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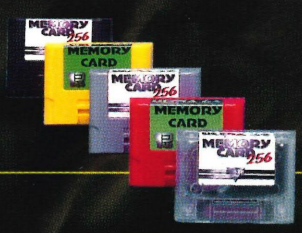
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64 MAGAZINE: keeping the British end up!

FOR Q!

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The Games



DIDDY KONG RACING



GOLDENEYE

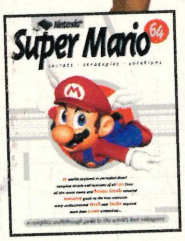


SUPER MARIO 64

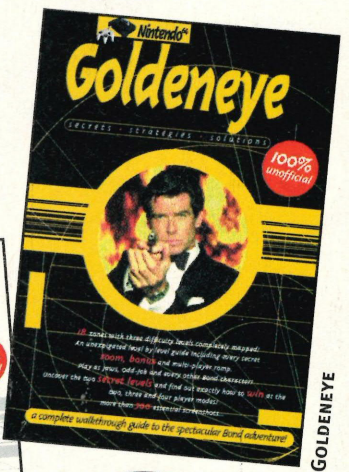


MARIO KART 64

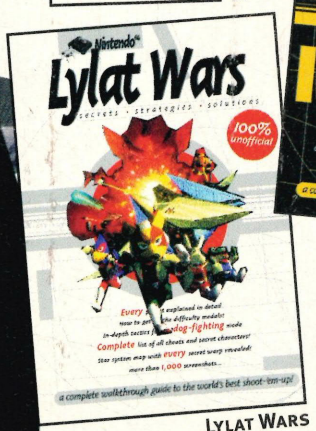
The Books



SUPER MARIO 64



GOLDENEYE



LYLAT WARS

Turn to page 92 to subscribe!

volume 13

64 magazine

CONTENTS



16 LIGHT LUNCH

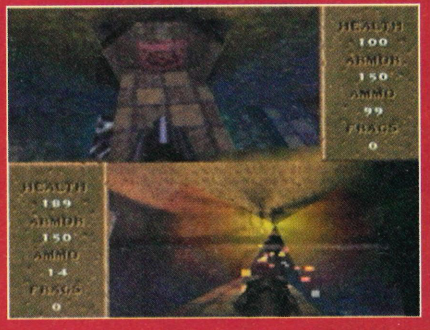




Acclaim get ready to unleash *Forsaken*, Iguana UK's luminous blaster, upon a world gone mad!

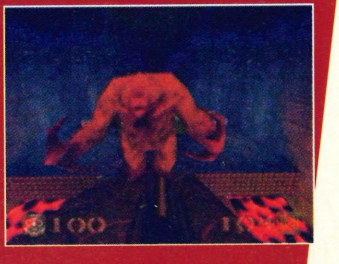


28 QUAKE
Severed heads, exploding bodies and brutal carnage – it can't miss!









Contents

06 64 SHOWCASE
Zelda delayed again – boo! 64DD slips back – boo again! *Turok 2* gets four-player deathmatch mode – raay!

10 WHEN I'M 64
Huge bulging sacks of mail are brought up to our office by Cliff Claven and Newman.

54 64 SCOREZONE
The Zone gets doubled in size this issue – and it's not to accomodate Roy's expanding head!

56 YOSHI'S STORY
It's the complete page-by-page guide to Nintendo's colourful eggathon. Fruity!

20 WORLD CUP '98
FIFA: Road To World Cup '98 was just the warm-up... this is the real thing!



THE GAMES

This issue's **SELECTION** of N64 software reviewed, **PREVIEWED** and examined by 64 MAGAZINE'S **EXPERT** gamers!

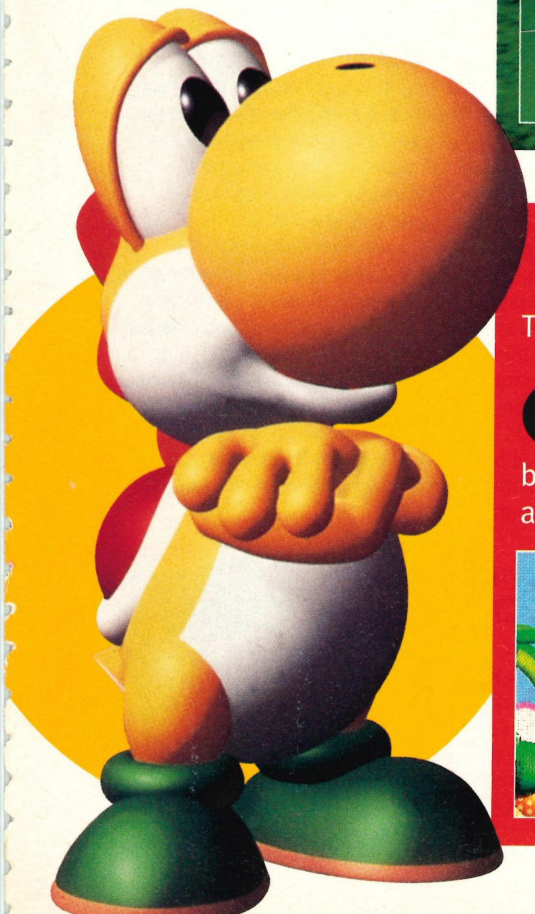
64sight 14
Sneak peeks at games still under construction!

CASTLEVANIA 64 14
GEX: ENTER THE GECKO 14
WORLD GRAND PRIX 15
SHADOWMAN 15
GT RACING 15

Reviews 28
The latest import and UK games tested to destruction!

QUAKE 28
GASP 34
MYSTICAL NINJA STARRING GOEMON 40
RAMPAGE WORLD TOUR 44
YOSHI'S STORY 48

Nindex 92
The full monty on the games we've reviewed in past issues.



52 CHEAT CENTRAL
Just a low down, dirty cheat? This is precisely the place for you!

56 YOSHI'S STORY
We take Yoshi's big ol' book firmly in both hands and tear it clean in two!





70 SNOWBOARD KIDS
Tracks mapped, secret characters found, bonuses uncovered. We so great.



80 NAGANO WINTER OLYMPICS
Weigh yourself down with chunks of metal on coloured ribbons the easy way with our complete guide!



N64 Welcome!

Entertainment USA

Back from the States, and straight into the office just in time for the deadline. Oh joy. Still, it was good to get away and spend loads of money on blatant luxuries for my own personal gratification (or at least to do it on a different continent for a change). Spotting 64 Magazine on sale all over New York was quite a laugh as well.

One big difference between Britain and the US is game prices. Depending on the game, US N64 carts can be between three-quarters and half the price they are over here! At the time I was over there, a dollar was worth about five-eighths of a pound, yet the dollar price of an American cart was in general the same as the price in pounds over here. Translated, a £60 game would work out at $96, while a $60 cart is roughly £38. That's quite a difference.

Of course, we in the UK should by now be used to being done over by multinationals (CDs, electronics, cars... the list goes on) and taken to the cleaners by the Treasury (even New York's annoying sales tax isn't a patch on our standard 17.5% VAT), but even so these differences are huge, much bigger than they ought to be. Sure, cartridges have to be imported from Japan to get here, but the same applies to the States as well, so why is there this massive price differential?

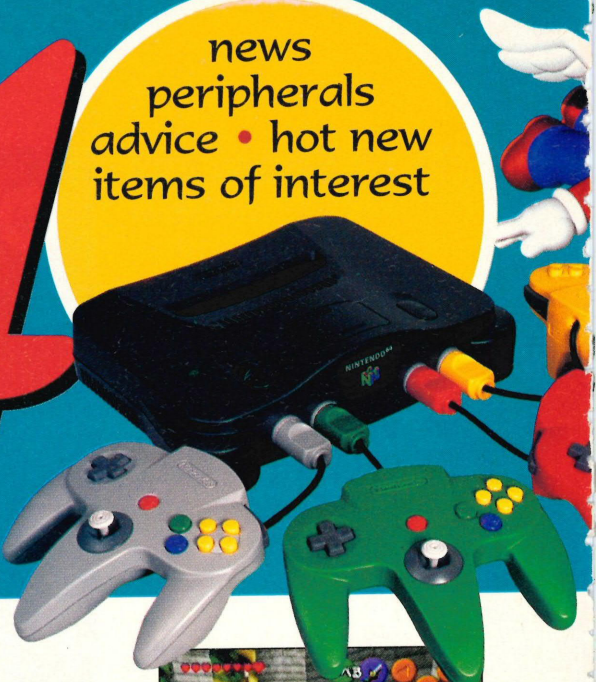
There are some quirks, however; the American *Goldeneye*, where I saw it on sale, worked out only a few quid cheaper than its UK price, and *Snowboard Kids* and *Tetrisphere* are actually cheaper to buy in Britain! All credit to THE Games, Nintendo's UK distributors, for trying to keep prices down to a reasonable level. It's still not enough, though, when you realise that most N64 games still weigh in at 60 quid, and many of them aren't particularly awesome. *Goldeneye* may easily be worth £50, but a tenner more for *MRC*?

It'll be interesting to see whether Nintendo's announcement (see the news report this issue) of the currently Teutonocentric Nintendo of Europe's expansion to cover the whole continent will make a difference to game prices. Considering the dodgy economic gymnastics that Germany and other European countries are having to go through to meet the criteria for the Euro, it might not be a result anyone likes...

Andy McDermott, Editor

the 64 showcase

news
peripherals
advice • hot new
items of interest





Zelda Delayed Again!

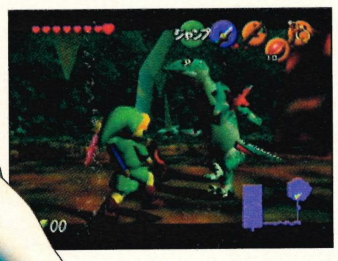


As Hudson said in *Aliens*, "This can't be happening, man, this can't be happening!" Long scheduled for an April release – as in, now – before being surreptitiously slipped back to June, Nintendo have now decided that even RPG-crazed Japanese gamers will have to wait longer still, and put the release back to the autumn.

Considering that the N64 is still underperforming badly in Japan, you would have thought the last thing Nintendo should be doing is delaying what few games they have lined up for it. Apart from *NBA Basketball*, which had its American release brought forward to the end of April, things are unsettlingly quiet. *F-Zero X* isn't due until June, the microphone-compatible *Pikachu* game is tentatively pencilled in for late autumn, and with *Zelda* now put back until September at the earliest that's basically it for Nintendo's cartridge lineup. Even Rare's *Banjo-Kazooie* has also been delayed in Japan, again until the autumn.

Nintendo's excuse for the delay is to ensure that "players will be satisfied with the results". Considering how long we've waited, people would probably have been satisfied if Link were a low-res stick man! Come on, not even Orson Welles spent this long tinkering with *Citizen Kane*! Shigeru Miyamoto makes Stanley Kubrick look like William 'One Shot' Beaudine!

The UK and American releases aren't (as yet) affected by the delay, but since they're only vague 'end of the year' promises and not specific dates, that's not much solace.



SPEAKING OF DDELAYS...

***Zelda 64* isn't the only Nintendo product** to suffer another delay. The 64DD add-on, which Nintendo are counting on to turn around the fortunes of the N64 (which is flagging in Japan), has now been postponed until an undefined date. Last meant to appear in June, the 64DD will now appear "within the year". That's in Japan, so a Western release could be over a year away. The delay does have one bonus, though; *Pocket Monsters Stadium*, originally a DD game, has now been transferred to cartridge. That means the 64GB will be coming with it as well! Game Boy *Zelda*, anyone?





OH MY GOD! THEY KILLED MARIO!



TOP CULT ANIMATED COMEDY *SOUTH PARK*, CURRENTLY being shown on Sky 1, is being brought to the N64 courtesy of Acclaim. For the dishless, *South Park* is about the bizarre misadventures of four foul-mouthed and flatulent eight year olds in the twisted Colorado town of South Park, which makes *Twin Peaks* look like Basingstoke.

Just what Nintendo will think of the show's homosexual dogs, anal probes, explosive diarrhoea and mechanical Barbra Streisands remains to be seen – it's hard to imagine them having a lovestruck Mario vomit copiously every time the Princess speaks to him.

The game is set to appear next year, which seems quite a long wait. It certainly won't be held up by the graphics...

South Mag

WITH *SOUTH PARK* COMING TO THE N64, LET'S HAVE A LOOK AT 64 MAGAZINE'S OWN TWO-DIMENSIONAL CHARACTERS!

ANDY MCDERMOTT

Wacky stuff he does: Edits, swears, gets annoyed
Over-used catchphrase: "Can't argue with that"



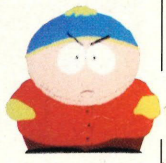
ROY KIMBER

Wacky stuff he does: Babbles on incoherently
Over-used catchphrase: "You lot are rubbish"



NICK TRENT

Wacky stuff he does: Smirks, rubs his chin
Over-used catchphrase: "I'm a bad, bad man"



HERC AND XENA FOR N64!

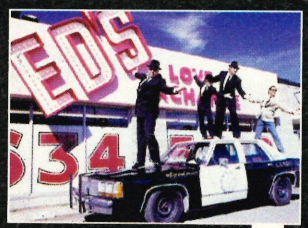
FANS OF GLEEFULLY CAMP SWORDS 'N' SORCERY SHOWS *HERCULES* AND *XENA:* *Warrior Princess* can make strange whooping noises of delight; French softco Titus are bringing games based on both shows to the N64. Although they're not due out until autumn 1999, Titus have said that the games will be 3-D adventures featuring lots of mythical monsters and swordfights. They didn't, however, have any comment to make on the inclusion of sapphic subtexts.



OH, BROTHER

TITUS HAVE ALSO ANNOUNCED A game based on the film *Blues Brothers 2000*, the sequel to the 1980 cult hit. Unfortunately, *Blues Brothers 2000* was a major flop at the cinema, so Titus must be hoping that it'll pick up the same kind of cult following as the original before the game appears in spring 1999.

What the game will be like hasn't been confirmed, although Titus have done a *Blues Brothers* game on the Game Boy which was a platform game that had no connection with the film whatsoever apart from having a fat bloke and a tall bloke in sunglasses in it. At the moment, a *Mario*-style game looks likely – more info soon.



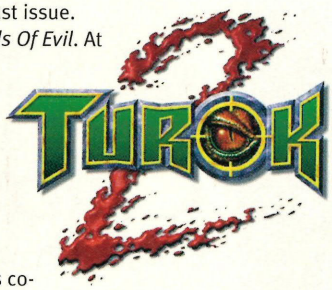
THE '2000' WAS THE NUMBER OF PEOPLE WHO SAW IT.

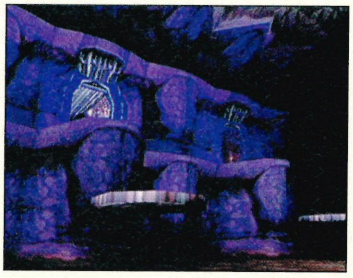
TUROK SPREADS HIS SEED

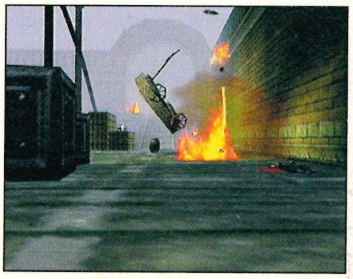
***TUROK 2* HAS ACQUIRED A FEW THINGS** since last issue. First of all, the game now has a subtitle: *Seeds Of Evil*. At the moment this is only a provisional title, probably just as well when you consider the kind of puerile gags that can be wrung from it. Not that we'd do such a thing.

More excitingly, *Turok 2* will boast a four-player game! After the disappointment of *Quake*'s two-player deathmatch, it looks as though *Goldeneye* might finally get a worthy opponent in the multi-player arena. As well as co-operative modes (which, let's face it, nobody ever plays) there's also the traditional deathmatch game, where in addition to *Turok* himself players can play as various warriors, aliens and dinosaurs, include one charmer who attacks by farting. Mmm, meaty.

Turok 2: Seeds Of Evil is due for an autumn release, and the game is expected to be on display at the American E3 show in May.

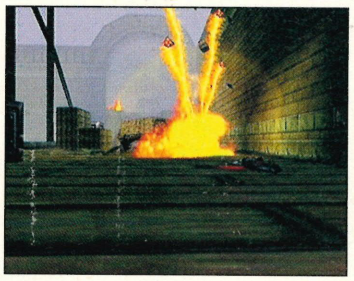


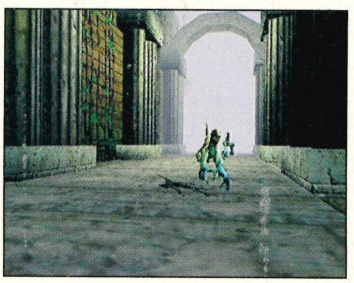












64 CHARTS

ChartTrack

CHART COMMENT

The charts are now a top 30, which suits us just fine as it takes up more space! Nyaah hah hah! Not surprisingly, *Goldeneye* is still at the top – the only reason it ever dropped from there was because it ran out of stock! *Fighter's Destiny* appears just below it, showing how keen N64 owners are for a decent fighter, and the combination of fun gameplay and a low price has seen *Snowboard Kids* do well. However, not even a super budget price could get *Cruis'n USA* into the top 20 – British gamers must have more taste than the Americans, who made it a million-seller...

No.	Game	Publisher
1	Goldeneye	Nintendo
2	Fighter's Destiny	Ocean
3	Snowboard Kids	Nintendo
4	WCW Vs NWO	THQ
5	FIFA: Road To World Cup	EA Sports
6	Diddy Kong Racing	Nintendo
7	Super Mario 64	Nintendo
8	Mario Kart 64	Nintendo
9	Shadows Of The Empire	Nintendo
10	Lylat Wars	Nintendo
11	Turok: Dinosaur Hunter	Acclaim
12	ISS 64	Konami
13	Top Gear Rally	Nintendo
14	Tetrisphere	Nintendo
15	Duke Nukem 64	GT Interactive
16	Nagano Winter Olympics	Konami
17	Bomberman 64	Nintendo
18	Wave Race	Nintendo
19	Extreme G	Acclaim
20	F1 Pole Position	Ubi Soft
21	Blast Corps	Nintendo
22	NHL Breakaway	Acclaim
23	MRC	Ocean
24	Cruis'n USA	Nintendo
25	Doom	GT Interactive
26	Killer Instinct Gold	Nintendo
27	Mischief Makers	Nintendo
28	Pilotwings 64	Nintendo
29	San Francisco Rush	GT Interactive
30	NFL Quarterback Club	Acclaim

GETTING BOMBED





Nintendo have announced that they will be releasing Hudson Soft's *Bomberman Hero: Queen Milian's Rescue* in the UK, as they did with its predecessor, *Bomberman 64*. The game looks like a turbo version of the first game, concentrating on the platform adventure side of things. Hopefully, the battle game will have been moved back in the direction of the all-time classic *Super Bomberman* version!

NINTENDO GO EURO

Belatedly realising that there are other countries in the world besides America and Japan, Nintendo have finally put some weight behind Nintendo of Europe, which previously only dealt with Germany, Austria and Switzerland. NoE will now oversee operations over the whole of the continent, though Nintendo's UK agents, THE Games, will still be responsible for distribution in Britain.

NoE will be based in Germany, which we don't approve of since the UK videogame market is a lot bigger than Germany's, and our economy's doing better. They think David Hasselhoff's a pop star as well. Cuh! Get yourself over to Cool Britannia, Nintendo!

MINI GIZMOS & GADGETS

Coloured Jolt Paks

£14.99 • Blaze • (01302) 321905

A couple of issues back, we had a letter from a reader asking if she could buy coloured Rumble Paks to match her controllers. At the time we had to say no, but spotting a gap in the market, Blaze have zoomed in and made just such a beast!

As well as the usual vibration functions, the Jolt Pack also acts as a 1Mb memory card plus, as a rather odd gimmick, it contains an LED which flashes whenever the rumble function is activated. The person holding the controller can't actually see it blink, though in a dark room during a game of *Goldeneye* you could pretend you were seeing muzzle flash from other peoples' AR-33s.

The actual vibration has much the same feel as the older Jolt Pak reviewed in issue 8, a rather frenzied buzzing which doesn't have the variation of Nintendo's own Rumble Pak. On the other hand, the motor in the new Jolt Pak is even more powerful than before, and with the 1Mb memory card built in, it's far better value – and you can ever co-ordinate it with your controllers!

Blaze are also offering coloured Jolt Paks without the memory card at a mere £9.99. Bargain!

64 Magazine Rating:



LATEST RELEASE DATES

THE NEWS ABOUT *ZELDA*'S LATEST DELAY IS THOROUGHLY GUTTING, EVEN THOUGH IN OUR HEARTS WE WERE ALL EXPECTING IT TO HAPPEN ANYWAY. SO, WITH A MOURNFUL EXPRESSION, HERE'S THIS ISSUE'S BUNCH OF AS-ACCURATE-AS-WE-CAN-DETERMINE N64 DATES.

UK

NOW-JUNE

NBA Courtside (Nintendo)
Conker's Quest (Rare)
Twisted Edge Snowboarding (THE Games)
Mystical Ninja Starring Goemon (Konami)
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)
Tonic Trouble (Ubi Soft)
Carbuncle's Avalanche (Take 2)
Virtual Chess 64 (Titus)
Wetrix (Ocean)
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-JUNE

NBA Courtside (Nintendo)
64DD (Nintendo)
64GB (Nintendo – TBC)
F-Zero X (Nintendo)
(64DD) Pocket Monsters Stadium (Nintendo)
Conker's Quest (Rare)
Rockman Dash (Capcom)
"Disney puzzle game" (Capcom)
Eltale: The Elemental Tails (Imagineer)
Snowspeeder 64 (Imagineer)
King Of Pro Baseball 2 (Imagineer)
Bomberman Hero (Hudson Soft)
Legion X (Hudson Soft)
Let's Smash (Hudson Soft)
Flights Of The UN (Video System)
Super Robot Spirits (Banpresto)
Rev Limit (Seta)
Pachinko 365 Days (Seta)
Choro Q 64 (Takara)
Bio Tetris (Amtex)
Macross: Another Dimension (Tomy)
Air Boarder 64 (Human)

JULY-ONWARDS

Zelda 64: The Ocarina Of Time (Nintendo)
Banjo And Kazooie's Great Adventure (Nintendo)
Pikachu Genki De Chu (Nintendo)
Pocket Monsters Stadium (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-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)
Reckin' Balls (Acclaim)
Bio Freaks (Midway)
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)
Virtual Chess 64 (Titus)
Wetrix (Ocean)
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)
Wayne Gretzky's 3-D Hockey '99 (Midway)
NFL Blitz '98 (Midway)
Buck Bumble (Ubi Soft)
Sim Copter (Maxis)
Wild Choppers (Seta)
Spooky (ICE)

64 NEWS NUGGETS

Space Station Silicon Valley, **the long-thought MIA weirdathon being programmed by DMA Design, will now be released by Take Two after its buyout of previous publishers BMG Interactive. The game is still unlikely to appear until the end of the year... The busy Titus are, in addition to *Xena* and *Blues Brothers 2000*, also working on a new driving game called *Roadsters '98*, which will feature high-performance sports cars, and a weird-sounding shooter called *Jungle Bots*, a kind of robotic safari... It might have been delayed in Japan, but in America *Banjo-Kazooie* has actually been brought forward in the schedules, from June 27 to, er, June 15. Wow, a whole 12 days sooner... Sega have officially killed the struggling Saturn in America, leaving the way clear for the N64 to take over from the PlayStation as the number one console by the end of the year. The situation is very different in both consoles' home nation – Japanese Saturn sales are still neck and neck with Nintendo's machine... Blood-soaked beat-'em-up *Bio Freaks*' American on-sale date has been rushed forward to May 19, though the game looks as though it may suffer some censorship from Nintendo...**



MILKING A TREND

WINNING AN AWARD FOR THE MOST TENUOUSLY RELEVANT PRESS RELEASE OF ALL TIME ARE LANCASHIRE DAIRIES LIMITED, A PURVEYOR OF BOVINE LACTIC PRODUCTS. YES, SOMEBODY'S LEAPING ABOARD A BANDWAGON BY ATTACHING THEIR ENTIRELY UNRELATED PRODUCT TO THE CURRENT POPULARITY OF VIDEOGAMES. "THE NEW SHAKE RATTLE AND ROLL MILKSHAKE CAN PROVIDE ALL THE ENERGY YOU NEED TO KEEP YOU HOT ON THE JOYSTICK WITHOUT HAVING TO MOVE AWAY FROM THE SCREEN," FROTHS THE PRESS RELEASE.

WELL, THE PLOY SUCCEEDED SINCE WE'RE MENTIONING THE PRODUCT. IT WOULD HAVE BEEN NICE IF THEY'D SENT DOWN A CRATE OF SAMPLES, THOUGH. OTHER COMPANIES WANTING TO PROMOTE IFFY TIE-INS WITH VIDEOGAMES ARE WELCOME TO SEND US SAMPLES OF THEIR ALCOHOL, DESIGNER CLOTHING, HIGH-POWER SPORTS CARS AND WIDESCREEN TVS TO THE USUAL ADDRESS.

When I'm 64



The part of the **MAGAZINE** where you get to have your **SAY,** to make well thought-out **POINTS** about the world of the N64 and to offer **CONSTRUCTIVE** criticism about the magazine, N64 games or the world around us. Or just to **WITTER** on amusingly. It's up to you.

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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BACKHANDERS AHOY!

DEAR 64 MAGAZINE,

I was browsing through your mag when I came across your Nindex and noticed something a little strange. The only two games that had your 'Gold Medal Award' were *Diddy Kong Racing* and *Goldeneye*, both made by Rare. Hmm, a little suspicious. Then I remembered looking at the 'Awards' section and 95%+ which said "Guaranteed steroid free! Winners of the Gold Medal are those *rare* titles every N64 owner should buy". Coincidence? I think not! I think there is something you are not telling us, like Rare slipping you a £200,000,000 cheque for no reason at all, maybe?

Don't get me wrong, your mag's great, but this was a obvious opportunity for me to give out!

Have you heard anything about when *1080° Snowboarding* will be released in Europe and if it's any good?

ALEX WILMER, DUBLIN

Okay, I admit it – 64 MAGAZINE is actually secretly financed by Rare, and its staff tear off their rubber masks at the end of each day to reveal Rarebots programmed to talk up the Warwickshire company at every opportunity. Do not resist us! You will be assimilated!

It now looks as though *1080° Snowboarding* won't be released until November, because THE Games, who handle Nintendo's distribution over here, are also releasing Boss Game Studio's *Twisted Edge Snowboarding* in the summer and for obvious reasons they don't want the two games to compete with each other. We reviewed *1080°* last issue, where it scored 86%.

BOND AGE

DEAR 64 MAGAZINE,

I've looked at your page and I guess you don't know either, but in *Electronic Gaming Monthly* it says that in *Goldeneye* you can get a cheat called All Bonds (Multi). It allows you to be either Sean Connery, Timothy Dalton, Roger Moore, or that Lamensky guy who was in one Bond movie, in the deathmatch mode. Normally I wouldn't believe this but it had pictures, where you select your character, and in the real game. The way to get it, it says, is to have all 23 cheats and then play Aztec in 007 mode, with enemy health 200%, everything else 100% and beat it in under 9:00. I have tried many times with no success, and my friend too. Have you heard anything about this 24th cheat, or do you know if *Electronic Gaming Monthly* has a web page? Thanks!

SNOOCHIE B, CYBERSPACE

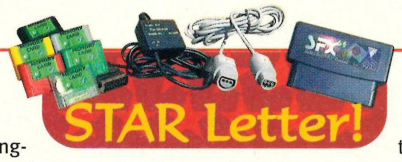
Yes, we've heard something about this cheat – namely that it was an April Fool. Since Nintendo didn't have a licence to use the faces of previous Bonds, this cheat (which *was* in early test versions of the game) was taken out to prevent somebody like Sean Connery from suing them! That's also the reason why Bond's greatest enemy, Blofeld, isn't in there either. Sorry, but you'll have to make do with the new extra characters cheat!

SLAG HEAP

DEAR 64 MAGAZINE,

I would like to congratulate you on creating such a superb mag. Anyway, down to business – why do you let people slag you off? You should stand up for yourselves, and then slag them off because they obviously don't know quality when it is shoved up their anus.

Your reviews are so spot-on that I only buy the Gold Medal games and consider buying the Sizzler games. Your tips are either correct (or wrong, but that only happens when there is a full moon). While I'm on the subject of tips, what happened to the third page, and also I couldn't not find the Action



Dear 64 Magazine,
It's all my own fault. Foolishly, carelessly, I finished *Goldeneye*. Then, to compound my error, I slipped and completed *Diddy Kong Racing*. Oh, the horror! What now? What do I do? My charcoal friend lies lifeless in a corner, reliving the playful 95 minutes of *Lylat Wars*, the weekend mastering *Mario 64*. Redoing *Goldeneye* is no good, it only highlights what I have lost. I could drop a ping-pong ball down a drainpipe, but I've already mastered *Extreme G*.

The subtext is tauntingly clear. I need a game to play while I wait for Nintendo to buy a calendar based on the solar day, with the missing months put back in. A game that takes me a long time to finish. A game, perhaps, on another format, even a soon-to-be-defunct format. Just something to tide me over until the playful brontosaurus that is Nintendo returns from the far-flung horizon with (at last) some games. So it's not a desertion, more a case of bobbing into the sandpit for five minutes. Perhaps I'll meet the brontosaurus there. I know some of you will join me, but I think we will be back soon.
J Jackson, Darwen
PS: There wouldn't be such an animal as a strategy game (*C&C/Warcraft II*) coming out in the Nintendo future, would there?

For a tough, hard-to-complete game you would try... er... um... *Quake* on the highest difficulty setting?

An N64 version of *Command & Conquer* is apparently in the works, supposedly in 3-D. However, the developers have been utterly close-mouthed about it, so nobody has seen anything of it at all. Chah!

Replay codes that I waited patiently for two whole months! Were they kidnapped or something?

Tell me if this is correct: the reason why we have to wait so long for games like *Zelda 64* and *Mission: Impossible* is that they will be incredibly good so they need a lot of time to be prepared.

This paragraph is for the N64 fans who hate people with the PlayStation. The only reason the PlayStation is more popular is because it has been out for quite a number of years so it has more games, whilst the N64 is only in its second year and it has little to offer because Nintendo only accepts the best (apart from *Clayfighter* and *Cruis' n USA*). If they don't agree with you, then when nobody is looking smack them over the head with a baseball bat with nails in.
Scott Davies, Skelmersdale

We prefer to let people condemn themselves by their own foolish words. Anyway, thanks for the praise, and... hey! There's a full moon every month, damn your eyes!

We haven't printed any Action Replay codes for a bit because Datel haven't provided us with any new ones! As the N64 AR doesn't have a trainer mode, we're reliant upon them for new codes. Come on, Datel!

Great Dane

Dear 64 Magazine,
Thank you for the best Nintendo 64 magazine on the streets. I have some suggestions, and opinions that you might want to hear.

The reason people buy the PlayStation is because of games like *Tekken*, *Soul Blade* and *Final Fantasy*. All beat-'em-up games. If this is where the money is, why don't Nintendo make some great beat-'em-up games? They make games like *Dark Rift*, *Mortal Kombat Trilogy*, *Clayfighter* and *War Gods*. The best they did was *Mace: The Dark Age*. Do you think that *GASP*, *Body Harvest* or *Fighter's Destiny* are worth waiting for?

- I think you should give the sales chart more space in your magazine. Why not include all the games that are out, and write something about what you think of the chart list every month.
- I think you should give the ScoreZone more space in your mag. There are so many scores for so many games that they can't possibly fit on one page. I don't think you should put more than one score on each course, the only thing that's interesting is who's the best. By doing that, you can have more scores.
- Why do I get my copy of your magazine two weeks after it is out in the stores? I think that is very unsatisfactory, because the Nintendo business moves so fast.
- How come the mail order companies are advertising games like *Fist Of The Flying Dragon* and *Buggie Boogie* when you've never mentioned them?
- In one of your issues, you said "If there ain't no cheat, there ain't no cheat" as an excuse for a poor Cheat Central. I think that's crap. The Internet is loaded with cheats for every game, so start looking.
- Why don't you reprint the old issues so that your readers have got a chance of getting the issues they missed? Everybody is looking for issue one.
- I think you should upgrade your Nindex every month. In one of the first issues you gave *Mario Kart* 94%. By doing that you were forced to give *Diddy Kong Racing* 95%, because it's a better game. That isn't very smart.
- Why are all the N64 games so easy to complete? Is it because Nintendo has got such a big monopoly that when people buy new games, they almost always buy Nintendo games?
- I would like to know how you rate the original Nintendo controller, Rumble Pak and Controller Pak, so that I can compare them with the ones in Gizmos & gadgets.

I think your magazine is superb, but if you make a few changes it would be perfect.
Malthe Thoro Clausen, Copenhagen

Er, are you sure *Final Fantasy* is a beat-'em-up?

(Deep breath) The charts and ScoreZone have already been expanded as of this issue. European subscribers get the mag later then everyone else because of the distribution system we use – unfortunately, it's something I have absolutely no influence over whatsoever, so all I can do is apologise and hope you think it's worth the wait. Mail order companies advertise games that aren't out yet in the hope that people will pre-order them in order to receive them as soon as they arrive. Yes, the Internet is laden with cheats, but Cheat Central only prints *new* cheats – we don't simply rehash page upon page of old stuff every issue in order to fill up the mag, unlike some dodgy rags. We covered the Nindex last issue, but to recap, we'll be updating it every six months or so to reflect advances in games. The Nintendo controller is absolutely the best you can get (6 out of 5, easily), but the Controller Pak is now pretty poor value compared to third party memory cards (2 out of 5), and the Rumble Pak also has numerous rivals which offer benefits like a lower price, built-in memory cards or not needing batteries (3 out of 5). (Wheeze)

Buy British, Buy Best!

Dear 64 Magazine,
Just wanted to send you greetings from the far side of the Atlantic. I just wanted to tell you how much I greatly appreciate your mag. 64 Magazine is the only honest magazine, in that you don't write as if you're being paid off, that is available in the US. What I like most about your writing is your occasional irreverence. You're not afraid to say that a game sucks and that we, as readers, should not waste our money on it. I also truly appreciate your harsh reviewing of games. I love playing my N64 but have limited time/money and wasting either on worthless games would leave me disenchanted at best. Therefore, I do not consider buying games that you yourselves rate lower than 85%. Even though I end up spending about $4 (I think about £2.50) more on your mag than I would on *Nintendo Power* that extra four smackers goes a l o n g w a y! Anyhow, keep up the good work and please don't sell out!
Daniel Utts, Harrison City, USA

When I was in the States on holiday, I was heartened by the sight of *64 Magazine* on the shelves in loads of game shops! Interestingly, apart from *Nintendo Power* and the US *Official PlayStation Magazine*, all the single-format mags I saw were British, and many of them were from Paragon. Cool Britannia!

Ease Aren't Good

Dear 64 Magazine,
First, I want to congratulate you on your brilliant mag. There are quite a lot of N64 magazines around but yours is the best. It's the best because you lot write for a very broad audience (too bad Nintendo don't do the same). There is just one little thing that is crap about your magazine and that is your rating

Letters



He's the man in the know. Apart from next week's lottery numbers or why anybody would buy stuff from QVC.

Dear 64 Magazine,
First of all let me complement you on a great mag, probably the best out in fact. I buy your magazine regularly and I know you are good at answering questions, so hopefully you will be able to answer a couple of mine. Well here they are...
1: I was going to purchase *Goldeneye* in the future, but I am now confused as I have been hearing rumours that *Mission: Impossible* is actually going to be better than *Goldeneye*. If so, do you think it is worth waiting for *Mission: Impossible* to be released (when will that be?) and forgetting about *Goldeneye*?
2: Is *Fighter's Destiny* really that good (your mark for it was a staggering 92%)? What makes it so great apart from the points system, which everybody seems to rave about?
3: Is the 64DD software going to be 95% *Pocket Monster* games (Pocket Monsters are s**t!). If so,why?
4: Are Sega really going to be releasing a 128-bit console? What sort of starting price is that going to have, taking into consideration the N64's starting price (and that was only a 64-bit console).
Well that's it, all done. Congratulations on the great mag, keep up the good work.
Timothy Smith, London

1: No matter how good *Mission: Impossible* may turn out to be, *Goldeneye* will still be worth getting, in my opinion.
2: It's the best beat-'em-up on the machine at the moment. I don't think it's as good as the best 3-D fighters on other consoles, like *Fighters Megamix*, *Tekken 3* or *Street Fighter EX*, but it's not far short.
3: I think that, to begin with, a lot of the 64DD's games will be heavily tilted towards the Japanese market. Since a Western release now looks highly unlikely before 1999, this won't be a problem for some time.
4: Sega claim the Katana will be a 128-bit machine, but the specs on it so far seem to show that that's just Sega's PR department being creative with their numbers, much like Atari's "64-bit" Jaguar. The main CPU is, as far as anyone knows, 64-bit. The price at the moment has been set at 30,000 yen, about £140. Like the first imported N64s, expect that to be anything up to £700!

Dear 64 Magazine,
I have a few questions for Ask Andy.
1: Is there a release date for the 64DD?
2: Is it true that it will only be £50?
3: Why did Nintendo censor *Duke Nukem 64* so much if it still got an 18 certificate?
4: Will *Quake* be out before April 25?
5: Do you know when *Zelda* will come out?
David Lee, Poole

1: Even the Japanese release has now come unstuck in time, slipping to a 'TBA' date, so don't expect to see a UK release until at least spring 1999.
2: All Nintendo have said is that it will cost less than the N64 itself.
3: Beats us. Brutal violence is okay, but not mild titillation or beer. Go figure!
4: It's on the shelves now.
5: The UK release is still scheduled for late this year, in time for Christmas, but as the Japanese launch has slipped back this is now less certain.

system. You shouldn't use Ns. It's confusing. I think it would be a lot better to use normal grades at a scale of one to 100. Still, this is just a minor thing compared to excellent reviews and the best and first news. But I'm not reviewing you. I should be talking about Nintendo's way of acting. It's horrible.

I own two N64s, a European and an American. I wanna sell my European N64 and buy some American games for it because games are released quicker over there. But then again, there aren't that many good games around, and that's the point I'm trying to make. Where are all the good games we used to have? I remember owning a Super NES with so many great games that I couldn't stop playing. I owned about 35 different games on the Super NES, and they were all good value for money. This was over four and a half years.

Now the situation is totally different. I own two N64s and wanna sell one. I've got five games and a year and a half and I'm not happy with them. This can't be Nintendo's intention! I was never displeased with my Super NES or its games. Where have all those ace games gone? Where are the games where you had to think before you did something? Why are games so much easier now? I've grown up playing videogames, but shouldn't Nintendo do the same? On the Super NES there were games that took you weeks, even months to complete. On the N64 I've completed every game within a week. Where have games like *Shadowrun*, *Smash TV*, *Probotector*, *Secret Of Mana*, *Final Fantasy III*, *Chrono Trigger*, *Street Fighter II* (I could go on for an hour) gone?

On the Super NES I was always looking forward to new games, and when they came you played night after night. Now on the N64, the only thing we're doing is looking forward to just one game for a year and when it comes you complete it in two days.

Why have Nintendo changed with the N64? Why are they letting us down? They have the best machine but don't want to do anything with it. Never change a winning formula! Nintendo, stick this in your ears – we want to play games, not just look at them saying "ooh, this is beautiful". We wanna say this plays like heaven. I want total addiction to a game. I want to play night after night. It has to be like a drug! And presently Nintendo can't give me my drugs, so I'll have to find them somewhere else.

I hope Nintendo take notice of the way I and a lot of other gamers feel and change their policy back to the old one, because that worked!
Frank Schipper, Noordwijk, Holland

Okay, we'll stop using Ns and switch to the letter R instead. That way, if you don't agree with the score, you can say it's a load of Rs.

Part of Nintendo's problem is that in their home country of Japan, the N64 is very much perceived as a machine for young children, so they have to create games that can be played by young children – making them easier. For people who've grown up playing Nintendo's games on their older systems, this is exactly the opposite of what they want. In effect it becomes a vicious circle – Nintendo make the games easier so that young children can play them, which turns older players away from the machine and leaves the idea that the N64 is only for kids, so the games have to be made easier...

The limited longevity of many N64 titles is worrying, especially when compared to Super NES games. Hopefully the long-awaited arrival of some RPGs will make a difference, but we'll have to wait and see.

You can send letters the old-fashioned way to:

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

or you can e-mail us at
64mag@paragon.co.uk

Letters may be edited for length or other reasons. All letters are read, but we're afraid we can't enter into personal correspondence. So no SAEs, and don't get snotty if we don't reply!

MEMORY CARD LOSERS

Dear Sir/Madam,

I recently bought volume 12 of your magazine with the free tips book, *Nintendo 64 A-Z Of Cheats*. I bought the magazine specifically as I wanted tips on *Super Mario 64*, but when I got home and opened the pack, I found there was no mention of *Super Mario 64* in the 'tips' book despite being mentioned on the back cover.

Your magazine gave *Super Mario 64* a 94% rating and it is number six in your popularity chart this month, so I would expect it to be included, in preference to many of the other games which are not even in the popularity chart and were given very low ratings.

I think the description of this offer is completely misleading and I think I am entitled to a refund of the £3.95 cost of the magazine.
Leanne Kiddie, Cardiff

So what you're saying is that you wouldn't have bought the magazine at all if it hadn't had a freebie with it. Gee, I'm soooo glad of your support. Makes me wonder why I even bother working my arse off to produce a quality magazine when that's obviously the last thing anyone cares about!

***Super Mario 64* isn't mentioned anywhere on the cover of the book – I checked it with my eyes and everything. So no, you're not entitled to a refund.**

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64SIGHT

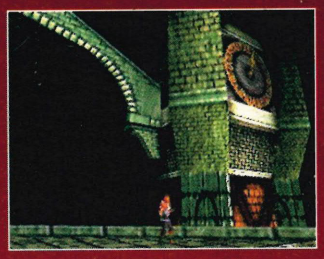
A short but sweet **SECTION** this issue, to make **ROOM** for all the other **STUFF** we've **CRAMMED** in. But it's not **LENGTH,** it's what you do with it!

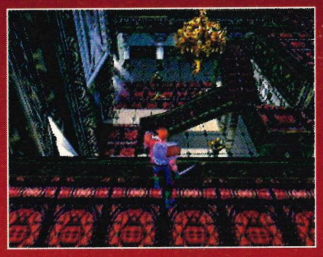
CASTLEVANIA 64

KONAMI • LATE 1998 (JAPAN)

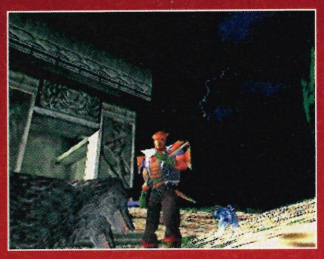
WE'VE GOT SOME MORE SHOTS OF KONAMI'S SHIVER-INDUCING ADVENTURE

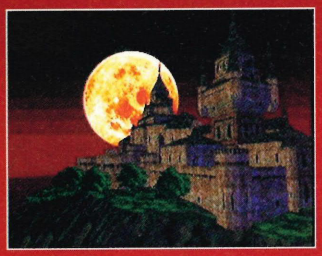
Castlevania 64 (alias *Dracula 3D*) for your delectation, with vampire-hunting hero Belmont making the move from 2-D platformer to full 3-D action in tremendous style. For a change, the fogging effect which characterises many N64 games is ideally suited to a game – you never know what's lurking in the depths of the Transylvanian night.





Belmont keeps his trademark whip (well, his and Indiana Jones's trademark) from previous *Castlevania* games, letting him lay into the undead with more flexibility than ever. It seems that *Castlevania 64* will have days and nights; in the daytime it's a lot easier to move around without trouble, but as soon as the sun drops below the horizon, watch out... Dracula and his minions will be emerging from their coffins!



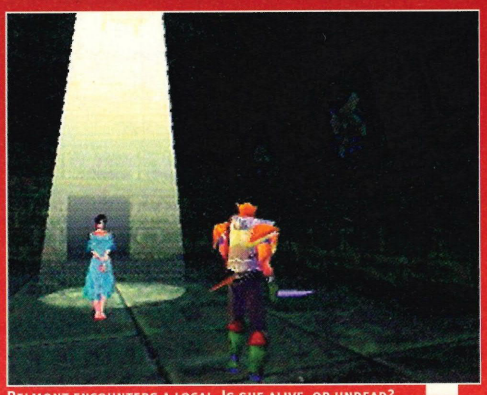


As well as Belmont himself, there are three other characters – Reinhart (a lycanthropic fighter), Carrie (a junior sorceress) and Corler (a tooled-up mercenary with a saw for a hand). Depending which character you choose, the style of the game will differ; Corler's gun may give him an advantage at times as he can attack enemies from a distance, for example. Having four different player characters should boost the game's longevity enormously – like *Resident Evil 2* on the PlayStation, it seems that the route to confronting Dracula will vary depending on who you choose as your vampire slayer.

Although the game is scheduled to appear towards the end of the year, *Castlevania* is one of Konami's most popular franchises, so they might pull a Nintendo and hold it back until they're entirely satisfied with it. Judging from what's visible here, it should be worth it!



A GHOUL-RIDDEN MANSION LURKS IN THE MIST.

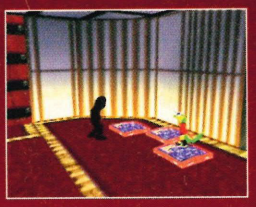


BELMONT ENCOUNTERS A LOCAL. IS SHE ALIVE, OR UNDEAD?

GEX: ENTER THE GECKO

MIDWAY • JUNE (US)

JIM MORRISON ISN'T THE ONLY LIZARD KING – IF GEX the Gecko has anything to do with it, he's going to be lighting someone's fire! The massive 3-D platformer features the eponymous lizard in a quest to defeat the evil media baron Rez, who has taken over the world's television channels with his cheap and nasty shows.

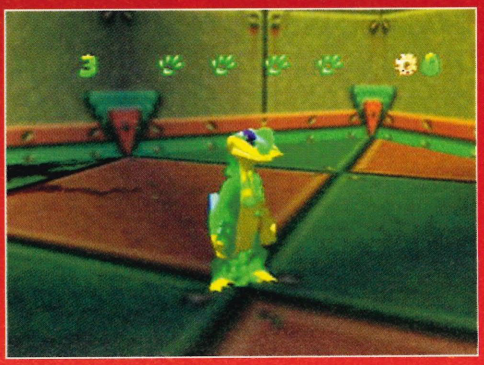


Spurred by this ruination of his TV viewing (and the prospect of some dosh), Gex enters the world of television – literally!

Each level in *Gex: Enter The Gecko* is a spoof of film and television, with a *Jurassic Park* level, a Warner Bros cartoon level, a James Bond level and so on, all just far enough removed from their inspirations to avoid copyright lawsuits. The N64 version will boast a few levels specially created for it, but as yet there aren't any details about them. We want to see stages based on *EastEnders* (Gex versus a bunch of miserable Cockneys), QVC (Gex being bombarded with a load of cheap tat) and *Friends* (Gex clubbing to death those bloody annoying Wella bimbos from the bumpers before and after the ad breaks), but that's probably not going to happen.

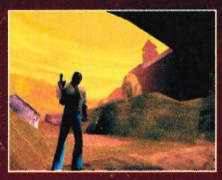
It looks as though Gex will be voiced by ex-*Carry On* bloke Leslie Phillips rather than entirely-unheard-of American comedian Dana Gould, like the PlayStation game. Good – it's about time developers realised that Britain isn't just America with Beefeaters!





SHADOWMAN

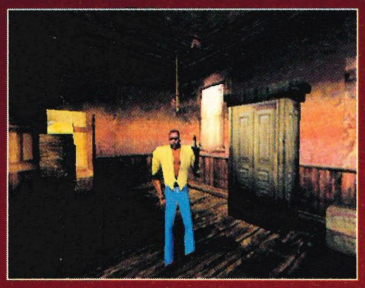
Acclaim • Late 1998

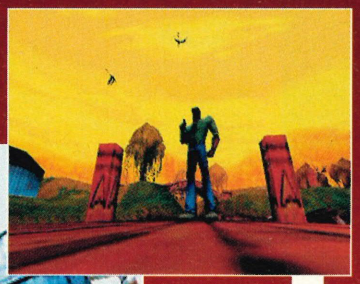


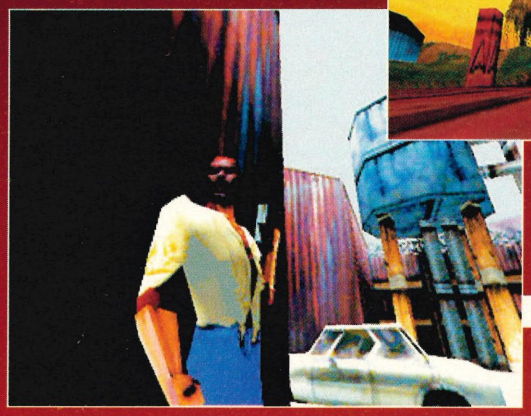
One thing nobody's been able to accuse N64 games of is being terrifying. No, not even *Clayfighter*. That could change with the arrival of *Shadowman*, being programmed even as we speak by Iguana UK, coders of the rather good *Forsaken 64* (just turn the page for more on this game).

Like *Turok*, *Shadowman* is based on an obscure comic; the idea behind the story is that New Orleans resident Michael LeRoi is able to travel between the worlds of the living and the dead. In the game, LeRoi is pitted against a group that is trying to bridge the gap between the two worlds, resulting in utter devastation.

Although the game looks similar to *Tomb Raider* in style, it will be a lot more brutal – the aim of the programmers is to create a title that will scare gamers half to death! With Konami's *Castlevania* also on the way, the N64 might be shedding its 'kiddie console' tag at last.







Michael LeRoi poses moodily as crows try to guano-bomb him.

Gilbert Grape's latest trip up the water tower ended in tears.

WORLD GRAND PRIX



Sharp graphics, – let's hope it's also got fast action.

Video System • Summer (US)

Formula 1 fans who were disappointed by *F1 Pole Position* have something to look forward to, in the rubber-shod form of *World Grand Prix*. Based on the 1997 season (Damon Hill in an Arrows – oh dear), at the moment the game doesn't have an official licence attached, which might result in a *Human Grand Prix* situation with daft spoonerised names. Hopefully an official licence will be added!

World Grand Prix is being developed by *Pilotwings* developers Paradigm (we'll skip hurriedly over the awful flying slug follow-up that was *Aero Fighters Assault*), and even at this early stage looks as though it's going to send *F1 Pole Position* into the gravel trap. The clear, crisp graphics are reminiscent of the old 16-bit Microprose *F1* game, only with much more speed and detail.

The game is probably going to end up going head to head with Ubi Soft's *F1 Racing '98* – watch future issues of 64 Magazine to find out which will take the chequered flag.





A Ferrari clips the grass and kicks up some mud.

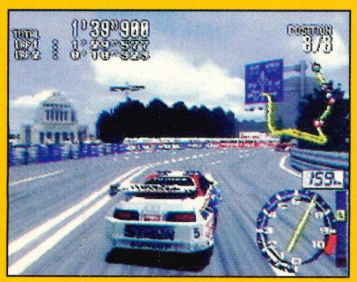


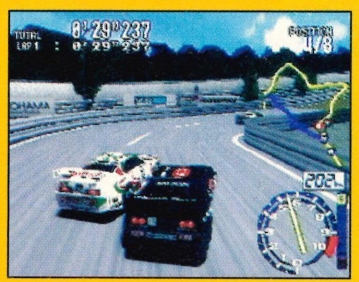


GT RACING

Infogrames/Ocean • Autumn 1998

After the somewhat grim *Multi Racing Championship*, Ocean are hoping to revitalise their driving lineup with GT Racing, a saloon car racer that looks as though it might be able to capture the excitement of BTCC racing. It's going to be very much an arcade-style game rather than a serious sim, though – will it be better than *Top Gear Rally*?





Written by Andy McDermott

LIGHT LU

Earth's been **TAKEN** over by **ROBOTS**, and we don't mean New **LABOUR**. Time to **BECOME** one of the **FORSAKEN** and take it **BACK!**

WE LAST LOOKED AT *FORSAKEN 64* in issue 10, where even in its incomplete state it looked mightily impressive. Now, we've got our claws on the 99% completed version, and it looks even better!

In the distant future, Earth has been rendered all but uninhabitable by an experiment gone wrong, and as a result has been 'forsaken' (see, the title does make sense) by the rest of the galaxy. At least, by its organic inhabitants. A group of robots has decided that the ruined Earth is an ideal base of operations, resulting in the whole planet being conquered by the Mechanised Defence Force. Your mission, as one of eight crack bounty hunters, is to reclaim the Earth from its new robotic masters and make it safe for the return of humanity. Doddle.

GAME ON!

Forsaken 64 differs from other first-person shoot-'em-ups in that the character you control is flying, rather than running along the ground. Although this makes it hard to get the hang of at first, it doesn't take too much practice before you're flying through the air like Superman.

Anyone who remembers the old PC game *Descent* will recognise the general style of *Forsaken 64*. Unlike *Descent*, there is an actual up and down in *Forsaken* – take your thumb off the analogue stick for a moment, and your hoverbike will automatically right itself. This is what is most likely to confuse first-time players, because it seems that as soon as you get an enemy in your sights, the bike develops a mind of its own and swings around in another direction. After a while though, you'll find you can put the bike through all kinds of aerobatics before it tries to save you from losing your lunch.

While the game is a shoot-'em-up, the missions you have to accomplish don't all involve ultra-large scale destruction. Well, okay, there is invariably huge property damage involved, but it's not always the main objective. Although many of the missions are simple 'destroy everything!' killfests, there is enough variety to stop a murderous red haze dropping over your eyes. One level requires you to plant a bomb at the heart of a complex and then escape before it detonates, another sees you trying to protect a nuke-carrying drone as it makes its way through the sewers of a ruined Paris on its way to its target, and for a really tough challenge, you need to save your own base from destruction as hordes of robots swarm through it.

No matter how much action is erupting on screen, *Forsaken 64* doesn't suffer from any slowdown, even with the light-sourcing turning the place into Las Vegas on acid. We'll have the full exclusive review next issue, but from what we've seen already, it's pretty safe to say that this is going to be a biggie...



DECORATING MONTHLY SAYS, "A BLAST FROM A SOLARIS CAN TRANSFORM THE DULLEST GREY CORRIDOR INTO A GLORIOUS DISPLAY OF (CONT. PAGE 202)"

NCH

Intel Inside

One of the features of *Forsaken 64* that really sets it apart from other shoot-'em-ups is the AI of the enemies. If you look at *Doom*, *Quake* or even *Goldeneye*, your adversaries really aren't all that smart. Duck out of sight and they'll stop looking for you; jump out in front of them and they'll run straight at you – and get cut in half by your bullets.

Not so with *Forsaken 64*. Apart from a few of the very earliest and stupidest robots, the members of the MDF really make you work for your bounty hunter's pay. If you start shooting at one of the hovering drones, it'll move, trying to keep out of your line of fire while at the same time attempting to maintain a weapons lock on you. Make a run for it, and there's good chance that they'll follow you – worse still, if they lose sight of you, some of the smarter 'bots actually start to search the area until they find you! The nastiest example of AI in the game has to be the homing missiles carried by the bosses. They'll go round corners, up passageways, down chutes... just when you think you must have shaken them off and turn around to check your six, a group of them will come screaming through a doorway, lock onto you and blow you to pieces!





When you need to clear a path to the exit in a hurry, the Beam Laser is always useful.



Yaaa-hoooo! Just like Vietnam, eh, slick? The Suss Gun might not be the most powerful weapon, but it's one of the most satisfying.



Not all the enemies are airborne – tanks and gun emplacements are also there to make your life miserable.



Although your enemies are robots, you aren't – when you die, it's in an explosion of body parts!

Mode Heaven

There are three different game modes you can play in *Forsaken 64*. Here's the beef.



Single Player

The game as action adventure. Fight your way through a sequence of levels, the ultimate goal being to destroy the leader of the MDF, the evil Babalas.

Battle Mode

It's you versus the other bounty hunters in an increasingly brutal battle to the death. If you thought that the robot enemies were smart and hard to defeat, just wait until you try to take on people who are every bit as cunning and merciless as you!



Multi Player

The traditional deathmatch game, with a new twist – computer-controlled players can step in if there isn't a full compliment of four humans. The CPU opponents are just as nasty as the ones from the Battle Mode...



The Power And The Glory

FORSAKEN 64 ISN'T SHORT OF COOL WEAPONRY. ALTHOUGH YOUR HOVERBIKE ONLY BEGINS WITH A SINGLE WEEDY PULSAR GUN, IT WON'T TAKE LONG BEFORE YOU'RE ABLE TO DECIMATE ENTIRE CONTINENTS WITH ONLY A TWITCH OF YOUR INDEX FINGER. WELL, ALMOST.



ORBITAL PULSAR

YOU CAN COLLECT MULTIPLES OF THESE – THEY ORBIT YOUR BIKE AND INCREASE YOUR FIRING POTENTIAL.



POWER POD

ESSENTIAL IF YOU WANT TO GET A DECENT RATE OF FIRE – WITHOUT THIS, YOU'LL BE BADLY OUTGUNNED. HOWEVER, YOU BURN UP YOUR AMMO MORE QUICKLY.



WEAPON ENERGY

REFILLS THE AMMO SUPPLY OF YOUR CURRENT ENERGY WEAPON. (SUSS GUNS HAVE THEIR OWN AMMO POWER-UPS.)



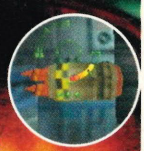
SHIELD

A SIMPLE ONE, THIS – IT RESTORES YOUR SHIELD ENERGY. ALWAYS USEFUL.



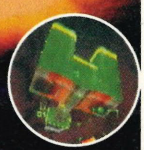
MUG

A RACK OF SIMPLE ROCKETS, YOUR DEFAULT SECONDARY WEAPON. ONLY ACCURATE AT CLOSE RANGE, BUT WATCH OUT FOR THE BLAST.



SOLARIS

A ROCKET WITH LIMITED HOMING ABILITIES. FIRE IT OFF IN THE GENERAL DIRECTION OF AN ENEMY, AND IT SHOULD TAKE THEM DOWN.



MFRL

OR MULTIPLE FIRE ROCKET LAUNCHER, A BARGAIN BUCKET-SIZED VERSION OF THE MUG THAT LETS RIP WITH DOZENS OF ROCKETS.



SCATTER

A MUCH-IMPROVED VERSION OF THE SOLARIS, WITH INCREASED HOMING ABILITIES AND MORE DESTRUCTIVE FORCE.



TITAN

WHAT IS BETTER KNOWN IN THE TRADE AS A 'BLEEDIN' HUGE BOMB. FIRE IT AND NUKE A WHOLE ROOM – BUT DON'T BE THERE WHEN IT GOES OFF...



PURGE MINE

A SIMPLE FLOATING MINE. JUST DROP IT IN YOUR WAKE AND HOPE THAT SOMEONE ELSE RUNS INTO IT BEFORE YOU DO!



PINE MINE

THIS UNIT CARRIES ITS OWN ROCKET LAUNCHER POD BENEATH IT. IT WILL ENGAGE ANY ENEMY FOOLISH ENOUGH TO GET CLOSE.



QUANTUM MINE

JUST A BIG OL' HIGHLY DESTRUCTIVE FLOATER, AS FAR AS WE CAN TELL!



NITRO

IF YOU NEED TO MAKE A RAPID EXIT FROM A BATTLEZONE, HOLD DOWN A AND B AND THE NITRO WILL KICK IN, BLASTING YOU AWAY AT HIGH SPEED.



TROJAX

AN ENERGY WEAPON THAT FIRES SPINNING BOLTS OF BLUE PLASMA. THE LONGER YOU HOLD THE FIRE BUTTON, THE MORE POWERFUL THE SHOT.



TRANSPULSE

A POWERFUL WAVE OF ENERGY THAT REFLECTS OFF WALLS. WITH THIS, IT'S POSSIBLE TO SHOOT AROUND CORNERS.



SUSS GUN

YEAH, ROCK 'N' ROLL! THIS FUTURISTIC MINIGUN BLASTS OUT HUNDREDS OF ROUNDS PER MINUTE, AND MAKES A LOT OF NOISE IN THE PROCESS.



BEAM LASER

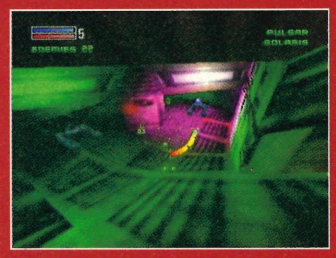
THE ULTIMATE IN DESTRUCTIVE POWER, THE LASER CAN WIPE OUT PRETTY MUCH ANYTHING IN A COUPLE OF SHOTS. IT'S PRONE TO OVERHEATING, THOUGH.

GOT A LIGHT, MATE?

Forsaken 64 looks spectacular, due in large part to its amazing lighting effects. Previous N64 games like *Goldeneye*, *Diddy Kong Racing* and *Quake* have had pseudo-light sourcing, where what appears to be a patch of coloured light cast by a particular source is actually pre-programmed and doesn't alter during play. *Forsaken 64*, on the other hand, has the real thing.

Weapons fire illuminates the environment and objects during play in the appropriate colour, which in a pitched battle between different enemies can mean the whole screen erupts in flashes of green, purple, orange and blue. You can even determine from which direction incoming fire is being sent by watching for the telltale glow of plasma bolts, missile exhaust or laser beams as they pass over the walls around you!









MOST LEVELS SEE YOU UNDER INTENSE FIRE FROM THE MOMENT YOU ENTER. FIND THE FIRST POWERPOD AND GIVE IT BACK TO 'EM!



EVERY FEW LEVELS, THERE'S A BOSS TO CAUSE YOU GRIEF. MALDROID STOMPS ABOUT FIRING OFF HUNDREDS OF MISSILES, AND YOU NEED MORE THAN JUST YOUR NORMAL WEAPONS TO TAKE HIM DOWN.

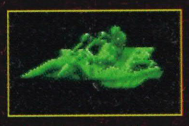


THIS WALKING GIT LOOKS LIKE ONE OF THE ROBOTS FROM *SILENT RUNNING*. EAT THIS, YOU HIPPY!

In Search Of Paradise

The bounty hunters are here! And they're not eating coconut-filled chocolate bars. Is there a single one of them who could take on Boba Fett and win?

Beard



He's a heavy rocker on a hovering chopper! Though it does have to be noted that his sidecar detracts somewhat from his hard-as-nails image.

Foetoid



Having endured endless taunts in his youth of "Oi! Big baby!", Foetoid resolved to show them all by killing loads of people. Still needs a nappy, though.

Lokasenna

A cyborg woman with glowing green eyes and a mechanical arm, which would be enough to scare off any bloke in a nightclub. Yikes!



Nim Soo Sin



Looking uncannily like Leeloo from *The Fifth Element*, this ginger babe proves the women can be every bit as gun-crazed as men.

LA Jay



He wears sunglasses. Indoors. In dark tunnels. He probably says things like "Hey, man" and "Dude" a lot as well. Well, that's California for you.

Clark Culver



With one of the coolest bikes in the game, a kind of shark-mouthed affair, Clark still has to compensate for being named after a shoe.

Earl Sleek



Even the name is showing off, and with a streamlined death machine at his disposal, the afro'd dude is one bad mother (shut your mouth)!

Trucker



If you picture Harry Dean Stanton in *Alien* (before he got his head bitten off), you'll get an idea of what this redneck in his flying JCB looks like.



Some missions require you to go underwater. Take a deep breath...



A pair of hawk-like drones swoop in for the kill.





Even with this much going on, *Forsaken 64* doesn't slow down. Time to start exercising that trigger finger!



More spectacular lighting effects as you shoot it out over a trench of molten lava.



Some enemies make suicide dives at you when they've been fatally wounded. Merely being caught in the blast when they explode reduces your shield energy, so pull back if you can.

Written by Roy Kimber

Ninfo | Players | Cartridge 128 M. | Rumble Pak

Publisher: EA Sports | Game Type: Football | Release Date: May
Developer: EA Sports | Origin: UK | Price: £59.99

WORLD

EA SPORTS wanted to make ONE thing very clear about *World Cup '98* – it's NOT *FIFA*. Okay, okay, but is it any GOOD?





Lucknam Park Hotel

SETTING FOR THE LAUNCH OF *WORLD CUP '98* WAS THE EXCLUSIVE LUCKNAM PARK HOTEL IN WILTSHIRE. AFTER A QUICK SEARCH FOR CONCEALED WEAPONS, JOURNOS FROM VARIOUS RIVAL MAGS WERE USHERED INTO A ROOM TOGETHER TO BE TOLD ABOUT THE GAME, AND MORE IMPORTANTLY, TO PLAY IT.

AFTER THIS, AN IMPROMPTU GAME OF FIVE-A-SIDE FOOTBALL WAS ORGANISED DURING WHICH IT BECAME APPARENT THAT BEING GOOD AT A FOOTBALL VIDEO GAME DOESN'T NECESSARILY MEAN THAT YOU'LL BE GOOD AT THE REAL THING. THE RESULT... SOMEONE WON, BUT NO-ONE WAS REALLY SURE WHO, AND NO-ONE CARED, AS WE ALL STAGGERED OFF TO FIND THE BAR AND THE JACUZZI. THE AMOUNT OF ALCOHOL CONSUMED ENSURED THAT NO-ONE WOULD EVEN REMEMBER PLAYING THE GAME THE NEXT MORNING, MUCH LESS WHETHER IT WAS ANY GOOD, BUT A GOOD TIME WAS HAD BY ALL – AND THAT'S WHAT COUNTS.

"THERE IS ONLY ONE WORLD Cup..." runs the EA Sports publicity blurb. Fair enough, can't really argue with that, can we? Although... is that strictly true? I mean, there's a rugby World Cup, isn't there?

Anyway, what EA are trying to point out is that they have the only official licence for the 1998 World Cup – so why didn't they just come out and say it? Oh hang on, they do, in the next paragraph. Sorry. Those quick-witted gamesters amongst you may have already spotted a difference between this EA title and past EA footie ones. If you haven't, take a few seconds to try to work it out... got it yet? No? Well then I'll tell you. No FIFA. It's not *FIFA: World Cup '98*, just plain old *World Cup '98*. So what happened to FIFA?

CUP '98



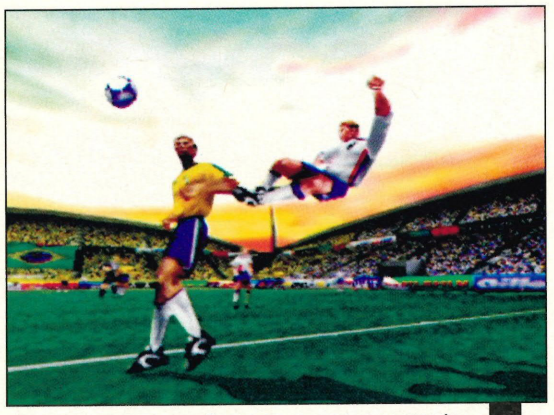
World Cup '98 will of course feature the classic football 'levitation' move – good, eh?

Well, those of you who are footie sim fans may well be familiar with the rather unfortunate reputation that footie games with the *FIFA* prefix have built up over time, ie "they're pants". Whilst *FIFA: Road To World Cup '98* went a long way towards making up for past bad press, it takes a lot to totally clear a particular name once negative feeling is associated with it. Take the late 'Windscale' for example, or that Royal favourite and all-round tactful chap Prince Philip.

And so EA Sports would like to make it clear that *World Cup '98*, is not *FIFA*. So there. It may look a little like *FIFA*, but it absolutely, beyond a shadow of a doubt, isn't. Oh no.



What else can you say about football? Er... it's a funny old game! Game of two halves...



This is one of the special moves. It reminds me of someone... someone French... French and wearing red...

It Does Look Familiar Though...

World Cup '98 does look like *FIFA*. More specifically, it closely resembles *FIFA: Road To World Cup '98*. That's hardly surprising, since the graphics in *FIFA* were never really the problem, it was the gameplay, or lack of it, which turned people off. And that is exactly what EA have worked on.

Graphically, the game on first look doesn't appear hugely different to *FIFA: Road To World Cup '98*, just a little more polished. The things that have really changed are the things that you generally can't see from screenshots, but which you discover as you play the game. Which is a little unfortunate, as you can't play it – at least not yet. You'll just have to take my word for it, won't you?

Mascot of the '98 World Cup is Footix, a red bird-type thing who vaguely resembles Woody Woodpecker. He's used to good effect in the game, taking you to the grounds and announcing the stadiums, as well as providing a little comic relief.



Here we see one of the players performing his own unique interpretation of the actions to YMCA.

Let's Rock!

Following the successful inclusion of Blur's pumping rock track (mate) which kicked off the intro sequence to *Road To World Cup*, EA have managed to secure the rights to rebellious punk band Chumbawumba's number one hit 'Tubthumping'. I read somewhere that Chumbawumba were all 'indie' fellows totally opposed to the commercial ethos of the music industry who just



... but at the end of the day, it's the team that scores the most goals that's gonna win!



RIGHT, THAT'S IT, GAME OVER. HMM... I FEEL A SUDDEN URGE TO BUY A BIG MAC, WONDER WHY..?

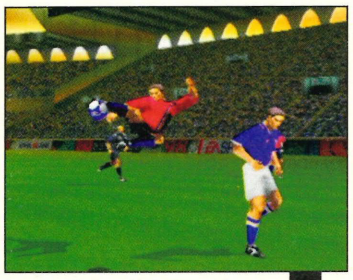


THE POWER OF RICHARD'S CROSS IS ENOUGH TO KNOCK ALBERT CLEAN OFF HIS FEET – GOSH!

wrote songs for a laugh. Either they've decided that they can put up with the crass commercialism of the corporate world in return for large sums of cash, or they just like football a lot. Either way, this crackingly good pub theme provides an excellent intro to *World Cup '98*, and provides something of a first – an intro sequence you won't necessarily instantly skip through after watching it the once.

With the scene set and the blood pumping to the sound of 'Tubthumping' – which rhymes, sorry about that – it's time to get down to business.

The most important part of a footie game is obviously the gameplay, and as mentioned already, this is what EA have worked on. The engine used in *Road To World Cup* has been adapted, the good bits kept, the naff bits knocked out and many enhancements have been made to make everything more playable.



I CAN FLY! I CAN FLY! LOOK AT ME, I CAN FLY! HEY! SOMEBODY LOOK AT ME! DON'T IGNORE ME! OY!

Using something called 'Compression Touch technology', *World Cup '98* gives a far quicker response time to pad commands, allowing players to respond quicker and thus giving faster, smoother gameplay. In addition, a whole range of spectacular but easy to implement moves have been included allowing your players to jump, chip and generally pose their way around tackles.

Improvements to the gameplay include an enhanced AI for the goalies – not making them superhuman, but allowing them to learn from their mistakes. So no more will you be able to continually run up pitch the same way and score from a particular angle – try it too often, and the goalie will learn and counter it.

A Level Playing Field

You may have found in the past that when a team like Brazil plays somebody like Scotland (for instance) whoever uses Brazil would have a bit of an advantage. *World Cup '98* offers a way around this through the use of an optional handicapping feature, giving everyone a fair chance.

There's also a 'catch-up' option that can stop the games getting too uneven if a top footie gamer is playing someone not so good (in our office this happens when *Play* magazine's Mark faces *PowerStation*'s Paul). With catch-up on, if one team scores a goal, the game increases the chances of the opposing team scoring by adjusting the AI levels.

One of the cleverest innovations is something which you've got to wonder why no-one has thought of before. This is the variable speed

World Cup '98 offers some rath

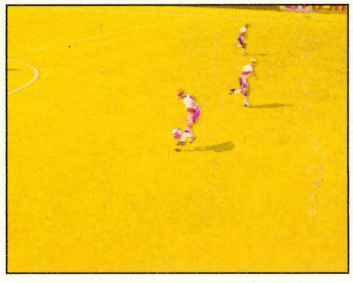


AND HE'S SAVED IT! HURRAH! WHAT AN EXCELLENT SAVE! HE... HANG ON, I JUST LOST A FIVER. DAMN.

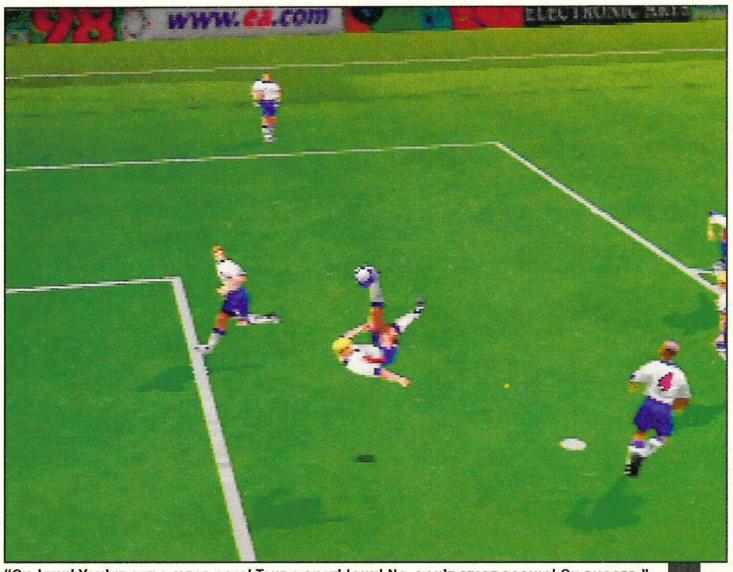
Weather affects the gameplay too. As the pitch gets wetter, for example, the behaviour of the players and the ball is affected. Balls booted along the ground on a soggy pitch won't roll very far, and you'll need to lob them for more distance.

What A Poser!

THE PLAYERS IN *WORLD CUP '98* HAVE A RANGE OF NIFTY MOVES WITH WHICH TO BEFUDDLE THE OPPOSITION. LIKE THIS ONE, FOR EXAMPLE.







"Oy, John! You've got a clear goal! Take a shot! John! No, don't start posing! Oh bugger."



Check out the shy, complete with sun glare! Oh, and the goalie's doing something too...

option. For those of you who like your footie games to be realistic, set the speed to normal, and watch your players race around the pitch at a scale speed, the speed you'd see them move if you watched a real game on television. However, for those speed freaks among you who don't care so much about realism – you just 'feel the need' – can punch up the speed setting. Suddenly both teams are comprised of little Six Million Dollar Men, running, jumping, kicking and falling like characters in a Benny Hill chase.

By doing this, EA have nobbled two of the biggest criticisms that football games usually face. If the game is realistic, then critics will pan it for being too slow-paced. Make it fast-paced however, and everyone will rail against it for a lack of realism.

In addition to the usual game management features – transfers, player creation, formations, tacticsand the like – *World Cup '98* offers some rather nifty in-game management and tactics features.

Before the game, players can set up three In Game Management formations. The first is the default setting, usually one which is good for both attack and defence. The second might be more defensive, with players positioned back nearer the goal, and the third offensive, with players pushed up into the opposing half.

Once these have been set, they can be swapped in-game through the press of a button without the need to access an options menu. This means that once players familiarise themselves with the controls, they can mount attacks involving the whole team. For example, start with the standard formation, then when your team gets possession of the ball and makes a run towards the opponent's goal, a quick button tap will send your men go into an offensive formation, pushing them all up in support. This gives you more players to pass to and more chance of collecting a rebound. If everything goes wrong and the other team responds with a counter-attack, quickly switch to defensive formation, and watch your men race back to hammer the attackers.

er nifty in-game management

I Am Not A Number!

Other tactics can be used which deal with players as individuals. Send your winger streaking off up the wing for instance, ready for you to pass through to him. Or tap another button, and your player will pass the ball to a computer-controlled player, who will hold onto the ball and make his way up the pitch, giving you time to get into space and then passing back to you when you call for it.

Game animations have been enhanced, including interactive player celebrations, which vary depending on the goal scored and how important it was to the match. Players themselves get tired as the game progresses, and their appearance will change as the game goes on. The longer you play, the more dirty and dishevelled your players will become.

In addition to the World Cup games, stadiums and rules, *World Cup '98* includes a special World Cup Classics section, only accessible after first winning the World Cup. This option recreates eight of the greatest ever World Cup finals of all time, down to the different kits that were worn and the old-style balls used.



And for those of you who get bored with status and information screens between matches, *World Cup '98* provides trivia questions in between.

With the advanced rendering and motion captured animation, *World Cup '98* certainly looks excellent. The massive range of options, both in and out of game, combined with the extensive features and responsive player handling, certainly make it look like being a top footie game. Whether or not it will top the current N64 footie champion *ISS 64*, remains to be seen, but we're certainly looking forward to getting a reviewable copy into the office very soon, and we'll keep you informed!



"We scored! Hurrah! Jolly good show!" The English team celebrate in typical British fashion.

Prospects: If the final version of *World Cup '98* lives up to expectations, it'll be a goodie!







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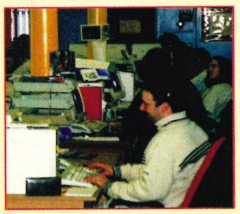
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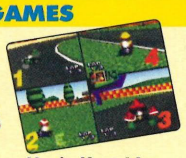

Cruisin' USA


Diddy Kong Racing


Int'l S'Star Soccer Pro

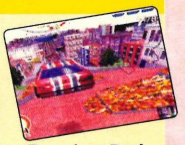

Shadows of the Empire


Fighters Destiny

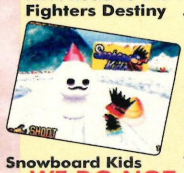

Mario Kart 64


Nagano Olympics

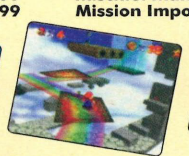

Pilot Wings

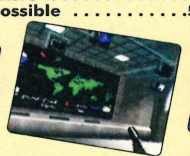

San Francisco Rush

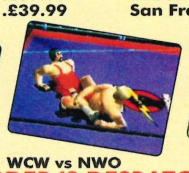
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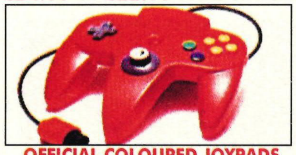
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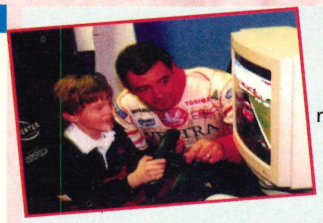
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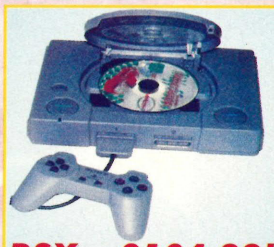


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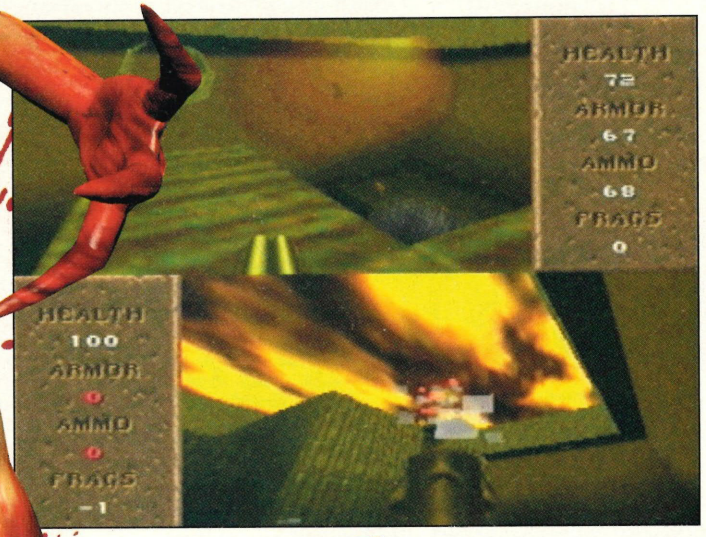
P64(5)

REVIEWS

Deadline **DAY**, text box to **FILL**, need to come up with some introductory **BLURB**. Er... um... okay, try "Check out the **LATEST** N64 titles, reviewed and **RATED** by our **EXPERT** gamers!" Yeah, that'll **DO**. Now where's my **COFFEE**?

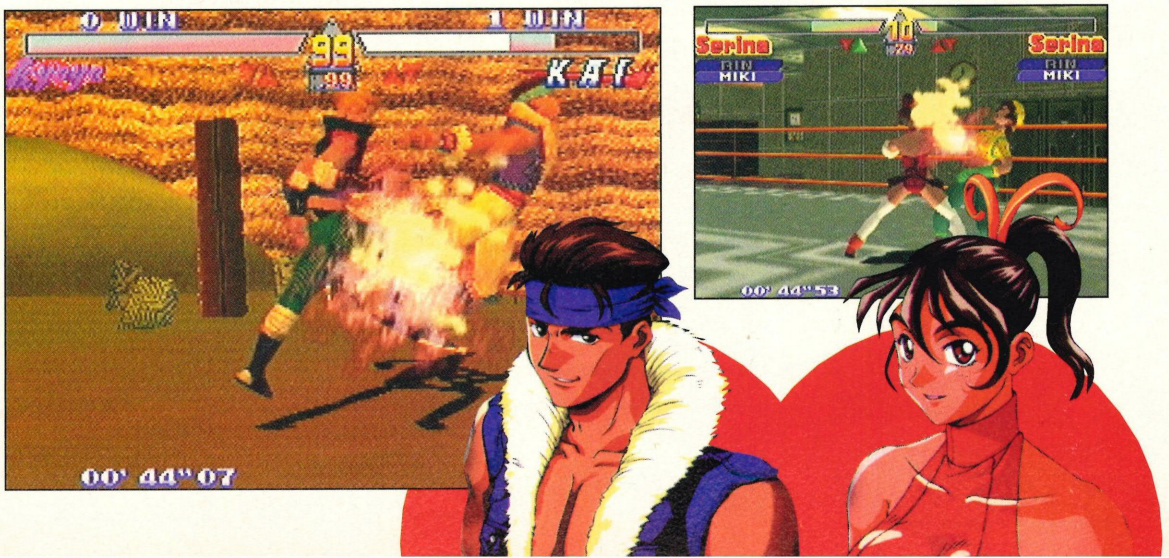


28 QUAKE
It's pretty much the most popular game in the world, and the N64 version looks great. But how will it fare in the absence of a four-player deathmatch? Find out here!





34 G.A.S.P!! FIGHTERS NEXTREAM
The title's enough to put you off, but it's got some interesting new twists for a fighter. How does the gameplay hold up in a brawl?



40 Mystical Ninja Starring Goemon

He's finally here in the UK! Goemon is the star of the N64's first RPG – does it make any sense in English?



44 Rampage World Tour

Turn yourself into a huge monster and travel the world breaking things. It's the Roseanne story!



UK Update

48 Yoshi's Story

The PAL version of Nintendo's ultra-sweet platformer has arrived. Is it worth getting, or will it rot your teeth?



The Awards

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

95%+
Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be *very* selective 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?

Written by Stuart Taylor



This is the first rune you need to face Shub-Niggurath... oh, by the way, you need to take on the volcano god before you can walk away with this.



Player one prepares to activate a switch to get the rocket launcher, unaware that player two already has it (and the rocket heading player one's way hammers home the point).

Ninfo Players | Cartridge | 128 M | Rumble Pak

Publisher:	GT Interactive	Game Type:	3-D shoot-'em-up	Release Date:	Out now
Developer:	Midway	Origin:	USA	Price:	£59.99

Best pay a visit to B&Q to stock up on NAILS, because it's time to QUAKE!

QUA

Memory Options

Memory: None internally, but passwords for each level

Controller Pak: Saves levels and weapons





$64,000 Question

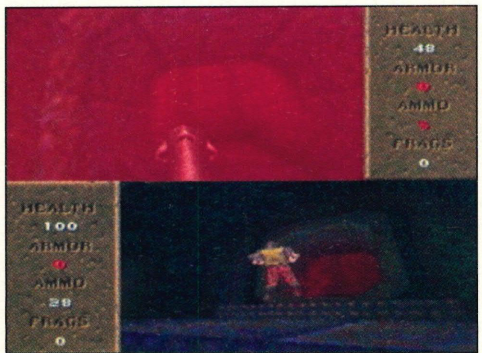
- ⊕ Chilling atmosphere
- ⊕ Incredibly fast slaughter action
- ⊕ Super nailgun ('nuff said!)
- ⊕ Four difficulty levels
- ⊖ Does not have all the levels of the original
- ⊖ Not four player
- ⊖ One player mode lacks variety

Your heart beats ever faster as you tiptoe past an ogre. Thanks to the ring of shadows, you are temporarily invisible to the dumb chainsaw-wielding, grenade-lobbing lout. Just before you turn the next corner in this labyrinthine castle, a hidden wall drops to reveal precious body armour.

However, this much-revered power-up is guarded by a sleeping fiend, so to get it you're going to have to reveal your location to all and sundry. Unfortunately, whilst you deliberate over the odds a decision is made for you, the ring of shadows slowly beginning to hum, indicating that it is about to expire. Ignoring the armour, you sprint down the corridor, your super nailgun at the ready. As the ring's magic fades, you shimmer into the view of an arachnid-like vore. The creature screams and launches a spiked ball at you, whilst you attempt to retaliate by perforating the hell-spawn with a barrage of nails.

The battle screams emanating from the pair of you wake the fiend from its sleep, who launches an attack from behind. Stepping to the side, you exchange weapons for the thunderbolt. The smell of ozone assails your nostrils as you fry both vore and fiend in an arc of blinding lightning.

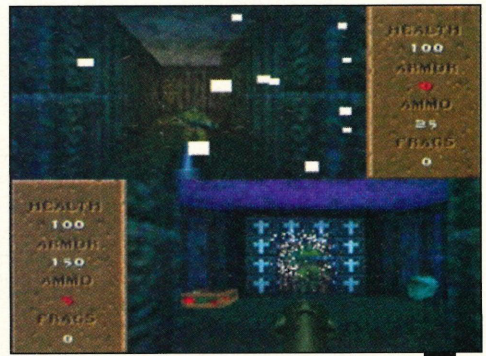
Smiling smugly to yourself you continue on your journey, foolishly disregarding a shadowy recess in the



Player two gives player one a gentle nudge, via shotgun, into a wind tunnel.

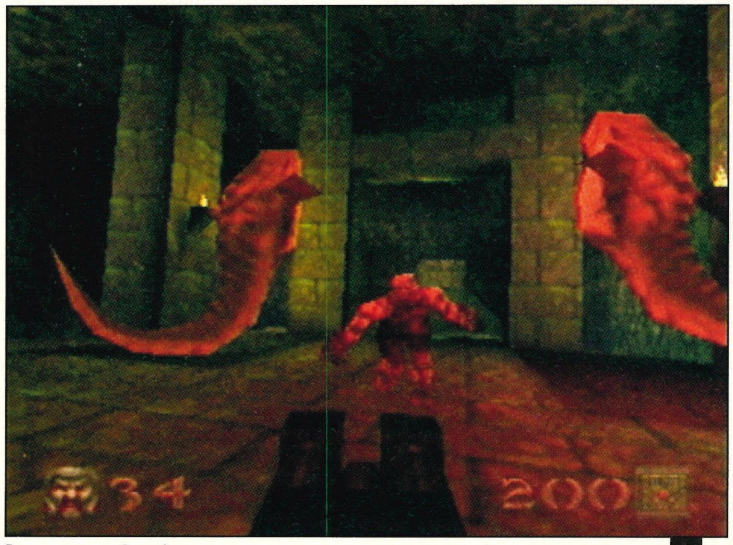


Keep an eye above you, as you never know what might drop down to see you.



Player one steps through a teleport, realising a little too late that player two is waiting in ambush.

id Software's magnum opus is well worth the wait



REMEMBER THAT *QUAKE*'S DENIZENS HATE EACH OTHER AS MUCH AS YOU. LET THEM FIGHT IT OUT AMONGST THEMSELVES, AND THEN 'REWARD' THE WINNER (HEH HEH).

QUAKE

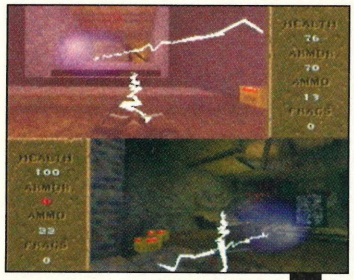
wall to your left. You just have time to say a final prayer as your head is swiftly separated from your body. As it hits the floor your head rolls to the side allowing you a glimpse of the sword-wielding death knight who brought your quest to its gruesome end...

Hell On Wheels

It is surprising to think that *Quake* is almost two years old, as time has simply flown by since it debuted on the PC back in late 1996. Although it's taken this long to reach Nintendo's 64-bit wonder machine, id Software's magnum opus is well worth the wait. If you have never played *Quake* before (and you are in an increasing minority if you haven't) then you are in for a treat.

Playing *Quake* is like living a horror movie. The game simply gushes atmosphere from every slime-coated, ambient lighted, gothic architectural artery. To get the full benefit from this industry classic, it has to be played on a large screen TV, in a dimly lit room, with the ambient soundtrack of wails, groans, clanks and moans cranked up to the max. Although, that said, 64 Magazine in no way accepts responsibility for loss of sleep or soiled laundry as a result of these nerve-shattering playing conditions.

The plot of the game itself is



EVEN THOUGH PLAYER TWO HAS THE RING OF SHADOWS, PLAYER ONE DOESN'T HAVE ANY TROUBLE SPOTTING WHERE HE IS.

Quaker's Oats

THE MEASURE OF A 3-D SHOOT-'EM-UP'S WORTH CAN BE JUDGED BY THE QUALITY OF THE OPPOSITION. *QUAKE* CERTAINLY SCORES HIGH MARKS FOR ITS HIDEOUS FREAKS OF NATURE.

Grunt



THE FIRST AND EASIEST BAD GUY YOU ENCOUNTER. THESE GUYS CAN BE TAKEN OUT BY YOUR TRUSTY SHOTGUN WITH EASE, AND YOU'LL GET SOME EXTRA AMMO FOR YOUR TROUBLE TOO!

Rottweiler



IT'S A DOG. IT BARKS, LEAPS, MAULS AND DIES REAL EASY WITH A SHOTGUN BLAST TO THE FACE. BLAM! BAD DOGGIE!

Enforcer



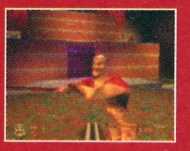
THESE ARE THE GRUNTS' BIG BOSSES. THEY LOOK LIKE THEY'VE BEEN ON A HEAVY DIET OF STEROIDS, AND ALSO COME EQUIPPED WITH A LASER BLASTER. INTRODUCE THEM TO YOUR NAILGUN.

Ogre



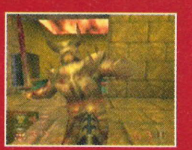
FROM A DISTANCE THIS THICKO WILL LAUNCH GRENADES AT YOU, GET TOO CLOSE AND HE'LL TRY TO CLEAVE YOU IN TWO WITH HIS CHAINSAW. DANCING AROUND HIM WITH YOUR SHOTGUN SHOULD QUICKLY WEAR HIM DOWN.

Knight



THIS LIGHT-FOOTED NASTY PREFERS CLOSE RANGE CONFRONTATIONS WITH ITS SWORD. FRED ASTAIRE HERE IS QUICKLY DEFEATED WITH A COUPLE OF DOUBLE-BARRELLED SHOTGUN BLASTS.

Death Knight



THIS GUY IS A LOT TOUGHER THAN HIS WEEDY COUSIN. AS WELL AS WIELDING A BIGGER SWORD, A DEATH KNIGHT HAS THE HABIT OF SPEWING OUT BOLTS OF ENERGY IN YOUR GENERAL DIRECTION. NAILGUN GOOD, ROCKET BETTER!

Scrag



THIS FLYING TENTACLED TORSO RAPIDLY SPITS GLOBS OF PUTRID SLIME AT YOU. GIVE IT THE GOOD NEWS WITH YOUR TRUSTY NAILGUN.

Zombie



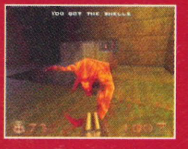
FOUND ON LAND AND UNDERWATER, IT IS BEST NOT TO WASTE BULLETS OR NAILS ON THESE UNDEAD SCUM... THEY'LL ONLY GET BACK UP AGAIN! INTRODUCE THEM TO THE CEILING, FLOOR AND WALLS WITH A GIFT-WRAPPED ROCKET.

Rotfish



MORE OF AN ANNOYANCE THAN A MAJOR THREAT. THESE FLESH-CHOMPING, UNDERWATER MENACES ARE EASILY SWATTED AWAY WITH A SHOTGUN BARRAGE.

Fiend



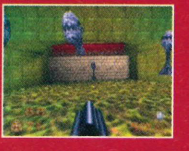
THESE CRITTERS ARE CAPABLE OF LEAPING LONG DISTANCES AND JUST LOVE GUTTING UNWITTING DUNGEON EXPLORERS WITH THEIR CLAWS. GRENADES, ROCKETS AND NAILS ARE THE ORDER OF THE DAY.

Vore



THIS HUMANOID/ ARACHNID HYBRID HORROR NEEDS TO DEALT WITH QUICKLY VIA SUPER NAILGUN OR THUNDERBOLT. IF YOU HANG ABOUT, YOU COULD FIND YOURSELF ON THE RECEIVING END OF ONE ITS HOMING FIREBALLS.

Spawn



THIS PURPLE BLOB IS DIFFICULT TO KILL WHEN IT STARTS BOUNCING. BEST TO PERFORATE IT WITH YOUR NAILGUN WHILE IT IS SLEEPING.

Shambler



QUAKE'S MAJOR MONSTROSITY. THE FACT THAT THE OTHER DENIZENS GIVE THIS BOD A WIDE BERTH SHOULD GIVE YOU A CLUE HOW TOUGH THIS FREAK IS. DON'T GET TOO CLOSE OR HE'LL PUMMEL YOU, AND TAKE COVER IF HE UNLEASHES A LIGHTNING BOLT! USE THE THUNDERBOLT IF YOU CAN SPARE IT, OR RESORT TO THE SUPER NAILGUN IF YOU CAN'T (OTHER THAN THAT, JUST RUN!).

I'd Like You To Meet A Friend Of Mine

Lovers of phallic-shaped hardware will be in seventh heaven (or is that hell?) when they see what goodies *Quake* has to offer. Each has their own strengths and weaknesses, and each feel strangely at home in your sweaty-palmed grip.

Axe



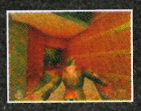
God forbid you ever run out of ammo and have to use this. This basic weapon is with you all the time... like a bad smell.

Shotgun



You standard shooter, simple and not at all effective against the major league nasties.

Double Barrel Shotgun



It uses up two bullets a pop, and tends to be a bit slow to reload. However, this baby is a tried and trusted favourite.

Nailgun



Now we're cooking with gas! This twin engine of destruction spits out armour-piercing nails (big ones too!) that makes short work of your average foe.

Super Nailgun



Four cyclic barrels of fun that, if you're not careful, will soon run out of ammo. Probably the most satisfying killing machine on offer.

Grenade Launcher



These exploding parcels can be bounced off walls, ceilings or floors. However, they'll explode the instant they hit someone (even you).

Rocket Launcher



A darn sight more accurate than the grenade launcher, just point and shoot! Make sure you are a respectful distance away from your target, or you could be peeling yourself off the ceiling for a couple of hours.

Thunderbolt



I am Thor, god of thunder! Pick your target and fry him with your portable lightning rod. Avoid using underwater like the plague, unless you want to be a super conductor.



Due to the quad damage power-up, our hero royally perforates this unfortunate shambler.



Player one plays it sneaky and takes pot shots at player two from above (the sniping git!).



The red tint on the screen means that you've got too close to this fiend.



Thanks to the ring of shadows, this ogre can't see our hero. Rasp! Time to moon the ogre.

simple, meaning that you don't have to even read the instructions before you sit down and play it. Put succinctly, you play the good guy; everyone you meet is the bad guy; you pick up weapons and ammo; use these to kill the bad guys and get to the end of the level; oh, and finally, don't get killed!

Oh, you want the game's 'real' story anyway? Basically, you are the top operative for a futuristic company who have recently developed the slipgate device. This handy little doohicky takes a leaf out of *Star Trek*'s book, and can teleport people and objects from one place to another. However, an unknown enemy, codenamed Quake, has used their own version of the slipgate technology to teleport an unearthly army of soldiers into Earth installations.

Your mission, should you be daft enough to accept it, is to launch Operation Counterstrike against Quake and its hordes. The installation you are in has been overrun by Quake's troops, who used the slipgate within the complex's heart to launch a sneak attack. The slipgate is still tuned to Quake's dimension, and if you can get to it, you can take on Quake on its home turf. That's the aim of the first level; get through the installation alive, find the slipgate and begin your journey to Quake's dimension.

Simple, eh? Well, no. Although in some cases steaming into a pack of grunts with your shotgun is a pre-requisite, most times you are going to have to be a darn sight sneakier if you want to live long enough to face the mother of all monsters at the game's end. Don't worry, there are a wealth of goodies dotted around the place to help you on your way. Ammo for your weapons is the most popular pick-up, as well as three varieties of body armour (green, yellow and red – from economy to deluxe strength). However, the real gems (and rare ones too) are the 100+ health bonus

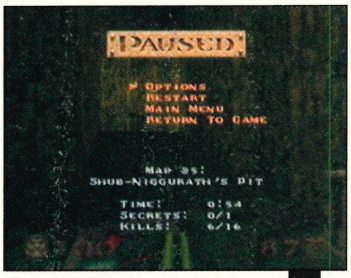
***Quake* is extremely fast and**



Beat this fireball-lobbing chap and the first rune key is all yours. However, I wouldn't recommend hanging around, unless you like being barbecued.



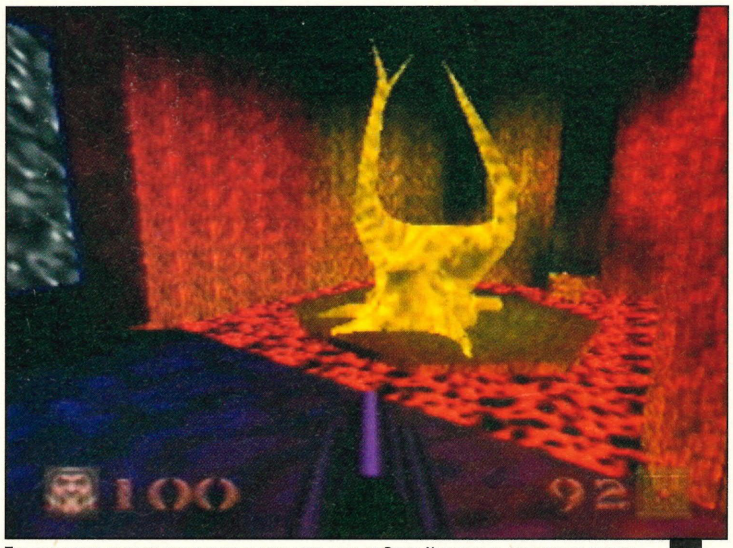
Strangely enough, you can still look around after you are dead (so you can find out what killed you, probably).



Worried about the state of play? Never fear, pause the game and you'll get a run down of those all important game stats.



These zombies are blissfully unaware that the hero is standing right in front of them. Thanks, ring of shadows!



The tentacled blob in the centre of the lava pool is Shub-Niggurath, the demon behind all this chaos (it's a 'she', apparently).

(which, unsurprisingly, adds 100 points to your health, although it steadily counts down); biosuit (which helps you breathe underwater and survive radioactive slime); ring of shadows (only your eyes are visible, meaning that you can moon at bad guys with no comeback); pentagram of protection (you are invincible! Well, for a short while at least); and the mother of all power-ups... quad damage (this beauty, which looks like a 'Q', allows you to deliver four times the killing power).

Thanks to *Quake's* believable 3-D environment, and the N64 controller pad, you can pick off ogres from below with a well placed rocket, or snipe at fiends from the relative comfort of a castle rampart.

There are four realms in *Quake* to travel through, which themselves are comprised of four or five sprawling levels. Each of these environments become progressively more disturbing than the last, as you find yourself swapping the relative normality of an industrial complex for crypts, castles and, quite literally, hell. At the end of each realm there is a rune to be collected; once you have all four, you can finally open up Quake's final dimension and confront the demon behind all this chaos: Shub-Niggurath.

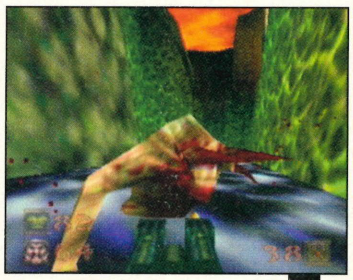
Tales From The Crypt

The main control stick allows you to move forward, backward, and look from side to side. Also, because *Quake* – like *Goldeneye* – uses a 3-D environment, you can use the shoulder pads on the controller pad to look above, below and to the side of you. The game even gives you the option of configuring some of the controls to suit your needs: for instance, the 'lookspring' option will snap your view back to dead centre upon release of the shoulder button. Also, if your aim needs a little bit of help, you can opt to have a crosshair on screen at all times (although this can be distracting after a while). You can jump using the C Down button, and when underwater, this will also allow you to rise to the surface (essential if you don't want to drown!).

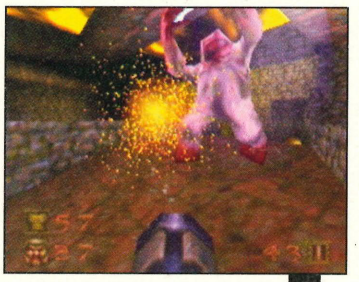
supremely addictive

Quake is in no way particularly taxing on the old grey matter, as the only things you need to do (apart from killing everything you meet) are find coloured keys for the relevant doors, activate floorplates, discover secret doors, and press or shoot switches. Although each level usually has quite a few secrets, you never need to find them in order to complete a particular level, though the power-ups they contain serve to be a big help.

Once the control system has been mastered, it is easy to while away many hours slaughtering ogres, scrags and their ilk. If played on the easy mode it won't be too long before even a novice player finds themselves



The moats around castles tend to be inhabited by the same type of creatures found indoors.



Now would be a good time to run, as this shambler's generating a juicy lightning bolt.



Oops! The temporary bridge has disappeared from underneath player one. It only remains for player two to watch as his combatant meets molten lava.

Tricks And Traps

The castles and dungeons of *Quake* have been designed by an interior decorator on acid! Take a wrong turn or fall of a ledge and you could find yourself in a pool of radioactive slime, molten lava... or worse! Amongst the architectural nightmares on offer are moving floor tiles, spike shooting wall sockets, temporary bridges and trap doors.





Seven Levels Of Hell (With A Friend For Company)

The thoughtful fellows at Quake Central have designed seven arenas in which you and a friend can perforate seven shades of scrag-dung out of each other. Each battle arena has been marked out of five.

1. The Place Of Two Deaths (3)

This is a two storey arena, with narrow corridors providing little cover and a switch-operated bridge allowing access to an armour power-up.

2. Claustrophobolis (3)

Dark corridors, moving tiles and a sneaky switch-operated lava trap are some of the delights on offer here.

3. The Abandoned Base (4)

Plenty of room to run around here (and get lost), due to the wide ramps, secluded nooks and crannies, and the huge flight of stairs.

4. The Bad Place (5)

One of the best on offer. This three-tiered level of teleporters, precarious ledges and lava allows for some great sniping moments.

5. The Cistern (4)

Long straight ramps make you a sitting target, although those who like it dirty can go swimming in the sewer. A switch allows access to a rocket launcher and 100+ health power-up.

6. The Dark Zone (5)

The best arena of the lot. This dimly-lit beauty has excellent ramps, sniping spots, shadowy corners and teleports. The central area has a hidden underground room which offers the deadly thunderbolt and invisibility-giving ring of shadows.

7. The Court Of Death (1)

The most annoying arena on offer. This poorly lit nightmare means it is far too easy to fall off ledges and into the water, although the wind tunnels make a temporary (and amusing) distraction.

greeted with the end game sequence. However, the challenge doesn't end there, as the higher difficulty levels offer more challenges and (gulp!) lots more monsters. And let's not forget the two player option either!

Yes, if you get bored playing with yourself (oo-er!) then invite a friend round for an evening of murder and mayhem. Unfortunately *Quake* doesn't include the hallowed four-player option that practically sold *Goldeneye*, which is a major letdown. However, there's no good crying over spilt blood, so we'll have to make do.

The two-player mode itself is great fun, and the seven bizarre battle arenas offer a refreshing change from the 'realistic' world of the aforementioned secret agent multiplayer. Although the frame rate has been slightly reduced, multiplayer *Quake* still rattles along at a merry pace, with the only main criticism being the obstructive player menu bars which take up too much of the screen. Call me a philistine, but I don't need to know how many bullets I've got, or how close to death I am. The priority should be to see as much as you can on screen so you can kill your mate... you can worry about the rest when you're dead! That said, the multiplayer mode should keep you occupied long after you've completed the one-player game.



"Are you dancing?" "Are you asking?" "I'm asking." "Then I'm dancing!" An ogre does his Leatherface impression with a chainsaw.

House Quake

Quake's strength comes from its previously mentioned atmosphere and the cunning artificial intelligence of its denizens. Although the latter is noticeably weaker when compared to the later levels of *Goldeneye* (with its side-stepping, bush-whacking

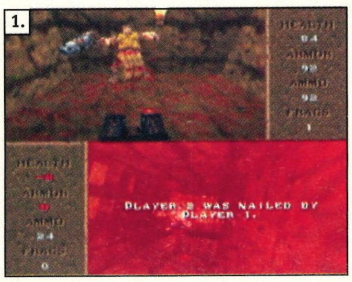
Unfortunately



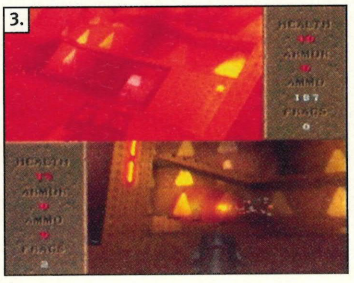
Coloured keys like this are dotted all around the place, and open up locked doors of the same colour (simple, eh?).

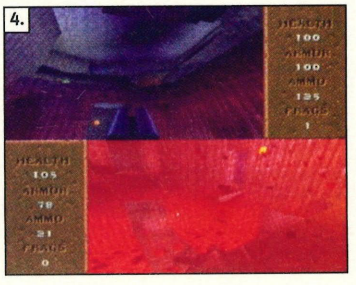


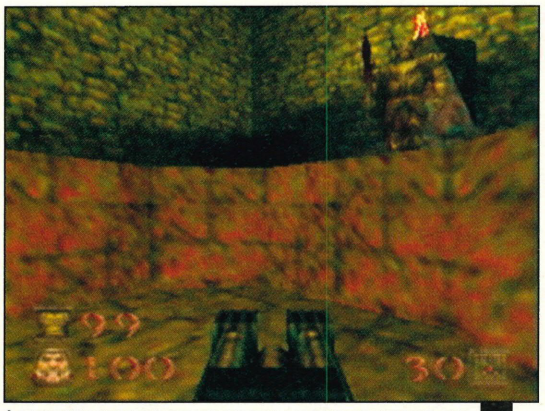
The fabled Ring of Shadows, which turns its wearer invisible. Good job too, it's a real Ratners job!











A DEATH KNIGHT STICKS OUT HIS CHEST IN A DISTURBING MANNER, THE MACHO FOOL. SEE HOW HARD HE IS WITH A FACE FULL OF NAILS!



RED-HOT TWO OGRE ACTION! WITH ONLY A GRENADE LAUNCHER, THINGS CAN GET NASTY – WATCH OUT FOR RICOCHETS!

soldiers), it is nonetheless disturbing to leap through a teleporter and find that a shambler has the instincts to swiftly follow you to the other side.

However, the game's main weakness lies purely in the fact that it is two years old. Since it first came out the likes of *Turok*, *Goldeneye* and even *Quake 2* have revolutionised and updated what a first-person blaster should be. Perhaps the developers should have gone the route of *Doom 64* (with its all-new levels tailor-made for the N64), and opted for a combination of elements from *Quake* how the game plays. *Quake* is extremely fast and supremely addictive; the game generates a genuine buzz when you are running around attempting to cut down a horde of freaks with your nailgun. The characters are brilliantly animated polygons, and although not as detailed up close as the *Goldeneye* characters, they are nonetheless a pleasure to introduce to the business end of your shotgun.

The music – if you can call it that – is a mixture of low moans and wails, with a soupçon of industrial clanking eerie atmos, and is just right for raising the hairs on the back of your neck. Also, the screams, roars and groans of the monsters are spot on, and it is possible to guess who it is creeping up behind you just from their signature sound effect.

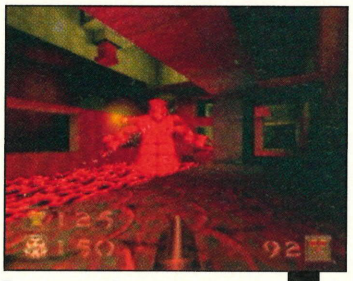
With *Quake 64* it is simply a case of if you haven't played it before (and you're a fan of this type of game) then you will love it. However, *Quake* veterans looking for a new challenge may well be disappointed, as beyond the improved visuals of the game, there is really nothing new here.

Quake doesn't include a four-player option

and its recent sequel. At least that way they wouldn't be opening up their conversion for obvious comparisons with its PC birth-mother.

However, comparisons have and will inevitably be made. So, how does it compete with the PC or Mac versions? As it happens, it fares pretty darn well, and is arguably the best-looking version of the lot! There are none of the 'flat' wall tones which were found on the PC version here, *Quake 64's* interior designers instead plumping for a gorgeously doom-laden choice of hues, making full use of the N64's RGB palette.

The most important thing of all is thrown in for good measure. Although the idea of it may sound awful, in practice it does generate a suitably



THIS DEMON CAN'T BE KILLED BY NORMAL WEAPONS – USE THE ELECTRODES IN THE CEILING TO ROAST IT!

2nd opinion

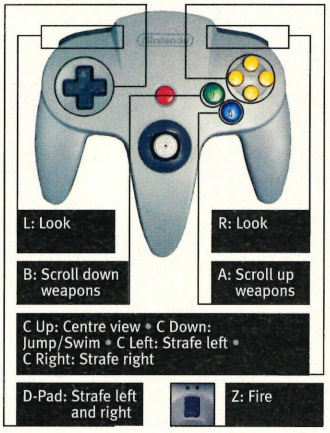
QUAKE 64 LOOKS GREAT WITH ALL ITS LIGHTING EFFECTS, AND DEFINITELY WORKS UP AN UNNERVING ATMOSPHERE DURING PLAY WITH ITS EERIE SOUND EFFECTS. BUT THE ONE-PLAYER GAME GETS A BIT REPETITIVE AFTER A WHILE, AND A FOUR-PLAYER OPTION IS SORELY MISSED AFTER *GOLDENEYE* AND *FORSAKEN*. GOOD, BUT NOT ESSENTIAL, UNFORTUNATELY. ANDY MCDERMOTT

Rating:



64 magazine THE BOTTOM LINE

Controls



Alternatives

Goldeneye: Nintendo (£49.99)
Reviewed: Issue 6, 96%
Duke Nukem 64: GT Interactive (£54.99)
Reviewed: Issue 7, 90%

Rating

Graphics



Audio



Gameplay



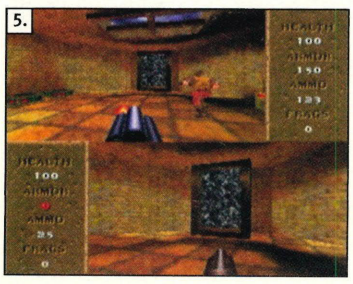
Lasting Challenge



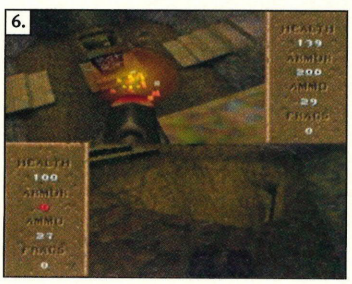
Overall

88%

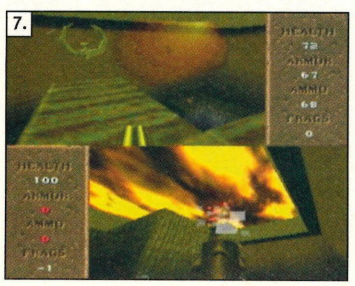
Soundbite:
LOOK AND LOAD, KIDS! *QUAKE* IS HERE ON N64... AND IT ROCKS!



5.



6.



7.

Written by Roy Kimber

Ninfo

Players | Cartridge | 96 M. | Rumble Pak

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

GASP!! *Fighter's NEXTream*, eh? Does it **LIVE** up to its **NAME**, or should it be renamed **YAWN!!** *Fighters' Nightmare*?

G.A.S.P!! FIGHTE NEXTRE



WHAT A NICE BACKDROP, I THINK I'LL JUST ADMIRE IT FOR A WHILE... OY! STOP IT! I'M ADMIRING THE SCENERY, YOU COW!

Memory Options

MEMORY: NONE
CONTROLLER PAK: SAVES SCORES AND EDITED CHARACTERS



$64,000 Question

- ⊕ COLOURFUL GRAPHICS
- ⊕ INTERACTIVE BACKGROUNDS
- ⊕ NEAT CHARACTER CREATION FUNCTION
- ⊖ NOT VERY RESPONSIVE CONTROLS
- ⊖ POOR ANIMATION
- ⊖ *HUGE* BORDERS – AND IT'S NOT EVEN PAL!

AFTER THE TOTALLY awesome... well, okay, the pretty damn good *Fighter's Destiny*, I was quite excited when the newest N64 beat-'em-up turned up in the 64 MAGAZINE offices.

Everything was fine as I hooked up an NTSC machine, popped in the cart, and turned on the power, preparing myself for some top one or two player martial arts action.

Sadly, it was not to be. Something had gone horribly wrong. *GASP* looked great initially, but the more I played it, the worse things got. It soon became apparent that far from building on the new standard set by *Fighter's Destiny*, *GASP* looked to be starting a downward slide back towards the horrific spectacle of *Clayfighter*. Could it really be that bad? Well, okay, it's not that bad, but it's definitely not the best.

So join me now, as I set aside my disappointment, my shattered dreams and my dashed expectations, and attempt to relate to you in a totally calm, unbiased and not at all 'fed-up-with-naff-beat-'em-ups' way, exactly what it is that *GASP* is all about. Here we go.

GASP is a beat-'em-up. Okay, you already knew that, but we had to start somewhere, didn't we?



WHEN YOU SUCCESSFULLY KNOCK OUT AN OPPONENT, YOU'LL BE TREATED TO AN EXTREMELY PSYCHEDELIC REPLAY – WEIRD MAN!

The fighters in *GASP* are va

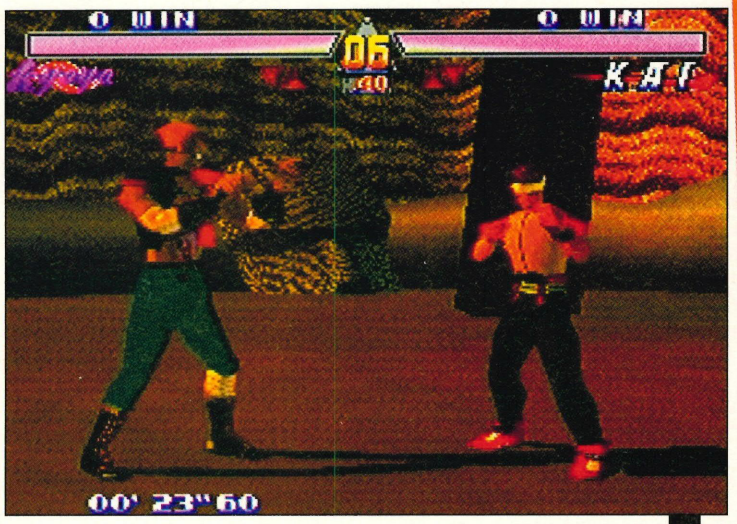
JACKANORY TIME!

As with most beat-'em-ups *GASP* probably has some convoluted storyline which explains exactly why a large group of mismatched fighters have gathered together to spend their time kicking hell out of one another. I say probably, because with the whole game being in Japanese, it's difficult to actually understand what's going on. The various characters do waffle something from time to time, which might be top dialogue explaining exactly why it is they've decided to kick your butt, or they might just be talking about their favourite TV show. Only interpreters – and, I suppose, the umpteen million people who have Japanese as their first language – will ever know.

However, this doesn't matter, because beat-'em-ups, no matter



THE CHARACTERS CAN MOVE AROUND FREELY DURING THE STARTING SEQUENCE, THEY JUST CAN'T DO ANY OFFENSIVE MOVES.



NOTICE THE RATHER UNFORTUNATE TEXTURING ON THE ROCKS IN THE BACKGROUND – NOT AS IMPRESSIVE AS OTHER LEVELS, THIS ONE.

RS' AM



HERE WE MEET IVAN, FRESH OUT OF THE PLAYER CREATION SECTION AND READY TO TRAIN – NOT SURE ABOUT THAT HAIR THOUGH!

what the software companies say, do not live or die on their storylines. A nice plot is a bonus, but what really matters is the quality of the gameplay.

ried and quite nicely drawn

Which in this case is a little unfortunate, but what can you do?

Combat in *GASP* takes place in a number of different arenas, and each one has its own unique interactive elements. The scenery in each area, far from being just something which is there for show, can influence the way in which the fight is fought. Or at least that's the theory. Walls can be knocked down, for instance, allowing the fighting to progress into previously inaccessible areas. Flat surfaces and crates can be used as part of complex techniques to make the fighters perform spectacular new moves. In certain areas the scenery conceals huge drops out of the ring, and the wall or fence must first be destroyed with a powerful technique before knocking the opponent out of the ring.



OKAY, IT'S AN NTSC GAME, SO WHAT THE HECK IS GOING ON WITH THESE BORDERS? I DREAD TO THINK WHAT'LL HAPPEN WITH THE PAL VERSION!

GOSH!

These interactive arenas are an excellent idea, but unfortunately their attraction is only limited. Most of the 'interactivity' comes down to an aesthetically pleasing effect, but doesn't actually help or hinder the combat that much. The bamboo poles in the first arena can be chopped down for instance, and the level itself is very reminiscent of that excellent

The Players

AS ALL THE DETAILS AND HISTORY OF THE CHARACTERS IN *GASP* IS WRITTEN IN JAPANESE, IF YOU GET THE IMPORT VERSION YOU JUST WON'T KNOW ANYTHING ABOUT THEM, AND WE CAN'T HAVE THAT, CAN WE? SO I HAVE TAKEN IT UPON MYSELF TO PUT MY THREE JAPANESE LESSONS TO GOOD USE AND TRANSLATE THE INFORMATION AS BEST I CAN. AND HERE IT IS!

HIMURO KAI



AGE: 18
HEIGHT: 172CM
WEIGHT: 68KG
PROFILE: KAI IS A YOUNG, FRIENDLY CHAP WHO MAKES A LIVING SELLING COLOURED BANDANNAS TO HIS FRIENDS AND FAMILY. HE HOPES ONE DAY TO START HIS OWN CLOTHING FIRM BUT CAN'T DESIGN, SEW OR CUT.

KIRYUIN MIKI



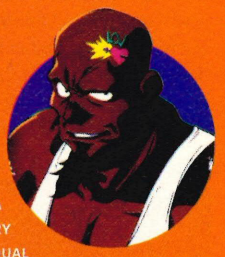
AGE: 20
HEIGHT: 174CM
WEIGHT: 65KG
PROFILE: THIS RED-HEADED FIGHTER HAS A TEMPER AS FIERY AS HER HAIR AND A NICE LINE IN DESIGNER CLOTHING. MIKI'S AMBITIONS ARE TO CURE WORLD HUNGER, ESTABLISH WORLD PEACE AND OWN THE WORLD'S BIGGEST COLLAR.

AGAMI CAROL RIN



AGE: 16
HEIGHT: 155CM
WEIGHT: 48KG
PROFILE: YOUNGEST OF THE FIGHTERS, RIN IS JUST BARELY OUT OF SCHOOL AND CERTAINLY SHOULDN'T BE TAKING PART IN VIOLENT COMBAT. THE PROBLEM IS THAT WHENEVER ANYONE TELLS HER THIS, SHE KNOCKS THEM OUT.

KILLER KONGON



AGE: 24
HEIGHT: 192CM
WEIGHT: 97KG
PROFILE: KONGON'S NAME BELIES HIS TRUE PERSONALITY. FAR FROM BEING A KILLER, HE'S A VERY SENSITIVE INDIVIDUAL WHO LIKES STAMP COLLECTING, FLOWER ARRANGING AND WALKING HIS PET POODLE, ALFIE.

HIYU SERINA



AGE: 17
HEIGHT: 165CM
WEIGHT: 57KG
PROFILE: SERINA IS VERY POPULAR WITH THE MALE *GASP* COMBATANTS, FOR REASONS SHE HAS YET TO FATHOM. HER AMBITION IS TO EARN ENOUGH MONEY FROM FIGHTING TO BUY HERSELF A MORE SUBSTANTIAL COSTUME.

YAEGASHI KAORU



AGE: 19
HEIGHT: 163CM
WEIGHT: 61KG
PROFILE: KAORU IS POSSESSED BY THE SPIRIT OF A LONG-DEAD JAPANESE FIGHTER PILOT, HENCE THE HEADGEAR. HE SHOWS NO FEAR, EVEN WHEN CONFRONTED BY SUPERIOR OPPONENTS – WHICH IS MOST OF THE TIME.

SAKAI YUMA

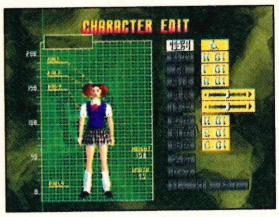


AGE: 26
HEIGHT: 187CM
WEIGHT: 87KG
PROFILE: SAKAI IS A WELL-ADJUSTED MEMBER OF SOCIETY, EXCEPT AROUND PEOPLE WHO MAKE JOKES ABOUT RICE WINE. HIS RATHER DANGEROUS LOOKING SCAR IS ACTUALLY A TATTOO HE GOT BECAUSE IT MADE HIM LOOK 'HARD'.

JINNONJI KYOYA



AGE: 27
HEIGHT: 182CM
WEIGHT: 79KG
PROFILE: ALTHOUGH HE GIVES HIS AGE AS 27, KYOYA IS ACTUALLY A 200 YEAR OLD ZOMBIE. HIS HOBBIES INCLUDE EATING THE FLESH OF THE LIVING AND HANGING AROUND CEMETERIES LOOKING FOR DATES.



First up it's time to choose the sex. Will you go for the slim, trim, level-headed, athletic sex, or will you choose the girl?



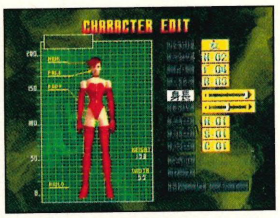
Next it's time to select a hairstyle from the choice of barnets on offer. Something a little cyberpunky, I think...



Facial expression is very important – it's essential for that post-match posing session in front of the cameras.



As every good fighter knows, it takes years to train your body to peak performance... or you could just pick a ready-made one!



Next up we need to decide on height – will you have a Harlem Globetrotter or a Tolkien's Hobbit?

Create Your Own Master!

If you're someone who's ever moaned about the lack of imagination when it comes to creating fighters in beat-'em-ups, then now's your chance to show how it's done! The *GASP* edit player facility allows you to create a vast array of characters and then train them to become master fighters.

PlayStation chop-'em-up, *Bushido Blade*. But after a while the novelty wears off. Even the extremely nice burning tripods in the cave level, which when knocked over set fire to the floor in a spread of burning fuel, don't really affect the gameplay very much. The flames *do* injure your fighter once the fire's been started, which is quite a clever effect, but this is the most 'interactive' that the scenery gets. Take the water you'll find on certain levels, for example – it doesn't seem to affect the speed of your fighter. Players standing in water move as if unimpeded by the fluid, even the really small ones.

The arenas seem to vary in graphical quality too, from very nicely drawn with neat little details (such as the burning tripods for example) to a lot more shoddily drawn with little or nothing to break up the monotony. One of the levels had rocks with the most appalling texture I have ever seen – you would almost be forgiven for thinking that the textures had been produced on the antique Sinclair Spectrum.



Nice punch... but where has his arm gone?

Golly!

One rather clever thing that the *GASP* programmers have attempted to implement here is the temporary translucent scenery. Because there are such a lot of objects on some levels, it would be very difficult to see the fighters a lot of the time. To counter this, the scenery automatically becomes translucent when the one of the fighters is at risk of getting obscured by it, and a semi-intelligent floating camera helps out too. Unfortunately, the use of this translucent effect sometimes means that your fighters spend a lot of time being viewed as if through a rather dirty fishbowl. On one level, for example, you'll spend virtually the whole of the round watching the combat through a wall. Oh, and the arenas are also rather small.

The fighters in *GASP* are varied and quite nicely drawn, although they can't really compare to beat-'em-ups on other formats. They range from a huge bald guy with a tattooed head to a small girl with pink bunches, and

Once you've trained up your cho



The cityscape in the background has searchlights playing across it. Very *Blade Runner*.

have a variety of unique moves in addition to the standard kicks and punches.

A welcome feature is the in-game move lists which can be accessed during play – as in *Fighter's Destiny* – and do away with the need to juggle between the manual and the control pad.

The highlight, and the saving grace, of this game is the 'create your own player' function. Using the in-game edit facility, you can create a fighter

Burning Lamp

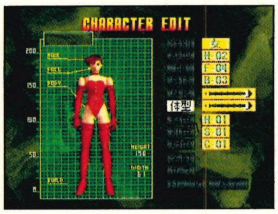
This is one of the more impressive interactive elements in the game – knock over the tripods with the burning bowls on top, and before you can say "London's burning", the place is alight! Even better, you can drive your opponent into the flames and watch their energy drop!











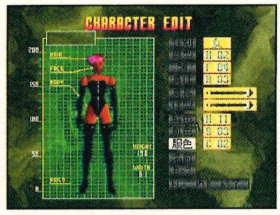
WEIGHT IS OBVIOUSLY AN IMPORTANT FACTOR, PARTICULARLY IF YOUR CHARACTER'S VERY TALL – ELSE THEY'D JUST BLOW AWAY!



THIS ABSOLUTELY MUST BE THE MOST IMPORTANT SELECTION – HAIR COLOUR. GET IT WRONG, AND YOUR FIGHTER REFUSES TO LEAVE HOME.



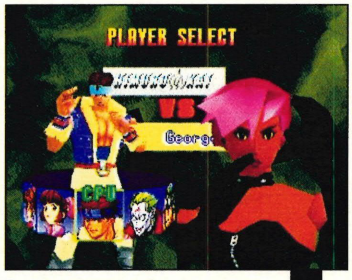
THINK YOUR FIGHTER LOOKS A BIT PALE? NO PROBLEM, WITH THE INSTANT SKIN COLOUR SYSTEM! SPECIAL TODAY ON ZOMBIE FLESH.



HMM... IS RED REALLY HER COLOUR? NO, I THINK BLACK IS A LOT MORE FETCHING – CAN'T GO WRONG WITH BLACK YOU KNOW!



AND THEN IT'S JUST A CASE OF PICKING A NAME – MY HAMSTER WAS CALLED GEORGE – AND YOU'RE READY TO TRAIN YOUR FIGHTER UP!



THIS IS GEORGE – SHE'S MAD, BAD AND DANGEROUS TO KNOW. OH, AND SHE DOES A NICE LINE IN BLACK UNDERWEAR.

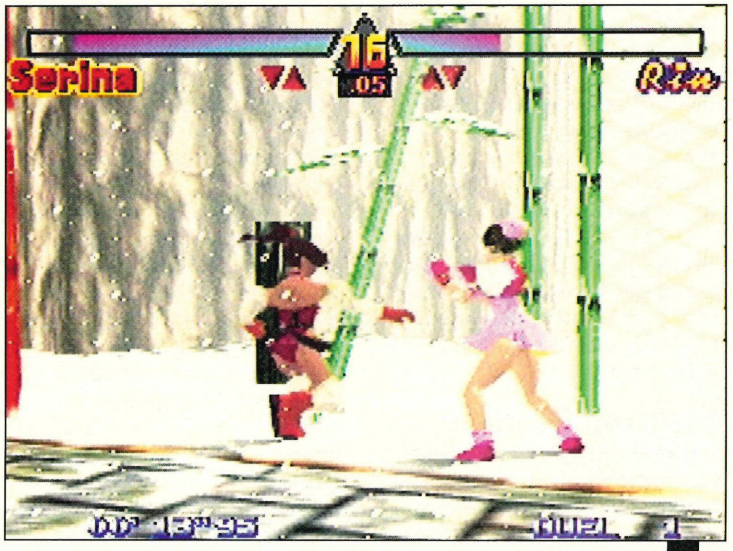


HMM... HE'S OBVIOUSLY SAYING SOMETHING – BUT WHAT? I MEAN, IT MIGHT BE IMPORTANT!

defining height, weight, sex, hair colour, hair style, facial characteristics, clothing and name. Once you've created your fighter, you can then train them.

Training involves pitting your different fighting style into your repertoire.

Once you've trained up your chosen character, they're ready for combat. And here's where it gets really interesting. By the simple expedient



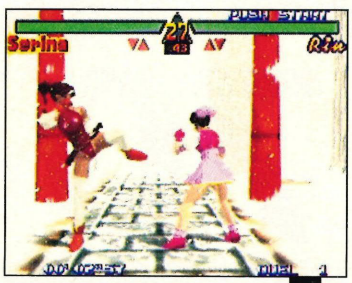
NOTE THE BAMBOO STALK IN THE BACKGROUND CRASHING TO THE GROUND. IT'S GREAT THE FIRST TIME YOU SEE IT, BUT THE NOVELTY SOON WEARS OFF...

sen character, they're ready for combat

combatant against the original fighters, and winning new moves from them. Each time you beat an opponent you can choose one new move from a choice of four. Manage to defeat the opponent perfectly, without getting hit, and you'll have the choice of up to eight new moves, the latter four being the more complex but also the most effective. You can take several moves from one fighter, or for variety take a couple of moves from several different fighters. In this way you can adopt something of every of having two memory cards, it's possible to pit your fighter against a friend's fighter. This opens up a vast array of possible combatants, with friends training up different characters with specific abilities, swapping fighters, starting their own league – the possibilities are almost endless!

GOOD GRIEF!

The only flaw with this whole idea is the gameplay. This is the one major flaw in the entire game, both the player-created fighters and the original ones – they're just not that much fun. At first, it's difficult to say exactly what it is that's wrong with the combat, after all, the characters are fast and colourful with a nice range of moves. But then why are the characters so fast? Is it because of the totally smooth, ultra fluid animations? Er, no. It appears to be that the characters move fast because the



AND IT'S SERINA VERSUS RIN – TWO GIRLS, EH? CLOSE YOUR EYES CHILDREN, THIS WON'T BE PRETTY...



AND THE WINNER IS... SUE! DOESN'T SHE LOOK GREAT? I DESIGNED HER YOU KNOW! ALL ON MY OWN... AREN'T I CLEVER?



NOTE THE LARGE BLUE IMPACT SPLODGE. EITHER SERINA IS A MEMBER OF THE ROYAL FAMILY, OR THERE ISN'T ANY BLOODSHED IN *GASP*.



MIKI VERSUS MIKI – HUMAN CLONING IN ACTION. IF IT COULD MAKE EVERYONE LOOK THIS GOOD, I'M ALL FOR IT!



SMACK! LOOK AT THAT EXPLOSION! THAT GUY'S HEAD MUST HAVE BEEN MADE OF SEMTEX OR SOMETHING!



DOWNRIGHT UNGENTLEMANLY BEHAVIOUR FROM SKATE PUNK KAORU AS HE STAMPS ON RIN'S GOLDEN GLOBES.

animation is, to be frank, 'incomplete'. To decrease the time it takes for a foot to rise into an high kick, instead of speeding the animation up, *GASP* simply uses fewer frames of animation. This means you don't actually see the foot move from A to B via C, it's just at A and then at B.

Obviously it's not quite as bad as all that – no-one would dare to bring out a game that bad, would they? But what it does mean is that the fighters' techniques often appear to be a little jerky, and unnatural.

Slowing Down?

The response time isn't good either. No matter how hard or how fast you hammer the joypad buttons, there always seems to be a time lag in your fighter's response. This can prove incredibly irritating.

Finally there's the problem of normal movement. Although the fighters can jump and kick with the best of them, when it comes to any kind of non-combative movement, they're limited to side-steps and minute shuffles backwards and forwards. With all the interactive scenery, it would be useful to be able to move around more freely to make use of it, but this isn't practical. You find that if you do try to shuffle your way backwards to get to somewhere, you'll inevitably get thumped by your opponent.

Although jumping can cover some distance, it's obviously not as versatile as running would be. In fact, you tend to find that most of the time the fight gets concluded in a fairly flat fight with the players finishing not very far from where they started out.

Basically, *GASP* is a bit of a disappointment. The unresponsiveness and annoying inability to move very freely around the not-very-interactive backgrounds can prove very tiresome, and if it wasn't for the player edit feature this game might very well be looking dangerously like another *Clayfighter*. As it is, the game is reasonably fun, if you can get over the annoying handling problems, and the edit function should hopefully have you going back to it for quite a while to come. Don't show it to any PlayStation *Tekken 3* fans though, or they'll probably hurt themselves laughing. ***GASP* WAS SUPPLIED BY THOSE FRIENDLY, HELPFUL CHAPS AT JOYPAD. GET THEM ON (01202) 311611.**



I BELIEVE I CAN FLY... I BELIEVE I CAN TOUCH THE SKY... ER, WHAT WERE WE SUPPOSED TO BE DOING HERE AGAIN? WHAT? FIGHTING? OH YEAH...



THE BIG-HAIRED 70S THROWBACK THAT ANDY CREATED LAST ISSUE MAKES A COMEBACK AS ROY RUTHLESSLY PLUNDERS HIS MEMORY CARD.



INVASION OF THE THERMONUCLEAR NADS! KAI'S 'AREA' GOES UP IN FLAMES AS HE RECEIVES A FIRM KNEE TO THE PACKET. THAT'S GOT TO HURT!

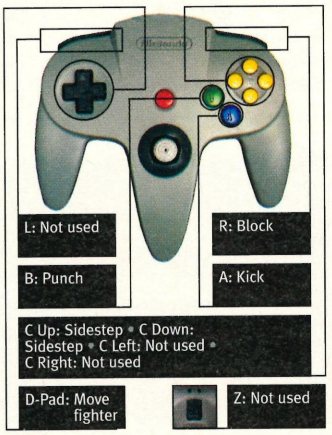
2nd opinion

GASP SO DESPERATELY WANTS TO BE A SEGA-STYLE BEAT-'EM-UP, AND IT COMES PRETTY CLOSE, BUT DOESN'T QUITE HAVE THE PUNCHING POWER TO MAKE IT THROUGH TO THE TOP RANK OF FIGHTERS. THAT SAID, I THINK ROY'S BEING A BIT HARSH – THE FIGHTER CREATION OPTION IS GREAT, AND IT MAKES YOU WONDER WHY NOBODY'S DONE IT BEFORE. ANDY MCDERMOTT

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Fighter's Destiny: Ocean (£54.99)
Reviewed: Issue 11, 92%
Mace: The Dark Age: GT Interactive (£59.99)
Reviewed: Issue 7, 76%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

70%

Soundbite:
NO SO MUCH A GASP AS A MILD YAWN OF A GAME!

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Ninf... | Cartridge | 64 M. | Rumble Pak

Publisher: Konami | Developer: Konami | Game Type: 3-D platform | Origin: Japan | Release Date: Out now | Price: £59.99

Written by Roy Kim...

MYSTICAL N STARRING G



Singing **ALIENS**? Magical fortune **DOLLS**? It could only be the **ENGLISH** translation of that excellent but **WEIRD** Japanese game, *Goemon*!

THIS GAME WAS RELEASED A while ago in Japan, under the title of *Ganbare Goemon*. Although it was generally considered to be a well designed game with a lot of neat puzzles, the masses of Japanese text made it very difficult to comprehend what exactly was happening tended to take a lot of the fun out of it.

Now the star of the original game, magical Goemon himself, is back in a translated, renamed version, entitled *Mystical Ninja Starring Goemon*. The story is fairly convoluted, but can be summarised as follows.

Two mysterious aliens have arrived in Japan, and through a combination of advanced technology and a rather warped sense of humour, they have begun to transform various Japanese landmarks and kidnap various members of the population to use in an – as yet – mysterious scheme.

Save Japan from a fate worse than And

Enter our heroes, Goemon and his fat friend Ebisumaru. We meet them as they are thrown out of a shop because Ebisumaru decided he could get a discount if he took off all his clothes and did a dance for the shopkeeper!

After a quick trip home for Ebisumaru to get dressed, the dotty duo set out to find out who the mysterious aliens are, what they are planning for Japan, and how exactly they can be stopped. It's a journey which will take them all over Japan, and they'll need to make friends along the way. Two friends in particular will join them on their quest, individuals with their own unique powers which are essential if Goemon and co hope to save Japan from a fate worse than Andrew Lloyd Webber.



YOU'LL ENCOUNTER THE WARTIME KABUKI ROBOT FAIRLY EARLY ON IN THE GAME. FORTUNATELY, YOU'VE GOT YOUR OWN ROBOT, CALLED 'IMPACT'.

$64,000 Question

- ⊕ HUGE 3-D ENVIRONMENT
- ⊕ MANY AMUSING INTERACTIVE CHARACTERS
- ⊕ LOTS OF BIZARRE PUZZLES
- ⊖ FLOATING CAMERA ANGLE CAN BE ANNOYING
- ⊖ IRRITATING 3-D JUMPING IN PLACES

Memory Options



MEMORY: NONE

CONTROLLER PAK: ALLOWS STORING OF GAME PROGRESS AT SPECIFIC SAVE POINTS

It's So Much Easier With A Loyalty Card...





THE SHOPS IN JAPAN OUGHT TO CONSIDER SETTING UP LOYALTY CARD SYSTEMS, LIKE THEY DO OVER HERE. THEN PERHAPS CUSTOMERS LIKE EBISUMARU WON'T TRY TO FIND OTHER WAYS TO GET A DISCOUNT AND PASSERS-BY WON'T BE TREATED TO THE SPECTACLE OF A NAKED FAT BLOKE GETTING THROWN OUT OF A GROCERY STORE!





ystical Ninja Starring Goemon

INJA OEMON



It's An RPG, Isn't It?

Some aspects of *Mystical Ninja* will be familiar to those of you who have previous experience on RPGs, such as the character control method. Rather than guiding the characters around on-screen in a group, or moving them separately, you only actually see one of them at a time, and this character represents all of the others. For much of the game, it doesn't matter which of the characters you use to move the group around – it comes down very much to personal preference. Certain obstacles, however, can only be overcome through the use of a certain character's specific abilities or weapons. For instance, there are the

rew Lloyd Webber!

heated platforms that you come across some way into the game which can only be crossed through the use of a special ice weapon used by a short punk-like character called Sasuke. Before you can conquer these platforms, you'll first have to find the ice weapon... and Sasuke!

Another RPG aspect to *Mystical Ninja* is the interaction with other characters within the game. Although much of the game is linear in nature, in that you have to do certain things in a certain order, it won't be immediately obvious what those tasks are, or in what order they should be done. To find out what to do, and when and where to do it, it's necessary to talk with the various inhabitants of Japan, ranging from ordinary townsfolk through talking dogs to hippie fortune tellers.

Some of the characters will give you helpful hints, some will tell you outright what you have to do next, and some will just make humorous remarks. You can't tell who will be helpful and who won't, since what the characters have to say changes as you progress through the game, so it's best to just talk to everyone at every opportunity.



WITHIN THE COFFEE SHOPS YOU'LL FIND ALL MANNER OF PEOPLE. TALK TO THEM FOR MAPS, CLUES AND ENERGY.



THE LANDSCAPES ARE COLOURFUL AND WELL-DRAWN. AT TIMES THE GAME DOES SUFFER FROM POP-UP, BUT HERE YOU CAN SEE FOR QUITE A DISTANCE.



WE THOUGHT THEY WERE CALLED LUCKY CATS, BUT APPARENTLY THEY'RE SILVER FORTUNE DOLLS. COLLECT FOUR OF THESE FOR AN EXTRA POINT ON YOUR ENERGY BAR.

The Village Gossip. She'll be up on who's doing what with whom in and around town. Will she be any use though? Only time will tell...

The Old Man. This old chap wanders around spouting complete nonsense at every opportunity. Presumably he's the local MP.

The Police Officer. A friendly fellow – as long as you're honest – the officer can be questioned for information. What to ask him though?

The Teenage Girl. This young lady is full of strange information on the alien visitors, but is it accurate or just too much MTV?

The Thief. A shifty-looking character, the thief cannot be trusted... er, because he steals things. Keep well clear of him or it'll cost you!

Men In Brown. You've heard of the Men In Black? Well these are the Japanese equivalent. Here he 'advises' Goemon on the UFO.

The Kid. Like the scary youngsters in *Children Of The Corn*, all kids in Japan look the same. And they all appear to be totally mad too...

Chuppy The Dog. He's a dog, he talks. What more can you say? Chuppy's not much use at first, but perhaps he'll have more to say later...

The Aspiring Swordmaster. This chap is devoting his life to mastering the sword. Apparently this involves a lot of standing in corners.

The People You Meet...

You'll meet a huge number of people in each town, all of whom have something to say. Some of them are helpful... some of them are not!

Are *You* Talking To *Me*?

As with other RPGs, in the same way that certain tasks can only be performed by specific characters, sometimes you will need to have selected a specific character when chatting with someone to get the desired response from them. Sometimes you'll get clues from the townsfolk and various minor characters that you meet in your wanderings around Japan, other times you may find it possible to buy clues for a small fee in certain places, and sometimes it becomes just a case of experimentation – assuming different personalities and talking to the same people again.

Unlike RPGs, a lot of the action in *Mystical Ninja* is arcade based. Battling monsters for instance, is not done with attack rolls and experience points, instead it's your basic 'run-around-and-deck-'em-all' kind of thing. A lot of the time the game is like a platform adventure, in that you need to make precision jumps across stationary and moving platforms. It is here that the gameplay falls down somewhat, since in certain situations pinpoint jumps are made extremely



YOU'LL FIND THESE COFFEE SHOPS SCATTERED THROUGHOUT JAPAN. THEY PROVIDE SANCTUARY AGAINST ATTACK, AND DO A NICE LINE IN OCTOPUS DUMPLINGS... ER, WHICH IS A GOOD THING?

You Wot?

When a game like *Mystical Ninja* is translated from Japanese, it often ends up with some very strange sentences, due to the fact that often there will be words in both languages which don't directly translate.

To show how this can happen in any language, we fed a simple sentence about the game through the AltaVista translation engine on the Internet, then translated it back into English to see what we ended up with. Here are the results...

Original Text

Mystical Ninja is a game about a small, blue-haired fellow named Goemon, who has to travel through Japan thwarting the plans of a couple of evil aliens intent on making the country their personal soundstage.

From English to French and Back

Mystical Ninja is a play about small, blue-haired comrade named Goemon, which must travel by Japan thwarting the plans of a couple from attentive bad abroad on making with the country their personal noise-stage.

From English to German and Back

Mystical Ninja is a play over a small, blue-shark-talks companion, who is designated Goemon, which must travel by Japan, the plans of a pair of the bad foreigners defeated, who verse-eat the country of their personal tone stage on forming are.

From English to Italian and Back

Mystical Ninja is a game approximately a small, connects called blue-haired Goemon, that it must cross through Japan that contrasts the programs of one brace of the diabolic aliens attention on rendering to the country their personal sound-phase.

From English to Portuguese and Back

Mystical Ninja is a game on a small, blue-haired friend nominated Goemon, that has that to travel through Japan that thwarting the plants of a pair of the intent foreigners evil in making to the country its personal sound-period of training.



Sasuke comes face to face with one of the nastier obstacles, a floor full of moving spears. You'll need to watch for the pattern before you cross.



The leaders of the alien forces are devious, super-intelligent and have a nice line in witty repartee – just not at this precise moment.

difficult by a combination of the floating camera and the control system. This is because the directional controls rely on the camera direction for their orientation – if the camera moves around, then the up, down, left and right controls all change relative to it. A case in point is one of the sub-games you must complete to obtain a magical power for one of Goemon's friends. The game consists entirely of climbing a pole by way of platforms which rotate and change in size, and this task is hampered considerably by the control system, turning what should be an amusing little sub-game into a frustratingly difficult task which could hold you up for hours.

Kill The Robots!

Although not divided up into levels as such, *Mystical Ninja* does nevertheless hold various bosses and sub-bosses who act as the equivalent to end-of-level markers. The tone of the game is very non-violent, so to get around the fact that you spend a lot of the game bashing, squashing or slicing up all manner of strange creatures, from floating dogs to short fat girls in party dresses, the plot explains that these are all robots, the implication being that it's okay to massacre them because robots aren't alive. Obviously no-one remembers *Short Circuit* and the endearing Number Five!

The bosses are all bigger robots that you either take on while on foot, or inside the belly of your own gigantic super-robot Goemon Impact which boasts a variety of special weapons. Before you face off in your giant mechanical Goemon, a short arcade sequence occurs in which you need to destroy as many buildings and town defences as possible to gain extra energy – which seems bizarre, considering that the whole point of the game is to defend Japan, not raze it to the ground!

Having played both the original Japanese *Goemon* and now *Mystical Ninja*, I can safely say that the translation of the text makes an awful lot of difference to the gameplay. With the original version, unless you happened to be gifted with a knowledge of the Japanese language, it was basically a case of running around blindly and discovering what to do by trial and error. With the English version, not only does it make it easier to work out what you're doing, but you actually know *why* you're doing it. The whole game becomes a lot more fun, because as you go along a storyline slowly unfolds allowing you to get a lot more out of the game.

Take the town sections for instance. Previously it was simply a case of moving through the town until you found a character who, through pressing a certain combination of buttons, would give you the next part of a puzzle. Except you didn't know what the puzzle actually *was*! Now it's actually good fun in the towns, chatting to the locals and discovering the variety of shops and facilities that are dotted around the district. The people are funny, and often helpful, particularly when you're stuck for what to do next. In the Japanese game, they were just mobile scenery.

Should keep you puzzling for a lo



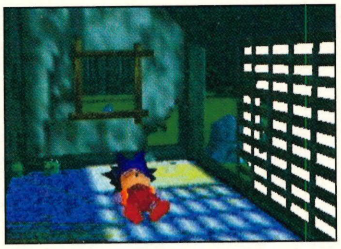
The hero of the adventure, Goemon is mad, bad, and carries a pipe (no slippers) so don't mess with him. Hair by Maurice.



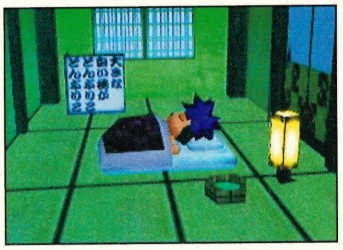
Goemon's faithful friend Ebisumaru. His magical weapon is the meat mallet, which turns enemy robots into food. Weird, but effective!



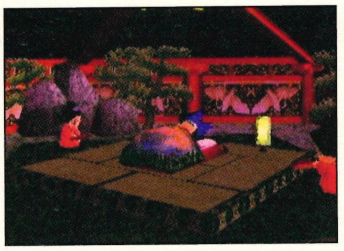
Doing her bit for sexual equality, Yae, the only female in Goemon's party wields a deadly sword. She's also quite good with a flute.



THE BRONZE ROOM. THE CHEAPEST OF THE ROOMS, THIS WILL REPLENISH A LITTLE OF YOUR ENERGY. FINE, IF YOU DON'T MIND SLEEPING ROUGH.



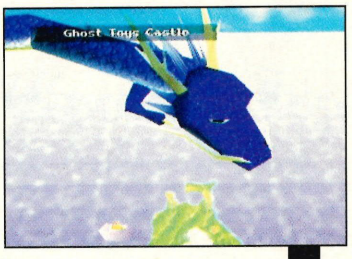
THE SILVER ROOM. A BIT MORE EXPENSIVE THAN THE BRONZE, BUT YOU'LL RECOUP MORE ENERGY FROM IT. NICE WALL FURNISHINGS TOO...



THE GOLD ROOM. HORRENDOUSLY EXPENSIVE, BUT COMPLETELY RECHARGES YOUR ENERGY. AND THEY LAY ON A COUPLE OF EN-SUITE GIRLS TOO... COOL!



WHEN YOU'VE MANAGED TO FREE THE DRAGON, YOU'LL BE ABLE TO SUMMON IT AT WILL FROM ANY OPEN AREA BY BLOWING ON THE MAGIC FLUTE.



THIS IS FEUDAL JAPANESE VERSION OF THE CHARTER FLIGHT. THE DRAGON WILL TAKE YOU ANYWHERE IN JAPAN, PROVIDED YOU ALREADY KNOW HOW TO GET THERE.

A Room, Sir?

THE HOTEL IS ONE OF THOSE THINGS THAT BECOMES MORE USEFUL WITH THE ENGLISH TRANSLATION. ORIGINALLY, WE KNEW IT WAS A SAVE POINT, BUT THAT WAS ALL. IT TURNS OUT THAT YOU CAN ALSO TAKE A ROOM FOR THE NIGHT TO REPLENISH YOUR ENERGY!



LOOKS FAMILIAR...

Graphically the game has changed very little from its Japanese counterpart. One immediately noticeable difference though is the redesign of the boxes which Goemon utilises to travel across gaps that are too wide to jump. In the Japanese version of the game, the pattern on these boxes looks dangerously similar to the swastika symbol, recognised widely since World War II as the symbol of the Nazi party. Whether or not they don't consider it to be the same in Japan – I'm told that the swastika was originally a Buddhist symbol, carrying no negative connotations at all – it appears that Konami have rather wisely removed the offending symbol from the English-language versions of the game, replacing it with the less offensive star symbol. Of course, the star is the symbol of communist China, so will people have a problem with that? Only time will tell... perhaps they should have used something no-one is offended by, like the head of a Tellytubby.

ng time to come

All in all, *Mystical Ninja*, now translated, has become an enjoyable, fun-filled game which should keep you puzzling for a long time to come. My only criticism is the fact that a lot of the tasks rely on jumps which are made far too difficult by the annoying camera-related control system, and this is a shame, because the rest of the game has been so well thought out. Even this irritant though cannot spoil what is an extremely good, very funny 3-D adventure. R64



ONE OF THE MANY PUZZLES IN *MYSTICAL NINJA*, THIS 'REMOTE GRAB' GAME INVOLVES JUMPING ON THE CONTROL BUTTONS TO GRAB AN ITEM BEHIND THE GLASS.

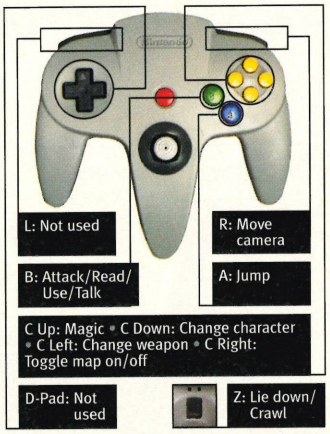
2nd opinion

I DIDN'T THINK MUCH OF THE JAPANESE VERSION OF *GOEMON* WHEN IT CAME OUT, BECAUSE I COULDN'T WORK OUT WHAT THE HELL I WAS SUPPOSED TO BE DOING. NOW THAT IT'S IN ENGLISH, I'VE GOT TO ADMIT THAT IT INSTANTLY BECOMES A WHOLE LOT MORE FUN. THERE'S STILL A BIT TOO MUCH WANDERING AROUND IN BIG OPEN SPACES, BUT AT LEAST NOW YOU KNOW WHERE YOU'RE SUPPOSED TO BE GOING. IT'S NEARER TO *MARIO* THAN THE RPG IT OCCASIONALLY TRIES TO BE, BUT *MNSG* IS STILL WORTH GETTING. LOZ COOPER

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Bomberman 64: Nintendo, £49.99
Reviewed: Issue 9, 86%
Super Mario 64: Nintendo, £49.99
Reviewed: Issue 1, 94%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

85%

Soundbite:
WEIRD, AMUSING 3-D ADVENTURE THAT ALMOST MAKES LESS SENSE IN ENGLISH THAN IT DID IN JAPANESE!

Written by Roy Kimber

Ninfo

Players | Cartridge | 64 M | Rumble Pak

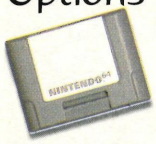
Publisher: Midway
Developer: Midway
Game Type: Arcade smash-'em-up
Origin: USA
Release Date: Out now (import)
Price: £56.99

Another arcade **CLASSIC** hits the N64, but will it be a **MONSTER** hit or a prehistoric **FLOP?**

RAMPA WORLD

Memory Options

MEMORY: None
CONTROLLER PAK: Saves scores and tour position

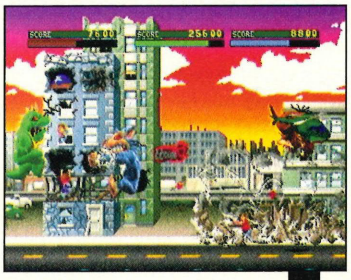




$64,000 Question

- ⊕ Bright, colourful graphics
- ⊕ Amusing audio soundtrack
- ⊕ Fast, smooth animation
- ⊖ Gameplay quickly becomes repetitive

WHEN *RAMPAGE* FIRST appeared in the arcades way back in the mists of time, it was an unusual idea. The gameplay involved controlling a massive mutant creature and rampaging through various cities, destroying the buildings, trampling the armed forces and eating little old ladies. It must have been a bit of a gamble at the time, when shoot-'em-ups were the most popular games, but someone had obviously noted kids' propensity for violent destruction and, sure enough, everyone took to the game like King Kong to the Empire State Building.



BOUNCING ON BUILDINGS IS A VERY EFFECTIVE WAY OF BRINGING THEM DOWN FAST.

Rampage soon made the transition to the home computer market, with versions being released on both the Sinclair Spectrum and the Commodore 64, amongst others. Even on these machines, with their limited capabilities and primitive graphics, this destructive demolition game met with great success. There was just something *so* satisfying about finally toppling the buildings and eating that last annoying sniper.

Now, after what must seem like an interminable wait, *Rampage* is back, revamped, reworked and ready to rock!

DEVASTATINGLY GOOD?

Rampage World Tour is the N64 take on the original coin-op. Basically the storyline behind the game runs as follows. You and two friends have been affected by chemicals from a massive chemical company called Scum Labs and mutated into huge monstrous creatures – a giant gorilla, a huge werewolf and a massive lizard.

You're a little bit miffed about this, as you would be – imagine how difficult it must be to find shoes when your feet are the size of cars – and so you and your gargantuan pals set out to sort out Scum Labs by trashing their complexes around the world, causing as much chaos and damage as you can along the way.

Which is basically where the game starts. You're introduced to the game by a panicky news reporter with a story of huge beasts rampaging through a city. Then your characters appear, grin at you, descend to street level, and it's time for the devastation to begin!

The Cast!

YOU CAN PLAY *RAMPAGE* AS ONE OF THREE MUTANT BEASTS! THEY DON'T DIFFER IN THEIR ABILITIES, SO IT'S REALLY JUST A MATTER OF AESTHETIC PREFERENCE. DO YOU PREFER HAIR OR SCALES?



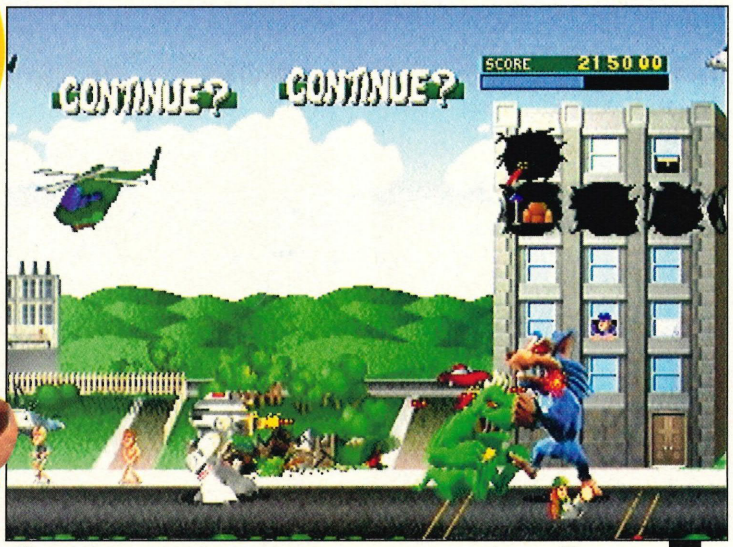
GEORGE
A LOVEABLE KING KONG-A-LIKE!



LIZZIE
THE GODZILLA CLONE!



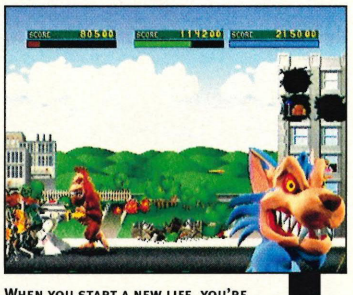
RALPH
ERM, A HUGE WOLF!



WHEN YOUR ENERGY RUNS OUT, YOU REVERT TO HUMAN FORM – AND YOU'RE NAKED! THE SMALL GUY ON THE LEFT IS GEORGE.

Rampage is bac

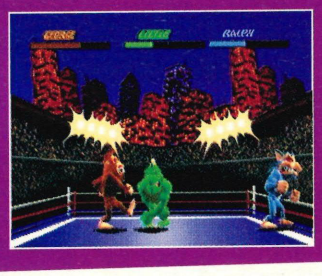
The characters in *Rampage* have three basic moves; a kick, a punch and a jump. You start the game standing in the street in front of some buildings, with a few people screaming and maybe the odd car or

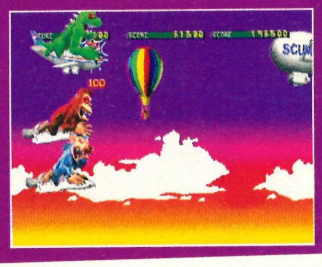


WHEN YOU START A NEW LIFE, YOU'RE GREETED WITH A MALEVOLENT GRIN FROM YOUR CREATURE BEFORE THEY JOIN THE ACTION.

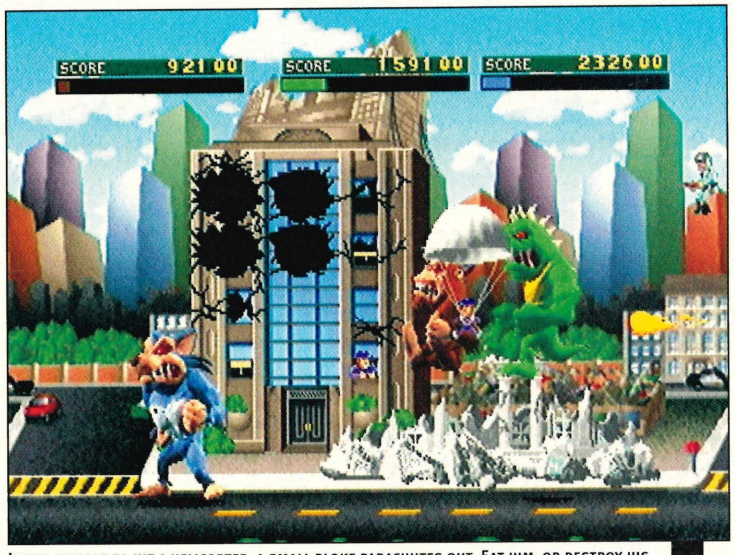
Bonus Games

EVERY SO OFTEN THE CARNAGE IN *RAMPAGE* WILL BE BROKEN BY THE INTRODUCTION OF A SUB-GAME. ONE OF THEM IS A STRAIGHTFORWARD FIGHT TO THE DEATH BETWEEN THE PLAYERS (A TRIFLE DULL IN ONE-PLAYER MODE THEN?). ANOTHER INVOLVES RIDING AIRCRAFT AT SPEED THROUGH THE SKY, PICKING UP CERTAIN OBJECTS AND AVOIDING OTHERS.





GE TOUR



IF YOU MANAGE TO HIT A HELICOPTER, A SMALL BLOKE PARACHUTES OUT. EAT HIM, OR DESTROY HIS 'CHUTE AND WATCH HIM CRASH DOWN!

policeman. To begin your reign of terror, you need to climb onto a building and this is accomplished by moving to the side of it and pressing up. Once hanging on the building, you can kick or punch it to slowly destroy it. Punching is slower than kicking, but can reveal bonus items or people, who can then be grabbed and eaten. Kicking the building will devastate the place faster, but you pick up fewer bonuses this way.

For the fastest rate of destruction, you need to climb onto the roof of the building and pound it repeatedly with your fist, sending shockwaves down through the entire structure. Some buildings will also have bouncy roofs, which you can jump upon to squash the building in record time.

Each structure can take a certain amount of damage before it collapses, at which time you need to jump off, or get brought down with it, losing energy in the process.

To begin with, the opposition to your destructive rampage is fairly sparse – just a few people with guns and maybe the odd helicopter. As you progress from town to town and country to country, your opponents increase in number and strength, and you'll run into all manner of armed enemies, from jet fighters to little ED-209 style battle robots.

Hidden Dangers

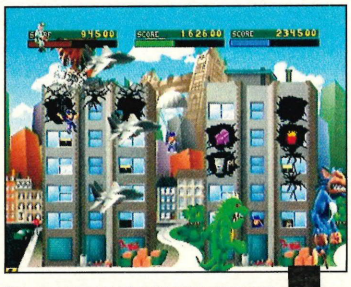
Apart from the direct opposition, your creatures are going to encounter other hazards. Neon signs for example, will electrocute you if you punch them when they're on. Some stages have large areas of water which swallow you and can make it difficult to get onto buildings, and in addition to the bonuses you can uncover within buildings, you'll also find a number of rather less tasty objects that have detrimental effects if you grab for them.

I have to admit that I haven't played *Rampage* in the arcade all that much, but it does appear that this is a fairly faithful conversion, reproducing the graphics and the gameplay extremely well. The action is fast and furious, with a lot of humorous animation sequences when certain things happen – if you inadvertently punch another monster, for example, they jump on each other and have a brief fight, complete with a cartoon-style cloud of dust.

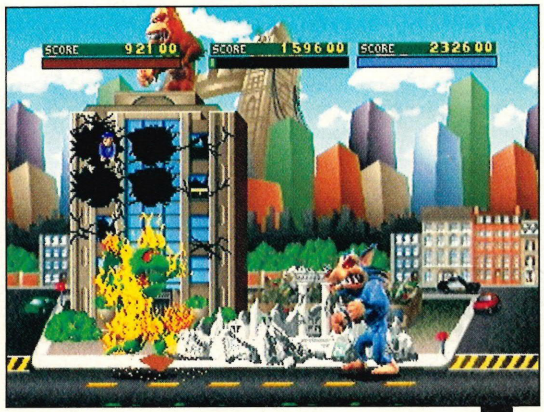
There are, however, a few niggles. One of these is the problem that you can't hold onto one building and strike another. I'm not sure whether this was in the arcade version, but on home computer versions you certainly used to be able to lean out and destroy a building whilst hanging onto another one. In this version, you have to physically climb onto every building.

And the buildings themselves seem just too weak. Without meaning to sound like an old fuddy-duddy, I can

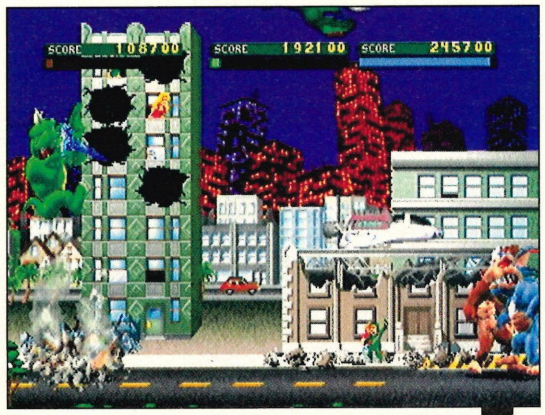
k, revamped, reworked and ready to rock!



HELICOPTERS AREN'T THE ONLY AIRBORNE ENEMIES TO WATCH FOR – JET AIRCRAFT MOUNT ATTACK RUNS THROUGH THE CROWDED CITY.



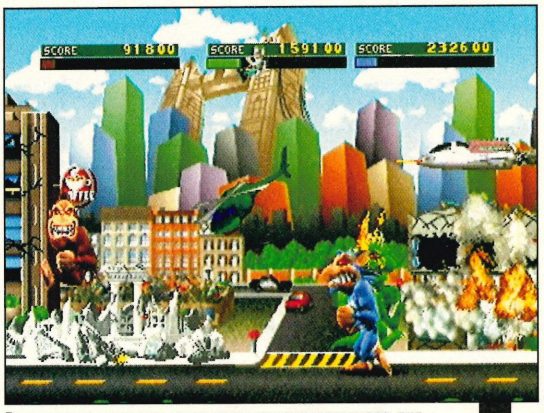
ON LATER LEVELS, EXTREMELY ANNOYING BLOKES WITH JETPACKS CARRY FLAMETHROWERS, AS LIZZIE JUST FOUND OUT!



WITHIN CERTAIN BUILDINGS YOU'LL FIND SUCH OBJECTS AS WASHING MACHINES. DON'T GRAB THEM, OR THE LEAK KNOCKS YOU DOWN.



HELICOPTERS ARE ANNOYING, AS THEY ARE DIFFICULT TO REACH, AND DIVE ON YOU WITH MACHINE GUNS BLAZING.



RATHER THAN TRYING TO DESTROY THE MUTANT CREATURES, THE GOVERNMENT OUGHT TO HIRE THEM AS A DEMOLITION TEAM!

remember playing the Spectrum version, in which to destroy a building you'd have to strategically hammer it at certain key points until it fell. In the N64 version, you pretty much hit the building anywhere you like, and the whole place just comes crashing down. Whilst this does actually speed things up, it also makes everything a lot easier, and this is the other real problem with *Rampage* – there's no real challenge to it. The game gives you infinite credits, so when you die you can just keep coming back. This, combined with the ease with which the buildings fall, means that there's no particular skill required to complete the game – you just keep hammering things and then restarting when you get killed. There's no incentive to preserve energy, or search for food, because you can just start anew if you die. This basically means that you will eventually find yourself going from level to level while everything starts to get... well, 'bland'. Even the variety of enemies, the various locations around the world and the different ability power-ups you find don't really serve to postpone the boredom for long.



SCUM LABS – PROBABLY THE WORST THOUGHT-OUT PHARMACEUTICAL COMPANY NAME IN THE WORLD!



WATCH OUT FOR BURNING WRECKAGE, AS IT'S NOT GOOD ON LARGE MONSTERS WITH BARE FEET!

It's Not Bad Though...

Don't get me wrong, *Rampage* is fun to play, particularly if you get together with two friends for a destruction derby. However, there's little on the N64 version to really distinguish it as an N64 game. Graphically, aside from a few little between-level clips, the game is practically identical to the PlayStation version, which is not to say that it's bad, but if you were hoping for N64-driven 3D graphics – forget it!

All in all, *Rampage World Tour* is still an entertaining game, it's just a little disappointing. Fans of the arcade machine will doubtless love it, but as for anyone else, particularly anyone who ever had a home computer version, it'd be best to try before you buy. After the first 15 minutes or so, you'll have a fairly good idea of what it's like.

***RAMPAGE WORLD TOUR* WAS SUPPLIED BY SKILL ACADEMY, (0181) 567 9174.**



NOTE THE JUMBO JET PASSING NEAR THE TOP OF THE SCREEN. WOULD IT REALLY BE FLYING THAT LOW, OR IS THE PILOT LOST?



HERE WE SEE LIZZIE DEMONSTRATING HER JAPANESE HERITAGE THROUGH THE USE OF A NIFTY FLYING KICK...



HERE WE SEE LIZZIE KICKING GEORGE WHILST RALPH ATTEMPTS TO LEARN HOW TO FLY.

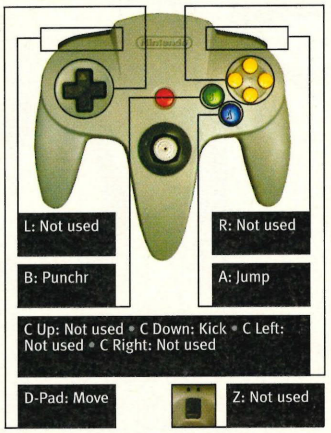
2nd opinion

THERE'S NO DENYING THAT *RAMPAGE WT* IS A FUN-FUELLED MARATHON OF DESTRUCTION, BUT WHAT WORRIES ME IS THE LONG-TERM APPEAL OF THIS GAME. THE FIRST FEW HOURS ARE VERY ENJOYABLE, BUT AFTER THAT THINGS GET VERY REPETITIVE AND BORING. ULTIMATELY, THE CITIES ALL BLEND INTO ONE AND YOU CAN'T BE ARSED TO PLAY ANY MORE. SHAME. RYAN BUTT

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Blast Corps: Nintendo (£59.99)
Reviewed: Issue 3, 82%
Blast Corps is really the only comparable game – and that's only because they both deal with mass destruction!

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

80

Soundbite:
A FAIRLY FUN CARTOON SMASH-'EM-UP THAT PROBABLY WON'T KEEP YOU GOING BACK FOR MORE.

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Written by Roy Kimber

Ninfo

Players | Cartridge | 128 M. | Rumble Pak

Publisher: Nintendo
Developer: Nintendo
Game Type: Platform
First reviewed: Issue 10 (Japan)
Release Date: Out now
Price: £49.99



One of the three Special Hearts on this level. You need to collect all three to get a choice of four levels on the next page.



By shoving this question block underneath the passageway, Yoshi will be able to use it to reach the Special Heart just out of view on the next screen up.

YOSHI'S S

Yoshi's Story was too easy when it was in Japanese. Now that it's in English, is it going to be even easier?



What can I say about this game that hasn't already been said? Regular readers will know that Andy did a ten page review of the original import version of *Yoshi's Story*, and being the efficient editor-type that he is, he more or less covered everything of note in the game.

Rumour had it that the UK version of *Yoshi's Story* was going to be made more difficult through the inclusion of 'letter blocks' hidden in devious locations which would, once collected, provide a top new ending. Sadly, these haven't materialised.

A few things *have* been changed in the game, although the changes are primarily aesthetic – graphical tweaks and the like. We'll deal with those in more detail a little later. Before that though, let's run over the game for those aliens among you who've only just arrived on Planet Earth and are thus unaware of *Yoshi's Story* and the cute little dinosaur who gives the game its name.

Having started as a support character in *Super Mario World* back on the SNES, Yoshi eventually appeared in his own game on the console, the absolutely superb *Yoshi's Island*.



One of the underwater sections contains this eel-like thing which pursues you relentlessly, and moves through walls!

Memory Options



Memory: Stores levels once you've completed them, high scores, and bonus Yoshis

Controller Pak: N/A



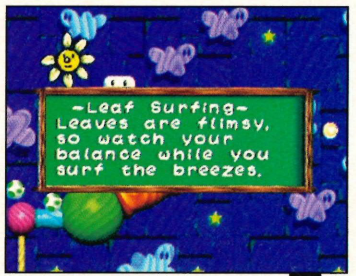
PAL Performance

- How does the UK version compare in terms of speed to the import cart?

Borders: Negligible

Speed: No real noticeable drop in speed

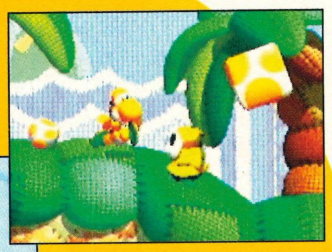
Yoshi finally g



Forget hang-gliding, Baby Yoshi gets to go leaf surfing! The leaf speeds up when it dips, but it can't drop too far or Yoshi's done!

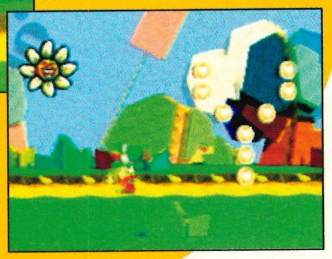
What's New?

HERE'S A FEW THINGS THAT HAVE BEEN ALTERED FOR THE ENGLISH TRANSLATION OF *YOSHI'S STORY*.





NO LONGER THE PLAIN GREEN EGG-BOXES FOR YOU! NO, THESE YOSHIS GET COLOUR-SPECIFIC EGG BOXES... OOH!



THESE CHILLIS ARE HOT, AND BABY YOSHIS DON'T LIKE THEM! INADVERTENTLY EAT THEM, AND YOU'LL FIND THAT YOU LOSE ONE PETAL OF ENERGY.

DISCOVER CERTAIN BONUS ITEMS, AND INSTEAD OF JUST COINS, YOU'LL GET COINS IN A PATTERN WHICH SPELLS OUT A LETTER... TRY AND CONTROL YOUR EXCITEMENT.



FIND THE BLACK YOSHI, AND YOU CAN USE HIM ON LATER LEVELS. HE'S FASTER THAN THE NORMAL YOSHIS AND ALL FRUITS ARE HIS FAVOURITE!

TORY





THIS ROCKING HEART APPEARS AT THE END OF EACH LEVEL, ACCOMPANIED BY A 'UNIQUE' SONG – WHICH YOU CAN'T SKIP THROUGH!

Now, after much waiting, lots of hype, and two cameo roles in *Super Mario 64* and *Mario Kart 64*, Yoshi finally gets his own game on the N64, *Yoshi's Story*.

WHAT'S THE STORY, MORNING... ER, YOSHI?

Basically, the story is simple... er, well, it's kind of simple. Apparently the Yoshis (for there is more than one) were all living quite happily on Yoshi's Island, when someone came along and stole their Super Happy Tree, which weakened them and made them all somewhat upset... as it would. The thieving thief turned out to be none other than Baby Bowser, avidly following in the footsteps of his felonious father. By a strange coincidence, the only creatures on Yoshi's Island not adversely affected by the theft of the Super Happy Tree were six little Baby Yoshis, who set out to defeat the evil Baby Bowser by means of eating a lot of fruit. Not exactly the usual method for defeating evil dictators, but who can argue with something as cute as a Baby Yoshi?

Oh, and did I mention that the whole island has been mysteriously transformed into a picture book? No? Well, it has, and the Baby Yoshis have to make their way across the six pages of the book, filled with all manner of cutesy enemies, before they can confront Baby Bowser and set everything to rights on Yoshi's Island.

ets his own game on the N64

Yoshi's Story comprises a total of twenty-four levels, contained within the six pages of the picture book. At the start of the game, players can choose one of four starting levels, each with its own unique challenges and dangers. Later pages in the book start with only one level accessible, and the other three levels (there are four on each page) can only be accessed by obtaining three 'Special Hearts'. Find one Special Heart page one and you'll have access to two levels on page two, find two and you have access to three levels, and so on.

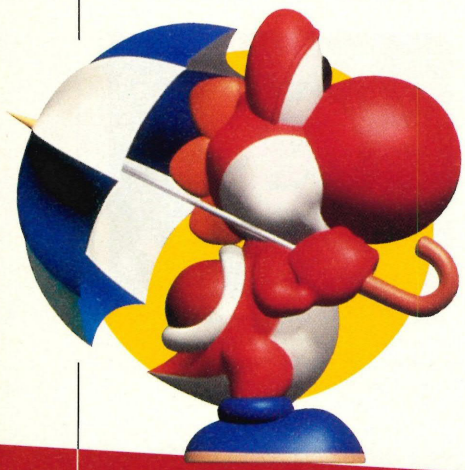
Forget violence – *Yoshi's Story* is all about eating. At the start of the game, players nominate a 'lucky fruit'. This fruit is important, because eating it will boost Baby Yoshi's energy flower



SHY GUYS ON STILTS ARE INVULNERABLE TO YOUR PROBING TONGUE. YOU HAVE TO KNOCK THEM OFF BY JUMPING ON THEM OR POUNDING THE GROUND BEFORE SWALLOWING.



HELICOPTER PLATFORMS CAN BE USED TO HOVER UP TO THE TOP OF THE STAGE.



to full while other fruits only boost him by one 'petal'. In addition, every Yoshi has a favourite fruit, which gives him more energy when he eats it than the ordinary fruit. The favourite fruit tends to correspond to the colour of the Baby Yoshi,so that Red Yoshi likes red apples.

In addition to the standard fruit there are melons. These are often hidden, and Baby Yoshi may need to hunt carefully to find them. It's worth it though, since every Yoshi likes melons, and they're worth more energy than the other fruit.

Eat six of the same fruit in a row, and Baby Yoshi will get the chance to eat a 'Heart Fruit'. The Heart Fruit boosts Yoshi's energy to full and also makes him super happy for a short time. This grants him extra special powers, one of which is temporary invulnerability.

Throughout the game, Baby Yoshi will encounter a variety of enemies, but the most common foe he'll meet will be the Shy Guy. This little chap wears a cloak, has huge eyes, and crops up in a variety of guises, doing a range of activities from carrying fruit to throwing snowballs. The Shy Guys come in different colours, and can be defeated either with an egg which Yoshi obtains by head-butting coloured egg-blocks, or by capturing them with Yoshi's versatile tongue.

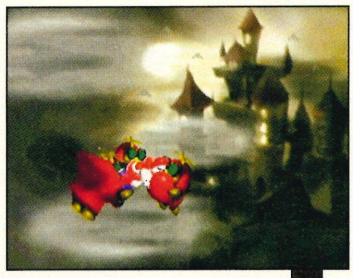
The eggs are also useful for destroying blocks which bar passageways, and for bursting floating bubbles which appear holding fruit or various bonuses.

Not The Bottom Bounce!

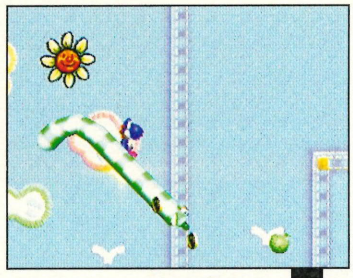
As well as the eggs and his tongue, Baby Yoshi has another weapon in his arsenal – his bottom. Most enemies can be bounced upon once to send them back to Baby Bowser's castle (no-one dies – this *is* a Nintendo game after all) but other enemies require the implementation of the more powerful 'ground pound' move.

As mentioned previously, all Baby Yoshis like melons, which, whilst available along with the other fruit on the stage, is more often than not cunningly concealed. This is where Yoshi's nose comes in.

Baby Yoshis apparently have an extremely good sense of smell, and by using the 'sniff' button, Yoshi can seek out the hidden melons and other bonuses, and then uncover them by ground pounding on the right spot.



WHEN YOSHIS 'FAIL' (THEY NEVER DIE) THEY ARE HAULED OFF TO BABY BOWSER'S CASTLE. THEY CAN BE RESCUED THOUGH.



THIS THING LOOKS LIKE A CROSS BETWEEN A SNAKE AND A SOCK. YOU CONTROL IT BY JUMPING UP AND DOWN TO MAKE IT CHANGE DIRECTION.

The ground pound is also useful when a Yoshi is super happy. In addition to invulnerability, Yoshi's tongue becomes longer, and by ground pounding anywhere he can burst all bubbles on the screen, and turn any enemies into fruit.

For younger children... the

The gameplay in Yoshi's Island is different from those in other platform adventures in that each level doesn't have a specific end goal. Instead, Baby Yoshi exits the level by collecting thirty pieces of fruit.

The levels vary considerably in terms of their environment. Some are straight linear platformers while some are more maze-like. Others require you to run on rotating logs, or ride platforms with helicopter blades, or even to swim.

Games Within Games

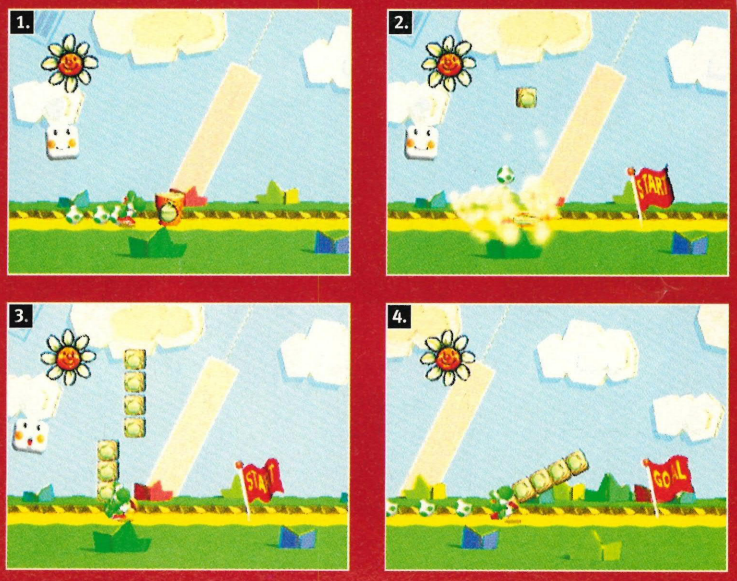
At various points on each stage, Baby Yoshi may come across a sub-game. This game is usually in the form of a race – sometimes a straightforward running one, sometimes one where you must negotiate several obstacles whilst balancing a pile of blocks. These sub-games will give you up to seven melons, and they are essential if you're trying to finish the level by collecting only melons.

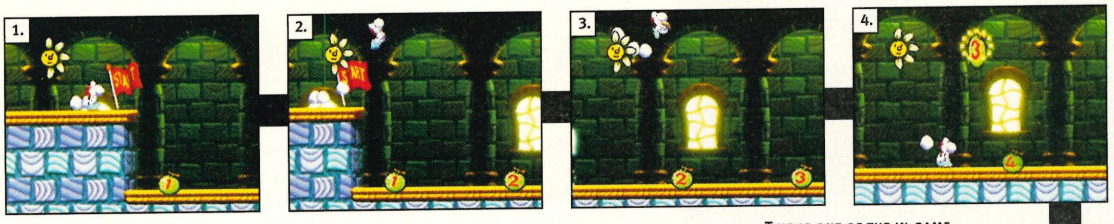


THESE PIXIE-LIKE THINGS HOVER IN VARIOUS PLACES AND WILL GIVE YOU FULL ENERGY IF SWALLOWED.

Carry These

ONE OF THE SUB-GAMES INVOLVES CARRYING A STACK OF SEVEN MELONS OVER VARIOUS DIFFERENT COURSES. THE STACK RESPONDS TO YOUR MOVEMENT, SO YOU NEED TO NOT ONLY NEGOTIATE THE OBSTACLES, BUT ALSO KEEP THE STACK BALANCED. IT'S LIKE WATCHING A CIRCUS ACT... ER, PERFORMED BY A SMALL BABY DINOSAUR.





THIS IS ONE OF THE IN-GAME CHALLENGES. BABY YOSHI NEEDS JUMP AS FAR AS POSSIBLE FROM THE PLATFORM. THE FURTHER YOU JUMP, THE MORE MELONS YOU GET.

Essentially, the problem with *Yoshi's Story* is the way that the levels are strung together. Because each page holds four levels, of which you need to complete only one, the game can be completed extremely quickly, and this does tend to reduce the game's long-term playability. To finish the whole game, which involves going through it at least four times to access all the levels, would take a little longer, but is still not incredibly difficult.



THE STRANGELY NAMED 'MISS WARP' CAN BE USED TO INSTANTLY TRAVEL FROM PLACE TO PLACE ONCE AWAKENED.

difficulty level is perfect

For younger children though, the difficulty level is perfect. *Yoshi's Story* should keep them occupied for ages, and even if they manage to finish the game, the variety in the different stages and the various secrets hidden around them will give them something to go back to.

For the older players, the UK version has had an extra ending added, one that can only be viewed if you complete all six pages by collecting only melons. Since it gets progressively more difficult, particularly on later levels to even find all the melons, much less collect them, this addition should extend the life of the game considerably. Bloody good job too!

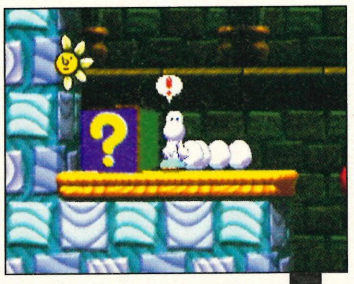
CH-CH-CH-CHANGES!

As mentioned already, there are other small changes to the UK version, besides the obvious English text translations. There's the addition of chillis, for example, a nasty-tasting fruit (are chillis fruit?). Then there's the colour of the egg-blocks, which previously were all green but now correspond to the colour of whatever Yoshi is playing.

On the subject of the text, Andy was worried when he first played the Japanese version that the blocks of text which appear every so often would be instructions on how to complete each test, thereby making the game even easier. It's not quite so bad, for although the text does help you to complete various tasks, the information usually comes in the form of riddles.

Probably the biggest flaw in *Yoshi's Story* is the fact that it's not as much fun, or as creative, as its SNES predecessor *Yoshi's Island*. Although graphically the game looks better, the Yoshis in the N64 game aren't half as versatile as the ones on the SNES, and the variety of puzzles isn't as good.

This probably won't matter so much for N64 owners new to the Nintendo who haven't played *Yoshi's Island*, but it's come as a disappointment to many ex-SNES owners who were waiting patiently for Yoshi's return.



WHEN A YOSHI IS CLOSE TO A HIDDEN ITEM OR BONUS, SNIFFING WILL MAKE HIM TURN TO YOU WITH AN EXCLAMATION.



THE LAVA MONSTER ON THIS LEVEL LOOKS SCARY, BUT IS FAIRLY EASY TO AVOID – WAIT FOR HIM TO DUCK AND JUMP STRAIGHT OVER!

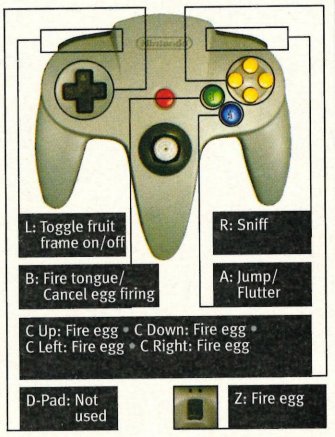
2nd opinion

DESPITE ALL THE CRITICISM THAT *YOSHI'S STORY* GOT IN ITS JAPANESE INCARNATION, NINTENDO CLEARLY DECIDED THAT THE GAME WAS EXACTLY WHAT THEY WANTED, AS THE WESTERN RELEASE IS ALL BUT IDENTICAL. YOUNGER PLAYERS WILL LOVE IT, AND ALL BUT THE MOST CYNICAL WILL FIND IT CHARMING, BUT IT'S STILL BEREFT OF LONG-TERM CHALLENGE. ANDY MCDERMOTT

Rating:

64 magazine UK UPDATE

Controls



Alternatives

Mischief Makers: Nintendo (£49.99)
Reviewed: Issue 7, 85%
Super Mario 64: Nintendo (£49.99)
Reviewed: Issue 1, 94%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

85

Soundbite:
LOOKS GREAT, FUN TO PLAY, BUT SUFFERS FROM THE SAME PROBLEM AS THE JAPANESE VERSION DID IN THAT IT'S TOO EASY. GREAT FOR YOUNGER PLAYERS THOUGH.

64 magazine CHEAT CENTRAL

Those **CHEATS** never seem to stop comin', keep those rags and machines **HUMMIN'**. Yeah, we're working at the cheat **WASH**, where dirty cheaters come in one **END** and emerge at the other all **SQUEAKY** clean. [Take a **LONG** lie down – **ED**]

52

56 YOSHI'S STORY
The complete page-by-page guide to Nintendo's cutesy platformer. Can't wait for the sequel, *Stephen King's Yoshi's Story*...

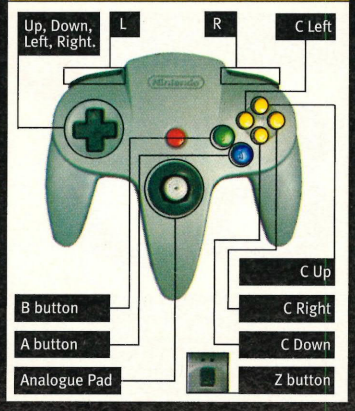




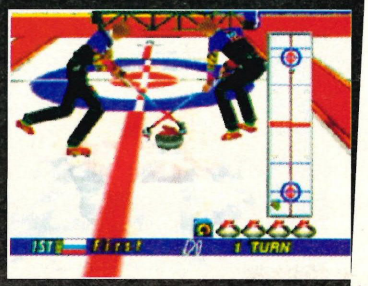
70 SNOWBOARD KIDS
The Kids are all right! Get them down their courses even faster than ever with the aid of our fully mapped guide.



Pad at a glance



80 NAGANO WINTER OLYMPICS
More winter sports action, with our gold-grabbing guide to Konami's digital olympiad.



Snowboard Kids

FOR A GUIDE TO ALL THE TRACKS IN THIS FUN GAME TURN TO PAGE 70, BUT FOR SOME EXTRA CHEATS AND TRICKS, READ ON!

ALL CHARACTERS, BOARDS AND COURSES

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left.





QUICKSAND VALLEY

Get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available.



SILVER MOUNTAIN

Get gold on Quicksand Valley.

NINJA LAND

Get gold on Silver Mountain.

PLAY AS NINJA

Get gold on Ninja Land.

NHL Breakaway '98

HOCKEY FANS REJOICE – ACCLAIM'S NEW ICE-BOUND SPORTS SIM HAS SOME CHEATS!

CHEAT MENU

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. If you've done it correctly, the cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelyhood of the rink glass shattering, and increase the chances of equipment being lost.

PLAYER INSPECTION

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

REMOVE OPPOSING GOALIE

Press Start during play and select the game options menu followed by the game settings menu. Select the 'Controller Set-up' option and move your controller across so that you're commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended!

Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

Jeopardy

ANYBODY BOUGHT THIS? HELLO? ANYBODY AT ALL? SOMEWHERE, A DOG BARKED. FOR MORE MONEY PRESS L, R, L, L, L, R, R, C DOWN, C UP.

1080° Snowboarding

It's not all that difficult to complete Nintendo's new snowboarding game, but there are, as usual, plenty of hidden Easter Eggs in there for the dedicated.

Transparent Boarder

Complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.

Gold Boarder

Enable the "Transparent Boarder" and finish expert mode with him, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

Deadly Fall

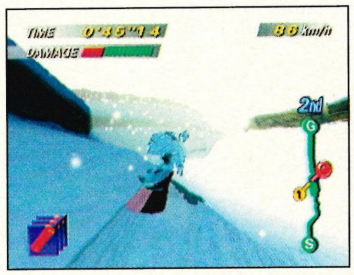
Select Match Race and finish all courses in expert mode.

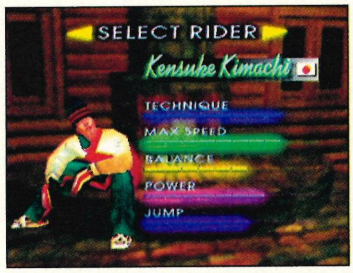
Dragon Cave

Select Match Race and finish all courses in hard mode.

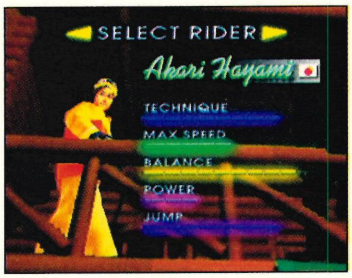
Penguin Snowboard

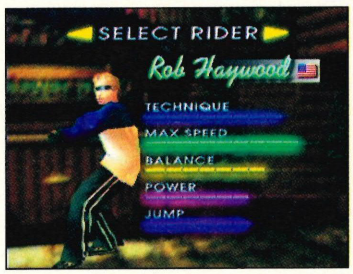
Perform all twenty-four tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.





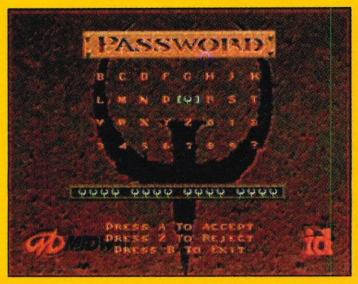






Quake 64

Enter QQQQ QQQQ QQQQ QQQQ as a password. You'll get an "Invalid Password" message. A 'Debug' selection will appears on the option menu. From here you'll be able to access level select, invincibility, all weapons and targeting.





Goldeneye

We printed this cheat last issue, but for some reason a lot of people thought it was an April Fool. Well, it wasn't – it's the real deal! Go on, try it!

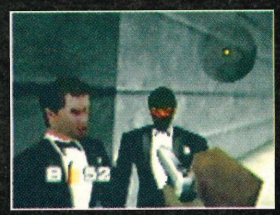


Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Left on D-pad and release.
Hold L & Right on D-pad and release.
Hold R & Down on D-pad and release.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Right on D-pad and release.
Hold L & R & C Down and release.
Hold L & Down on D-pad and release.
You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!









Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

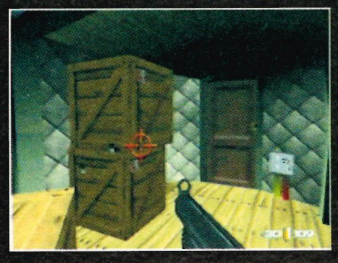
Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for quite a distance. A good place to try this is the Dam level. Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.





64 magazine ScoreZone

In association with Logic 3

By popular **DEMAND**, now twice the **SIZE!**

● Congratulations to everyone that managed to complete the Facility level on *Goldeneye* on 00 Agent within the time required for the Invincibility cheat. Whilst we'd love to give you all an award, the Ultimate Player Award this month must go to Michael Williams from Exeter, after he demonstrated how to do it in an almost unbelievable 1 minute 21 seconds! He also foiled my second *Goldeneye* challenge by completing the Archives in 1 minute 18 for the invisibility cheat. Well done Michael!

● There won't be a specific challenge this month – we just want to see the best of what you've got on any game you like. Well, any game, except team games (football, hockey, basketball, etc). I'm afraid we're just not impressed with a score of 71-nil on *ISS 64*, as you're either playing the CPU on very easy, or a friend who's totally useless!

● If there's any games you think we're missing on the ScoreZone page, then send 'em in! It doesn't matter if you're the first – in fact that almost guarantees you a ranking!

● Finally... no cheating! We've been getting quite a few *Goldeneye* entries with times done using the Turbo cheat – that just isn't playing the game! So let's have a good, clean fight, no cheats, codes, drugs or other stimulants, and let the gaming commence!

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

Nagano Winter Olympics

Bobsleigh

51:34	Simon Moorhouse, Doncaster
52:60	Peter Bell, Kent
53:85	Stu Heath, Kent

Alpine Skiing

1:20:13	Simon Moorhouse, Doncaster

Championship Score

1338 pts	Simon Moorhouse, Doncaster

Goldeneye

Facility – 00 Level!

1:21	Michael Williams, Exeter
1:41	Marc Williams, Walsall
1:46	James Hurst, Surrey
1:47	Manco Molenaan, Holland
1:55	Simon Hanna, London
1:57	Mathew Hook, Derbyshire

Byelomorye Dam

0:56	James Hurst, Surrey
0:57	Zack King, Surrey
0:58	Michael Williams, Exeter
0:58	Simon Hanna, Middlesex
0:58	Richard Lovelock, Newbury
0:59	Gwynne Dixon, Hertfordshire
1:00	Taty Luostarinen, Finland
1:00	Peter Bell, Kent
1:01	Malthe T. Clausen, Denmark
1:02	Gwynne Dixon, Herts

Facility

1:05	Danny Dunn, Lincolnshire
1:09	Michael Williams, Exeter
1:12	James Hurst, Surrey
1:13	Zack King, Surrey
1:15	Simon Hanna, Middlesex
1:24	Stuart Taylor, Bournemouth
1:27	Matthew Stevenson, Bournemouth
1:36	Gavin Brennan, Ireland
1:36	Malthe T. Clausen, Denmark
1:38	Edward Gouldby, Suffolk
1:38	Peter Bell, Kent

Runway

0:26	Zack King, Surrey
0:26	Richard Lovelock, Newbury
0:27	Simon Hanna, Middlesex
0:28	Daniel Syversen, Norway
0:28	Michael Williams, Exeter
0:28	Malthe T. Clausen, Denmark
0:32	Mike Richardson, Worcester
0:34	Matthew Stevenson, Bournemouth
0:38	Richard Dunn, Lincolnshire
0:39	Stuart Taylor, Bournemouth

Silo

1:39	Michael Williams, Exeter
1:54	Zack King, Surrey
2:20	Malthe T. Clausen, Denmark

Frigate

0:42	Zack King, Surrey
0:43	Simon Hanna, Middlesex
0:50	Michael Williams, Exeter
0:56	Malthe T. Clausen, Denmark
1:20	Stuart Taylor, Bournemouth

Bunker 2

0:37	Simon Hanna, Middlesex
0:37	Zack King, Surrey
0:41	Taty Luostarinen, Finland
0:41	Michael Williams, Exeter
0:42	Hans Lafeber, Netherlands
0:46	David Smits, Netherlands
0:47	Stuart Taylor, Bournemouth
0:49	Gavin Brennan, Ireland
0:52	Ritesh Patel, Middlesex
0:55	Edward Gouldby, Suffolk

Statue Park

2:53	Michael Williams, Exeter
2:57	Malthe T. Clausen, Denmark
3:00	Zack King, Surrey

Archives

0:23	Richard Lovelock, Newbury
0:26	Zack King, Surrey
0:27	Michael Williams, Exeter
0:29	Simon Hanna, Middlesex
0:33	Edward Gouldby, Suffolk
0:34	Mathew Hook, Derbyshire
0:36	Matthew Stevenson, Bournemouth
0:37	Stuart Taylor, Bournemouth
0:51	Malthe T. Clausen, Denmark

Streets

1:32	Malthe T. Clausen, Denmark
1:58	Jason Cassel, New Jersey

Depot

0:32	Richard Lovelock, Newbury
0:33	Michael Williams, Exeter
0:33	Mathew Hook, Derbyshire
0:33	Zack King, Surrey
0:36	Malthe T. Clausen, Denmark

Cradle

1:23	James Hurst, Surrey
1:49	Zack King, Surrey
2:00	Malthe T. Clausen, Denmark

Egyptian Temple

1:09	Simon Hanna, Middlesex
1:24	Peter Bell, Kent
1:25	Edward Gouldby, Suffolk
1:43	David Johansson, Sweden

Diddy Kong Racing

Ancient Lake

00:42:54	Stephen Henderson, Upminster
00:45:46	Richard Dunn, Lincolnshire
00:49:23	Ian Gore, Somerset
00:49:33	Zack King, Surrey
00:50:00	Mark Banks, Berks
00:50:10	Rob Pierce, Salisbury
00:50:40	Taty Luostarinen, Finland
00:50:43	Jason B, Warwickshire
00:50:66	Gary Chu, Edingurgh
00:51:00	Luke Ives, Beckenham

Fossil Canyon

01:14:61	Stephen Henderson, Upminster
01:15:63	Richard Dunn, Lincolnshire
01:16:75	Jason B, Warwickshire
01:17:43	Ian Gore, Somerset
01:17:53	Simon Hanna, Middlesex
01:18:53	Taty Luostarinen, Finland
01:19:66	Eli Karney, Bristol
01:21:13	Rob Pierce, Salisbury
01:26:96	Robert Taylor, Aston
01:28:00	Stephen Henderson, Essex

Jungle Falls

00:48:75	Jason B, Warwickshire
00:48:90	Stephen Henderson, Upminster
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
00:56:45	Robert Taylor, Aston

Treasure Caves

00:49:41	Jason B, Warwickshire
00:50:05	Rob Pierce, Salisbury
00:50:70	Richard Dunn, Lincolnshire
00:51:50	Ian Gore, Somerset
00:53:41	Taty Luostarinen, Finland
00:54:63	Simon Hanna, Middlesex
01:04:96	Malthe T. Clausen, Denmark

Star City

01:34:88	Stephen Henderson, Upminster
01:57:63	Malthe T. Clausen, Denmark
02:02:80	Matthew Stevenson, Bournemouth

Starfox/Lylat Wars

Overall Score

2094 kills	Taty Luostarinen, Finland
1734 kills	Russell Auld, Renfrewshire
1716 kills	Graham Wade, South Wirral
1692 kills	Jason Wheatley, Shildon
1685 kills	Stuart Hazelton, Essex
1675 kills	Matthew Kagelidis, Greece
1563 kills	Richard Dunn, Lincolnshire
1562 kills	Peter Bell, Kent
1545 kills	Adrian Stead, Hull
1514 kills	Malthe T. Clausen, Denmark

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
188 kills	Malthe T. Clausen, Denmark
154 Kills	Peter Bell, Kent

Extreme G

City 1

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

Turok Training Level

2:12	Michael Williams, Exeter

Chameleon Twist

Jungle Land

03:25	Zack King, Surrey

Tetrisphere

Rescue

38034300	Zack King, Surrey

Mario Kart 64

Luigi Raceway

01:31:30	Taty Luostarinen, Finland
01:39:64	Richard Dunn, Lincolnshire
01:46:13	Jason Wheatley, Shildon
02:05:54	Jody Leaf, Bridport
02:06:27	Malthe T. Clausen, Denmark
02:07:59	Stuart Hazelton, Essex
02:09:27	Zack King, Surrey
02:14:67	Simon Moorhouse, Doncaster
02:27:34	Milo Newman, Salisbury

Moo Moo Farm

01:33:98	Danny Dunn, Lincolnshire
01:36:93	Malthe T. Clausen, Denmark
01:37:58	Michael Cruse, Somerset
01:39:09	Simon Moorhouse, Doncaster

Koopa Trooper Beach

01:33:61	Jason Wheatley, Shildon
01:40:17	Richard Dunn, Lincolnshire
01:40:52	Rob Pierce, Salisbury

Facility: How It's Done!

Many of you have cracked this stage on 00 level, but still more have written in to say you can't do it. So, after the amazing performance of Michael Williams, here's a quick guide on how to get through!



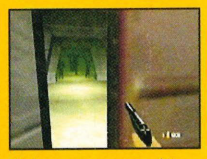
Make sure you skip the intro sequence, and quickly drop into the toilets. Ignore the guards and exit.



Race down the stairs and through the door below them, then shoot the guard for the card key.



Open the first security door with the card, dive in, activate the console and dash back out.



Make your way around to and through the second security door, then down the corridor, past three guards.



Open the two doors, dipping to the side as they open to avoid getting shot and go left down the corridor.



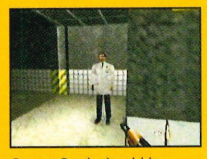
Switch to the machine gun you'll have picked up and shoot the guard by the wall on the left.



The noise will alert the guard behind the next security door. Shoot him as he opens it and race up the stairs.



Ignore all the guards, and run down the corridor to the end where the labs doors are.



Doctor Doak should be standing in the alcove on your left. If he's not, you may find him in the labs. If he's not here, try again!



Touch Doak, race for the bottling room door, activate the door decoder and spin and blast the sentries.



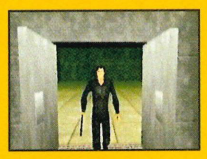
Run up to Trevelyan so he starts talking, then carry on into the bottling tanks.



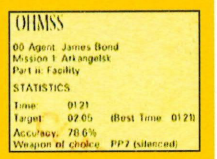
Run down the middle of the row of tanks, throwing one mine on each pair of them.



Wait until Trevelyan is clear of the tanks, and set them off. Check all your objectives are completed and race for the door.



And that's it! If you've done everything right, you'll witness Bond strolling casually from the room.



For all those doubting sceptics among you, here's Michael's summary screen – check out that time!

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...

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)

FOCUS THAT CAMERA!

1. Centre the camera on the screen – no matter how nice your wallpaper is, we'd rather see the game information.
2. If your camera has a shutter control, set it to give an exposure time of a few seconds.
3. Make sure the cameras flash is *not* switched on.
4. Turn off all lights and close the curtains.
5. Take your photo!

Don't worry if the shots are a *little* blurry, as long as they're readable. Send us a photograph that might be a score on *Diddy Kong Racing*, or could equally be a picture of Mars from the Hubble Space Telescope – and you're just wasting your stamp!

Top Gear Rally

COASTLINE
02:39:50 Kristoffer Thorbjornsen, Scotland
03:50:10 Richard Dunn, Lincolnshire
04:10:77 Riccardo Riboldi, Milan

STRIP MINE
03:07:42 Kristoffer Thorbjornsen, Scotland

JUNGLE
05:18:86 Kristoffer Thorbjornsen, Scotland

Yoshi's Story

28290 Jason Wheatley, Shildon

01:48:49 Malthe T. Clausen, Denmark
01:49:24 Simon Moorhouse, Doncaster

FRAPPE SNOWLAND
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:62 Danny Dunn, Lincolnshire
01:01:19 Russell Auld, Renfrewshire
01:41:45 Malthe T. Clausen, Denmark
02:19:95 Stephen Henderson, Upminster

MARIO RACEWAY
00:54:01 Taty Luostarinen, Finland
01:04:79 Richard Dunn, Lincolnshire
01:39:20 Malthe T. Clausen, Denmark
01:42:98 Stuart Hazelton, Essex
01:45:80 Simon Moorhouse, Doncaster

WARIO STADIUM
01:24:32 Richard Dunn, Lincolnshire
01:02:62 Kieran Hayes, County Wicklow
02:40:20 Malthe T. Clausen, Denmark
04:55:18 Simon Moorhouse, Doncaster

Wave Race

SUNNY BEACH
1:05:765 Mark Bonnes, East Kilbride
1:20:827 David Newson, Cumbria
1:21:664 Malthe T. Clausen, Denmark
1:21:917 Peter Bell, Kent
1:22:143 Riccardo Riboldi, Italy
1:22:814 Russell Auld, Renfrewshire
1:24:276 Simon Hanna, Middlesex
1:24:592 Michael Ramskov-Bæk, Denmark
1:30:690 Russell Kinch, Basingstoke
1:33:572 William McMillan, Ayrshire

SUNSET BAY
1:11:620 Mark Bonnes, East Kilbride
1:25:703 Richard Dunn, Lincolnshire
1:28:336 David Newson, Cumbria
1:29:687 Peter Bell, Kent
1:31:098 Russell Auld, Renfrewshire
1:31:212 Riccardo Riboldi, Italy
1:31:945 Malthe T. Clausen, Denmark
1:32:033 Simon Hanna, Middlesex
1:35:988 Michael Ramskov-Bæk, Denmark
1:36:266 Sam Clifton, Bucks

DRAKE LAKE
1:18:954 Mark Bonnes, East Kilbride
1:25:798 Malthe T. Clausen, Denmark
1:33:684 Richard Dunn, Lincolnshire
1:34:809 David Newson, Cumbria
1:37:342 Russell Auld, Renfrewshire
1:37:379 Peter Bell, Kent
1:39:825 Riccardo Riboldi, Italy
1:45:063 Simon Hanna, Middlesex
1:46:690 Michael Ramskov-Bæk, Denmark
1:48:399 Sam Clifton, Bucks

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
1:59:177 Malthe T. Clausen, Denmark
2:55:720 Dann Hanks, Birmingham

Shadows of the Empire

BATTLE OF HOTH
0:03:04 Matthew Stevenson, Bournemouth

ESCAPE FROM ECHO BASE
0:04:10 Matthew Stevenson, Bournemouth
0:05:23 Hans Lafeber, Netherlands

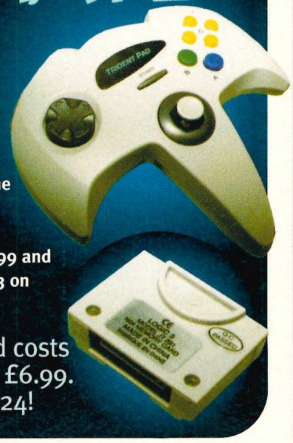
MOS EISLEY AND BEGGAR'S CANYON
0:03:02 Matthew Stevenson, Bournemouth

SKYHOOK BATTLE
0:07:35 Matthew Stevenson, Bournemouth

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!

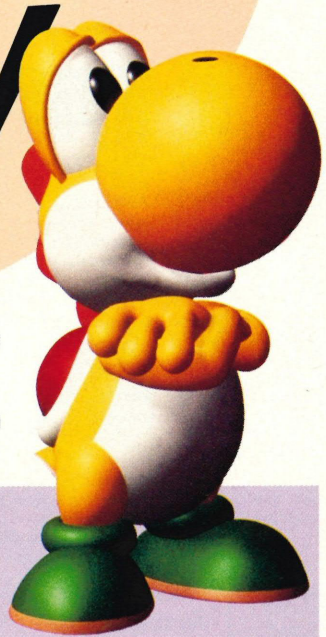
For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



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!

Written by Roy Kimber

YOSHI'S STORY



Baby Bowser's back, and he's not very nice at all! Yoshi's Island has been turned into a picture book, making the Yoshis are all weak and helpless. Now the only thing between Baby Bowser and total island domination is you and six little Baby Yoshis.

Fortunately, we at 64 Magazine have joined the Yoshis' cause and turned our vast intellect towards this Bowser-beating *Yoshi's Story* guide.

Before we set out on our level-by-level fruitful search of each page, here's a run-down on the general situation on Yoshi's Island!

Items

Egg Block



This is the Baby Yoshi's primary source of eggs, although certain enemies will transform into eggs when swallowed. To get eggs, simply jump up and butt the block.

Help Block



These happy looking blocks will supply you with cryptic (and sometimes not-so-cryptic) clues when butted. They may also be used occasionally to reach higher areas.

Mystery Block



This floating block marks the start of most of the melon races. To begin the race, get Baby Yoshi to butt the block and a flag will appear. Passing the flag starts the race.

Question Block



The question blocks more often than not contain hidden melons. These can be broken free usually by pounding on the block, although sometimes it may be more complicated.

Black and White Yoshi Eggs



These two eggs are hidden at various points in the game. If you manage to get one off a level, you'll have access to a Black or White Yoshi with enhanced abilities.

Coins



These coins give you points, although at times they may spell out letters which will make up a secret message. A melon may appear if you collect all the coins on certain levels.

Heart Fruit



The heart fruit will appear when you collect six of the same fruit in a row. It grants you temporary invulnerability, and boosts Yoshi's powers.

Special Heart



These are essential as they open up levels on the next page. One heart allows you access to two levels, two hearts gives you three levels, and three hearts gives you all four levels.

Surprise Ball



The balls bearing an exclamation mark will pull you onto them if you hit them with your tongue. They can make bridging difficult gaps much easier.

Bumper Ball



Use these balls to boost your jumps. Although this can be useful, occasionally they are a hazard, as they can knock you off platforms or block vital egg throws.

Mystery Ball



The mystery balls contain bonus items, from melons to special hearts. To obtain whichever item is hidden, you need to destroy the ball with an egg.

Mystery Switch



The mystery switch will trigger a helpful level feature when you stomp on it. Usually it will make a hidden series of platforms appear, leading to somewhere secret.

Delay Switch



The delay switch extends the life of whatever operation the mystery switch has initiated. This can be essential if you want to find all the secrets in the game.

Pipe



Anyone who's ever played a Mario game will be familiar with these pipes. They often act as doorways to other areas on a level, and sometimes hide melons.

Warp Vase



These vases are the main method of transportation between areas. Usually they'll be in plain view, but you may find them hidden in mystery balls.

Chilli Pepper



This hot vegetable tastes very bad and will reduce Yoshi's energy flower by one petal if he inadvertently eats it. Black or White Yoshis won't be affected though.

Power Bee



These diminutive individuals hover around on certain levels just begging to be eaten. If you manage to slurp one up, you energy will be fully topped up.

Energy Daisy



This helpful bloom will grant you a few petals of energy if you swallow it. It re-blooms very quickly, so you can top your energy up to full.

Tulip



The tulip will turn you into a turbo-powered egg if you swallow it. When in egg form, you can boost up like a rocket to reach hitherto inaccessible areas.

It's A Matter Of Taste

Yoshi's Story **is all about eating. The nicer something is, the better it is for the Baby Yoshis. At the start of the game you get to select a 'lucky fruit'. This lucky fruit is extra tasty. In addition, each Yoshi has his own favourite fruit.**



Red Yoshi
Favourite Fruit: Apples

Pink Yoshi
Favourite Fruit: Apples

Yellow Yoshi
Favourite Fruit: Bananas

Green Yoshi
Favourite Fruit: Watermelons

Blue Yoshi
Favourite Fruit: Blueberries

Cyan Yoshi
Favourite Fruit: Blueberries

Black Yoshi
Favourite Fruit: All – even chillis!

White Yoshi
Favourite Fruit: All, including chillis.

Aside from the favourite and lucky fruits, every Yoshi likes melons, and they're good for your score too!

Page 1: Level 1:
TREASURE HUNT

This level should be a walkover. With no gaps to fall down, and no enemies besides the Shy Guys, you shouldn't have any problem negotiating this fairly linear level.

Poochy
This loveable little dog has been chained up by the evil Shy Guys (boo!). To release Poochy, ground-pound twice on top of the stake that he's chained to. Once free, Poochy will race on ahead of you, barking to indicate the location of hidden melons and other items. Use your sniff where he stops and then ground-pound to uncover the goodies.

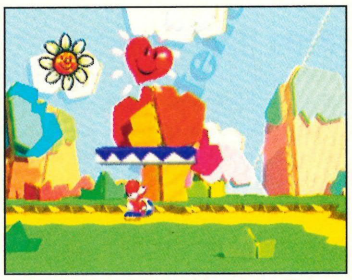
Pak E Derm
This elephantile character blocks your way at different points on the path. You can't egg or swallow him, so to get past, ground-pound next to him, then while he's on the floor, race back to the nearest fork and take the alternate route. Be quick, else Pak will get up and move to block you.

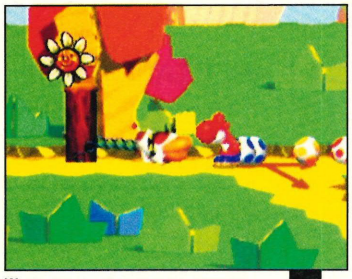
Melon Race
Open the question block in area one (just past the second Pak E Derm) and a flag will appear. When you pass this flag, it starts a race. You need to make it to the finish flag before the Chomp eats your melons, and you'll receive the number of melons that remain. It's best to walk through the route before you hit the block to clear out the Shy Guys who would otherwise impede your progress.

Special Heart One
In area two, release Poochy and follow him down at the first fork. The heart is in the air about two thirds of the way along the path.

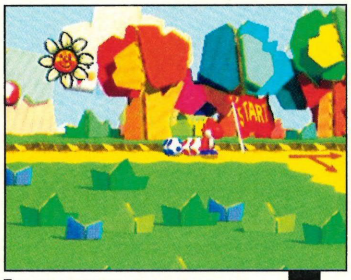
Special Heart Two
Follow Poochy along right from Special Heart One and the path joins up again. At the next fork follow the path up and the heart is high up in the air. By ground-pounding where Poochy indicates a platform will appear, and you'll be able to jump up and reach the heart.

Special Heart Three
Follow Poochy along right from Special Heart Two and the path joins up again. At the next fork follow the path down, and you'll come to a block floating in the air. Destroy the block with an egg to reveal the heart, and then ground-pound for a platform to reach it as you did for Special Heart Two.

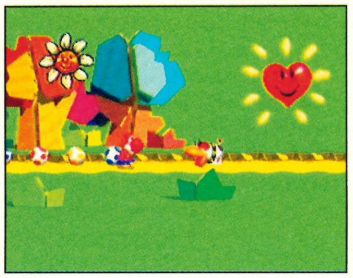




WHAT KIND OF EVIL MONSTER WOULD IMPRISON SUCH A CUTE LITTLE DOGGY?



THE MOMENT YOU PASS THE FLAG THE RACE WILL START, SO BE READY!





Page 1: Level 2:
SURPRISE!!

This linear level is populated by unfriendly caterpillars that will produce a melon if you bounce on every segment of their bodies. Watch out too for Shy Guys hiding in the trees, a good ground-pound should remove them. And don't fall down any holes!

Keep Your Balance
Destroy the second mystery ball in area one (underneath the two blue blocks) and enter the vase. Ground-pound on the melon bucket and catch the melon blocks, then carry them right to the finish flag. For every block reaching the finish, you get a melon.





Bumper Baby Boomerang Birds
In addition to your usual eggs, the baby birds in area two can be collected and used as projectiles. They're better than eggs, because they come back after you've fired them.

Useful Inflation
On this level, certain mystery balls contain balloons which can be used to gain height for hard to reach coins or melons. Destroy the ball, climb on the balloon, and push up to inflate it. If you encounter a purple balloon though, it's not friendly. Hit it on the weak point marked with a cross-shaped patch to destroy it and you'll receive a melon.





Special Heart One
In area one, a little way right past the first spider is a mystery ball. Shoot it to obtain a switch and bounce on the switch to make some little clouds appear. Climb the clouds and move left for the heart.

Special Heart Two
Three quarters of the way along area one you'll find the third mystery ball, and just past it, a yellow pipe. Pound on the pipe to get the heart.





Special Heart Three
In area two, go past the three question blocks and egg the mystery ball by the tree. When the balloon appears, climb on top of it and push up to make it rise into the sky. Above the tree you'll find some coins and the heart.

Page 1: Level 3: Rail Lift

This level contains clouds on rails, Shy Guys on stilts and some nasty drops. To take care of the stilt-walking Shy Guys you'll need to bounce on their head or egg them from behind to knock them off, then you can swallow them.

Ride 'Em Yoshi!

The clouds on this level can be ridden like... er, platforms. The clouds will follow the yellow rails, but you can change their direction sometimes using the levers you'll find at some junctions.



You'll need to hit the junction levers with an egg to change your direction.



Balancing Race

The melon bucket in area three will start a balancing race when you ground-pound on it. Catch the melon blocks as they fall and then step left a little to tilt the blocks to the right. Now run right, keeping moving so that the blocks don't fall.

Temporary Melons

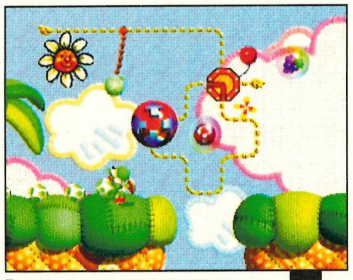
Two melons appear on the pipe by the fourth Miss Warp when you shoot the third mystery bubble in area four and activate the switch. As the melons will disappear fairly quickly, you need to run right, make your way across the cloud platforms that will have appeared, ride the cloud to the top, hit the next switch, keep on to the right and ride the next cloud, hitting the delay switches to give yourself enough time. At the top, run right for the pipe and the melons.



Special Heart One

In area one, shortly before the huge cliff climb, climb onto the surprise ball below the three coins and egg the mystery ball for a switch. Activate the switch and make your way up the trail of surprise balls that appears and you'll find the heart. The trail doesn't last long though, so be quick!





Timing is important here or the bumper ball will deflect your egg.

Special Heart Two

In area four, the first mystery ball you come to has a bumper ball rotating round it that deflects your eggs. Shoot the lever to redirect the bumper ball, then shoot the mystery ball for the heart.

Special Heart Three

After the first large gap in area four, at the top of the cliff the heart is floating in the air. You'll need to jump from the cloud at the right moment to get it. Don't do this while you're racing for the temporary melons, instead get them and come back for it.

Page 1: Level 4: Tower Climb

This level comprises a tower (not surprisingly) containing clouds, cannons and propeller-powered platforms. To use the platforms, jump onto them and push up to make them rise, then steer with left and right. To get off them, press jump.

Broad Jump

The question block to the left of the spikes in area two contains a vase which leads to a minigame. The object of the game is to jump as far as possible. Practice jumping off the ledge before you hit the mystery block, then flutter jump as far to the right as possible from the flag.

Umbrella Antics

To make your path down from the tower in area one more controllable, grab the umbrella at the top and use A to open it and slow your decent. Move left and right to steer.

Flower Power

Eat a tulip in area three and you'll transform into an turbo egg. To fire the egg, push the stick in the opposite direction to that which you want to go, compressing it, and release to boost into space. Tap B to change back.

Special Heart One

At the top of area two. Climb up the level until you have a choice of two ways to go. Take the left route, and climb the surprise balls up past the cannon. The heart is on a platform to the right.

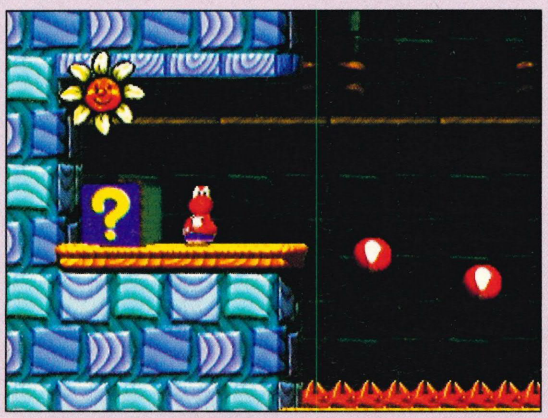
Special Heart Two

From Special Heart One, drop down and go right and up on the surprise balls then enter area three. Make your way along the clouds to the fourth tulip, eat it and boost up to the right along the line indicated by the coins and you'll pick up the heart.



Special Heart Three

Two-thirds of the way up the screen in area four, on the far left. The easiest way to get it is to boost up to the top of the area, then jump off the cloud to the left and drop down.







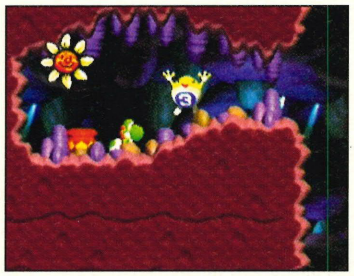
Page 2: Level 1:
BONE DRAGON PIT

This level is set in a labyrinthine network of caves populated by some rather anorexic dragons. You'll also find some plump *Wizard Of Oz* style tin men who are indestructible – so don't try to eat them!

Bone Dragons
These skinless reptiles look fearsome, but are fairly easy to defeat. Hit them twice in the head with an egg or ground-pound on top of them. Watch out for their fiery breath, and try not to touch any other parts of their body. In area one after the third dragon, steal and ride Lakitu's cloud to a vase which takes you to a cave containing three dragons. Defeat them for three melons.



Hold Those Melons!
The minigame on this level is another balancing race. To get to it, go to the far right of area two and drop down the long tunnel. About three quarters of the way down you'll see a gap in the wall on the left. Steer into here, and enter the vase just past Miss Warp three. After exiting the melon game, shoot an egg into the middle of a formation of four coins for another melon.



Black Yoshi
Drop down the passage from Miss Warp three, and make your way across the platforms to the left until you're under a platform, above which is another holding a mystery ball. Flutter jump up to the platform and burst the ball for a large black and white egg. Collect this, and if you manage to finish the level without dying, a new Black Yoshi will be waiting for you on the select screen.

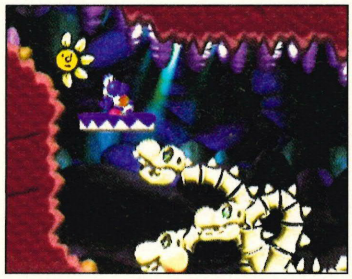


Special Heart One
In area one, ground-pound on the spot between two columns where you meet Poochy, and the heart will appear.

Special Heart Two
In area two, drop down in the section where platforms are rising, then go left and destroy the mystery ball. Jump on the switch that appears and the heart will be revealed on the other side of the wall. You'll need to drop down and go left and up to get to it.



Special Heart Three
Make your way to the lower level of area two, and go all the way to the left. Climb the surprise balls and pound the question block for a vase. Enter the vase, move along the passage and defeat the three dragons by pounding on their heads for the heart. If you lose energy, eat the daisy for a top up.



Page 2: Level 2:
BLARGG'S BOILER

This level is an extremely hostile environment for Baby Yoshis. Lava bubbles just inches below your feet, so one slip and it's baked Yoshi for dinner! To make things worse, fire monsters live in the lava, along with big bully Blargg. Several mystery balls contain melons, but many will drop as soon as you hit the ball, so make sure you're close enough to catch them.

Blargg!
Blargg is a huge scary monster who pops up from the lava to surprise unsuspecting Yoshis. He's all bark and no bite though – after a second or two he'll drop back into the lava and you can jump over him.



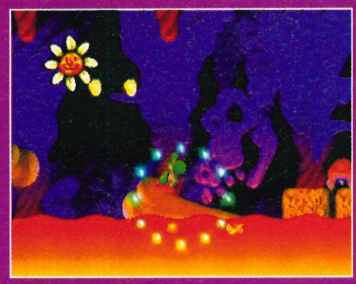
Rollin' Rollin' Rollin'...
In area two you'll encounter large balls floating in the lava. To get across, climb onto the log, and move slightly right so that it starts rolling, then keep tapping left to stay out of the lava. Move too far left, the ball stops, and you'll need to get it moving again. It's all in the timing!

White Shy Guy
Just past the second ball in area two you'll find a blue pipe in the ceiling which takes you to a melon sub-game. If you've lost any Yoshis at this point, then half-way along the melon course you'll see a mystery ball floating by a tree. Burst it and collect the White Shy Guy. Get off the level without dying, and you'll be able to send the Shy Guy off from the select screen to rescue a Yoshi. The White Shy Guy will only be around if you've lost a Yoshi though.



The good guys always wear white! This Shy Guy will rescue a Yoshi.

Special Heart One
About halfway through area one you'll see the heart floating in the lava beneath one of the sinking bones. Simply stand on the bone till it drops and you pick up the heart, then jump off.



Special Heart Two
About halfway through area two you'll see the heart floating in lava beneath a curved bone. The easiest way to get it is to stand on the bone to the left of it and shoot it with an egg when Blargg ducks down.



Special Heart Three
This heart is right near the end of area two, once again underneath a sinking bone. Simply stand on the end of the bone until it drops you to the heart and then jump off.



Use your weight to drop the bone, but ensure you don't touch the lava.

Page 2: Level 3:
JELLY PIPE

You'll notice that this level is flooded with what looks like water, but when you stand on it, you'll see that it's actually jelly. If you stand on the jelly it'll sink, and this can be useful – if you're avoiding spikes on the ceiling, for instance. Sometimes fruit will be in the jelly. Use ground-pounding or eggs to push through the jelly and gobble it up.

Haunted Hallways
Ghosts abound on this level, both the more normal, airborne kind, and a sneakier breed that can be found lurking in the jelly – pound on it and it won't bother you again!



Building Blocks
To get yourself hidden melons in area two, make your way up and around the tunnel from where you came in, and shove the question block you find there down the long shaft, then jump down after it. At the bottom, push the block right to the second block and two melons will be yours.

Just Add Jelly
From where you put the blocks together in area two, go up the platforms to the top and shove the question block you find there right and off the platform you come to. Drop down and keep pushing the block off until you reach the bottom then push it into the jelly for another melon.

Special Heart One
In area one, at the first fork in the tunnel go down, and push the question block you find there along right as far as it will go. Using the block as a launching platform, jump up to the screen above where you'll find the heart.



DON'T MAKE THE MISTAKE OF DESTROYING THIS QUESTION BLOCK BEFORE YOU'VE USED IT TO REACH THE HEART.

Special Heart Two
Go right to the end of area one and through the vase you'll find there. In the new chamber, collect eggs from the block and throw them so they explode in front of the slug. Once you've done this three times, the slug will vanish, leaving you the heart.

Special Heart Three
In area two, just along right from where you pushed the blocks together you'll find Poochy. Ground-pound on the spot he indicates for some lift platforms. Go up, and follow the tunnel until you find the heart behind some blocks. Blow away a block and the heart is yours!

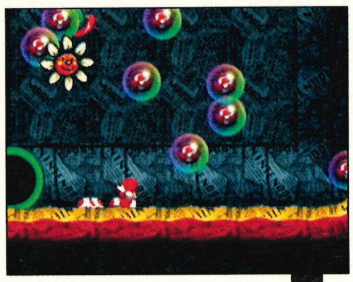


Page 2: Level 4:
TORRENTIAL MAZE

This level is well-named – it's a total maze! To help you find your way through you'll discover more helicopter platforms, whilst impeding your progress will be all manner of beasties including jelly ghosts and slimy vine creatures.

Multiple Mystery Melons
From the start in area one, go all the way right, then up and all the way left. Then up and all the way right and into area two. In area two go all the way right. By Miss Warp four, climb the ghosts and drop down by Poochy. Egg the coins for a tulip, eat the tulip and boost up to another circular exit. Through here you'll find a small room with eight mystery balls, each of which holds a melon.

More Crate Action
From the start in area one, go right as before, then up using the helicopter platforms and exit via the upper passageway on the right. You then need to make your way up through the next area (area three) to the top right, and take the circular exit to area



EVERY ONE OF THESE BALLS CONTAINS A MELON – HAVE YOU GOT ENOUGH EGGS?



STOMP ON THIS SWITCH AND A BRIDGE OF CLOUDS WILL APPEAR TO THE RIGHT.

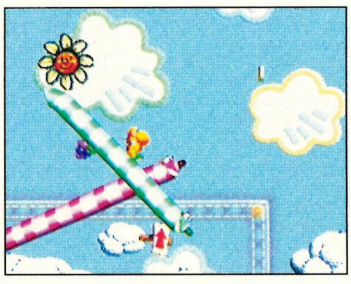
Page 3: Level 1:
CLOUD CRUISING

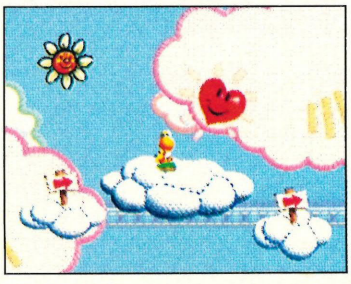
Blue denim skies and fluffy clouds make this an aesthetically pleasing stage, while stripy sock snakes and a dragon that you must use as transport make fruit collecting tricky, particularly if you're only going after melons.

Snakes and Dragons
Snake riding is something you'll need to master if you want thirty melons; jump on them to make them change direction. Green snakes move fairly horizontally, whilst red snakes move upwards far more steeply. The dragon is easier, just jump on to get him moving and hang on!

Swarming Shy Guys
In area two you'll run into a massive squadron of flying Shy Guys. They'll fly right in the distance and then come at you from the left. Take them all out and you'll get five melons. If you're collecting only melons, be careful not to swallow any of the fruit the Shy Guys are carrying.

Special Heart One
Take the snakes in area one all the way to the top of the area. Walk to the left until you come to a formation of clouds and a mystery ball. This ball holds the heart. The area exit is on the far right.





four. Now go right until you find some platforms, up, and left to where a question block is behind two blue blocks. Destroy the blue ones for a switch, hit the switch for a bridge across the first gap and shove the question block right until it drops down the second gap. Now make your way down and push the two question blocks together for two melons.

Black Yoshi

Area four contains a Black Yoshi egg. To get to it, make your way all the way to the right using the vines. Swing the vines with the analogue stick, and make sure you don't hit the slimy creatures hanging on some of the them. Z will let you slide down a vine. Destroy the mystery ball in the little cave on the right for the egg.

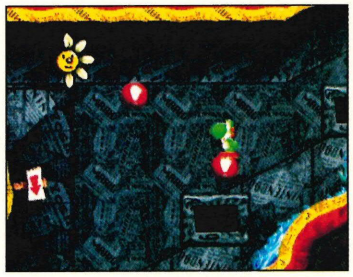
Special Heart One

In area one, go right from the start, then up and take the helicopter platforms up to the little cave with the help block. The upper passageway on the right leads to area three while the lower one contains the heart.

Special Heart Two

From area one, make your way to the area containing Miss Warp four. You'll find that ghosts will be floating around in the room and can be walked upon when visible. Walk on them up to the top of the chamber and you'll find the heart in an alcove on the ceiling, next to a melon.

Special Heart Three



In area four, from where you pushed the two question blocks together, go right and through the circular exit you'll find in the chamber with the vines. Then go left and down until you come to two mystery balls next to one another. Burst them both for surprise balls (swallow the spiky creatures that roll at you for more ammo if you need it) and climb up and left for a final mystery ball containing the heart.

Special Heart Two

Go up the red pipe at the very beginning of area three. Each of the floating clouds holds either two coins or the heart.



Special Heart Three

Ride the dragon in area three until you see the mystery switch on a parachute. Hit it and you'll be able to access a secret area containing many cloud steps. If you need him, a white Shy Guy will be in a mystery ball at the bottom of this area. Quickly make your way up the cloud steps, at each larger cloud you come to hitting delay switches or pounding for a melon. Make it to the top and the heart will be on the right, while more melons will be on clouds to the left.



Sub-Boss Cloud N Candy

This candyfloss-style boss looks tasty, and he is! To defeat him, simply lick him several times with your tongue until he shrinks out of existence. The only thing to be careful of is that you don't get bounced on, so stay under a low cloud. You even regain energy each time you lick him!



Page 3: Level 2: The Tall Tower

This level is tall, *very* tall! The balls from Blargg's Boiler are back, and this time they're free-floating. Primarily though, your method of transport will be the huge springs attached to the tower. Jump on them for a massive height boost. A white Shy Guy is in a mystery ball on the right hand side of the tower near the top of area one – that's only if you need him though.

Air Surfing

Now this is *real* windsurfing! Hop on the feather and you're off, aim downwards for more speed and aim up to slow down but gain height – couldn't be easier. You might want to skip the first feather in area two though, as if you drop down and go left from where you find it you'll come across a mystery ball concealing a White Yoshi egg!



Balls!

Area four is where you'll find the balls you last saw floating in Blargg's lava. This time they don't move, just spin on the spot, and the trick is to jump across them without rolling off the sides. To make things more complicated, birds wander round some of the balls, and they can't be destroyed, so you'll have to time your jumps carefully to avoid them.



Special Heart One

On the right hand side of the screen about halfway up area one. Seems almost too easy, doesn't it?

Special Heart Two

Halfway through area two you'll find a mystery ball which gives you a vase to area three. Enter the vase and hit the mystery block for a race, this time on a leaf. When you've finished, exit and take the leaf you'll find to your right, keeping level with the trail of coins. Halfway to the next platform you'll find the heart among the coins.



Special Heart Three

The third heart is halfway up on the right of area four. To reach it, drop off the left side of the 14th ball (count 'em!) in the area and push left as you fall.



Collecting this heart is easy – it's just getting to it that's tricky!

Sub-Boss: Inviso

This guy's obviously been watching Predator. He's not completely invisible, but he blends into his surroundings extremely well, so you've got to do what Arnie and Danny Glover did and watch for the tell-tale blur in the background. Hit him with three eggs and it's all over. If you run short, swallow the little yellow birds for more ammo.



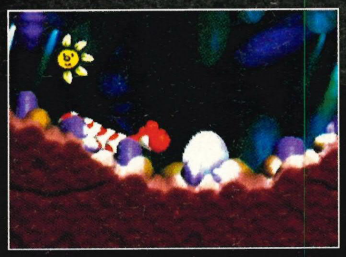
This is how Inviso looks after you've hit him. Usually he is even *less* easy to pick out from the background!

Page 3: Level 3: Poochy & Nippy

This wintery level is very inhospitable, and the Baby Yoshis don't even have coats! However, the question block in area three (take the lower path from area two to get there) contains a white Shy Guy if you need him, and Poochy is on hand to help find hidden coins and melons.

White Yoshi

The route to the White Yoshi egg on this level is fairly simple. From the start in area one, go all the way right, negotiating the logs which pivot in the middle with your weight and enter area two. In area two, take the upper fork to area four, then go right and take the upper fork again to area six. In area six, go down the red pipe to a cavern where you'll find a mystery ball with the White Yoshi egg.



Missing a Melon?

You'll find a balancing melon game worth seven melons in area one, but if you're still a melon short, there's another melon to be found. From area two, take the lower fork to area three, then the upper fork to area five, then the upper fork again to area seven. In area seven, you need to push the question block all the way to the flag at the end of the path for the melon.

Special Heart One

Jump up from the third log in area one at the highest point and tongue the floating surprise ball, which will pull you up. From here it's a short jump up to the heart.

Special Heart Two

From Miss Warp two in area one, cross the logs to the set of nine blue blocks. The heart is concealed in the centre block, so you'll need to destroy them with eggs – easy as falling off a log!



Special Heart Three

From area seven where you pushed the question block, go right and take the lower fork to area eight. The heart is above the four pipes just before Miss Warp four, but you can't reach it by jumping from there. Instead, ride on the backs of the birds which fly across this level, and use them as stepping stones to reach the heart.



Sub-Boss: Cloudjin

Cloudjin is probably the most difficult of the four sub-bosses, but he's still fairly easy. The trick is balancing on the pivoting logs while you try to hit him with eggs. Watch out for his fiery breath, restock your ammo from the egg blocks, and eat one of the power bees if your energy gets too low.





Page 3: Level 4: Frustration

You'll probably think that this snowy level has a bit of a strange name, until you've fallen to you doom for the fourth time, when everything becomes clear! Keep an eye out for Lakitu on his cloud, and nail him with an egg before he drops something on you.

Even More Logs!

Yes, another variation on the log rolling theme. This time you need to get the log ring rolling and keep running like a hamster in a wheel. Except that normal hamster wheels don't have huge gaps in them! To make matters worse, the second ring is actually part of a melon race. The trick is not to let the ring stop moving, as it's hard to start it going again.

Two Legs Good...

Some rather unfriendly centipedes inhabit this level. Jump them, or time your run so that you go between them. The third centipede in area two guards some blue blocks, one of which holds a white Shy Guy if you need him.

Special Heart One

In area one, when you're on the first rolling log, the second mystery ball



You should find this log circle fairly easy to use – just don't stop moving!



Wait for the logs to hit the clouds before you go for the heart.

Page 4: Level 1: Jungle Hut

This jungle is a... jungle! A mass of platforms connects six huts. For the purposes of clarity, they are referred to clockwise from the right. So, the upper exit on the right of area one leads to area two, the two lower right exits lead to area three, the bottom pipes lead to area four, the two lower left exits lead to area five, the upper left exit leads to area six and the two pipes at the top of area one will take you to area seven.

Bee Nice

Area four contains a hut full of mystery balls containing melons. It also contains bees that get very angry if you wake them up. To avoid waking them up, use the analogue stick to tip-toe carefully past them – once you've hammered the Shy Guys of course.

Melons From Heaven

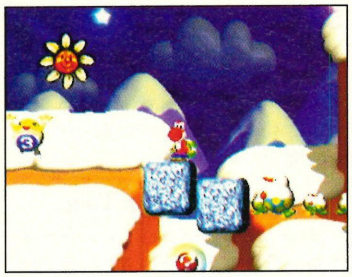
Areas two and three contain huts which are fairly easy to clear out. In both of them, if you collect all the coins you'll get an extra melon.

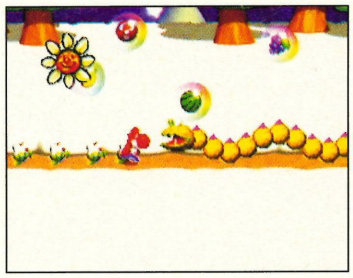
Crazy Chomps

The hut in area six contains some rather huge Chomps with nasty big teeth. Once you've jumped to the top, the only way to get down again is through the single gap in each level.









you encounter will contain the heart. If possible, try to hit the ball and collect the heart without stopping, or you might fall out of the ring when you start up again.

Special Heart Two

Just past Miss Warp three in area two you'll see a mystery ball underneath two blue blocks. Blow the blocks away and destroy the ball for the heart. Some more of the throwable baby birds can be found here, so you should have plenty of ammo to accomplish your task.

Special Heart Three

A short way past the centipede guarding the blocks in area two you'll find another one guarding a mystery ball. Destroy the ball and the heart is yours. The best technique is to simply keep jumping over the centipede.

Sub-Boss: Don Bongo

This fat lizard has huge lips, so presumably he's popular with the girl boss-monsters. He will slam into the floor, causing pots and pans to drop from the ceiling. Avoid these, or even swallow them for more ammo, and hit Don three times on the lips to vanquish him – no problem!



You can only swallow small objects – this metal tub is too big too eat!

This means you're going to have to time your runs carefully to get around the Chomps. Oh, and unless you're using the black or white Yoshis, they move faster than you.

Special Heart One

In area one, just below the exit leading to area six. Go up and left from the start position until you find a tulip. Eat the tulip, and boost diagonally up and left and you'll fly straight at the heart.



You'll need to transform into a turbo-powered egg to get this heart.

Special Heart Two

In area one, directly below the exit leading to area two. To get to it, drop left off the start platform, then go right onto the second platform with a blue block and Gabon floating above it. Destroy the block, eat the tulip, and boost diagonally up and right for the heart.

Special Heart Three

Break through the four blocks at the bottom of area one – if you need him, a white Shy Guy will be here. Next enter the green pipe leading to area four, and unless you want to end up right at the bottom by the hut, flutter your way right as you drop from the pipe onto the top of the hut. Go right, and jump up into the green pipe. The third heart is waiting at the top of the pipe.



This blue pipe is the only way to reach the third Special Heart.

Page 4: Level 2: JUNGLE PUDDLE

This water on this level is considerably more than you'd expect in your average puddle! In addition to running and jumping, Yoshi may be required to swim on this level, using the analogue stick to guide him. Watch out for eels and large blue or red fish, the latter two of which have a nasty habit of jumping at you from the water and swallowing you. For those that need him, there's a white Shy Guy hidden in a question block in area two.

Pay For Your Melons

Coins mean more than simply points on this level. About a third of the way along area one you'll see a grouping of three coins in the water. By collecting the coins on the left and the right, Yoshi will make a melon appear above the central coin. Essential if you're after all of them.



A Question Of Melons

More question block melon action here. About half-way through area one you'll encounter three question blocks in a row. In order to achieve maximum melons, you need to pound the middle block for one melon, then shove the remaining two blocks together for two more.



If you destroy the blue block, the pogo Shy Guys will descend upon you.

Seven Steps To Happiness

The minigame on this level is accessed through a red pipe situated below an arc of four coins part-way through area two. This melon balancing race is a little more tricky than most, as it involves climbing stairs comprising seven blocks. The trick is to get the blocks at the correct angle before you start jumping. If you do it right, you should be able to go all the way up without stopping. If the blocks start to topple over behind you, simply step backwards until you've righted them – Yoshi will only fall forward through the gaps, so you'll be safe.



This is one of the trickiest melon races – you'll have to measure your jumps carefully or it'll end in tears.

Special Heart One

Not far into area one, you'll find your first mystery ball. Burst it and the first heart is yours for the taking.

Special Heart Two

About two-thirds of the way through area one you'll see the second heart floating underwater at the bottom of the puddle. You'll need to swim for it, so watch out for aggressive eels and fish out for a fight.



You'll need to jump from a platform on the left of this heart to get to it, as it can't be reached from below.

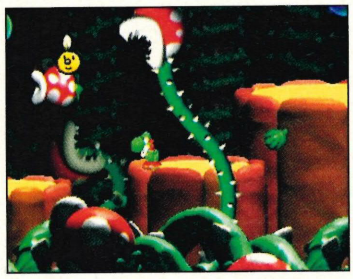
Special Heart Three

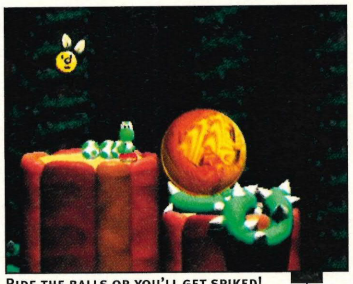
Almost to the end of area two you'll find two question blocks, one on a raised platform, which when pushed together will give up two melons. Between these blocks, on a platform close to the roof of the area, you'll find the heart.

Page 4: Level 3:
PIRANHA GROVE

This level presents a prickly problem – as if the thorns that populate this level weren't bad enough, there's a bunch of Yoshi-eating Piranha Plants, some of which even fly! Yoshi will need his jumping boots on too, as area two is one *big* climb. A white Shy Guy can be found hiding in a mystery ball on top of a cloud in area three.

Piranha Problems
The piranhas that give this level its name come in three types, two ground-based versions and the more annoying aerial model. If any of them swallow you, they will steal your eggs and spit you out a shrunken version of your former self! Defeat them with carefully aimed eggs.





RIDE THE BALLS OR YOU'LL GET SPIKED!

Get The Ball Rolling
Area three is where you'll encounter platforms covered by thorns. To pass over these unscathed, it's back to ball rolling. You should be familiar with the technique by now, but it's basically a case of getting the ball moving then keeping on the right-hand side near the top and running left to keep from falling off. Don't take the first two balls that you encounter though – it's easier to go on foot.



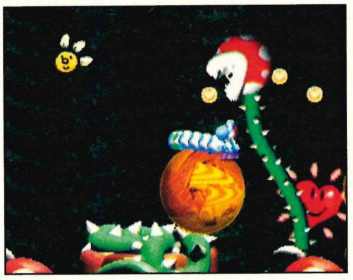
More Melon Madness
The melon minigame on this level is reached through a vase at the bottom of the big thorny slope in area three (after ball three). Before you pound the bucket for melons though, go and remove the two Piranha Plants that will otherwise impede your balancing prowess.



Special Heart One
In area two, ground-pound on the second log surface to make a set of platforms appear, and these will take you up to where the heart is resting among some clouds.

Special Heart Two
Right at the top of the massive climb in area two you'll find a mystery ball. Burst it for the heart, before flutter jumping left off the top to land on the vase leading to area three.

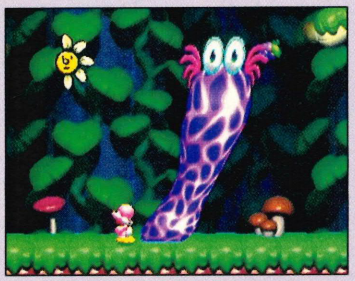
Special Heart Three
This heart is among the thorns shortly after the fifth ball in area three. To get it, you'll need to hit it with an egg from the top of the ball. Time it carefully or your ball will drop off the screen through a gap in the floor, taking you with it.



Page 4: Level 4:
NEURON JUNGLE

This jungle level is another in which you'll find yourself both jumping and swimming. You'll encounter unfriendly frogs and some rather active cacti, particularly during the melon minigame (which is a swimming race this time) that can be entered through a vase near the bottom of area two. At the end of the race is a mystery ball with a white Shy Guy if you need him. If you're after all thirty melons, you'll need collect every coin on the level before the last melon appears.

Blobby, Blobby, Blobby!
The colourful blobs of protoplasm that inhabit this level are harmless, and can be helpful as Yoshi can stand on them to reach certain areas. Yellow and blue blobs move up and down, purple sway side to side and red ones will need to be pounded upon to make them compress.

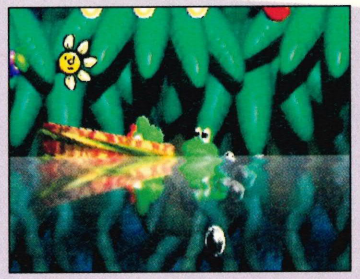


Invisible Melon



Way back on level 1:1 you might remember a melon which appeared from thin air. A similar melon is hidden on area two of this level. To find it, you need to get to Miss Warp one, walk left and drop down right of the blue blob, by the arrow.

Row, Row, Row Your Tub...
Area three is one long stretch of water. Fortunately, large wooden tubs are situated strategically throughout and are just the right size to carry a Yoshi. To operate one, simply jump into it and let it carry you away. If you fall out though, make sure you don't swim off the bottom of the screen.



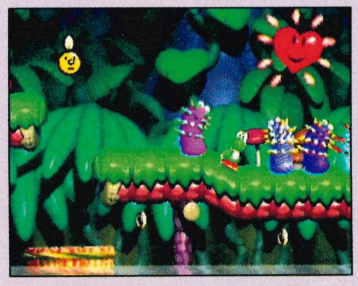
Special Heart One
In area two, trapped between two red blobby things. You'll need to pound on one of them in order to get at it, then grab it before the blob decompresses.





Special Heart Two
Also in area two, this time down near the bottom about halfway along under a platform. To pick it up, stand on the red blob and pound on it to bring him down, then grab it.

Special Heart Three
In area three, you'll find three mystery balls about halfway through the area. The heart is hidden in the second ball.



Page 5: Level 1:
LOTS O' JELLYFISH

This level is primarily underwater. Fortunately Yoshi can hold his breath indefinitely, so the only thing you'll need to come up for is energy and there's a field of energy daisies available through the red pipe at the top-right of area two. Try to avoid Shy Guys in subs, as they're indestructible and will fire homing missiles at you.

A Fishy Problem

In addition to other undersea creatures, area two is populated by a lot of jellyfish. Most of them are easy to avoid since they move up and down in a fixed pattern. The problem ones are the homing jellyfish, which constantly follow you. The trick to avoiding them is to lead them off in the wrong direction and then quickly turn and swim past them. As they don't turn fast, you should be able to steer around them. Watch for dead ends though.



Nosy Eel

Find the red pipe at the bottom left of area two and you'll encounter the long-nosed eel in area three. This fishy fellow follows you constantly, but has a very large turning circle, so let him come at you and swim out of the way. You need to collect all the coins and fish in this area to make four melons appear. Keep close to the eel's body to make it hard for him to get you.



This eel is a pain, but his long body stops him turning too tightly.



You'll need to use the colour-changing fat birds to make this jump.

Long Long Jump

Surface through the yellow pipe in the middle of area four and you'll find the long jump sub-game. To make it all the way to the end for seven melons, you'll need to use the butterflies in this area like stepping stones. Launch from the help block and jump from fat bird to fat bird. A white Shy Guy is in a mystery ball at the end of the race if he's needed.

Special Heart One

In area two, at the first junction take the tunnel down and follow it to find the heart floating in a little cave.

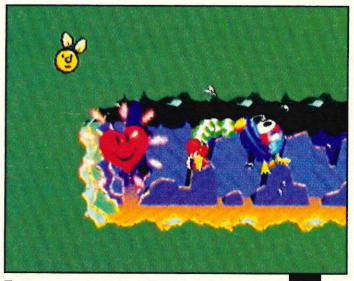
Special Heart Two

From the red pipe in area two leading to the energy daisies, swim down past the tunnel entrance on the right and take the next tunnel on the left. Follow this all the way left without turning and you'll find the heart in a little alcove.



Special Heart Three

Follow the floor in area four right until you come to a tunnel leading down. Follow this tunnel for the third heart.



This heart is easy to find, but will it be so easy to get out of the tunnel?

Page 5: Level 2:
LOTS O FISH

Once again, most of Yoshi's progress on this level will be underwater.In addition to windy clams and frisky sea anemones, Yoshi will need to deal with some rather touchy bees that do not like being disturbed.

Can't Climb?

Go up the green pipe into area two and you'll notice that you're faced with a huge cliff that's too high for you too jump! Use Yoshi's nose near the arrow sign in conjunction with a ground-pound and you'll uncover a series of platforms that will enable you to climb. Push the question blocks on the other side of the cliff together for two melons.



How is a little Yoshi supposed to get all the way up there?

Clamming Up

In the underwater areas, clams look fairly harmless, but when they open up they emit a stream of bubbles which can propel a hapless Yoshi into all manner of dangers if he doesn't watch out. To avoid this problem, time your swim so that you pass when the clams are closed.



Don't Bee Noisy

Areas three and four (the surface areas) are infested with beehives. To get past the bees without them getting angry and forcing you back, you need to creep really slowly past them. This is particularly tricky when doing the melon balancing race in area four, but you should have time to walk slowly past the bees and still finish the race within the time. Area three will have a mystery ball holding a white Shy Guy between bee hives two and three.



Special Heart One

Go down the yellow pipe about halfway through area one and you'll find two clams and a school of fish. Position Yoshi in the middle of the screen to avoid the clams' bubbles and eat all the fish to make the heart appear.

Special Heart Two

Swim left along the tunnel which is about three quarters of the way along area one and marked by a clam and a green pipe. The heart is at the end.

Special Heart Three

On the surface in area four, just to the right of the bee hive you'll find a mystery ball. Destroy it to release the heart.

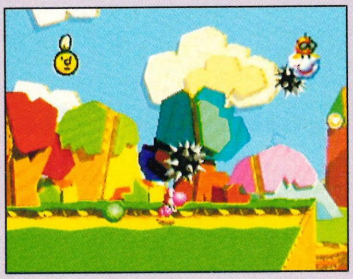




Page 5: Level 3:
SHY GUY LIMBO

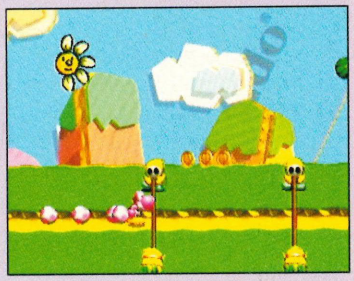
This nice bright level is a refreshing change after the jungles and underwater levels. It's a simple case of moving from right to left, collecting the hearts and not falling down any holes. The minigame is accessed via a pipe at the top of the cliff halfway through area one. It's a jumping game, so start by leaping from the help block and get a boost from the cloud with the red arrow on it. The white Shy Guy will be in a mystery ball halfway through area two.

Unexpected Help
A cloud-riding Lakitu drops spiked balls on you, but instead of hitting him, avoid them, as he will drop five melons if you leave him to it. If you don't get all five, go back to the start and try again.



Lethal Limbo
At various points throughout the level Shy Guys wander back and forth with limbo poles. The Shy Guys can't be taken out and if you hit the poles you lose energy. Don't bother trying to limbo under the poles though, just jump over them.

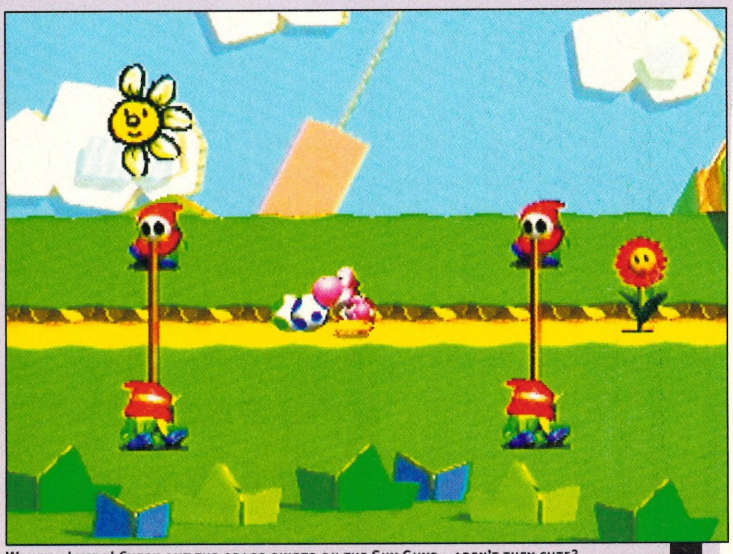
More Hidden Melons
About halfway through area two you'll find two sets of limbo Shy Guys straddling three coins. Pound the ground below the coins for a switch, and then hit the switch for a trail of clouds which will lead you to two melons.



Special Heart One
Right at the end of area one you'll see a switch parachuting down into a chasm. Hit the switch and the first heart will be revealed.

Special Heart Two
In area two, go right, cross the first chasm and you'll come to a sequence of chasms and six small islands. Pound on the fifth island for the heart, but watch out for Lakitu who is now dropping water.

Special Heart Three
This heart is two-thirds of the way along area four up in a group of clouds. A good way to get up here is to steal Lakitu's cloud while he's dropping water on you and fly right to find the large clouds.



Wahey... Limbo! Check out the grass skirts on the Shy Guys – aren't they cute?

Page 5: Level 4:
SHY GUY'S SHIP

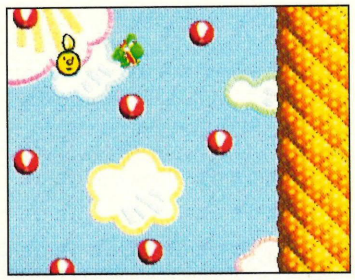
This level is another totally linear affair, apart from the minigame. Hazards to watch out for on this attractive island include a lot of deadly drops, collapsing blocks, unfriendly cannons and incoming fire from a Shy Guy galleon off-shore. The white Shy Guy can be found in one of the blocks in the upper row of two sets of four, two-thirds of the way through area one.

Bothersome Bombs
Shy Guys have a new tactic on this level; they follow your progress in their ship and fire a multitude of small walking bombs at you. To take out the bombs, stomp them or swallow them and throw them away. Make sure they're not near you when they explode though, and be careful they don't destroy a block you're standing on.



Hitchin' A Ride
In area two, some very dangerous jumps are protected by automatic cannons. Instead of risking life and limb at ground level, hop onto the birds passing by overhead and get one of them to carry you where you want to go.

Tongue Tired
The minigame on this level is a little different from ones on past levels. To



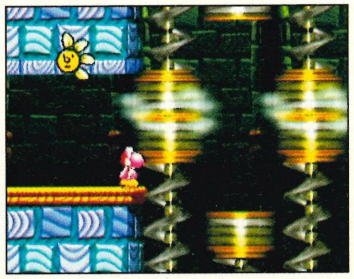
Page 6: Level 1:
MECHA CASTLE

This castle is not a friendly place at all. Knives poke through ceilings and floors, black Shy Guys drop spiked weights and the sub game which you find through the vase on the middle left in area three has nasty buzz saws set to catch unsuspecting Yoshis. Remember that blue knives are stationary while red ones move sideways along rails. Creep up to the black Shy Guys so that they drop their weights, then jump over.

A New Angle On Things
Yet another variation on the roller theme; this time Yoshi must run front to back or back to front to keep on the roller. This is actually fairly easy, but don't lose your concentration or Yoshi might come to a sticky end.



Piston Power
The rather nasty pistons in area two move in patterns, so you'll need to watch for the point where they are the most synchronised and then dash through.



Special Heart One
After you've walked up the five steps at the beginning of area one, jump up and use the surprise ball to get into the passageway above left of you. Go

get to the game, go down the second blue pipe in area two. The object is to get to the finish flag at the top of the cliff using your tongue and the surprise balls. It's probably best to make a practice climb along your planned route first.

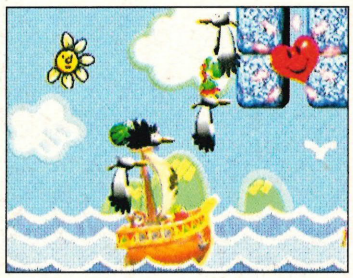
Special Heart One



The first heart is in the third blue block that you come to in area one. If you don't have any eggs, grab a cannonball and use that to destroy it, but be careful that you don't fall through the gap.

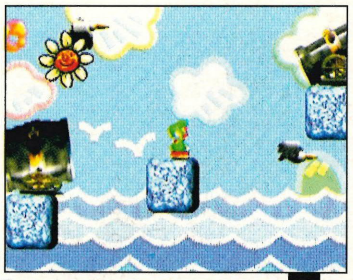
Special Heart Two

Take a ride on the birds in area two, and about two-thirds of the way through the level you'll see the heart trapped between four blue blocks, so you'll need some eggs to get to it.

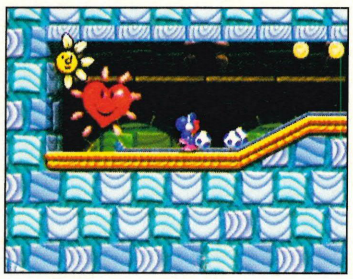


Special Heart Three

The final heart on this level is in the last part of area two, inside the fourth of five blue blocks on which rests the second of three cannons. Stand on one of the birds to get to the block and destroy it with an egg, dumping the cannon in the water and uncovering the heart.



THE PROBLEM HERE IS THAT THE CANNONS WILL TRACK YOU. USE THE BIRDS!



right, making sure to jump the knife and you'll find the heart.

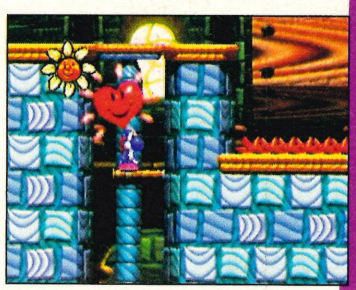
Special Heart Two

This is a little complicated. Go right from the start, and pass over the three large cogs, which should leave you standing below some more large ones with four small platforms to your left. Climb these platforms and go left to destroy the mystery ball, which will reveal a switch. Now, stomp the switch and go quickly right across the four large cogs, hitting the delay switch above the third. Still moving fast, take the surprise balls up into the little alcove with the vase. Take the vase to a new area, and make your way all the way to the far right of this area past seven black Shy Guys with weights. The mystery ball by the exit vase contains the heart.

Special Heart Three

From the start of area two, go past the first two rollers, then drop past the third onto a fourth and go right where you'll find Miss Warp two. Jump right onto the next ledge, then hop on the elevator for a quick trip up to the third heart.





Page 6: Level 2: Lift Castle

This castle should really be called Buzz Saw castle... er, because it's full of buzz saws. You'll also find a whole load more of the black Shy Guys with the spiky weights, so watch out!

A Batty Problem



The key to the door leading to area three (the one directly above where you start) is in the possession of a large black bat-like thing. To get to the room with the bat, go left from the start, crouching down to keep below the buzz saw and make your way up and right until you come to a door. Through the door, pelt the bat with eggs until he drops the key. To get back to the locked door, exit the bat room, go right through the yellow pipe to area two, drop down with the parasol and take the red pipe back to area one.

Balloon Ride

Remember the inflatable balloon things from level 1.2? Well, one of them inhabits this castle, and you need to use it in area four to cross the huge chasm. Climb on, then when it starts to move to the right use the analogue stick to move it up and down and avoid the buzz saws and get to the door for area five.

Special Heart One

Go into area two through the yellow pipe at the top of area one. Hit Miss Warp and don't collect the umbrella. Now drop down, and flutter to the left, where you'll find the heart floating by the top of the wall, under the overhang.



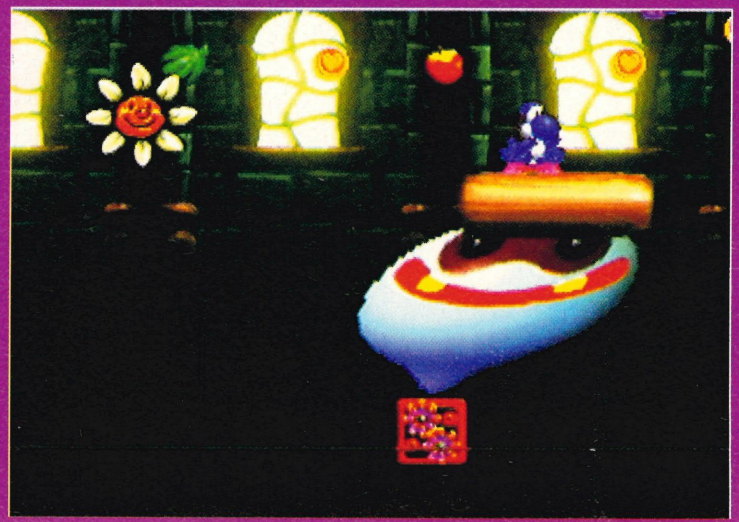
Special Heart Two

From the door into area four, hop onto one of the bumper balls and ride it to the upper-right corner of its track, then jump up to grab the heart which is floating close to the ceiling.

Special Heart Three

Do the melon balancing race in area five, and at the end destroy the mystery balloon for the third heart.





Page 6: Level 3: Ghost Castle

This scary level is haunted by a whole mess of ghosts, some friendly, some not so friendly. The place is a complete maze, and many of the doors are locked, so you'll need to hunt for the keys. More black Shy Guys with weights lurk around, waiting to drop their spiked weights on your head.

Boos

There are several kinds of Boos in the castle. Two notable ones are blindfold Boos and block Boos. The blindfold Boo can't see you (obviously) but it can hear you, so you need to avoid attracting its attention by creeping when near it. The block Boos stay in block form when you're facing them, but transform and chase after you when your back is to them. By careful turning and facing, it's possible to move block Boos to wherever you want them.



Ghost Rider

The happy ghosts can be stood upon, and this can enable Yoshi to get to certain places otherwise inaccessible. You need to move with the ghost though, or else you'll fall off.



Special Heart One

From the start, go all the way right and through the door to area two. Drop down the yellow pipe, get the key and go back up the pipe. Take the door on the top left of the screen, and make your way to the top right of the level, where you'll find the heart.



Special Heart Two

From where you found the first heart, go down, left, up and right and burst the mystery ball for another key. Now go through the door to area four and drop down and through the pipe to area one. Go back to area two, and this time take the lower left door with the key hole in it. In the new area, go right until you come to a group of six grey blocks with three black Shy Guys above them. The heart is in the fourth of these blocks.



Special Heart Three

From where you found the second heart, go all the way right and through the door to area four and drop down and through the pipe to area one. Go right and back into area two, and take the lower right door (the other one with the key hole in it). In the new area, make your way right until you come to a section with a lot of block Boos and spikes on the floor. The heart is hidden in a yellow block in the bottom left of this area.

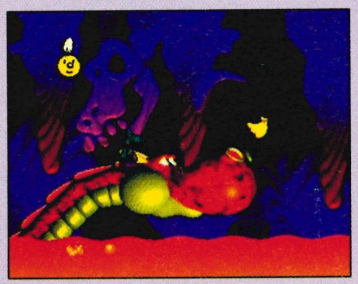


Page 6: Level 4: Magma Castle

This level is particularly nasty, and your only friend is a red dragon who's ready to give you a ride across some dangerous lava. In one area you'll find seven question blocks which must be matched up if you're after all the melons – time to experiment!

Your Only Friend

The red dragon will carry you on his back across the lava in area one. You'll need to jump from hump to hump on his back though to avoid getting dunked. Before you get on the dragon, go through the door and wake up Miss Warp one.





More Slimy Slugs

Take the door at the right of area one into area two. In area two, keep going right and up until you come to a drop with two signs pointing down. Drop down this tunnel and go through the door that you'll find there. In this room are two slugs. You need to kill both by blowing up three eggs in front of each of them, and you'll get the key to the door back by Miss Warp one.

Special Heart One

This heart is easy to find; it's in area two underneath a platform that you must pass in order to get to the room with the two slugs.

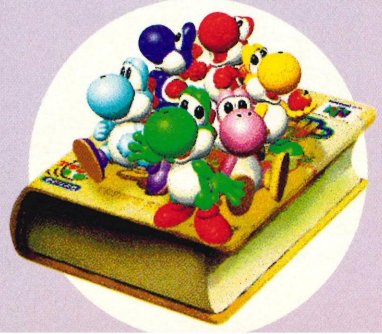
Special Heart Two

From the room with the two slugs (you should already have the first heart) use the right-hand tulip and boost to the top of the shaft, then go all the way right, up through the room with seven question blocks, and right to find the heart.

Special Heart Three

From heart two, open the question block just to the right and take Miss Warp three back to Miss Warp one. Go through the door on the left and in the next room take out all the bats and you'll receive the last heart.





Beating Baby Bowser

After coming all this way, Baby Bowser is a bit of a walkover. The tree provides extra energy if you need it. After a quick confrontation, Bowser jumps onto the green ghosts and flits from side to side. Catch the bombs as they fall and lob them at the spikes on the ceiling so that they fall and hit Bowser. Do this three times and Bowser loses his transport and takes you on on foot with his fiery breath. Hit him three more times and the Super Happy Tree belongs to the Yoshis once again!



Defeating Baby Bowser shouldn't be a problem – you've got your tree to help you!

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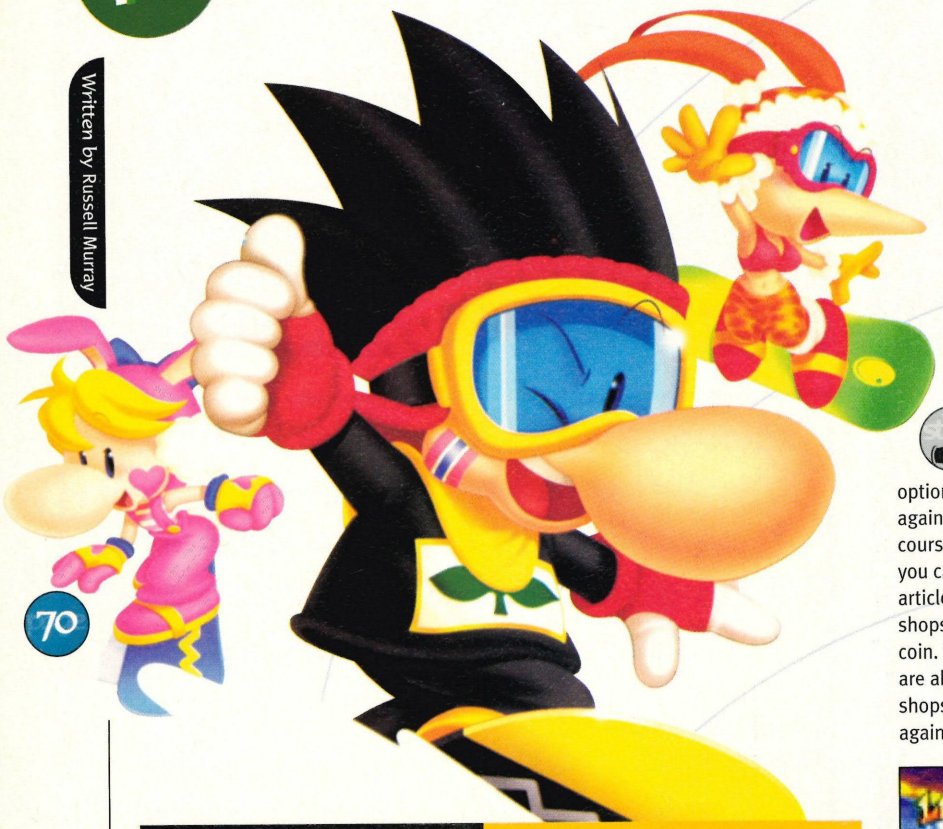
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Written by Russell Murray



SNOW

RUN for the hills! And slide down them! It's the SNOWBOARD Kids!

SNOWBOARD KIDS IS A FAST action packed game consisting of three different race options. Battle race mode is a race against three other players. Along the course are power-up shops from which you can purchase a number of random articles. Each transaction through the shops will cost you 100G or one golden coin. You must collect coins before you are able to pass through any of the shops. Time attack mode is simply a race against time to reach the finish as fast as possible. There are no shops available in this mode but you are equipped with a speed fan. Use this item wisely as you only receive one for each course. Skill mode has three separate challenges. In the speed challenge you must collect the speed fans to reach the finish line as fast as possible. In the shot game you must steer your snowboarder down the course shooting all the snowmen you encounter along the way. And in trick mode you must score as many trick points as possible within the three minute time limit.



Power-ups

ITEM POWER-UPS

SPEED FAN
Using this power-up will increase your speed for a short while.

GHOST
Using a ghost will slow down the opponent who is currently in first place.

PANS
Use this power-up to drop pans on all other opponents.

ROCK
Drop these rocks onto the course to trip the other players.

RAT FACE
This power-up enables you to steal all the money from your opponents.

INVISIBLE
This item turns your character invisible for a short period of time. When your player is invisible you will not get shot and pans will have no effect.

SHOT POWER-UPS

SLAPSTICK
A fast moving attack that seeks out any opponent within range. When a player is slapped by this weapon they will stumble and fall over.

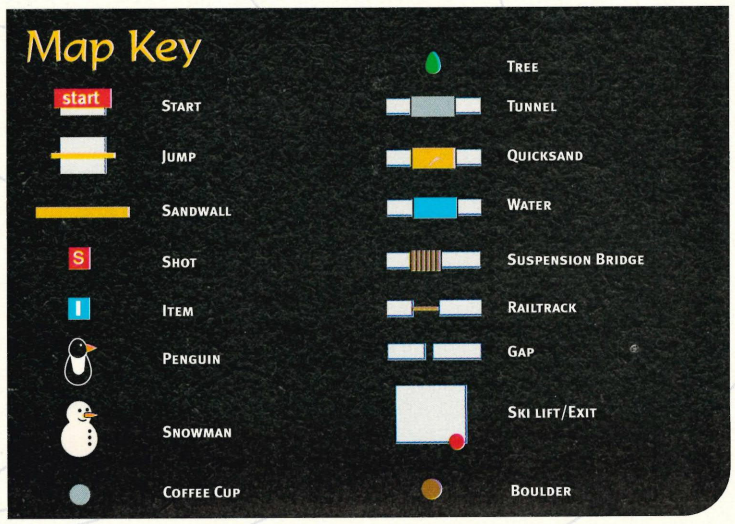
PARACHUTE
When hit with a parachute the player will be launched into the air and carried safely back down with a parachute. The floating player will stay in the air for quite some time.

FREEZE SHOT
This attack freezes you in a block of ice. To escape keep pressing the A button as fast as you can.

SNOWMAN
This attack bounces off the side walls until it hits an opponent. When hit the player will transform into a snowman and will be unable to control which direction they travel in.

BOMB
When hit by this exploding attack the player will be blown into the air. Be sure to keep your distance from these attacks as the blast carries for some distance.

Map Key



BOARD KIDS

ROOKIE MOUNTAIN

Battle Race 1

This is an extremely easy track with only a few turns and two jumps. This first race is held over five laps by which time you should have mastered control of your snowboarder.

Use the analogue control stick to turn your snowboarder left and right. If you need to turn slightly sharper simply hold back on the control stick and then turn as normal.



Turbo Start

As the race begins keep tapping the A button to get a turbo start. If you have performed the manoeuvre correctly your snowboarder will jump forwards some distance and start accelerating immediately.

Performing Tricks

As you approach a jump, press and hold the A button. Whilst the A button is pressed you are able to control which direction your snowboarder will spin. Release the A button as close to the end of the jump as possible, and then press any of the C buttons to perform a grab. You will score more points if you can land a jump that includes a spin and a grab. Also on some of the larger jumps you will be able to gain more points for holding yourself in the grab position for longer.

Make sure however that you are not holding any buttons as your snowboarder begins to land. If you hold the grab for too long you will trip and fall.

Winning the Race

To win this race you will need an equal amount of skill and luck. Try to keep yourself close to the race leader and use all your items to hinder your opponents. Watch for the exclamation marks which shows that there is an incoming missile, and try to avoid them.

Sometimes you will be able to jump over certain objects or move to one side to avoid being hit. Alternatively the invisible item will make sure that no missiles can hit you.





REMEMBER, YOU CANNOT PICK UP AN ITEM UNTIL YOU HAVE COLLECTED SOME COINS.





BIG SNOWMAN

Battle Race 2

This is the longest track in the game and you only need to complete two laps. The turns are fairly simple and most of the jumps allow you plenty of time to prepare for them. There are however a couple of places that you should watch out for.

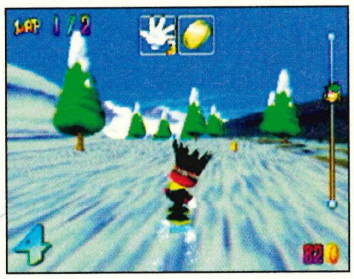
The Forest

When you discover this wooded area you will need to dodge in and out of the trees. There are several coins in this area for you to collect and also a couple of shops. To collect all the coins from this area start on the right hand side of the track and the move to the left when you can not see any more coins. Being on the left hand side will give you the best line into the sharp right-hand bend as you exit this forest area.

Thin Track

After the next jump the track becomes thinner as it rounds a left hand bend.

Keep to the right hand side of the track to avoid falling over the edge.



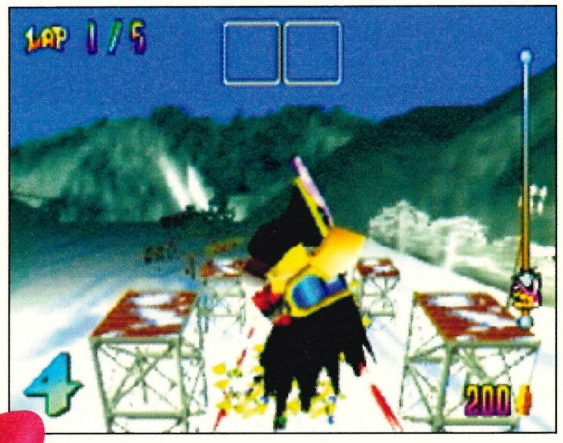
Tricks will earn you extra money for purchasing items. The harder the stunt the more money you can earn.

Double Jump

After the track emerges from the overhanging rock you will find two jump ramps one after the other. Perform a simple grab trick on the first ramp and then try to execute a big jump on the second ramp. If you try to perform a big trick on the first of these ramps you will nearly always crash and roll right over the second jump ramp.

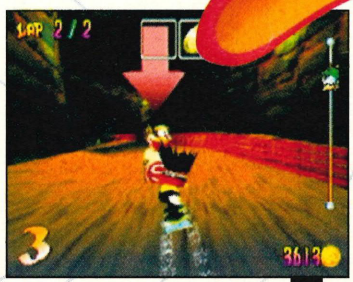












Watch out! Sometimes there are two jumps in close succession. Concentrate on speed – you will have plenty of time for posing later.

Nancy Neil

Age: 10
Speed: ★
Corner: ★★★
Trick: ★★★

She might be cute, but she's no great shakes for speed – you need the fastest possible board to get much use out of her. Nancy is very manoeuvrable, however.



SUNSET ROCK

Battle Race 3

This course is extremely challenging. The turns are fast and a few of the jump ramps are awkwardly placed.

There are several obstacles which will slow down your decent considerably and these are mentioned below.



Avoid these large falling rocks. They crush everything in their path.

Penguin Valley

Try to avoid the penguins that are in this area. If you can keep your speed up they should not cause too many problems, but if you are moving slowly they will try to run into you and cause you to tumble.

Rail Slide

There is a rail running across a river about halfway down the course. To slide along this rail you must make sure that you are lined up correctly and quickly tap the jump button as you approach the beginning of the rail.

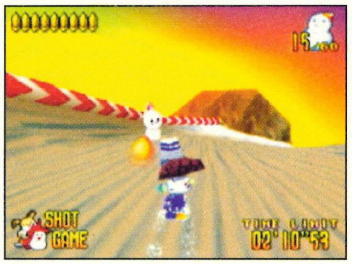
If you have performed the slide correctly you will be awarded with 300 trick points.



Penguins will move towards your snowboard and make you crash.

Rolling Rocks

Keep a careful eye out to avoid the huge boulders which are falling across the course. If any of these rocks collide with you they will flatten you into the snow.



Big Snowman

Just after the falling rocks you will discover a large snowman in the middle of the track. He fires randomly at all the snowboarders and cannot be shot.

The best way to avoid being shot in this area is to stay on the right hand side of the track.







This large snowman fires bullets at you as you approach. If you are hit by one of these missiles you will transform into a snowman and be unable to turn.





NIGHT HIGHWAY

Battle Race 4

This course can be extremely tricky; there are some difficult jumps and some really fast turns. There are also two shortcut routes that can reduce your lap times if taken correctly.

Shortcut 1

Just after the Item Power-up is a small gap in the fence on the right hand side. Turn sharply to get around this corner and then race straight to the bottom. If you take the corner without crashing you should now be in first place.

Smaller Track

Continue through the tunnel and over a ramp. On the next jump ensure that you are in the centre of the track. The track narrows here so you will need to



be precise with your control. If you fall over the edge you will lose several seconds while you recover. At the exit of this little section is another jump. There is quite a gap to jump over here so do not try any difficult tricks.

Shortcut 2

After the next jump is a small gap in the trees on your left. Getting into this entrance is very difficult if you do a large jump. The entrance is on the left the moment you land and you will undoubtedly crash into the wall. If you just perform a drop over this jump you will then able to turn into this corner.



Final Jump

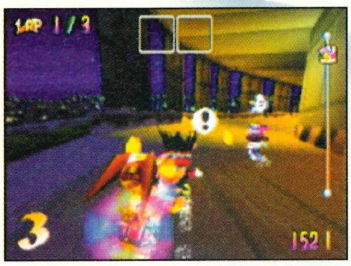
As you emerge from the next tunnel you will see a huge drop with a concrete ramp. There are three jumps here in short succession, although you will probably only have a chance to perform two tricks. Try for a huge stunt over the first ramp and then you should land just before the third ramp. You will then have just enough time to set up a decent spin or grab over this last jump.

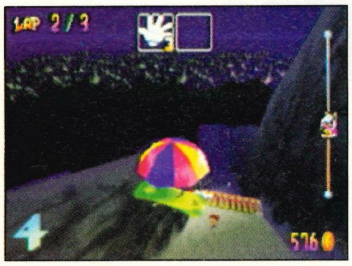


Linda Maltinie

Age: 11
Speed: ★★★
Corner: ★★
Trick: ★★

Pouty poser Linda is one of the best racers in the game, combining great speed with decent stunt performance. Judging by her figure, she's lying about her age!









On the left is the entrance to Shortcut 2. This entrance is impossible to make if you are travelling at full speed.



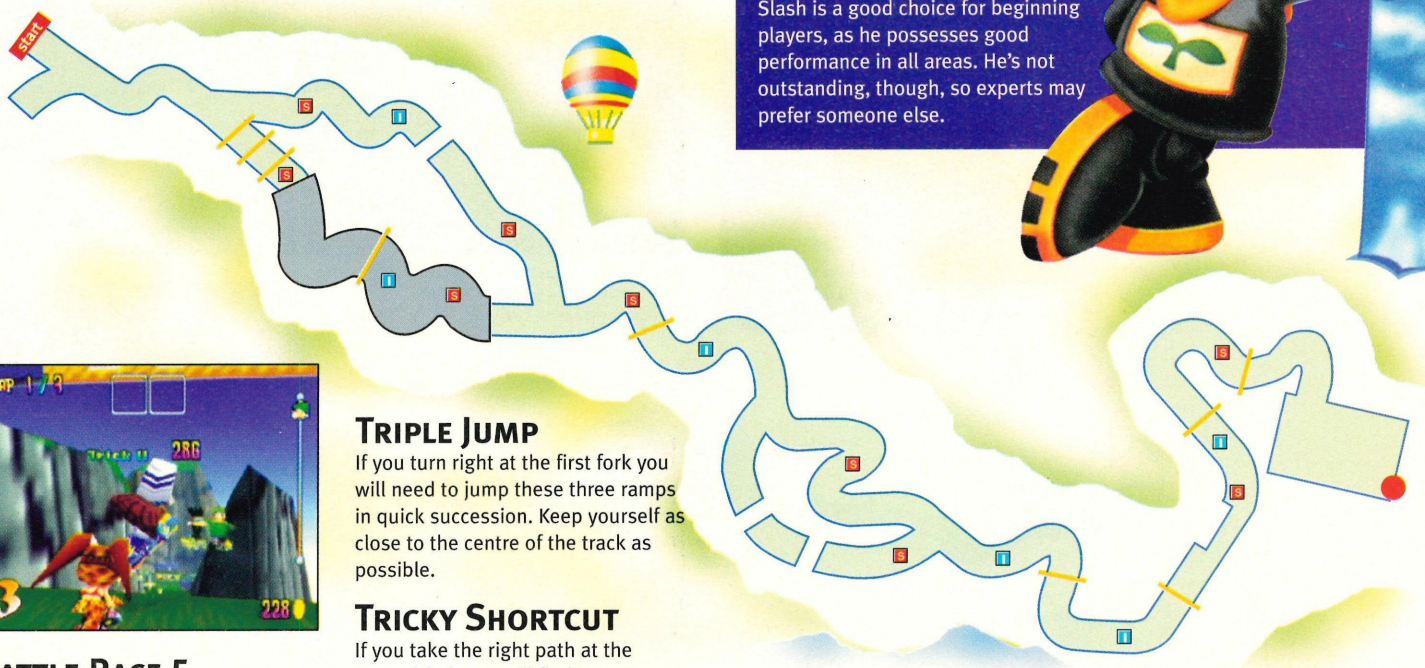




GRASS VALLEY

Slash Kamei

AGE: 10
SPEED: ★★
CORNER: ★★
TRICK: ★★
Slash is a good choice for beginning players, as he possesses good performance in all areas. He's not outstanding, though, so experts may prefer someone else.



BATTLE RACE 5

This course looks a little confusing because there are several different routes you can take to get to the finish line.

The best route through this course is to keep to the left. Although there is very little difference in actual distance you will find fewer obstacles on these paths.

TRIPLE JUMP

If you turn right at the first fork you will need to jump these three ramps in quick succession. Keep yourself as close to the centre of the track as possible.

TRICKY SHORTCUT

If you take the right path at the second fork you will find a route through the trees. This is not as easy as it may seem, as there are two large holes in the floor which you must jump over.

There are no marked ramps in this section so you will need to jump on instinct. If you cannot see the track ahead you can assume that you need to jump.







DIZZY LAND

Battle Race 6

This is a long and tricky course with several difficult obstacles to overcome. There are no shortcuts to help you on this course so you will have to fight all the way to the finish line.

Coffee Cup Pinball

Try not to crash into any of the cups in this area. You may find yourself bouncing around like a little ball.

The best route through this area is to keep in the middle, then move to the right as you approach the exit .

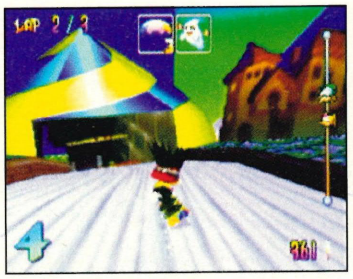
Tricky Jump

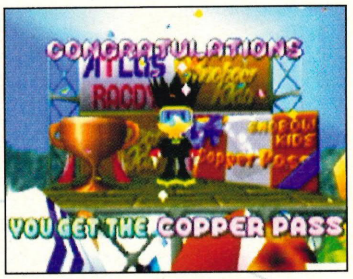
A little further along the course is a steep hill with a ramp at the bottom. You will have to be extremely quick here to jump over the gap.

Your feet will only touch the ground briefly before you need to jump. This little jump can be very annoying and may take a while to master.

River Section

In this watery section you will find that you move fairly fast. Turning the corners may be a little tricky but you should not find this part too difficult. Keep your speed going as the finish line is not very far away.

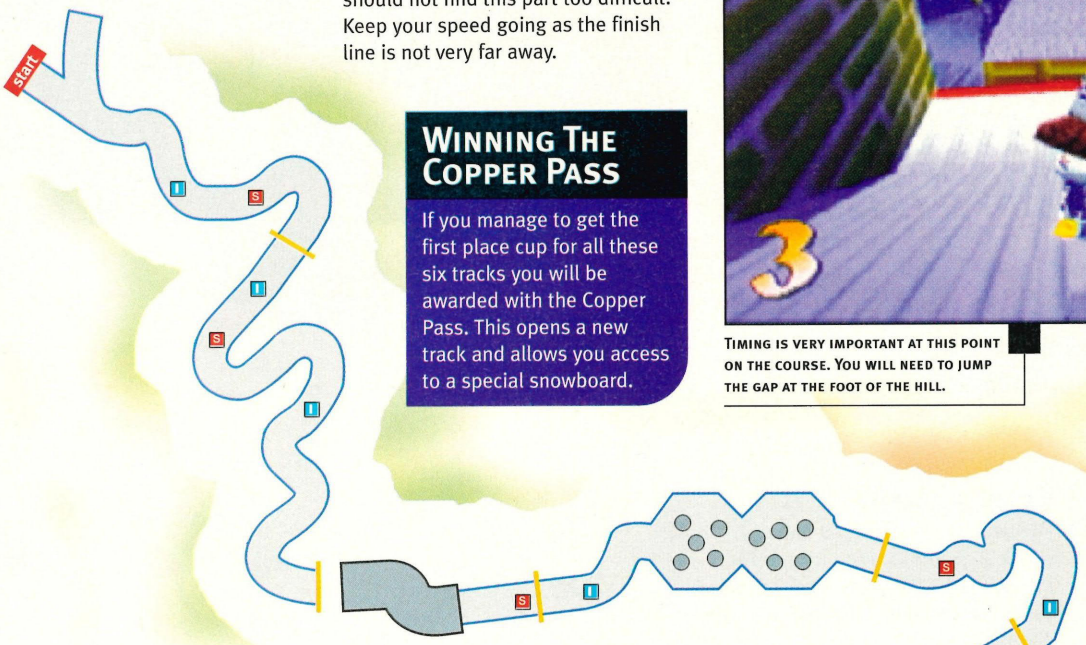






TIMING IS VERY IMPORTANT AT THIS POINT ON THE COURSE. YOU WILL NEED TO JUMP THE GAP AT THE FOOT OF THE HILL.



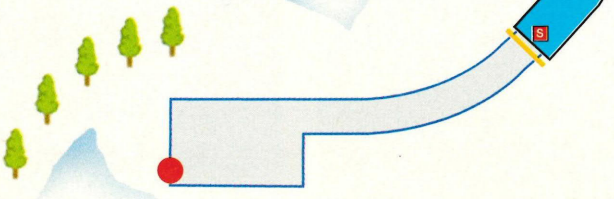


Winning The Copper Pass

If you manage to get the first place cup for all these six tracks you will be awarded with the Copper Pass. This opens a new track and allows you access to a special snowboard.







QUICKSAND VALLEY

Battle Race 7

This is the most difficult course you will encounter in this game. There are several different routes you can take to the finish, but the paths on the right seem to be slightly faster. There are also plenty of sharp corners and tricky obstacles to avoid.

Suspension Bridge

You will make plenty of noise as you cross this wooden bridge.

Just after the bridge the road forks and you should take the path on the right here.

Quicksand

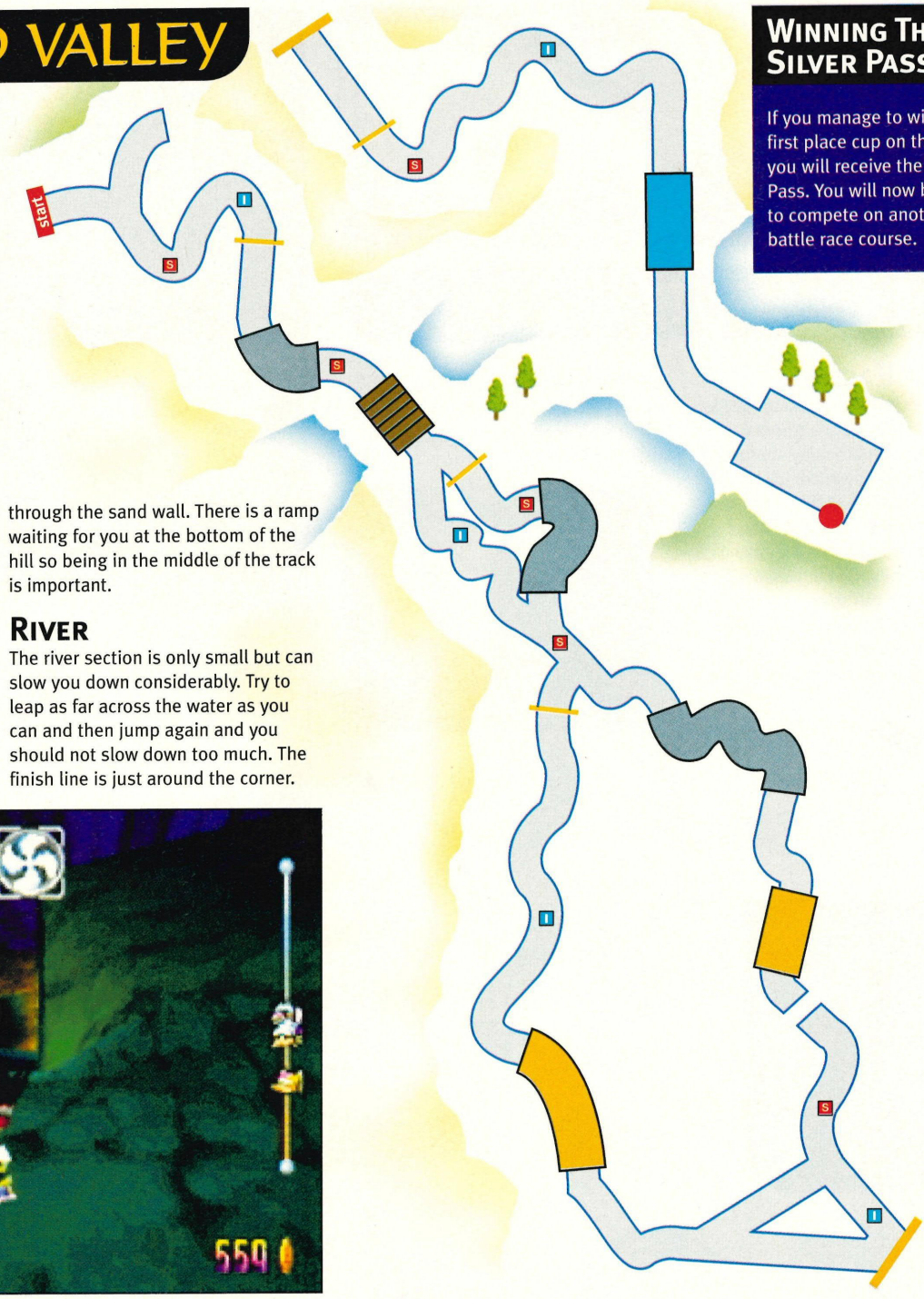
There are patches of quicksand on both the left and right paths here. The best way to avoid disaster in these areas is to use a speed fan.If you do not have a fan to assist you, keep as close to the right as possible or the sand will pull you over the edge.

Sand Wall

Try to keep your character in the centre of the track when you burst through the sand wall. There is a ramp waiting for you at the bottom of the hill so being in the middle of the track is important.

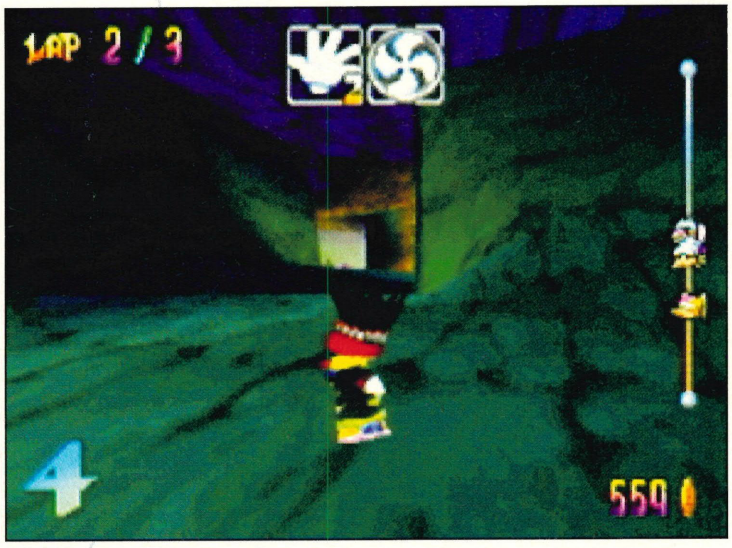
River

The river section is only small but can slow you down considerably. Try to leap as far across the water as you can and then jump again and you should not slow down too much. The finish line is just around the corner.



Winning The Silver Pass

If you manage to win the first place cup on this track you will receive the Silver Pass. You will now be able to compete on another new battle race course.













SILVER MOUNTAIN

Battle Race 8

This course is difficult due to the fact that it is difficult to see where you are going. The turns are fairly sharp and the track tends to narrow in certain areas. Whilst most of the jumps are fairly simple there are a couple of gaps which you will need to leap over. These generally tend to be where you do not have much space for manoeuvring. The fog makes every part of this course tricky but you can just about see what lies ahead. To win on this course you will need to use either an Alpine or All-Round board which will make the turns slightly more difficult.



Winning The Gold Pass

If you are the first snowboarder to cross the finish line you will be awarded with the Gold Pass. With this pass in your possession you will be able to compete on the last of the battle race tracks!



Jam Kuehnemund

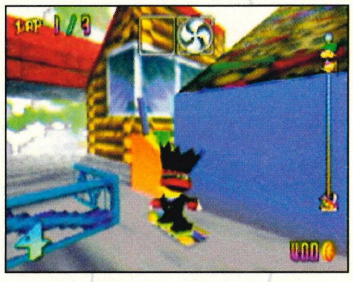
Age: 10
Speed: ★★
Corner: ★★★
Trick: ★★★

For stunts and tricks, Jam is on a par with Nancy, but his extra speed makes him a better choice for racing. His cornering abilities come in useful one some of the more tortuous tracks.











NINJA LAND

Battle Race 9

This is the shortest course in the game but that does not mean that it is easy to win. This course is extremely fast and in order to win you will need to be on top form. There are a couple of tricky turns and a few jumps, but sheer speed is the only thing that matters on this track! In order to come in first place you will need to beat the resident ninja champion who is called Sinobin.

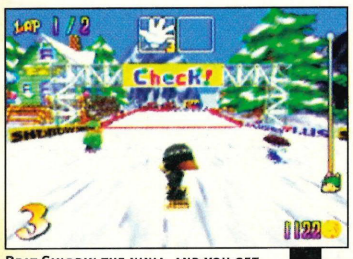
You will need to use an Alpine snowboard to increase your speed and you must not let the ninja get too far ahead. Use your power-ups wisely and with a little luck you may be able to win the gold cup.

Special Character

If you win this final battle race you will be awarded with a hidden character. The ninja Sinobin is faster than your current players and he has his very own special snowboards.

With the battle race mode completed you can now try the skill or time trial games at you leisure.





Beat Sinobin the ninja, and you get to play as him!



Tommy Parsy

Age: 10
Speed: ★★★
Corner: ★
Trick: ★

He's not fat, he's just big-boned! Although Tommy goes like a rocket because of his great weight, he's almost impossible to steer once he's moving.





Written by Russell Murray

The **OLYMPICS** have been and **GONE**, leaving only **KONAMI'S** game in their **WAKE**. You wanna win some **GONGS**?

NAGANO WINTER OLYMPICS

BOBSLEIGH

BOBSLEIGH: FOUR MAN

You have to race against the clock to the bottom of the run. To start you must tap the A button repeatedly to pick up speed. When the speed gauge gets moving, press B to make your team enter the sled one by one. Timing is quite important to keep your speed up and get all the team into the sled. You must have all your team members into the bobsled



before it reaches the first corner. Once all the team is aboard the journey down the run begins. Steer the sled into the turns and try to stay close to the centre of the track. If you allow the sled to bash into the side walls you will reduce your overall speed dramatically. If you allow the sled to travel too far up the banks you will roll over and be disqualified from the race.



THE START IS WHERE THIS EVENT IS WON AND LOST. THE MORE SPEED YOU GENERATE AT THE BEGINNING OF THE COURSE, THE FASTER YOU WILL BE TRAVELLING WHEN YOU APPROACH THE FINISH LINE. THE GOLD MEDAL AWAITS THE FASTEST TEAM.

GOING FOR GOLD

On this event the start is where the gold medal is won and lost. If you can build up a good speed at the start you will also be travelling faster at the end. As soon as you are able, tap the A button as fast as you can to pick up some speed. When the power gauge will not increase any further, hit B and make one of your team jump into the sled. The power gauge should begin to move upwards again; repeat this manoeuvre until all your team are in the sled. When travelling down the course keep your sled as close to the middle as possible, touching the sides will only slow you down.















VINTER



LUGE

This is very similar to the bobsleigh in that you have one attempt to get to the finish as quickly as possible. The start again is most important. It is vital to be going as fast as you can before you begin the run. To gain speed you must hit the L and R button alternately as fast as you can.



When you reach the start of the run your player will lie down and start down the slope. Use the analogue stick to control the direction you are travelling, and try not to bump into the side walls. Do not travel too far up the banked corners. If you rise too high you will fall off the luge and be disqualified.

GOING FOR GOLD

The start of this event is extremely important. Bash those L and R buttons for all you're worth and pick up as much speed as possible. When your olympiad lies down you must then steer down the icy run to the bottom.

Keep yourself as close to the centre of the course as you are able and turn into the corners as you approach them.

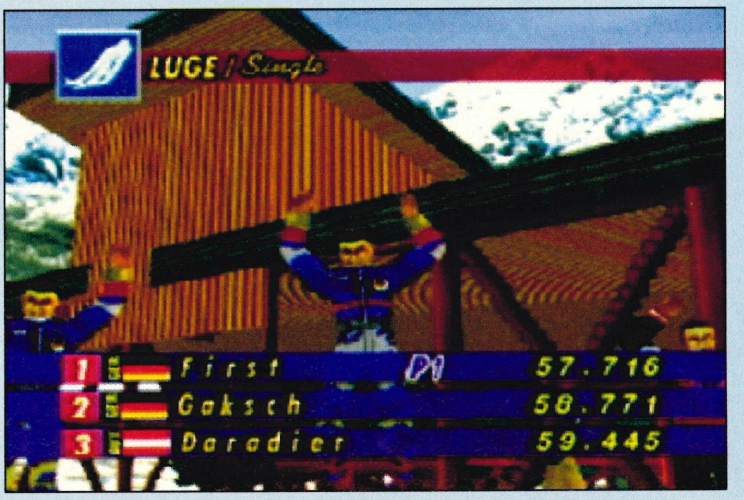
Sometimes you are able to use the banked turns to pick up a litle extra speed. This procedure is extremely difficult but can be mastered if you concentrate. If your luge gets over a 45° angle you will wipe out and be disqualified.





POSITION YOUR PLAYER IN THE MIDDLE OF THE COURSE. TRY TO AVOID CONTACT WITH THE WALLS AS THESE WILL ONLY SLOW YOU DOWN.

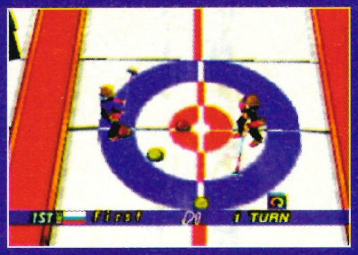






THE WINNER IS THE TEAM THAT HAS A STONE CLOSEST TO THE CENTRE OF THE HOUSE. TRY TO ENSURE THAT YOU HAVE AT LEAST ONE STONE IN A GOOD POSITION.









BRUSHING THE ICE IN FRONT OF YOUR STONE WILL ALLOW IT TO TRAVEL SLIGHTLY FURTHER. THIS WILL HELP TO ENSURE THAT THE STONE REACHES THE HOUSE.

CURLING

This game is played by two teams along a small ice rink. Each team has four stones, which they must push towards the target at the other end. When both teams have thrown their four stones the game points will be totalled. Whoever is closest to the centre of the house wins that turn. There are four turns per game and the winner will always get to go first. Use the analogue stick to control the direction and power to push the stone. The B button changes the direction in which the stone will spin. Once you have angled your shot, the A button releases the stone. If your stone is not travelling fast enough you can use the A button to brush the ice in front of the stone. This will allow the stone to travel a little further.

GOING FOR GOLD

You will have to compete in three different games before you reach the final. To win your games try to keep one of your stones in the centre of the target. If your opponent gets a stone closer you can knock it out of the way. Always count the number of stones that are in the house and watch for their positions.

You will want to know which is the best route to take to the target. Aim your stones slightly left or right of centre and allow the spin to bring them back to the middle.

The power bar is very sensitive and the best power is just slightly less than starting power. With a bit of luck and some good stone curling you could be on your way to a medal.



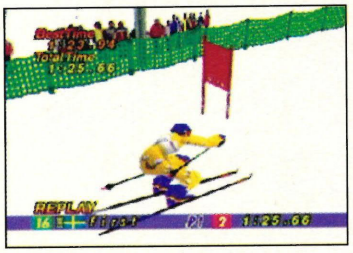


ALPINE SKIING



Downhill

You must race down the course between the coloured gates. You have just one run to reach the finish as fast as you can. To turn your skier faster simply press the A button; this will be necessary on a few of the tighter turns. This is a fast course and will prove to be a test for anyone.

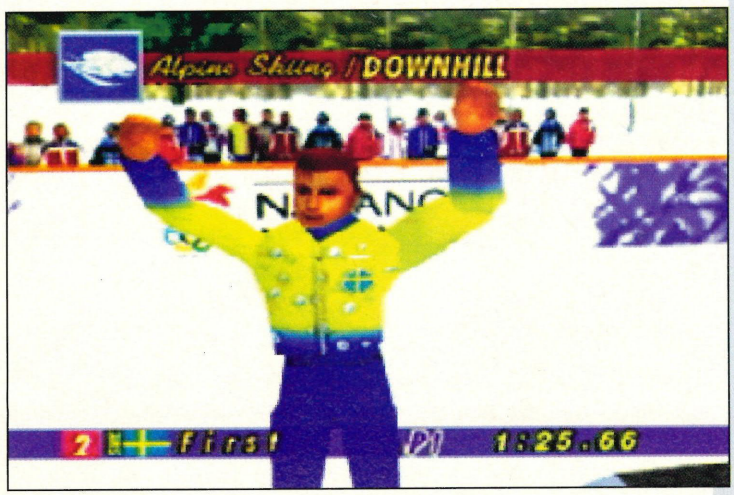


Going for gold

This is possibly the toughest event on which to win a medal. Try to stay in the tuck position as much as possible and do not miss any of the gates. If you fancy your chances of getting gold you will have to get as close to the gates as possible, without hitting them. If you collide with any of the gates then the medal position will be out of the question.



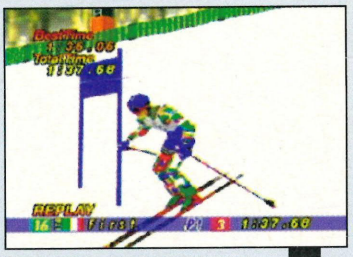






ALPINE SKIING GIANT SLALOM

You must race to the bottom of the course against a timer. On the way you must pass through the different coloured gates in turn. The blue gates are on your left while the red gates are on the right. If you miss any of the gates you will be disqualified and will have to try again.

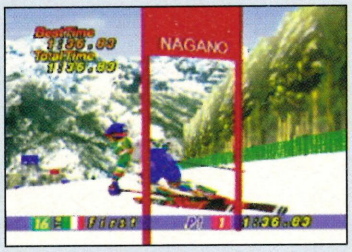


COLLECT THE POWER-UPS, SHOOT THE BOSSES, GO AS FAST AS YOU CAN.

Going for gold

To win a medal on this event you will need to practice turning in and out of the gates.

Keep as close to the gates as you dare and try to get a rhythm going. If you can get a nice technique bobbing in and out you should be able to complete the course without edging your skis at all. You will need to finish the course without touching any of the gates in order to be awarded the gold.







SKI JUMPING

You have two jumps to impress the judges on both ski-jumping events. To start your jump hold down and press A. If you do not press down whilst starting your descent you will jump out of the gate and crash.

As your skier reaches the end of the jump quickly press up to launch yourself over the edge. The controls are extremely sensitive so make sure you only press up once. You are able to guide your skier whilst in the air so be gentle with your controls. If you turn too far you will find yourself taking a nose dive into the snowy mountain. Keep your skier central and then press A to land when the altimeter points to the green area.

The judges on this event award points for both distance and style.

Try to jump as late as possible to give you that extra length. Also when in the air try not to adjust your flight path too much. Pulling back on the control stick will make you land earlier and pushing forward will result in a nose dive.

If you can manage to keep your flight in reasonable order you may have a chance to win a medal. It will be up to the judges to decide who gets the gold.

GOING FOR GOLD

To win a medal on either of these events you will need to successfully pull off two reasonably long jumps.



IF YOU SUCCESSFULLY COMPLETE TWO JUMPS, THE GOLD MEDAL WILL BE YOURS FOR THE TAKING.



FREESTYLE SKIIN





Tricks



1. LTT



2. FTT



6. FDT



7. DFF

G AERIALS

This event is judged on your performance over two jumps. You must chose a trick for each jump and have ten different tricks to chose from. After you have made your selection you now need to perform the jump.

As your skier reaches the bottom of the slope you must tap the A button repeatedly to raise the power gauge. Your skier will perform the chosen trick providing you have increased the power to the set amount.

To land you must press the B button as your skier descends towards the snow. Timing is very important to land the jump correctly.

Landing your jumps on this event can be extremely frustrating and it may take you several attempts to perfect your landing procedure. Perseverance is the key to being successful at this event.

GOING FOR GOLD

To win a medal on this event you will need to impress the judges. The judges award points for trick selection, form and landing. Choosing a reasonably difficult trick will not necessarily win you the gold. The medals on this event are won and lost on the landing.

Try to press the B button just as the skier finishes his spins and turns.

A split second can be the difference between a magnificent jump and a horrible slide down the slope on your backside!





A CONPETITOR STANDS THERE LOOKING MISERABLE BEFORE STARTING HIS BIG SHOW.



HAMMER THE BUTTON REPEATEDLY TO BUILD UP POWER FOR THE JUMP.


3. FTT


4. LFF


5. FFF


8. FFD


9. FDF


10. DFD



SNOWBOARDING HALFPIPE

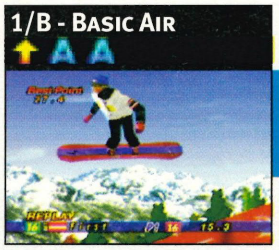
The Halfpipe is possibly one of the easiest events in this game. You must pick eight tricks from the list to perform on the halfpipe. You will score points for the difficulty of the tricks you have chosen as well as their execution. The five judges will award points for technique, rotation, amplitude, landing, and execution. You must perform the moves printed on the screen before the snowboarder reaches the top of the halfpipe. Failing to do so will result in your snowboarder crashing to the snow. You are able to start making the moves before they appear on screen, this is very helpful when trying to execute a 1080° spin or a 3D Crippler. Although the easy tricks are simple to perform, they alone will not give you a medal winning score. Pick a varied selection of tricks and remember to choose two or three difficult manoeuvres to perform as well. Try not to place all the tricky stunts together. If you crash you will have less time to pull off the next jump.

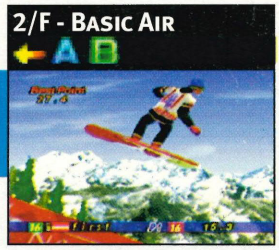
GOING FOR GOLD

To win the gold medal on this event you must perform a fairly difficult routine and make sure that you perform all the tricks correctly. If you manage to complete your routine without falling off you may be in for a medal, although it will be down to the judges to determine whether you are good enough to deserve the gold.

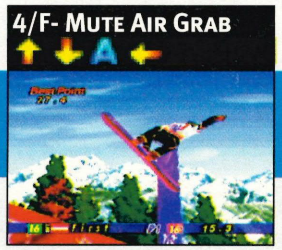


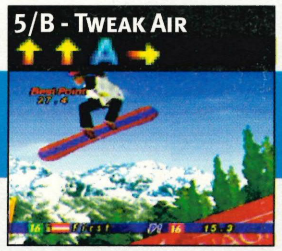
"THANK YOU, THANK YOU. I'M THE KING OF THE WOOOORLD! I'D LIKE TO THANK MY MOTHER, MY AGENT, MY HAIRDRESSER..."

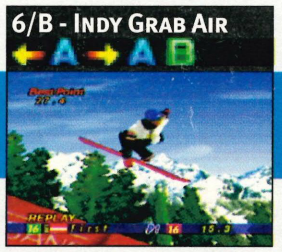


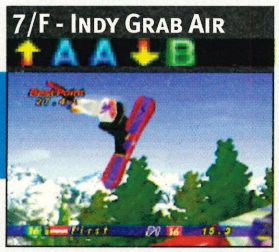


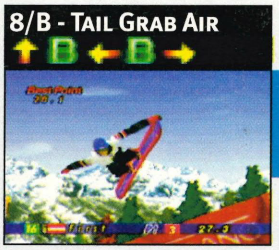


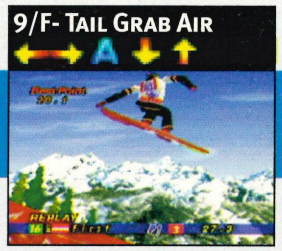


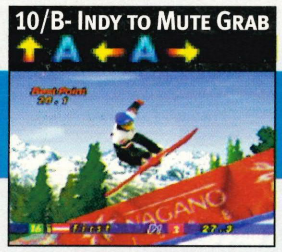


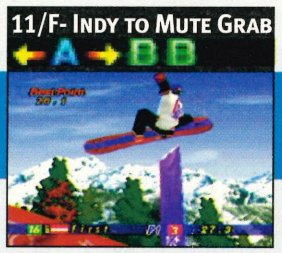


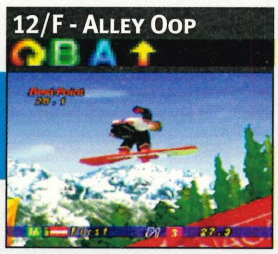


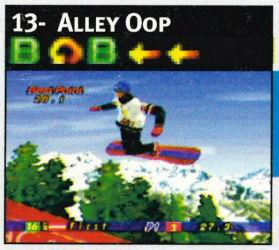


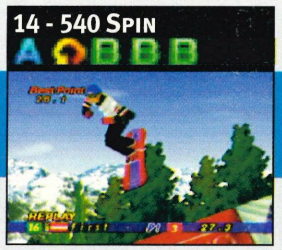




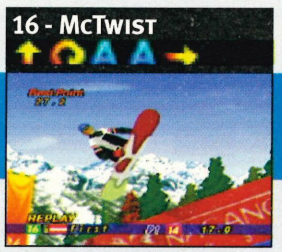


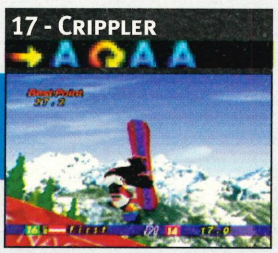


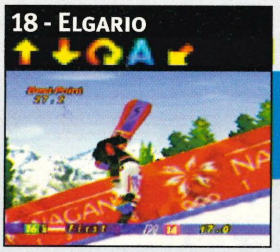


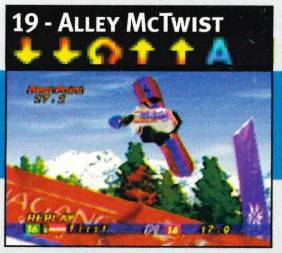


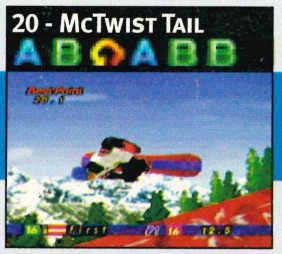


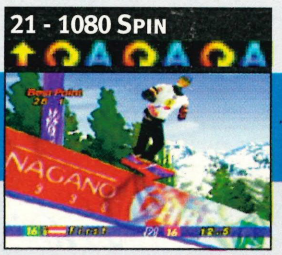


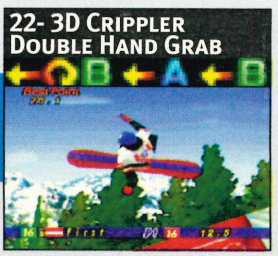








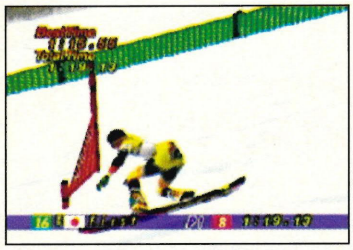




SNOWBOARDING GIANT SLALOM

This is a timed race down a steep slope. Weave your way down the course as keep yourself crouched as much as possible. Make sure you keep to the right of the blue posts and to the left of the red posts.

If you miss any of the gates you will be disqualified from the race. This course has a few fast sections and a couple of slower sections. Be aware that sometimes a hill will obscure your view of the next gate. Try to memorise these tricky sections of the course and your times should improve.







GOING FOR GOLD

This is a very difficult event to win a medal on. Try to keep as close to the gates as possible but do not hit them as you will fall over. Also you travel slightly faster when your snowboarder is crouched. Try not to turn too much but do make sure that you have passed all the gates on the correct side.

If you can complete the course without crashing you may have a chance of picking up a little gold momento.



THE FLAGS HELPFULLY POINT OUT ON WHICH SIDE YOU SHOULD PASS THEM.

SPEED SKATING 500/1500M



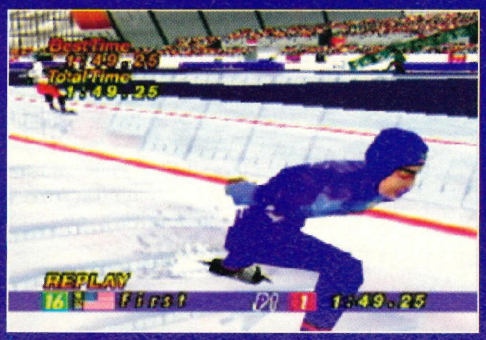
JIM KENSINGTON CHALLENGED JOE SLOANE TO A RACE – JIM'S HARE THEO AGAINST JOE'S TORTOISE TEDDY. JIM LOST, BECAUSE SLOANE'S TEDDY WINS THE RACE. BADABING, BADABOOM!

This event is a race to the finish. You have two attempts at the 500m and only one attempt at the 1500m. You control the speed at which your skater travels by pressing the L and R buttons alternately. At the start press the buttons fairly quickly to get your skater moving. Try to get a rhythm going and do not push yourself too hard on the first lap. You must also keep a careful eye on your stamina levels as these will fall steadily as the race progresses. If your stamina level reaches zero, you will not be able to skate any further.

GOING FOR GOLD

To win a medal on either of these events you must keep your stamina levels as high as you can. You must try to pace yourself or you will tire very quickly. If you find that your stamina is running low, slow down your L/R rhythm a little. Practice makes perfect and after a few attempts you will find that your speed will improve. Remember pressing the buttons fast will not make you a winner, a slow steady rythym is much more advisable for this event.











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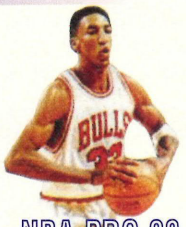
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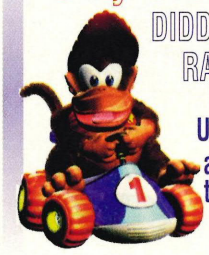
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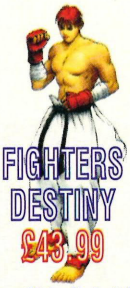
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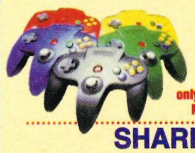
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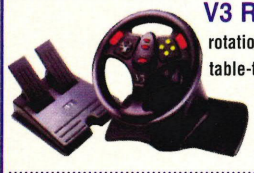
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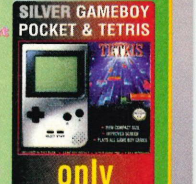
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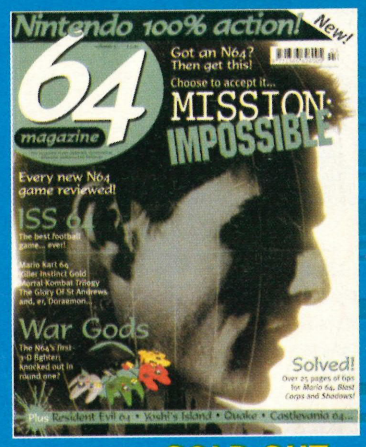
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ISSUE 3 – SOLD OUT

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● *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!



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● *Yoshi's Story* and *Nagano Winter Olympics* get reviewed, while *Duke Nukem* and *SF Rush* get mapped!



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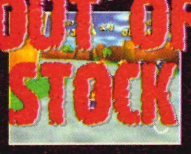
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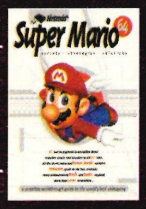


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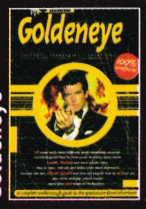


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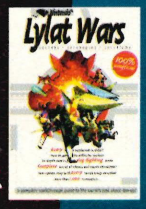
Super Mario 64



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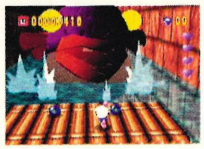
64 magazine NINDEX

Hotcha! Thinking of **BUYING** a game? The Nindex is the **DEFINITIVE** N64 buyers' guide. Don't leave **HOME** without it!

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.

1080° SNOWBOARDING

86 percent

Publisher: **Nintendo** Reviewed: **Issue 12** Price: **Import**



A very playable and polished snowboarding simulation from the team that created *Wave Race*, with an absolutely superb control method that is probably the most realistic in any sports game ever. The realism and graphical excellence has a price, though; there are only six race courses. However, the stunt modes should help most people get over this.

BRAVE SPIRITS WRESTLING

70 percent

Publisher: **Hudson Soft** Reviewed: **Issue 12** Price: **Import**

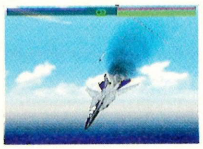


The N64's second wrestling game after *WCW Vs NWO*, and it suffers in comparison. Although the look of the game is a lot clearer, with the wrestlers looking particularly solid, where *Brave Spirits* (or *Tohkon Road*, if you prefer) falls down is in the gameplay, which isn't anywhere near as flowing as *WCW*. The obscure Japanese wrestlers don't help much either!

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.

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.

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.

CLAYFIGHTER 63⅓

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.

ART OF FIGHTING TWIN

78 percent

Publisher: **Culture Brain** Reviewed: **Issue 10** Price: **Import**

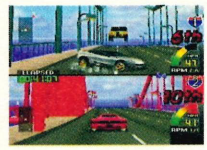


The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

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.

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.

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.

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.

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 — 64 Magazine Silver

Publisher: GT Interactive | Reviewed: Issue 7 | Price: £59.99

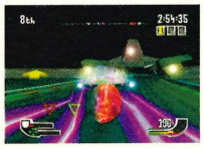


The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

EXTREME G

91 percent — 64 Magazine Silver

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 — 64 Magazine Silver

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

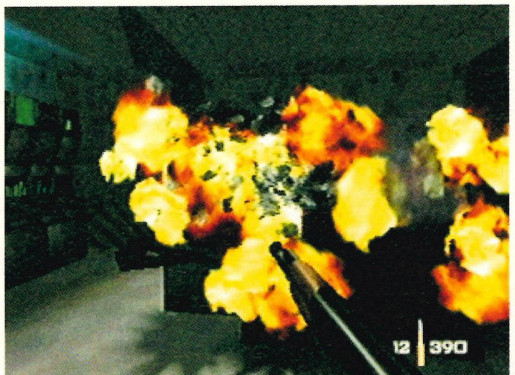


Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Brucie and Tarby would turn in their graves if they were dead.

GOLDENEYE

96 percent — 64 Magazine Gold

Publisher: Nintendo | Reviewed: Issue 5 | Price: £49.99



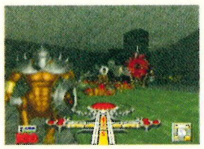
BUDDATAH-BUDDATAH-BOOM! OH, SORRY, THAT'S RAMBO. BUT IT APPLIES EQUALLY WELL HERE.

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 SWAGGER

93 percent

Publisher: Konami | Reviewed: Issue 3 | Price: £64.99



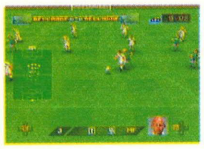
IF YOU WANT TOP-WHACK FOOTY ACTION, YOU CAN'T DO BETTER THAN GETTING A SEASON TICKET FOR KONAMI UNITED.

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

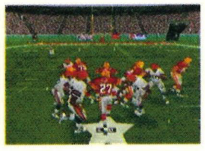


The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not 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



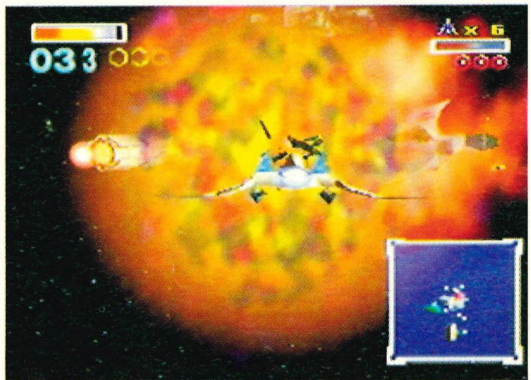
Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.

LYLAT WARS/STARFOX 64

64 SWAGGER

94 percent

Publisher: Nintendo | Reviewed: Issue 5 | Price: £59.99



FOX MCCLOUD GRITTED HIS TEETH AND PREPARED TO FACE THE BOWEL-LOOSENING TANGERINE OF DOOM.

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!

NBA PRO '98

70 percent

Publisher: Konami | Reviewed: Issue 12 | Price: £59.99



With only the annoying *NBA Hangtime* as competition, *NBA Pro '98* should have sewn up the N64 basketball market. It doesn't manage this because of its quite awful visuals, which take blurriness to new heights! If you can withstand the eye strain, there is quite a decent game underneath, especially in four-player mode, but it's probably worth waiting for Nintendo's *NBA Courtside*.

NFL QUARTERBACK CLUB '98

80 percent

Publisher: Acclaim | Reviewed: Issue 7 | Price: £59.99

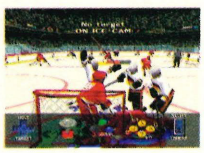


Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

NHL BREAKAWAY '98

88 percent

Publisher: Acclaim | Reviewed: Issue 12 | Price: £59.99



The team that produced the high-resolution *NFL Quarterback Club* strike again, with this medium-res (but still crystal clear) ice hockey title that manages to beat the *Wayne Gretzky* series at its own game. It's a great multi-player challenge, and the sharpness of the visuals makes the action a lot easier to follow than it is in any of the *Gretzky* games. Worth getting.

OLYMPIC HOCKEY '98

75 percent

Publisher: Midway | Reviewed: Issue 12 | Price: Import



Hurried out in order to cash in on the excitement festival that was the Nagano Olympics, *Olympic Hockey '98* is nothing more than *Wayne Gretzky '98* in new national kit, and actually has fewer teams than its predecessor. If you have either of the previous *Gretzky* games, there's no point whatsoever getting this unless you're an ice hockey fetishist.

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

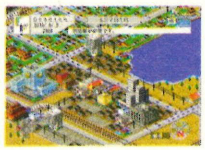


A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

SIM CITY 2000

69 percent

Publisher: Imagineer | Reviewed: Issue 12 | Price: Import



This conversion of the creaky old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imagineer give it their best though, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement can be had, though it's lacking in excitement and feels very dated.

SNOWBOARD KIDS

85 percent

Publisher: Atlus | Reviewed: Issue 11 | Price: £39.99



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, *Snowboard Kids* plays for laughs, and is all the better for it. One of the courses doesn't even have any snow on it, fer chrissakes! Good, clean, wholesome entertainment.

SUPER MARIO 64

64 SMASH

94 percent

Publisher: Nintendo | Reviewed: Issue 1 | Price: £49.99



THERE'S NO END TO THIS RAINBOW, SO MARIO'S CLEARLY BEEN STITCHED UP LIKE A KIPPER ON THE POT OF GOLD FRONT.

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**

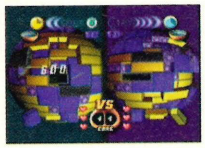


Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, 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 SWEET

90 percent

Publisher: **THE Games** Reviewed: **Issue 7** Price: **£54.99**



FLY, LITTLE SUBARU! FLY LIKE THE WIND! AND WATCH OUT FOR THOSE DANGLING CRA- OH. AH... YUH. (SIDLES OFF SHEEPISHLY)

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**

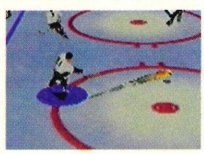


An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky 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**

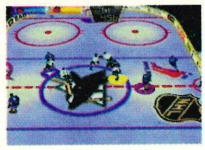


The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling 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 has been tweaked very slightly with an extra ending for those dedicated enough to complete the game collecting only melons, but apart from that it's the same.

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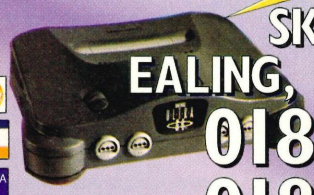
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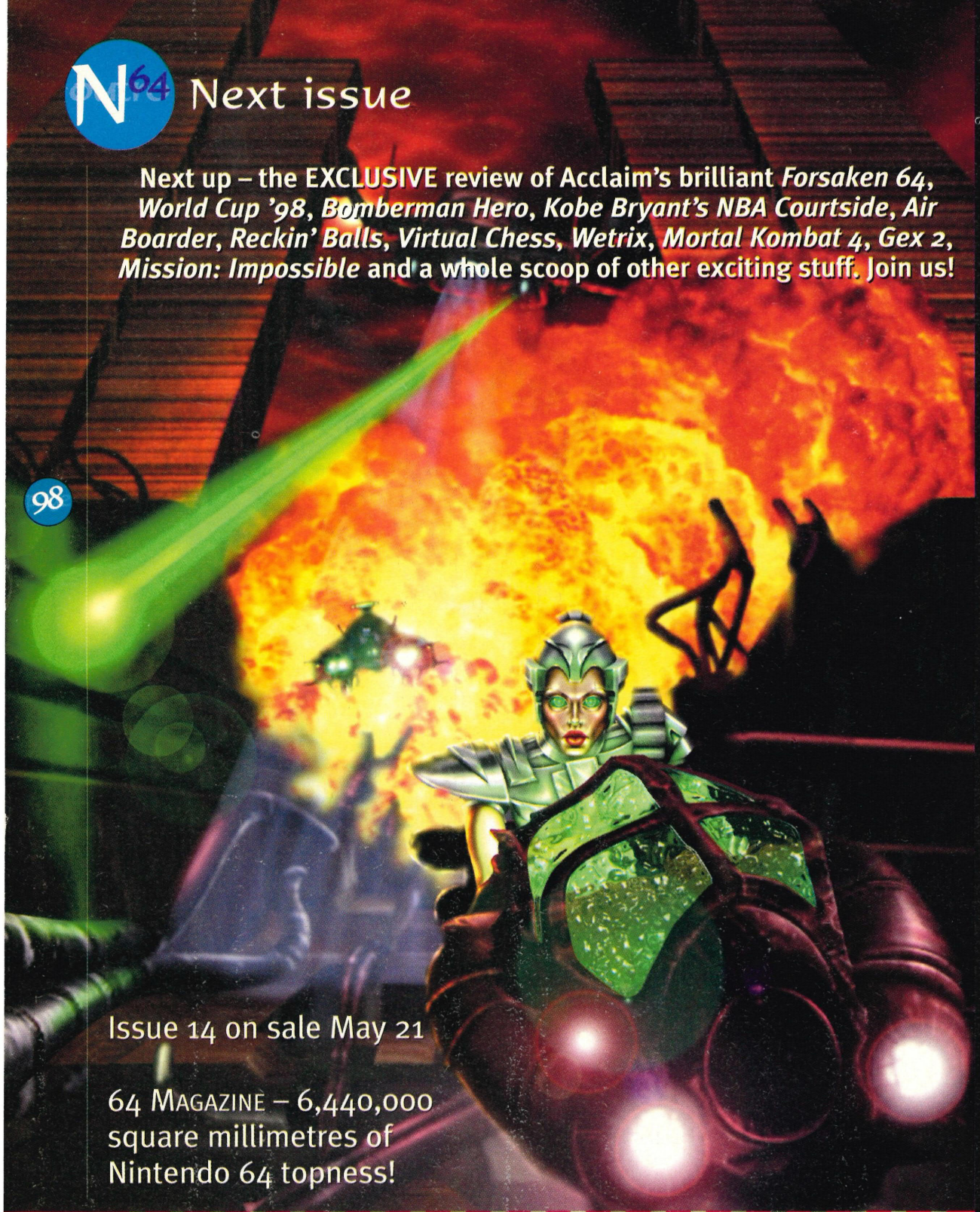
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Dead pool this issue: The West 55th Street bar in New York that started playing pro-IRA songs with cheery lyrics like "We'll kill the British butchers" after the barman clocked Andy's English accent; buses, for stinking of diesel; people who whinge on at you complaining about things you have absolutely no influence over; unfunny DJ Chris Moyles; mouth-breather mags that spout total lies about their sales figures. Bad month!

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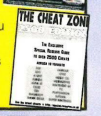
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