very good way to disable his arms, but isn't necessarily recommended since it triggers the lava bomb attacks which are the most difficult to avoid.

Stage 4 Gold Cards



Gold card 1: Blow a pumped bomb up on one of the robot's arms.
Gold card 2: Blow a pumped bomb up on his other arm.
Gold card 3: Blow a pumped bomb up on his hat.
Gold card 4: Bounce a pumped bomb on the robot's head after destroying his hat, and you'll see Orion in the control hatch. Throw a bomb into the hatch.
Gold card 5: Finish within the target time.

White Glacier

STAGE 1: Blizzard Peaks

From your start position in Area One, go upscreen and drop off the start platform, and then head up left and cross the little bridge. You need to move left up the steep slope next, but if you do you'll find your way blocked by a bank of snow. To remove the snow, you need to start an avalanche, and this is achieved by dropping a bomb at the base of the snow blocking your path. Because Bomberman moves very slowly in the deep snow of the slope, the safest way to trigger the avalanche without getting swamped by it is to go left up the slope until you reach the piled snow, then come downscreen until your progress is blocked by a small wall. Drop the bomb here, then go immediately right until you're clear of the wall, and drop downscreen off the slope onto the platform with the tree. Stay here until the avalanche has passed. Now blow up the tree, then go upscreen and right up the slope to the top. Drop downscreen onto the platform which holds a snowman and a tree. Blow up the tree, then go to the bottom-left edge of the platform and drop to the small platform below, before going left through the door to take you to Area Two.

In Area Two you need to go up the mountain, and as if snowball-throwing snowmen, bouncing snow-bunnies and mad snowboarders weren't enough to contend with, you have to deal with huge gusts of wind that threaten to blow you away. When the wind blows, just face into it and keep walking – you should be okay.

From where you came into Area Two, go right a short way, then come downscreen until you reach a fence, and go left up the slope. At the top of the slope, come downscreen again to the bottom of the next slope, and go left up that one to the slope with the hut which disgorges loads of snowboarders. If the snowboarders are a problem, a pumped-up bomb will take care of the hut and stop them. Go upscreen, passing to the right of the hut, to the top left of the platform, and take the bridge up and right to Area Three.

In Area Three, you need to make your way diagonally up and right up the slope to the summit, where you will come to a small fence and a ski lift just upscreen of you. The ski lift is inoperative at the moment, so come downscreen down the slope which runs parallel with the fence, and you'll come to a hut. Blow up the hut with a pumped bomb, then climb over the fallen roof and stand on the switch. Now return to the now active ski lift, climb on and you're out of there!





THE SNOWBOARDERS GET WHAT'S COMING TO THEM.

STAGE 1 Gold Cards

GOLD CARD 1: In Area One, inside the tree that you need to destroy to reach Area Two.

GOLD CARD 2: In the tree behind the snowboarders' hut, at the top of the mountain in Area Two.

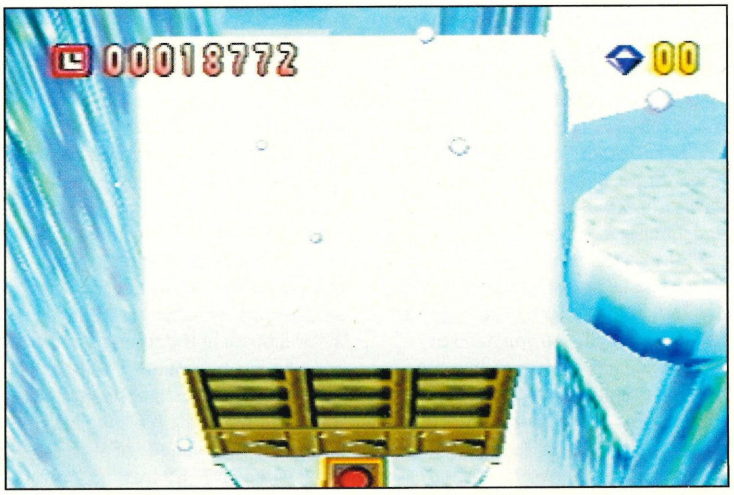
GOLD CARD 3: Go right from the ski lift in Area Three, down the mountain and across the bridge to Area Four. Make your way down the mountain and you'll come to another hut spewing snowboarders. Go past this hut, and you'll find a tree standing on its own. This tree holds the card.

GOLD CARD 4: Kill thirty enemies.

GOLD CARD 5: Finish within the target time.



NUKE THIS DEFENCELESS LITTLE PINE TREE TO GET A GOLD CARD.



Stage 2: Vs Regulus

As with the other sub-bosses, Regulus has a special attack. He jets towards you and attempts to ram you. If this doesn't sound quite as dangerous as previous special attacks, it's because it isn't. Regulus is one of the easiest bosses to beat. You'll know when he's about to commence his attack run as he gets a glowing halo around him before he comes at you. Because he attacks in a straight line, it's easy to move out of the way, but it's actually better to stand your ground, and instead kick a bomb at him which will stop him in his tracks.





Regulus is glowing, so he's about to attack. Oooohhhhh. Aaaaaahhhhh.



At times like this Bomberman wished he could do an Indiana Jones and just shoot him.



Stage 2 Gold Cards

Gold card 1: Bounce a pumped bomb on Regulus' head.
Gold card 2: Hit Regulus with the blast from a pumped bomb.
Gold card 3: Kick a bomb into Regulus when he charges.
Gold card 4: Beat Regulus.
Gold card 5: Beat Regulus within the target time.



Colourful & Exciting Screenshots Inc unfortunately went into receivership.





ONLY ONE THING WAS ON BOMBERMAN'S MIND. "DOES MY BUM LOOK BIG FROM THIS ANGLE?"

STAGE 3: Shiny Slippy Icy Floor

Okay, this level is a bugger, but fortunately not literally. Presumably the programmers decided that the game wasn't quite difficult enough, and so this level has a slight 'quirk', which we'll come to in due course.

You start on a thin platform in Area One. The icy-looking surface upscreen from you is – yes! – ice, but thankfully you don't have any gusts of wind to worry about this time. Move upscreen onto the ice, and go right parallel with the edge of the platform until you reach the first corner, then move upscreen across the platform and through the door into Area Two.

This is where the 'quirk' comes in. If you move forward, upscreen, you'll notice that the camera swings about so that you're viewing the game from *underneath* the platform. Fortunately this isn't really a problem, for the moment at least, since all you want to do is walk from one door straight across to the next. Start moving forward upscreen, which will quickly become downscreen as the view shifts, but just keep going in a straight line and you'll come to another door which you should enter to take you to Area Three.

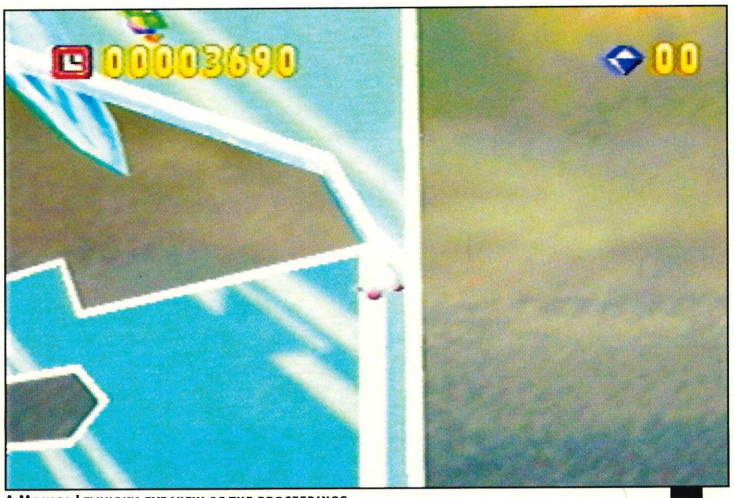
This is the trickiest bit of this level. You enter Area Three on a small, thin platform. You need to make your way along the really narrow bit until you're about level with the upper edge of the slope which drops away to the left (so at the point just before your platform widens again).

The next few steps happen without pause; you won't have time to stop and check the instructions, so read them all now! Move left onto the icy slope, and you'll begin to slide down it. You want to pick up as much speed as possible, so keep moving left as you slide. You'll need to keep moving upscreen slightly to correct for the shape of the slope, and when you come to the first hole, make sure you go around it on the upper side. At the bottom of the slope, keep heading left, and if you went around the correct side of the first hole your momentum should carry you up the next slope avoiding a second hole, and past a white snow-covered platform with the switch. When you pass this, move upscreen so that when you drop back to the right you land on the platform. Blow up the snowman, then move right along the platform to activate the switch. Phew!

Now drop downscreen off the platform onto the ice, and you'll slide down to the middle. Walk downscreen along the middle section, and then down and left to go through the door and into an elevator to Area Four.

Area Four is another one where the camera flips, but as before it's just a simple matter of keeping moving in one direction. Head downscreen until you reach the door back to Area One.

Once safely in Area One, follow the upper edge of the platform right until you come to the short path which leads to the ski lift, move upscreen and hop on the lift!



A MONICA LEVINSKY-EYE VIEW OF THE PROCEEDINGS.

STAGE 3 Gold Cards

GOLD CARD 1: In an icicle at the end of a narrow ice walkway leading from the platform in Area Four.
GOLD CARD 2: In an icicle at the end of a narrow ice walkway leading from the platform in Area Two.
GOLD CARD 3: In an icicle standing on a small platform in Area Three. To get to it, don't slide down the slope; instead follow the platform you enter the room on around to the left, then drop left off the end to land on the small platform.
GOLD CARD 4: Kill thirty enemies.
GOLD CARD 5: Finish within the target time.





Stage 4: Cold Killers

The ice spider looks pretty vicious, but isn't that hard to defeat. As soon as you start, rush forward and keep yourself positioned under his shadow so that he can't hit you with his pincers. Occasionally he'll jump into the air and try to smash you. To avoid getting mashed, watch the shadows (one for his body, two for his claws) and keep under the body shadow while he's in the air. The best way to get the spider is to pump up a bomb, and then wait either until he gets confused – he'll pause and a question mark will appear above his head – or else until the moment immediately after he lands from trying to smash you. Throw the bomb at his body, detonating it as close to him as possible, while running back to keep clear of the explosion.

Sometimes the spider will change posture and climb onto the wall, moving round it to release small enemies. The enemies are easily killed, and a well-placed pumped bomb will knock the spider off the wall.

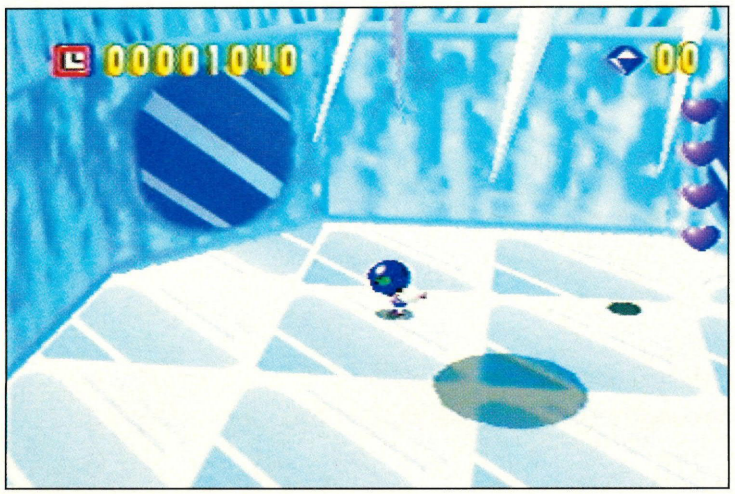
When you knock the spider down to his last heart, he'll smash through the floor, dropping him and you onto his web below. His web has holes in it which you can fall through. However, if you do sometimes Sirius will catch you and carry you up to drop you back on the web. One more pumped bomb to the body will then eliminate the spider for good.

Stage 4 Gold Cards

Gold card 1: Hit one of the ice spider's claws with a blast from a pumped bomb.
Gold card 2: Hit the other claw with a blast from a pumped bomb.
Gold card 3: Hit the ice spider's helmet with a pumped bomb.
Gold card 4: Hit the ice spider's underside with a pumped bomb.
Gold card 5: Finish within the target time.



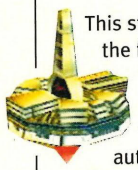
Hit the ice spider's helmet? Narf narf, gcack gcack.





Black Fortress

STAGE 1: Go For Broke



This stage is actually in two parts – the first is a fairly simple matter of making your way from right to left to reach Area Six, and then you need to beat some automated weaponry.

You start in Area One. So far, we've been using the default camera angle to work from, but for this stage, it's extremely unsuitable, so tap C Right twice, and the resulting angle (you should be looking up the road) is the one the directions will be based on.

You can move up the road using either the left or the right carriageway, but for the purposes of this guide, we're primarily using the right. You'll notice that each carriageway is divided into three lanes, and there are two kinds of traffic – the long buses that take up two lanes, and the small cars that only take up one. The traffic moves in a set pattern. The pattern is as follows; bus in right two lanes, car in right lane, bus in left two lanes, car in left lane. However, when you first enter an area, the sequence starts with the car in the right lane. Once you recognise the pattern, moving across the carriageway shouldn't be a problem.

The carriageway is full of lowered sections which prevent you from just running straight up the road through each level. Although not the simplest, what follows is the safest way to reach Area Six.

From the start point, go right and slightly upscreen, then head across the carriageway and up the slope onto the platform with the yellow circles. From this platform take the brown walkway onto the blue translucent platform. Move left along this one, and continue into the middle of the centre platform. From here, move upscreen and drop onto the pink carriageway partition below. Next, kick a bomb into the gap between the partition you're on and the next one, and move upscreen, bouncing on the bomb to get across. Your way is obstructed, so drop a bomb next to the obstruction and quickly turn around, move downscreen to the edge of the partition. Kick another bomb into the gap and bounce across to get clear of the resulting explosion. Once the obstruction has cleared, kick another bomb upscreen into the gap, and bounce back across the partitions.

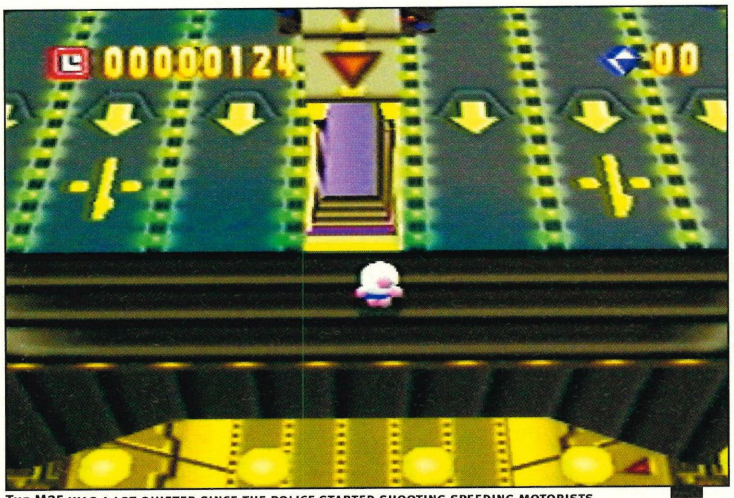
You now want to get from the partition onto the grey part of the carriageway (it's not possible reach the next partition and you don't need to). To get across, throw a bomb so that it lands on the chequered, lower part of the road. Then run upscreen off the partition, bounce on the bomb, and nip out onto a clear piece of carriageway (either left or right) until your bomb has exploded, then duck back into the gap.

Now wait until a lane is clear, and run right and upscreen into the tunnel to Area Two.

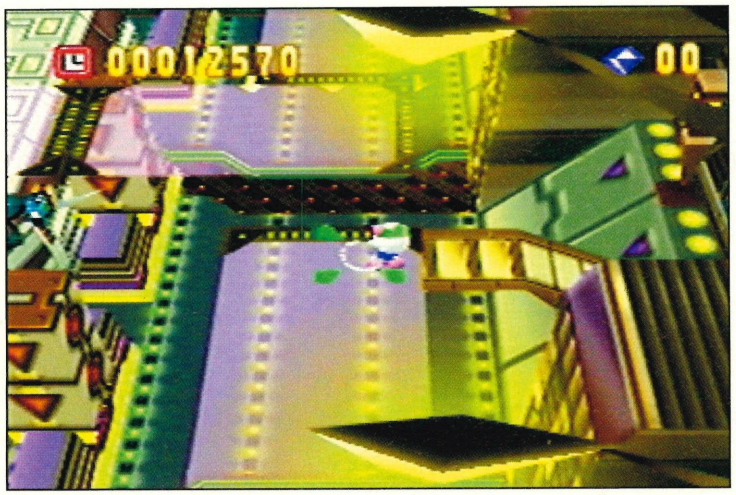
In Area Two, run right into the first gap in the wall and wait for the car to pass on the right, then go left and upscreen, down the steps to the lowered area, and wait in the right lane for the bus to pass on the left. Move into the middle lane and wait for the car to pass in the left lane then run left, upscreen up the steps, and right into the next alcove. Make your way upscreen in the alcove, wait for the car to pass on the right again, move left into the lowered bit, wait for the bus and car to pass on the left and go left and up the steps and into the tunnel to Area Three.

This area is the first to have remote guns. They track you when you're on the translucent walkways and you can't destroy them, so just keep moving so that they don't get a lock.

When you enter Area Three, run right up the slope onto the platform with the yellow circles and then go left up the brown ramp onto the purple walkway. Next, head upscreen to the top edge, right down the next brown ramp and onto the slope down to the carriageway. Time your run, and go left to the gap in the central partition, then watch the pattern of the vehicles on the left carriageway (the pattern is similar to the one on the right, except that the car comes before the bus on each side) and run across left, up the other slope and then right up the brown ramp onto the purple platform. Follow the platform all the way right, then upscreen to the brown ramp and right down it to the slope. When the traffic



THE M25 WAS A LOT QUIETER SINCE THE POLICE STARTED SHOOTING SPEEDING MOTORISTS.



STAGE 1 Gold Cards

GOLD CARD 1: In the right section of Area Two, in the traffic pole in the last alcove on the right.
GOLD CARD 2: In the right section of Area Four, in the traffic pole in the last alcove on the right.
GOLD CARD 3: In the left section of Area Four, in the traffic pole in the last alcove on the left.
GOLD CARD 4: Kill thirty enemies.
GOLD CARD 5: Finish within the target time.



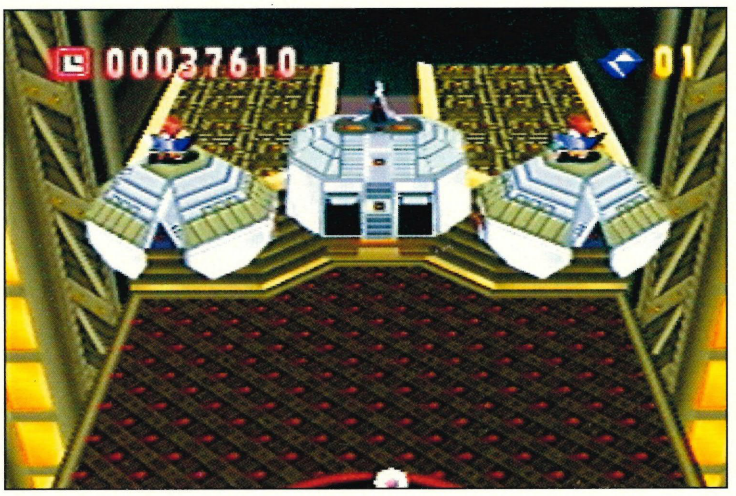
allows, go left onto the carriageway and upscreen into the tunnel and Area Four.

In Area Four, go immediately right into the alcove by the wall, and repeat the same steps you did in Area Two to take you to the tunnel for Area Five.

Here, run immediately left and upscreen until you reach the gap between the partitions. Dodge the traffic and run left, up the slope to the dotted walkway, and go right up the brown ramp onto the red translucent walkway, and across until you're over the central partition. Face upscreen, and position yourself so that when you throw a bomb, it lands at the base of the partition. The next three actions need to be done rapidly; pump up a bomb, throw it upscreen so that it lands by the base of the partition, then quickly as possible, grab another bomb and throw it on top of the pumped one before dropping down onto the two bombs. If you're fast enough, you'll bounce off the bombs onto the partition before they explode. You'll get dazed when you do, so be careful when rotating the stick to stand up or you'll fall off the partition.

Kick a bomb upscreen into the partition gap, and bounce across upscreen to the other side. Then throw a bomb upscreen so that it lands in the lowered section of road, and bounce off it onto the next bit of the carriageway. Timing your run, go left across the carriageway and up the slope, then go right up the brown walkway onto the translucent platform. Now go downscreen until you reach the bottom edge, right until you reach the right edge, and up until you get to the walkway with little red arrows which takes you to Area Six.

The camera angle changes for Area Six, so based on that, come downscreen up the first ramp, then left up the next ramp and upscreen along the walkway to the brown platform, and right to the two boxes. Blow them both up for super bombs and remote bombs, then continue right, downscreen on the purple walkway, and left down the ramp back



to the junction. Come downscreen into the arena. Blow up the two boxes to give you room to move, then move downscreen across the red symbol.

Once the guns have come out, move back across the symbol onto the brown floor, putting you out of range of the autogun. Start kicking bombs upscreen along the centre of the arena, keeping an eye out for the blue fireballs that the side guns will launch. You'll have a warning because the gun ports glow blue and a whirring noise rises in pitch before they fire. You'll need to dodge them. Keep kicking bombs and the guns should be destroyed fairly quickly, allowing you to exit the stage.

Stage 2: High-Tech Harvester

This hovertank boss has a number of weapons. The worst are the seeker missiles, which will lock on to you if you're close enough. You'll need to detonate bombs behind you to destroy them. If you see them about to launch – the red covers will open prior to firing – then move away, and the seeker missiles will smack into the ground. Other weapons include two satellites, which follow you then laser a circle on the ground, which will erupt in a huge and lethal explosion. A red beam from the centre of the vehicle doesn't harm you, but locks the machine-guns onto you, so you'll need to keep moving to avoid getting shot. Another attack is when the vehicle flips into the air, and then charges straight at you, so you'll have to dodge out of the way. It also launches a strange glowing sphere, which doesn't harm you, but seems to make you and your bombs move slower. The easiest way to take out this boss is to use normal bombs, rather than pumped bombs, and keep kicking them at it and detonating them when they're near to it.



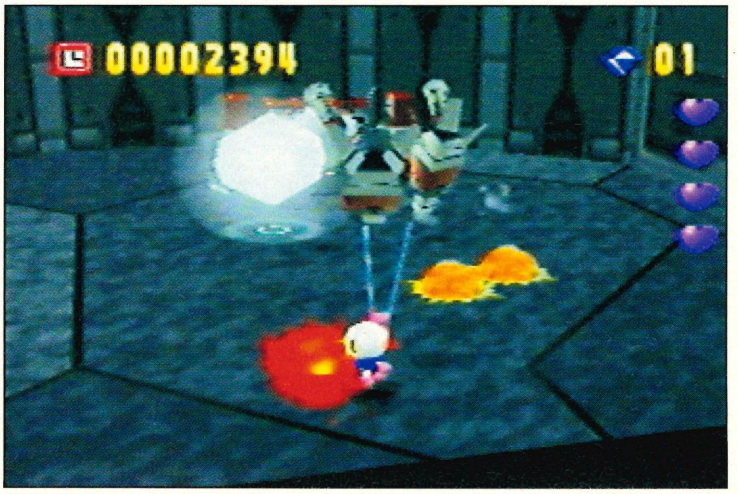
SMALL MAN IN BOBBLE HAT VERSUS TANK. WHO WILL WIN?

Stage 2 Gold Cards



Gold card 1: Hit the right gun port on the hovertank with the blast from a pumped bomb.
Gold card 2: Hit the left gun port on the hovertank with the blast from a pumped bomb.
Gold card 3: Hit the glowing sphere with the blast from a pumped bomb.
Gold card 4: Hit the nose of the hovertank with a bomb blast.
Gold card 5: Finish within the target time.



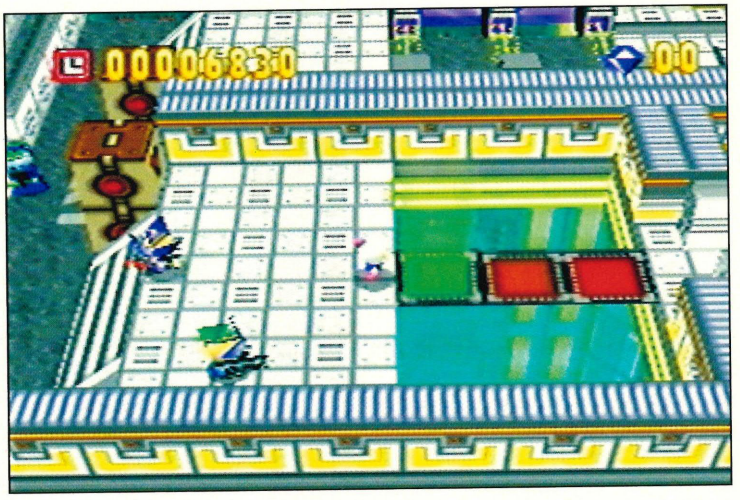


Stage 3: Trap Tower

On this stage, you need to make your way up and out of the tower.

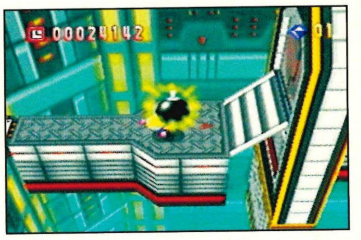
You start on a metal platform at the left of Area One. Go right between the square poles, and then upscreen to stand on the switch (a square panel) which activates a bridge to your right. Come downscreen and right across the purple bridge, then upscreen, right up some steps, and continue right to activate switch two, which sets off lasers to the left. Go left, taking care to avoid the lasers, down the steps, then downscreen and up the second set of steps to the right. You'll see a walkway with three squares that change from red to green. Make your way across right, staying on the green square, and get on the elevator to go up to Area Two.

From the elevator in Area Two, go right until you come to the first switch jutting out over the abyss, and stand on it to activate it. As well as putting a bridge up, this shuts a door in the sunken area that you passed through, so you'll need to go back a different way. Go left a little bit, then upscreen across the bridge and follow the path left and across the second bridge. Head down, avoiding the lasers, and left at the junction, again avoiding the lasers, and go upscreen just past the third laser to climb onto the second elevator, taking you up to the upper level of the area.



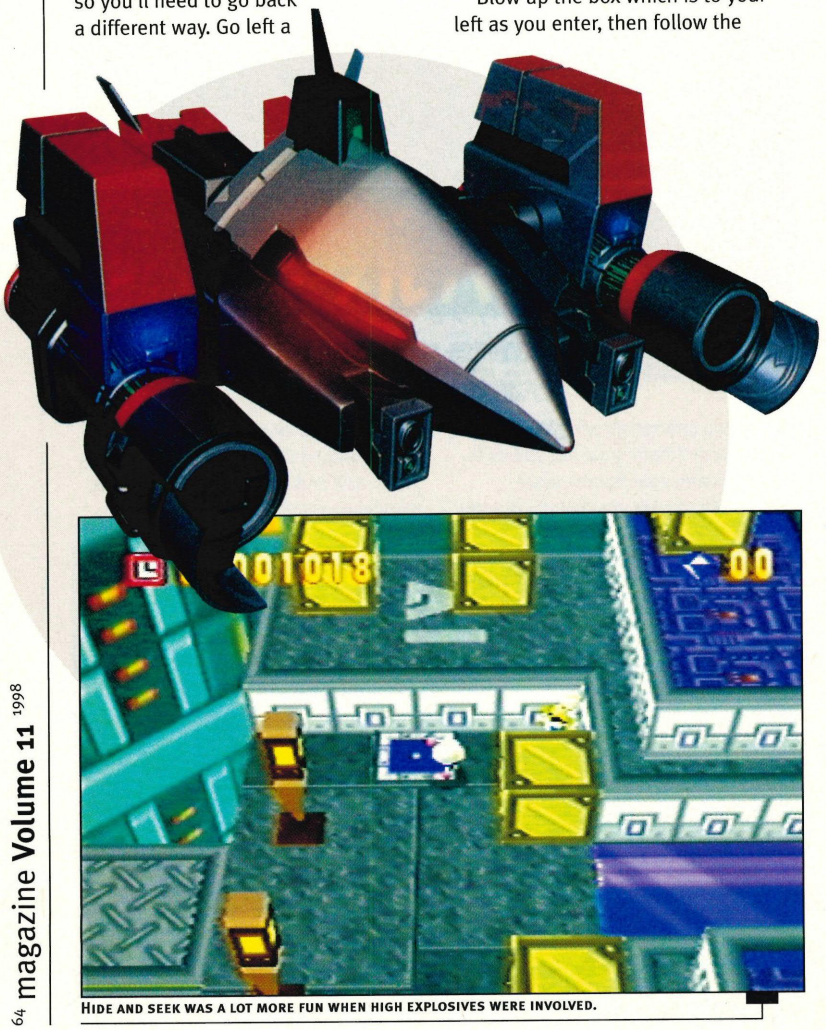
Blow up the box which is to your left as you enter, then follow the platform left, downscreen and right to get onto the third elevator and head up to Area Three.

Go right, and then upscreen to activate switch two, then come downscreen and right all the way to switch four, which you should activate. Make your way back left, avoiding the lasers, and go upscreen in the area where you got off the lift and activate switch one. Now go downscreen and right again, then go upscreen at the junction across the new bridge, and follow the walkway right to the fourth elevator and Area Four.



To get to the fifth elevator in Area Four, go left, first down, left to the end, up, left, down and left onto the elevator to Area Five.

Nearly there! From the elevator, go right, use a pumped bomb to open the door, go right through the door and blow up the box to your right. Go right up the ramp, blow up the next box to your right then go upscreen up the ramp. Go right (watching out for the staggered platform), go downscreen down the ramp, and go right up the stairs to the exit arrow.



HIDE AND SEEK WAS A LOT MORE FUN WHEN HIGH EXPLOSIVES WERE INVOLVED.

Stage 3 Gold Cards

Gold card 1: In a box on the second level of the tower (Area Two), downscreen from the junction leading to the sunken section.

Gold card 2: In Area Three, after triggering switch four, instead of hitting switch one, hit three, then come downscreen at the junction. Go left across the red squares on the green one, and then left again over the larger group of red squares, and you'll find the box with the card.

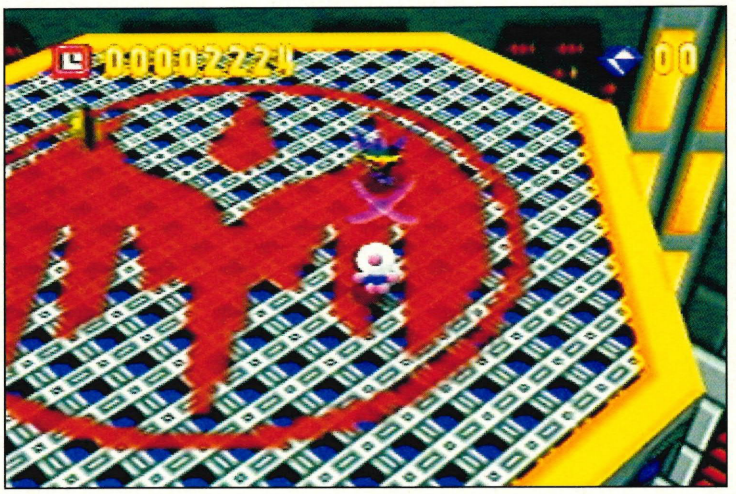
Gold card 3: On the upper level of Area Two, instead of taking the elevator, come downscreen from it and right to the lower arm of the platform. Destroy the box and drop to the platform below. Then bomb bounce upscreen to the second raised platform, and bomb bounce right to the third and a new elevator. Take this up, and make your way via the platforms and elevators to an elevator which takes you to a new area, Area Six. Cross the bridge, activate the switch, move back and blow up the objects in that area to find the card.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.







JUST LOOK AT THE MESS SOMEONE'S MADE OF THAT CARPET. IT'LL TAKE MORE THAN VANISH TO GET THAT MARK OUT.

STAGE 4: Vs Altair

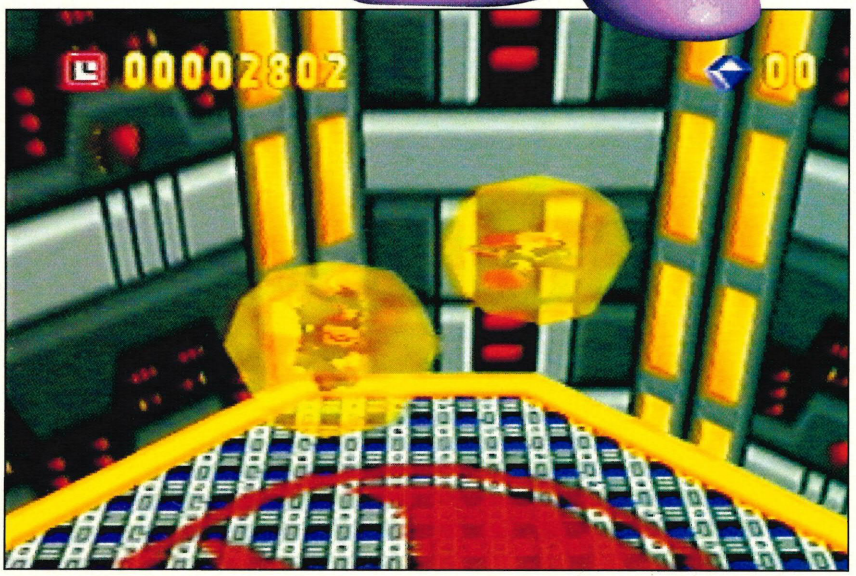
Altair is just like the stage two bosses on the previous levels, except that he's got a hovering laser that operates independently of him, and he's a bit thick – he keeps running into explosions for one thing, and even kicks his own laser about at times. The laser gets a glowing halo around it before it fires, and the beam should be avoided at all costs. It also sets off any bombs it hits, so watch out. Keep hammering Altair with bombs and when you've hit him enough times, he combines with his laser, giving him the power to teleport away from danger, and also an energy bolt which stuns you if it hits you,(he always says "Power!" before he fires). To take him out, you'll need to knock him dizzy in order to explode a bomb on him. And that, as they say, is that!



STAGE 4 Gold Cards

GOLD CARD 1: Bounce a pumped bomb on Altair's head.
GOLD CARD 2: Hit Altair with the blast from a pumped bomb.
GOLD CARD 3: Beat Altair untransformed.
GOLD CARD 4: Beat Altair transformed.
GOLD CARD 5: Finish within the target time.





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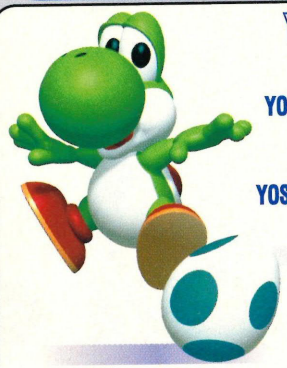
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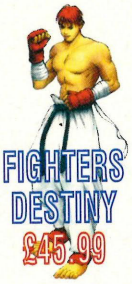
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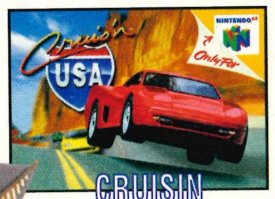
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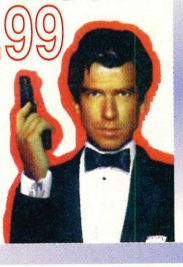


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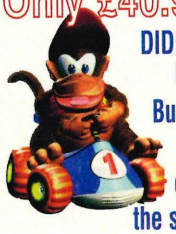
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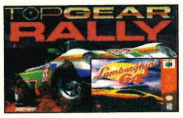
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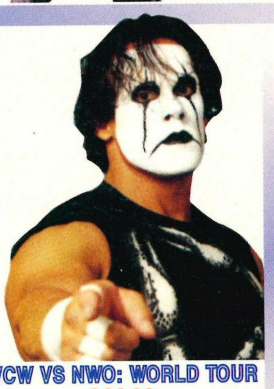


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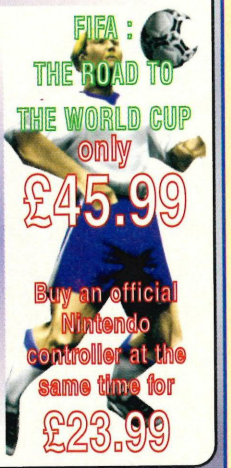


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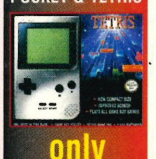
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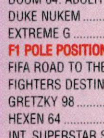
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WCW VS NWO WORLD TOUR

Written by Roy Kimber

DIRECT from **THQ** themselves, here are **ALL** the **MOVES** for the WCW wrestlers in their 85% rated **GAME!** Get ready for more **GRAPPLING** action next issue!

STANDARD MOVES (ALL WRESTLERS)

Counter: R
Shoulder Charge: C Down, B
Running Attack: Move D-pad towards ropes, C Down, B
Unless indicated otherwise, tap the buttons in the indicated sequence. When a longer press is required the controls will be flagged with the word 'hold'. (See manual if you're not sure how this works).

LEX LUGER



A former American footballer (he played American football, not he was American and played football), Lex is the toughest fighter in the WCW. He has held two WCW tag-team titles and four WCW belts. His signature is the special Torture Rack move, which means you don't turn your back on him when his spirit meter is flashing!

KICKS AND PUNCHES

Crown Chop: B (close)
Knee Lift: B (far)
Chest Slap: Up, B (close)
Mid Kick: Up, B (far)
Spinning Roundhouse: Hold B
Drop Kick: Up, Hold B

WEAK GRAPPLING (To Front)

Crown Bamboochop: A, A
Super Elbow: A, Up, A
Body Slam: A, Down, A
Hiplock Takedown: A, B
Skyscraper Backdrop: A, Up, B
Held Tombstone: A, Down, B

STRONG GRAPPLING (To Front)

Power Slam: Hold A, A
BenchSlam: Hold A, Up, A
Manhattan Drop: Hold A, Down, A
Standing Clothesline: Hold A, B
Dynamic DDT: A, Up, Hold B
Dynamic Bomb: A, Down, Hold B

WEAK GRAPPLING (To Rear)

Backbone Shiver: A, A
Shoulder Smash: A, B

STRONG GRAPPLING (To Rear)

Forearm Mickey: Hold A, A
Back Breaker: Hold A, B

WHIP TO ROPES

High Body Toss: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Power Lift Body Slam: Hold A, D-pad towards ropes, C Down, Hold A
Super Slam: Hold A, D-pad towards ropes, C Down, Up, Hold A

OPPONENT ON MAT

(Face Up)
Arm Wrench: Move near to head, A
Knee Crush: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Boston Crab: Move near to legs, A
Stomp: B

TURNBUCKLE AND ROPE MOVES

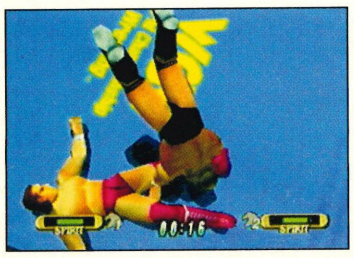
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Diving Shoulder Block: Move into turnbuckle, C Down

THROW DAZED OPPONENT INTO TURNBUCKLE

Corner Crunch: A, A
Aerial Brain Buster: Hold A, A
Diving Body Press: Hold A, Up, A

SPECIAL MOVES

(When Spirit Meter Flashes)
Coconut Crush: Hold A, Move analogue stick (from the front)
Torture Rack: Hold A, Move analogue stick (from behind)





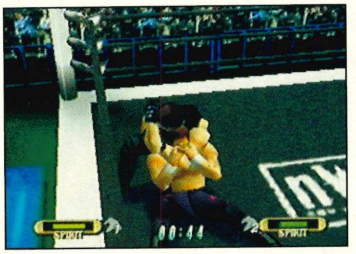
STING



A controversial, mysterious figure, Sting hails from Venice Beach, California – or at least, the real one does. Sting has found himself frequently challenged by imposters, including the current fake, 'Stink', formerly a wrestler called Cobra. Sting's signature is a mat move, the Scorpion Death Lock, which means if you find yourself on the deck, you'd better get up quick!

KICKS AND PUNCHES

Forearm Elbow: B (close)
Knee Kick: B (far)
Body Blow: Up, B (close)
Stomach Kick: Up, B (far)
Soccer Kick: Hold B
Stinger Punch: Up, Hold B



WEAK GRAPPLING

(To Front)
One Hand Hammer: A, A
Shoulder Drop: A, Up, A
Body Slam: A, Down, A
Headlock Takedown: A, B
Lifting Slam: A, Up, B
Back Buster: A, Down, B

STRONG GRAPPLING (To Front)

Inside Side Buster: Hold A, A
Belly to Belly Suplex: Hold A, Up, A
Power Bomb: Hold A, Down, A
DDT: Hold A, B
Stinger Slam: Hold A, Up, B
Small Package Press: Hold A, Down, B

WEAK GRAPPLING (To Rear)

Face Crusher: A, A
Back Drop: A, B

STRONG GRAPPLING (To Rear)

Scorpion Death Drop: Hold A, A
Atomic Slam: Hold A, B

WHIP TO ROPES

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Back Breaker Slam: Hold A, D-pad towards ropes, C Down, Up, A
Tap Slam: Hold A, D-pad towards ropes, C Down, Hold A
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up, Hold A

OPPONENT ON MAT

(Face Up)
Sleeper Hold: Move near to head, A
Scorpion Death Lock: Move near to legs, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Bar: Move near to legs, A
Smashing Blow: B

TURNBUCKLE AND ROPE MOVES

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Diving Clothesline: Move into turnbuckle, C Down

THROW DAZED OPPONENT INTO TURNBUCKLE

Turnbuckle Slam: A, A
Avalanche Suplex: Hold A, Up, A
Super Brain Buster: Hold A, A
Stinger Splash: D-pad towards turnbuckle, C Down, B

SPECIAL MOVES (When Spirit Meter Flashes)

Power Jack: Hold A, Move Analogue Stick
German Suplex: Hold A, Move Analogue Stick (from behind)

GIANT



Giant became the youngest wrestler ever to hold the title of WCW World Heavyweight Champion soon after joining the organisation, and has toppled such well-known personalities as Ric Flair, Lex Luger and "Macho Man" Randy Savage. He recently impressed fans by winning the 60 man Battle Royal at WCW World War III, making good use of his signature Choke Slam and Choke Hold moves.

Kicks And Punches

Clubbing Forearm: B (close)
Big Boot: B (far)
Ham Bone: Up, B (close)
Stomach Stuff: Up, B (far)
Head Kick: Hold B
Super Kick: Up, Hold B

Weak Grappling (To Front)

Head Butt: A, A
Giant Forearm: A, Up, A
Body Slam: A, Down, A
Elbow Crank: A, B
Standing Throw: A, Up, B
Neck Breaker: A, Down, B

Strong Grappling (To Front)

Top Rope Clothesline: Hold A, A
Canadian Back Breaker: Hold A, Up, A
Double Arm Power Bomb: Hold A, Down, A
Waist Sweep: Hold A, B
Choke Hold: Hold A, Up, B
Pile Driver: Hold A, Down, B

Weak Grappling (To Rear)

Spine Tingler: A, A
Knee Breaker: A, B

Strong Grappling (To Rear)

Inside Side Buster: Hold A, A
Giant Pain Rack: Hold A, B

Whip To Ropes

Overhead Toss: Hold A, D-pad towards ropes, C Down, A
Arm Bar Throw: Hold A, D-pad towards ropes, C Down, Up, A
Power Slam: Hold A, D-pad towards ropes, C Down, Hold A
Sleeper Hold: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Choke: Move near to head, A
Leg Crush: Move near to legs, A





Falling Head Butt: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Screw: Move near to legs, A
Giant Leg Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Giant Splash: Move into turnbuckle, C Down
(Opponent Standing)
Double Fist Drop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Sandwich: A, A
Giant Suplex: Hold A, A
Giant Swing Throw: Hold A, Up, A
Football Charge: D-pad towards turnbuckle, C Down, B

Special Moves (When Spirit Meter Flashes)

Choke Slam: Hold A, Move Analogue Stick
Drop German Suplex: Hold A, Move Analogue Stick (from behind)



SCOTT STEINER



Scott, together with his brother Rick, has managed to create a totally new verb. Forget getting pulverised by someone, Scott will happily 'Steinerize' you if you get in his way! Looking a lot like a live-action version of Disney's Hercules, Scott's particular talent and his signature move is an earth-shaking Belly to Back Suplex.

Kicks And Punches

Elbow to Head: B (close)
Knee Kick: B (far)
Body Blow: Up, B (close)
Ricky Kick: Up, B (far)
Drop Kick: Hold B
Linebacker Lift: Up, Hold B

Weak Grappling

(To Front)
Forearm Smash: A, A
Fireman's Carry: A, Up, A
Shoulder Tackle: A, Down, A
Gut Wrench Suplex: A, B
Snap Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling (To Front)

Speedy Side Suplex: Hold A, A
Belly to Belly Suplex: Hold A, Up, A
Stud Driver Bomb: Hold A, Down, A
Front Suplex: Hold A, B
Belly to Back Suplex: Hold A, Up, B
Screwdriver Power Slam: Hold A, Down, B

Weak Grappling (To Rear)

Back Breaker: A, A
Throw German Suplex: A, B

Strong Grappling (To Rear)

Stretch Slam: Hold A, A
Full Nelson Suplex: Hold A, B

Whip To Ropes

Overhead Toss: Hold A, D-pad towards ropes, C Down, A
Full Press Slam: Hold A, D-pad towards ropes, C Down, Up, A
Funky Steiner: Hold A, D-pad towards ropes, C Down, hold A
Frankensteiner Slam: Hold A, D-pad towards ropes, C Down, Up, hold A



Opponent On Mat

(Face Up)
Dragon Sleeper: Move near to head, A
Boston Crab: Move near to feet, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Knee Lock: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Double Fist: Move into turnbuckle, C Down
Turnbuckle Tackle: Run at ropes, Up, A

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A
Avalanche Front Suplex: Hold A, A
Dragon Buster: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Suplex Pile Driver: Hold A, Move Analogue Stick
Grapple Doctor Bomb: Hold A, Move Analogue Stick (from behind)



RICK STEINER



Rick Steiner, the second member of the Steiner tag-team, is known as 'Dog Face Gremlin', hence his rather dashing dog collar. Having apparently seen the Tyson/Holyfield fight, he sports some rather sensible wrestling headgear, and his signature move is the head-on Canadian Backbreaker. Not the sort of person you'd ask for a hug!

Kicks And Punches

Rough Elbow: B (close)
Knee Kick: B (far)
Hammer Punch: Up, B (close)
Soccer Kick: Up, B (far)
Shoulder Smash: Hold B
Bulldog Forearm: Up, Hold B

Weak Grappling (To Front)

Bull Elbow: A, A
Bulldog Smash: A, Up, A
Lift Slam: A, Down, A
Head Lock Takedown: A, B
Shoulder Press Slam: A, Up, B
Shoulder Buster: A, Down, B

Strong Grappling (To Front)

Side Breaker: Hold A, A
Steinerline: Hold A, Up, A
Inside Side Buster: Hold A, Down, A
Belly to Belly Suplex: Hold A, B
Canadian Backbreaker: Hold A, Up, B
Power Jack: Hold A, Down, B

Weak Grappling (To Rear)

Back Bone Bull: A, A
Overhead Slam: A, B

Strong Grappling (To Rear)

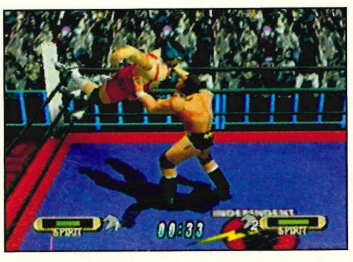
Dragon Suplex: Hold A, A
German Suplex: Hold A, B

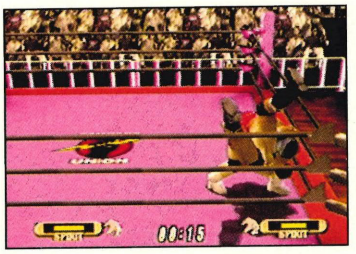
Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Power Slam: Hold A, D-pad towards ropes, C Down, Up, A
Power Lift Body Slam: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Backbreaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Eye Gouge Submission: Move near to head, A
Boston Crab: Move near to feet, A





Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Knee Bar: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves

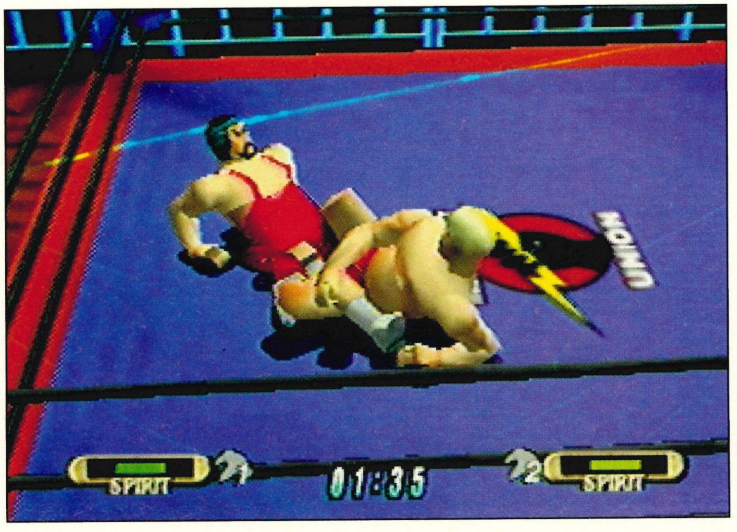
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Flying Tackle: Move into turnbuckle, C Down
Pit Bull: Run at Ropes, Up, A

Throw Dazed Opponent Into Turnbuckle

Pit Bull: A, A
Avalanche Suplex: Hold A, A
Steiner Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Power Bomb: Hold A, Move Analogue Stick
Drop German Suplex: Hold A, Move Analogue Stick (from behind)



RIC FLAIR



Ric, the oldest wrestler in the WCW, is also the first ever environmentally friendly combatant. Either that or the first nudist wrestler – his nickname is 'Nature Boy'. Ric is known for his flashy entrances and his shock of white hair, and despite his age, is one of the most fearsome wrestlers on the circuit, with his signature Flying Knee Drop and Figure Four Leg Lock.

Kicks And Punches

Straight Fist: B (close)
Kick: B (far)
Throat Chop: Up, B (close)
Knee Kick: Up, B (far)
Spinning Punch: Hold B
Drop Kick: Up, hold B

Weak Grappling (To Front)

Flair Punch: A, A
Forearm Smash: A, Up, A
Snap Mare: A, Down, A
Elbow Smash: A, B
Aerial Brain Buster: A, Up, B
Pile Driver: A, Down, B

Strong Grappling (To Front)

Flying Major: Hold A, A
Revolution Takedown: Hold A, Up, A
Brain Buster: Hold A, Down, A
Double Arm Suplex: Hold A, B
Vertical Brain Buster: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling (To Rear)

Back Drop: A, A
Knee Breaker: A, B

Strong Grappling (To Rear)

Atomic Drop: Hold A, A
Abdominal Stretch: Hold A, B

Whip To Ropes

Shoulder Toss: Hold A, D-pad towards ropes, C Down, A
Arm Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Hold A
Fireman's Carry: Hold A, D-pad towards ropes, C Down, Up, Hold A



Opponent On Mat

(Face Up)
Eye Gouge Submission: Move near to head, A
Figure Four Leg Lock: Move near to feet, A
Elbow Drop:B
(Face Down)
Camel Clutch: Move near to head, A
Cobra Twist: Move near to feet, A
Falling Elbow:B

Turnbuckle And Rope Moves

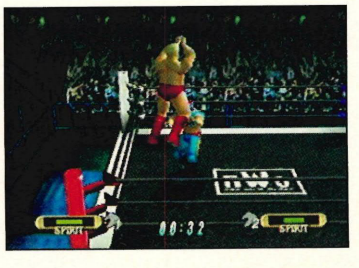
(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
Flying Flair: Move into turnbuckle, C Down
(Opponent Standing)
Double Axe Handle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Throat Chop: A, A
Turnbuckle Shoulder Ram: Hold A, A
Riding Punch: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Sucker Punch: Hold A, Move Analogue Stick
Command Performance: Hold A, Move Analogue Stick (from behind)



ULTIMO DRAGON



Ultimo Dragon originally lived in Japan, country of his birth, but he moved to Mexico to become a top wrestler in the WCW. His claim to fame is that he was at one time the holder of no less than nine title belts (making you wonder just how many there are!). Coming from Japan, Hollywood's home of martial arts, Ultimo has a talent for kicks and aerial moves, and his devastating signature is the Dragon Sleeper.

Kicks And Punches
Karate Punch: B (close)
Karate Kick: B (far)
Karate Chop: Up, B (close)
Roundhouse: Up, B (far)
Drop Kick: Hold B
Reverse Spinning Drop Kick: Up, Hold B

Weak Grappling (To Front)
European Upper Cut: A, A
Snap Mare: A, Up, A
Body Drop Takedown: A, Down, A
Arm Whip Elbow: A, B
Snap Suplex: A, Up, B
Ultimodriver: A, Down, B

Strong Grappling (To Front)
Side Suplex: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Tombstone: Hold A, Down, A
Drop DDT: Hold A, B
Belly to Back Suplex: Hold A, Up, B
Grapple Doctor Bomb: Hold A, Down, B

Weak Grappling (To Rear)
Reverse Back Breaker: A, A
Savage Kick: A, B

Strong Grappling (To Front)
German Suplex: Hold A, A
Maya Crossarm Suplex: Hold A, B

Whip To Ropes
Shoulder Carry: Hold A, D-pad towards ropes, C Down, A
Leg Whip: Hold A, D-pad towards ropes, C Down, Up, A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Hold A
Helicopter Back Breaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat
(Face Up)
Dragon Sleeper: Move near to head, A
Dragon Stretch: Move near to feet, A
Sunset Flip Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Surfboard Stretch: Move near to feet, A
Heel Stomp: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Cancun Tornado: Move into turnbuckle, C Down
(Opponent Standing)
Spinning Dragon Kick: Move into turnbuckle, C Down
Asai Moonsault: Run at ropes, Up, A

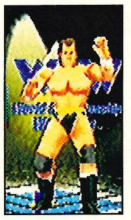
Throw Dazed Opponent Into Turnbuckle
Karate Chop: A, A
Suplex: Hold A, A
Dragonsteiner: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)
Running Power Bomb: Hold A, Move Analogue Stick
La Mahistral: Hold A, Move Analogue Stick (from behind)





DEAN MALENKO



Dean is the son of the late, lamented Professor Boris Malenko, a major wrestling star of the sixties and seventies, and as such grew up with wrestling as a major influence on his life. Following in his father's footsteps, Dean can counter any move he comes up against, and has a few surprises of his own, like his innovative signature move, the Texas Cloverleaf mat technique.

Kicks And Punches
Elbow Smash: B (close)
Sharp Low Kick: B (far)
Hooked Slap: Up, B (close)
Middle Kick: Up, B (far)
Low Drop Kick: Hold B
High Drop Kick: Up, Hold B

Weak Grappling (To Front)
Forearm Smash: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Reverse Arm Bar: A, B
Brainbuster to Bodyslam: A, Up, B
Pile Driver: A, Down, B

Strong Grappling (To Front)
Double Arm Suplex: Hold A, A
Fireman's Drop: Hold A, Up, A
Power Slam: Hold A, Down, A
Bryant Suplex: Hold A, B
Vertical Brain Buster: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling
(To Rear)
Spinning Back Drop: A, A
Reverse Back Breaker: A, B

Strong Grappling
(To Rear)
Abdominal Stretch: Hold A, A
German Suplex: Hold A, B

Whip To Ropes
Leg Whip: Hold A, D-pad towards ropes, C Down, A
Body Toss: Hold A, D-pad towards ropes, C Down, Up, A
Spinning Back Breaker: Hold A, D-pad towards ropes, C Down, Hold A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, Hold A



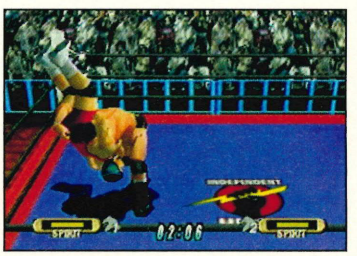
Opponent On Mat
(Face Up)
Arm Bar: Move near to head, A
Texas Cloverleaf: Move near to feet, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Side Surfboard Stretch: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Missile Kick: Move into turnbuckle, C Down

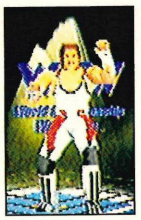
Throw Dazed Opponent Into Turnbuckle
Corner Maul: A, A
Avalanche Suplex: Hold A, A
Falling Reverse Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)
Double Arm Power Bomb: Hold A, Move Analogue Stick
Tiger Suplex: Hold A, Move Analogue Stick (from behind)





EDDY GUERRERO



Eddy Guerrero comes from the li'l ol' state of Texas, El Paso to be exact. His fast, dangerous and devil-may-care ring acrobatics have made audiences quickly warm to him, and his mat-wrestling prowess ranks with the best of them. Eddy's most useful trait is his ability at adapting to counter practically any fighting style, and he can often be seen finishing opponents with his signature Frog Splash move.

KICKS AND PUNCHES

Chop: B (close)
Mid Kick: B (far)
Straight Punch: Up, B (close)
Knee Kick: Up, B (far)
Super Kick: Hold B
Drop Kick: Up, Hold B

WEAK GRAPPLING (To Front)

Face Rake: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Arm Drag Smash: A, B
Snap Suplex: A, Up, B
Shoulder Breaker: A, Down, B

STRONG GRAPPLING (To Front)

Overhead Toss: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Piledriver: Hold A, Down, A
Belly To Back Suplex: Hold A, B
Frankensteiner: Hold A, Up, B
Power Bomb: Hold A, Down, B

WEAK GRAPPLING (To Rear)

Back Drop: A, A
Stampede: A, B

STRONG GRAPPLING (To Rear)

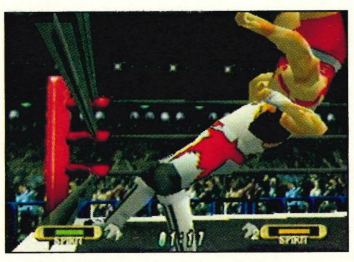
Reverse Brainbuster: Hold A, A
German Suplex: Hold A, B

WHIP TO ROPES

Arm Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Body Toss: Hold A, D-pad towards ropes, C Down, Up, A
Satellite Scissors: Hold A, D-pad towards ropes, C Down, Hold A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, Hold A

OPPONENT ON MAT

(Face Up)
Knee Drop: Move near to head, A
Leg Crush: Move near to feet, A
Frog Flip: B





(Face Down)
Camel Clutch: Move near to head, A
Knee Stretch: Move near to feet, A
Boot Stomp: B

TURNBUCKLE AND ROPE MOVES

(Opponent On Mat)
Frog Splash: When opponent is square with turnbuckle, move into it, C Down
Diving Head Butt: Move into turnbuckle, C Down
(Opponent Standing)
Top Rope Clothesline: Move into turnbuckle, C Down

THROW DAZED OPPONENT INTO TURNBUCKLE

Riding Punch: A, A
Top Rope Frankensteiner: Hold A, A
Avalanche DJ Bomb: Hold A, Up, A

SPECIAL MOVES (When Spirit Meter Flashes)

DJ Bomb: Hold A, Move Analogue Stick
Full Nelson Suplex: Hold A, Move Analogue Stick (from behind)



REY MYSTERIO JR



With his colourful costume and Spiderman-like mask, Rey Mysterio Jr couldn't be anything other than an astounding acrobat. Opponents know better than to challange Rey near the ropes, one of his favourite places to attack from, and he's not afraid to risk everything in crazy attacks that more often than not pay off. Rey's signature is his special attack move, the Hurricanrana Pin.



KICKS AND PUNCHES

Forearm Punch: B (close)
Roundhouse: B (far)
Kenpo Punch: Up, B (close)
Mid Kick: Up, B (far)
Spinning Reverse Dop Kick: Hold B
Drop Kick: Up, Hold B

WEAK GRAPPLING (To Front)

Forearm Smash: A, A
Snap Mare: A, Up, A
Falling Arm-Drag: A, Down, A
Elbow Grease: A, B
Cyclone Spin: A, Up, B
Screwdriver Slam: A, Down, B

STRONG GRAPPLING (To Front)

Spinning Foot Lock: Hold A, A
Reverse Hurricane: Hold A, Up, A
Head Spin Flip: Hold A, Down, A
Suplex Press: Hold A, B
Hurricane Pin: Hold A, Up, B
Small Package Press: Hold A, Down, B

WEAK GRAPPLING (To Rear)

Spinning Mule Kick: A, A
Face Crusher: A, B

STRONG GRAPPLING (To Rear)

Reverse Hurricane Pin: Hold A, A
Cancun Flip: Hold A, B

WHIP TO ROPES

Leg Trip: Hold A, D-pad towards ropes, C Down, A
Overhead Toss: Hold A, D-pad towards ropes, C Down, Up, A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Back Breaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

OPPONENT ON MAT

(Face Up)
Side Headlock: Move near to head, A
Spinning Knee Crush: Move near to legs, A
Body Flip: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to legs, A
Falling Elbow: B

TURNBUCKLE AND ROPE MOVES

(Opponent On Mat)
Sunset Pin: When opponent is square with turnbuckle, move into turnbuckle, C Down
Cancun Tornado: Move into turnbuckle, C Down
(Opponent Standing)
Tope Con Hero: Move into turnbuckle, C Down
Cyclone Splash: Run at Ropes, Up, A

THROW DAZED OPPONENT INTO TURNBUCKLE

Turnbuckle Tackle: A, A
Turnbuckle Punch: A, B
Flying Mysterio: Hold A, A
Flying DDT: Hold A, Up, A

SPECIAL MOVES (When Spirit Meter Flashes)

Power Jack: Hold A, Move Analogue Stick
Hurricanrana Pin: Hold A, Move Analogue Stick (from behind)

CHRIS BENOIT



Originating from Edmonton, Alberta, Chris Benoit is nicknamed 'Crippler' (nice!). He's not been with the WCW long, but has already gained an alliance with the infamous Four Horsemen and the respect of his peers. Quick and deadly, wrestlers would be wise to keep an eye out for Chris's signature move, the Diving Headbutt, otherwise they'll find themselves flat on the mat for a quick nap.



Kicks And Punches
Body Elbow: B (close)
Knee Kick: B (far)
Chest Slap: Up, B (close)
Karate Kick: Up, B (far)
Shoulder Charge: Hold B
Drop Kick: Up, Hold B

Weak Grappling (To Front)
Flying Forearm: A, A
Head Butt: A, Up, A
Body Slam: A, Down, A
Spinal Elbow: A, B
Snap Suplex: A, Up, B
Double Arm Power Bomb: A, Down, B

Strong Grappling (To Front)
Gut Wrench Suplex: Hold A, B
Twist Back Drop: Hold A, Up, A
Held Tombstone: Hold A, Down, A
Standing Clothesline: Hold A, B
Belly to Belly Press: Hold A, Up, B
Power Bomb Press: Hold A, Down, B

Weak Grappling (To Rear)
Reverse Back Breaker: A, A
Side Suplex: A, B

Strong Grappling (To Rear)
Reverse Brain Buster: Hold A, A
German Suplex: Hold A, B

Whip To Ropes
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Monkey Flip: Hold A, D-pad towards ropes, C Down, Up, A
Body Toss: Hold A, D-pad towards ropes, C Down, Hold A
Side Buster Spin: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat
(Face Up)
Side Headlock: Move near to head, A
Boston Crab: Move near to legs, A



Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to legs, A
Elbow Drop: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Diving Headbutt: Move into turnbuckle, C Down
(Opponent Standing)
Guillotine Drop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle
Corner Crunch: A, A
Turnbuckle Pike: A, B
Avalanche Suplex: Hold A, A
Dragonsteiner: Hold A, B

Special Moves (When Spirit Meter Flashes)
Power Jack: Hold A, Move Analogue Stick
Full Nelson Suplex: Hold A, Move Analogue Stick (from behind)

STEVEN REGAL



Not a popular wrestler amongst his colleagues or with the fans as a result of his pompous manner, Regal appears to be trying to live up to his name. He won't sign autographs and believes himself to be one of the finest wrestlers in the WCW, if not the world. His signature move is the appropriately named Regal Stretch, because for anyone to really think of Steven as regal would be a real stretch of the imagination.



Kicks And Punches
Peasant Slap: B (close)
Mid Kick: B (far)
Peon Punch: Up, B (close)
Low Kick: Up, B (far)
Drop Kick: Hold B
Reverse Kick: Up, Hold B

Weak Grappling (To Front)
European Uppercut: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Hiplock Takedown: A, B
Neck Breaker: A, Up, B
Holding Arm Lock: A, Down, B

Strong Grappling (To Front)
Chicken Wing Suplex: Hold A, A
Aerial Brain Buster: Hold A, Up, A
Shoulder Slide Press: Hold A, Down, A
Belly to Belly Suplex: Hold A, B
Arm Breaker: Hold A, Up, B
Regal Roll: Hold A, Down, B

Weak Grappling (To Rear)
Back Drop: A, A
Back Breaker: A, B

Strong Grappling (To Rear)
Abdominal Stretch: Hold A, A
German Suplex: Hold A, B

Whip To Ropes
Overhead Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A



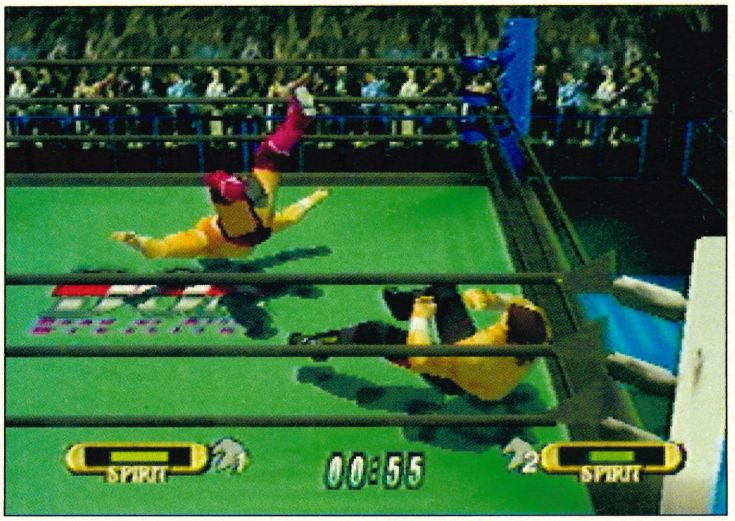
Cross Arm Bar: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Back Breaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat
(Face Up)
Reverse Head Lock: Move near to head, A
Regal Stretch: Move near to legs, A
Knee Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Side Surfboard Stretch: Move near to legs, A
Royal Stomp: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Double Hammer Hand: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle
Turnbuckle Beating: A, A
Pub Brawl: A, B
Avalanche Brain Buster: Hold A, A
Avalanche Suplex: Hold A, B

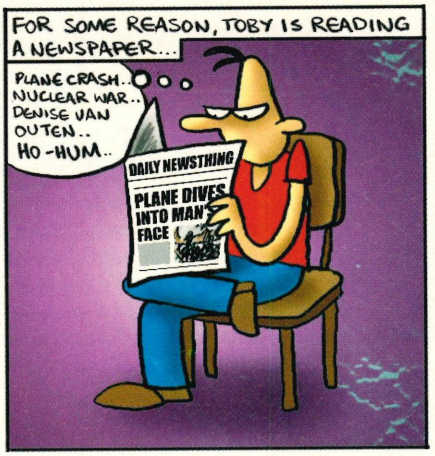
Special Moves (When Spirit Meter Flashes)
Power Bomb: Hold A, Move Analogue Stick
Command Performance: Hold A, Move Analogue Stick (from behind)

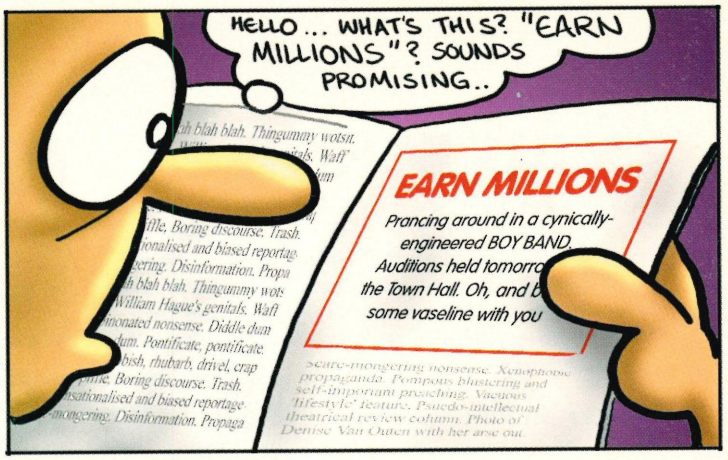


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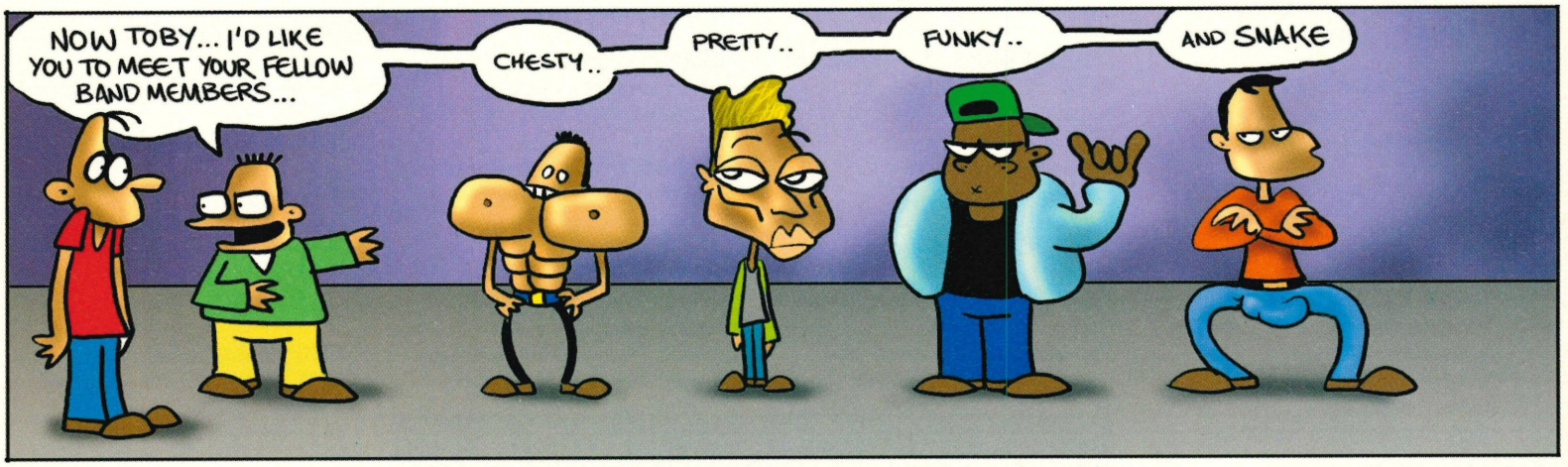




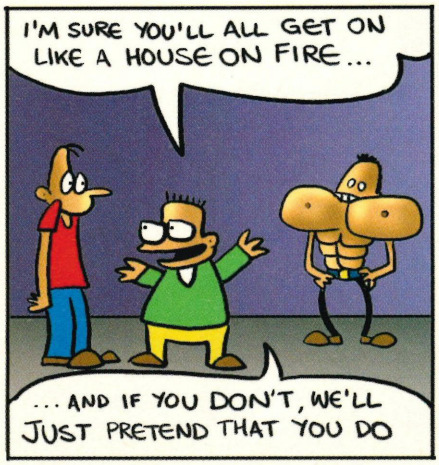


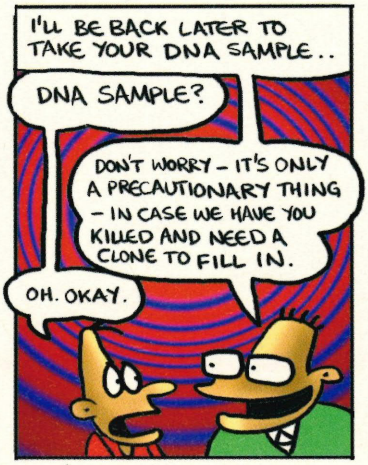


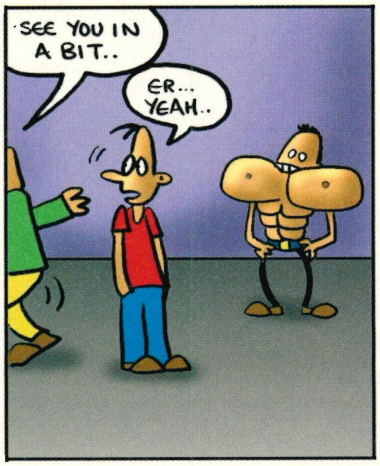


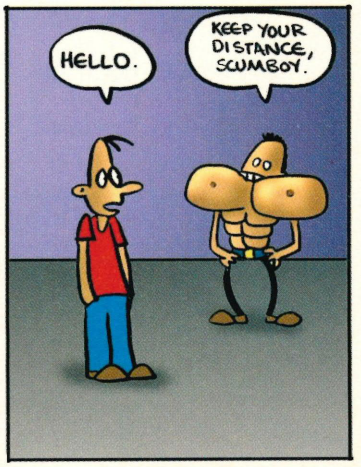


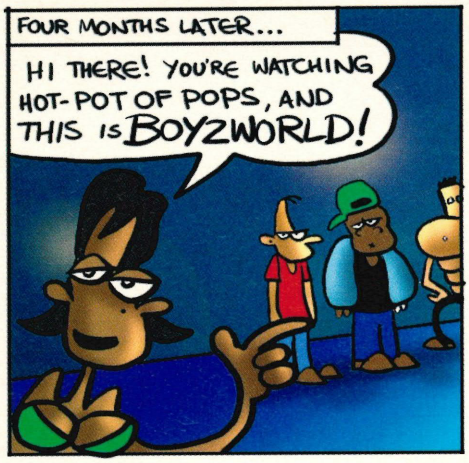
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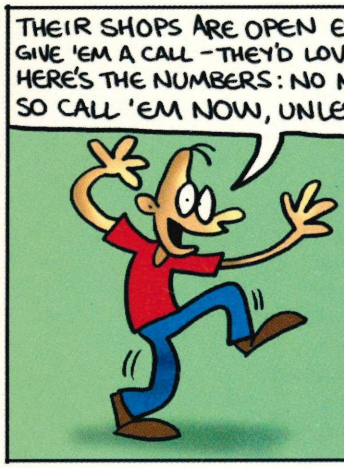
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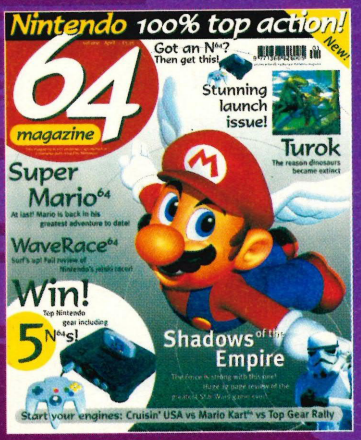
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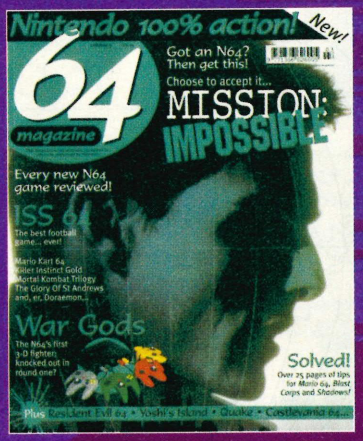
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Diddy Kong Racing



Goldeneye



Super Mario 64

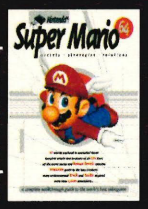


Mario Kart 64

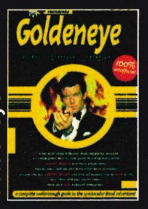


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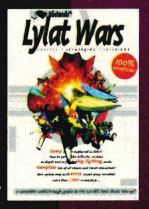
Super Mario 64



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64 magazine NINDEX

New look, same high quality – it's Nindex[3]!

AERO FIGHTERS ASSAULT

61 percent

Publisher: **Video System** Reviewed: **Issue 9** Price: **Import**



A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. A huge let-down.

AERO GAUGE

47 percent

Publisher: **ASCII** Reviewed: **Issue 10** Price: **Import**



Envious eyes looked upon the PlayStation and the success of Psygnosis's *Wipeout* games. A plan was set in motion – clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world! Actually, *Aero Gauge* isn't that bad – it's just grotesquely limited in scope, lacking in speed and having the world's worst pop-up effects.

ART OF FIGHTING TWIN

78 percent

Publisher: **Culture Brain** Reviewed: **Issue 10** Price: **Import**

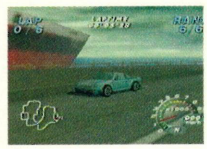


The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

AUTOMOBILI LAMBORGHINI

81 percent

Publisher: **THE Games** Reviewed: **Issue 8** Price: **£54.99**



Titus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

BLAST CORPS

82 percent

Publisher: **Nintendo** Reviewed: **Issue 3** Price: **£59.99**

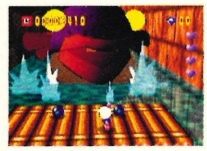


One of those games that defies categorisation, *Blast Corps* is best described as a combination of racing game and puzzler. A nuclear missile carrier is rolling towards destruction – you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

BOMBERMAN 64

86 percent

Publisher: **Nintendo** Reviewed: **Issue 9** Price: **£49.99**



On the SNES, the multi-player game made this a classic. On the N64 the battle mode is a profound flop, but the one-player game almost compensates. *Mario*-style landscapes present puzzles to be solved – not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

CHAMELEON TWIST

72 percent

Publisher: **Ocean** Reviewed: **Issue 10** Price: **£59.99**



One of several *Mario* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness – the game can be completed in next to no time.

CLAYFIGHTER 63 1/3

13 percent

Publisher: **Interplay** Reviewed: **Issue 8** Price: **£59.99**

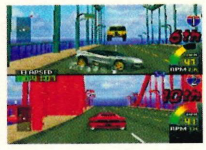


Worst game on the N64 without a doubt, and a strong contender for worst game of the decade. Aside from some mildly imaginative 3-D backgrounds, there isn't a single thing about this game that rises above the level of 'abysmal'. Fuzzy, jerky graphics, inept and clumsy controls and the most annoying sound effects since the last Jim Carrey film make this a true curler.

CRUIS'N USA

25 percent

Publisher: **Nintendo** Reviewed: **Issue 10** Price: **£34.99**



One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this – it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

DARK RIFT

57 percent

Publisher: **Vic Tokai** Reviewed: **Issue 4** Price: **£59.99**



Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both tedious and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

DIDDY KONG RACING

95 percent

Publisher: **Rare** Reviewed: **Issue 7** Price: **£49.99**



Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover! If you can live with the over-cutesy characters, this is the one racing game you really need to have.

DOOM 64

80 percent

Publisher: **GT Interactive** Reviewed: **Issue 1** Price: **£59.99**



Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing sprees unencumbered by the need for any troublesome thought or subtlety.

DORAEMON

40 percent

Publisher: **Epoch** Reviewed: **Issue 3** Price: **Import**



The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial.

DUAL HEROES

28 percent

Publisher: **Hudson Soft** Reviewed: **Issue 9** Price: **Import**



Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye.

DUKE NUKEM 64

64 SHOPPER

90 percent

Publisher: **GT Interactive** Reviewed: **Issue 7** Price: **£59.99**



The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

EXTREME G

64 SHOPPER

91 percent

Publisher: **Acclaim** Reviewed: **Issue 7** Price: **£49.99**



Take on a trackful of hi-tech bikers in this dementedly fast futuristic racer. An array of weapons and the option to have up to four players compete on either the rollercoaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-*Wipeout Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

F1 POLE POSITION

78 percent

Publisher: **Ubi Soft** Reviewed: **Issue 6** Price: **£59.99**



Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's actually a slightly improved version of the Japanese *Human Grand Prix*, but some of the fundamental problems of the original – like unrealistic car handling and a lack of believable crashes – still remain, hampering enjoyment.

FIFA 64

25 percent

Publisher: **EA Sports** Reviewed: **Issue 2** Price: **£29.99**



Hhhhuurkhhh-phtuii! Footballers are well known for their gobbing – the chances are they're thrutching their phlegm at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

FIFA: ROAD TO WORLD CUP '98

85 percent

Publisher: **EA Sports** Reviewed: **Issue 9** Price: **£59.99**



A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-enhancing things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.

GANBARE GOEMON

70 percent

Publisher: **Konami** Reviewed: **Issue 5** Price: **Import**



For now, the nearest thing the N64 has to an RPG. Ancient Japan has been invaded by aliens who want to turn the country into a bad musical, which should give you a hint about what sorts of insanity to expect. It's an amusing follow-up to Konami's SNES *Goemon* (aka *Mystical Ninja*) games, but with an English language version due soon it's probably best to wait rather than decyphering this.

THE GLORY OF ST ANDREWS

20 percent

Publisher: **Seta** Reviewed: **Issue 3** Price: **Import**



Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Brucie and Tarby would turn in their graves if they were dead.

GOLDENEYE

64 SHOPPER

96 percent

Publisher: **Nintendo** Reviewed: **Issue 5** Price: **£49.99**



Best game on the N64 and quite possibly one of the best videogames games of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you have to have this game or else face social ostracisation and the taunts of small children in the street.

HEXEN

45 percent

Publisher: **GT Interactive** Reviewed: **Issue 5** Price: **£59.99**



A *Dungeons & Dragons*-style take on *Doom*, though unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, an abundance of nasty brown textures making everything blend together on screen and no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

ISS 64

64 SHOPPER

93 percent

Publisher: **Konami** Reviewed: **Issue 3** Price: **£64.99**



Still the best football game around on any system, though a World Cup edition is apparently due later in the year. Footie purists maintain the Japanese original – *J-League Perfect Striker* – is slightly better, but even at its now inflated price, *International Superstar Soccer 64* is the ultimate example of the Beautiful Game. Another essential purchase.

J-LEAGUE DYNAMITE SOCCER

50 percent

Publisher: **Imagineer** Reviewed: **Issue 6** Price: **Import**



The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not good, not really worth even thinking about when there's *ISS* instead.

JOHN MADDEN 64

80 percent

Publisher: **EA Sports** Reviewed: **Issue 8** Price: **£59.99**



Gridiron action as approved by the portly syrup-sporter of yore. Released at the same time as Acclaim's *Quarterback Club*, *Madden* plays in much the same way (as you'd expect of an American football game). The AI of the players is slightly better in *Madden*, but it doesn't have *QBC*'s showy high-res graphics, so there's very little to choose between the two.

KILLER INSTINCT GOLD

70 percent

Publisher: **Nintendo** Reviewed: **Issue 3** Price: **£59.99**

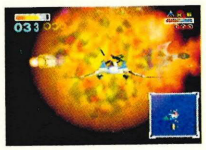


Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.

LYLAT WARS/STARFOX 64

94 percent

Publisher: Nintendo | Reviewed: Issue 5 | Price: £59.99

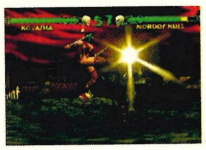


One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the N64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the duff UK title) it's that it is a bit on the easy side –seeing even the hardest worlds isn't that much of a task once you know how to reach them.

MACE: THE DARK AGE

76 percent

Publisher: GT Interactive | Reviewed: Issue 7 | Price: £59.99



A conversion of an arcade machine that provides some reasonable hack 'n' slash action as a bunch of medieval fighters – big musclebound hunks and over-inflated babes for whom clothes are an irrelevance – whack away at each other with big swords. There's enough here to keep beat-'em-up fans occupied for a while, though it still doesn't offer much long-term appeal.

MARIO KART 64

80 percent

Publisher: Nintendo | Reviewed: Issue 3 | Price: £49.99



Something of a disappointment, considering how good its Super NES forebear was. *Mario Kart 64* is fun at first, but the computer-controlled players cheat to an obscene degree (no matter how fast you are, they always catch up in moments) and some of the tracks provide nothing but irritation instead of challenge. Still good for multi-player racing, though!

MISCHIEF MAKERS

85 percent

Publisher: Nintendo | Reviewed: Issue 7 | Price: £49.99



Strangeness ahoy in this 2-D platformer, which crams in more variety and imaginative tricks than any of its 3-D contemporaries. You control Marina the green-haired robot maid in her constant efforts to rescue her lecherous and imbecilic master from the clutches of an evil empire of mournful aliens. Weird, yes, but compulsive, if maybe a little easy.

MK MYTHOLOGIES: SUB-ZERO

75 percent

Publisher: GT Interactive | Reviewed: Issue 9 | Price: £59.99



If you're turned on by the idea of making jump after jump after jump over perilous ledges using a poorly thought-out control method, with some ketchup-splattering combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, though. Still, some people prefer *Mortal Kombat* to *Street Fighter* – horse, there's a course.

MORTAL KOMBAT TRILOGY

55 percent

Publisher: GT Interactive | Reviewed: Issue 3 | Price: £59.99



Three blood-soaked games in one! And all of them of the same ropy quality. If you're the kind of person whose life won't be complete until you've seen every silly fatality, babality and animality in the *Mortal Kombat* series, then you should get this game. And a life. The gameplay of the *MK* franchise hasn't advanced since *MK2* in 1994, and it shows.

MULTI RACING CHAMPIONSHIP

62 percent

Publisher: Ocean | Reviewed: Issue 5 | Price: £59.99



A ponderous and unexciting attempt to bring rallycross to the N64. *MRC* is lacking in speed (generally considered to be a major ingredient in a racing game) and takes a good kicking on the difficulty front by being way too easy. The limited number of tracks (a mere three, not counting the usual mirror options) gives it the lifespan of a gnat. One of the cars is unbeatable, as well – why?

NAGANO WINTER OLYMPICS

77 percent

Publisher: Konami | Reviewed: Issue 10 | Price: Import

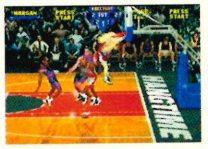


Wintery action from the Land of the Constantly Extinguishing Olympic Torch. Konami's attempt to simulate the Olympiad is a brave effort, but let down by a couple of sub-par events. The variety on sports on offer (from downhill skiing to – yes! – curling, which is more fun than it sounds) does help out, and it's a hell of a lot more realistic than the 'robots on ice' PlayStation version!

NBA HANGTIME

58 percent

Publisher: GT Interactive | Reviewed: Issue 5 | Price: £59.99

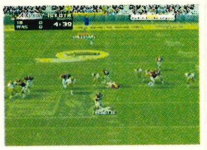


Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somehow fitting. It's all stupid super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it "awesome", which says it all!

NFL QUARTERBACK CLUB '98

80 percent

Publisher: Acclaim | Reviewed: Issue 7 | Price: £59.99



Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

PILOTWINGS 64

79 percent

Publisher: Nintendo | Reviewed: Issue 1 | Price: £59.99



A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just waft about over pretty landscapes. Since a member of the latter group edits the mag, guess which viewpoint is represented here?

PUYO PUYO SUN 64

87 percent

Publisher: Compile | Reviewed: Issue 8 | Price: Import



If it looks like something from the Sega Mega Drive, then that's because it pretty much is. The *Puyo Puyo* games have been around for years, and have changed very little along the way. Luckily, they don't need stunning graphics, because this is a game where gameplay is all. Great fun to play alone, supremely addictive against a friend – campaign for an official release now!

SAN FRANCISCO RUSH

75 percent

Publisher: GT Interactive | Reviewed: Issue 9 | Price: £59.99



The streets of San Francisco have never been more dangerous! Racing up the hills and round the twisting corners of the city on the bay is entertaining, although the control method could stand a lot of improvement. However, it's the hidden depth of *SF Rush* (you can explore for miles off the track to find hidden keys that unlock secrets) that keeps it interesting.

SHADOWS OF THE EMPIRE

62 percent

Publisher: Nintendo | Reviewed: Issue 1 | Price: £59.99



A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

SNOBOW KIDS

80 percent

Publisher: **Atlus** Reviewed: **Issue 10** Price: **Import**



A surprisingly enjoyable little game, which for a while supplanted *Goldeneye* as the office after-hours four-player game of choice. Unlike the 17 million other N64 snowboarding games on the way, *Snobow Kids* plays for laughs, and is all the better for it. One of the courses doesn't even have any snow on it, fer chrissakes! Good, clean, wholesome entertainment.

SUPER MARIO 64

64 SUPER

94 percent

Publisher: **Nintendo** Reviewed: **Issue 1** Price: **£49.99**



The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutesy) fun.

TETRISPHERE

75 percent

Publisher: **Nintendo** Reviewed: **Issue 10** Price: **£39.99**



Tetris with balls, if you will. This update of the classic Game Boy puzzler takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same – group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.

TOP GEAR RALLY

64 SUPER

90 percent

Publisher: **THE Games** Reviewed: **Issue 7** Price: **£54.99**

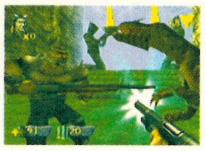


Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of *Sega Rally*. It boasts five large courses with variable weather conditions, and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

TUROK: DINOSAUR HUNTER

72 percent

Publisher: **Acclaim** Reviewed: **Issue 2** Price: **£39.99**



Now at a new low price, *Turok* is much better value, though in terms of playability it is nowhere near the level of *Goldeneye*. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, Turok's the man. Well, him and Duke.

WAVE RACE 64

87 percent

Publisher: **Nintendo** Reviewed: **Issue 1** Price: **£59.99**



An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

WAYNE GRETZKY'S 3-D HOCKEY

84 percent

Publisher: **GT Interactive** Reviewed: **Issue 5** Price: **£59.99**

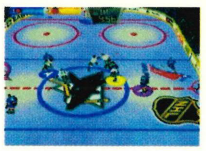


The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling block is that nobody over here watches ice hockey!

WAYNE GRETZKY'S 3-D HOCKEY '98

85 percent

Publisher: **Midway** Reviewed: **Issue 10** Price: **Import**



The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences come in updated player stats and teams, so it's one for ice hockey completists only.

WAR GODS

52 percent

Publisher: **GT Interactive** Reviewed: **Issue 6** Price: **£59.99**



For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *Clayfighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

WCW VS NWO WORLD TOUR

85 percent

Publisher: **THQ** Reviewed: **Issue 9** Price: **£**



Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW Vs NWO* provides something no other fighting game has managed – full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the 'sport', which is something in itself!

WHEEL OF FORTUNE

45 percent

Publisher: **Gametek** Reviewed: **Issue 10** Price: **Import**



Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (boo!), this is the American version of the gameshow for numbskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inanely in a small video window), the questions are far too American-oriented and insanely literal for UK players to get to grips with.

WILD CHOPPERS

72 percent

Publisher: **Seta** Reviewed: **Issue 9** Price: **Import**



A sort of 3-D version of the old *Desert Strike* games, Seta's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

WORLD SOCCER 3

86 percent

Publisher: **Konami** Reviewed: **Issue 9** Price: **Import**



An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

YOSHI'S STORY

81 percent

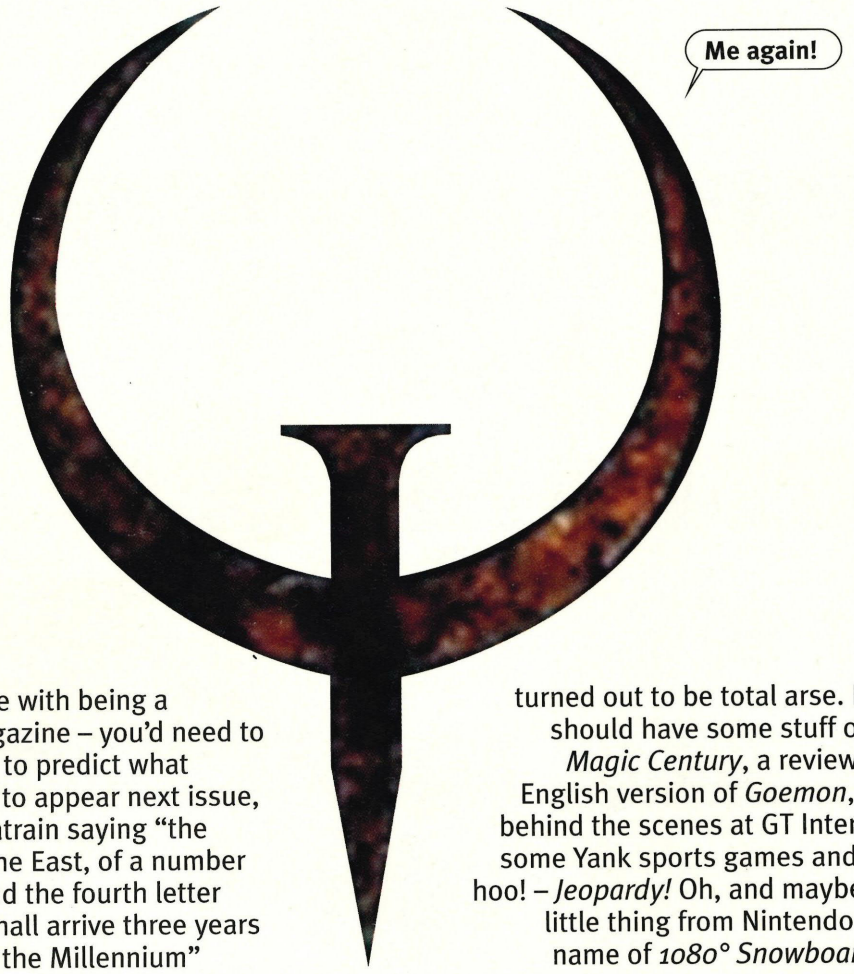
Publisher: **Nintendo** Reviewed: **Issue 10** Price: **Import**



A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely, laughably easy to complete. There are rumours that the Western version will be tweaked to provide more of a challenge – let's hope so, as currently it's a wasted opportunity.

LET'S QUAKE AGAIN!

Like we did last issue. Well, we *were* going to feature *Quake 64*, but because it's now supposedly having a four-player game put in we decided it'd make more sense to hold it back until we can take a gander at the really cool stuff. You'll thank us for it in the long run, you know.



That's the trouble with being a Nintendo 64 magazine – you'd need to be Nostradamus to predict what games are likely to appear next issue, and even his quatrain saying "the black box from the East, of a number eight by eight and the fourth letter twice in name, shall arrive three years afore the turn of the Millennium" turned out to be total arse. But we should have some stuff on *Holy Magic Century*, a review of the English version of *Goemon*, a look behind the scenes at GT Interactive, some Yank sports games and – woo hoo! – *Jeopardy!* Oh, and maybe some little thing from Nintendo by the name of *1080° Snowboarding*...

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Dead pool this month: Whoever decreed that all games magazines must have 13 issues a year instead of 12, useless temps who don't send us what they were supposed to, Aqua.

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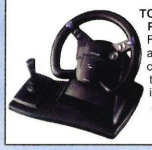
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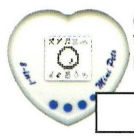
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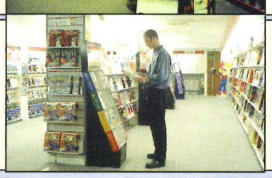


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