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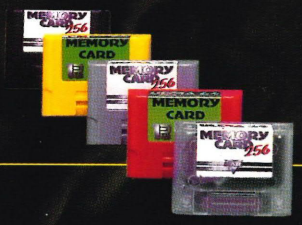
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The Games



DIDDY KONG RACING



GOLDENEYE

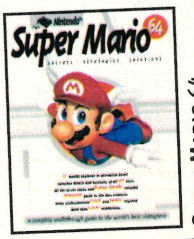


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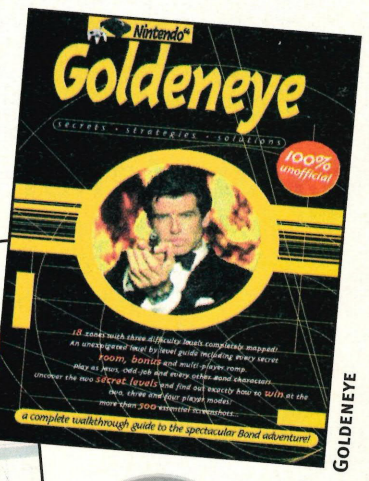


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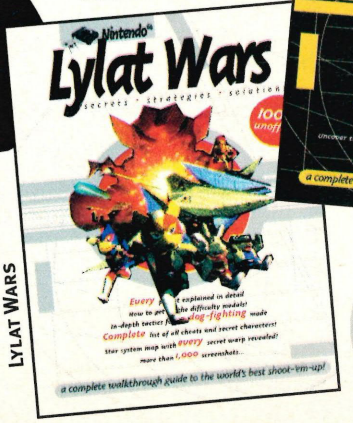
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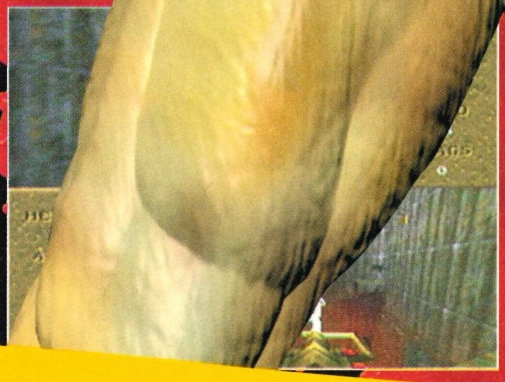
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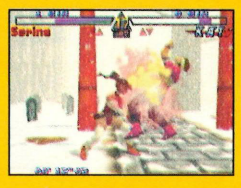
The biggest PC game in the world has now brutalised its way onto the N64 – *Quake* is here! But is it going to be better than *Goldeneye*?



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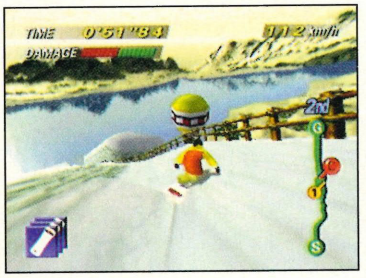
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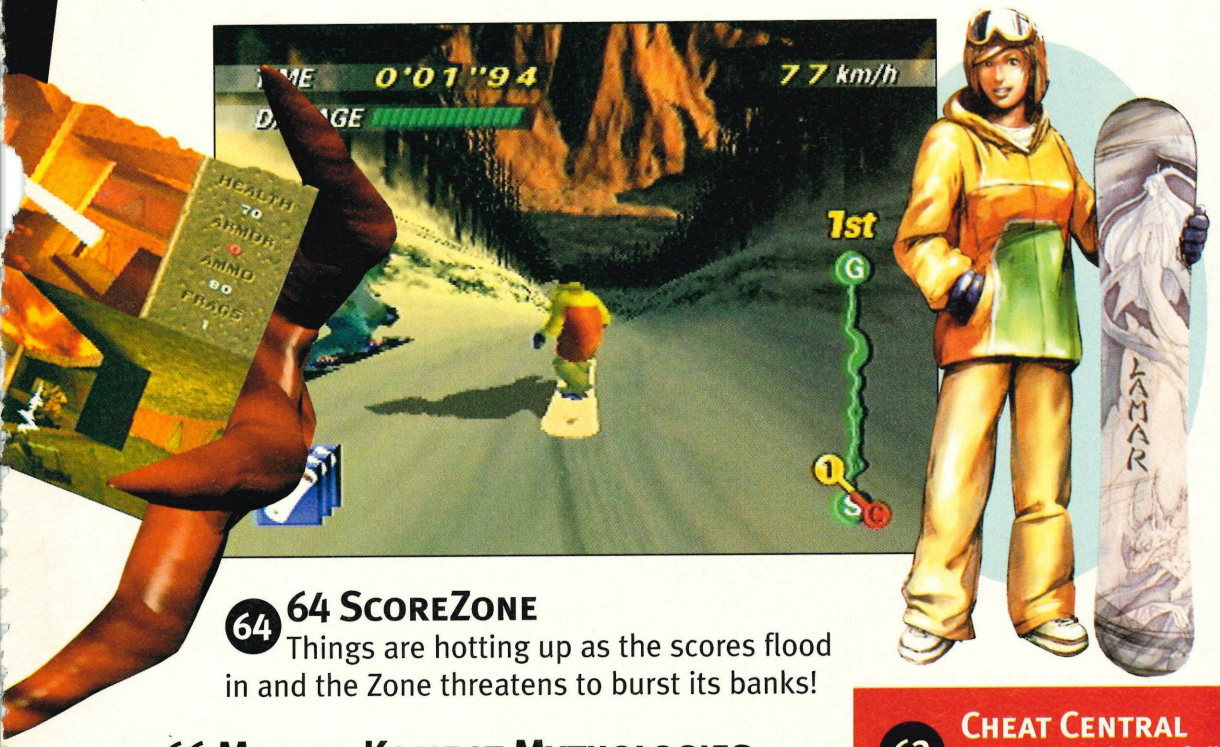
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Nintendo get back into the realism game with the latest title from the team that brought you *Wave Race*. Just *how* cool is snow?







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Step by step, splat by splat – if you've been having trouble with GT Interactive's bloody adventure, trouble no longer!



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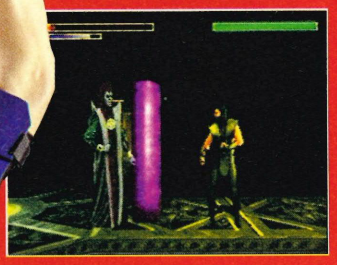
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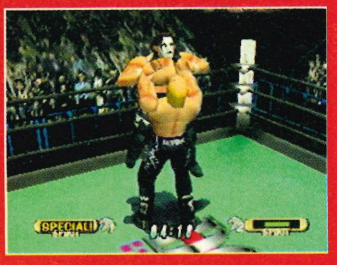
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More hairy wrestlers shout at people. And you want to 'be' them? Okay, whatever.





N64 Welcome!

NO COMPLAINTS
(SOMETHING MUST BE WRONG)

FOR A CHANGE, I DON'T HAVE anything to moan about. Well, nothing specific anyway. I could go on about the lack of new games coming out, but I do that every issue. I could rail against the injustices of the world and the general hatefulness of humanity, but you've probably worked that out for yourself.

In fact, game-wise, the outlook for the N64 is probably the best it's ever been. You only have to look at the suddenly bloated release schedule this issue to see that! With over 50 games already confirmed for release this year around the world, and plenty more being worked on, things are finally starting to approach critical mass for Nintendo's machine. The more games there are, the more people are going to buy, and the more games people buy the more games will be produced. No problems with that!

Even the British release schedule, a much maligned piece of work, seems to be picking up speed. The UK version of *Yoshi's Story* will be out only a month after its American counterpart, and with an increasing number of games being picked up for UK release, it hopefully won't be long before there should be a new N64 game on the shelves every week. Of course, we've still got to wait until the end of the year for *Zelda*, but you can be assured that we'll be playing the Japanese version to death in the meantime...

Anyway, that's enough of me – by the time you read this I'll be taking my first proper holiday in seven years and severely damaging my credit card in the Big Apple. Hopefully I'm not tempting fate by taking this break during the production period for issue 13...

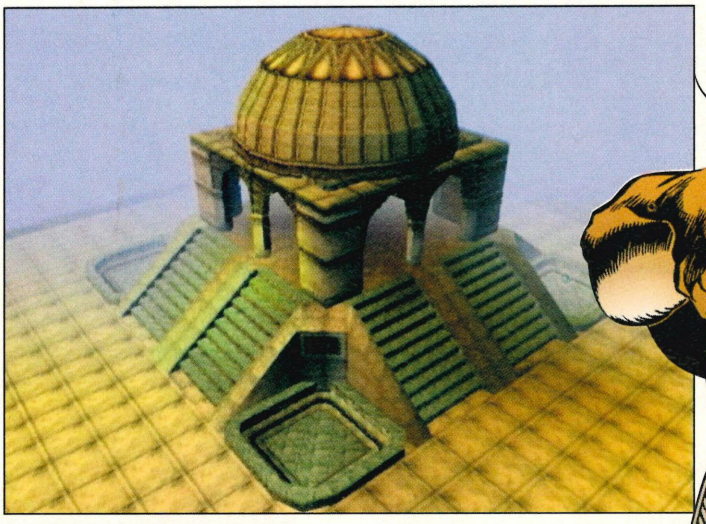
Andy McDermott, Editor

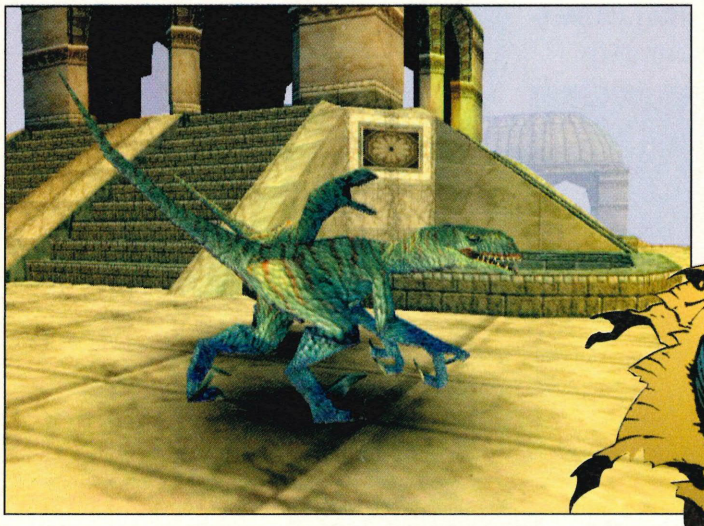
the 64 showcase

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TUROK 2







HELLO BOYS



If you're fed up of waiting for the arrival of Nintendo's 64GB peripheral, British boffins Datel have beaten the Big N to the punch with their own Game Boy Emulator!

The GB Emulator fits into the N64's cartridge slot (unlike the 64GB, which slots into a controller), and runs like the Super Game Boy add-on for the SNES. Players can choose from a range of range of colour palettes to replace the Game Boy's standard shades of grey, and it also supports the more colourful Super Game Boy titles.

As if that wasn't enough, the GB Emulator also acts as an Action Replay, containing hundreds of cheat codes for major Game Boy games. Quite what Nintendo will make of the gadget is uncertain, as they have never been keen on other people making plug-ins for their machines (Nintendo got into a lengthy legal wrangle over the Game Genie cheat cartridge some years back, which they ultimately lost).

We were hoping to review the GB Emulator this issue, but unfortunately it didn't arrive in time. We'll tell you what we think of it next issue, by which time it should be on the shelves at a price of £39.99.



SHAKE YOUR BOOTY

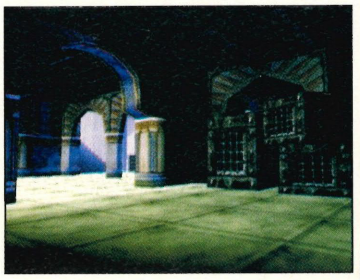
Datel have been busy – as well as the Game Boy Emulator above, they've also come up with an 8 Meg memory card (that's the same size as 32 Nintendo Controller Paks – erk), and combined it with their Shockwave Rumble Pak clone to produce the MegaJolt. To quote our Mystic Mag feature in issue eight, "Datel release a memory card... that has enough RAM to store the entire knowledge of the world. Unfortunately, it takes over a month to scroll through all the pages." The MegaJolt isn't quite there yet, but you just wait... £34.99 will get you one of these handy gizmos when they hit the streets in March.

Are they real or are they Memorex? The latest batch of pictures from the upcoming sequel to *Turok: Dinosaur Hunter* have had many a scribe peering suspiciously at them, as they seem too good to be true. Are they really from an N64, or are they the product of several grand's worth of Silicon Graphics kit? Acclaim and developers Iguana insist that they're the product of the former...

If this is the case, then *Turok 2* is going to be bloody amazing to look it. The fogging that plagued the first game is still there, but it's been pushed back a long way so that things don't go all pea-soupy three feet from the titular Indian's nose. New data compression techniques have been used to make the levels a lot bigger than in the original game, and we've also been promised more variety in the landscapes as well. More dinosaurs, too – at last, Turok will be able to live up to his name of 'dinosaur hunter'!

Players who got annoyed by all the jumping around like a cricket on Pro-Plus in the first game will be relieved to know that developers Iguana have decided to make *Turok 2* more of an all-action experience than a platform game. With over 40 different kinds of enemy baying for Turok's blood, it's probably just as well that he's going to be given an equally exotic range of weaponry with which to exterminate them. The ultimate villain is the evil alien Primagen, who is orchestrating his minions from within a crashed spaceship. Sounds like a job for Turok and his unlicenced nuclear accelerator if ever we heard one!

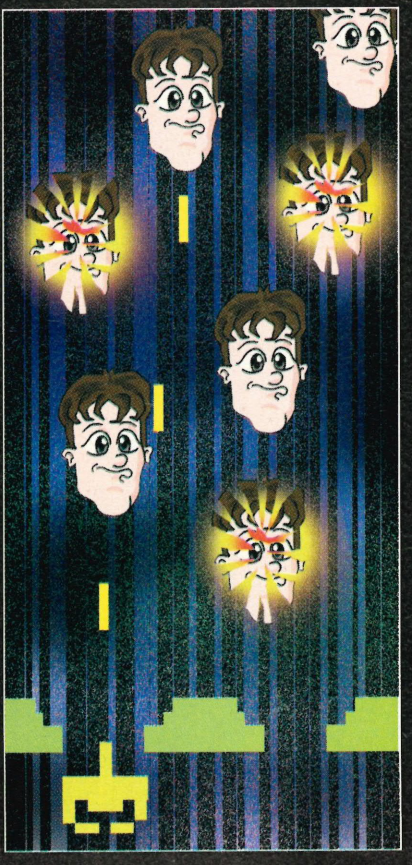
Turok 2 could turn out to be the game that gives James Bond a run for his money. We'll keep you posted on what's sure to be one of the most eagerly awaited games of the year.



SHOOT-'EM-UP CONSTRUCTION KIT!

Obscure Japanese developer Athena have decided they can't wait for the 64DD to arrive, and are hard at work on a cartridge-based game creation program! *Dezaemon 3-D* (no relation to *Doraemon*) is planned to go on sale in Japan in April or May, and lets creatively-minded players build their own shooter. Graphics for the player, enemies and backgrounds can be drawn using *Dezaemon*'s built-in art package, and then put into *R-Type* style scrolling blasters. Completed games can be saved to the cartridge's built-in memory.

There's no plan yet for a Western release, but since the game isn't even completed yet there's plenty of time for some enterprising publisher to snap it up. We'd certainly like to get a copy, if only to play *Roy-Type*, where long-suffering Paragon staff have to shoot down a succession of Garth Brooks albums and dodgy t-shirts!

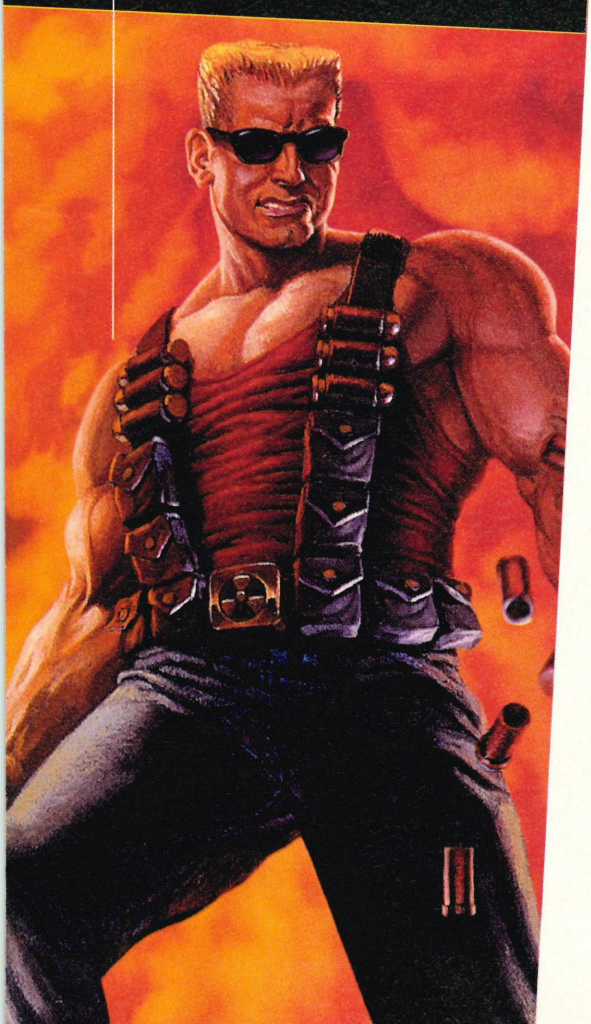


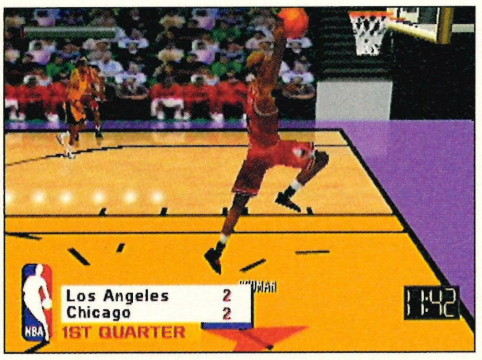
Duke Filmem

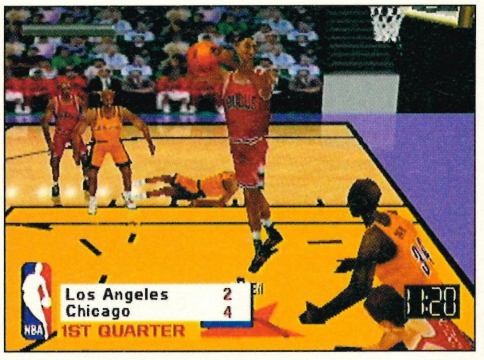
Hail to the king, baby! The world's least politically correct videogame hero (well, apart from the guy from *Postal*) has decided that videogames just aren't big enough for him any more, and is making the move to the big screen!

Threshold Entertainment, the company that brought *Mortal Kombat* to the cinema (okay, so *Citizen Kane* it ain't, but it was better than *Street Fighter: The Movie* or *Super Mario Bros*), has obtained the movie rights to GT Interactive's raspy larynxed antihero.

Still on the subject of Duke, a sequel (of sorts) to *Duke Nukem 64* is apparently in the works. Called *Duke Nukem: Time To Kill*, the game will eschew the first-person viewpoint of of its predecessor for a *Tomb Raider*-style third-person camera. The plot involves Duke travelling through time – odds on his task is to exterminate anything and everything he encounters in as violent a manner as possible! We'll bring you more news as it comes.



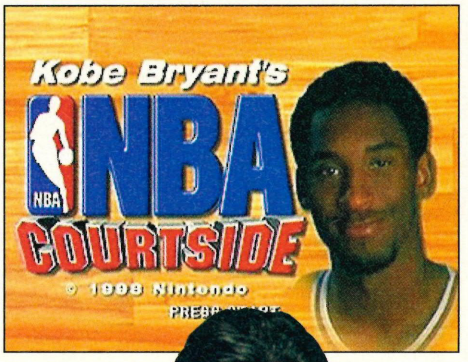




AND YOU ARE...?

Nintendo's *NBA Basketball*, which we reported on in issue nine, has undergone a change of name to *Kobe Bryant's NBA Courtside*. Sorry, who? We were able to guess that he's an American basketball player, but beyond that his identity is a mystery. Presumably Nintendo will save themselves a few bob on the licencing fees by releasing the game as plain and simple *NBA Courtside* over here.

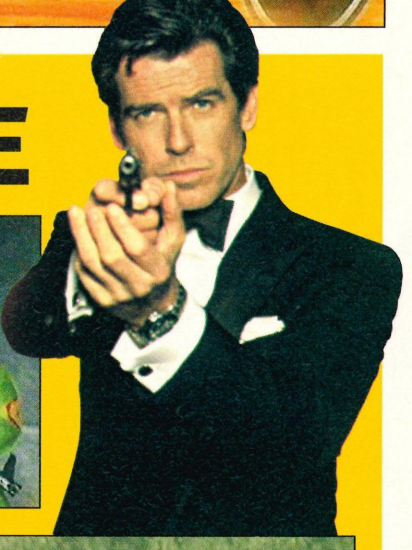
It's interesting to compare *NBA Courtside* to Konami's *NBA Pro '98*, reviewed this issue. *Courtside* makes use of the N64's underutilised medium-res mode, which was previously used by *FIFA '98*, and it makes a massive difference to the quality of the graphics. *Kobe Bryant's NBA Courtside* is due out on April 27 – quite a way in advance of the original on-sale date of July. That means a Nintendo game is going to come out early. We'll just repeat that – a Nintendo game is going to come out early! (Why couldn't it have been *Zelda*?)

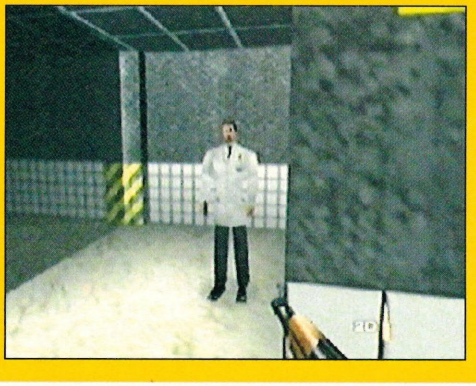


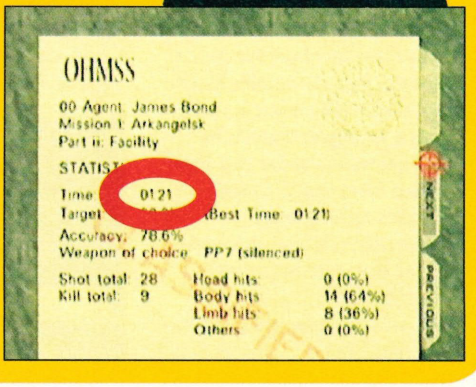
GoldenEye

Congratulations to **Michael Williams** of Exeter who completed our *Goldeneye* challenge – to do the Facility on 00 level in under 2:05. Sadly, the video came in too late to make ScoreZone this month, so expect a full explanation of how he did it next month!

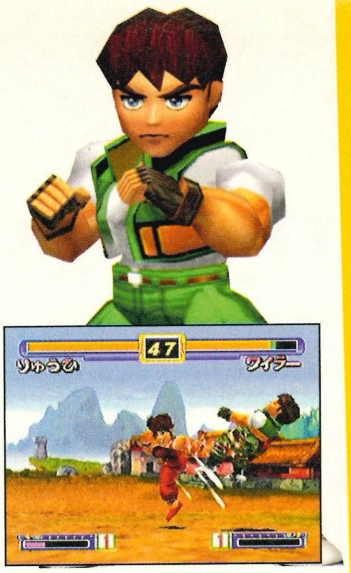








Twin Of Twin!



Culture Brain's fighter *Hiryu No Ken Twin* (*Art Of Fighting Twin*/*Flying Dragon Twin*/whatever twin), which scored a perfectly decent 78% in issue 10, is to get a sequel. With spectacular imagination, the new game is to be called *Hiryu No Ken Twin 2*!

The same bizarre mixture of realistic and super-deformed fighters is likely to reappear in the sequel, which as yet has no set release date. In related news, the original game is going to be released in America by Natsume, so we'll finally be able to see what they're wittering on about in the story mode!

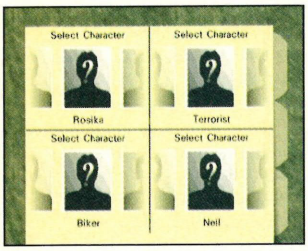
OOH! AAH! RAKUGA!

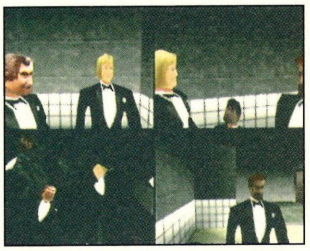
Konami's fighting game *Rakuga Kids*, which we first mentioned last issue, has turned out to be even weirder than the *Virtua Fighter Kids*-type game everyone was expecting! With paper cutout fighters who look a lot like the 2-D protagonist of the PlayStation's *Parappa The Rapper*, *Rakuga Kids* apparently involves the contestants fighting to prove who's the best graffiti artist! Strange days indeed. *Rakuga Kids* is going to be shown at the Tokyo Game Show in late March, so hopefully we'll be able to tell you more about it next issue.



STOP PRESS CHEAT!

And no, it's not an April Fool...

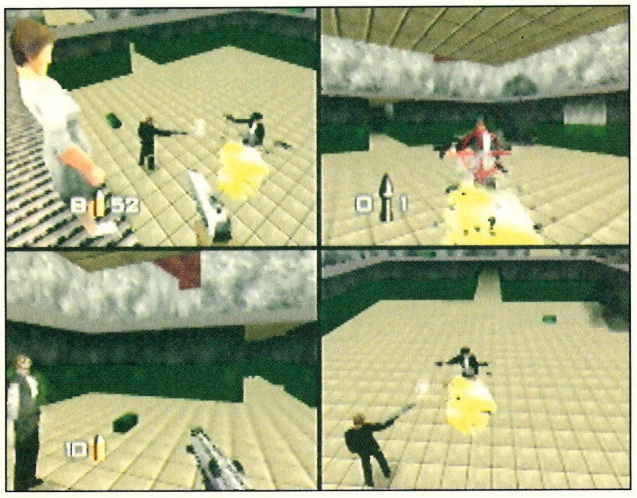


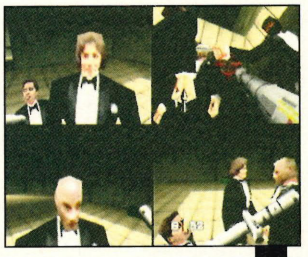




An amazing new *Goldeneye* cheat arrived too late to make it into Cheat Central! It lets you access a load of new deathmatch characters, including the programmers. No old Bonds or Andy McDermotts, but still... Here's how you do it!

1: Go to the last character on the select screen – either Mishkin or the Moonraker Elite.
2: Hold L & R and push C Left.
3: Hold L & push C Up.
4: Hold L & R and push d-pad Left.
5: Hold L and push d-pad Right.
6: Hold R and push d-pad Down.
7: Hold L & R and push C Left.
8: Hold L and push C Up.
9: Hold L & R and push d-pad Right.
10: Hold L & R and push C Down.
11: Hold L and push d-pad Down.





Jerry Seinfeld begs for mercy as Gunther looks on.

64 magazine CHARTS

ChartTrack

No.	Game	Publisher
1	Goldeneye 007	Nintendo
2	WCW Vs NWO	THQ
3	FIFA '98	EA Sports
4	Diddy Kong Racing	Nintendo
5	Nagano Winter Olympics '98	Konami
6	Super Mario 64	Nintendo
7	Tetrisphere	Nintendo
8	Mario Kart 64	Nintendo
9	Turok	Acclaim
10	Lylat Wars	Nintendo
11	ISS 64	Konami
12	Cruis'n USA	Nintendo
13	Duke Nukem 64	GT Interactive
14	Bomberman 64	Nintendo
15	Extreme G	Acclaim
16	Wave Race	Nintendo
17	Top Gear Rally	Nintendo
18	F1 Pole Position 64	Ubi Soft
19	MRC	Ocean
20	Killer Instinct Gold	Nintendo

AREN'T THEY QT?

In Japan they'll super-deform anything, and cars are no exception. Takara's racing game *Choro Q 64* features some very diddy little motors, which can be customised by players to produce some very strange, yet still somehow cute, vehicles.

Choro Q 64 will support up to four players, and the gameplay is similar to Rare's *RC Pro-Am* on the Game Boy (one of our editor's favourite GB games), only now in 3-D. Choro Q cars are actually part of a range of slot car toys in Japan, which are designed to be customised. Players can do the same in the game and, better yet, can also create their own custom tracks! Shrivelled gaming eldsters who remember *Racing Destruction Set* on the Commodore 64 will love this, as they'll be able to create new tracks without a 20 minute wait to load in the track editor. *Choro Q*'s tracks and cars can be saved out to a Controller Pak, allowing gamers to take on each others' creations. Sounds a lot more fun than breeding Pocket Monsters!





64 NEWS NUGGETS

Ubi Soft are following up their release of the okay-but-not-brilliant *F1 Pole Position* with a new Formula 1 game, provisionally entitled *F1 Racing '98*. The company has secured an official F1 licence, and the game is expected to debut at the E3 show in May... Not really N64 news, but interesting nevertheless – Nintendo have announced that their evergreen Game Boy will finally get a full colour screen, close to a decade after the machine was first launched. Wonder how the 64GB and Datel's GB Emulator will react to games programmed for that?... Electronic Arts now seem certain to publish a Nintendo version of their hit racer *The Need For Speed*... Fans of dystopian 1970s science fiction/sports films will be delighted to learn of a game based on *Rollerball*, coming soon-ish from MGM Interactive... Newcastle/coals interface potential – Argonaut, programmes of *Buck Bumble* (see page 21) may be bringing a sequel to PlayStation Marioalike *Croc* to the N64... *Tomb Raider* creators Core Design are toying with the idea of an N64 fighting game. No details are known yet, but we've been told by Core that it *won't* be a conversion of PlayStation bashfest *Fighting Force*...

DOH!

A couple of corrections from last issue: the SFX64 V3 adaptor from Blaze should have been awarded 4 out of 5, not 3, and the price of *Fighter's Destiny* from Skill Academy is actually £54.99, not £59.99. Oh, and there was a space missing from one of the captions in the *Tamagotchi World* review as well. Now that's all sorted, on with the issue.



LATEST RELEASE DATES

By George, I think they've got it! It finally seems as though the N64's release schedules are starting to settle down, and that games will come out when they're supposed to instead of being delayed without warning, which is rather annoying when you're hoping to get them in for review. At this rate, we might even be able to start putting in specific dates soon!

UK

Now-April
Yoshi's Story (Nintendo)
Mystical Ninja Starring Goemon (Konami)
NBA Pro '98 (Konami)
NHL Breakaway '98 (Acclaim)
Virtual Chess 64 (Titus)
Wayne Gretzky '98 (GT Interactive)
Wetrix (Ocean)
Fighter's Destiny (Ocean)

May-June
NBA Courtside (Nintendo)
Conker's Quest (Rare)
Twisted Edge Snowboarding (THE Games)
Holy Magic Century (Konami)
Deadly Arts (Konami)
ISS 2 (Konami)
Forsaken (Acclaim)
FIFA World Cup '98 (EA Sports)
Bust-A-Move 3 (Acclaim)
Reckin' Balls (Acclaim)
Quake 64 (GT Interactive)
Tonic Trouble (Ubi Soft)
Carbuncle's Avalanche (Take 2)
Mission: Impossible (Ocean)
UEFA Soccer '98 (Ocean)

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)
Bass Hunter (Take 2)
Spooky (ICE)

JAPAN

Now-April
Zelda 64: The Ocarina Of Time (Nintendo)
Banjo And Kazooie's Great Adventure (Nintendo)
NBA Pro '98 (Konami)
GASP (Konami)
Powerful Pro Baseball 5 (Konami)
Susume! Taisen Puzzle Dama (Konami)
Eltale: The Elemental Tails (Imagineer)
Snowspeeder 64 (Imagineer)
King Of Pro Baseball 2 (Imagineer)
Flights Of The UN (Video System)
Wayne Gretzky's 3-D Hockey '98 (Gamebank)
Augusta: Masters '98 (T&E Soft)
Bomberman Hero (Hudson Soft)
Legion X (Hudson Soft)
Let's Smash (Hudson Soft)
Air Boarder 64 (Human)

May-June
64DD (Nintendo)
64GB (Nintendo – TBC)
F-Zero X (Nintendo)
Conker's Quest (Rare)
(64DD) Pocket Monsters Stadium (Nintendo)
Rockman Dash (Capcom)
"Disney puzzle game" (Capcom)
Super Robot Spirits (Banpresto)
Rev Limit (Seta)
Pachinko 365 Days (Seta)
Choro Q 64 (Takara)
Bio Tetris (Amtex)
Macross: Another Dimension (Tomy)

July-onwards
NBA Courtside (Nintendo)
Pikachu Genki De Chu (Nintendo)
Kirby's Air Ride (Nintendo)
Capture Cartridge (Nintendo)
Mouse (Nintendo)
(64DD) Mario Artist series (Nintendo)
(64DD) F-Zero Xpansion Set (Nintendo)
(64DD) Mother 3 (Nintendo)
(64DD) Pocket Monsters Snap (Nintendo)
(64DD) Sim City 64 (Nintendo)
(64DD) Jungle Emperor Leo (Nintendo)
(64DD) Sim City 64 (Nintendo)
(64DD) Teo (Hudson Soft)
Street Fighter EX 64 (Capcom)
Ghouls 'n' Ghosts 64 (Capcom)
"Biohazard 64" (Capcom)
"Racing game" (Capcom)
Dracula 3D (Konami)
Hybrid Heaven (Konami)
Rakuga Kids (Konami)
Konami Hockey '98 (Konami)
Sim Copter (Maxis)
Onegai Monster (Bottom Up)
Ultra Baseball 64 (Culture Brain)

USA

Now-April
1080° Snowboarding (Nintendo)
Kobe Bryant's NBA Courtside (Nintendo)
Mystical Ninja Starring Goemon (Konami)
Quake 64 (Midway)
Rampage World Tour (Midway)
Reckin' Balls (Acclaim)
NBA Jam '98 (Acclaim)
WWF '98 (Acclaim)
Virtual Chess 64 (Titus)
Sim City 2000 (Maxis)
Aero Gauge (ASCII)
Wetrix (Ocean)

May-June
Banjo-Kazooie (Nintendo)
MLB Featuring Ken Griffey Jr (Nintendo)
Deadly Arts (Konami)
ISS 2 (Konami)
Turok 2 (Acclaim)
Forsaken (Acclaim)
Acclaim Sports Soccer (Acclaim)
Bust-A-Move 64 (Acclaim)
All-Star Baseball '99 (Acclaim)
Mortal Kombat 4 (Midway)
Twisted Edge Snowboarding (Midway)
Gex 2 (Midway)
Off-Road Challenge (Midway)
Mike Piazza's Strike Zone (GT Interactive)
FIFA World Cup '98 (EA Sports)
Quest 64 (THQ)
Tonic Trouble (Ubi Soft)
Earthworm Jim 3 (Interplay)
Flying Dragon Twin (Culture Brain)
Mission: Impossible (Ocean)
UEFA Soccer '98 (Ocean)

July-onwards
Zelda 64: The Ocarina Of Time (Nintendo)
F-Zero X (Nintendo)
Banjo-Kazooie (Nintendo)
Body Harvest (Nintendo)
Conker's Quest (Rare)
Castlevania 64 (Konami)
Turok 2 (Acclaim)
WWF Warzone (Acclaim)
Duke Nukem: Time To Kill (GT Interactive)
Twisted Edge Snowboarding (Midway)
Bio Freaks (Midway)
Wayne Gretzky's 3-D Hockey '99 (Midway)
NFL Blitz '98 (Midway)
Buck Bumble (Ubi Soft)
Sim Copter (Maxis)
Wild Choppers (Seta)
Spooky (ICE)

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When I'm 64

After last issue's 64DD-heavy POSTBAG, things are back to NORMAL this time. Well, as normal as things GET around here. If you've sent us an e-mail recently and it got BOUNCED back, we had a problem with our SYSTEM which should now have been FIXED – so e-mail AWAY!

64 MAGAZINE, in association with Fire International, is offering a little incentive for our readers to write in. Every letter printed (that's proper letters with sentences and everything, not lists of questions for Ask Andy or anything that ends up in Memory Card Losers) will win a 256K memory card from Fire International, and a Star Letter each month will garner a whole host of N64 plug-innery!

• 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.

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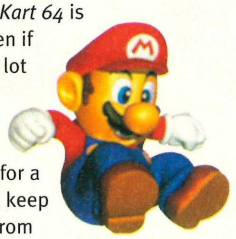
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PERCENTAGE PALAVER

DEAR 64 MAGAZINE,

I have always bought your magazine and I think it's great. The reviews are realistic (unlike some of the other magazines!) and the playing guides have also helped. My problem is that I think it is unfair to change the percentage of a game just because another new game is better. I bring this up because *Mario Kart 64* is still a decent game, even if *Diddy Kong Racing* is a lot better. And now you have brought its score down by 14%. When you make a percentage for a game I think you should keep it the same. Still, apart from that the magazine is the best out. Nice one!



STEPHEN PAYNE, WIMBLEDON

Updating review scores in light of newer titles is something that we had a lot of discussion about – constantly changing scores makes it hard to keep track of what scored what! To date, we've only had one major round of score changes (in issue eight), and it's not something we plan to do again for another few issues at least. However, it has to be done at some point, simply because newer games keep raising the standards. If you give a game 99% and something even better arrives, then where do you go? A score of 100% would imply absolute perfection, which is never going to happen – not even from Nintendo!



NOT ONLY ON N64

DEAR 64 MAGAZINE,

Recently I have, for a good reason, not been purchasing your magazine. Though thorough and informative, you seem to be a little overpriced compared to other magazines of similar size. A few more adverts might lower the price slightly, and they are actually useful for spotting bargain prices for games and peripherals. No matter, you have your buyer back because I could not find any other magazine that I liked! Still, I and many others would appreciate this magazine more if it were a little less dear.



ASK ANDY

MONSTER PORTIONS! OUR EDITOR ANSWERS THOUSANDS OF N64 QUESTIONS (WELL, 25) THIS ISSUE. HE'S LIKE THE DELPHIC ORACLE IN REEBOKS.

DEAR 64 MAGAZINE,

1: Will empty disks be available for the 64DD?
2: When will *1080° Snowboarding* be released?
3: Has a price been confirmed for the 64DD and its games?
4: Have you heard anything about any more games to be released for the 64DD?
5: Why is the Rumble Pak so cool, and do you know of any other Paks being made apart from the 64GB, Bio-Pak and Laser Pak?
6: How tall is Mario?
7: Will my knowledge of Nintendo trivia help this letter be published?
8: How can 64 MAGAZINE be published 13 times a year?
9: Where did you get your manga caricatures?
10: Is *Super Mario RPG* 2-D or 3-D? You never say?
11: The Microphone Pak – was it at Space World? You say no, but other magazines have shots of Japanese kids demonstrating it on the main video wall. Why?
12: Can you use the Game Boy Camera with the 64GB? Or the Game Boy Pocket? Or even in this country?
13: The Stephen Hawking gag in the *Dual Heroes* review. Just cruel.
14: Please, please, please find UK *Duke Nukem* cheats. For the N64, obviously.

TONY RUSSELL, LOCKSHEATH

1: Looks like it – the *Mario Artist* series will let you swap disks and save your work.
2: Out now in Japan, April in America, possibly as late as November here.
3: No.
4: As well as the ones we covered in issue 9, other 64DD titles will include *Teo* (another virtual pet) and a horse-racing game. Ooh, ooh, we're positively dancing in anticipation.
5: It is? Third-party add-ons seem to be thin on the ground, and why anyone would produce a light gun when there are no games that support it is a mystery!
6: Yea high.
7: We printed it, didn't we?
8: Because we work 8.3% harder than we would if it were a monthly mag.
9: I drew 'em. Aren't I multi-talented?
10: The Mario sprite is 2-D – he even goes paper-thin as he turns round!
11: Since members of the press couldn't try it, it didn't count as being a proper demonstration.

The real reason for my writing to you is my concern over untrue advertising. Though I am not an avid *Star Wars* fan I find *Shadows* a great game and an excellent buy, but the thing that gets me is that the box says, I quote, "Only for Nintendo 64". What annoys me is the fact that this statement is untrue, for *Shadows* is available in PC format for £39.99, quite a bit cheaper than the Nintendo version. Not only is it cheaper than its Nintendo counterpart, even though the Nintendo is 64-bit and built for games – why is this? If I had known a PC version of *Shadows* was due out on the PC with better graphics and £10-20 cheaper I would have waited for it. I bought *Shadows* on the premise that it was "Only on Nintendo 64" but as I have now found out, it isn't! Could LucasArts be taken to court for this because the *Shadows* boxes still carry this phrase, when the PC version is only a few shelves away? I am disappointed with LucasArts's advertising scheme – are they allowed to say this if they know they are going to bring it out on the PC? If *Shadows* and *Turok* can come out on the PC with similar, if not better graphics, why bother having a 64-bit machine? Does this mean that all the hype about the Nintendo 64 being the only machine which can reproduce such beautiful graphics is totally untrue and that the PC is perfectly adequate for 3-D gaming?

Mark D Elliott, Fareham

Glad to have you back! The reason *Shadows* is plugged as being an N64-only title when it's also now available on the PC is because the boxes were printed when the game first came out last year – to expect Nintendo to recall all the unsold copies and put them back on the shelves with new boxes is a bit unreasonable!

Although we might not like to admit it, the fact is that a modern high-spec PC can easily outstrip the N64 in terms of graphics. Of course, for the price of that PC you could buy 15 N64s!

Lastability Tango

Dear 64 Magazine,

May I begin my letter by saying how great your mag is. [Er, you may – Ed] I would like to ask you to think more before giving the lastability mark, especially for games like *Mario 64*. You gave it 5, but it really doesn't last that long. I think 4 would be fairer. Also, I bought *Lylat Wars* based solely on your review, and when I got it I thought it was okay, but definitely not worth 95%! I think this may have been because there was so much hype about it, but it's really worth around 85%. Lastability is an important factor because you don't want a game that doesn't last, so I'm happy you warned us of *Yoshi's Story*'s extreme easiness.

Simon Hanna, Stanmore

Regarding *Lylat Wars*, when we re-review a game for the UK Update in most cases we keep the original scores (to avoid confusion), even when the reviewer may not agree with them. If he doesn't, you'll be able to tell from the text! In cases where the game has changed considerably in translation, the scores will also change to reflect this. As said above, ever so often we update the overall scores to take account of the passage of time, but obviously this doesn't include the categories in the review, just the final percentage.

You're The Diss Ease

Dear 64 Magazine,

I'm writing to say thank you for the hard work you've put into your brilliant magazine, it's helped me a lot when making decisions for what game to buy. Your games reviewers are the best in the business, especially Andy McDermott, whose reviews I always agree with.

I also write to express my views on Nintendo and hope you can relate to them in same way. I own a Nintendo 64 and I think it's great console, but I must admit that I do sometimes wish I'd opted for the PlayStation instead. Don't get me wrong, I'm not anti-Nintendo – far from it – but I'm neither one of those mad obsessed peoiple who think that the Nintendo is the best in the world and won't take any constructive criticism from anyone who thinks differently. I think the N64 is a great console, that's why I've got it, but Nintendo have a lot to do before they can claim they are 'the best'. I don't expect there to be *Clayfighters* and *Cruis' n USA* on 'the super console'. I want more *Mario 64*s and *Goldeneyes*! Where are the decent beat-'em-ups? Where are the cool RPGs we've been waiting for?

I commend Nintendo on their prices, with games only being about a fiver more than the best PlayStation games, but what about *Yoshi's Story* which you said can be completed in a day – are we really expected to pay £50 for a game lasting a day? I feel threatened by this business of Nintendo making games for younger children. We're the people who grew up playing their games and making them what they are today – are they now just going to discard us?

I think Nintendo players are getting tired of waiting for the good games to come out. The lack of

(We'd probably have just yelled Pikachu abuse into it anyway.)
12: You should be able to, since Game Boy carts are universal.
13: True, but it was no Cruelty Zoo!
14: See Cheat Central this issue. So much for GT Interactive's hand-on-heart claim that the PAL version doesn't have any!

Dear 64 Magazine,

1: Will *Tekken* ever be released on the N64?
2: Will any good beat-'em-ups be released on the N64?
3: Why is there no body armour on the dam in *Goldeneye*?
4: Do you still get a memory card if you only ask questions?
5: Why did you say Puff Daddy is rubbish?

Amar, Middleton

1: It's not looking likely, but Namco may still surprise us.
2: I'm still waiting for *Street Fighter*, but *Fighter's Destiny* is a decent enough stopgap.
3: There is, if you play on Agent level.
4: That would be no.
5: Because he is! Stupid name, terrible records and constant eulogising of some fat bloke who nobody gave a toss about until he was shot dead. Sounds rubbish to us!

Dear 64 Magazine,

1: When the 64DD comes out, will it be able to handle more polygons or improved graphics?
2: Apparently a DD disk is half the size of a 128 meg N64 cart and a tenth the size of a CD, so how can it enable bigger games?
3: In theory, is it possible to improve the N64 graphics by adding a new chip like the Super FX on the SNES?
4: Carts are faster than CDs, but you said that the Sega Dural will be more than twice as fast, and is a CD machine, so how does this work?
5: You said that TVs can only handle about 60Hz, so how can you have machines faster than a TV (N64 – 100Hz)?
6: In volume nine, you said there would be an "inevitable crash" in the 'Toy Story' bit of the Space World report. What is this?

Adam Ramjean, Redhill

1: It won't be able to handle any more polygons, as it doesn't increase the speed of the N64's processor. However, because it doubles the amount of memory (from 4Mb to 8Mb), it will be easier to include memory-hungry high-resolution graphics.
2: You're getting mixed up between megabits and megabytes. One megabyte is equal to eight megabits – cartridges have always been measured in the latter, presumably because it makes them sound bigger. *Zelda 64* is a 256Mbit game, or 32 megabytes – half the size of a DD disk.
3: In theory, yes, but nobody's planning anything yet.
4: Katana, as Sega's machine is called this week, will have a 200Mhz CPU, over twice as fast as the N64's. The CD is just a storage device – if the Katana can pull data off it fast enough, it's going to outpace the N64. But it ain't here yet...
5: The figure in hertz for a TV is the number of times the screen refreshes every second. When the N64 doesn't have to worry about redrawing the screen, it can use its power for other cool stuff instead!
6: The "inevitable crash" is our reading of what Nintendo boss Hiroshi Yamauchi believes will happen to the videogames market. We don't agree with him – although the games market is very cyclical, with peaks and troughs, there hasn't been an actual crash since Atari blew it bigtime in the early 1980s. Like the film industry, videogaming is now big enough to keep ticking over through the troughs (thanks to hardcore gamers like, well, us) until the Next Big Thing comes along. Yamauchi's vision, however, is that people will suddenly become sick of the huge glut of sub-par PlayStation games and give up gaming altogether, which is why he wants to shift Nintendo away from games as we know them to virtual pets and activity programs. We say, "Don't do it, Hiroshi!"



STAR Letter!

DEAR 64 MAGAZINE,
First up, congratulations on producing the best of the Nintendo 64 magazines on the market. Then again, as an ex-*Super Gamer* and before that *Super Pro* reader I can't say I'm really surprised. On the point of *Super Gamer*, it was the best SNES magazine available at the time – then the original team all buggered off to pastures new leaving us with a mockery of a mag and forcing me to convert to *Super Play*. So, if you get any offers from PC magazines this time, for the sake of your readers tell them to shove it!

Anyway, rant over and onto the point of my letter – *Yoshi's Story* and its 'for kids' approach. Surely this has to be the most pathetic excuse for producing a challenge-free game there is. I'm in the same age group as the majority of your readers (I'm 20) and we find games this easy a complete waste of time and money, and the idea that these games are being produced for children doesn't wash. When I was that age Nintendo are now supposedly aiming at, the Speccy and Commodore 64 were in their prime, but were they proudcing piss-easy games that we could complete in a day? No. They produced games that had challenge for people of all ages. I had problems completing some of the games (*Jet Set Willy 2* drove me nuts), but since I could only afford games at Christmas and my birthday this suited me fine (there were no budget games for the +3).

Nintendo would do well to follow this approach; how many people in the 5-12 age group (where most of the games these days are aimed, sadly) can afford the 50 quid each new game costs? Not many, I'd imagine, that's why a game with a bit of challenge would be better for everyone.

The kids of today can programme videos better than their parents, they can use the Internet – and they can handle games that are more difficult to complete than *Yoshi's Story*. Are you listening, Nintendo?

All the best with the mag and in the words of the Oasis song, "Don't go away"!

ALAN CAMPBELL, MIDDLESBOROUGH

Yes, it was a sad day when we saw what *Super Gamer* became when it was handed over to the company that now produces one of our rivals. Rest assured, this time we're here to stay. Unless we move somewhere else, and I'm not planning on shifting!

We've noted before that many Nintendo games are too easy. A possible reason for this is that in Japan, games are a lot cheaper (as well as average wages being higher) so they become a much more disposable commodity. If players are only going to play a game for a few weeks before dumping it, it makes sense to let them see as much of it as possible. This isn't so good over here, where we want our games to last a lot longer!

games is putting a lot of people off buying Nintendo's games, and I don't blame them.

Nintendo, if you're reading, we want: games for older age groups, more games, quicker release schedules – and where the hell are *Street Fighter* and *Resident Evil*? Also *Zelda* – it's almost two years since I first saw screenshots of it and I thought I'd have it by now, but do I? No!

AJEET DHALIWAL, LONDON

Yay, I rule! It's good to find people who always agree with me. If only there were a few of them around the office.

Nintendo's shift to the lower age groups does seem a bit worrying at times, but on the plus side they have games like *1080° Snowboarding*, *F-Zero X* and *Zelda 64* which are designed to be playable by all age groups. As long as there's a market for games aimed at an older market, people will make them – make sure your voice is heard by supporting them!

12 Inches "Too Small"

DEAR 64 MAGAZINE,
One day, myself and my friends decided that the 12-inch screen that we were currently playing four-player *Goldeneye* on was too small, so we moved to my house and set it up on my large downstairs television. After playing for several hours we packed up and they went home. To my dismay, I found I could not watch Channel 3, but this is not an uncommon incident because my friend's large television has also gone fuzzy. We didn't think anything of this until my dad was talking to a TV repairman who said he had been called out many times (over 10) to TVs that have been broken because of Nintendos!

1: Is there anything we can do about this?
2: Are Nintendo aware of the problem?
3: Is there any way we can sue for millions?

HARPER LORD, OLDHAM

That's a new one on us, at least with N64s. When I first got a home computer years ago it nuked two TVs in quick succession, but in fairness to Clive Sinclair they were *very* old tellies!

The N64's instruction manual warns about using the machine with projection TVs, but there shouldn't be any problem with normal sets. Nintendo are unlikely to put out hardware that could lead to hundreds of legal cases! Certainly, yours is the first case we've heard of. You could try calling Nintendo's UK distributors, THE Games, on (01703) 653377 and telling them about your situation. In the meantime, make the most of not being able to watch ITV – I'd consider that a plus!

Walk On The Wild Snide

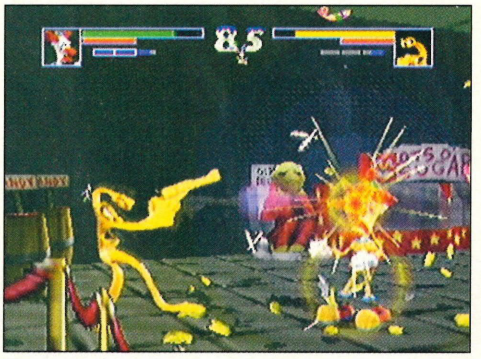
DEAR 64 MAGAZINE,
My ten year old son is an avid reader of your magazine. While the language is sometimes not appropriate to his age and the content is sometimes risqué, I normally have no qualms about buying it for him. I have to tell you that he was deeply distressed by the slagging that you gave to *Clayfighter 63 1/3* and your subsequent rubbishing of people who disagreed with your authoritative opinion.

While I can see that the game has shortcomings for sophisticates like your reviewers, younger gameplayers may have different requirements. At the risk of some snide riposte I would suggest that you respect that your entire readership need not concur with your weighty views and that their views may be equally valid. Whilst your magazine is clearly extremely mature I suspect that much of your readership is in my son's age group. It may not be in your interest, therefore, to upset them in this way.

JOHN WARD, ILFORD

Snide ripostes? You must be confusing us with some other mag...

I'm guessing that your son actually owns *Clayfighter*, and that the reason he got so upset



was that he (or you) had spent a large sum of money on something that then received a thorough slagging off. Well yes, nobody likes that, but no matter what age you are and what standards you apply, *Clayfighter* is still a very poor game. If we think a game is terrible, we'll say so, in no uncertain terms.

Obviously not everybody will agree with our reviewers all the time, which is why we have second opinions. Do our readers agree with our reviews? Are we too hard on certain games – or not hard enough? Let us know!

You can send letters the old-fashioned way to:

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or you can e-mail us at
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64SIGHT

Look to the **FUTURE** now, it's only just begun... It's not even **CHRISTMAS,** but with all this **NEAT** stuff on the way, it might as **WELL** be!





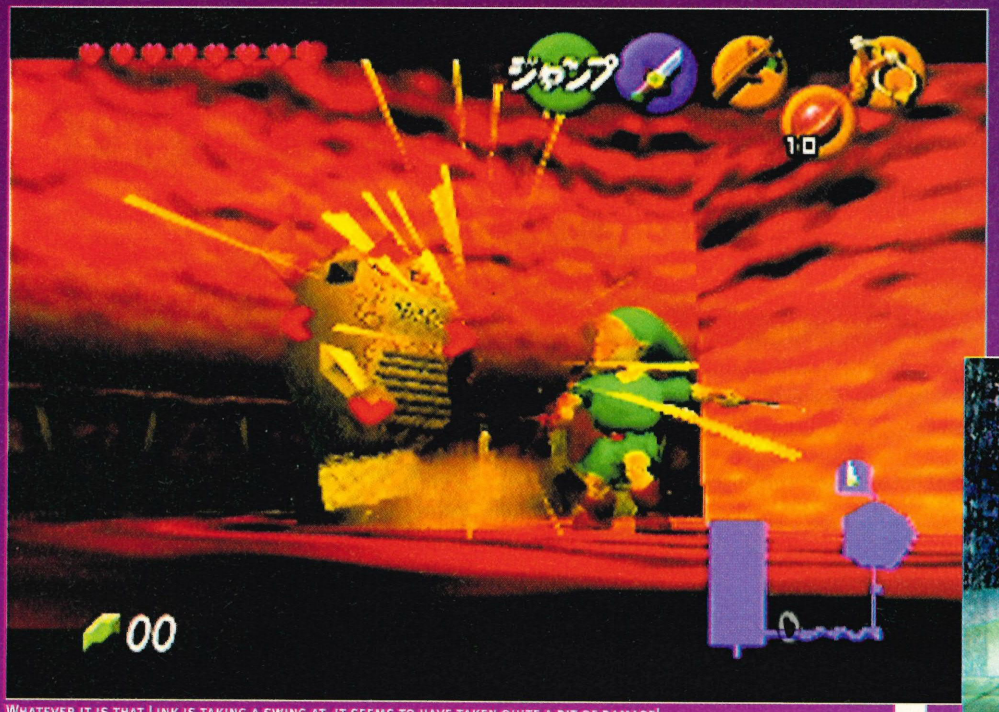


WHAT IS THIS, DENNIS THE MENACE? ONE OF LINK'S WEAPONS IN *ZELDA 64* INCLUDES THIS CATAPULT, WHICH LOOKS TO HAVE QUITE DEVASTATING EFFECTS!

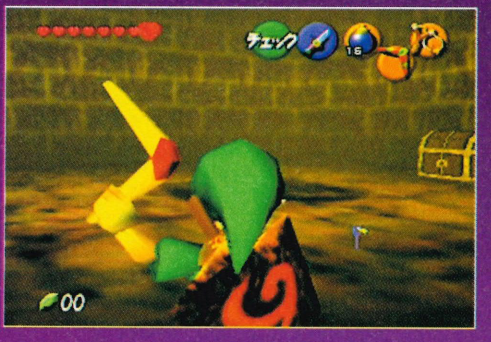
ZELDA 64

NINTENDO • APRIL (JAPAN), WINTER (UK)

Is there any more we can say about this game that we haven't said already? Forget *Mario 64* – if *Zelda 64* lives up to its promise (and there's no reason to suspect that it won't) then it will be the stand-out title on the N64, the killer app that makes it worth buying the machine just to play. Well,



WHATEVER IT IS THAT LINK IS TAKING A SWING AT, IT SEEMS TO HAVE TAKEN QUITE A BIT OF DAMAGE!







YOUNG LINK HAS A QUICK CHAT WITH NAVIE, HIS FAIRY COMPANION.



THREE AGAINST ONE IS UNFAIR ODDS, BUT LINK'S GOT A POINT'ED STICK!





THERE'S OMLY ONE THING WE CAN SAY. WE WANT THIS GAME, AND WE WANT IT NOW! DO YOU HEAR US, NINTENDO? NOW!

that and *Goldeneye*, of course!

As the only person in the office who's actually played the game (and therefore the most rabidly enthusiastic about it), editor Andy is getting himself ready for the import version of the game by playing all of its predecessors on Super NES and Game Boy – he's even managed to locate a filth-covered NES that was hiding in a box from the days of *Console XS* magazine! While he gets into a Hyrule groove, and wonders just how many times Zelda can fall for the old kidnapping routine before hiring some bodyguards, you can check out the latest spectacular batch of pictures from Link's hassle-filled life!













BANJO-KAZOOIE

NINTENDO/RARE • APRIL (JAPAN), AUGUST (UK)



MUSICAL NOTES ACT MUCH LIKE THE COINS IN *MARIO 64*. COLLECT THE TUNE.

The big E3 show in Atlanta, the biggest and most important game show of the year, is getting closer, and British übercoders Rare have got four games scheduled to appear there. This is almost certain to be one of the quartet... unless, of course, they're going to toy with our minds by having four entirely new games on show. You never know with Rare...

With *Banjo-Kazooie*'s Japanese release now set for April and the American one soon after, the game is now in its final stages. In traditional "hey, here's some more cool stuff!" manner, the company has dished out another appetite-whetting set of shots from the game, so in equally traditional "if we can get our Germans on 'em we'll print 'em" fashion, here they are!

These pictures come from the Japanese version of the game, *Banjo And Kazooie's Great Adventure* (snap, snap, trips off the tongue), but you probably worked that out already from the shot of the ape gibbering away in katakana. For the first time, you can get a proper look at Kazooie lugging the banjo-pickin' redneck around, in this case carting him through a swamp. The very different abilities of the two characters that you control play a major part in the strategy of the game – Kazooie can fly, fart eggs at people and scrabble up steep surfaces with her claws, while Banjo can... um, play the banjo. And bottom-bounce enemies, no doubt, but that goes without saying!



THE EYE OF THE GIANT SKULL CONTAINS A PUZZLE PIECE FOR BANJO TO COLLECT.







SOME CHARACTERS IN THE GAME SET TASKS FOR BANJO AND KAZOOIE TO PERFORM.





SURE GOT A PURTY MOUTH!

POCKET MONSTERS STADIUM

NINTENDO • JULY (JAPAN) • 64DD

From the look of the current Japanese release schedules, there will only be a single game available for the 64DD when it is launched in Japan this summer. That could be seen as something of a stumbling block for the success of the system. But this is Japan, where things are never quite as they seem, and as that single game is based on the nation's most popular fad of the moment, it's not quite as mad a move for Nintendo as it might seem!

Since *Pocket Monsters Stadium* is designed so that players can see the monsters they've bred on their Game Boy cartridges in livin' technicolor, it looks as though the 64GB will be appearing at the same time as the 64DD itself. Typical, you wait months for an N64 add-on and then loads arrive at once!



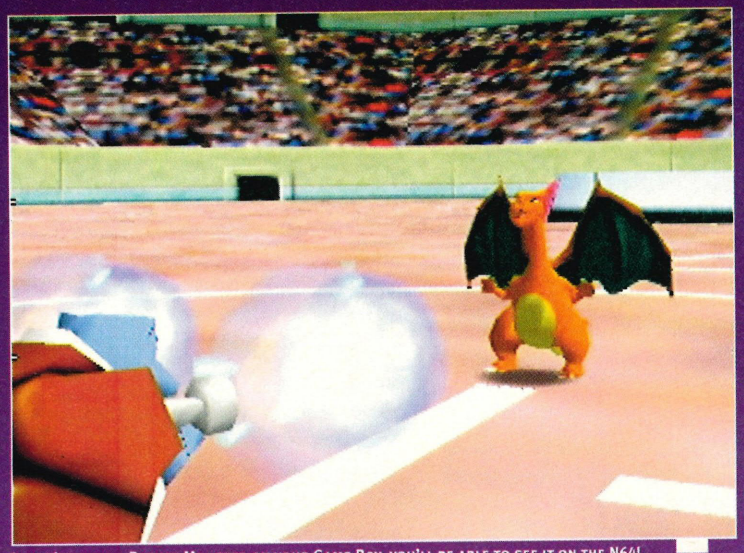
THIS POKEMON LOOKS AN AWFUL LOT LIKE GIZMO THE MOGWAI!



TURTLE VERSUS DRAGON. I KNOW WHO MY MONEY'S ON...







IF YOU'VE BRED A POCKET MONSTER ON YOUR GAME BOY, YOU'LL BE ABLE TO SEE IT ON THE N64!



THE DRAGON INCINERATES THE TURTLE WITH HIS FIERY BREATH. YUP, I MADE THE RIGHT BET.

POCKET MONSTERS SNAP

NINTENDO • AUTUMN (JAPAN) • 64DD

Another couple of pictures from Nintendo's weird digital safari have come our way. Wandering around a 3-D landscape, hunting for Pocket Monsters and taking pictures of them might seem rather a strange idea for a game, but right now the Japanese would buy Bernard Manning's used y-fronts if they had a Pocket Monsters logo on them!





A BRACE OF PIKACHUS PRANCE AROUND FOR THE CAMERA.



That should be '22nd'! What are you paying those testers for?



F-ZERO X

Nintendo • June (Japan), September (UK)

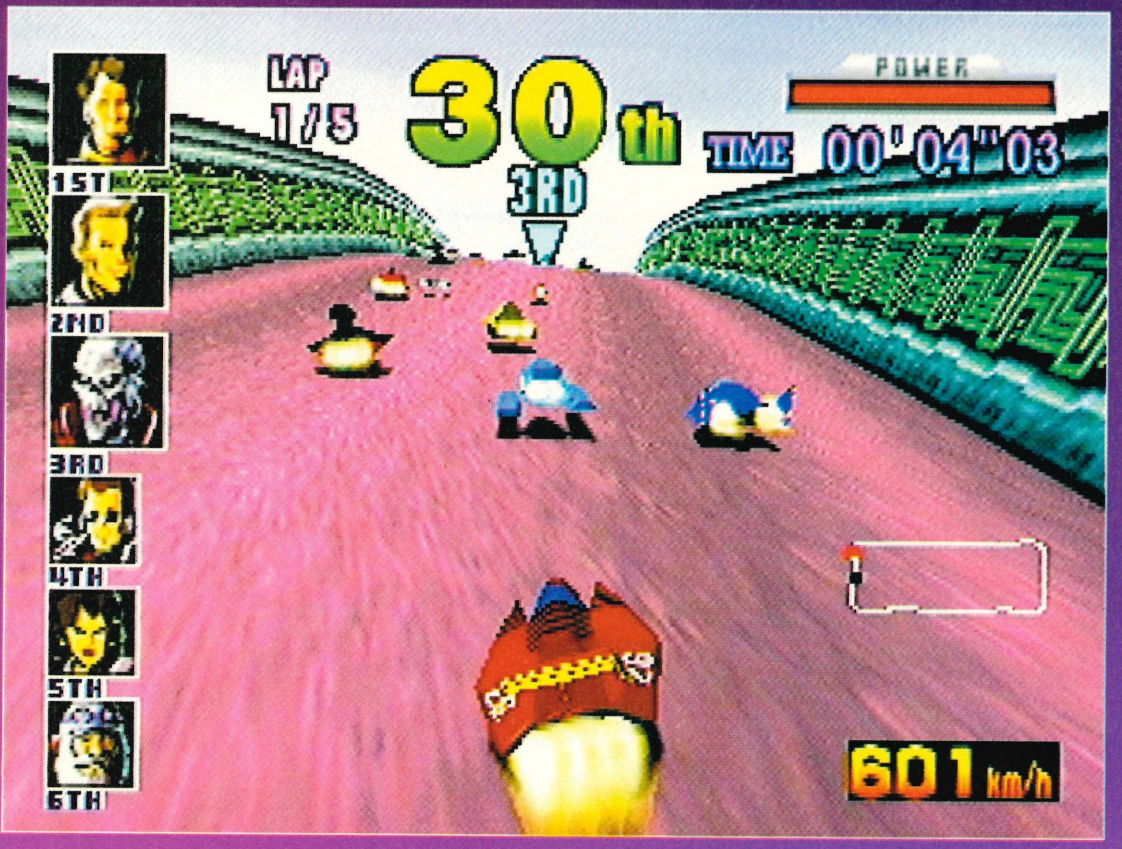
Hmm, I guess they still haven't pointed out to Shigeru Miyamoto (some people claim they're his best mate and call him 'Shigs'. We go even further and just call him 'S') the finer points of numeric grammar. 22th? Twenty-twooth? On the other hand, he is working away feverishly on what look (for now) like Nintendo's two last great cartridge games before they turn their attentions to the 64DD, so doubts will be awarded absolutely gargantuan benefits. We love ya, S. Hell, your English is bound to be better than our Japanese!

F-Zero X still looks the same as it did at the Space World show last year, just like we said it would – the effort of the programmers is going into speed and smoothness, not fancy backgrounds. Even though it seemed to Andy that the version at Space World looked pretty much complete, S, relentless perfectionist that he is, still decided that there would be another six months of playtesting to get everything just perfect. Yeah, we all whinge about it during the wait, but it all pays off with the end product!

A further interesting thing about *F-Zero X* is its 64DD compatibility. With the aid of a DD disk, players will be able to design their own tracks and modify their antigrav sleds – and the *F-Zero Xpansion Set* itself is now due out the month after *F-Zero X* itself! Roll on summer, so that we can get our hands on all this stuff...



Races are closely-fought things – the leaders are only just ahead.





You can switch the camera in play, but it's not much use for steering!









BUCK BUMBLE

UBI SOFT • SEPTEMBER

Fed up with flying fighters? Bored with Boeings? Got the hump with helicopters? If you're after a totally different flying combat experience, then *Buck Bumble* could be just what you are looking for!

It seems that the Earth is being invaded once again, but this time, instead of huge aliens intent on enslaving mankind, it's the turn of little itty-bitty aliens intent on enslaving insectkind!

Enter Buck, a bad-tempered bee who's out to thwart the evil invaders' plans for insect enslavement. To do this he needs to defeat a myriad insectile adversaries, all of whom are under the command of the 'Evil Herd' (Douglas?). When you think about it, if you needed someone to defy a swarm of alien beasties, who better than a bee, a creature who regularly defies the laws of aerodynamics?

Buck Bumble is played in a 3-D world, much like other flight sims. The big difference is that in this world, because you're playing a rather small insect, ordinary common-or-garden objects appear as huge obstacles, and seemingly harmless items can present hitherto unforeseen hazards.

The levels in *Buck Bumble* are all mission-based and set across three 'zones'. The third zone can only be accessed after Buck has completed the first two zones on the Ace difficulty level and collected all the 'golden fleas', which are scattered throughout. Quite why anyone would want to collect fleas, golden or otherwise, is beyond me, but perhaps bees feel differently about them than we do.

In-game features include three playing perspectives, secondary mission objectives and upgradeable weaponry for Buck, which he obtains by destroying various members of the Herd.

The version we had in the office was only a very early one, but even then it looked and played great. The final version promises 22 missions and additional hidden ones, a four person multi-player mode, and a dramatic soundtrack. If the early version is anything to go by, *Buck Bumble* is shaping up to be a winner!



WHO WOULD HAVE THOUGHT A SIMPLE BEE COULD CAUSE SO MUCH CARNAGE?



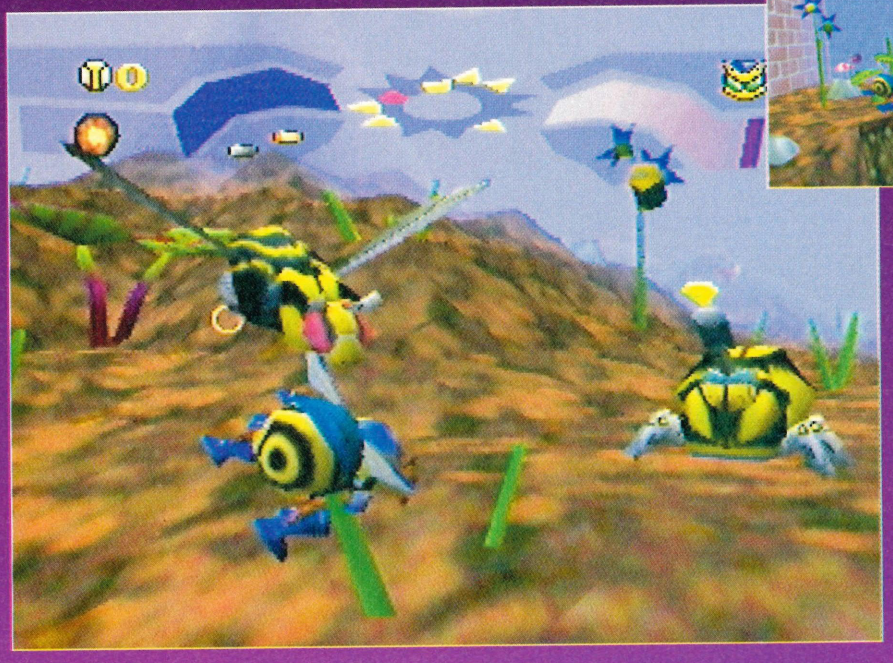
FASCINATING FACT: THE LAST VIDEOGAME TO STAR A BEE WAS ON THE ZX SPECTRUM...



...WITH GRAPHICS BY THE MAN WHO WROTE *MANIC MINER*. SO NOW YOU KNOW!





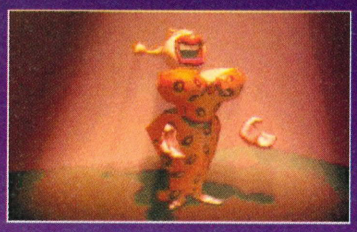




TONIC TROUBLE

UBI SOFT • JULY





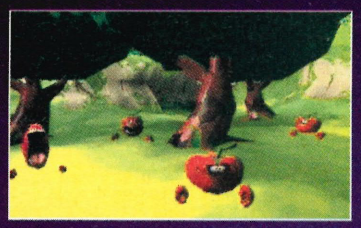
In a change from the 'evil aliens taking over the world' plots that we seem to be getting an awful lot of these days, we have the welcome intrusion of 'a cute, friendly alien who's trying to save the world' in the form of Ubi Soft's 3-D arcade adventure *Tonic Trouble*.

In one of those bizarre plotlines that seem to dog N64 games, it seems that our friendly alien, Ed, has managed to drop a can of psychedelic potion (presumably the tonic of the title) while passing by the Earth on a scientific mission. Apparently the contents of this can have caused strange reactions on the planet – teenagers at raves suddenly stopped dancing, for example, and walked out muttering "You call that music? My Casio keyboard can play better than that in demonstration mode." And there have been bad effects too.

Ed, somewhat abashed at what he's done, has been ordered by the powers-that-be to sort things out. To do this, he's going to have to retrieve the offending can from the bizarrely named Grogh the Hellish, who is using the contents of the can to subjugate all the peoples of Earth.

To aid Ed in his quest to save the world, he has a variety of weapons which to quote the Ubi Soft press release, range "from a magical bow-tie to a mysterious stick whose secrets are gradually revealed to him by a flower-loving samurai." Now, is it just me, or does anyone else think the *Tonic Trouble* game design team might have been under the influence of some psychedelic potions of their own when they came up with this plot?





Ed's enemies include a piranha who thinks he's a puffer fish and an injured mammoth with a pilot's licence, and on his travels he'll encounter weird killer vegetables, an topsy-turvy desert world, an underwater world and a village whose inhabitants all worship CDs!

Tonic Trouble certainly looks promising, and will no doubt be eagerly awaited by fans of the *Mario 64*/*Bomberman*/*Chameleon Twist* 3-D adventure genres. Whether it will live up to expections, we'll have to wait and see!



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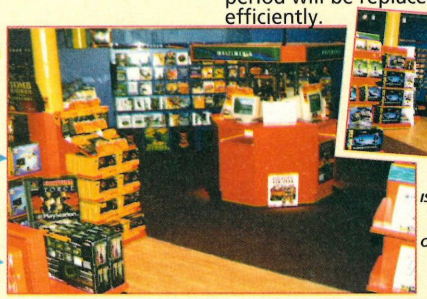
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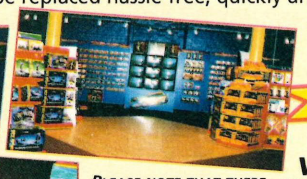


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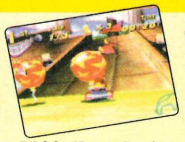
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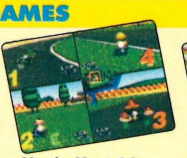
Int'l S'Star Soccer Pro



Shadows of the Empire



Fighters Destiny



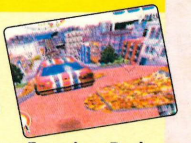
Mario Kart 64



Nagano Olympics



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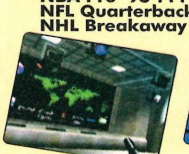
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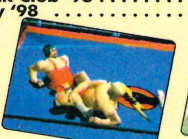
Blast Corps



Super Mario 64



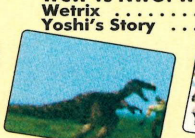
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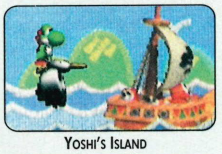
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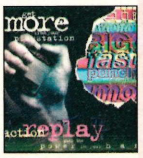


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P64(12)

BLOODBATH ON BAKER STREET

Written by Andy McDermott



Well, NEARLY – GT Interactive are just around the CORNER from Sherlock's GAFF. The 64 Mag Massive paid a VISIT – and came BACK with a copy of *Quake*!

WHAT'S THE MOST popular game in the world? If you go by sales figures alone it's apparently *Myst*, but that glorified slide show is essentially a videogame for people who don't play videogames, and, y'know, we don't want their sort around here. If, however, you're talking about games that people actually *play* as opposed to merely gawping at and clicking a mouse button every five minutes, then the most popular game in the world right now is, without a doubt, *Quake*.

Every day, millions of people around the world boot up their PCs, log onto a server somewhere and then spend a few happy hours brutally gunning down complete strangers. Can't argue with that. Even your editor, a console/Apple Mac man, has been known to mosey over to the PC department from time to time in order to shoot Belgians with a railgun.

With a Nintendo 64 version of *Quake* now all but completed, 64 MAGAZINE was invited down to see GT Interactive in London to have a look at the latest incarnation of id Software's classic. And whaddya know? We got a copy of it to take back home with us and play until blood dripped from its data bus. Which is exactly what we did!

We'll be reviewing the game next issue when we get hold of the American version, but until then, take a look at the following collection of blood-soaked screenshots... and find out what we think of the game so far!



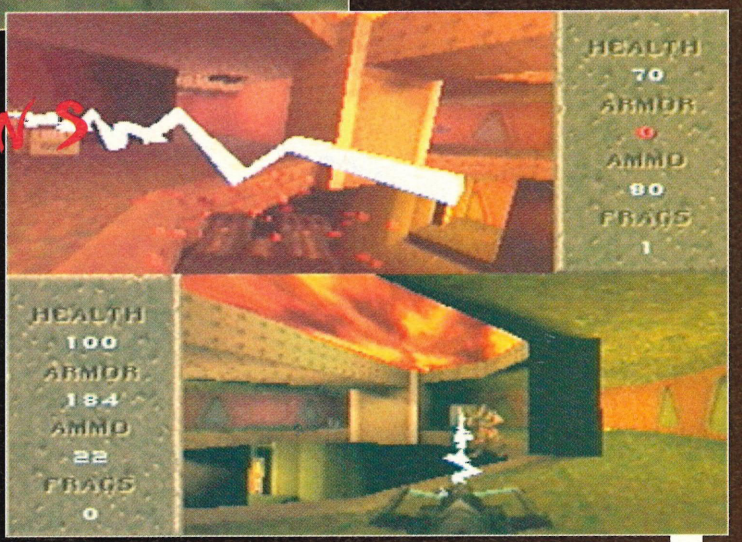
THE HIDEOUS FIENDS ARE AMONG *QUAKE*'S MOST LETHAL ENEMIES, LEAPING AT YOU FROM SEVERAL YARDS AWAY AND RENDING YOUR SOFT FLESH WITH THEIR SHARP CLAWS. OW!



THE FOUR-LEGGED VORES INFEST LATER LEVELS, BUT QUICK APPLICATION OF YOUR SHOTGUN WILL GET VORE ON THE FLOOR!



THIS IS THE RARE BUT HIGHLY APPRECIATED QUAD DAMAGE ICON.

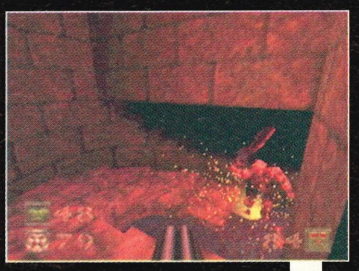


THE BEST WEAPON IN THE GAME IS THE THUNDERBOLT, SEEN HERE IN THE TWO-PLAYER GAME TOASTING THE UNFORTUNATE PLAYER ONE.

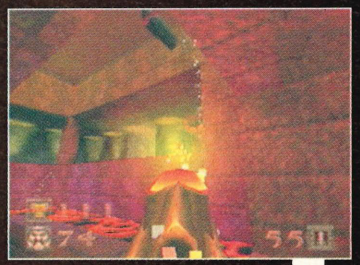
FIRST IMPRESSIONS

Quake 64 is moody, spooky and *fast*. Very fast. Most of the time, it's probably outpacing even *Goldeneye*, which is quite a feat in itself. Admittedly, things are rarely as busy as Nintendo's Bondathon – there aren't any occasions where you'll get the equivalent of ten KGB guards trying to pile into a room with you – but even when *Quake* is at its busiest there's very little slowdown.

In terms of creating an atmosphere, *Quake 64* can't be faulted. Dumping the boring brown corridors of past incarnations, *Quake 64* is aglow with cool lighting effects. Sickly greens and yellows mark the domains of monsters, funky purples conceal lurking enemies in narrow corridors, and the lava-filled dominions of demons are lit with angry reds. The lighting effects apply not just to the rooms and tunnels you pass through, but also to the creatures you encounter, and even your own weapons and power-ups.



THE ENEMIES AREN'T THAT SMART. THIS OGRE KEEPS BLOWING HIMSELF UP!



AN OGRE'S GRENADES CAN BE DEADLY, BUT NOT AS MUCH AS YOUR ROCKETS!

Sound also helps create a mood. There's no music in the game as such (we'll pass hurriedly over the screeching 'rawk' on the title screen) – instead, you're treated to an array of otherworldly moans, howls, clanks and distant metallic grinding noises. The effect is like a cross between the music of *Alien* and a torture chamber, and when cranked up to high volume stereo in a darkened room, it's supremely unnerving. Put it this way, *Quake* is one of the very few videogames that's ever managed to make me jump during play!

What's the plot? Forget that – it makes *Doom* seem like *War And Peace*. Demons are invading our dimension, and your job is to kill them. All. As violently as possible. The essence of *Quake* is that it is as streamlined a blaster as you can get. Puzzles are no more complicated than finding keys or hitting the occasional switch, and anything more involved than pulling the trigger is done for you automatically when you reach the right place. This might sound like over-simplification, but it leaves you free to concentrate on the most important part of the game – killing monsters!

Quake's monsters are a varied but unpleasant lot, ranging from the soldiers and zombie rottweilers on early levels to the lumbering, lightning bolt-spewing shambler (our cover star) and even a massive demon who is nearly as tall as the level in which he resides! Individually they're

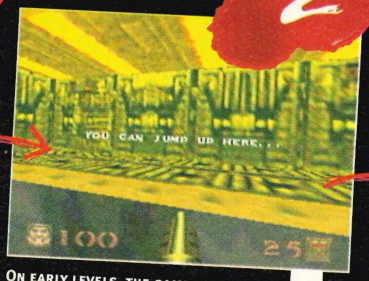
WALK ON THE WILD SIDE

You'll have to wait a little while for the UK release of Quake 64, but fear not! You can wander through the first level right here...



1

YOUR FIRST GLIMPSE OF THE WORLD OF *QUAKE* IS THIS BLOOD-RED CORRIDOR. OOH, SPOOKY...



2

ON EARLY LEVELS, THE GAME GIVES YOU HELPFUL HINTS ABOUT ANY USEFUL TRICKS YOU CAN PERFORM.



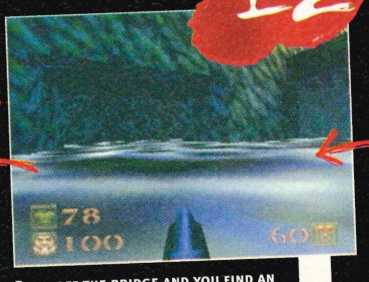
3

THE FIRST SERCET AREA IS RIGHT AFTER THE START. FROM HERE ON, THEY BECOME BETTER HIDDEN!



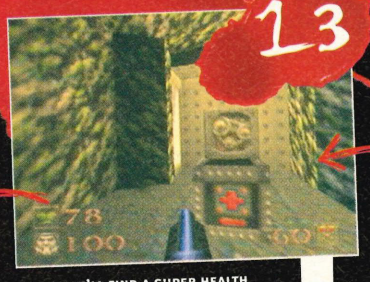
11

WITH ONE MAN AND HIS DOG BLASTED INTO ETERNITY, TAKE THE TIME TO LOOK AROUND FOR HEALTH POWER-UPS.



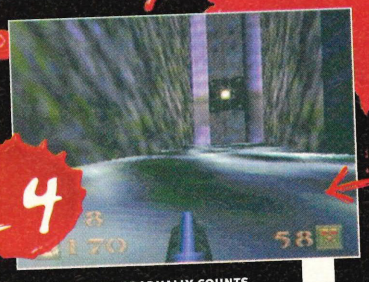
12

DROP OFF THE BRIDGE AND YOU FIND AN UNDERWATER PASSAGE LEADING INTO THE DARKNESS. FOLLOW IT...



13

...AND YOU'LL FIND A SUPER HEALTH POWER-UP WHICH GIVES YOU AN EXTRA 100 HEALTH, EVEN IF YOU'RE UNINJURED!



14

THE POWER-UP GRADUALLY COUNTS DOWN, SO GET OUT OF THERE QUICKLY BY USING THIS LIFT.



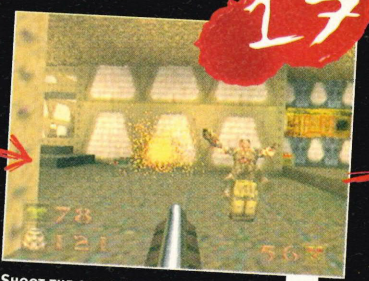
15

THE LIFT DROPS YOU BACK NEAR THE START. HURRY BACK TO THE EXTERIOR AREA – THERE'S KILLING TO DO!



16

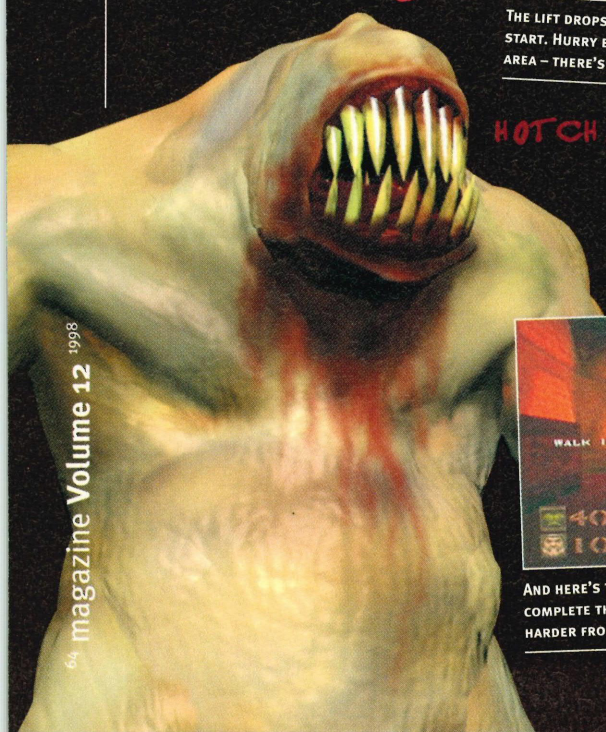
CROSS THE BRIDGE AND OPEN THE DOOR BY WALKING UP TO IT. THIS IS THE SCENE THAT WILL GREET YOU.

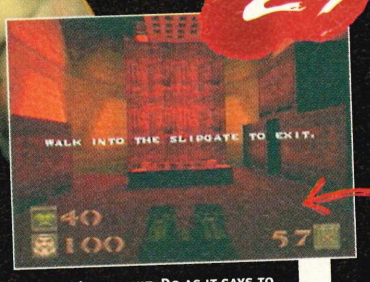


17

SHOOT THE CRATE WITH THE RADIATION SYMBOL AND IT WILL EXPLODE, TAKING ANY SUCKER NEARBY WITH IT!

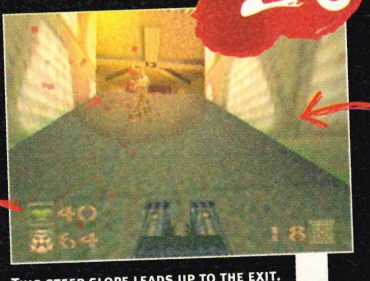
HOTCHA!





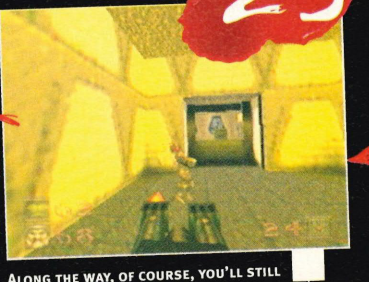
27

AND HERE'S THE EXIT. DO AS IT SAYS TO COMPLETE THE LEVEL. EASY, HUH? IT GETS HARDER FROM HERE!



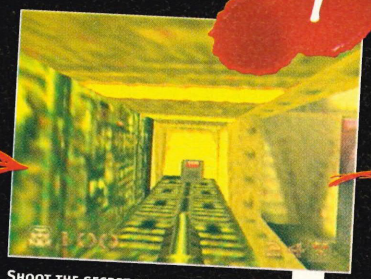
26

THIS STEEP SLOPE LEADS UP TO THE EXIT. JUST NAIL THE GUARDS AND YOU'LL BE HOME FREE.



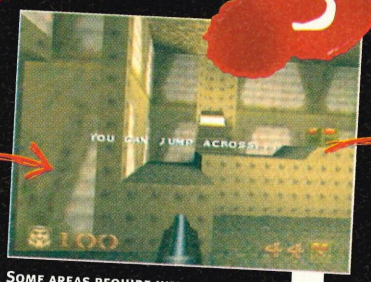
25

ALONG THE WAY, OF COURSE, YOU'LL STILL HAVE SOME COMPANY. INTRODUCE THEM TO YOUR NAILGUN!



4

Shoot the secret door to open up this alcove containing ammo. You can never have too much!



5

Some areas require jumps to reach. Your marine must be a bit crap if he can't just climb up!



6

In a room at the end of the ledge is this armour. Like the ammo, you can never have too much.



7

Time to start moving on. This switch lowers a lift – just walk up to it and it'll activate automatically.



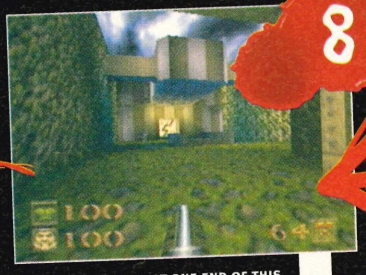
10

His master is a bit tougher, being armed with what is known in the trade as a Big F'koff Gun.



9

This zombie rottweiler is baying for your blood. Blow the manky old pooch away with your shotgun!



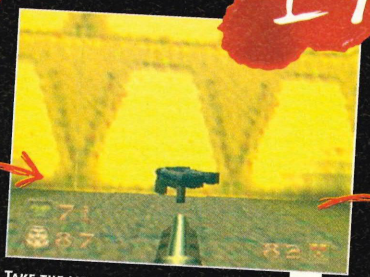
8

The lift drops you at one end of this outdoor area. Get ready for your first hostile encounter!



18

After collecting all the power-ups, continue around the corridor. That arrow gives a hint about where to go.



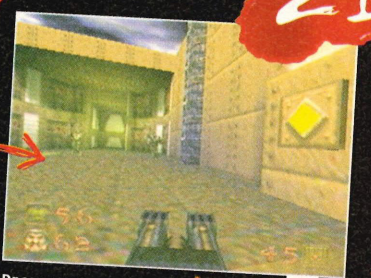
19

Take the lift, cross the ledge and collect the nailgun. Watch out for the goon in a secret compartment!



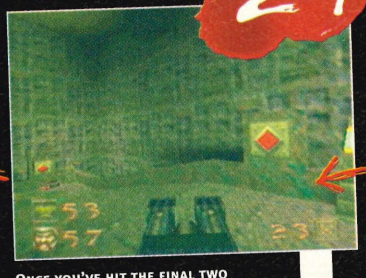
20

When you've taken out the annoying guard, there's a box of nails behind where he was hiding.



21

Drop back down and hit the next switch, which extends a bridge. Cross it and blow away the guards.



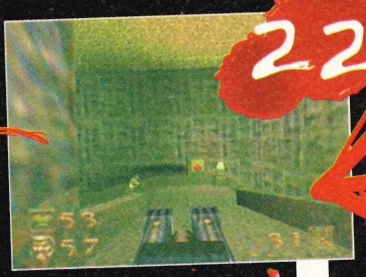
24

Once you've hit the final two switches, you'll be able to reach the end of the level.



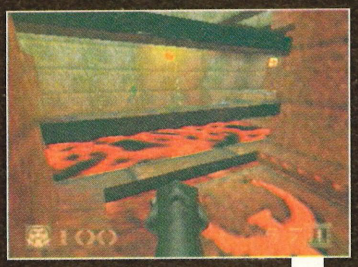
23

As with the previous switches, you only have to walk up to them to activate them.



22

Now just follow the ramp down. There are three switches to activate along the way.



THIS FLOOR SWITCH EXTENDS A BRIDGE SO YOU CAN COLLECT THE GOLD KEY.



QUAKE MAKES GREAT USE OF THE VERTICAL AXIS, LETTING YOU PICK OFF ENEMIES.

quite hard to defeat (especially if you run out of ammo and have to make do with your (t)rusty axe), but when they start ganging up on you and lobbing grenades, watch out!

The control method in earlier versions of *Quake 64* was the *Duke Nukem/Turok* method (C buttons to move, analogue stick to look), but this has now been changed to the *Goldeneye* system. PC aficionados in the office who whinged about not being able to look and move at the same time will be mollified by the ability to choose how you want the controls set up – the 'lookspring' option lets you either snap back to a view ahead after releasing the R button, which enables the look function, or else leave your head (and gunsight) where it is so you can pick off enemies above or below you. It's not as intuitive as the PC's keyboard/mouse combination, but short of using two controllers it's the nearest you'll get. Hey, now *there's* a controller option that's missing...



SHAMBLERS ARE HUGE BEASTS LIKE BALD POLAR BEARS WITH THE TOPS OF THEIR HEADS SLICED OFF. THEY'RE HARD TO KILL AND FLING LIGHTNING BOLTS, BUT INEVITABLY SUCCUMB TO THE SUPER NAILGUN!

With 25 extremely difficult levels to hack, shoot and blast your way through, *Quake 64* has the potential to rank alongside *Goldeneye* as the N64's greatest blaster. It's a different kind of game to Rare's, as subtlety is totally unrewarded in *Quake*, and so could well be worth owning alongside the Nintendo game. Find out our opinions in the full review next issue!

BIO FREAKS

AS IF *QUAKE* WASN'T ENOUGH, another copiously violent game in GT's big bag of body parts is *Bio Freaks*, being programmed by UK coders Saffire. The game isn't due out until the end of the year, but even the part-complete version GT had on offer during our visit showed that it could be something well worth waiting for!

At the moment, the combat is still being worked on – not all the characters are playable and a couple of them don't yet have any special moves to their name. However, most of them do – and they're not half violent! The look of the fighters is a cut above the inhabitants of previous N64 beat-'em-ups because they use a technique called 'soft-skinning' (which is also used on the monsters in *Quake*) to give them detail. Rather than each polygon in a character having an individual texture applied (which can cause glitches as the character moves around), a single texture is wrapped around the whole body. The result is very realistic – in *Bio Freaks*, you can see skin and clothing stretch as the fighters flex their muscles.

More to the point, it makes it easier to see the effects of *Bio Freaks*' unique selling point – grotesque amputations! We're not talking *Mortal Kombat*-style fatalities, either – just





ROY HATTERSLEY'S DROOL PROBLEM ONLY GOT WORSE AFTER THE APOCALYPSE.



TEAM BATTLES LETS YOU PIT ONE GROUP OF FIGHTERS AGAINST ANOTHER.

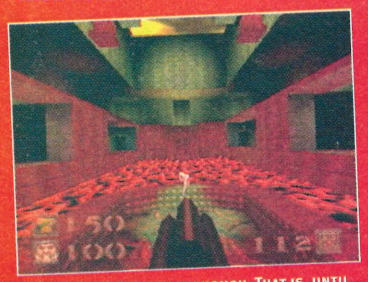




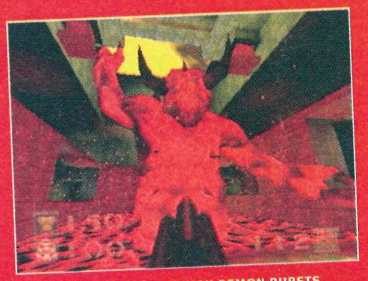


DIE, DEMON, DIE!

One level is home to a hideous lava demon. He seems almost impossible to kill – unless you know how!



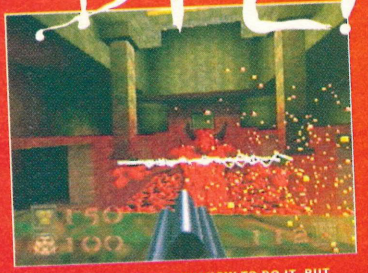
EVERYTHING LOOKS QUIET ENOUGH. THAT IS, UNTIL YOU PICK UP THE RUNE THAT YOU NEED TO ESCAPE...



HOLY CHRIST! A 50-FOOT HIGH DEMON BURSTS FROM THE LAVA.



NOW THAT'S GOTTA HURT! LAVA BOMBS ARE PAINFUL – YOU NEED TO KILL THIS GUY FAST!

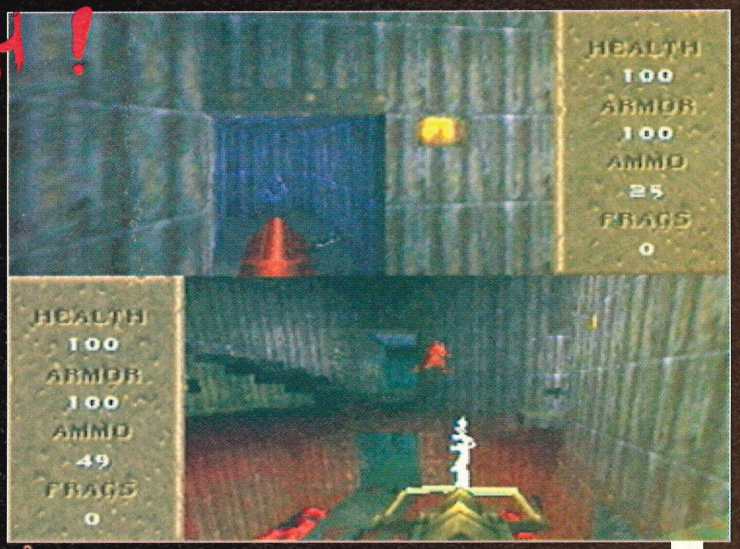


WE WON'T TELL YOU EXACTLY HOW TO DO IT, BUT HERE'S A VISUAL HINT... FRY, YOU SUCKER!

DEATHMATCH!

The major disappointment with *Quake 64* is its lack of a four-player game. Even up until the last minute, GT Interactive were hoping that the American programmers would manage to squeeze a four-player game in, but our interview with the head programmer shows that they didn't – and the reasons why.

This is obviously a let-down – *Goldeneye*'s four-player game still attracts crowds during lunch and after work in a way matched only by *World Soccer 3* – but *Quake 64*'s deathmatch still manages to be fun even with only two people. In all, there are seven arenas (Place Of Two Deaths, Claustrophobopolis, The Abandoned Base, The Bad Place, The Cistern, The Dark Zone and The Court Of Death – sounds inviting, hmm?), which is actually more than the original PC game! Unlike *Goldeneye*, where the deathmatch levels were modified versions of the in-game maps, *Quake*'s sniping point-laden levels



PLAYER ONE LEAPS A THUNDERBOLT TO GRAB THE QUAD DAMAGE. REVENGE!



BROS BECAME INSANELY COMPETITIVE AFTER THEIR CAREERS ENDED, RESULTING IN MATT LOSING HIS HEAD.







because a fighter's had a limb or two lopped off doesn't mean that they're not still a threat! If anything, it only seems to make them angrier, as we discovered when we sliced both of some guy's arms off shortly before he kicked our fighter to death.

Nintendo's arbiters of taste and decency are probably going to faint when they see *Bio Freaks* in action. Because all the fighters have weapons – huge, nasty, spike-laden weapons – almost every hit results in a bit of flesh rending, and especially brutal blows cause huge gouts of blood to splatter over the camera and slowly drip down it! Actually hacking off a limb results in a constant hosing of gore from the exposed arteries, getting particularly messy if the limb-deprived fighter forgets that they're running short in the extremity department and tries to take a swing with their stump. Skilled fighters can cut a round short (literally) by clefting their opponents in twain, or simply chopping off their head, *Barbarian*-style.

Gameplay is a mixture of *Mortal Kombat* and *Virtua Fighter* moves, and even at this early stage is fairly smooth. Hopefully the final game will overcome the tendency of Midway-derived games to be rather stuttering affairs with lots of 'towards-towards-back-back-back-high kick-low kick' combinations.

Another twist offered by *Bio Freaks* is the flight ability of the fighters. Each character has a kind of jet pack device that lets them take to the skies (some of the arenas are several storeys high) and rain down death from above. If the charge of the flight pack runs out, though, be careful – if you fall onto one of the lethal obstacles that litter the arenas (spikes, lava pits, a huge *Indiana Jones And The Temple Of Doom* stone mangle) death is instantaneous!

Bio Freaks looks like it could be a great game for gore junkies, and if you've got the stomach for it may even be a contender for the N64's best beat-'em-up. As long as Nintendo don't bottle out and force Saffire to turn all the blood green...

MEN IN HACK!

You've read about Quake 64 from our point of view – but how about the people who created it? 64 Magazine asked head programmer B Johnson about the game...

Tell us a bit about the team that developed Quake 64. Who are you, and what games have you worked on in the past?
The *Quake 64* development team has done several id Software-related projects in the past, including *Doom* for the PlayStation, *Final Doom* for the PlayStation, and *Doom 64* for the Nintendo 64.

How long has Quake 64 been in development?
It took about 18 months.

How many people worked on the project?
We had one main programmer working on the project, along with four artists.

How many levels (one-player and deathmatch) will there be in the final game?
There are 25 enormous single-player maps and seven extremely well-designed deathmatch arenas.

Are there any new levels that are specific to the N64 version?
We have included a deathmatch arena that was created by id for the original version of *Quake*, but was not released until now. That should give you something to tease the other formats with! It's a beauty.

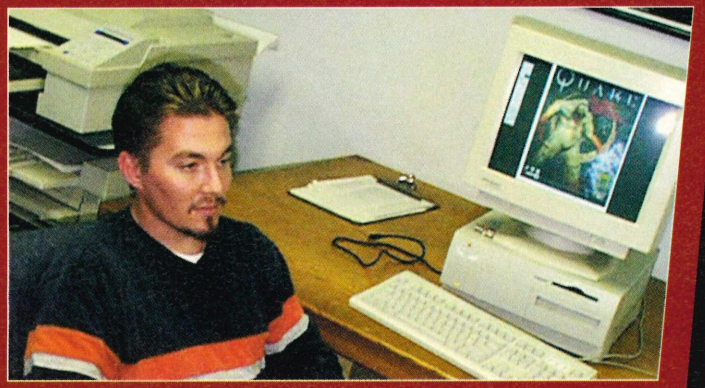
Will the four-player deathmatch mode make it in? If not, why is this?
Put simply, the level designs for *Quake* are much more 3-D than other first-person games We felt that the size of the windows in a four-player mode took too much away from the game. Many people will groan at this, but once they see it running, I think theyíll change their minds!

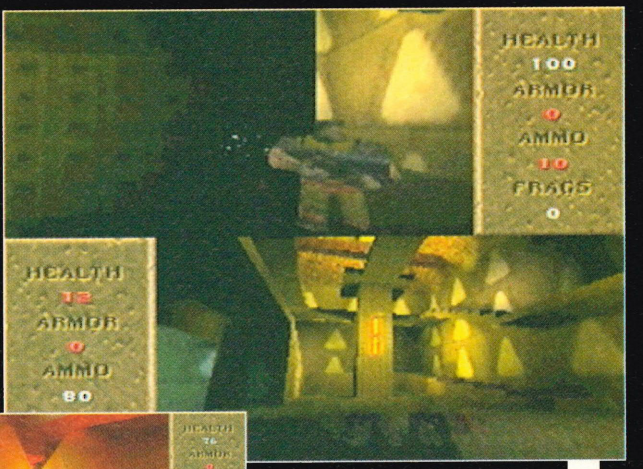
What was the hardest obstacle to overcome in converting the PC game to the N64?
One of the most difficult challenges was getting the maps to fit on a 96 megabit cartridge; we obviously had to make some slight modifications. The trick was making all the changes while still maintaining the look and feel of the original, as well as keeping all the gameplay elements.

How much were id involved? Did they have approval over the conversion, and did they request any changes?
As I mentioned before, weíve done several conversions of id games in the past. Fortunately, our standards are just as high as theirs, so the only changes they requested were minor.

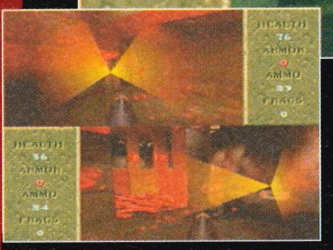
Did Nintendo request any toning down of the gore?
There were some concerns about some of it, but everything has been left intact.

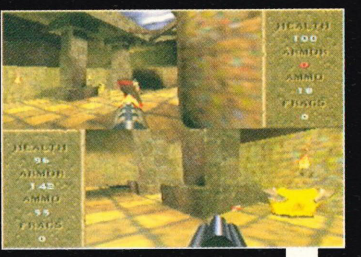
What PC kit would someone need to get the same look and speed as the N64?
You would need a good 3-D accelerator card along with the OpenGL version of *Quake*. But there are some things, like the RGB lighting, that you will only get on the Nintendo 64!



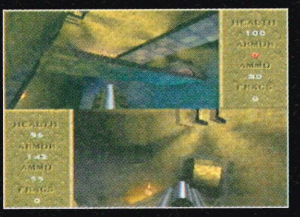


THE RING OF SHADOWS HAS MADE PLAYER TWO ALMOST INVISIBLE. UH-OH!





'CAMPING' – STAKING OUT WEAPONS OR POWER-UPS – IS FROWNED ON BY HARDCORE QUAKERS, BUT IF IT HELPS YOU WIN...



have been specifically designed with deathmatches in mind.

The speed is slightly down on the one-player game, but still manages to keep up a healthy pace even when rockets are flying around like explosive confetti. All the spooky lighting effects of the one-player game are kept intact, and the design of the levels is set up so that 'camping' (hiding out in a strategic spot and shooting people as they pass) is kept to a minimum – wherever you are, there's always a way someone can sneak up on you from behind!

The deathmatch game attracted a lot of attention in the office, but there was unanimous disappointment over the lack of a four-player game. Find out next issue how much this will affect the game as a whole...

end



DO YOU WANT TO SEE SOMETHING *REALLY* DISGUSTING? ZOMBIES TEAR CHUNKS OF FLESH FROM THEIR ROTTING BODIES AND HURL THEM AT YOU! [INSET] BREAK THEM INTO CHUNKS FOR GOOD!

WCW VS. nWo
WORLD TOUR

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"
92% - TOTAL 64

"THE BEST BEAT-EM-UP SO FAR!"
85% - 64 MAGAZINE



THQ INC

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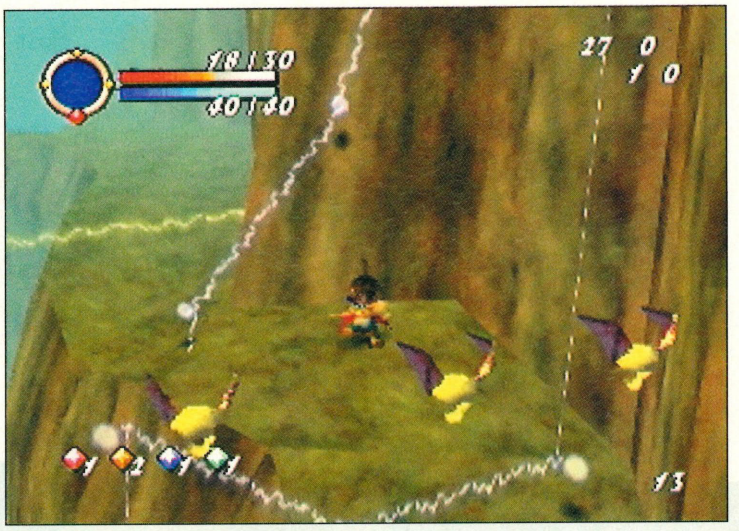
Written by Andy McDermott

KON ARTISTRY

New releases from KONAMI are always something to look FORWARD to – and we've got TWO of them!

KONAMI HAVE FOR YEARS been one of Nintendo's closest allies, and perhaps not coincidentally have also been one of the few companies that have been consistently able to produce games that are right up there with Nintendo's own titles. While some of their recent N64 releases like *Nagano Winter Olympics* may not have been too well received by some (hell, *I* thought it was okay), they still have plenty of other tricks up their sleeves. The English-language version of *Goemon* (the import version of which is reviewed this issue) is significantly more enjoyable than the





HOLY MAGIC CENTURY

ALTHOUGH IT'S NOT ACTUALLY one of Konami's own titles, being programmed by Imagineer, *Holy Magic Century* is producing the same level of anticipation as their own product, because it will be the N64's first true RPG. Konami have already dipped parts of their anatomy into the waters with *Goemon*, which is a sort of RPG, but *Holy Magic Century* is more traditional in style. That doesn't mean that it's not going to take full advantage of what the N64 can do!

WELCOME TO THE WORLD OF *Holy Magic Century*, the Elemental Tales (or 'Tails' as it says on the Japanese intro screen – hmm). The hero of the game, the little chap with the cape and the pudding bowl haircut, is Shanjaque Macarock. While he might sound like a basketball player, he's actually a youthful 'spirit tamer', a wizard who calls upon the four elements – air, earth, fire and water – to cast magical spells. His father Bart disappeared while hunting for a book containing the knowledge of the spirit tamers, his fate unknown, so Shanjaque decides to hunt for him and the book, developing his magical skills along the way.



HELLO, MISS! SPEECH BUBBLES LET YOU KNOW WHEN SOMEONE WANTS TO TALK.

The book has actually been stolen by the evil Master Wizard, who is corrupting its powers for his own ends. Before peace can be restored to the land, Shanjaque will have to face the Master Wizard in a battle to the death!



THIS LITTLE HOUSE IS HIDDEN IN AN UNDERGROUND ICE CAVERN. DON'T EAT THE YELLOW SNOW!

So, plotwise, *Holy Magic Century* is fairly standard fantasy fare. The difference between this game and the numerous other Japanese RPGs that have gone before is the way it is

BIG COUNTRY

incomprehensible Japanese version, and with long-awaited fighter *Deadly Arts* (aka *GASP!*) coming soon and Konami UK's acquisition of the rights to Imagineer's *Holy Magic Century*, the Japanese giant still have plenty up their sleeve. They've got *Hybrid Heaven* and *Castlevania 64* in the works, as well...

64 MAGAZINE recently got hold of preview copies of *Holy Magic Century* and *Deadly Arts* direct from Konami themselves. We've subjected them to intense scrutiny to see what they're like – here are our findings!



THE DUNES IN THE DISTANCE STRETCH FOR MILES. BETTER START WALKING...

presented. Goodbye top-down landscapes, pre-rendered backdrops and menu-driven combat scenes, hello realtime graphics, cool lighting effects and button-bashing battles!

The game takes place in the magical world of Setland, which is divided into three lands – Angulus, Stornia and Velagoon. While the routes between places of interest are well marked, with roads and signposts pointing you in the right direction, you can explore every square inch along the way. Doing so is often worth it; little puffs of smoke mark the location of buried elements which can be picked up and added to your magical armoury, treasure chests



THE DOG & DUCK, PECKHAM. INNS ALLOW SHANJAQUE TO SLEEP AND RECOVER LOST ENERGY. NO BOOZE, THOUGH!

THE LANDSCAPE OF *Holy Magic Century* is surprisingly expansive. The preview version of the game we were playing had a debug mode, with about 30 locations already programmed – just push a button and you're taken there. That was all well and good for seeing the varied environments, but after a while we felt like doing a bit of exploring for ourselves.

So we did. Starting from a ziggurat in the middle of a desert, our intrepid bowly-headed explorer set off into the dunes that stretched seemingly for miles in all directions. After a bit, we soon realised that there was nothing 'seemingly' about it! A canyon eventually loomed on the horizon, so our little bod headed down it to find first a guardhouse, then further on an oasis (complete with Bedouin tent) and a cave, which led into a complex of tunnels, at the centre of which was a maze guarded by a sorceress... none of which were anywhere near any of the debug mode's start points!

There's a lot of detail in the game as well – while the exterior scenes are much as you'd expect (grass, sand,



SHANJAQUE AT AN OASIS. HOPEFULLY THEY WON'T STORM OFF STAGE.



WHO IS THIS MAD WOMAN IN A MAZE, AND WHY'S SHE PICKING ON ME?



THE GAME TAKES ITS HERO DOWN INTO THE PITS OF HELL ITSELF.



THIS SHOT GIVES YOU A GOOD IDEA OF JUST HOW FAR THE ROLLING LANDSCAPE STRETCHES. STICKING TO THE PATH GETS YOU TO TOWNS, BUT IT'S WORTH EXPLORING – YOU NEVER KNOW WHO YOU'LL FIND!

rock, snow – the usual), there are also numerous villages with buildings that can all be entered, ancient temples, huge citadels, imposing palaces,



THIS SURREAL TEMPLE IS ONE OF THE STRANGER LOCATIONS.

gloomy dungeons, even ships... the list goes on and on. Everything is superbly detailed and laden with lighting effects, ranging from broad daylight to spooky purples and blues for wizardly lairs.

By relying more on colour and shading than textures, *Holy Magic Century* not only overcomes the N64's limited texture memory (the reason many games seem to be wallpapered in repetitive patterns), but also gives a very attractive look to its locations. The screenshots here really don't do this effect justice – when you actually see the game running on a TV, the whole world seems to be aglow with colour!



EVERYTHING LOOKS PEACEFUL IN THIS GLORIOUS ICE CAVERN. DON'T LET IT FOOL YOU – WANDERING MONSTERS CAN POP UP AND ATTACK AT ANY MOMENT!

THE DAY TODAY





UNLIKE MANY PREVIOUS RPGS where all the action takes place seemingly at high noon, *Holy Magic Century* has a proper day-night cycle, just like real life! As our hero tromps on his quest through the landscape, the sky gradually reddens as dusk approaches, then turns a deep purple before finally fading to the black of night. The fading of the light is accompanied by suitable changes in the colour of the landscape itself, and even by lights coming on in the windows of houses!





in out-of-the-way places hold valuables, and you can uncover hidden buildings and even whole villages by venturing off the beaten track!

The look of the game is similar to *Goemon* and *Zelda 64*, with the camera drifting behind Shanjaque as he walks. Usually it's quite free-floating, allowing you to see the hero from all angles as he turns around, but by holding down B the view can be locked so that it is always directly behind Shanjaque – useful in the tight confines of underground tunnels. Inside some buildings, the camera position is fixed, panning to follow Shanjaque as he moves around, again in a similar fashion to *Goemon* and *Zelda*.

At the moment, it's hard to judge exactly how well *Holy Magic Century* plays, as the approximately 75% complete version we were lent by Konami was all in Japanese (always a stumbling block!), and there seemed to be a marked absence of any kind of puzzle elements. Also absent were the two other characters who are supposed to accompany Shanjaque on his quest, Princess Nina and Cozi the pirate (although we did find the latter's Viking-style ship). At the stage of the game's development, this is understandable – the first priority is going to be to get the whole world squeezed into a cartridge!

Gripes about the preview version that we feel are worth mentioning are the music (we soon got sick of the jaunty tune that accompanies Shanjaque's meanderings, and the battle music sounds like a cross between the themes of *The Day Today* and *Babylon 5*!), although this may well be changed for the UK version, and the frequency of attacks by wandering monsters. Once Shanjaque is outside the safety of a town, it seems as if he can't take two steps without being set upon by some brigade of bizarre beasts! Again, this may change; Japanese games tend to have a surfeit of random encounters which are often toned down for Western release.

So, the question you all want answered – is *Holy Magic Century* going to be a *Zelda* beater? Well, it's hard to say – although they're similar in appearance, *Zelda*'s more action-oriented approach gives it a significantly different feel. *Holy Magic Century* is certainly on a par with *Zelda* in terms of its landscapes, although its monsters, though amusingly strange, aren't anywhere near as impressive to watch. But again, because *Holy Magic Century* isn't an all-out action game, they don't have to be. It looks as though the two games will be different enough for it to be worth getting both, though twitching, RPG-starved N64 gamers will probably be doing so anyway!

Holy Magic Century is scheduled to appear in Japan in March or April, with an American release (under the name *Quest 64*, by THQ) in June. The UK version is expected soon after!

IF I COULD TALK TO THE ANIMALS...

WELL, NOW YOU CAN. So far, we've encountered a horse and a sheep, which seem to have something to say. They're not much for chat – it turns out that what they're saying are "neigh" and "baa", respectively!







PEOPLE ARE STRANGE

***HOLY MAGIC CENTURY'S* TOWNS** and villages are full of folk. Unlike a game like *Goemon*, the inhabitants of Setland aren't all clones of each other – there are dozens of different people!

Every fantasy archetype, from the King and the Queen right down to the most hunchbacked old crone, is here. They've all been given plenty of character (they look a lot like the characters from *Final Fantasy VII*, only with more detail) and everyone's got something to say. Admittedly it is all in Japanese at the moment, but with a UK release promised not long after the game's release in Japan, we'll be able to find out soon enough what they're jabbering on about!



THE LOCALS ARE QUITE CHATTY. ROLL ON AN ENGLISH TRANSLATION...



IT'S THE AFOREMENTIONED HUNCHBACKED OLD CRONE, AND HER GRANDDAUGHTER.

FIGHT FOR YOUR RIGHT TO PARTY



***Holy Magic Century's* combat** system is a bit of a hybrid – while it's not an all-action affair like *Zelda 64*, where getting in blows on your opponents while dodging their own attacks is entirely your responsibility, it's not a straightforward turn-based traditional RPG approach either.

When you're attacked, two 'arenas' appear around you and your foes. The larger, yellow one is the general site of battle – if you reach the edge of this, you can escape by simply running away. The smaller arena marks the area in which you can move during your 'turn'.

The options available to you in your turn are to move (either to close on your enemies or to leg it if things look a bit dicey), attack (with magic or with a weapon), or use your magic to heal yourself. When you've done whatever you're doing, a similar red boundary appears around your adversaries as they get their chance to move.

If you fight using a weapon, you need to get close to your target, at which point a small icon of your weapon (usually a staff) will appear. This is the cue to hit A and let rip! Because your character is a wizard, his damage tends to be fairly limited, but it's a useful last resort.

Choose to use magic, however, and the fun really begins. Each of the C buttons represents an element – air, earth, fire and water – and you can use up to three elements in combination to attack. Three earth elements, for example, makes a huge boulder appear from nowhere and drop onto your opponent's head! Different combinations have different results, and learning what these are and how to make best use of them is a major part of the game.



1: Get ready to rumble! The blue lines mark the distance you can move in your round.



2: Red lines mark an enemy's boundary – if it reaches you, you're in trouble.



3: Hitting the C buttons powers up your elemental magic. Three fire elements...



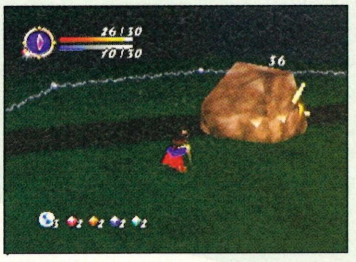
4: ...gives you this fireball, unleashed by hitting A. Burn, you purple freakers, burn!



5: Three against one is unfair odds, but you've also got your earth magic to fall back on.



6: Another trio of magical gems, this time the orange earth elements, calls up a boulder.



7: Boof! Eat my rock! There's no way our purple lupine friend is getting up from that.

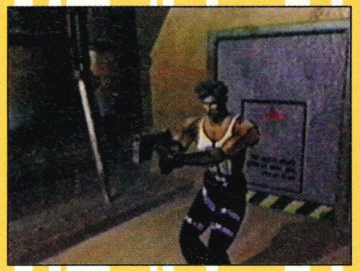


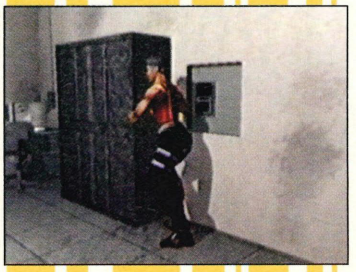
8: Victory! Now Shanjaque can do a little dance, make a little love, and get down tonight!

HYBRID HEAVEN

So, anything new on this highly anticipated game? Afraid not – the three shots here (taken from a rendered video rather than being actual in-game images) are all that you're likely to see of the game for a while.

There's a very good reason, though – like *Metal Gear Solid*, *Hybrid*'s PlayStation sister title, the game is being produced by a top-flight division of Konami that has basically been given its own offices and a load of money, and told to come up with something really cool without any worries about meeting a set deadline. This is a similar approach to Nintendo's "it'll be ready when it's ready" attitude towards producing games, and will hopefully produce something equally amazing!







Deadly Arts

Previously known as *GASP!* (short for *Generation of Arts, Speed and Power* – oof!), Konami's in-house fighting game has undergone a name change, in the West at least, to the more straightforward *Deadly Arts*. Title swaps aside, the game is the same in concept as before.

THERE ARE EIGHT BASIC characters from which the player can select, so no surprises there. What makes *Deadly Arts* different to any other fighting game is the fact that players can create entirely new fighters for themselves!

Another addition to the usual fighting formula is the use of interactive arenas. You can hurl players against the objects that clutter the battlezones, kick them over walls and even give yourself an edge by jumping off crates and the like to boost the power of your attacks! Although most of the arenas are enclosed, some of them are set up so that skilful players can actually smash their opponents through the walls and out of the ring entirely, giving instant victory.

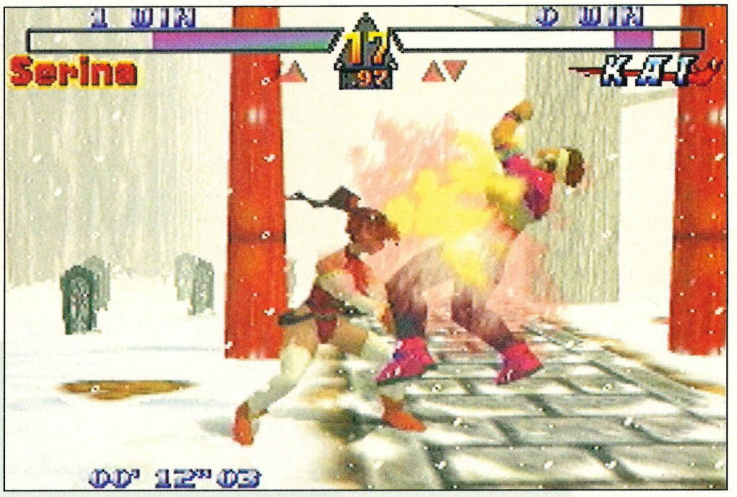
In common with most current fighting games, such as *Art Of Fighting Twin* and *Fighter's Destiny*, the control method of *Deadly Arts* owes an awful lot to Sega's *Virtua Fighter* series. A is kick, B is punch and R is block, and when pressed in rapid conjunction with d-pad moves, the special attacks are unleashed. At the moment, the transition between moves isn't quite as smooth as it could be, but this is



SCENERY CAN BE SMASHED, AS SERINA DEMONSTRATES ON SOME BAMBOO.







Deadly Artists

If you don't feel up to devising a fighter of your own from the billion-plus that are feasible, then there are eight ready-made pugilists waiting for your call. Each is available in a choice of colours, and comes complete with a range of bone-cracking moves. Batteries not included!

Kimuro Kai



THE USUAL JAPANESE HARDMAN FOUND IN ALL GOOD BEAT-'EM-UPS (AND A FEW BAD ONES AS WELL).

Agami Carol Rin



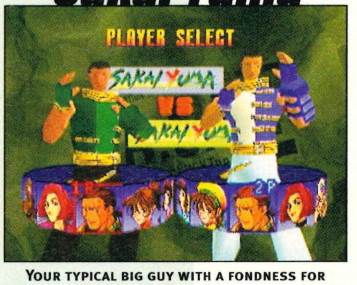
VERY SMALL, VERY CUTE, AND LOOKING AS IF SHE'S OUT WAY PAST HER BEDTIME!

Hiyu Serina



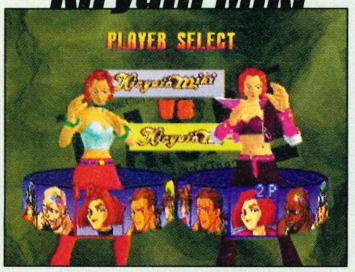
COMES IN RED LEATHER GEAR OR A 'NICOLE RENAULT' OUTFIT, WITH A HINT OF *DEAD OR ALIVE* BOUNCE!

Sakai Yuma



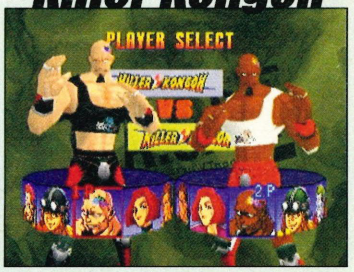
YOUR TYPICAL BIG GUY WITH A FONDNESS FOR OVERSIZED COLLARS AND BONDAGE TROUSERS.

Kiryuin Miki



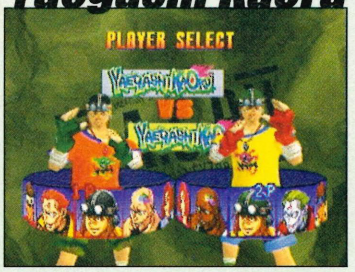
WHAT BEAT-'EM-UP WOULD BE COMPLETE WITHOUT A SEXTASTIC 'BAD GIRL' CHARACTER? NOT THIS ONE!

Killer Kongoh



WHATEVER COLOUR HE DECIDES TO BE, HE LOOKS ROCK HARD. APART FROM THE FLOWER TATTOO.

Yaegashi Kaoru



EITHER PICKY FROM SEGA'S *FIGHTING VIPERS* HAS GOT A TWIN, OR HE'S DEFECTED TO THE N64!

Jimmayui Kuaya



THAT'S WHAT WE THINK HIS NAME IS – IT'S ILLEGIBLE! BUT HE'S DEAD ANYWAY, SO WHO CARES?



ONE OF OUR HOMEBREWED FIGHTERS. AFRO, OR KRYPTONITE?

something that will be sorted out before the game is completed.

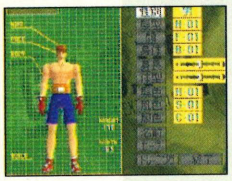
Deadly Arts has the potential to beat even *Fighter's Destiny*, currently the N64's best beat-'em-up, when it's completed. With the fighter construction kit to add longevity, this is definitely one that we at 64 MAGAZINE will be looking forward to seeing!

Deadly Arts (or GASP, as the Japanese look as though they'll be lumbered with that name) will appear in the UK this summer. We'll be reviewing the import version next issue!

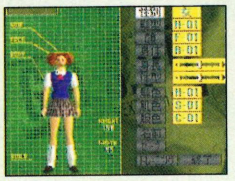


THERE ARE NINE BASIC STAGES TO FIGHT IN, ALL WITH INTERACTIVE SCENERY TO GIVE SMART FIGHTERS AN ADVANTAGE.

Billions Of Battlers



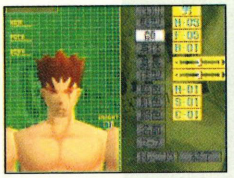
1: THIS IS THE BASIC BLOKE WHO APPEARS WHEN YOU ENTER THE CHARACTER EDIT MODE. HE IS BUT CLAY, TO MOULD AS YOU WISH!



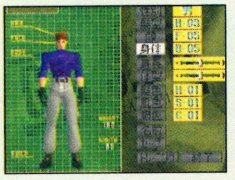
2: OR IF YOU PREFER, YOU CAN TOY WITH THIS YOUNG LADY TO YOUR HEART'S CONTENT. HURR HURR HURR!



3: THE FIRST STAGE IS TO FIX HIS HAIR. WHACK SOME WELLA SHOCK WAVES ON FOR THIS SPIKY AKIRA 'DO.



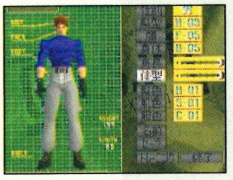
4: A LITTLE PLASTIC SURGERY IS NOW IN ORDER. THIS BLOFELD-STYLE SCAR INDICATES HARDNESS.



5: NEXT UP IS DECIDING HOW YOUR FIGHTER DRESSES, AND WE DON'T MEAN TO THE LEFT OR THE RIGHT!



6: PUT HIM ON THE RACK! WE'VE DECIDED TO STRETCH THIS GUY TO THE LIMIT, MAKING HIM ABOUT TEN FEET TALL!



7: OBVIOUSLY HE'S GOING TO HAVE TO BE STRETCHED WIDTHWAYS IN PROPORTION, OR HE'D LOOK LIKE A BEANPOLE.



8: TIME TO GET GOING WITH THE HAIR DYE. THIS BEING A JAPANESE GAME, WEIRD COLOURS ARE DE RIGEUR.



9: SKIN COLOUR COMES NEXT. YOU CAN GO FOR THE USUAL RANGE OF HUMAN TONES, OR EVEN A ZOMBIE PALLOR!



10: TIME TO DROP A FEW COLOURED SOCKS INTO THE GUY'S WASHING AND WATCH HIM WEEP!



11: THE LAST STEP IS TO GIVE HIM A NAME. WHAT SOUNDS TOTALLY ROCK HARD? I KNOW...



12: ONCE A FIGHTER HAS BEEN CREATED, HE OR SHE CAN BE SAVED TO A CONTROLLER PAK.

CREATING A NEW FIGHTER doesn't require any procreation, although that might have made for a highly entertaining subgame. Instead, you start with a basic male or female template and tweak them to your liking. For those who are interested, *Deadly Arts*' edit mode offers a grand total of 1,283,413,248 different physical combinations of fighters, if you add together all the possible different variations of the basic male and female bodies. You'd better invest in a few of Blaze's 32 Meg memory cards if you want to keep all of them to hand!

Just creating your fighter is only half the story – they then have to be trained. This is accomplished by setting them against the eight regular fighters. As a newly-born fighter only has a basic kick and punch to their name, gaining experience quickly is essential if they plan to whup any serious ass.

Opponents in the training mode start off gently, offering little resistance. Whenever you defeat an opponent, your fighter has the opportunity to learn a selection of their moves and add them to their own list of attacks. If you keep fighting the same character, you'll be able to learn the secrets of their most powerful attacks – but be warned, they get harder to beat with each bout.

This training method means that you can mix and match the best moves from each fighter and incorporate them into your own creation. If you're fed up with having to learn dozens of complex moves to get the best attacks, just learn all the ones you're happy with and forget the rest!

Ladies Of The Fight

Hey, guys! Having trouble getting a date? Let the Konami Dating Agency fix you up with the girl of your dreams!



Schoolgirl This young lady seemed to Yank Roy's crank, for some reason. We're not even going to comment.



Miss Whiplash The vixen in leather takes no nonsense, though she'll have a job getting into places with a dress code.



Supermodel Tall, thin, exquisitely beautiful, doesn't get out of bed for less than ten grand. Got your lottery ticket?



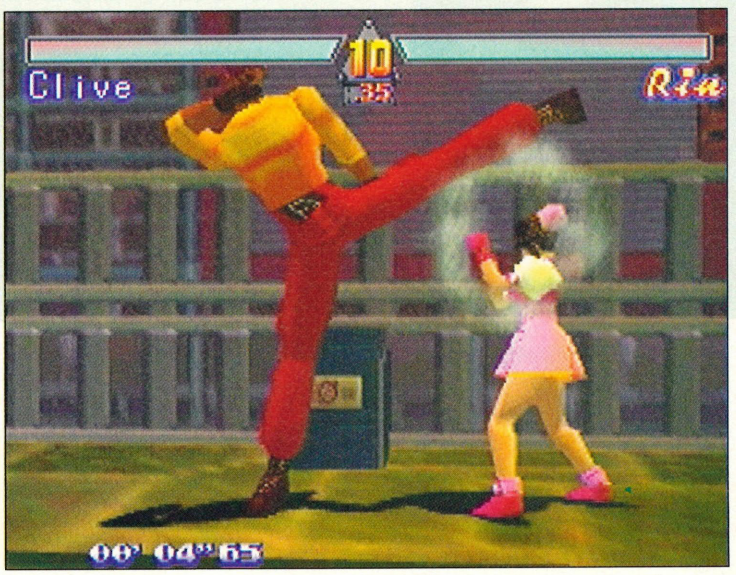
Tough Chick Rockin'! Here's a chick with attitude. But don't try any funny business or she'll beat the crap out of you.



Short Girl Okay, so she looks like she's been living on Jupiter, but beneath it all she's got a heart of gold.



Zombie Lass If you've been getting nowhere with the living, why don't you try an undead date instead!



13: AND AFTER ALL THAT WORK, HERE HE IS IN BATTLE. PICK ON SOMEONE YOUR OWN SIZE!

REVIEWS

From **THIS** issue, all our reviews are presented in **SUPER-CRISP** Clear-O-Vision™, as we've got a new grabbing **SYSTEM** that's the **ENVY** of every other mag! **HEY,** we're a quality act, y'know. And what better game to **SHOW** it off than **NINTENDO'S** latest?

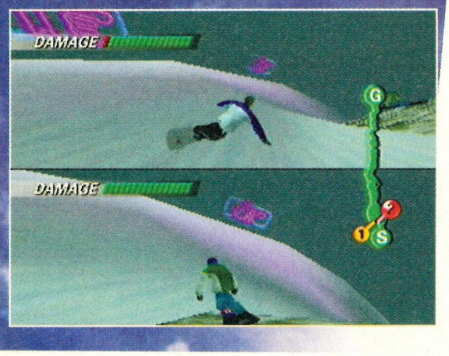
42 1080° SNOWBOARDING

Radical, duuuude! The Wave Race team follow up their aquatic racing success with this frozen version. Hit the slopes with the most realistic snowboarding game you'll ever see!



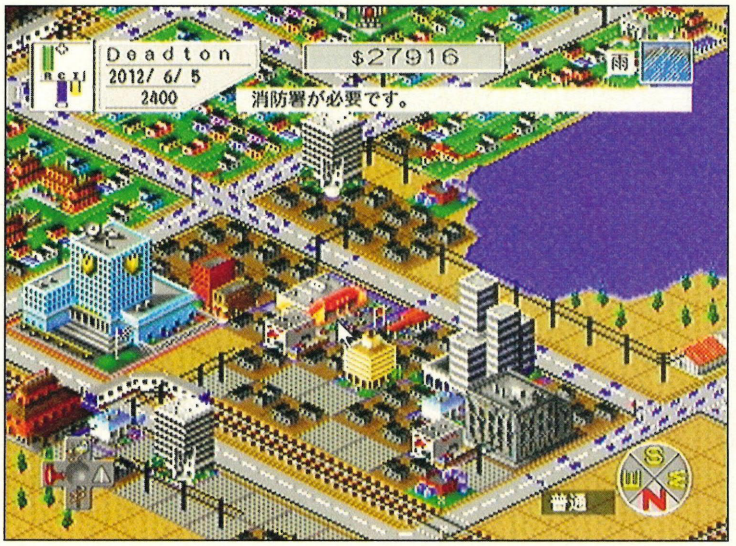


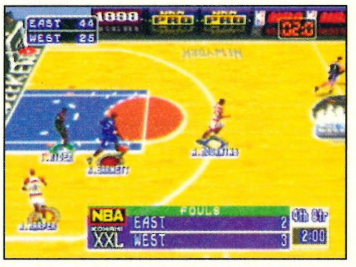




50 SIM CITY 2000

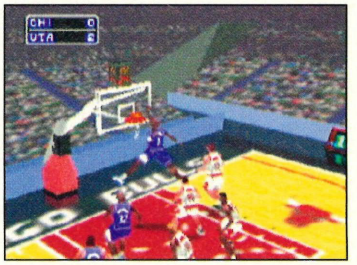
Budding Rudolph Gullianis (or Diamond Joe Quimbys) now have the chance to practice social engineering in the comfort of their own homes.





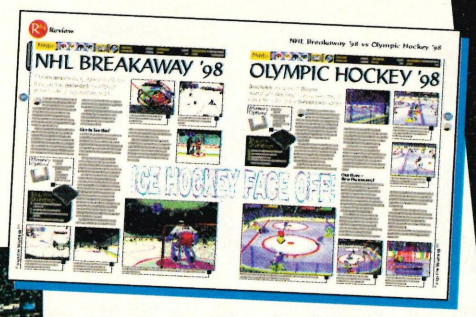
54 NBA PRO '98

Not every game benefits from our new Clear-O-Vision™ grabbing system – take this basketball title, for instance...

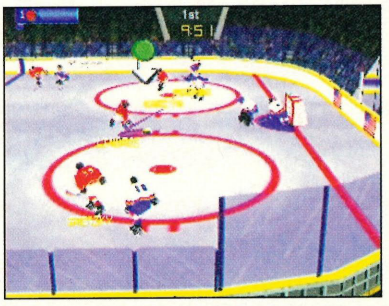


56 Hockey Face Off

With two new ice hockey games arriving within minutes of each other, we thought it only fair that *Olympic Hockey* and *NHL Breakaway* take each other on in a brutal no-rules match. Who wins, and who's left toothless?







60 Brave Spirits Wrestling

Following hard on the leotards of *WCW Vs NWO* comes this Japanese gruntacular. Are a bunch of strange Japanese cartoons a match for 'Hollywood' Hogan?







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.

Unfaultable quality in this particular area

Very good, but not perfect.

Does the job, but nothing special.

Definitely below par. Watch out.

Bad, bad and bad again! Completely pathetic.

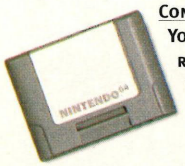
Box Clever

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

Memory Options

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

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



$64,000 Question

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

PAL Performance

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

1080° SNOWBOARDING

Written by Andy McDermott

Ninfo

Players	Cartridge	Rumble Pak	Publisher:	Developer:	Game Type:	Origin:	Release Date:	Price:
1	128 M	✓	Nintendo	Nintendo	Sports sim	Japan	Out now (import)	£60



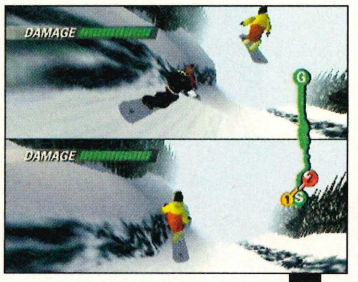
THE COLOUR OF THE SCENERY CHANGES ACCORDING TO THE TIME OF DAY AND THE WEATHER. DION GETS MAXIMUM POSE VALUE AS HE LEAVES TRACKS THROUGH THE SUNSET SNOW!

Memory Options

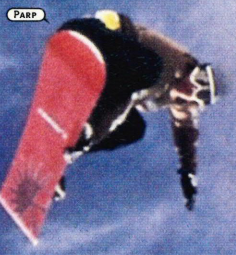


MEMORY: SAVES TRACKS OPENED, RECORD TIMES AND ONE TRACK GHOST

CONTROLLER PAK: N/A



THE TWO-PLAYER GAME LOSES THE BACKGROUNDS TO KEEP THE SPEED UP.



Hit the SLOPES with your Tommy Hilfiger PUFFA jackets and ludicrously OVERPRICED sunglasses – Nintendo are BACK in the sporting BUSINESS!

REGULAR READERS WILL probably have realised that I don't have much time for snowboarders. This is probably down to my antipathy towards posers in general who spend a great deal of time, money and effort to show off about something that is essentially pointless. That and the fact that, no matter what designer label they might have on them, anoraks are for trainspotters. Any snowboarders out there will probably have it in for me now, but since the worst they can do is try to dazzle me with their luminous nylon trousers or blow marijuana smoke into my face I'm not desperately worried.

After saying that, it'll probably come as quite a surprise that I'm now vaguely considering a bit of a foreign trip to somewhere with mountains, snow and a place to hire silly woollen hats, though one junior accounts clerk from Telford trying to talk like a Californian surfer and I'll be on the first flight back. The reason for this slight softening of my attitudes? Nintendo's *1080° Snowboarding* (that's pronounced ten-eighty, not one thousand and eighty), the latest game from the team that produced *Wave Race* and hopefully the Big N's return to form after the disappointment of *Yoshi's Story*.

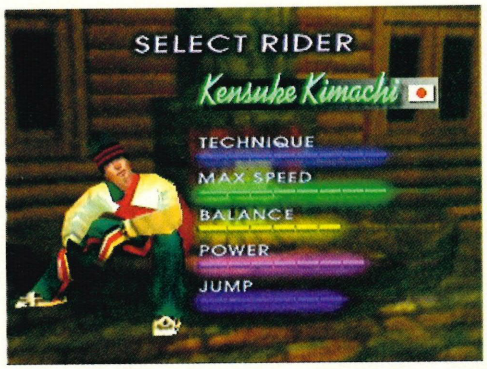
The *Wave Race* connection should give you an idea of what to expect. If you're hoping for dozens and dozens of different courses, then you're going to be sadly disappointed. *1080° Snowboarding*'s pistes number a mere six, with a couple of training and stunt courses thrown in as well. What it does offer is, like *Wave Race*, probably

$64,000 Question

- ⊕ ABSOLUTELY SUPERB CONTROL
- ⊕ VERY FAST
- ⊕ GOOD USE OF RUMBLE PAK
- ⊕ SOUND EFFECTS HELP GAMEPLAY
- ⊖ SOME POP-UP
- ⊖ COMPUTER PLAYERS CHEAT!
- ⊖ NOT THAT MANY COURSES



The



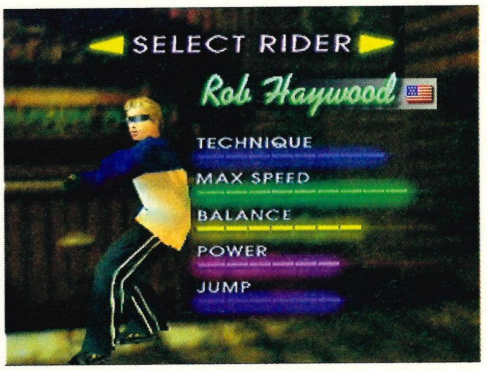
Kensuke Kimachi

Country: Japan
Soundbites: "Hmm?" "Yosh"
Fashion Crisis: Woolly hat like 'Brilliant' from *The Fast Show*
Style: A good all-rounder for beginners



Dion Blaster

Country: Britain
Soundbites: "Yo" "Awright, man"
Fashion Crisis: Has a top like someone from *Deep Space Nine*
Style: The best for outright speed

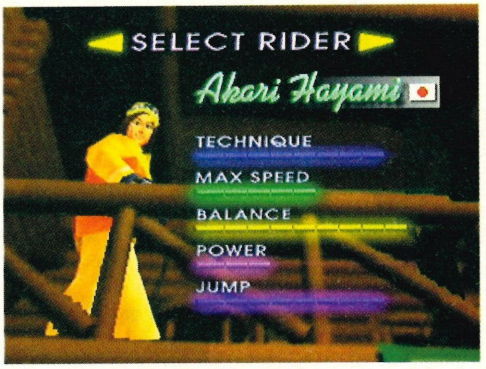


Rob Haywood

Country: USA
Soundbites: "What's up?" "Let's go!"
Fashion Crisis: Wears shades indoors, so probably has very bruised thighs from chair collisions
Style: Something of a stuntman

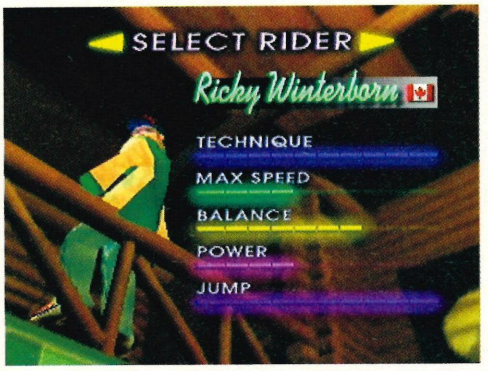
Cool Boarders

They're cool, they're trendy, and from the sound of their voices they're all as baked as a cake. And Dion Blaster sounds so not British it's untrue! You meet them all in a log cabin where they're casually posing – take your pick. Unlike some games, it really does make a difference who you choose!



Akari Hayami

Country: Japan
Soundbites: "Hiiii!" "Okay!"
Fashion Crisis: A quite hideous yellow cagoule
Style: Stays on her feet well, but not that fast



Ricky Winterborn

Country: Canada
Soundbites: "Yeah?" "Shurardit!"
Fashion Crisis: Unlucky green trousers
Style: You want to jump over something, he's your man!

the most realistic simulation of the real sport you're likely to get without blowing a month's wages on a pair of uncomfortable sunglasses.

Passive Doping

Once again, Nintendo's decision to whack an analogue joystick on the N64's controller has proven to be the best idea in videogames since the invention of the fire button. Trying to reproduce the feeling of control you get in *1080° Snowboarding* using a straightforward digital d-pad would have been all but impossible.

A great deal of time has been spent to give the boarders a realistic sense of balance. Turning your boarder isn't just a matter of pushing the stick left or right and watching them change direction. Instead, the analogue stick is used to alter their stance and centre of gravity, which gives you absolutely precise control. When you're hurtling down the slopes at anything up to 200kph, whatever that might be in real money (divide by eight, multiply by five, don't hit tree – doh!), this is exactly what you need. A slight lean forward or back is enough to keep you on the right track most of the time, but if something more radical is needed, the further you push the stick the more your boarder leans over. Push it right to the limit and your boarder will start 'edging' the board, which is nothing to do with lawns but instead runs the board on its side rather than its flat base. Very sharp turns are possible this way, at

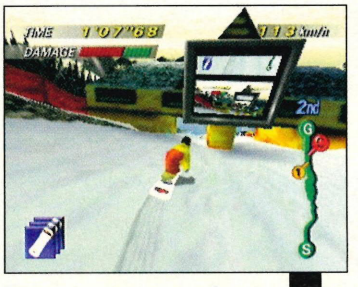
most perfect control method yet seen in a simulation



Oh my god, he's got no shadow! He's a snowboarding vampire!



Now that's what I call a low-flying aircraft. Heads up!



Better get myself down the Sony centre for one of those.



A ring of fire is one of the hidden treats on the Dragon Cave track.

Course 1: Crystal Lake

This course is a nice easy introduction to the world of 1080° Snowboarding. That doesn't mean that it's devoid of challenge, though! There are some tricky sections which can easily floor an inexperienced boarder. This track also introduces you to the game's plentiful alternate routes – the most obvious course is rarely the fastest!



The beginning of the race, with Crystal Lake itself visible below. All the shots of the track from here on will be from the first-person viewpoint to give the best view.



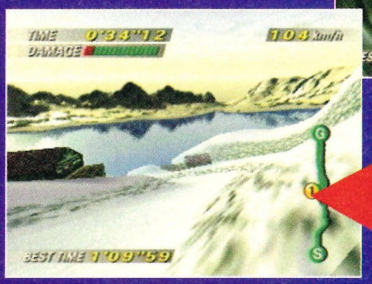
Well hey, if it isn't a hot air balloon! Now that's a surprise, you never ever see them in games!



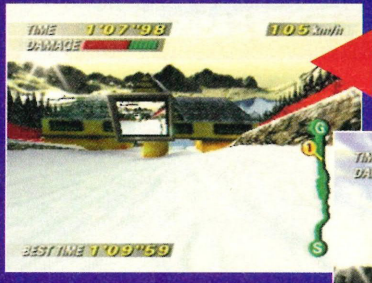
This rocky canyon is harder to negotiate than it looks – there are a lot of little bumps that can send you into the walls. That helicopter only appears in Time Attack mode, which is probably just as well as it would be very offputting in a race!



At the foot of the canyon is a large jump. This is a good time to start practising your boarder's mid-air balancing skills!



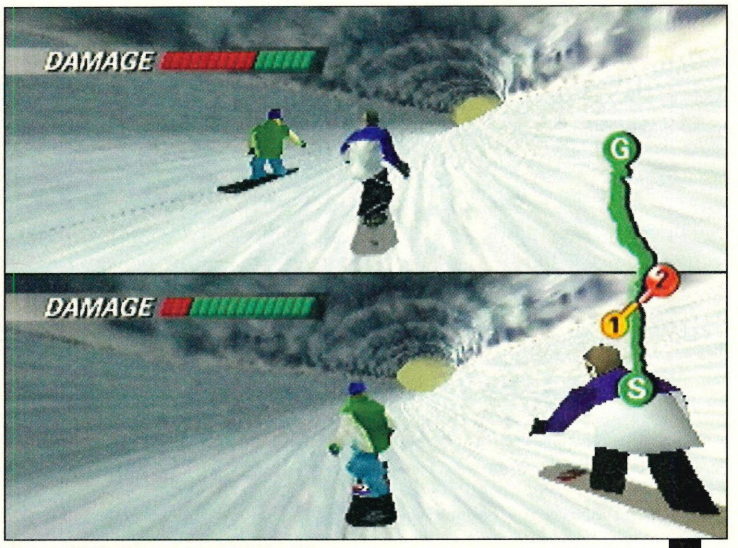
The obvious route is to weave down the path marked by ice-covered rocks, which leads to a halfpipe. If you want a quicker route, you can ride the ramps by the chalets – the right-hand chalet hides an express route to the finish.



When you reach this giant TV, you know that the end of the race is in sight. Hello mum! I'm on telly!



Normally you'd avoid these ramps, as taking them costs time. In Trick Attack mode, though, they're vital to help you score points by performing stunts.



Another speed-boosting trick is to reduce the detail on rival players. Fortunately, you don't have time to notice this while you're actually playing the game!

the cost of a lot of your hard-earned speed.

Holding the Z trigger makes your racer crouch down, increasing speed but making it harder to steer. Knowing when to go flat-out and when to rein it back a little in order to avoid doing a Sonny Bono is vital. You also need to learn how the different types of surface affect your board. Bottle ice obviously offers the least friction, but it also makes it very hard to steer. On the other hand, waist-deep drifts of powdery snow slow you down a lot, which at times can be useful if you need to cut your speed in a hurry without making any risky manoeuvres.

This variation in the surfaces of the courses provides scope for something previously thought impossible – making the Rumble Pak an aid to gameplay instead of an annoying gimmick. You can play *1080° Snowboarding* perfectly well without it, but when it's plugged in it provides an extra bit of feedback about the snow beneath your board. Since one patch of snow looks pretty much like another, this can be a great help in finding the fastest route down the course until you get familiar with it.

Man, I Am Sooo Baked

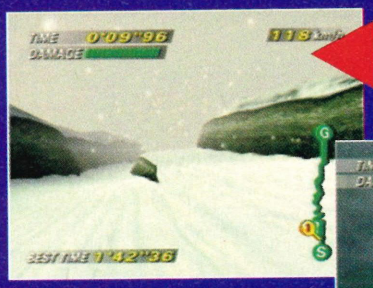
If straightforward racing isn't your thing, but instead you prefer to show off to everyone just how cool you are, there is also the option to perform tricks. The more impressive your mid-air stunts, the more points you score.



Another incredibly intense set of colours on the Crystal Lake course. If they get any more vivid, our printer is going to explode!

Course 2: Crystal Peak

A HARDER VERSION OF THE PREVIOUS TRACK – IT ACTUALLY JOINS UP WITH THE CRYSTAL LAKE COURSE AT THE END.



JUST AFTER THE START, THESE LITTLE JUMPS APPEAR. YOU CAN IGNORE THEM, BUT IT'S WORTH GETTING THE HANG OF HOPPING UP ONTO LEDGES AS YOU'LL NEED THIS SKILL ON LATER TRACKS.



THIS ICY TUNNEL WILL INCREASE YOUR SPEED AS YOU SHOOT DOWN. MAKE SURE YOU DON'T GO TOO HIGH UP THE WALLS, AS YOU CAN BANG YOUR HEAD ON THE OVERHANGS!



THESE CHALETS MARK A FORK IN THE COURSE. FOR ONCE, THE OBVIOUS ROUTE IS THE FASTEST – THE NARROW RIGHT-HAND PATH SEEMS TO TAKE LONGER TO GET DOWN, AND RUNS MORE RISK OF YOU HITTING THE WALLS.



TAKE THE LEFT ROUTE, AND YOU'LL FIND YOURSELF SKIDDING OVER GLASSY ICE TOWARDS A BIG NINTENDO LOGO. THE ICE MAKES IT HARDER TO TURN, SO START EARLY. IF YOU'RE REALLY IN TROUBLE, YOU CAN EDGE YOUR BOARD ON THE SOFT SNOW BELOW THE N, BUT YOU'LL LOSE A LOT OF SPEED.



A SET OF INNOCUOUS HUMPS PROVE TO BE ONE OF THE LEVEL'S GREATEST DANGERS! HITTING THEM AT THE WRONG ANGLE CAN CAUSE ENORMOUS DAMAGE TO YOUR BOARD, AND EVEN PUT YOU OUT OF THE RACE. EITHER WEAVE BETWEEN THEM, OR JUMP FROM THEM AND TRY TO LAND ON FLAT SNOW.



PAST THE HUMPS, THE TRACK JOINS UP WITH THE CRYSTAL LAKE COURSE. IT'S ALMOST THE SAME AS BEFORE...

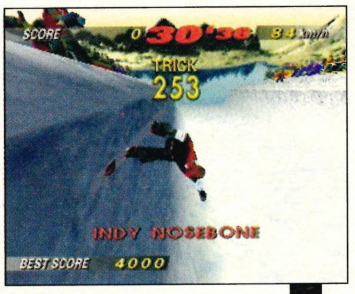


...EXCEPT FOR THE ADDITION OF AN EXTRA SET OF RAMPS BEFORE THE FINISH. AGAIN, GIVE THESE A MISS UNLESS YOU'RE TRYING TO PERFORM STUNTS!

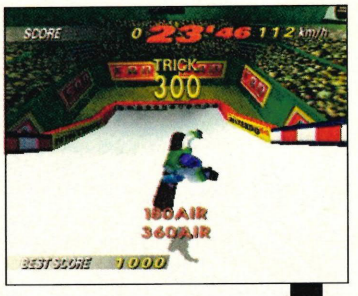


The Trick Attack game can be played on the normal courses, making use of those halfpipes and ramps that only seemed to be there for decoration, but there are also two courses specially designed for showing off.

Most of the tricks, such as the depressing 'melancholy' and the dodgy-sounding 'stiffy', are performed by simply hitting B and a direction while you're in the air, but the impressive spins from which the game takes its name require some stick gymnastics. A simple 180° spin only needs to you hold R and push the stick to the left, but to get the full



STUNTS AREN'T THAT HARD TO PERFORM – THE TRICK IS LANDING AFTERWARDS!



THIS SPECIAL COURSE IS DESIGNED SOLELY FOR AERIAL STUNTS.

istic simulation of the actual sport you're likely to get



WIPEOUT! PLAYER ONE BADLY MISJUDGES THE ENTRANCE TO THE JUMP.

1080°... well, here goes. R and an anticlockwise spin on the stick, followed by the same plus B, then again with Z as well. That's three complete circles and three button pushes in the correct order, and after all that you've still got to make a perfect landing as well or you don't score any points!

Personally, I didn't find this aspect of the game all that gripping, but then I wasn't a big fan of all the stuntery in *Wave Race* either. If trying to accomplish the almost impossible is what turns you on, then you should find the stunt games in *1080° Snowboarding* a real challenge.

As well as the Trick Attack games, other options on offer include the Contest game, which turns the tracks into slalom courses where you have to wend your way between flags (missing a flag costs you valuable seconds), a training track where you can practice jumps or the halfpipe, and of course the two-player game.

This manages to be almost as fast as the one-player game, although the amount of detail suffers. Trees are felled, some of the trackside fripperies like spectators do a runner and the fog has wafted in from Mount Turok. Despite this, the head-to-head game still keeps the superb control over the boarders that makes the one-player game so much fun. It's a pity there isn't a four-player game – *Snowboard Kids* managed it – but having to work out the physics of *four* people moving

Course 3: Golden Forest

The first time you race down this track, you'll find it lives up to its name – the whole track is bathed in a sunset glow. It might look pretty, but it's actually quite vicious in places, with one huge drop at the end of the frozen river that requires perfect balance to avoid a nasty wipeout!



Hey, check out that funky lens flare! The sunlight can be dazzling in a couple of parts of the track, but fortunately not in places where you need to be dodging obstacles.



When you reach this section of the course, pull over as far to the right as you dare. Rattling down the frozen stream is a lot faster than ploughing through snowdrifts and trees.

A pair of logs have been carelessly left lying across the track. You can either do a nifty slalom between them, or jump over them.





At this point of the race, you have no choice but to go through the deep snow, which can come as high as your boarder's chest. You might be tempted to crouch to keep your speed up, but this makes it harder to avoid the trees.



Woah, low bridge! Another log blocks the course, this one at head height. The smaller boarders can pass under it without ducking, but if you're playing as Dion, you'd better mind your head!

Course 4: Mountain Village

Once upon a time, it was enough for alpine villages to act as simple après-ski stops and hotel accommodation. Now, the snowboarders have invaded and decided that the villages themselves make very good obstacle courses!



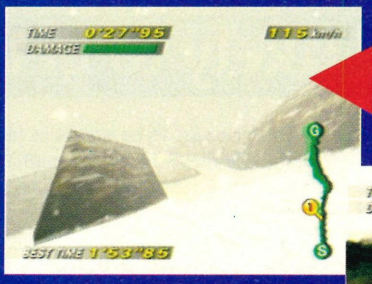
At this stage, you can head down the gully, or if you want, you can skip up the rocky walls onto the virgin snow at the top.



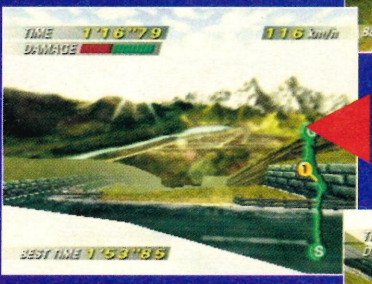
This mountain hut isn't just an obstacle (although you don't want to be ploughing into the walls) – head through it, and there's a huge jump on the other side which cuts out some unpleasantly bumpy snow.

Take the left-hand passage and you'll fly out of this cave mouth, 50 feet in the air. The snow beneath is nice and soft, so as long as you can stay upright the landing shouldn't be too tricky.





Just past the landing zone for the jump are these huge boulders. Dart between them and head for the narrow channel beyond.



If you ended up on the road, this is where you'll rejoin the other route. You can stay on the ice-encrusted tarmac or nip through the gap in the fence back onto the snow.



A network of icy caves awaits you! The safest route through is to keep to the left – slide too far over to the right and you'll have no choice but to drop over a nasty jump onto the road.

The snow isn't without dangers of its own! If you can avoid the sign (which seems to have magnetic properties, sucking your board towards it) there's still this huge hummock of snow. Make sure you don't hit the spades that workmen have left sticking out of its far side!



around at once would probably have been a tall order even for the N64.

Board Stupid

If *1080° Snowboarding* sounds good so far, that's because it is. It's not perfect, unfortunately. For a start, the snowboarders are idiots. Well, I didn't want to say it, but... just kidding. What I mean is that the computer-controlled players, while perfectly capable of making their way from the top to the bottom of the course and giving you a good run for your money as they go,



After you've ducked, you've then got to jump. Of course, you could avoid all this by taking the other route, but don't snowboarders live for the adrenaline rush?



This ramp is actually a huge log, sticking out of the hillside. If you want to earn some points for stunts, now's your chance, as it throws you a long way into the air.



Another frozen river looms. If you want to keep the paint on your board you could go straight ahead through the drifts, but following the ice is much quicker. If you're really adventurous, you could try to find the third route, down the middle...



The final stretch is fairly nightmarish. Rocky humps pop up from the fastest route, and the slope is so steep that you can easily be thrown straight into a wall.



This hidden log is a great shortcut through Golden Forest – if you know how to reach it. The alternatives are a nasty ice ravine or a huge drop from a cliff!



The players gasp at the Aurora, forgetting to steer in the process.



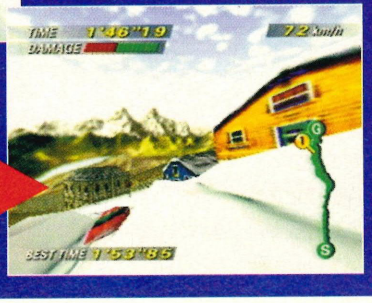
As you make tight turns, your board kicks up a wake of spray.

have absolutely zero common sense. It's as if they don't even realise that there's somebody racing them. If you're running neck and neck, there's a very good chance that they'll plough into you and knock you down – not out of malice (although the addition of a 'brutal elbow to the windpipe' button would have been highly amusing), but simply because you're on the path they've decided to take. Worse still, once they've knocked you down, usually going over themselves, they're still intent on following the same line, so as soon as you're back on your feet they ram you again. All the time this is happening, your damage meter is rising!

I also suspect that there's more than a little *Mario Kart*-style cheating going on in *1080° Snowboarding* as well. You can get off to a great start, power down the slope without a hitch while hearing your computer-controlled opponent slam repeatedly into trees, rocks and buildings, glance at the course map about three-quarters of the way down to see a gap wide enough to fit a couple of glaciers between your and your adversary... then miraculously, as you enter the final stretch, a little bobble hat will pop into view at the bottom of the screen, followed a moment later by its owner blasting past you. Son of a...



What is life without mystery? The big mystery here is the function of this huge green pipe which disappears into the ground. Giant waterslide? Gulliver's bendy straw? Whatever it is, you can skate along the top of it, but if you're not going at full pelt, you've got a sudden appointment with Mr Barn Roof at the end!



The village seems to be deserted, understandable considering it's got mad snowboarders tearing through it. The populace were in such a rush to leave that one of them just abandoned his car in a snowdrift!



A pair of typically British motors are parked in the village. Nothing to do with the fact that some of the programmers are ex-Argonaut types from right here in the UK, of course!

With the end in sight, the main problem is staying on your feet as the ground tilts crazily, icy pavements make it hard to steer and these ramps threaten to pitch you headfirst into walls. Just stay cool, and you'll make it through the day!





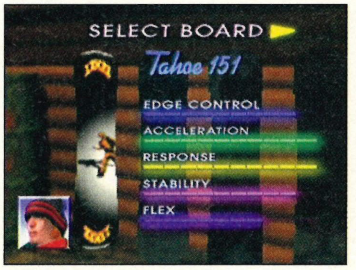








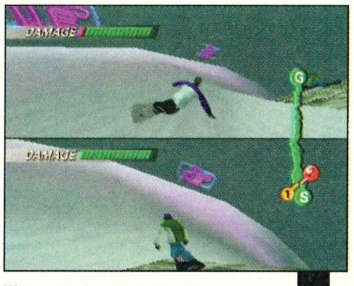






That's 'Hedley'

THE SNOWBOARDS IN THE GAME ARE ALL ACCURATELY MODELLED ON THE REAL THING, IN THIS CASE THE 1999 SELECTION FROM PLANKSTERS LAMAR. NEVER HEARD OF THEM MYSELF, UNLESS THEY'RE SOMETHING TO DO WITH FIFTIES THROWBACK MARK, BUT IF YOU WANT THE LOWDOWN ON TOMORROW'S BOARDS TODAY, HERE YOU GO!



WATCH OUT FOR THAT CLIIIIIIFFFFFF...

Why struggle to beat the computer if it's

This happened often enough, on different tracks, to make me realise that it's quite deliberate and not just my boarder taking a bad line. Frankly, it pissed me off. Even though it seemed to happen in reverse as well, with the N64's boarder all but stopping and waiting for me to catch up if I was doing particularly badly, I'd rather the game played things completely straight instead of messing around just to keep the two racers within sight of each other. If I'm losing badly, let me lose – I'll learn from it and do better next time. If I'm winning by a mile, don't magically strap a Sidewinder missile onto my rival's board to keep up the challenge in the final stages. This kind of crap completely ruined *Mario Kart 64* for me, and though it's nowhere near as blatant in *1080° Snowboarding*, the fact that it becomes more and more obvious in the harder stages really takes the fun out of the game. What's the point of struggling to beat the computer if it's just going to cheat to keep up?



THERE ARE THREE VIEWPOINTS IN THE GAME – A HIGH ANGLE, A FIRST-PERSON VIEW, AND THIS. IT'S FINE FOR JUDGING YOUR BOARDER'S POSITION, IF THE OTHER PLAYER ISN'T BEHIND YOU!

Course 5: Dragon Cave

A NIGHT-TIME COURSE, LIT ONLY BY THE MOON, BLAZING TORCHES AND THE GLOW OF THE AURORA BOREALIS. DRAGON CAVE OFFERS RACERS A BEWILDERING CHOICE OF ROUTES, ALL OF THEM DANGEROUS!



THE START OF THE RACE SEES YOU SHOOTING OUT OF THIS TUNNEL AND, WITHIN SECONDS, ONTO THE STEEPEST DOWNHILL SLOPE YOU'VE SEEN YET.



GLOWING NEON SIGNS HELPFULLY POINT THE WAY DOWN THE ZIGZAG TRACK DOWN THE MOUNTAINSIDE. IF YOU'RE FEELING ESPECIALLY BRAVE, YOU CAN JUST FLY STRAIGHT OVER THE EDGE OF THE CLIFF AND DROP ABOUT A THOUSAND FEET TO THE BASE OF THE MOUNTAIN! DO IT RIGHT AND IT'S POSSIBLE TO LAND AT THE BOTTOM WITHOUT A SCRATCH. DO IT WRONG AND YOUR BOARD'LL PROBABLY END UP IN YOUR RIBCAGE!



THE FIRST OF TWO RICKETY BRIDGES MARKS A CHOKEPOINT DURING RACES. THERE'S NO WAY TO GET PAST THE PERSON IN FRONT ONCE YOU'RE ON THE BRIDGE, SO MAKE SURE IT'S YOU – OR ELSE SKIP IT ENTIRELY BY DROPPING ONTO THE SNOW BENEATH.



TO ADD EXTRA CHALLENGE, ALL THE COURSES CAN BE MADE INTO SLALOM TRACKS. THE TIMER COUNTS DOWN – HITTING A FLAG GAINS YOU AN EXTRA FEW SECONDS.

going to cheat?

1080° Snowboarding is certain to be the best of the N64's snowboarding games. However, it does have the faults mentioned above, and I'm also dubious about its longevity. All but one track was opened up within a few hours of play, and it was only sheer frustration with the computer-controlled boarders' dodgy tactics that kept me from keeping on trying to reach the final course.

That aside, if you want a Nintendo game that takes itself totally seriously for a change, and also gives you probably the most perfect control method yet seen in a simulation, then *1080° Snowboarding* is definitely worth buying. Catch some air, duuuuude!

***1080° SNOWBOARDING* WAS SUPPLIED BY NEW GENERATION CONSOLES, (0113) 230 6007.**



THERE ARE AT LEAST FOUR POSSIBLE ROUTES TO FOLLOW IF YOU STAY ON THE ELEVATED SECTION ONCE PAST THE FIRST BRIDGE. KEEP GOING LEFT FOR ONE OF THE BEST, THIS TUBULAR TUNNEL, BUT MAKE SURE YOU TIME YOUR JUMP RIGHT TO REACH IT.



THIS PART OF THE TRACK ISN'T ESPECIALLY DANGEROUS, SO TAKE A FEW SECONDS TO COO ADMIRINGLY AT THE MULTICOLOURED LIGHTS OF THE AURORA BOREALIS.



ONE OF THE BEST SHORTCUTS OF THE GAME CAN BE REACHED BY GOING THROUGH THIS HUT – A TIGHTROPE THAT BRINGS YOU ALMOST TO THE FINISH! IF YOUR BOARD IS BADLY DAMAGED, THOUGH, DON'T RISK IT – THE JUMP AT THE END IS ALMOST CERTAIN TO WIPE YOU OUT.



IF MAKING LIKE A HIGH-WIRE ACT ISN'T FOR YOU, JUST FOLLOW THE PATH DOWN TO THE FINISH. THERE'S A LOT OF DEEP DRIFTS ALONG ITS SIDES, SO UNLESS YOU'RE SPOT-ON WITH YOUR STEERING, YOU'RE GOING TO DO SOME PLOUGHING!

2nd opinion

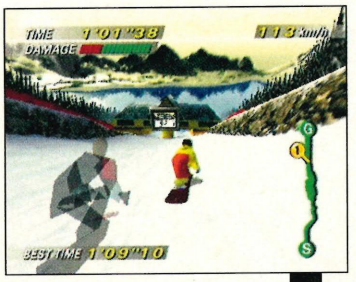
12 MONTHS AGO *WAVE RACE* FILLED A NASTY GAP IN THE N64 RELEASE SCHEDULE WITH NOT ONLY THE BEST JETBIKE SIM EVER, BUT ALSO ONE OF THE BEST RACE GAMES EVER. *1080°* MAY BE THE BEST SNOWBOARDING GAME, BUT IT DOESN'T EXCEL BEYOND THAT. THERE ARE TOO FEW TRACKS, TOO LITTLE VARIETY IN TRACK DESIGN AND NOT ENOUGH NEW IDEAS TO SET IT APART. STUART WYNNE

Rating:





THE REPLAY OPTION ALLOWS YOU TO ADJUST THE VIEWPOINT, WHICH MEANS THINGS CAN GET RATHER WEIRD.



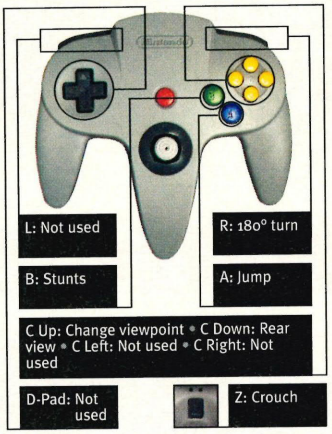
THE GAME LETS YOU STORE ONE GHOST PERFORMANCE IN MEMORY.



'ERE! IN'T THAT DEL BOY'S MOTOR? AND MICHAEL CAINE'S MINI?

64 magazine THE BOTTOM LINE

Controls



Alternatives

Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 85%
Nagano Winter Olympics: Konami, £54.99
Reviewed: Issue 11, 77%

Rating

Graphics



Audio



Gameplay



Lasting Challenge

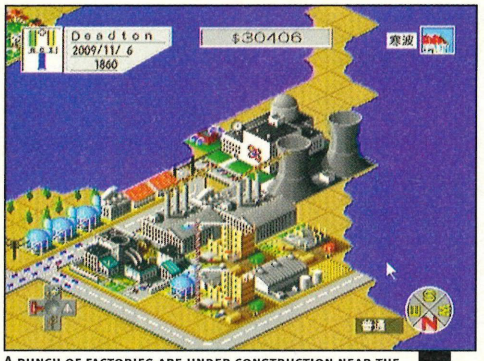


Overall

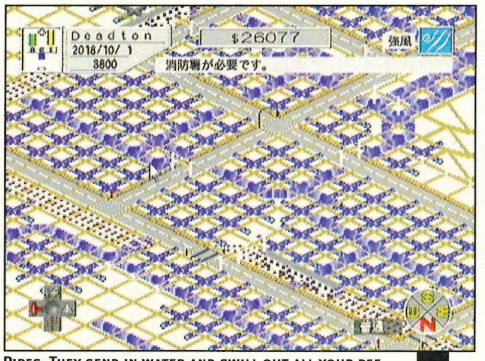
86%

Soundbite:
THE BEST WINTER SPORTS GAME YOU'LL FIND ANYWHERE!

Written by Loz Cooper



A BUNCH OF FACTORIES ARE UNDER CONSTRUCTION NEAR THE NUKE PLANT. WOULD YOU WANT TO WORK THERE?



PIPES. THEY SEND IN WATER AND SWILL OUT ALL YOUR PEE AND LOGS. LET'S HEAR IT FOR PIPES, THE UNSUNG HEROES!



"WELCOME... TO JURASSIC PARK." YOU START A CITY ON VIRGIN TERRITORY, AND RUIN IT.

Ninfo

Players | Cartridge: 64 M. | Rumble Pak

Publisher: Imagineer
Developer: Genki/Maxis
Game Type: City sim
Origin: Japan
Release Date: Out now (import)
Price: £60

SIM CITY 2000

$64,000 Question

- ⊕ NICE SHARP GRAPHICS
- ⊕ A COUPLE OF NEW SUBGAMES FOR THE N64
- ⊕ THE ONLY GOD GAME ON THE N64
- ⊖ QUITE AN OLD GAME
- ⊖ GETS REPETITIVE REALLY QUICKLY
- ⊖ ACTION FANS WILL HATE IT

Memory Options

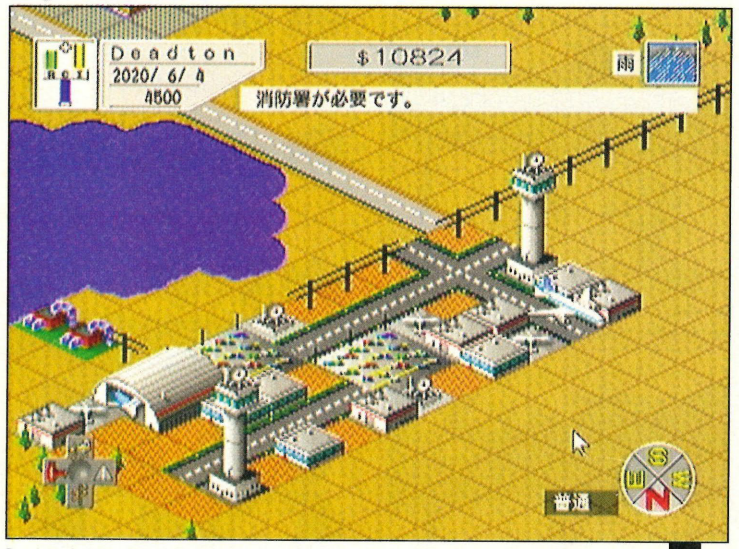


MEMORY: N/A
CONTROLLER PAK: SAVES A CITY IN PROGRESS

BLOODY HELL, THANKS A LOT. Why not just dump me with reviewing a game that's not only a town planning simulator (woo, exciting!), but is also entirely in Japanese? Oh, you have. Arse!

Sim City 2000 is a bit of an unexpected game on the N64. It first appeared ages ago on the PC, where it was more at home since back then people who played PC games were all beardy types who thought that sitting down for ten hours at a time to play *Populous* was the height of class. *SC2000* fits into the category of game called the 'God sim' – the player doesn't actually directly play a role in the game, but acts as a sort of supreme overlord who makes physical changes to the world in the hope that its little inhabitants will live, thrive and survive.

In *SC2000* you aren't an actual god, but are a town planner instead. Obviously in the minds of these petty bureaucrats there's not much difference, which lets them get away with putting speed bumps on excellent rat-runs and sticking mini-roundabouts and pelican crossings at every single junction, the scum. Starting with a barren landscape dotted with trees and the occasional lake, you've got to take this wilderness and turn it into a thriving metropolis ready for the 21st century – or if you prefer, slap together a shambolic, rat-ridden stinkhole that's a haven for every criminal, crooked landlord and arsonist in the country. Sounds like... no, I'd better not say.



DEADTON INTERNATIONAL AIRPORT, CONVENIENTLY LOCATED MILES FROM ANYWHERE. IF YOU HAVE THE DISASTERS TURNED ON, THOSE PLANES COME DOWN LIKE A STEEL RAIN.



THIS MANGA BIRD IS A NEWSREADER, TELLING YOU HOW POPULAR YOU ARE.



SLUMS ARE STARTING TO APPEAR. PUMP MONEY IN, OR JUST BULLDOZE THEM?

Without electricity your town'll have all the appeal of

Building Blocks

If you really, really want to use your N64 to build little imaginary towns, you'd probably be better off waiting for the UK release of *Sim City 2000* later in the year. But if you're desperate to start taking control of people's lives, you'll need to get past the Japanese text first! Here's how to do it...

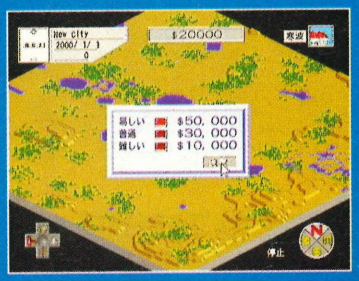
1: Create A Landscape

Every time you start a new game, it generates a random landscape. The three sliders on the left control the steepness of the terrain, the amount of water and the number of trees. This map is quite waterlogged, but on the plus side there's no shortage of waterfront properties!



2: Select Difficulty

The more money you have to start with, the easier it is to get going. If you run out of money, you have to wait for the start of the next financial year to collect taxes. If you put them up too high, the citizens will run off to the next town instead.



3: Name Your Town

First you've got to enter your own name (in a choice of three alphabets, two Japanese and one English). If your name's more than eight letters long, you're a bit knackered. The same applies if you wanted to pretend your town is in Wales.



4: Check The Menu

That's it, where it says 'Menu'. The thing at the top that looks like a Munchie lets you either demolish stuff or plant trees, the road lays roads and railways, the tap puts in water pipes and pumping stations, the switch lets you look at the infrastructure rather than the buildings, the paint roller thing is to build power plants and put down electricity lines, the question mark is for game options, the mallet zones areas of land and the graph, well, gives you graphs.



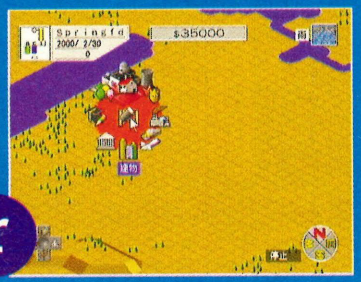
5: Power Extreme! (Eme! Eme!)

Your first order of business is to put in a power plant. Eco-weenies can go for wind farms and hydroelectric plants, but they don't produce that much power. If you want to keep the lights of your metropolis glowing into the night, you've got to do a Mr Burns and whack down a nuke plant.



6: Zone The Land

Once you've got power, you need to decide what goes where – the law-abiding Sim citizens daren't do anything without planning permission! To zone an area of land, you just select the type (low- or high-density housing, light or heavy industrial, offices or shops), then click and drag the cursor over the area you want.



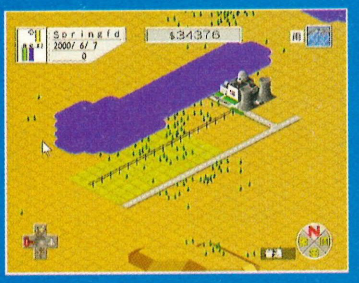
7: Let's Play House

If you put your housing right next to a nuclear plant they might be a bit wary of moving there, and they'll probably think the same about abbatoirs. For a successful city, the heart needs to be commercial with shops around it, then light and heavy industry on one side and housing (preferably upwind) on the other.



8: Round, Round, Get Around

There's no point having people come to your town if they can't get to work! You need roads and railways to connect the different zones, and electricity lines to provide houses and businesses with juice.



9: Water Works

After electricity, everyone needs water (hopefully not mixed). This is a really annoying part of the game, because you lay huge and expensive networks of pipes, and then the ungrateful little gits who move in plant themselves nowhere near them, so you have to build even more. You also need to plumb in plenty of pumping stations to keep the pressure up.



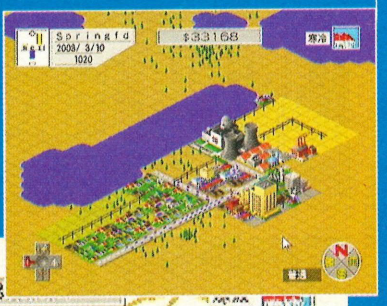
10: Bright Lights, Big City

You need a successful commercial centre if your city is going to grow – the more money it makes, the more you get in taxes! If it grows too fast you run out of space very quickly, so you need to plan ahead for future expansion.

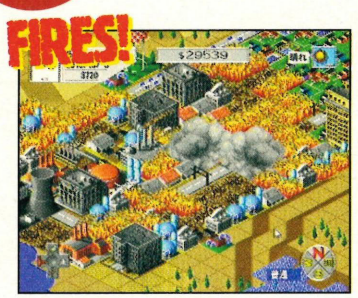


11: You're On Your Own

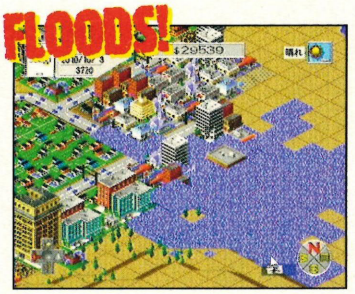
If you've done everything right, the city should start to build up off its own bat as more and more people come in. Keep them happy by putting in parks, sports stadia and racetracks, and you'll be colonising new planets in no time. Just watch out for earthquakes, floods, fires, tornados, plane crashes, giant space aliens...



a French pissoir



JUST ONE CARELESSLY DROPPED MATCH, AND THE WHOLE PLACE GOES UP LIKE A 1970S FOAM-FILLED SOFA. MRS O'LEARY'S COW COULDN'T HAVE DONE IT ANY BETTER!



WE'VE GOT A NICE WATERFRONT PROPERTY HERE FOR YOU. GREAT VIEW OF THE SEA. OKAY, SO YOU DON'T NEED TO LOOK OUT OF THE WINDOW TO SEE IT, BUT WHAT THE HEY?



IT'S *INDEPENDENCE DAY* WITH LEGS! THIS BIG METAL SPIDER HOVERS OVER YOUR CITY, ZAPPING IT WITH LASERS, BEFORE TOUCHING DOWN AND TRAMPLING IT UNDERFOOT.

Millions Die Screaming

THINGS ARE GOING WELL FOR YOUR CITY, AND YOUR RATINGS AS BOSS ARE RIGHT UP THERE WITH TONY BLAIR. THEN – SHITE! – IT ALL GOES HORRIBLY WRONG AS DISASTER STRIKES AND HALF THE PLACE IS FLATTENED. DID YOU REMEMBER TO BUILD A FIRE STATION?

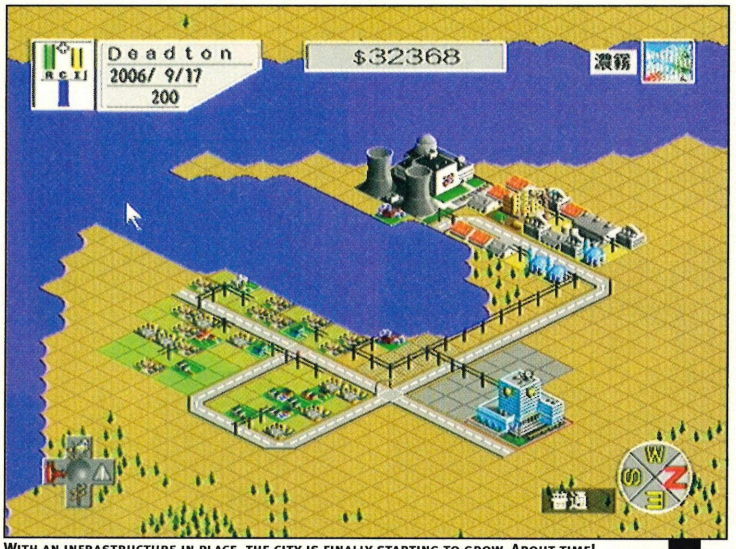
Some of you probably live where I'm thinking about, and for some mad reason you get offended when anyone slags off your beloved stinkhole. Let's just say that you've got two football teams and I hate both of them!

CITY OF ANGLES

If you haven't played *Sim City 2000* on the PC, then working out what the hell you're supposed to do is going to be a problem. I never played it on the PC. Arse! I don't know any Japanese either. Double arse! After talking to people who had played it, and a *lot* of trial and error, I was able to get the hang of things. If you want to create a perfect community, the idea is to 'zone' the land for different uses (housing, shops, offices, factories and so on), and lay on water, power and transportation.

Like that soppy Kevin Costner film about baseball, if you build it they will come – 'they' being the inhabitants. If they like the look of your little town they'll move in and tell their friends and family to follow them, but if things start going pear-shaped the better-off types will leg it, leaving behind the scum of humanity (beggars, town planners, people like that) who'll turn your shiny city into a scummy dump full of derelict buildings and crack houses.

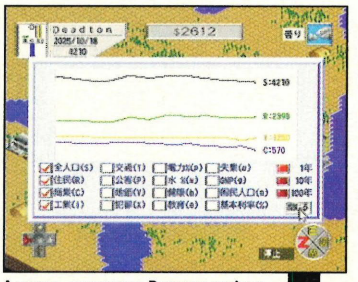
Your first priority is to build a power plant, because without electricity your town'll have all the appeal of a French pissoir. Building a power plant – building anything, in fact – is done by pressing A, which calls up a little circular set of icons. They're mostly fairly self-explanatory, with a tap for



WITH AN INFRASTRUCTURE IN PLACE, THE CITY IS FINALLY STARTING TO GROW. ABOUT TIME!

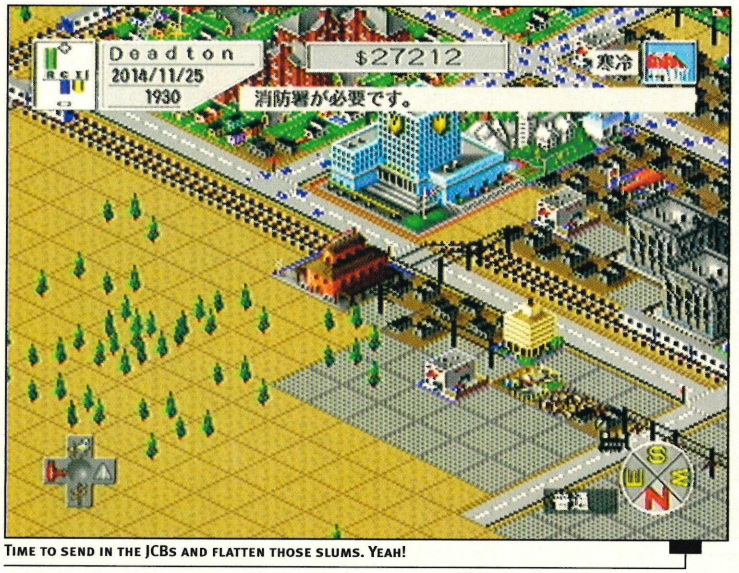


THE MAGNIFYING GLASS LETS YOU CHECK THE DETAILS OF ANY BUILDING.



A GRAPH, OBVIOUSLY. PITY THE KEY'S IN JAPANESE!

You have to be a fan of th



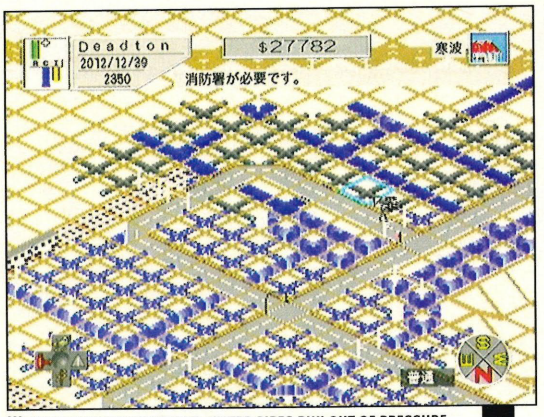
TIME TO SEND IN THE JCBS AND FLATTEN THOSE SLUMS. YEAH!



PUT UP TAXES TO MAKE MORE MONEY. THE LOCALS'LL HATE YOU, BUT IF IT AIN'T HURTING...



THE NEW MAYORAL RESIDENCE. COOL, EH? AND EXPENSIVE.



WITHOUT PUMPING STATIONS, WATER PIPES RUN OUT OF PRESSURE.

the water department, a road for transport and so on, although it took me a while to work out that the thing which looks like a paint roller is actually the electricity icon. And why the icon that takes you into the land zoning menu is a mallet is one of those mysteries that Arthur C Clarke would have had something to say about before his bad press!

GOT ANY HORSE?

Sim City 2000 is one of those games that you really have to be a fan of the God genre to enjoy. Personally, I'm not thrilled about playing them. You never actually get to see any of the people who are affected by your decisions, so there's no real connection with the game – it's just a bunch of buildings and charts. The little manga babes who pop up occasionally are new for the N64, but they don't really do a lot apart from give you a report (in Japanese, natch). *Sim City 64*, Nintendo's own upcoming 64DD game, is supposed to let you see the inhabitants of your city, but unless you get to see them riot or can personally torment some poor sod by turning the area around his house into a bunch of chemical plants and watch him cry it's not going to make that much difference.

There are a couple of new subgames in the N64 version of *SC2000*, like a horse race (on which you can bet) and a game where you shoot down attacking alien spacecraft, but they're pretty simple. Most of the time, the game follows a routine. Flatten the land, zone it, put in roads, power lines and water pipes, wait for people to move in, tinker with the taxes, get some money, build a few amenities, then start the cycle again. The occasional disaster adds a bit of spice, but if you're taking the game seriously enough to play it for a long time the last thing you want is for your perfect community to be levelled by a giant robot spider! Good thing the disasters are optional.

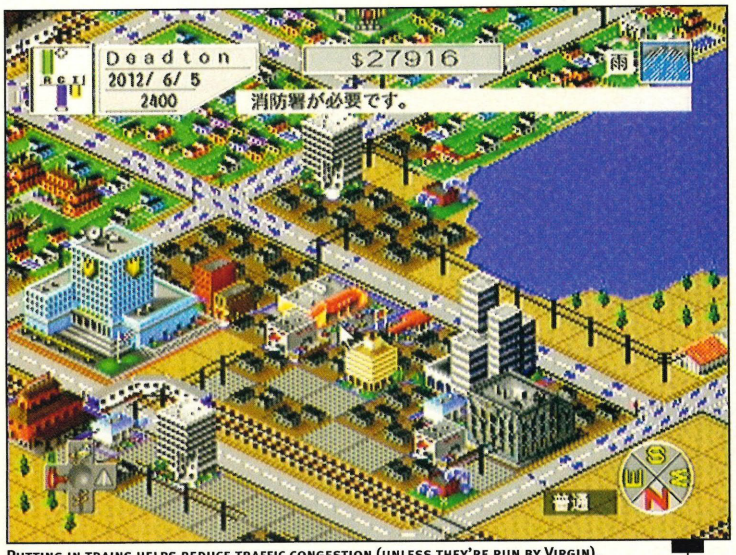


THE MAP HAS THREE LEVELS OF ZOOM. THIS IS THE FURTHEST OUT YOU CAN GO.

If this sounds like your sort of thing (let's face it, this kind of game is one that you know you 'll either like or you won't) then you'll probably have a great time trying to make things perfect for your citizens, though you'd be advised to wait for a version in English. If you're not into it, give it a massive berth and leave the town planning to the killjoys at the town hall.

***SIM CITY 2000* WAS SUPPLIED BY NEW GENERATION CONSOLES, (0113) 2306007.**

e God genre to enjoy this



PUTTING IN TRAINS HELPS REDUCE TRAFFIC CONGESTION (UNLESS THEY'RE RUN BY VIRGIN).

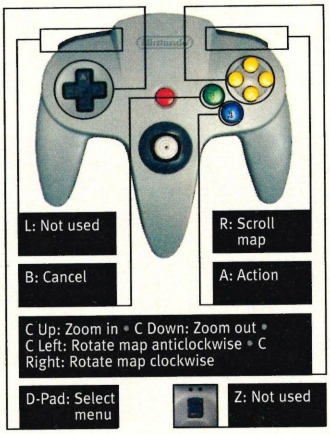
2nd opinion

PUTTING A GAME LIKE *SC2000* ON THE N64 IS QUITE A BRAVE MOVE – THERE'S BEEN NO SIGN THAT N64 OWNERS WANT THIS KIND OF GAME. BUT YOU NEVER KNOW UNTIL YOU TRY! THIS IS ALMOST IDENTICAL TO THE PC VERSION, WITH THE SAME FAULTS – IT CAN GET VERY TEDIOUS AT TIMES, AND GETTING SCI-FI BUILDINGS LATER ON DOESN'T REALLY COMPENSATE. ANDY MCDERMOTT

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

For now, *Sim City 2000* is the only God game on the N64. *Sim Copter* and *Sim City 64* are on the way, hurray, woo-hoo!

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall 69%

Soundbite:
IF YOU WERE A BIG FAN OF THIS SORT OF GAME, YOU'D ALREADY HAVE BOUGHT A PC TO PLAY THEM ON!

Written by Roy Kimber

Ninfo | Players | Cartridge | 64M | Rumble Pak

Publisher: Konami | Game Type: Basketball sim | Release Date: March 27
Developer: Konami | Origin: Japan | Price: £54.99

NBA PRO '98



VALIANTLY EVADING ALL THE OTHER PLAYERS, INCLUDING THOSE ON HIS OWN TEAM, PLAYER ONE STEAMS INTO THE GOAL AREA FOR A SLAM DUNK.

Memory Options



MEMORY: NONE

CONTROLLER PAK: STORES PLAYOFFS AND SEASON DATA, OPTIONS AND GAME CONFIG SETTINGS

$64,000 Question

- ⊕ SMOOTH ANIMATION
- ⊕ NICE ATMOSPHERIC AUDIO TRACK
- ⊕ MASSIVE RANGE OF FEATURES
- ⊖ EXTREMELY BLURRY GRAPHICS
- ⊖ IRRITATING CONTROL SYSTEM

Little 'n' Large

THE PLAYER EDIT FUNCTION ALLOWS YOU TO CREATE YOUR OWN PLAYERS, CONTROLLING THEIR HEIGHT, WEIGHT, SKILLS, AND SO ON. THE NEAT THING IS, THAT AS YOU CHANGE THE HEIGHT OF YOUR PLAYER, YOU CAN ACTUALLY WATCH HIM GROW UP!



The **FIRST** basketball game for the N64 was, putting it **BLUNTLY,** a big pile of **PANTS.** Is *NBA Pro '98* any better?

***NBA Pro '98* OPENS** promisingly enough, with a flashy intro sequence giving flashes of basketball action depicted through detailed high-res images. Great, you might think – this game looks brilliant!

Sadly though, the in-game graphics are not up to quite the same standard. They could best be described as 'blurred'. Okay, 'very blurred'. Think of looking at a picture through a fishtank that needs cleaning, and you're halfway there.

To be fair, the blurring seems to decrease depending on the camera view you use. It seems worst on the wide side-view though, which is rather unfortunate since this is the easiest view to play with.

NBA Pro '98, as its name suggests, contains all the teams and players for the official NBA '98 season. Or at least, it should. There is in fact a note in the manual to explain that all team rosters were accurate at the end of October last year, which means that if a new super-player has entered the NBA scene since that date then he's probably not included in the game.

Bring On The Features

NBA Pro '98 is packed full of options. You can play an exhibition match, a variable number of playoffs, a complete season, or even an all-star match using the best of the best.

Budding managers can reorganise their starting lineups, decide on substitutes, trade players with other teams and even create their own players with the comprehensive edit facility.



IN THIS SITUATION IT'S VERY DIFFICULT TO BLOCK THE SHOOTER. YOU'VE REALLY GOT TO HOPE THAT HE MISSES THE SHOT. HOW TIRED IS HE?

One good thing, or one bad thing depending on how you look at it, is the faithful adherence to the rules of basketball, which may take some time to get used to if you have no knowledge of the game. Luckily, unlike American football the rules are fairly straightforward and they – usually – make sense.

The saving grace of this game is the mul



IN MULTI-PLAYER MODE, THE PLAYERS ARE DISTINGUISHED BY COLOURED CIRCLES WHICH ARE FILLED WHEN YOU'RE IN POSSESSION OF THE BALL. THIS IS USEFUL SINCE SPOTTING THE BALL CAN BE TRICKY.

There is the obvious 'out of bounds' rule, and the fairly simple 'foul out' rule (foul five times and you're out). More unusual, and likely to catch you out to start with, are the 'back court' and 'goal tending' violations. The back



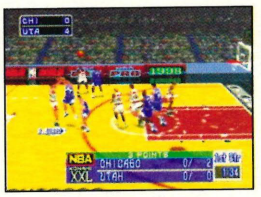
HMM... EAST BEATS WEST, EH? GOOD JOB THAT DIDN'T HAPPEN IN THE COLD WAR, OR WHERE WOULD BE NOW? NOT PLAYING VIDEO GAMES!



PASS THE BALL FROM YOUR BOUNDARY LINE.



SPRINT DOWN THE PITCH USING THE PIVOT AND DASH CONTROLS.



POSITION YOURSELF JUST CLEAR OF THE THREE-POINT LINE, SHOOT...



... AND SCORE! THIS SHOULD WORK UNTIL YOUR PLAYERS TIRE.



SCORE A PARTICULARLY FLASHY GOAL, AND YOU'LL BE TREATED TO A SHORT REPLAY FROM A BETTER CAMERA ANGLE. HERE UTAH DUNKS THE BALL.



TRAVELLING? HOW CAN I GET CAUGHT FOR TRAVELLING? BIZARRELY, THIS CAN SEEMINGLY HAPPEN WHEN YOU'RE IN THE AIR MAKING A JUMP SHOT.

court rule states that a player may not go back or pass back over the centre line once the ball has passed over it. Goal tending is when a player knocks the ball away from the basket when it's about to go in, which seems a bit daft, since stopping the other team from scoring is half the battle, isn't it?

There are also various time violations which occur depending on where you are on the court and what you're doing. These are all designed to keep the pace of the game going, making it as exciting for the fans as possible – like the 'pass-back' rule in football. Curiously, it's possible in *NBA Pro '98* to get caught for 'travelling', which is where the player runs without dribbling the ball. Since the players dribble automatically, it's not clear how this occurs (I managed to do it though).

ti-player mode

Realistic Running

The on-screen players run at different speeds, as real players would, and their speed becomes reduced as the game goes on and they get tired. Fatigue also affects their throwing abilities and their accuracy, as it would with their real-life counterparts.

One really irritating aspect, at least on the one player game, is the in game player selection. To swap between players, you need to tap the C Down button, which selects the player closest to the ball. However, there are times when it would be much more useful for the CPU to swap for you, like when you've just attempted a three-point throw and missed, for example. You still retain control of the player who has thrown, when obviously you want to control the player nearest the ball. The other problem with the player selection is that it's often not clear which player is closest to the ball, unless you're using the overhead mode.

The saving grace of this game is the multi-player mode. You can play with up to four human players on one team, or any combination per side. As with most multiplayer sports games, when your player is off-screen an arrow indicates where he is, allowing you to bring him back into the visual play area, or alternatively to switch to a different player.

Playing against human opponents is a lot more fun than facing the computer players, because the CPU is just too good at scoring, and it usually becomes a case of just trying to score more goals than it does in a relay. It scores one, you score one, it scores one... With all the players under human control though, at least as far as shooting goes, the game is a whole lot more fun, because of the number of baskets scored. None of this 'two or three goals a match' rubbish that you get in football – the scores in basketball go up quicker than English cricketers losing wickets to the West Indies.

Get In Early!

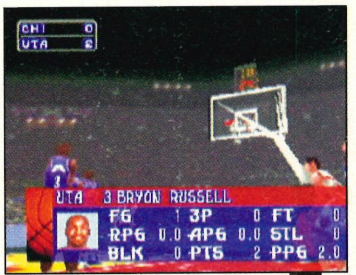
BECAUSE YOUR PLAYERS SUFFER FROM FATIGUE AS THE GAME PROGRESSES, AND BECAUSE THE CPU IS QUITE DIFFICULT TO BEAT, IT'S A GOOD IDEA TO BUILD UP AS BIG A SCORE AS POSSIBLE EARLY ON IN THE GAME. YOU DO THIS BY SCORING THE MOST POINTS POSSIBLE FOR EACH GOAL, AND ABOVE WE SHOW YOU HOW TO DO IT!

2nd opinion

I FOUND THIS GAME TO BE VERY SIMILAR TO OTHER BASKETBALL GAMES THAT I HAVE PLAYED IN THE PAST. I DID HOWEVER THINK THAT THE PLAYERS COULD BE A LITTLE MORE RESPONSIVE, ESPECIALLY IN FRONT OF THE BASKET. *NBA PRO '98* IS A DECENT GAME AND VERY ENJOYABLE IN MULTIPLAYER MODE. RUSSELL MURRAY

Rating:

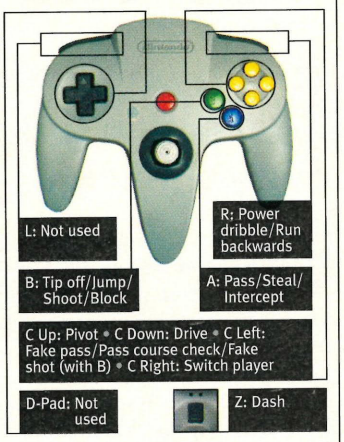
All in all, *NBA Pro '98* is an enjoyable game. The blurring of the graphics is a little disappointing, and the one-player game becomes a little tiring after a while, even with the mass of features and options that you get to play around with. The four-player game is loads of fun, and just shows why the N64 was made with four joypad ports. If you don't have enough pads, buy more, and recruit a few friends for some serious NBA action!



FOLLOWING A PARTICULARLY DUBIOUS REFEREE'S DECISION, THE CPU GETS TO TAKE A FREE THROW – TWO OF THEM TO BE EXACT.

64 magazine THE BOTTOM LINE

Controls



Alternatives

NBA Hangtime: GT Interactive (£59.99)
Reviewed: Issue 2, 58%
Wayne G's 3-D Hockey '98: Midway (imp)
Reviewed: Issue 10, 85%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

70%

Soundbite:
QUITE GOOD FUN, ACE FOUR-PLAYER ACTION – SHAME ABOUT THE BLURRING!

Written by Roy Kimber

Ninfo | Players | Cartridge | 128 M. | Rumble Pak

Publisher: Acclaim | Game Type: Hockey | Release Date: Out now
Developer: Acclaim | Origin: USA | Price: £59.99 (TBC)

NHL BREAKAWAY '98

The **FOURTH** hockey game to hit the N64, and in **HIGH-RES** too! What more could you possibly want?

To say that the N64 already has three great hockey games would be a bit incorrect. The N64 has *one* great hockey game – just three different versions of it. Now though, a new contender hits the scene, from the guys that brought us the impressively high-res *Quarterback Club*, and it's a goodie!

NHL Breakaway '98 is based on the teams in the NHL league, hence the name. Graphically it's superb, with impressively depicted players skating round a colourful rink to the sound of a nicely atmospheric crowd. No fewer than eight camera angles allow you to view the game practically any way you want to, and in fact there are many additional angles which are used at key points in the game.

The players handle smoothly and responsively, with the welcome addition of the ability to skate backwards, giving them more manoeuvrability.

Get In The Bin!

The rink comes complete with a 'Sin Bin', which offending players are hustled off to by the referee if they commit any offences. They have to sit there for a specific length of time, so it's possible to get several players in at once.

On the subject of offences, no hockey game would be complete without the obligatory fights on the ice, although this option can be turned off if you get tired of all the violence.

Before, during and after the game it's possible to view a bewildering range of statistics on the players and the teams, of which there are 36. One of the neatest aspects of this function is the Create Player option, which allows you to construct your own hockey player. You get to create a totally new player, deciding everything from his name to his shooting skills. Adjust the player's height, and it's possible to watch him 'grow' on screen before your very eyes!

When you're done, you can trade your new player into your favourite team, so if you've always wanted to see your name up among the stars of NHL, now's your chance!

Overall, this game is great fun. It takes all the things that made *Wayne Gretzky* so much fun, and adds to it! *NHL Breakaway '98* is definitely a must-buy if you're an ice hockey fan, and it's worth a serious look even if you're not!

Memory Options

Memory: None

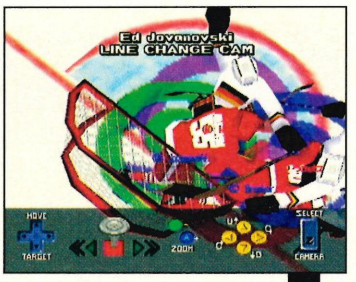
Controller Pak: Stores game stats, competition standings, edited players





$64,000 Question

- Top-notch high-res player graphics
- Atmospheric sound track
- Great simultaneous four-player action
- Versatile player edit facility



In the true tradition of ice hockey, everyone gets together and beats up the goalie.

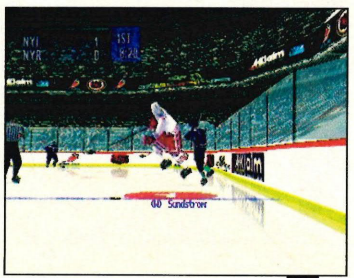


Interference? Who interfered? And with what? I wasn't anywhere near anyone!





Okay, Plan B. He races up to the goal... he shoots... he hits the post. Damn. Back to the drawing board.



One NHL player gives away his secret identity as a super-hero, when he accidentally goes into 'hover' mode.



Just one of the many camera angles you can access in *NHL Breakaway*... er, can't see much from here, can you?

Ninfo | Players | Cartridge | 64 M | Rumble Pak

Publisher: Midway | Game Type: Hockey | Release Date: Out now (import)
Developer: Midway | Origin: USA | Price: £60

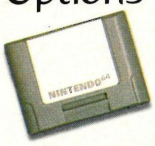
OLYMPIC HOCKEY '98

ANOTHER version of *Wayne Gretzky's Hockey*? Oops, silly me. It can't be – it's got a **DIFFERENT** name!

Memory Options

MEMORY: NONE

CONTROLLER PAK: SAVE GAME STANDINGS, EDITED PLAYERS & TEAMS





$64,000 Question

- ⊕ FAST AND COLOURFUL GRAPHICS
- ⊕ NICE ATMOSPHERIC SOUND
- ⊕ UP TO FOUR PLAYERS
- ⊖ IT'S ESSENTIALLY *WAYNE GRETZKY'S 3-D HOCKEY* – AGAIN!

WHEN I REVIEWED *WAYNE* *Gretzky's 3-D Hockey '98* for issue ten I remember making a flippant comment about 'money for old rope'... but this is ridiculous! Call me cynical, but it almost seems as if Midway just took *Gretzky*, gave it an Olympic-style facelift and brought it out to cash in on the Nagano Olympics!

Which is all very well, but what can I say about it? By now, most have you will have at least played one version *of Wayne Gretzky's Hockey*, even if you haven't bought it, so you'll be familiar with the gameplay.

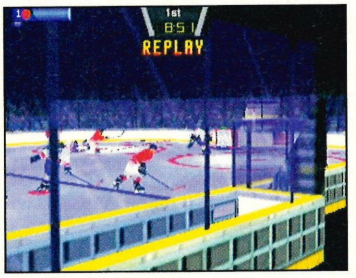
Well, this is more of the same. Basically the only thing that has really changed is the team selection. Instead of the usual suspects, you get to choose from a range of international teams, the ones that took part in the Nagano Winter Olympics in fact.

And that is basically it. The gameplay is the same *as Wayne Gretzky's Hockey*, as are the options. You can choose between arcade and simulation, set the rink sizes, and tinker with various options that allow you to fix the game to whatever suits you.

Y FACE OFF!

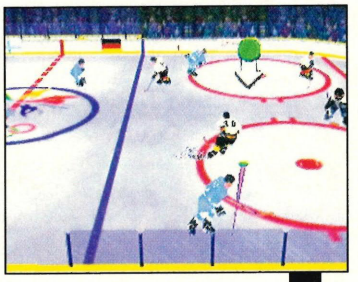


STAAAAAR! THAT'S WHAT THEY CALL YOU! GAIN POSSESSION OF THE PUCK AND YOUR PLAYER'S BORING CIRCLE CHANGES TO THIS MORE ATTRACTIVE DESIGN.





FOLLOWING THE FACE OFF, THE SUCCESSFUL PLAYER WILL PASS THE PUCK. IN THIS CASE, THEY'VE PASSED TO A TEAM-MATE WHO'S INVISIBLE, APPARENTLY.



HERE WE SEE PLAYERS PASSING THE PUCK. "IT'S HIS FAULT!" "NO IT'S NOT, IT'S HIS!" "HEY, LET'S BLAME THE GOALIE!"

OLD ROPE – NEW PACKAGING!

But as mentioned earlier, it's still the same game! Anyone who owned *Gretzky* would be a little peeved if they went out and bought this, expecting a totally new ice hockey experience – particularly if they also owned *Gretzky '98*! I mean, how many times can we be sold what is essentially the same thing?

What it comes down to is this; *Olympic Hockey '98* is a fun, fast-paced hockey game that is worth taking a look at. However, if you already own either of the two *Gretzky* titles, then I would under no circumstances recommend this one.

It's really only worth someone without a hockey game buying it, but then, if you haven't bought a hockey game by now, then chances are you're not interested!

And truthfully, you're probably better off getting *Gretzky '98* if you're after this particular hockey game, as it has more teams to choose from. Please, Midway, make the next game a *different* one!

***OLYMPIC HOCKEY '98* WAS SUPPLIED BY NEW GENERATION CONSOLES. (0113) 230 6007.**



HANG ON... FIVE CIRCLES? WHO'S THE FIFTH PLAYER? I MEAN, WE'VE ONLY GOT FOUR CONTROLLERS PLUGGED IN!

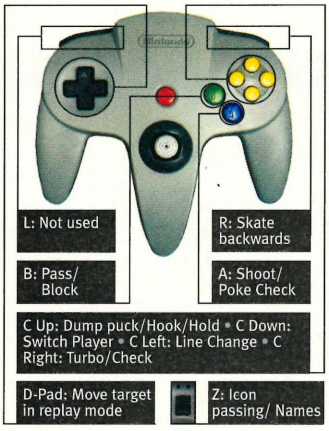


FANS OF *GRETZKY* WILL BE GLAD TO KNOW THAT *OLYMPIC HOCKEY* RETAINS THE OLD GOAL 'LASERS OF DEATH'.

NHL BREAKAWAY '98

64 magazine THE BOTTOM LINE

Controls



Alternatives

Olympic Hockey '98: Midway (import)
Reviewed: Issue 12, 75%
Wayne Gretzky's 3-D Hockey: GT (£59.99)
Reviewed: Issue 5, 84%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

88%

Soundbite:
TOP ICE-HOCKEY ACTION THAT OUT-GRETZKY'S *WAYNE GRETZKY*!

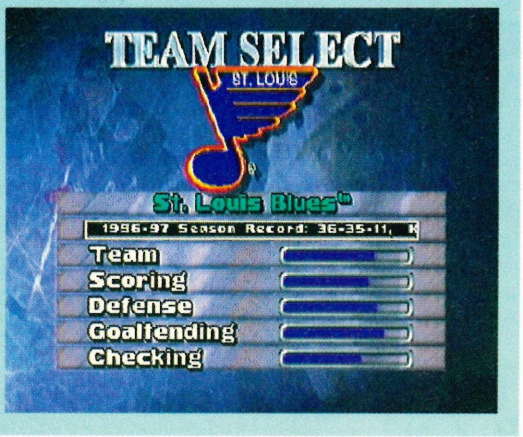
Features

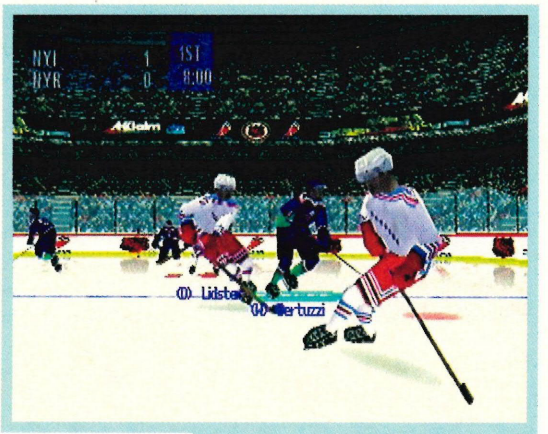
NHL Breakaway allows you to create totally new players, defining all their attributes and data. The transfer section allows you to trade players between teams, and it is possible to create your own team which can then be saved to a Controller Pak for later use. Full team and player stats can be accessed between games, and it's possible to play exhibition matches, playoffs, initial playoffs, a shoot out or a full season.



Teams

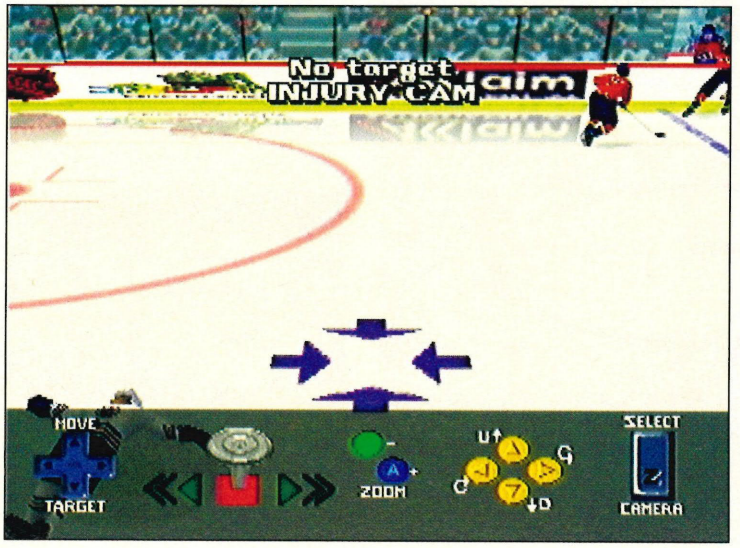
Hockey fans can choose from a massive 36 teams in *NHL Breakaway*, or 37 if you include the team you can edit yourself. Included in the roll call are all the NHL teams, some international ones, and East and West 'All Star' line-ups.





Cameras

There are eight basic camera angles in *NHL Breakaway*, each with a reverse option. In addition, there are a number of dedicated ones that kick in at specific times, like the 'face off cam'. The replay option is incredibly versatile, with on-screen controls allowing you to view the action from any angle at all, at varied speed controlled with the analogue stick. The D-pad also allows the replay 'target' to roam and lock onto a player or item, which it will then stick with throughout the replay.



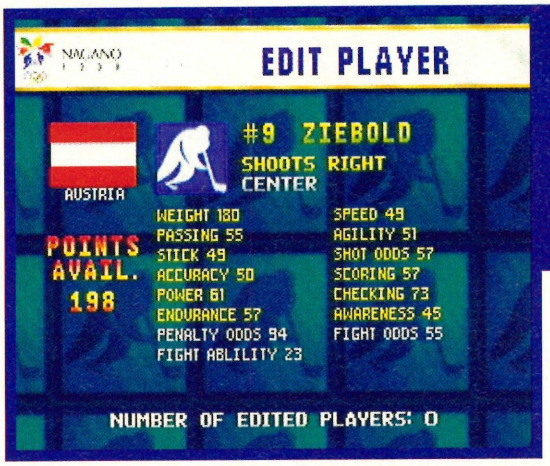
Graphics

NHL Breakaway uses impressive high-resolution graphics for its players. The whole graphical presentation is extremely well done, from the selection menus to the amusing representation of a hockey player on the player edit screen who grows and shrinks to fit the chosen statistics.

Control

All controls in *NHL Breakaway* can be customised. During play, one neat aspect of the game is that mo matter which player you happen to be controlling, if a member of your team gets the puck, you'll automatically assume control of that player. This means no having to fiddle around selecting different players, and you can react quicker to goal-scoring opportunities. Players can also skate backwards, which is useful when trying to weave in for a goal.

OLYMPIC HOCKEY '98



Features

Olympic Hockey offers a player edit function, although you can only edit existing players, rather than create players totally from scratch. Choose from arcade or simulation mode, the arcade being faster, more furious and with fewer rules than in the simulation mode. You can also adjust the size of the rink and the number of players to whatever suits you the best. A default and a toggle camera angle can also be assigned.



Teams

Because *Olympic Hockey* is based on olympic hockey, the teams available in the game are limited to just the 14 international teams. This means there are fewer teams available than there were in *Wayne Gretzky '98*.

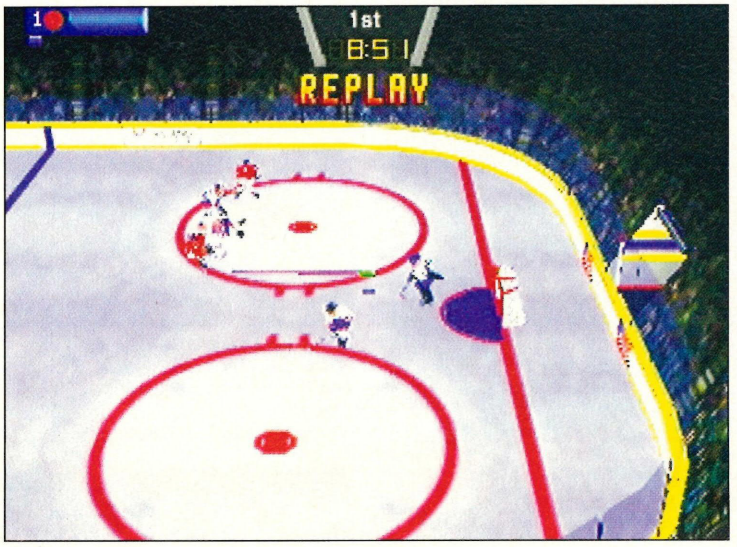


Graphics

Olympic Hockey has bright, colourful players, although they are not really an improvement on the players in *Wayne Gretzky's 3-D Hockey*. The menus and selection screens are fairly well laid out but nothing to write home about, although the player photos are large and well-detailed.

Cameras

There are seven different camera angles with which to play the game in *Olympic Hockey*, although the easiest to use is the wide side view, which displays the action to best effect. The replay camera is not quite as polished as the one in *NHL Breakaway* – it has no on-screen controls, for example. However, it does have all the versatility of the other replay cam, allowing the camera to view from any angle, and to focus on any player or the puck at any distance through the use of the zoom controls.

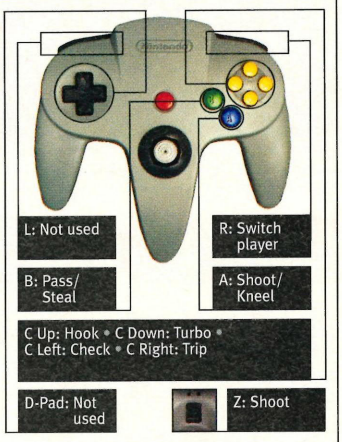


Control

All controls in *NHL Breakaway* can be customised. During play, one neat aspect of the game is that whichever player you happen to be controlling, if a member of your team gets the puck, you'll automatically assume control of that player. This means no having to fiddle around selecting different players, and you can react quicker to goal-scoring opportunities. Players can also skate backwards, which is useful when trying to weave in for a goal.

64 magazine THE BOTTOM LINE

Controls



Alternatives

NHL Breakaway: Acclaim (£59.99)
Reviewed: Issue 12, 88%
Wayne Gretzky '98: Midway (import)
Reviewed: Issue 10, 85%

Rating

Graphics



Audio



Gameplay



Lasting Challenge

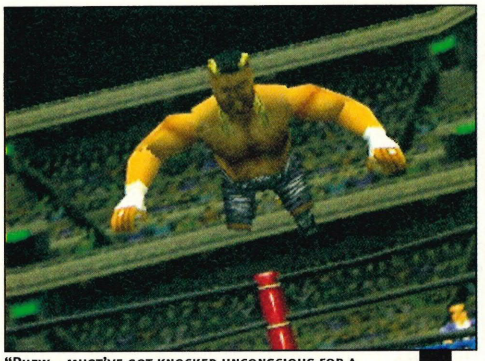


Overall

75%

Soundbite:
Don't buy this if you have either of the *Wayne Gretzky's 3-D Hockey* games!

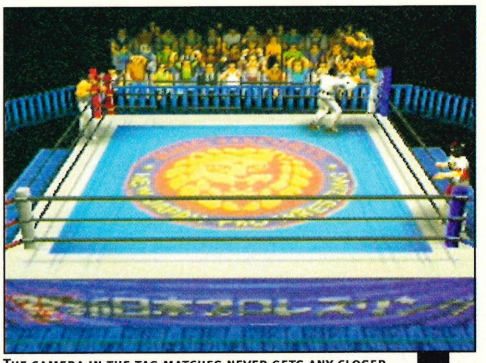
Written by Roy Kimber



"PHEW... MUST'VE GOT KNOCKED UNCONSCIOUS FOR A MOMENT THERE. BETTER OPEN MY EYES... AAAAGH!"



HOW MANY OTHER JOBS CAN YOU THINK OF WHERE YOU SPEND YOUR TIME WRAPPING YOUR LEGS AROUND MEN?



THE CAMERA IN THE TAG MATCHES NEVER GETS ANY CLOSER THAN THIS, MAKING THE WRESTLERS LOOK A LITTLE SMALL.

Ninfo

Players | Cartridge: 64 M. | Rumble Pak

Publisher:	Hudson Soft	Game Type:	Wrestling	Release Date:	Out now (import)
Developer:	Hudson Soft	Origin:	Japan	Price:	£60

WCW Vs NWO World Tour set the **STANDARD** for N64 wrestling games. Does *Brave Spirits Wrestling* live **UP** to it?

BRAVE SPIRITS WRESTLING

WRESTLING GAMES IN THE past have tended on the whole to be pretty awful, usually because the sport involves a massive range of moves that are difficult to reproduce accurately with the limited number of buttons on a joypad.

WCW Vs NWO World Tour managed to overcome this problem and produce a fun, playable wrestling game that kept all the essential elements of the sport whilst doing away with the more annoying aspects that frequent the televised version – like the thirty minute 'wrestler rant' before every match.

Now, hot on the heels of *WCW Vs NWO* comes *Brave Spirits Wrestling*, currently available on Japanese import. It's difficult considering the similarity of the two games (they're both about wrestling) not to draw comparisons. This is a shame really, because if *Brave Spirits* had been the first wrestling game to hit the N64, it would no doubt have been received with a lot more enthusiasm. As it is, it's probably going to be viewed as an inferior *WCW Vs NWO* pretender.

Aesthetically, *Brave Spirits* looks better than *WCW Vs NWO*. The characters are graphically more impressive, with better texturing and smoother joins between limbs and body. There is also some nice attention to detail in the animation of the characters, like the way that the floor of the ring 'bounces' when players jump onto it or fall over. The animation is also extremely fast, with players positively racing around the ring, making the action somewhat hectic, to say the least.

$64,000 Question

- ⊕ NICE GRAPHICS
- ⊕ WIDE RANGE OF MOVES
- ⊖ CONTROLS NOT AS RESPONSIVE AS THEY MIGHT BE

Memory Options

MEMORY: NONE

CONTROLLER PAK: SAVES CHAMPIONSHIP POSITIONS, SECRET CHARACTERS AND SCORES



HERE BOTH PLAYERS ATTEMPT TO LEG SWEEP EACH OTHER AT THE SAME TIME.



AND YOU JOIN US HERE AT THE START OF THE ONE-HANDED HANDSTAND CONTEST, WHERE THE GUY IN THE BLUE PANTS IS WINNING.

BUT...

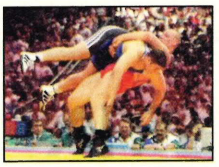
However, the camera in *Brave Spirits* is not as versatile as the one in *WCW* – the viewpoint in tag and rumble mode is fixed, which is really annoying – and there is also less choice of wrestlers than in *WCW*. You start with a choice of 13, compared to *WCW*'s 37, and there is the chance to gain three hidden ones as you progress (*WCW* offers six hidden characters).

The real problem with *Brave Spirits* is the control system – it's just not responsive enough. That's one of the best things about *WCW*; if you press a button, the wrestlers will – quite

Brave Spirits looks better t

Greco-Roman Wrestling

This is 'serious' wrestling – the combatants are actually trying to win, not just see who looks the best in spandex. It's important not to confuse Greco-Roman with Greek wrestling, where oily blokes wrestle in the nude.



Sumo Wrestling

A traditional Japanese sport, where large fat blokes wearing the equivalent of nappies attempt to push one another out of a ring.



Arm Wrestling

Traditionally the wrestling choice of all tough bikers in road movies, this sport is simplicity itself. Despite this, it's actually possible to purchase an arm wrestling instructional video.



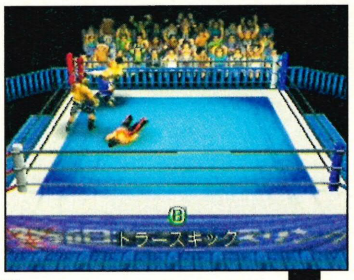
Mud Wrestling

Whether or not this is actually a sport is open to debate. The basic premise seems to be that two scantily clad young women roll around in several gallons of mud while a group of leering blokes look on.



What's Your Style?

Although American wrestling is arguably the most famous form of the sport in the world, there are many other styles of wrestling. Some of them are more serious than the American, some are just downright silly! Here's a few of them.



While the other wrestlers continue with the fight, one of them decides it's time for a lie down.

literally at times – leap to obey, whereas in *Brave Spirits* this doesn't always happen. Instead there is often a delay, during which your wrestler gets pummelled by his opponent. While this doesn't matter so much on the easy difficulty setting, where CPU responses are fairly sluggish, it makes playing on the most difficult setting a nightmare, as the CPU player repeatedly hits and throws you from the word go and the slow control response combined with the speed of the game leaves you unable to counter.

One saving grace of *Brave Spirits* is the way it shows the move combinations on screen. As you and your opponent successfully accomplish techniques, the game displays the button combinations that were required to do them. This allows you to work out what you did if you're one of those people that just thumps all the buttons at random, and also allows you to learn from your opponent. As you sail through the air to land in a mangled heap by the turnbuckle for example, you'll find yourself thinking "Z, A + B? Ah, so that's how you do it!"

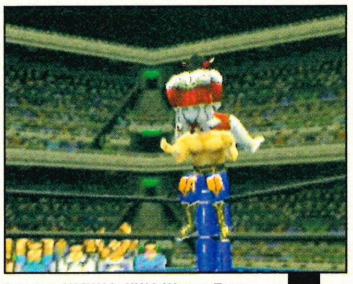
Another small gain, but still a gain, that *Brave Spirits* has on *WCW* is the turnbuckle attack moves. In *WCW*, you press the appropriate button combinations, and the wrestler goes into a routine, climbing onto the turnbuckle and then jumping off. Because it's a sequence it's not possible to stop him jumping if the opposing wrestler moves out of the way. In *Brave Spirits* one button combination will make the wrestler get onto the turnbuckle, and then another is required to make him jump off, thus allowing you to time jumps if the opponent tries to move away, and also to abort them if he doesn't come back within range.

You can also stand floored players up while they are still dazed, allowing you to knock them down or throw them again before they have a chance to recover, something you couldn't do in *WCW*.

Four Player Fun

Brave Spirits supports up to four players who can all be in the ring at once if you select the rumble option, and this does greatly increase the long term playability of the game. However, the fact that there are no energy bars, no indicators as to who controls which player, and the camera is positioned some distance from the ring, all combines to make it very difficult to work out exactly who is doing what to whom.

Inevitably, the fact that all the instructions and other text are in Japanese tends to detract from the gameplay, and if it wasn't for the on-screen button combinations, it would make the game far too difficult. As it is, despite slightly better graphics, the rather unfortunate control problems and the limited number of wrestlers means that *Brave Spirits* doesn't quite live up to the standard set by *WCW Vs NWO*. This is a shame, because there was a lot of potential here. All we can do is hope that when (if) a PAL version of the game comes out, the control shortcomings will have been taken care of.



As with *WCW Vs NWO World Tour*, the wrestlers have a range of spectacular moves.

***Brave Spirits Wrestling* was supplied by New Generation Consoles. (0113) 230 6007.**

2nd opinion

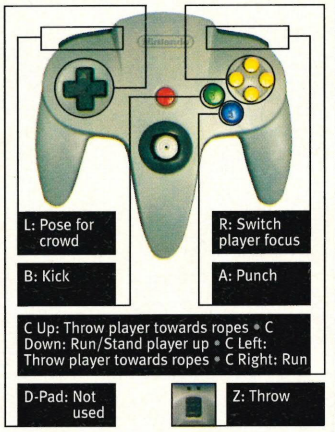
In some ways, *Brave Spirits* is better than *WCW* – it looks more polished, and flashing up the button combinations when a move is performed is a great idea that lets you get the hang of things very quickly. Unfortunately, it doesn't have *WCW*'s liquid playability. Out for the count, I'm afraid! Andy McDermott

Rating: N64 N64 N64

han *WCW Vs NWO*

64 magazine THE BOTTOM LINE

Controls



Alternatives

WCW Vs NWO World Tour: THQ (£54.99)
Reviewed: Issue 9, 85%
Fighter's Destiny: Ocean (import)
Reviewed: Issue 11, 92%

Rating

Graphics N64 N64 N64 N64

Audio N64 N64 N64

Gameplay N64 N64 N64

Lasting Challenge N64 N64 N64

Overall 70%

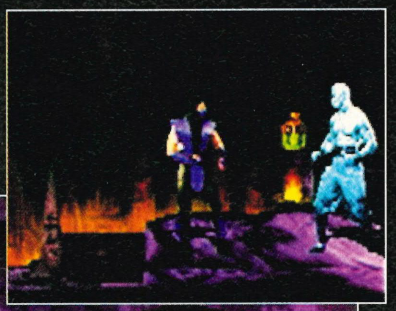
Soundbite:
A wrestling game with potential that falls a little short of the mark.

64 magazine CHEAT CENTRAL

Some people like to play by the **RULES** and do **EVERYTHING** as they're supposed to in accordance with the totalitarian wishes of The **MAN**. Then there are **NORMAL** people, who like to **CHEAT**. And this is the time and the place for them! Think **DIFFERENT**™.

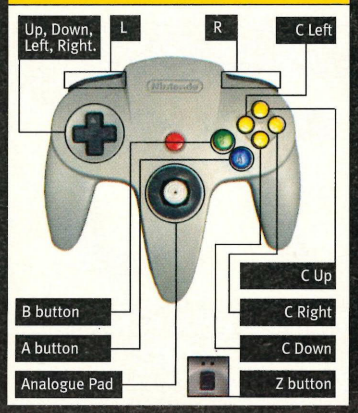
66 Mortal Kombat Mythologies

Fed up with your blue ninja chappie constantly being ground into pulp by big stone blocks? You need our complete mapped guide!





Pad at a glance



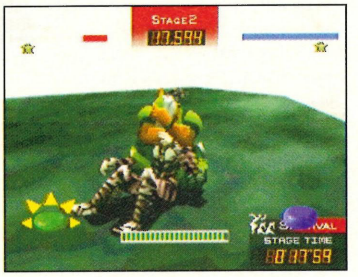
84 WCW Vs NWO

The second part of our moves guide for THQ's wrestlefest!



Fighter's Destiny

It's all very well culling your cheats from the Internet like a lot of mags do, but not if they don't bother to tell you exactly how to get them to work! Well, we're a bit more dedicated than that. For the first time, here's how to get all the secret characters in the N64's best beat-'em-up!



Fight As Boro

Complete the game in Vs Mode on the Easy difficulty setting.



Fight As The Joker

Complete the game in Vs Mode with Pierre. Select Survival Mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

Fight As The Master

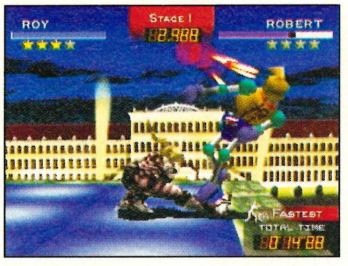
Complete the game in Vs Mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will be available on the character selection screen.

Fight As Robert

Complete the game in Vs Mode with Valerie. Select Fastest Mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As Ushi

Complete the game in Vs Mode with Abdul. Select Rodeo Mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.





Snowboard Kids

We'll have the definitive players' guide for this game next issue, but in the meantime you can work on improving your times with this little tipette...

Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid will jump out into an early lead without needing to build up speed.



NBA In The Zone '98

Having trouble with Konami's rather blurry basketball game? Try this tip for size.

Easy Free Throws

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.

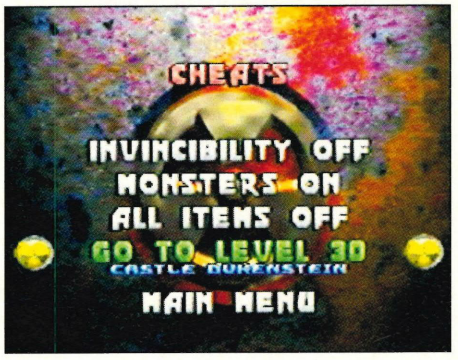


Duke Nukem 64

A few issues ago we printed the cheat to obtain a seemingly redundant cheat menu for the PAL version of *Duke*. Well, it turns out the menu wasn't as redundant as we'd first thought. The following cheats were sent in by Andrew Ashcroft from Warrington, who earns himself a genuine memory card!

Enable PAL Cheat Menu

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.



All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu.

No Monsters

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

Level Select

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.





Nagano Olympic Hockey '98

When will Midway get around to creating an ice hockey game that isn't just *Wayne Gretzky* with different teams? Anyway, enough moaning and on to the cheats.

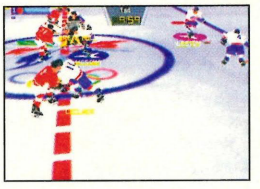
Continual Fighting

Make sure the "Fighting" selection is highlighted on the options screen, hold L and press C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:

C-Down + R to alter bits 1 and 2
C-Left + R to alter bits 3 and 4
C-Up + R to alter bits 5 and 6



Register	Effect
100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer' voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice

NBA Hangtime

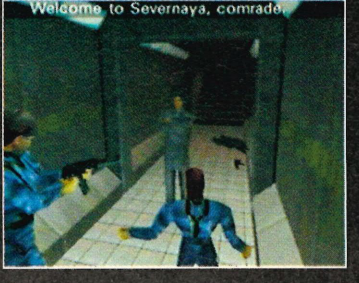
Enter the following codes on the "Tonight's Matchup" screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	390	No shoving
048	No music	461	Infinite turbo
111	Tournament mode	552	Hyper speed
120	Turbo passing	616	Increase blocking power
273	Stealth turbo	709	Fast stealing
284	Maximum speed	802	Maximum power
		937	No goal tending

Goldeneye

Not so much a cheat, more a fun little aside. Play *Goldeneye* using the two control pad 'Domino' setting, and at the end of each level during the animation sequences you'll be able to shoot people using the second pad! This is particularly satisfying on levels where you are captured at the end, as you can mow down your captors.





ScoreZone

IN ASSOCIATION WITH Logic 3

I dunno, you put Roy in **CHARGE** of something and it goes to his **HEAD.** ZoneMaster **INDEED!**

● The Ultimate Player Award this month goes to Zack King from Surrey, for his phenomenal time on the Dam in *Goldeneye*.

● Honourable mention this month to William Allen from Cheltenham, who printed his letter on the reverse of a document containing MOD tactical communications frequencies! We have of course passed these on to the KGB in exchange for a modest sum.

● No one managed to meet our *Goldeneye* challenge from last month, so it still stands: we want to see a video of the completion of the Facility level in *Goldeneye* in under 2:05!

● We'd also like to see some top times for the excellent new racer *Snowboard Kids* - that's if any of you are up to the challenge!

● And how about some times for the *Diddy Kong* TT Challenge?

● Finally, if there are any games you think we're missing on the ScoreZone page, then send in some times and scores! It doesn't matter if you're the first - in fact, that guarantees you a ranking!

Mario Kart 64

Luigi Raceway

01:31:30	Taty Luostarinen, Finland
02:05:54	Jody Leaf, Bridport
02:05:93	Jody Leaf, Bridport
02:07:59	Stuart Hazelton, Essex
02:14:67	Simon Moorhouse, Doncaster
02:27:34	Milo Newman, Salisbury

Moo Moo Farm

01:37:58	Michael Cruse, Somerset
01:39:09	Simon Moorhouse, Doncaster

Koopa 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
01:01:19	Russell Auld, Renfrewshire

Mario Raceway

00:54:01	Taty Luostarinen, Finland
01:42:98	Stuart Hazelton, Essex
01:45:80	Simon Moorhouse, Doncaster

Wario Stadium

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

Wave Race

Sunny Beach

1:05:765	Mark Bonnes, East Kilbride
1:22:814	Russell Auld, Renfrewshire
1:23:703	Peter Bell, Kent
1:23:784	David Newson, Cumbria
1:24:276	Simon Hanna, Middlesex
1:30:690	Russell Kinch, Basingstoke
1:33:572	William McMillan, Ayrshire

Sunset Bay

1:11:620	Mark Bonnes, East Kilbride
1:31:098	Russell Auld, Renfrewshire
1:31:385	Peter Bell, Kent
1:32:033	Simon Hanna, Middlesex
1:35:955	David Newson, Cumbria
1:36:266	Sam Clifton, Bucks
1:39:034	Russell Kinch, Basingstoke
1:50:825	William McMillan, Ayrshire

Drake Lake

1:18:954	Mark Bonnes, East Kilbride
1:37:342	Russell Auld, Renfrewshire
1:39:921	Peter Bell, Kent
1:44:747	David Newson, Cumbria
1:45:063	Simon Hanna, Middlesex
1:48:399	Sam Clifton, Bucks
1:50:054	Russell Kinch, Basingstoke
1:57:760	William McMillan, Ayrshire

Glacier Coast

1:36:655	Douglas Bonnes, East Kilbride
1:53:442	Sam Clifton, Bucks
1:56:841	Russell Auld, Renfrewshire
1:57:001	Simon Hanna, Middlesex
1:57:166	David Newson, Cumbria
2:55:720	Dann Hanks, Birmingham

Extreme G

City 1

2:16:28	Michael Cruse, Somerset
2:29:56	Stuart Hazelton, Essex
2:31:78	William McMillan, Ayrshire

Goldeneye

Byelomorye Dam

0:59	Zack King, Surrey
1:00	Taty Luostarinen, Finland
1:02	Gwynne Dixon, Herts
1:03	Andy Critchlow, Derbyshire
1:03	James Long, Peterborough
1:04	Simon Hanna, Middlesex
1:05	Ritesh Patel, Middlesex
1:05	Russell Auld, Renfrewshire
1:05	Mike Richardson, Worcester
1:12	Gwynne Dixon, Herts
1:12	David Johansson, Sweden

Facility

1:24	Stuart Taylor, Bournemouth
1:38	Edward Gouldby, Suffolk
2:04	Gwynne Dixon, Herts
2:56	Paul Ovens, Bristol
3:31	Jacqui Steele, Crawley

Frigate

1:20	Stuart Taylor, Bournemouth

Runway

0:28	Daniel Syversen, Norway
0:28	Zack King, Surrey
0:32	Mike Richardson, Worcester
0:39	Stuart Taylor, Bournemouth

Bunker 2

0:41	Taty Luostarinen, Finland
0:42	Hans Lafeber, Netherlands
0:46	David Smits, Netherlands
0:47	Stuart Taylor, Bournemouth
0:52	Ritesh Patel, Middlesex
0:55	Edward Gouldby, Suffolk

Archives

0:33	Edward Gouldby, Suffolk
0:37	Stuart Taylor, Bournemouth

Egyptian Temple

1:25	Edward Gouldby, Suffolk
1:43	David Johansson, Sweden

ENTER THE ZONE!

FOLLOW THESE EASY STEPS FOR ACHIEVING ENTRY TO THE 64 MAGAZINE ANNALS OF FAME:

- Get a top score or time on an N64 game
- Use a camera or a video to record your time
- Send the proof of your prowess to *64 Scorezone, 64 Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS*
- Include an SAE if you want your photos/videos back

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, Roy) might possibly be swayed by the one with the weirdest photo...

Top Gear Rally

Coastline/Sunny

04:10:77	Riccardo Riboldi, Milan

Starfox/Lylat Wars

Overall Score

2094 kills	Taty Luostarinen, Finland
1734 kills	Russell Auld, Renfrewshire
1716 kills	Graham Wade, South Wirral
1685 kills	Stuart Hazelton, Essex
1675 kills	Matthew Kagelidis, Greece
1668 kills	Jason Wheatley, Shildon
1562 kills	Peter Bell, Kent
1545 kills	Adrian Stead, Hull
1397 kills	Edward Gouldby, Suffolk
1271 kills	Mike Richardson, Worcester

Corneria

240 kills	Matthew Kagelidis, Greece
236 kills	Adrian Stead, Hull
220 kills	Russell Auld, Renfrewshire
220 kills	Stuart Hazelton, Essex
200 kills	Daniel Wells, Cambridge

HELP ME OUT!

I *DO* CHECK THE VIDEOS, BUT TO MAKE LIFE A WHOLE LOT EASIER, COULD YOU:



- 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.
- Put your name on it! (I know this sounds obvious, but we've already had one anonymous entry)

Diddy Kong Racing

Ancient Lake

00:49:23	Ian Gore, Somerset
00:50:00	Mark Banks, Berks
00:50:10	Rob Pierce, Salisbury
00:50:40	Taty Luostarinen, Finland
00:50:43	Jason B, Warwickshire
00:50:45	Zack King, Surrey
00:50:66	Gary Chu, Edingurgh
00:51:00	Luke Ives, Beckenham
00:51:06	Richard Yap, Worcestershire
00:51:21	Andrew Grainger, Edinburgh

Fossil Canyon

01:16:75	Jason B, Warwickshire
01:17:43	Ian Gore, Somerset
01:18:53	Taty Luostarinen, Finland
01:19:66	Eli Karney, Bristol
01:21:13	Rob Pierce, Salisbury
01:28:00	Stephen Henderson, Essex
01:29:35	Mike Richardson, Worcester
01:30:16	Richard Stokes, Salisbury
01:40:51	Dave Fryer, Devon

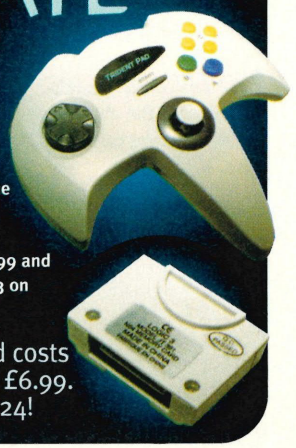
Jungle Falls

00:48:75	Jason B, Warwickshire
00:51:61	Ian Gore, Somerset
00:52:53	Rob Pierce, Salisbury
00:52:93	Andrew Grainger, Edinburgh
00:53:11	Taty Luostarinen, Finland
00:54:33	Eli Karney, Bristol
00:55:35	Simon Hanna, Middlesex
00:55:76	Douglas Bonnes, East Kilbride
00:57:40	Matthew Sharifi, Wolverhampton
00:58:20	Richard Stokes, Salisbury

Treasure Caves

00:49:41	Jason B, Warwickshire
00:50:05	Rob Pierce, Salisbury
00:51:50	Ian Gore, Somerset
00:53:41	Taty Luostarinen, Finland
00:54:63	Simon Hanna, Middlesex

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!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!

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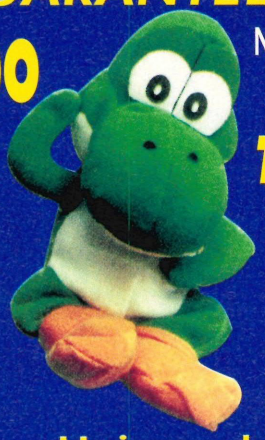
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_____

Postcode _____ Tel _____

Your game _____ type USA ☐ UK ☐

Required game _____ type USA ☐ UK ☐

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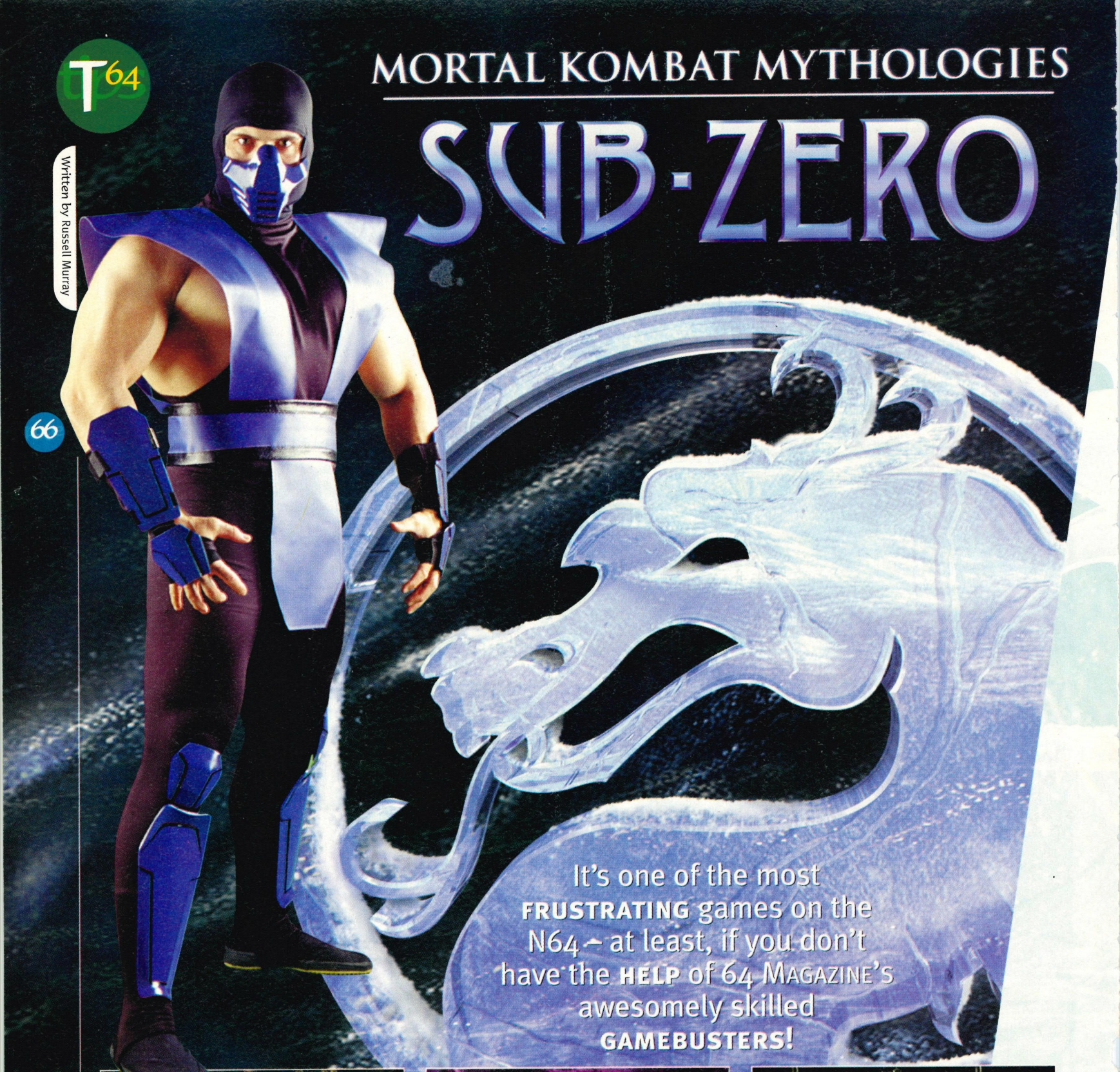
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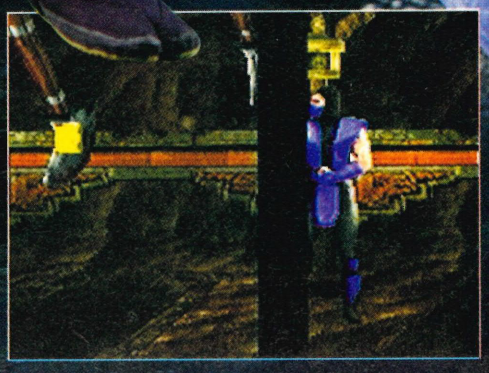
MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Written by Russell Murray



It's one of the most **FRUSTRATING** games on the N64 – at least, if you don't have the **HELP** of 64 MAGAZINE'S awesomely skilled **GAMEBUSTERS!**







LEVEL 1: **MISSION: STEAL THE SACRED MAP OF THE ELEMENTS.**

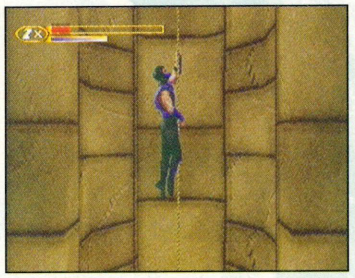
SHAOLIN TEMPLE

The first level is easy. Use this level to practice the combos and turning your character around. The best way to defeat the enemy monks through out the game is to run into them and use your combos. If you manage to execute the six-hit combo on these monks, they will not get up to hit back. However, do try to land as many punches as possible early in the fight. You will receive experience points for landing combos and be rewarded with special moves as your experience grows.



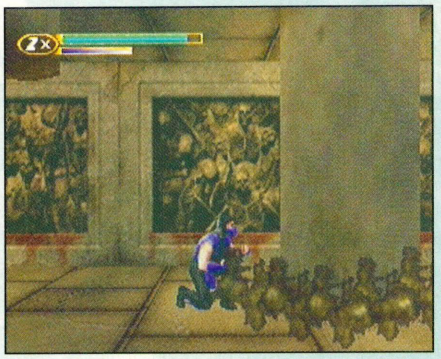
HERBS

You will discover plenty of power-ups through the game. Herbs (or "erbs", as Americans call them) are a healing power-up and will restore half your health.



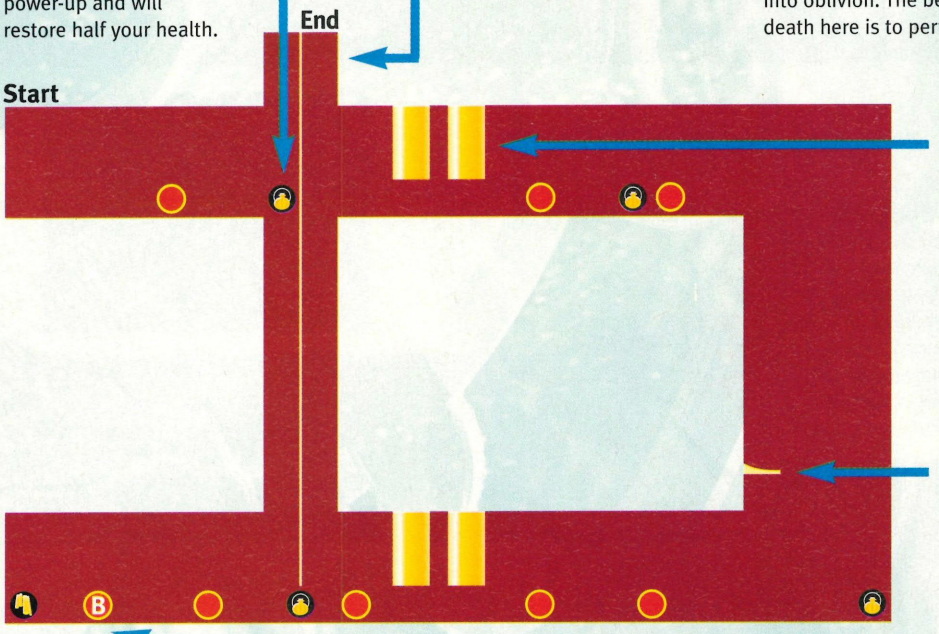
EXIT

Grab the map and then return to the rope in the middle. Climb up to the top and exit the Temple.



CRUSHERS

At two points in this first level you have to avoid a large bone-crushing pillar from squeezing you into oblivion. The best way to avoid certain death here is to perform a leg sweep near the pillar. As your leg passes underneath, the pillar will drop and then you can run through as the pillar raises itself.



THE DROP

To the far right you will discover that the building ends abruptly. To complete your mission, you need to get to the ground floor. If you jump over the ledge you will discover that there is no way to break your fall – only your bones! Instead, jump onto the wall and then drop off the ledge. There is an awning at the bottom that will prevent you from taking any damage.

LEVEL BOSS: SCORPION

This boss will not create any major problems for you. Use your Ice Blast to freeze your arch enemy, then use the combos and uppercuts to turn out his lights. When he has no energy left Scorps will fall to his knees and you can finish him with a fatality before grabbing the map.





Key:

- PLATFORM
- LIFT
- ENEMY
- SHIELDED MONK
- B — LEVEL BOSS
- 1 — ICON 1
- 2 — ICON 2
- 3 — ICON 3
- 1 — ICON 1 USE POINT
- 2 — ICON 2 USE POINT
- 3 — ICON 3 USE POINT
- HERB
- MAP
- FORMULA
- POTION
- EXTRA LIFE
- URN OF VITALITY
- URN OF STRENGTH
- SHIELD
- EYE OF INVISIBILITY

LEVEL 2: **MISSION: COLLECT THE THREE ICONS REPRESENTING THE ELEMENT OF WIND.**

TEMPLE OF THE ELEMENTS

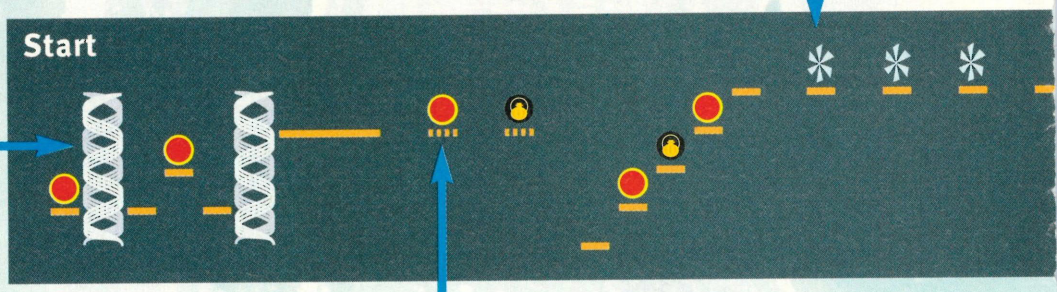
Be patient on this level, which can get very frustrating. There are lots of platforms and you need to jump from one to the other. If Sub-Zero reaches the edge of a platform, he will grab hold and can then pull himself up onto the ledge. This level is difficult and you will need to time your jumps.



SPINNING FAN PLATFORMS

Jumping between these wind-assisted fans can be a little tricky. Stand back from the edge to make the first jump. Then push the D-pad back to control the speed of your jumps when jumping from platform to platform.





LARGE GAPS

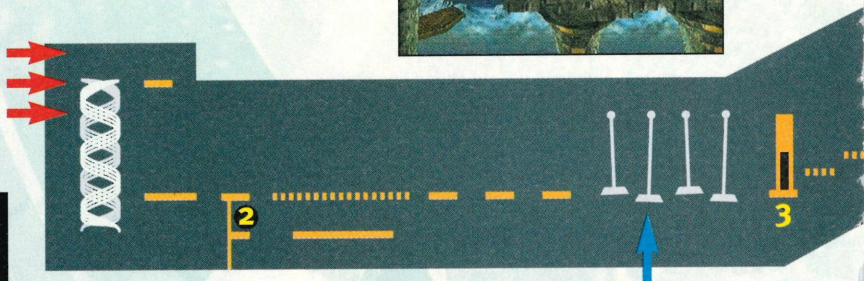
It is not possible to jump all the gaps between platforms on this level. When you are unable to reach the next platform you must wait for a gust of wind to assist you.



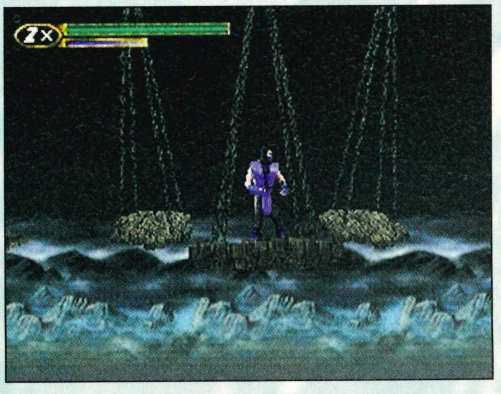


FALLING PLATFORMS

Do not spend too much time on these platforms. If there is an enemy on top of the platform, start by grabbing the edge of the ledge, then jump forwards and perform a flying kick. The enemy should topple backwards immediately, giving you enough time to make the jump to the next platform.



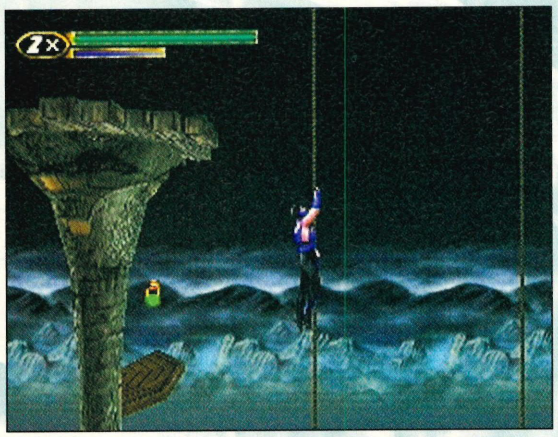




SWINGING PLATFORMS

You will discover a series of platforms which look like gigantic swings. Timing is very important in order to reach the next swing. You must jump as the platform reaches the top of its back swing. Use this procedure to cross all platforms like this.

Mortal Kombat Mythologies: Sub-Zero



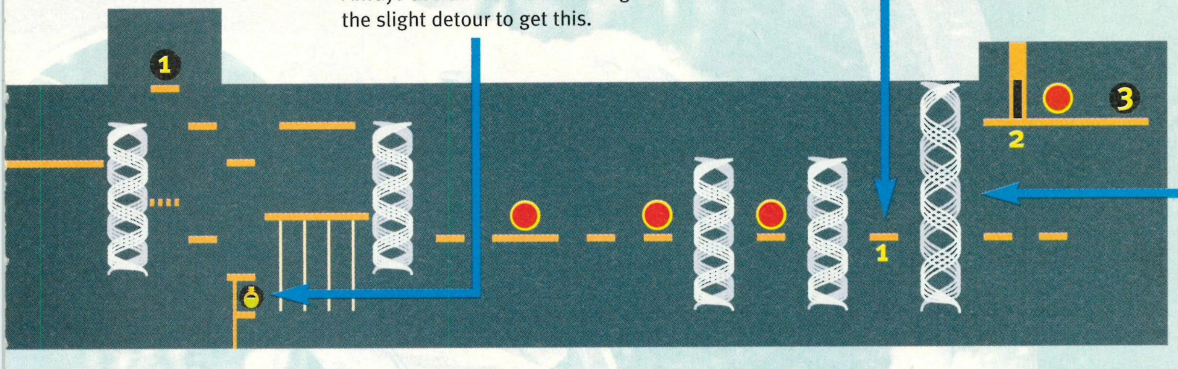
Key Platform

There is a point on this level where you will not be able to proceed any further. Use the first icon on this platform and a tornado will appear to your right.



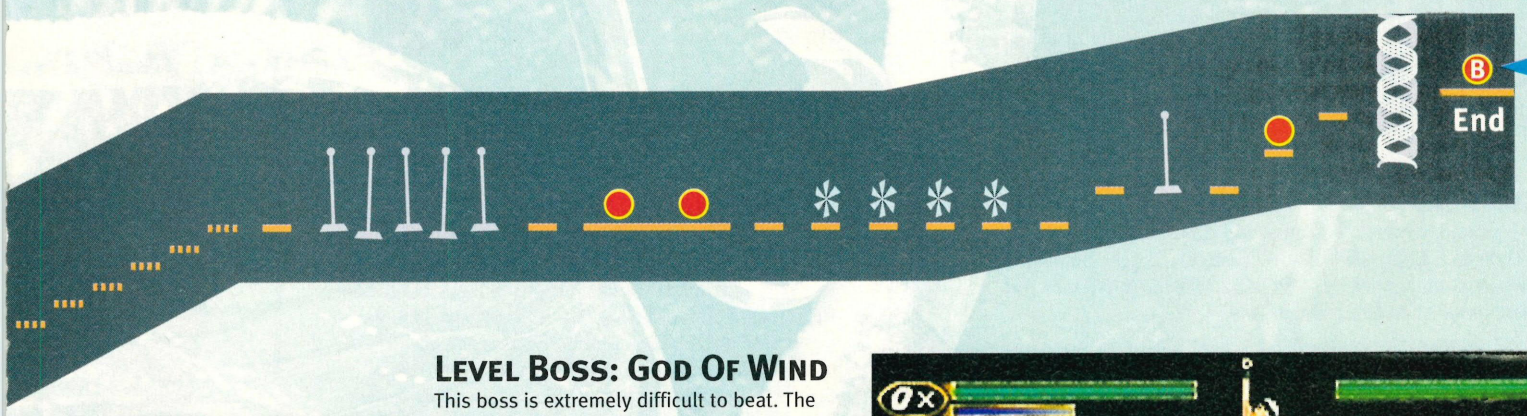
Extra Life

Always useful! It's worth making the slight detour to get this.



Tornado

Jump into the tornado and you will be carried up to the top. You can control which direction you are travelling by using the D-pad. You need to collect wind icon two in order to open the door at the top of the tornado, so press down and jump out onto a platform on the right.

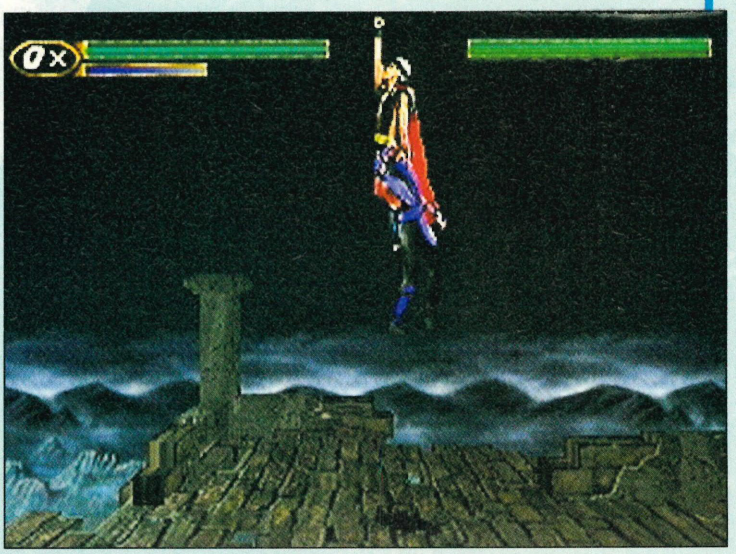


Level Boss: God Of Wind

This boss is extremely difficult to beat. The best plan of action is to keep him on the floor and stop him from flying. If he does manage to take off, keep your distance and use flying kicks to knock him back down to your level. Be careful not to stand too close to the edge of the platform as this enemy will think nothing of punching you off. Also, try not too let him get too close to you – he has several powerful attacks. Just before the Windmeister dies he will perform one last attack, standing in the middle of the platform and creating a deadly tornado. As this happens, run to the edge of the platform and crouch down. As the tornado picks up speed you will drop off the edge and hold on. It is possible to stand on the platform and run away from the dreadful wind, but I wouldn't advise it!







LEVEL 3: **MISSION: COLLECT THREE ICONS REPRESENTING THE ELEMENT OF EARTH.**

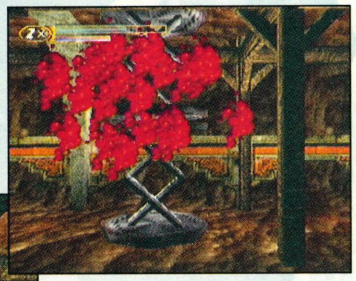


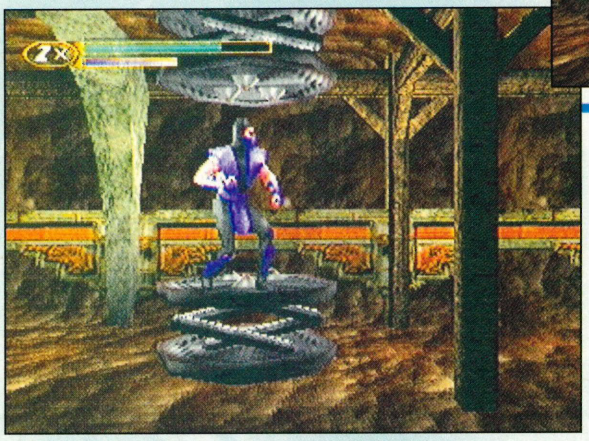
TEMPLE OF THE ELEMENTS - EARTH

This level is fairly simple, but you must watch how you move and jump. There are lots of deadly traps and you must tread carefully throughout this level.

CRUSHERS

Like the pillars in the first level, these two large pieces of metal thump together. Wait until the pieces have joined and then jump through the middle as they part. Be careful as you jump, because there may be a spiked pit waiting on the other side.







SPIKED PITS

When the ground trembles, pits open and close in the floor. Most of these pits contain a spike which will kill you on contact. Some of the pits, however, contain power-ups for you to collect. Make sure you know which is which before dropping in!



SWINGING AXES

These huge and heavy axes swing back and forth across the passage. They seem to be grouped fairly close together, and sometimes spiked pits will open between them just to add to the fun. There are two ways to get past these obstacles. You can run past each axe in turn, or simply jump over the centre. Be very careful when using the jumping method, because you will be cut to pieces if you are caught in the middle of the swing path.

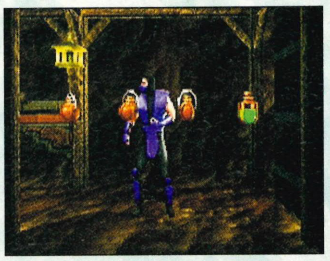


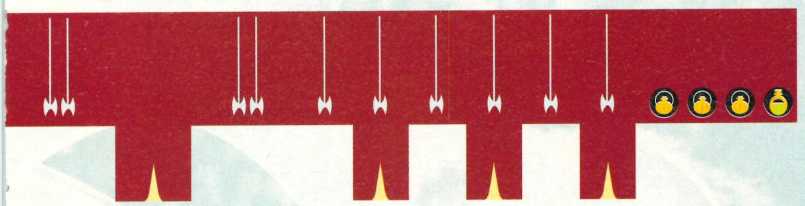
Mortal Kombat Mythologies: Sub-Zero

Level Boss: God Of Earth

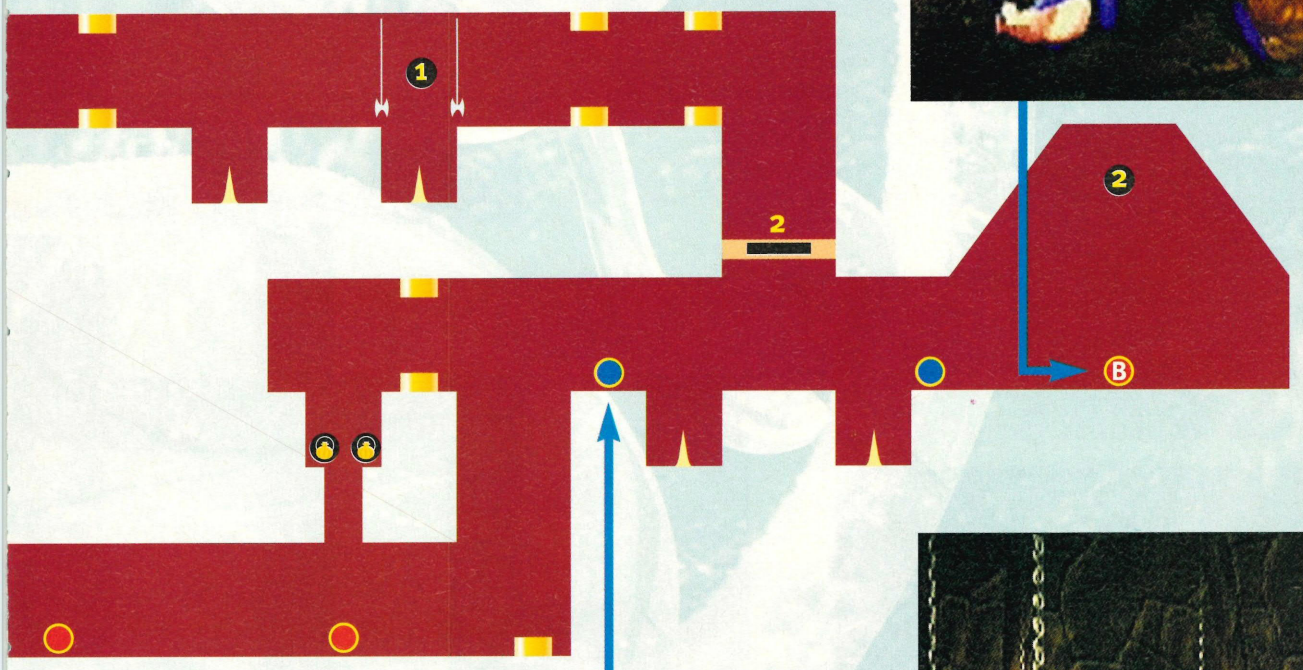
This boss is slow moving and cannot turn around very quickly. Start by using a flying kick and then use your Ice Slide special move. If performed correctly you will slide between his legs and then have a few seconds to turn and aim another flying attack at this monster. Keep attacking in this manner until the Earth God starts to block your moves. When this happens you need to use the switch on the far right of the room to drop a lift onto this monster's head! Try to keep the Earth God in the middle of the room as much as possible and time your runs for the switch. When the Earth God is dead you will be able to collect the second icon and exit this room.



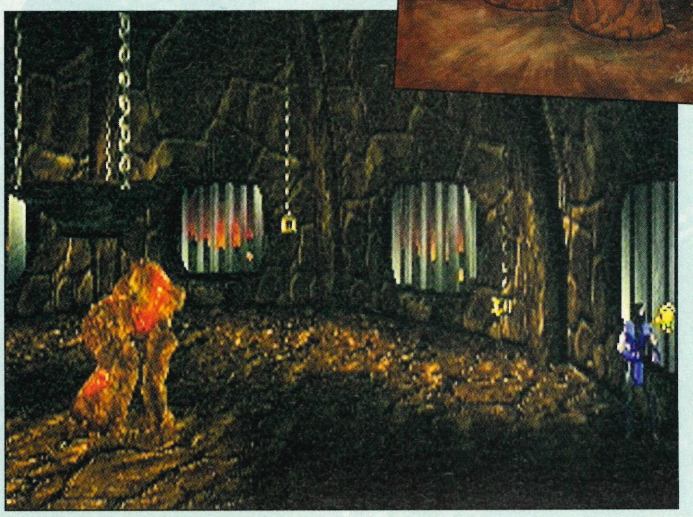














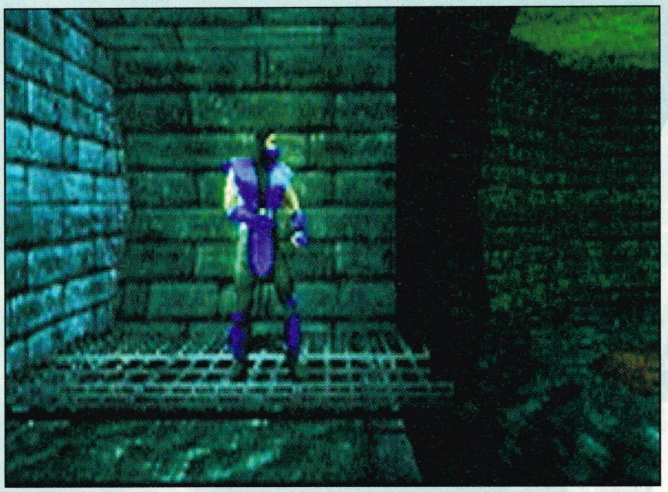
Shielded Monks

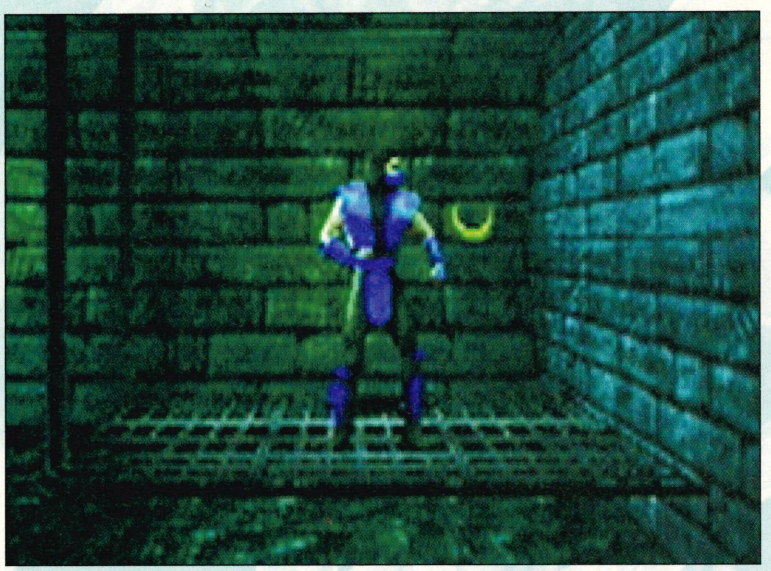
These shielded monks float back and forth between certain areas. You need to kill these enemies before you can move on, and this can prove difficult. There is only one way to kill these floating monks as they are protected by a shield. The shield does not operate as these monks teleport. Freeze them as they lower their shield and they will die.

LEVEL 4: **MISSION: COLLECT THE THREE ICONS REPRESENTING THE ELEMENT OF WATER.**

TEMPLE OF THE ELEMENTS - WAT

This level is a bit of a maze, but should prove to be fairly easy since you've got the map here! Be very careful when jumping in and out of passages.



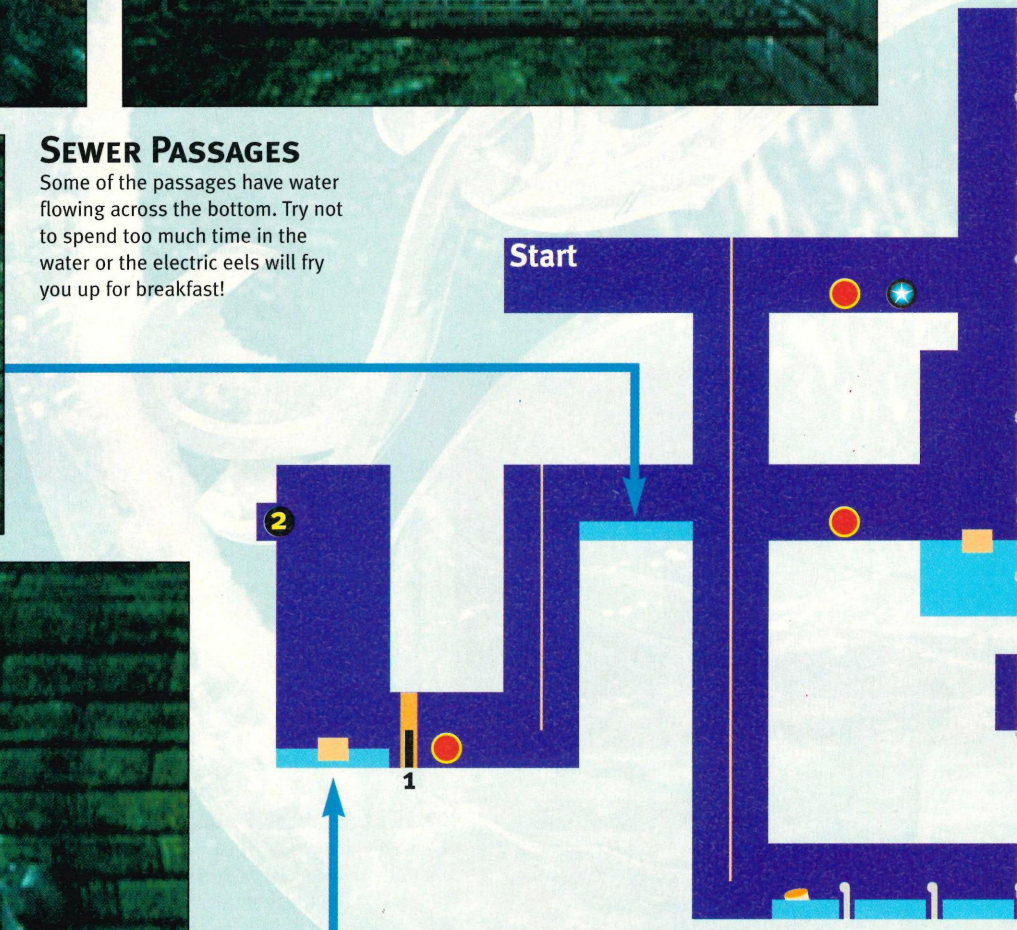




SEWER PASSAGES

Some of the passages have water flowing across the bottom. Try not to spend too much time in the water or the electric eels will fry you up for breakfast!





FLOATING BARRELS

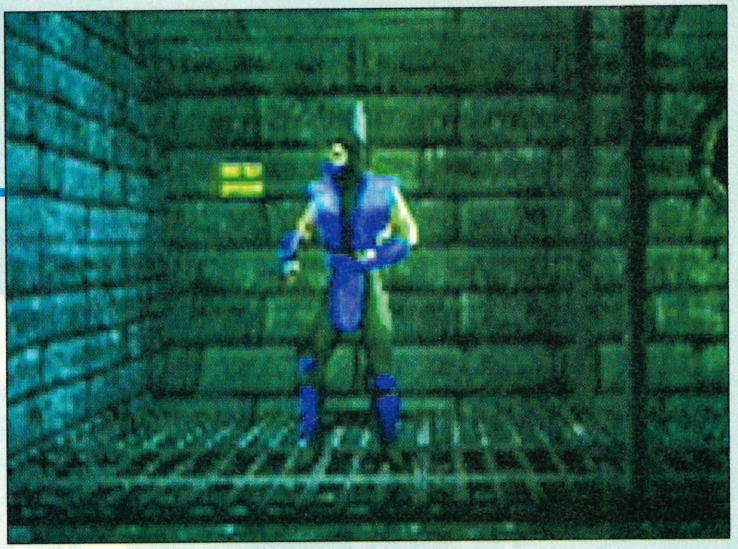
If you find an upturned barrel, it is probably there to be used as a lift or a ferry to avoid deep water obstacles. Be careful when jumping onto these barrels; if you miss, you will drown.

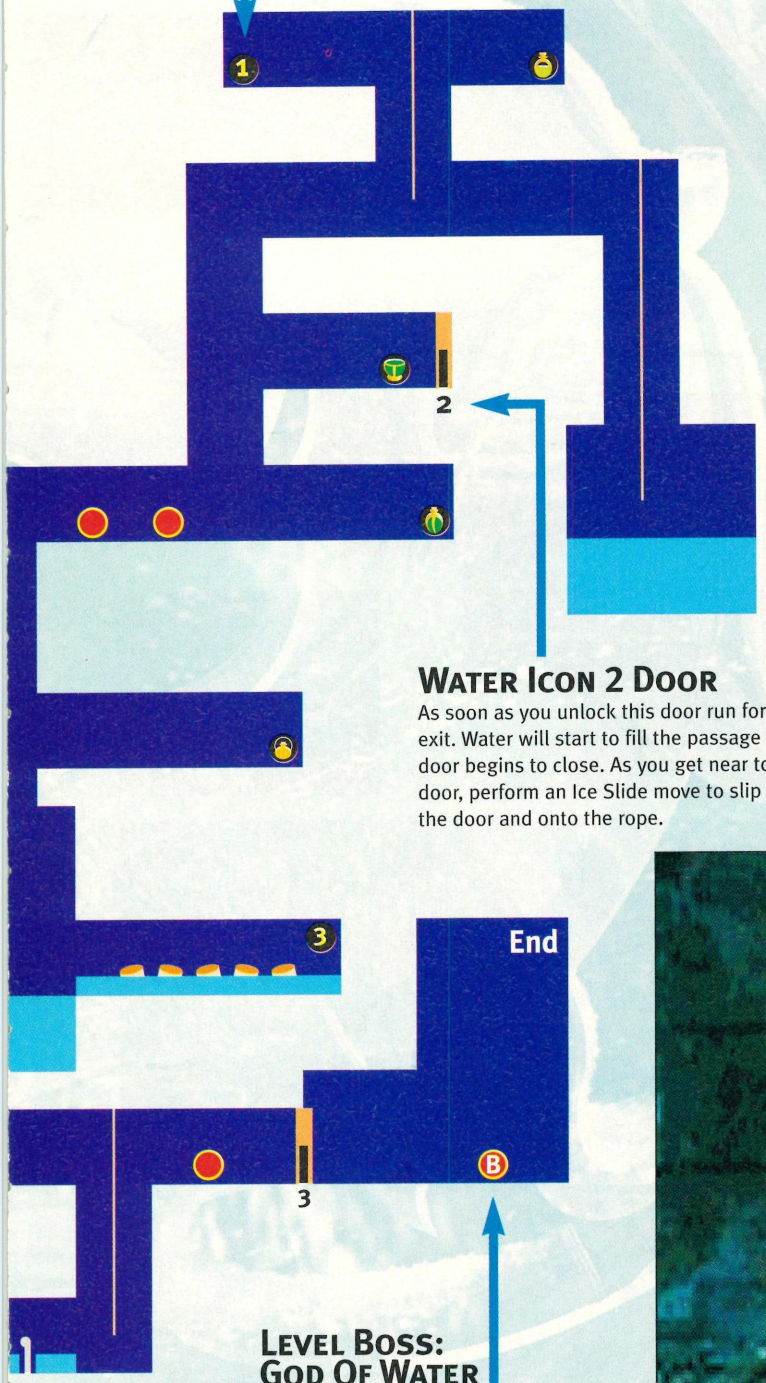
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ER

Icon 1

Whichever level you're on, you need to pick up the icons to open the locked doors marked with numbers on the map.





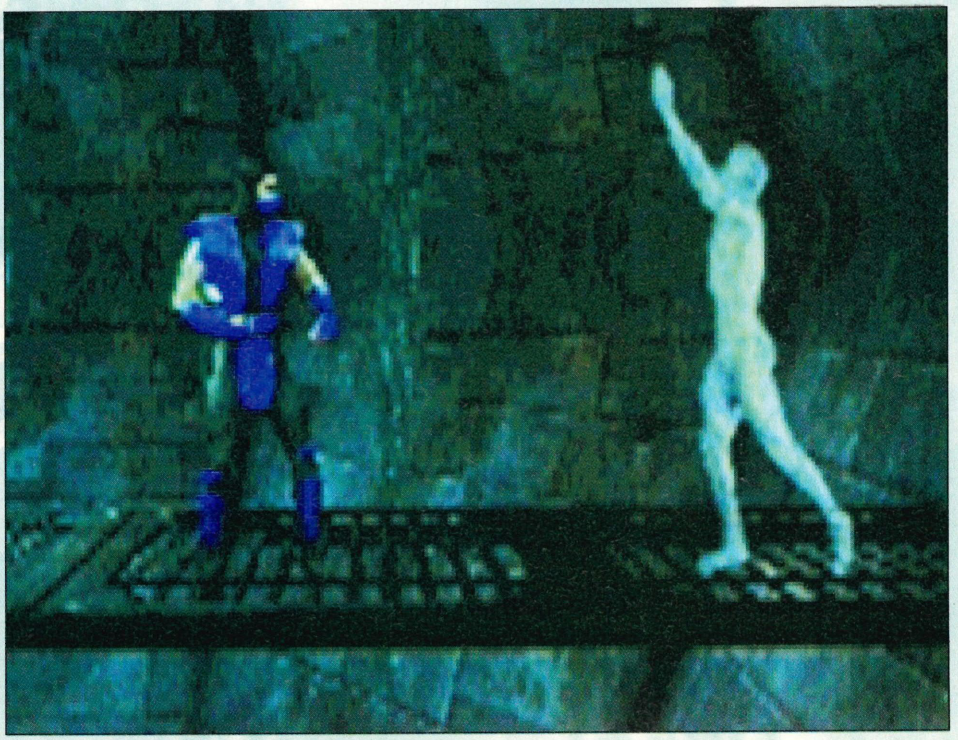
Water Icon 2 Door

As soon as you unlock this door run for the exit. Water will start to fill the passage as the door begins to close. As you get near to the door, perform an Ice Slide move to slip under the door and onto the rope.



Level Boss: God Of Water

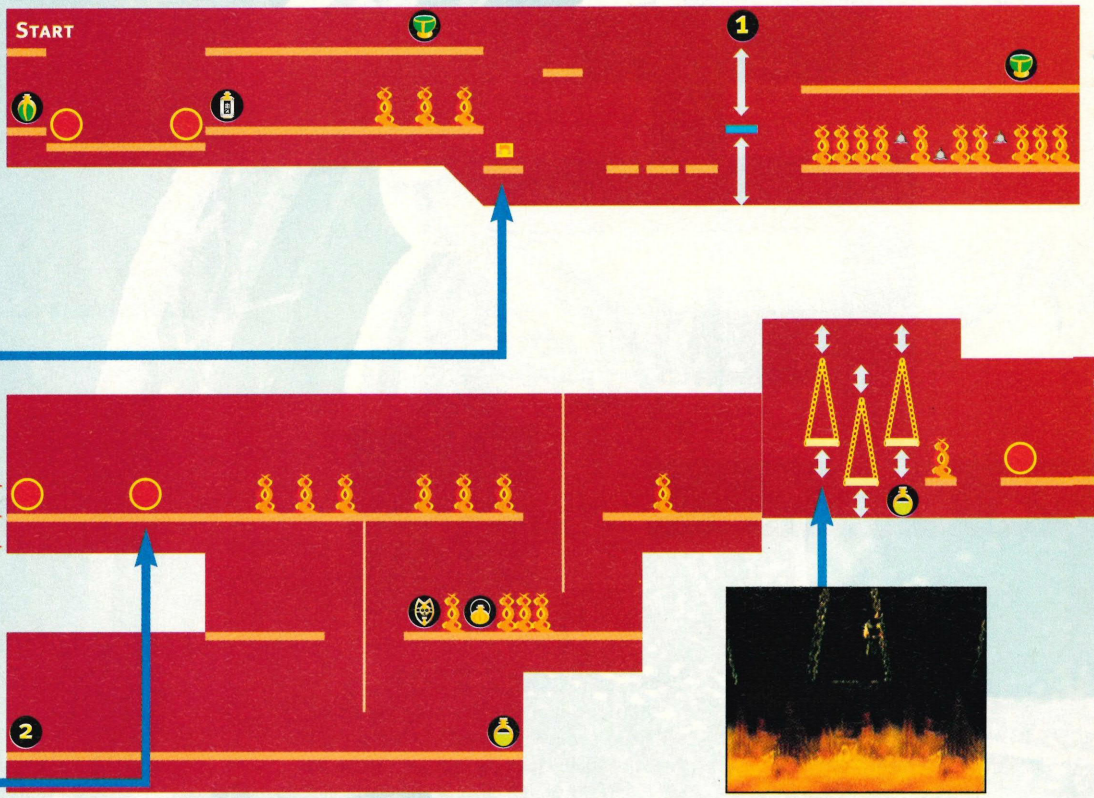
This boss is not too hard as long as you do not stand in the same place for too long. Keep moving or his water juggle move will tear you to pieces. Use your Ice Blast manoeuvre to freeze the aquatic asshole and then use combos and uppercuts to reduce his health levels.



LEVEL 5: **MISSION: COLLECT THREE ICONS REPRESENTING THE ELEMENT OF FIRE.**

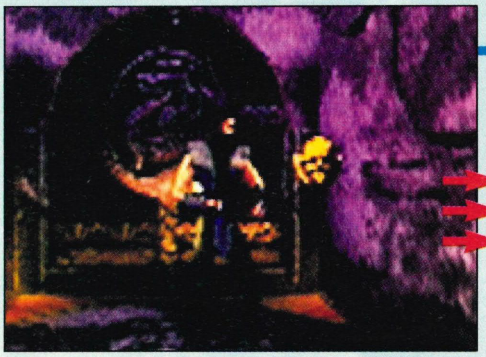
TEMPLE OF THE ELEMENTS - FIRE

Twisted firestarter! Careful timing is vital on this level, as it has an overload of moving platforms. One slip and Sub-Zero gets thawed!



SWITCHES

There are several switches on this level that raise or lower certain platforms. When you activate a switch, you need to move quickly before the platform returns to its normal position.



ENEMIES

The best way to defeat the enemies on this level is to freeze them and then use your combos.







Mortal Kombat Mythologies: Sub-Zero



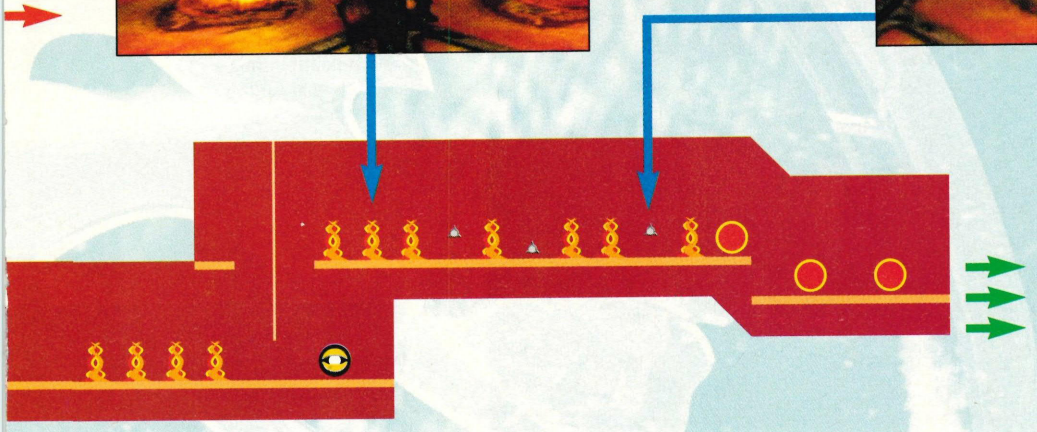
Hot Springs

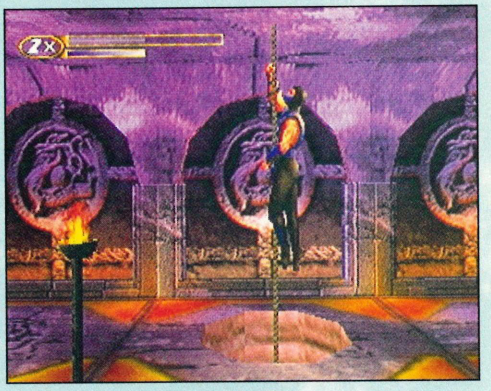
Steam rises from the floor throughout this level. Jumping is the best way to avoid taking any damage.



Spit Roasters

In amongst the hot springs you will discover some spinning spit roasting bars. They aren't there to cook tasty chicken either! Jump over these to limit the amount of damage you take.



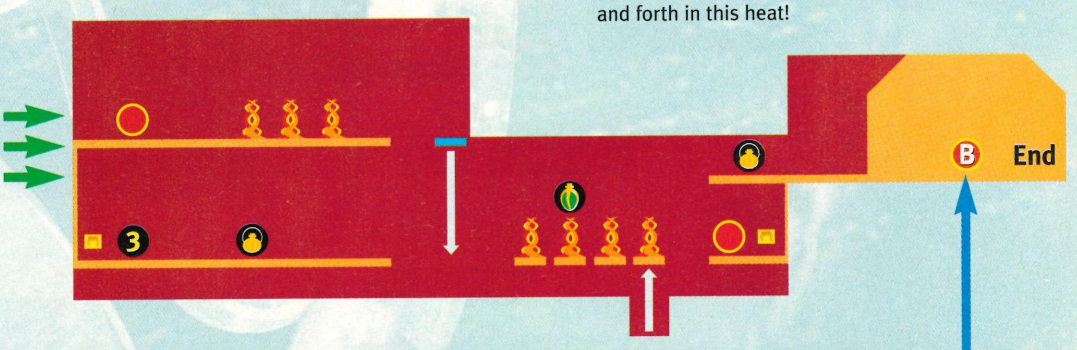


Ropes

This level moves in just one direction. Use ropes as you find them – you do not want to be running back and forth in this heat!

Level Boss: God Of Fire

This is possibly the most difficult boss to beat. You will be unable to use any of your special moves against him, so be ready for an intense battle. Try to keep your distance as much as possible. Dash in to perform a quick combo and then jump back before the firestarter has time to retaliate.







LEVEL 6: **MISSION: ESCAPE FROM THE PRISON OF LOST SOULS.**

PRISON

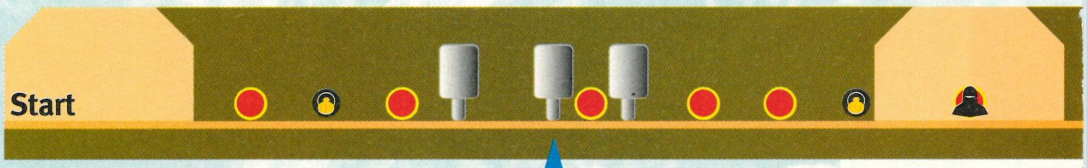
This level is fairly easy, apart from the armed guards who can cause you some damage through this area.

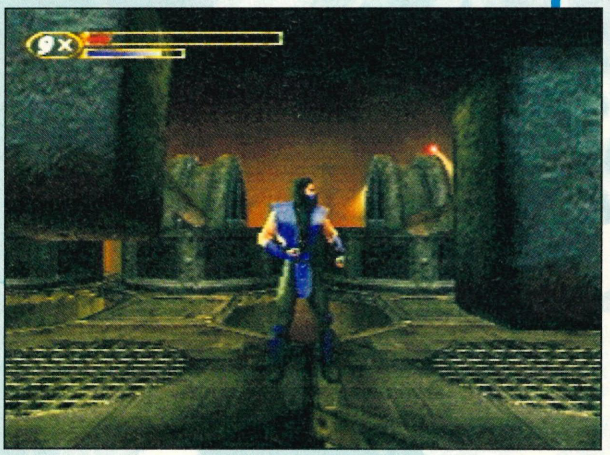
GUARDS

All the guards on this level carry a long range weapon. The best way to defeat these characters is to disarm them first. The Ice Slide special move works particularly well, or your Ice Blast followed by an uppercut will accomplish the same results. When the guard is unarmed, use your combos to finish them off.



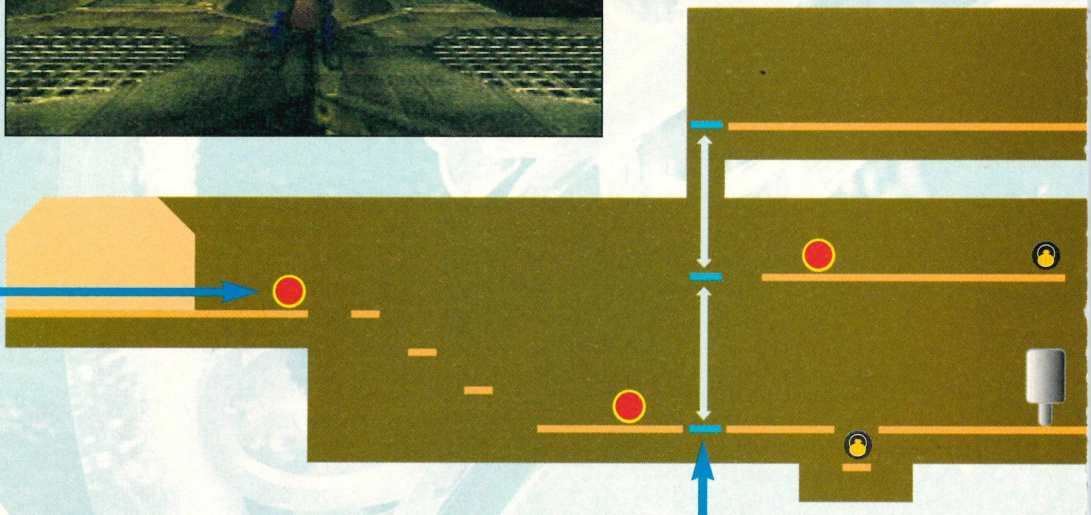






HAMMERS

These large hammers crush you to death if they hit your head. Wait for the hammer to fall and then run underneath as it rises.

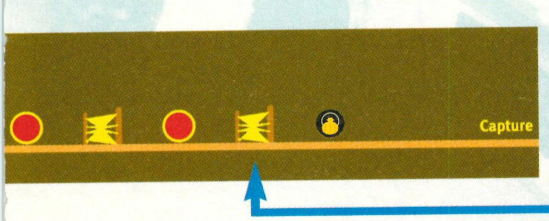


LIFTS

Once you have picked up the keys, you will be able to use the lifts to raise yourself to new heights. The buttons to activate the lifts are as follows:
To use the lift to travel up, press A + HK.
To use the lift to travel down, press A + LP.



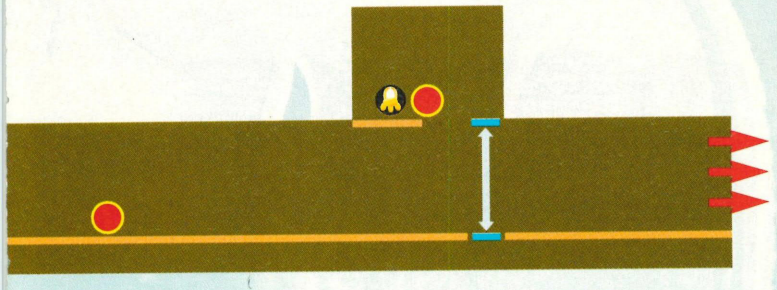
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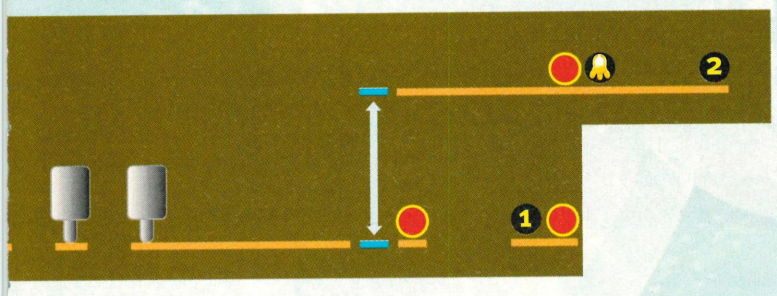




Force Fields

The force fields are timed, so be patient and wait for the right time to make a dash for it.

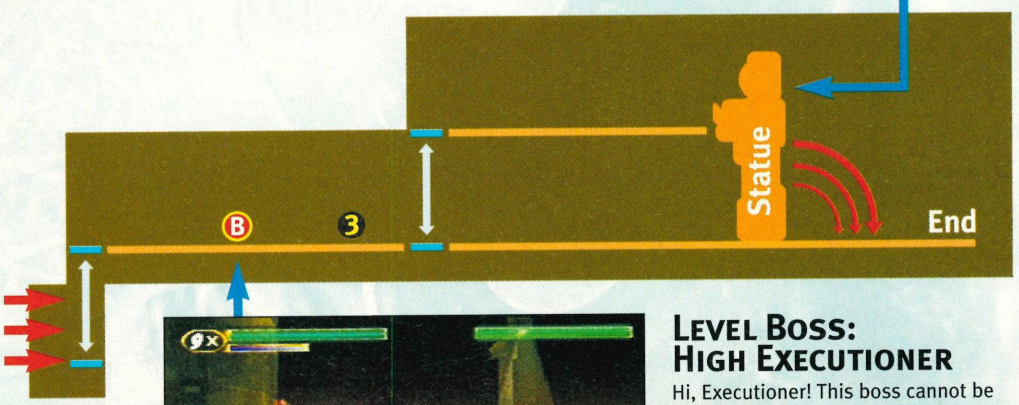




Statue

In order to escape from this level you first need to collect the Urn of Strength from the topmost platform. Use the urn of strength and then perform a flying kick on the statue. The statue will then collapse, leaving you free to exit the prison.









Level Boss: High Executioner

Hi, Executioner! This boss cannot be frozen and packs a powerful punch. To defeat him, keep your distance to avoid his masonry saw. Run in and kick him with your HK button, then make like brave Sir Robin and run away. Keep up this procedure until he is defeated and you will collect the third key. Be careful that the Executioner does not trap in the corner. If he does, use your Ice Slide move to avoid certain death.



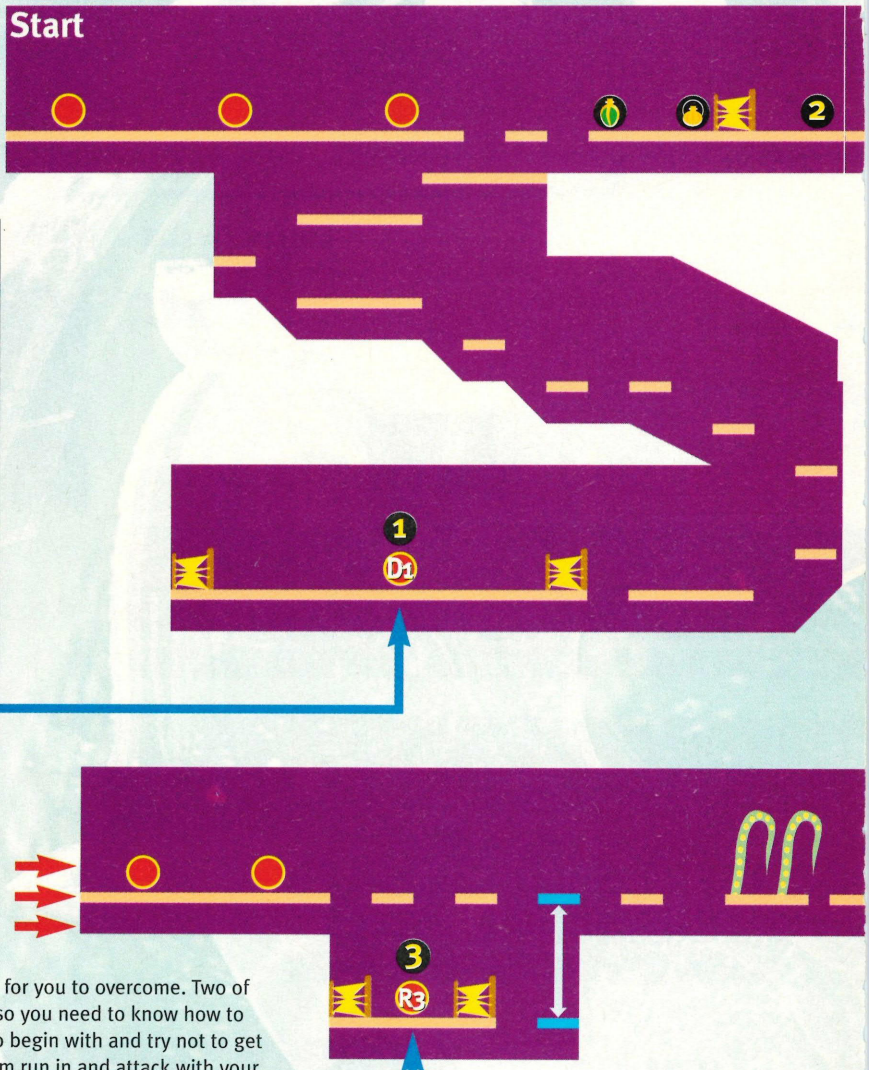
LEVEL 7: **MISSION: CROSS THE BRIDGE OF SOULS AND COLLECT THE THREE FORTRESS ICONS.**

THE BRIDGE

This level is not too difficult, but there are not many items available to help. The enemies are similar to previous levels; those with weapons need disarming before you can attack with your combos.







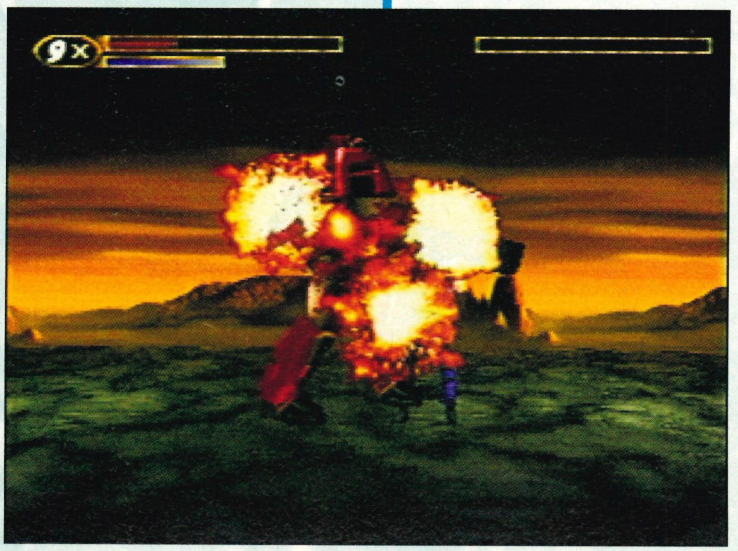
DINOSAUR RIDER

The first boss you will come to is a large dinosaur with a rider, hence the name. The only way to beat this monster is to keep using flying attacks. Jump in and attack the dinosaur, then jump back out before the counterattack can be launched. Your special moves will not help in this battle so you will need to work hard.

ROBOT ENEMIES

There are several of these large mecha for you to overcome. Two of the robots are carrying fortress icons, so you need to know how to beat them easily. Keep your distance to begin with and try not to get cornered. When you have plenty of room run in and attack with your HK button before jumping away. Repeat this procedure and you should be able to beat the robots without losing too much health.



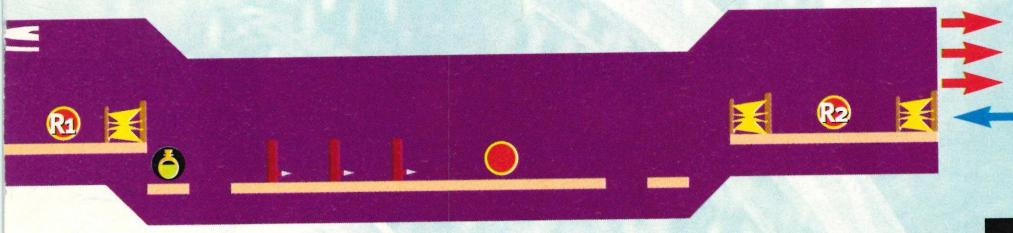


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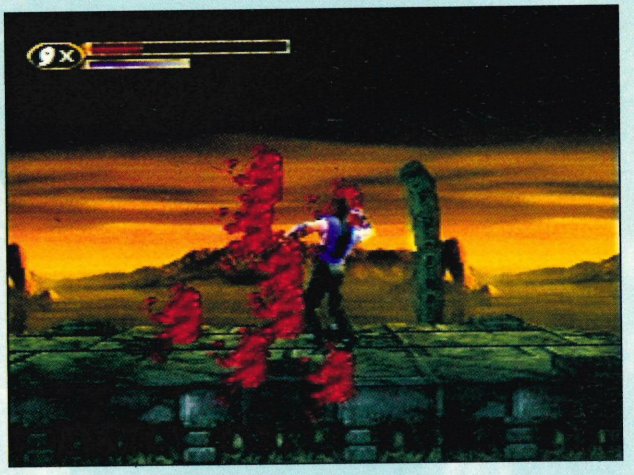
Force Fields

The force fields flicker on and off. Be patient and wait for the shield to drop before passing.



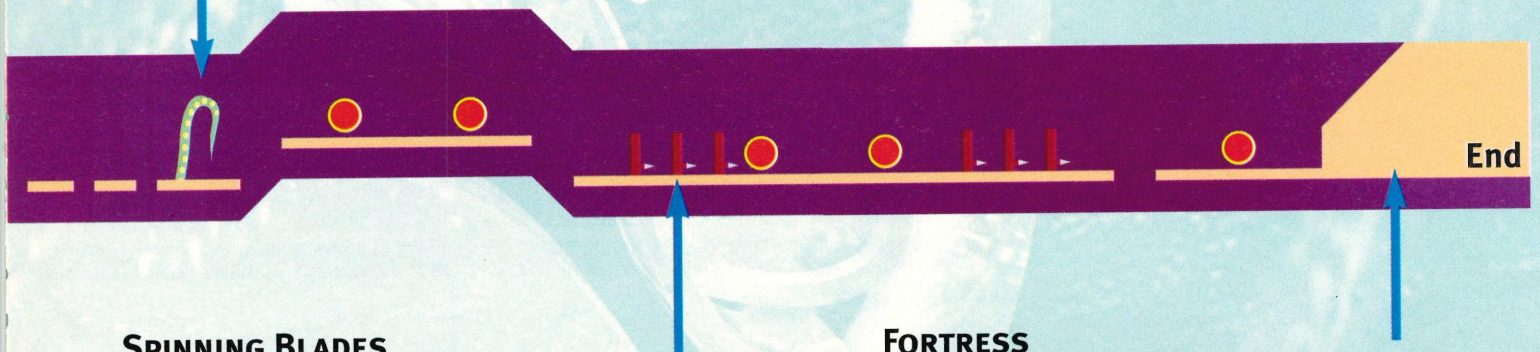






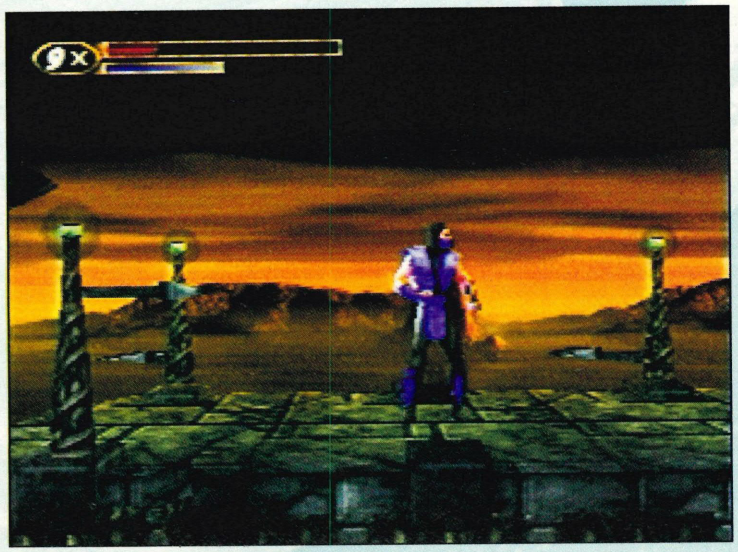
Octopus Arms

On certain platforms tentacles will try to attack you. You will be able to pass if you keep moving swiftly, but if you stop they will attack!



Spinning Blades

These spinning blades cut you to pieces in seconds. Use your run button to increase the length of your jumps and avoid being shredded.



Fortress

When you have collected the three fortress icons you will find the temple on the far right hand side. Use all of the icons in turn to open this door to the final level.



LEVEL 8: **MISSION: FIND THE AMULET AND RETURN TO EARTH**

THE FORTRESS

This level has lots of enemies and several boss characters for you to kill. There are no nasty pits or spikes for you to fall on, but it is the final level and can be rather difficult. Well, it wouldn't make sense if it was the easiest!

Crystal Key:

- KIA'S CRYSTAL
- JATAAKA'S CRYSTAL
- SEREENA'S CRYSTAL



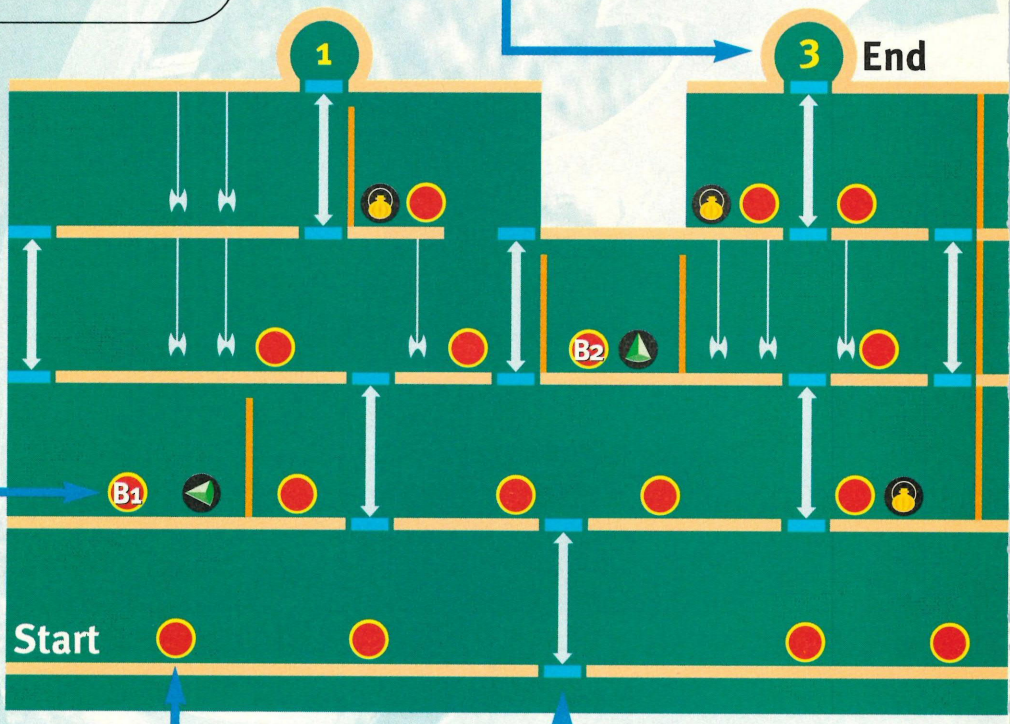
USING THE CRYSTALS

At the very top of the fortress are three lookout posts. You must place a crystal in each of these areas to be transported to Quan Chi's sanctuary.

LEVEL BOSS 1: KIA

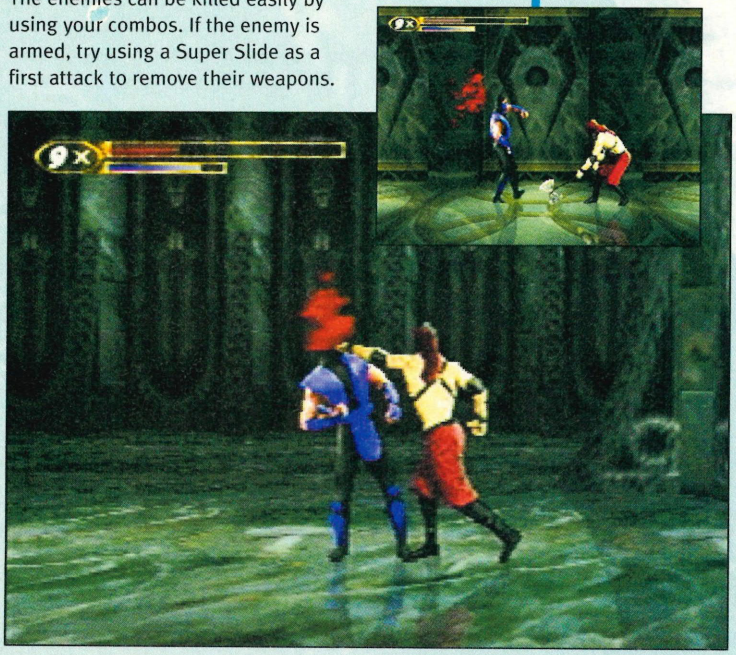
No, she's not a small Korean car. Use your Ice Blast move to freeze this boss, then use combos to finish the fight. When you have defeated Kia, you will be able to collect her teleport crystal.





ENEMIES

The enemies can be killed easily by using your combos. If the enemy is armed, try using a Super Slide as a first attack to remove their weapons.



LIFTS

You will need to use the lifts to raise yourself to new platforms. To activate the lifts use the following buttons:



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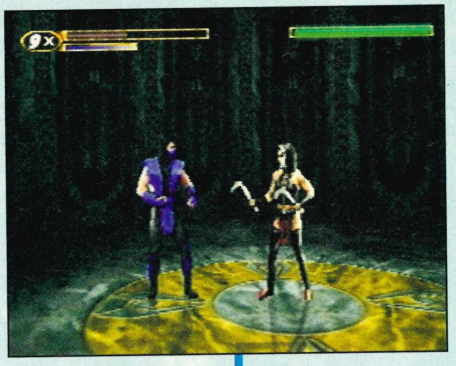
Level Boss 2: Jakaata

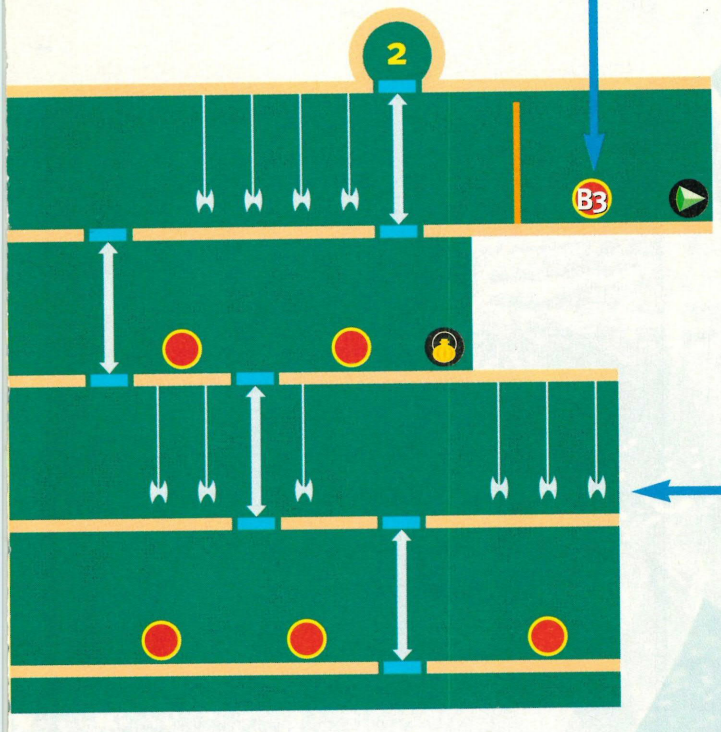
"My wife and I went to the Far East." "Jakaata?" "No, we went by plane." Your Ice Blast will work well against this boss. Keep using your combos and you will be able to collect Jakaata's teleport crystal when you win.



Level Boss 3: Sereena

You are able to use special moves to good effect here, but be careful to avoid Sereena's quick combos. When you defeat Sereena you will be presented with a chance to perform your fatality to finish her. Do not take this opportunity and she will help you in your next battle. She will leave behind her teleport crystal for you to pick up.

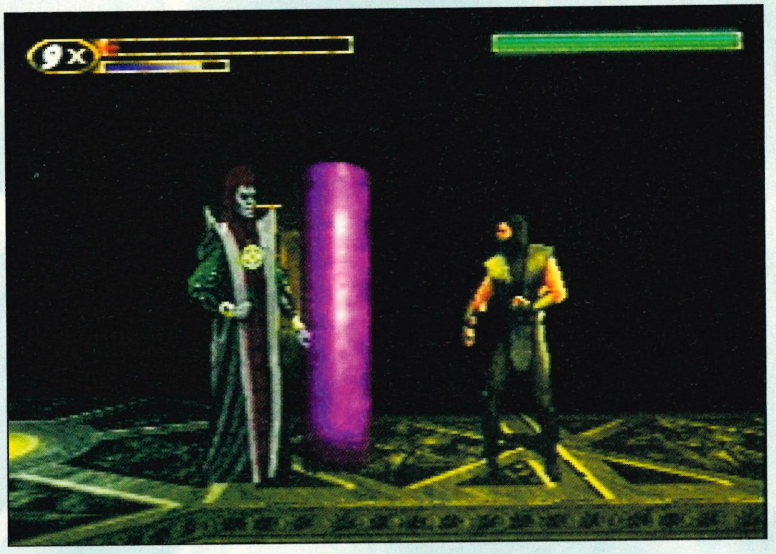




Level Boss: Quan Chi

You need plenty of speed and constant use of your special moves to beat this total Quanker. Quan Chi has several powerful moves of his own and will use them if you give him the opportunity! Keep moving and try to use your combos as much as possible. When Quan Chi is running out of health, Sereena will appear and deliver the final blow. If you destroyed Sereena during your first encounter then you will have to deliver the killing blow yourself.





Swinging Axes

Like the axes in previous levels, contact with these obstacles causes major damage. Time your runs to miss these deadly blades.





Final Confrontation: Shinnok

Shinnok is perhaps the easiest enemy in the entire game! Typical supervillain – get all your minions to do the fighting for you... He is protected by a force field almost the entire time, but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When this happens use an Ice Blast to freeze him. To complete your mission you will need to be quick here. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and simply press the A button to steal his amulet, which will make him burst into tears (more or less). All that remains now is to enter the Gateway and return to Earth! Flawless victory!



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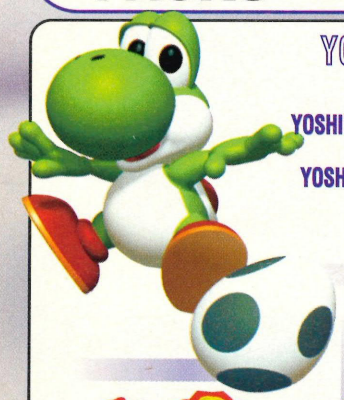
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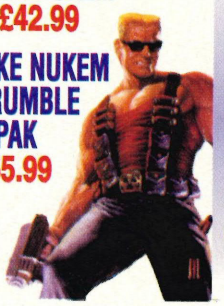
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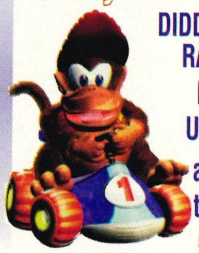
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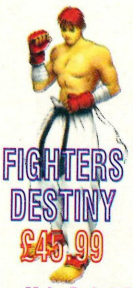
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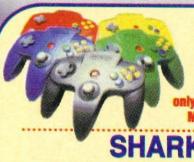


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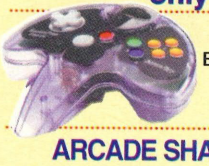
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WCW VS NWO WORLD TOUR

Part **TWO** of our grappling guide, straight from the **MAKERS** of the game!

Written by Roy Kimber

STANDARD MOVES (ALL WRESTLERS)

Counter: R
Shoulder Charge: C Down, B
Running Attack: Move D-pad towards ropes, C Down, B

Unless indicated otherwise,the 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).

HOLLYWOOD HOGAN



LOVE HIM OR HATE HIM, HULK HOGAN IS PROBABLY THE MOST famous wrestler in the world today, although many people might be surprised to learn that he actually *is* a wrestler. As leader of the NWO, the new-style 'Hollywood' Hogan dresses in black, doesn't shave, and terrorises other wrestlers with threats of guest roles in *Thunder In Paradise*. His signature move is the decidedly unpleasant Top Rope Stinky Leg Drop.

KICKS AND PUNCHES

Uppercut: B (close)
Knee Kick: B (far)
Body Blow: Up, B (close)
Cruiser Kick: Up, B (far)
Python Punch: Hold B
Hollywood Kick: Up, hold B

WEAK GRAPPLING (To Front)

Headlock Punch: A, A
Body Slam: A, Up, A
Knee Butt: A, Down, A
Hiplock Takedown: A, B
Armlock Smash: A, Up, B
Pile Driver: A, Down , B

STRONG GRAPPLING (To Front)

Top Rope Clothesline: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Neck Breaker: Hold A, Down, A
Hollywood Clothesline: Hold A, B
Power Lift Body Slam: Hold A, Up, B

WEAK GRAPPLING (To Rear)

Backdrop: A, A
Atomic Knee: A, B

STRONG GRAPPLING (To Rear)

Chicken Wing Stretch: Hold A, A
Hogan Back Breaker: Hold A, B

WHIP TO ROPES

Shoulder Lift: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Hulk Bomber: 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)
Side Headlock: Move near to head, A



Leg Crusher: Move near to legs, A
Leg Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Boston Crab: Move near to legs, A
Elbow Drop: B

TURNBUCKLE AND ROPE MOVES

(Opponent On Mat)
Top Rope Stinky Leg Drop: Move into turnbuckle, C Down
(Opponent Standing)
Hulk Hammer: Move into turnbuckle, C Down

THROW DAZED OPPONENT INTO TURNBUCKLE

Riding Punch: A, A
Avalanche Brain Buster: Hold A, A

SPECIAL MOVES

(When Spirit Meter Flashes)
Choke Hold: Hold A, move analogue stick
Reverse Small Package Press: Hold A, move analogue stick (from behind)

STING



NO, STING ISN'T EARNING SOME CASH ON the side wrestling for two different federations. This Sting is actually a fake, a wrestler who used to be known as Cobra. For reasons best known only to themselves (although they can't be honest) the NWO has set up Cobra as a pretender to the real Sting. Confused? You should be. To make matters worse, this Sting has the real Sting's signature move, the Scorpion Death Lock.

KICKS AND PUNCHES

Ear Elbow: B (close)
Knee Kick: B (far)
Crown Knuckle: Up, B (close)
Soccer Kick: Up, B (far)
Drop Kick: Hold B
Stinger Punch: Up, hold B

WEAK GRAPPLING (To Front)

Hammer Punch: A, A
Shoulder Carry: A, Up, A
Body Slam: A, Down, A
Headlock Sweep: 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
Vertical Brain Buster: Hold A, Up, B
Small Package Press: Hold A, Down, B

WEAK GRAPPLING (To Rear)

Face Crusher: Hold A, A
Backdrop: Hold A, B

STRONG GRAPPLING (To Rear)



Scorpion Death Drop: A, A
Throw German Suplex: A, B

WHIP TO ROPES

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Shoulder 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
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up, hold A

OPPONENT ON MAT

(Face Up)
Side Headlock: 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 Lock: Move near to legs, A
Crushing Knee: 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, A
Super Brain-Buster: Hold A, Up, A
Stinger Splash: Move D-pad, 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)

BUFF BAGWELL



Former WCW Rookie of the Year and three times WCW World Tag Team Champion, Marcus 'Buff' Bagwell has chosen to turn his back on the people who gave him a start in his career as a wrestler, throwing his lot in with the NWO. Buff is at home in any arena, and opponents would be wise to steer clear of the ropes or feel the might of his Manhattan Drop signature move.

Kicks And Punches

Crown Elbow: B (close)
Knee Kick: B (far)
Chest Chop: Up, B (close)
Karate Kick: Up, B (far)
Low Drop Kick: Hold B
Bionic Punch: Up, hold B

Weak Grappling (To Front)

Elbow Smash: A, A
One-Handed Hammer Blow: A, Up, A
Body Slam: A, Down , A
Arm-Drag Elbow: A, B
Snap Suplex: A, Up, B
Power Slam: A, Down, B



Strong Grappling (To Front)

Neck Breaker: Hold A, A
Standing Clothesline: Hold A, Up, A
Tilt-a-Whirl Piledriver: Hold A, Down, A
DDT: Hold A, B
Reverse Karate Kick: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling (To Rear)

Backdrop: A, A
Reverse Clothesline: A, B

Strong Grappling (To Rear)

Sleeper Hold: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Shoulder Drop: 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
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up , hold A

Opponent On Mat

(Face Up)
Knee Drop: Move near to head, A
Target Drop: Move near to legs, A
Falling Elbow: B



(Face Down)
Camel Clutch: Move near to head, A
Knee Wrench: Move near to legs, A
Super Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Somersault Splash: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Rampage: A, A
Super Plex: Hold A, A
Bionic Brain-Buster: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Fisherman's Suplex: Hold A, move analogue stick
Grapple Doctor Bomb: Hold A, move analogue stick (from behind)

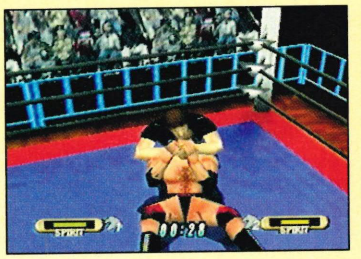
ERIC BISCHOFF



Eric began his career in wrestling in the area of management, of all things, working as general manager and executive vice-president of the WCW. After creating *WCW Monday Nitro Live On TNT*, Bischoff decided to join the New World Order, assisting them in their bid to dominate the WCW. Whether battling in the boardroom or in the ring, Eric is a fearsome opponent, and his signature Headlock Punch and Face Rake moves are a dangerous combination.

Kicks And Punches

Flail Fist: B (Close)
Groin Kick: B (Far)
Punch: Up, B (Close)
Stomach Kick: Up, B (Far)
High Kick: Hold B
Wind-Up Punch: Up, hold B



Weak Grappling (To Front)

Facial: A, A
Face Rake: A, Up, A
Elbow Drop: A, Down, A
Headlock Sweep: A, B

Strong Grappling (To Front)

Headlock Punch: Hold A, B
Small Package Press: Hold A, B

Weak Grappling (To Rear)

Forearm Smash: A, A

Strong Grappling (To Rear)

Back Kick: Hold A, A

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Shoulder Lift: Hold A, D-pad towards ropes, C Down, Up, A
Sleeper Hold: Hold A, D-pad towards ropes, C Down, hold A

Opponent On Mat

(Face Up)
Eye Gouge Submission: Move near to head, A



Leg Crush: Move near to feet, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Twist: Move near to feet, A
Elbow Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Crowd Taunt: Move into turnbuckle, C Down
(Opponent Standing)
Crowd Taunt: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A

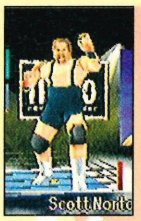
Special Moves

(When Spirit Meter Flashes)
Spinning Takedown: Hold A, move analogue stick
Sneaky Sleeper: Hold A, move analogue stick (from behind)





SCOTT NORTON



Scott Norton is huge. His weight is his biggest advantage, and he makes good use of it, as other wrestlers are well aware. Getting hit by a clothesline from Scott is comparable to getting hit by an express train, and just as messy. Scott puts paid to the rumour that all fat people are jolly, and any wrestler who thinks otherwise is soon swayed by Scott's signature move, the Shoulder Breaker.

Kicks And Punches

Blast Punch: B (close)
Kick: B (far)
Blast Chop: Up, B (close)
Knee Kick: Up, B (far)
Forearm Smash: Hold B
Shoulder Charge: Up, hold B

Weak Grappling (To Front)

Forearm Club: A, A
Elbow Spike: A, Up, A
Body Slam: A, Down, A
Neck Breaker: A, B
Norton Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling (To Front)

Standing Clothesline: Hold A, A
Power Lift Slam: Hold A, Up, A
Power Slam: Hold A, Down, A
DDT: Hold A, B
Choke Hold: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling (To Rear)

Back Blow: A, A
Back Drop A, B

Strong Grappling (To Rear)

Throw German Suplex: Hold A, A
Doctor Bomb: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Power Slam: Hold A, D-pad towards ropes, C Down, hold A
Shoulder 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
Leg Lock: Move near to feet, A
Knee Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Shoulder Tackle: Move into turnbuckle, C Down

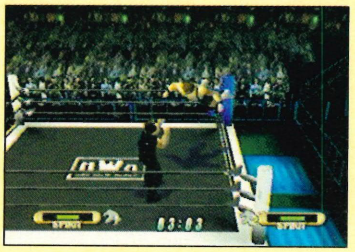
Throw Dazed Opponent Into Turnbuckle

Open Hand Punch: A, A
Suplex: Hold A, A
Avalanche Suplex: Hold A, Up, A

Special Moves

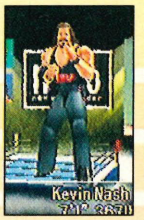
(When Spirit Meter Flashes)
Power Bomb: Hold A, move analogue stick
Back Drop Suplex: Hold A, move analogue stick (from behind)







KEVIN NASH



At seven foot one in height, Kevin Nash is tall, even for a wrestler. One half of NWO tag-team The Outsiders, he has apparently got a sharp wit and is intelligent with it. Kevin enjoys a joke, but when it comes to wrestling he's all business, and it's a brave opponent indeed who gets on the wrong end of his signature Jackknife Power Bomb move – a brave opponent, or a stupid one.

Kicks And Punches

Wimp Slap: B (close)
Stomach Kick: B (far)
Thunder Punch: Up, B (close)
Knee Kick: Up, B (far)
Thunder Kick: Hold B
Haymaker: Up, hold B

Weak Grappling (To Front)

Elbow Smash: A, A
One-Handed Hammer Blow: A, Up, A
Bruisin' Body Slam: A, Down, A
Headlock Sweep: A, B
Suplex to Body Slam: A, Up, B
Knee Butt: A, Down, B

Strong Grappling (To Front)

Standing Clothesline: Hold A, A
Top Rope Clothesline: Hold A, Up, A
Shoulder Breaker: Hold A, Down, A
Side Buster: Hold A, B
Bryant Suplex: Hold A, Up, B
Power Slam: Hold A, Down, B

Weak Grappling (To Rear)

Spine Buster: A, A
Knee Crush: A, B



Strong Grappling (To Rear)

(To Rear)
Back Breaker: Hold A, A
Sleeper Hold: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Body Toss: Hold A, D-pad towards ropes, C Down, Up, A
Running Power Slam: Hold A, D-pad towards ropes, C Down, hold A
Choke Slam: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Surfboard: Move near to head, A
Knee Crusher: Move near to feet, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to feet, A
Boot Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Double Axe Handle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Rumble: A, A
Bully Beat: A, B
Top Rope Brain Buster: Hold A, A
Top Rope Suplex: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Jackknife Power Bomb: Hold A, move analogue stick
Trash Compactor: Hold A, move analogue stick (from behind)



SCOTT HALL



The other half of NWO tag-team sensations The Outsiders, Scott Hall is credited with the founding of the NWO. He's cool, or a complete pillock, depending on how you feel about people who wear sunglasses when they're inside. If it's the latter, you probably won't feel like telling the man to his face, because at six foot seven Scott cuts quite a menacing figure, and his signature Pinning Outsider's Edge move is decidedly nasty!

Kicks And Punches
Rabbit Punch: B (close)
Kick: B (far)
Body Blow: Up, B (close)
Knee Kick: Up, B (far)
Hellion Kick: Hold B
Crossfire Fist: Up, hold B

Weak Grappling (To Front)
Forearm Smash: A, A
Eye Gouge: A, Up, A
Body Slam: A, Down, A
Elbow Smash: A, B
Waterwheel Drop: A, Up, B
Pile Driver: A, Down, B

Strong Grappling (To Front)
Standing Clothesline: Hold A, A
Cross-Body Flip Slam: Hold A, Up, A
Tiger Suplex: Hold A, Down, A
Manhattan Drop: Hold A, B
Bryant Suplex: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling (To Rear)
Spine Stunner: A, A
Back Drop: A, B

Strong Grappling (To Rear)
Throw German Suplex: Hold A, A
Body Rack: Hold A, B

Whip To Ropes
Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Sleeper Hold: 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)
Headlock: Move near to head, A
Reverse Leg Lock: Move near to feet, A
Heel Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Boston Crab: Move near to feet, A
Elbow Drop: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Diving Axe Handle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle
Corner Crunch: A, A
Avalanche Suplex: Hold A, A
Top Rope Outsider's Edge: Hold A, Up, A

Special Moves
(When Spirit Meter Flashes)
Pinning Outsider's Edge: Hold A, move analogue stick
Grapple Doctor Bomb: Hold A, move analogue stick (from behind)







SYXX



Not to be confused with the fast-talking diminutive character from the US sitcom *Blossom*, Syxx is a dangerous-looking biker dude from the wrong side of the tracks (don't know what that means, but it sounds good). With a black belt in Tae Kwon Do, Syxx's kicks make other wrestlers wary. The only thing more fearsome than his kicks, is Syxx's signature move, the Standing Buzz Killer.

Kicks And Punches
Crown Elbow: B (close)
Side Kick: B (far)
Cruise Chop: Up, B (close)
Knee Kick: Up, B (far)
Flash Kick: Hold B
Spinning Leg Drop: Up, hold B

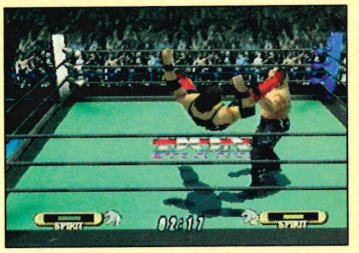
Weak Grappling (To Front)
Forearm: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Arm Lock Smash: A, B
Snap Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling (To Front)
Overhead Slam: Hold A, A
Flying Guillotine: Hold A, Up, A
Inverted Pile Driver: Hold A, Down, A
Spinning Savate Kick: Hold A, B
Buzz Kill Bomb: Hold A, Up, B
Belly To Belly Suplex: Hold A, Down, B

Weak Grappling (To Rear)
Spine Stunner: A, A
Back Drop: A, B

Strong Grappling (To Rear)
Standing Buzz Killer: Hold A, A
German Suplex: Hold A, B

Whip To Ropes
Scissors Trip: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A



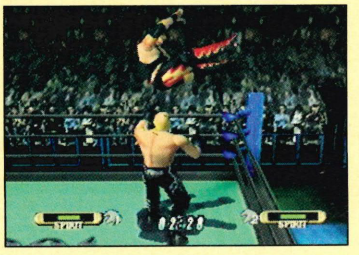
Body Toss: Hold A, D-pad towards ropes, C Down, hold A
Spinning Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat
(Face Up)
Eye Gouge Submission: Move near to head, A
Leg Lock: Move near to feet, A
Leg Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Hamstring Stretch: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves
(Opponent On Mat)
Top Rope Leg Drop: Move into turnbuckle, C Down
(Opponent Standing)
Spinning Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle
Turnbuckle Tackle: A, A
Dragonsteiner: Hold A, Up, A

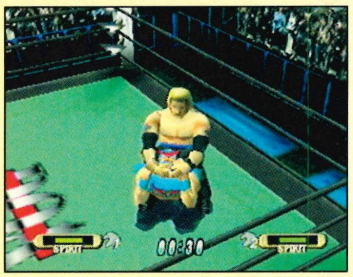
Special Moves
(When Spirit Meter Flashes)
Powerslam Press: Hold A, move analogue stick
Tiger Suplex: Hold A, move analogue stick (from behind)

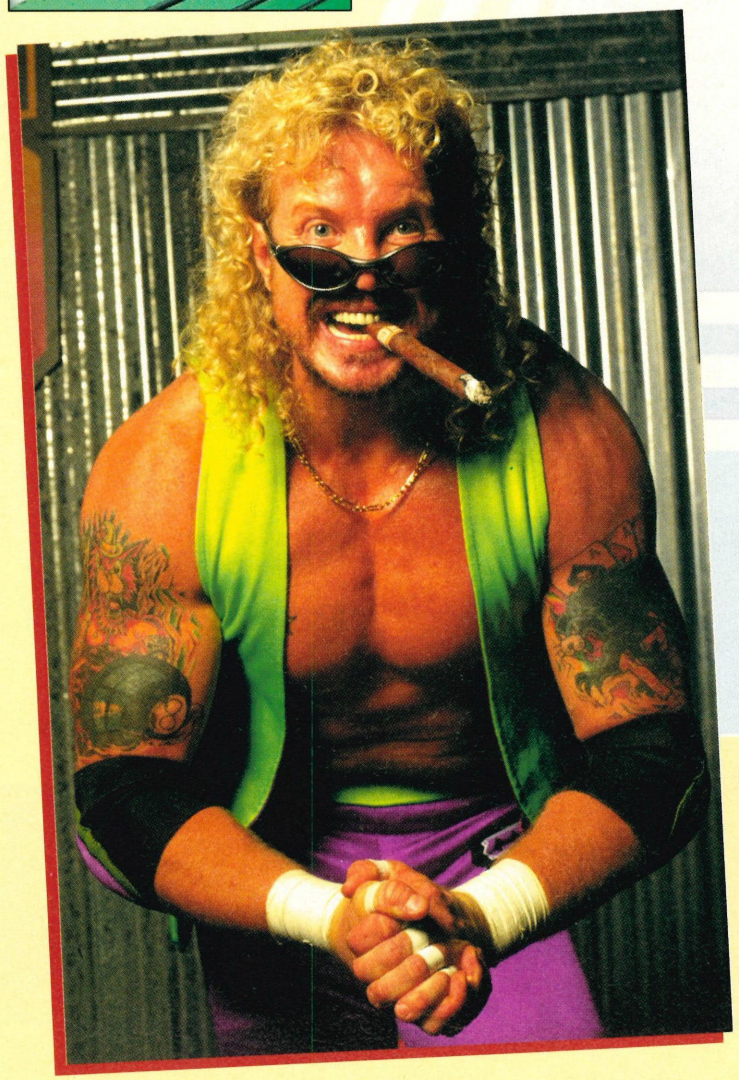


DIAMOND DALLAS PAGE

If you manage to beat every wrestler in the League Challenge WCW Heavyweight category, you'll face off with the WCW boss, Diamond Dallas Page. Successfully defeat him and you become the WCW Heavyweight Champion, after which the mighty Diamond Dallas will be selectable on the Wrestler screen under the WCW.

Diamond Dallas Page is another wrestler who has associations with the WCW outside of the ring as well as in, having been at various times not only a wrestler, but also a commentator and a manager. He's big, he's bad, and he's very, very loud, as any wrestling fans who have heard his commentaries will know. He makes himself heard when in the ring every bit as loudly as when he's sitting behind the announcers microphone. In the course of his wrestling career, Page has won the WCW TV Title, and also the rather plagiarised title of 'Lord of the Ring', which must have Tolkien turning in his grave. With his flashy style, his energetic personality, and his unavoidably savage Diamond Cutter signature move, Diamond Dallas Page couldn't be anything other than a highly successful, highly dangerous combatant - let all opponents beware!







Kicks And Punches

Throat Chop: B (close)
Mid Kick: B (far)
Punch: Up, B (close)
Knee Kick: Up, B(far)
Forearm Clothesline: Hold B
Drop Kick: Up, hold B

Weak Grappling (To Front)

Blockbuster: A, A
Head Butt: A, Up, A
Body Slam: A, Down, A
Diamond Elbow: A, B
Snap Suplex: A, Up, B
Knee Butt Combo: A, Down, B

Strong Grappling (To Front)

Inside Side Buster: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Piledriver To Body Slam: Hold A, Down, A
DDT: Hold A, B
Backflip Slam: Hold A, Up, B
Spinning Power Bomb: Hold A, Down, B

Weak Grappling (To Rear)

Face Crusher: A, A
Back Drop: A, B

Strong Grappling (To Rear)

Reverse Side Buster: Hold A, A
Grapple Doctor Bomb: Hold A, B

Whip To Ropes

Shoulder Throw: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Power 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)
Side Headlock: Move near to head, A
Knee Crush: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Bar: Move near to legs, A
Stomp: B

Turnbuckle And Rope Moves

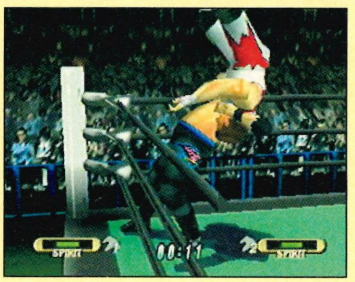
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Diamond Dive: Move into turnbuckle, C Down

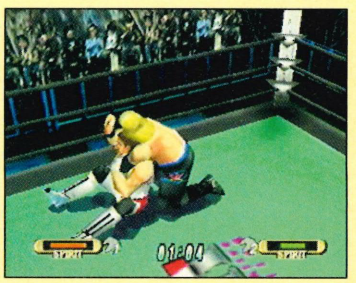
Throw Dazed Opponent Into Turnbuckle

Turnbuckle Smash: A, A
Corner Blitz: A, B
Flying Brain Buster: Hold A, A
Avalanche DDT: Hold A, Up, A

Special Moves

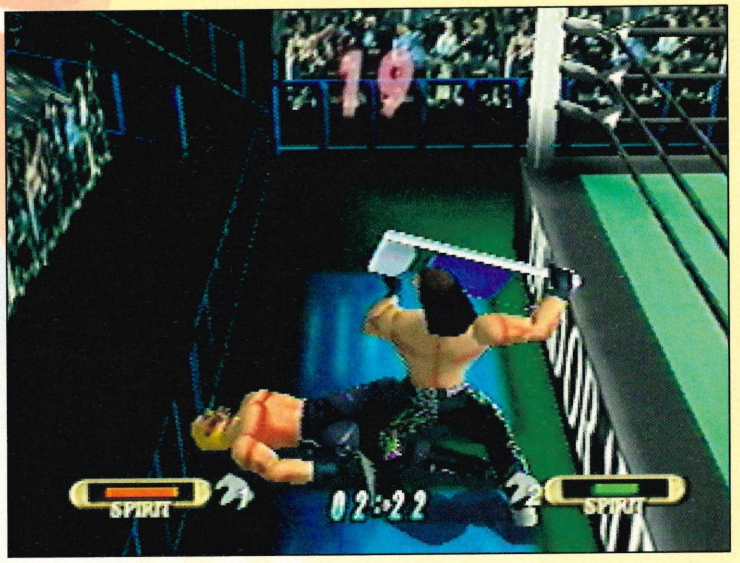
(When Spirit Meter Flashes)
Diamond Cutter: Hold A, move analogue stick (from the front)
German Suplex: Hold A, move analogue stick (from behind)



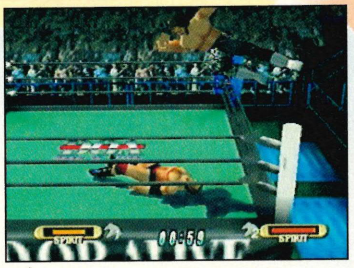


'MACHO MAN' RANDY SAVAGE

'Macho Man' Randy Savage is the enigmatic boss of the NWO. You'll fight him, in the same way as you met Diamond Dallas Page, by defeating all the wrestlers in the League Challenge NWO Single category, and if you manage to best the egomaniac himself, then you will not only become NWO Single Champion, but will also be able to select Randy Savage from the NWO section of the wrestlers selection screen.



Randy Savage, otherwise known as the 'Macho Man', is well known for being one of the most outlandishly dressed of all his colleagues - and in American wrestling, that's really saying something! His voice is almost as loud as his dress sense, and it's these two features that make the Macho Man one of the most famous wrestlers in the world. Randy originally started his sporting career in the arena of baseball, which gives him an added advantage over the other wrestlers in that when things get dirty, he's very familiar with how to weild a baseball bat! Along with Hulk 'Hollywood' Hogan, the Macho Man forms one of the most dangerous tag-teams around, Macho Madness, and Randy's signature Macho Man Flying Elbow is a fearsome move that no wrestler relishes getting on the wrong end of.





Kicks And Punches

Punch: B (close)
Side Kick: B (far)
Super Chop: Up, B (close)
Knee Kick: Up, B (far)
Rolling Punch: Hold B
Drop Kick: Up, hold B

Weak Grappling (To Front)

Headlock Punch: A, A
Freaky Forearm: A, Up, A
Snap Mare: A, Down, A
Funky Elbow: A, B



Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling (To Front)

Double Arm Suplex: Hold A, A
Cross Arm Combo: Hold A, Up, A
Screwdriver Drop: Hold A, Down, A
DDT: Hold A, B
Machoplex: 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
Power Slam: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Face Lock: Move near to head, A
Back Leg Wrench: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Twist: Move near to legs, A
Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Macho Man Flying Elbow: Move into turnbuckle, C Down
Macho Splash: Move into turnbuckle, C Down
(Opponent Standing)
Double Fist Drop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

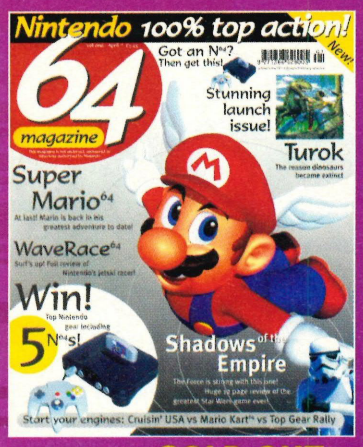
Corner Crunch: A, A
Macho Man Drop: Hold A, A
Super DDT: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Power Bomb: Hold A, move analogue stick
Command Performance: Hold A, move analogue stick (from behind)

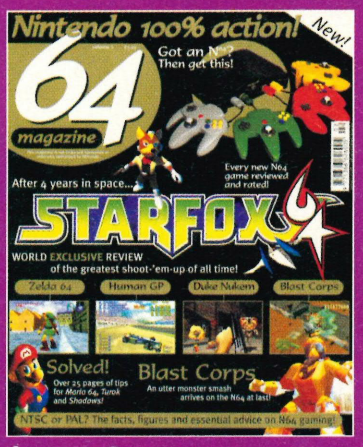


BACK ISSUES



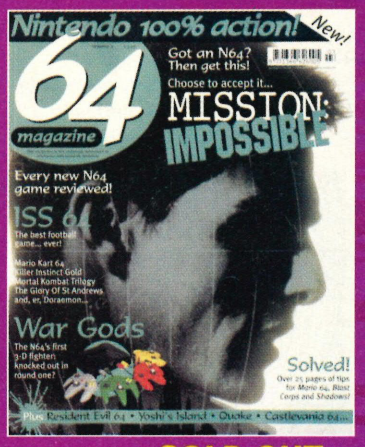
ISSUE 1 – SOLD OUT

- Well, it's sold out, but you could have read about *Mario 64* and *Wave Race*. Alas, you can't any more.



ISSUE 2

- *Starfox*! *Blast Corps*! *Turok*! The *Mario 64* and *Shadows Of The Empire* solutions begin!



ISSUE 3 – SOLD OUT

- *Mission: Impossible*! *ISS 64*! *Blast Corps* complete solution! All gone, unfortunately.



ISSUE 4

- *Banjo-Kazooie*! *Conker's Quest*! *Goldeneye*! *F-Zero 64*! *Go! Go! Troublemakers*! *Mario Kart 64* guide!



ISSUE 5

- *Extreme G*! Behind the scenes of *Goldeneye*! *MRC*! *Goemon*! *Lylat Wars* review and players' guide!



ISSUE 6 – SOLD OUT

- *Duke Nukem 64*! Part one of the *Goldeneye* solution! Game clichés! All popular, hence gone.



ISSUE 7

- *Diddy Kong Racing! Top Gear Rally! Duke Nukem!* Plus the full guide to *Mischief Makers!*



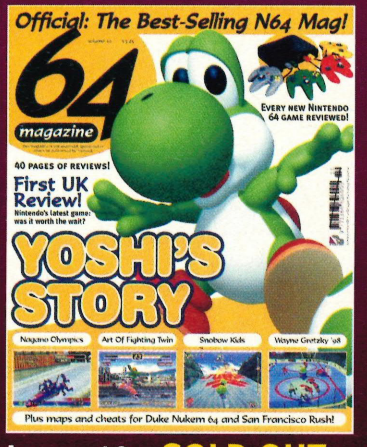
ISSUE 8

- That'd be *MK Mythologies*, the last part of *Goldeneye*, *FIFA '98* and *Automobili Lamborghini*, then.



ISSUE 9 – SOLD OUT

- Loads of stuff from Japan about *Zelda 64*, plus our *Top Gear Rally* guide and maps – gone!



ISSUE 10 – SOLD OUT

- *Yoshi's Story* and *Nagano Winter Olympics* get reviewed, while *Duke Nukem* and *SF Rush* get mapped!



ISSUE 11

- *Fighter's Destiny*! *Robotron 64*! The *Bomberman 64* solution! *Tamagotchi World*!



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Goldeneye



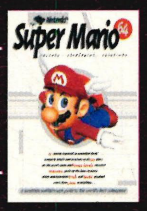
Super Mario 64

Mario Kart 64

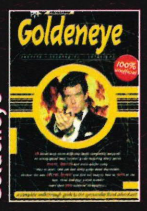


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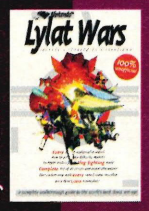
Super Mario 64



Goldeneye



Lylat Wars



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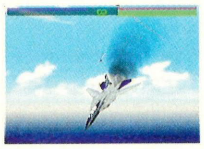
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64 magazine NINDEX

Thinking of **BUYING** a game? The Nindex is the **DEFINITIVE** buyers' guide to N64 titles. Don't leave **HOME** without it!

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 boring 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

90 percent

Publisher: **GT Interactive** Reviewed: **Issue 7** Price: **£59.99**

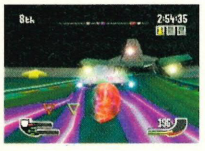


The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

EXTREME G

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.

FIGHTER'S DESTINY

92 percent

Publisher: **Ocean** Reviewed: **Issue 11** Price: **£54.99**



The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's *Virtua Fighter* in terms of play, though that's not such a bad thing as *VF* is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

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**

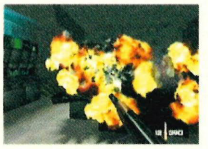


Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Brucie and Tarby would turn in their graves if they were dead.

GOLDENEYE

96 percent

Publisher: **Nintendo** Reviewed: **Issue 5** Price: **£49.99**

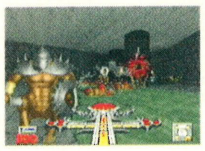


Best game on the N64 and quite possibly one of the best videogames games of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you have to have this game or else face social 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**

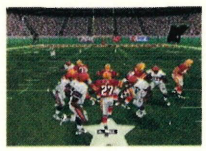


The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not 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**



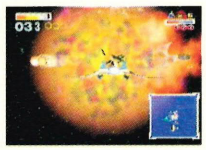
Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.

LYLAT WARS/STARFOX 64

64 SHOPPER

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**

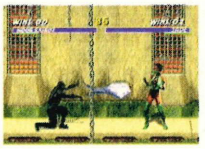


If you're turned on by the idea of making jump after jump after jump over perilous ledges using a poorly thought-out control method, with some ketchup-splattering combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, 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: **£59.99**



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**

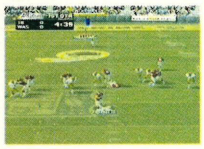


Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somehow fitting. It's all stupid super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And 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**



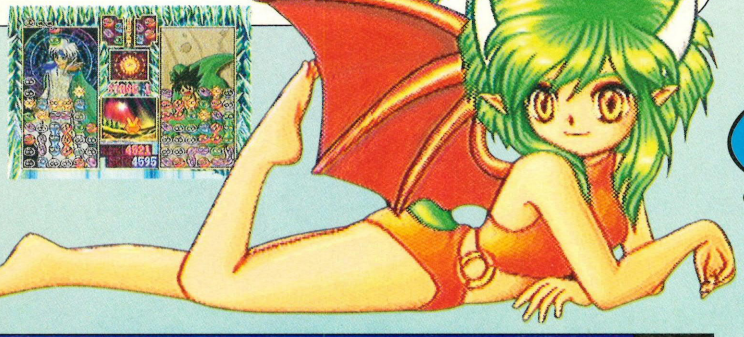
A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just waft about over pretty landscapes. Since a member of the latter group edits 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!



ROBOTRON 64

82 percent

Publisher: **Crave Entertainment** Reviewed: **Issue 11** Price: **Import**



Okay, so on paper it looks crap – an update of an ancient arcade game with weedy graphics and extremely repetitive gameplay that involves ceaseless shooting with nary a break. But in play it's absolutely brilliant, a non-stop, sweat-squirting, adrenaline gland-popping orgy of relentless destruction that reminds you what videogames are all about. Top!

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

94 percent

Publisher: **Nintendo** Reviewed: **Issue 1** Price: **£49.99**

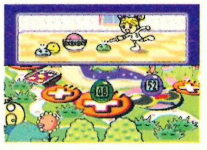


The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutesy) fun.

TAMAGOTCHI WORLD

72 percent

Publisher: **Bandai** Reviewed: **Issue 11** Price: **Import**



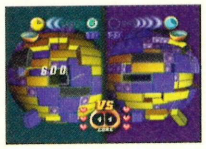
Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.



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 SPECIAL **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**

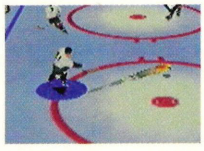


An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky 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**

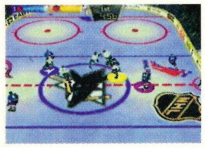


The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling 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: **£54.99**

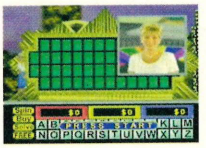


Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW Vs NWO* provides something no other fighting game has managed – full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans 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**

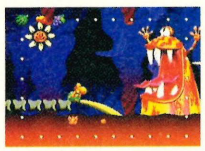


An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

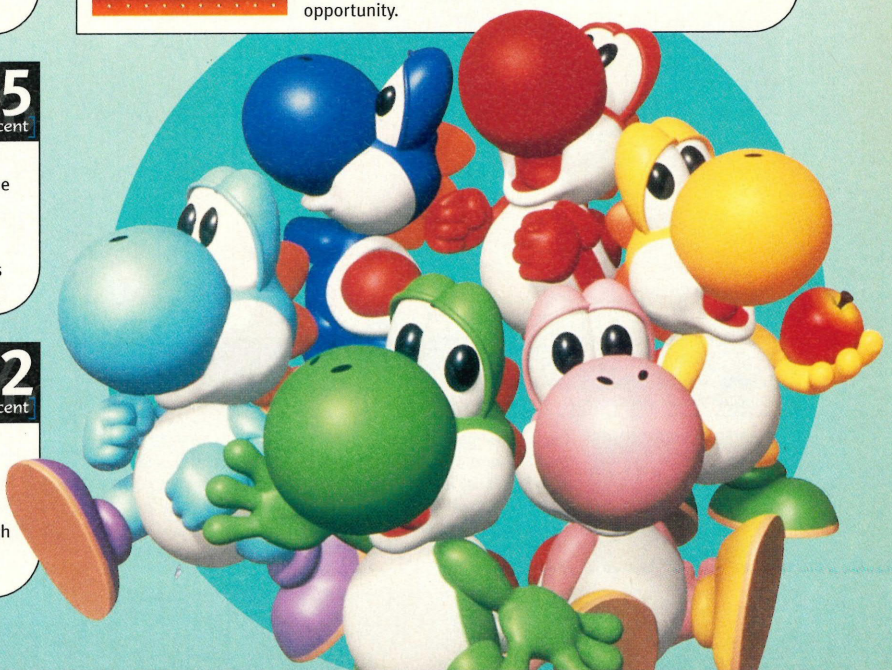
YOSHI'S STORY

81 percent

Publisher: **Nintendo** Reviewed: **Issue 10** Price: **Import**



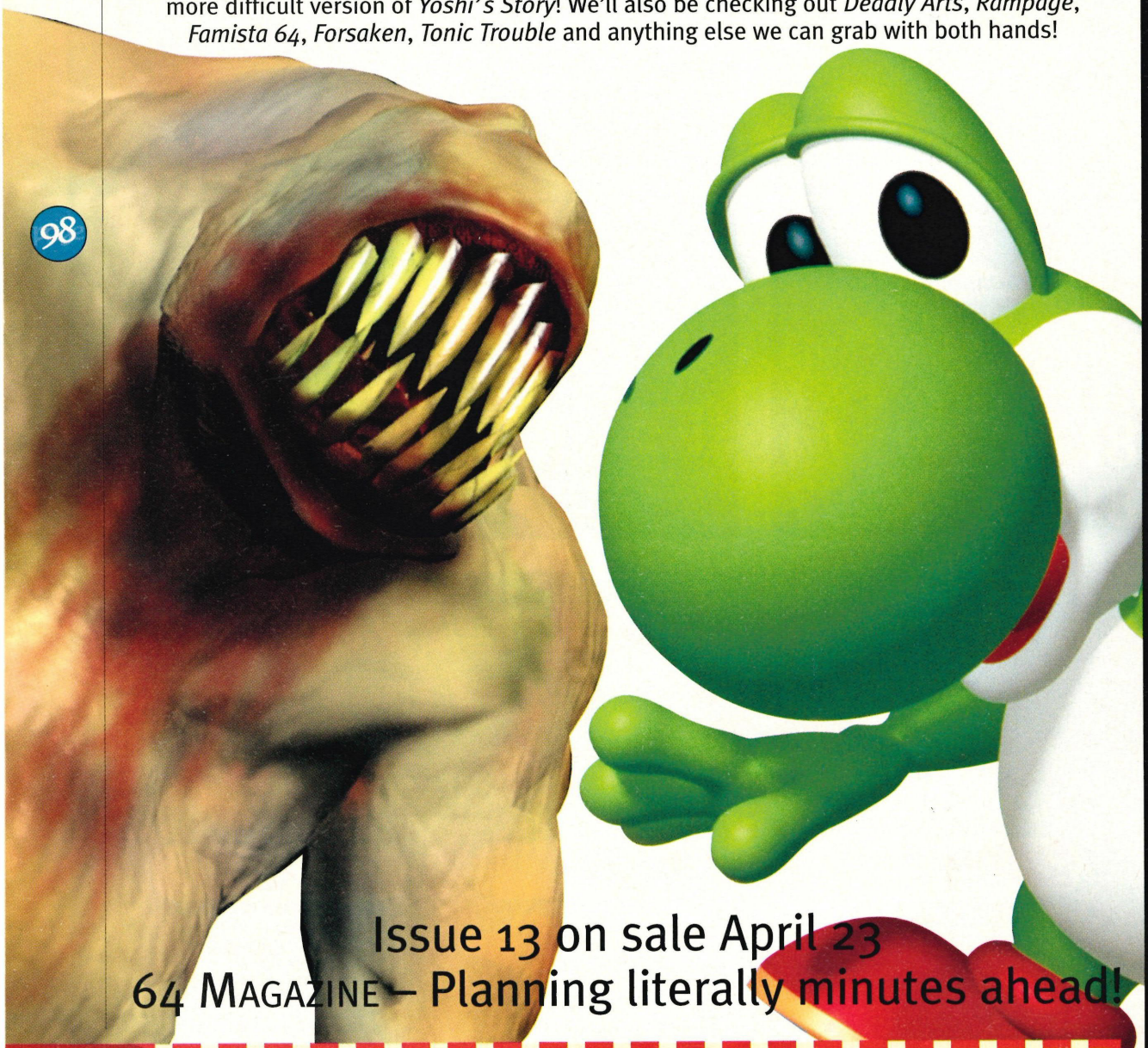
A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely, laughably easy to complete. The Western version will apparently be tweaked to provide more of a challenge – let's hope so, as currently it's a wasted opportunity.



Next issue

BEASTIE BOYS!

A double bill of weird creature action next issue, as we review *Quake 64* and the Westernised, more difficult version of *Yoshi's Story*! We'll also be checking out *Deadly Arts*, *Rampage*, *Famista 64*, *Forsaken*, *Tonic Trouble* and anything else we can grab with both hands!



98

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Dead pool this month: The revolting frogspawn-like substance that Nick found in his coffee from our office's overpriced machine, people who you have to ring 3000 times before they bother to answer, whoever decided to rename Opal Fruits as Starbursts. Why, God, why? We fear change.

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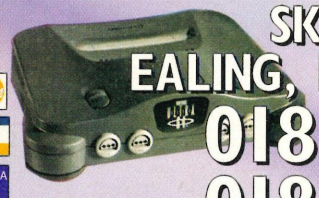
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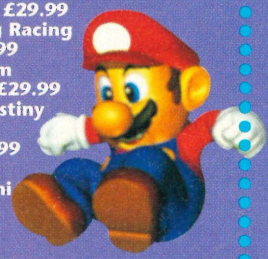
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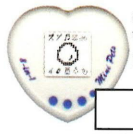
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