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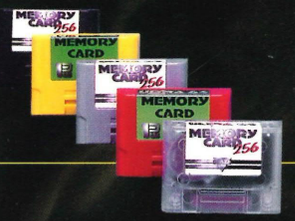
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The Games



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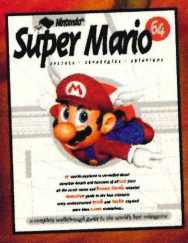


SUPER MARIO 64

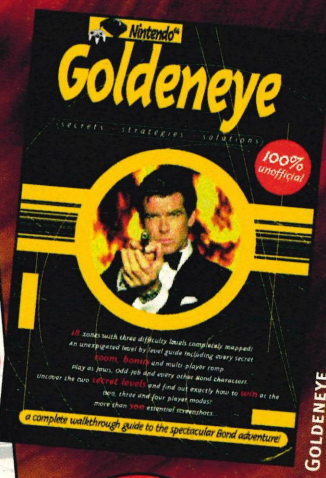


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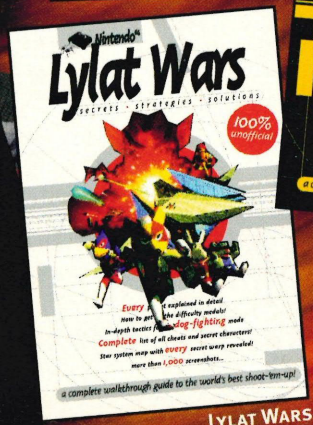
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SUPER MARIO 64



GOLDENEYE



LYLAT WARS

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We've been ranting on about this game for months. Fortunately, it's turned out to be even better than we hoped!

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ISS beater – or *FIFA* knock-off? If you don't want to see the score, look away now!









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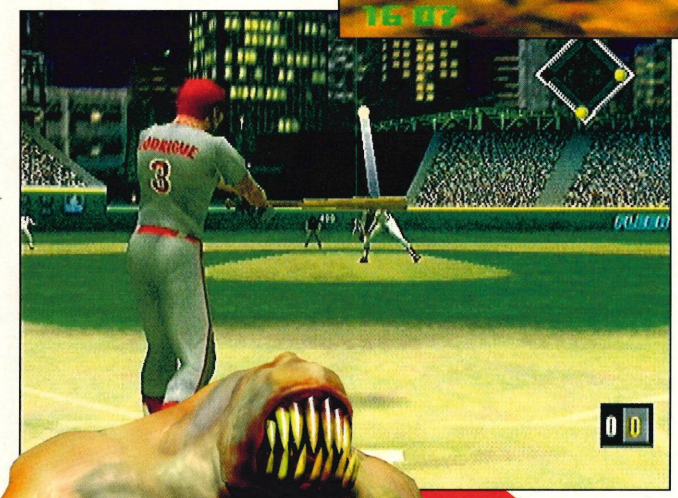


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Write a letter to us and you might just win the lottery. (These two events are not connected.)

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What, only one guide this issue? Well yeah, but *what* a guide!



N64 Welcome!

Ethics Man

'HONESTY IS THE BEST POLICY' GOES THE OLD saying. It's one that I believe in, both in day-to-day living and in my role as a magazine editor. If only everybody felt the same way...

This isn't going to be an excuse to blast a certain N64 mag for its ludicrously inflated sales claims, by the way – they've already shot themselves in the foot with that. Instead it is, for want of a better term, a statement of principles. (Warning! Warning! Potential pomposity alert!)

Something that I pride myself on as a reviewer is my honesty. If I think a game's great, I'll say so. If I think a game is a hideous steaming curler that should never have been committed to silicon, I'll say so too. If, as sadly often happens on the N64, I think a game is okay but not brilliant, then that's reflected in my review. What you read is what I genuinely believe, and the same applies to everyone else who writes for the magazine. You might not agree with us – we still get letters from people who claim to like *Clayfighter* and *FIFA 64* – but we're saying what *we* think. We don't always even agree with each other, but our reviews come from our own opinions (vis *Airboarder* this ish).

This approach might not always be to the liking of software companies (there's already been one publisher that went into a strop because I didn't give their 'big game' the same inflated scores as the other magazines), but we're not writing the magazine so that companies can have snappy soundbites and 90%+ scores for their advertising. We're writing it so that N64 gamers can have honest and unbiased reviews of the games you're thinking of spending 50 quid on. If we bumped up a game's review score by 20% in the hope of getting another game before anyone else three months down the line, we'd just be conning you.

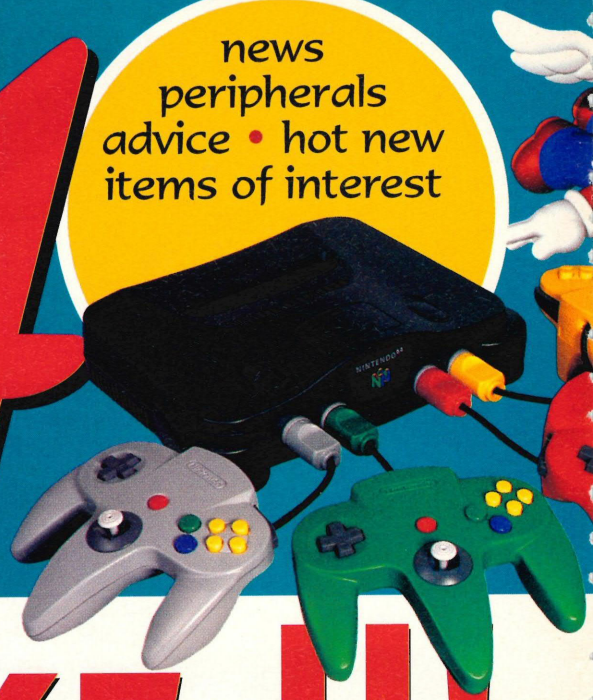
As well as honesty *in* reviews, I also try to be honest in the way we *do* reviews. There's one magazine that seemingly has taken to 'reviewing' games based on brief plays of unfinished preview flash ROMs and using publicity shots to illustrate them. Fair play? I don't think so. 64 MAGAZINE only reviews finished games, either final code supplied by the publishers or actual boxed cartridges. Anything else is just cheating the readers.

Ultimately, we want our readers to trust what we say, and the best way to do that is to be honest. If you know that what we say about a game comes from the heart and not from back-scratching, then you'll be able to know whether that game is worth spending your money on. Which is, after all, what this whole business is about!

ANDY MCDERMOTT, EDITOR

the 64 showcase

news peripherals advice • hot new items of interest



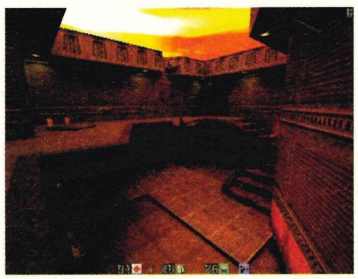
QUAKE II!

IF YOU THOUGHT *QUAKE* WASN'T bloody enough for your tastes, then you'll love this – Activision are bringing *Quake II* to the N64! No release date has yet been set, but a programming team has already started work on the game, so a late '98/early '99 date seems likely.

Quake II is much like *Quake*, only with lots of innard-draped bells on. New monsters stalk the sprawling catacombs, but to make up for this you get some neat new guns like the *Eraser*-inspired railgun and the all-powerful BFG10K. With luck, *Quake II* will also include the four-player deathmatch that its predecessor conspicuously lacked.

Also new from Activision is a conversion of PlayStation adventure *Nightmare Creatures*, being developed by French company Kallisto. The *Tomb Raider*-style game is set in Victorian London, the foggy streets of which have become infested with the undead and foul creatures from the very depths of Hell itself. Playing a man in pantaloons or a woman in a very un-Victorian tight vest, you have to hack your way through the evil hordes and take down the villainous Adam Crowley.

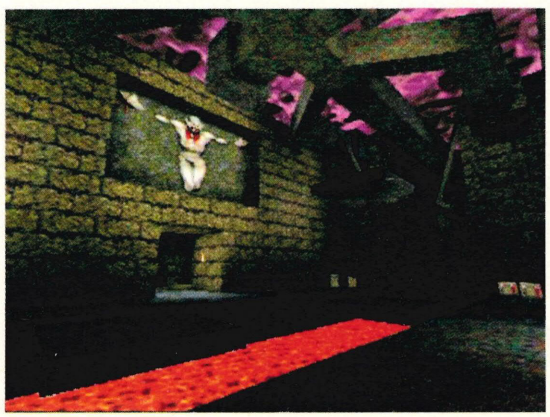
Both games will hopefully appear in some form at E3 – we'll bring you more news next issue.







THE VENGEFUL SPIRIT OF PERCY THROWER ATTACKED THE *BLUE PETER* GARDEN VANDALS.









Show Us Your Wedge

Star Wars fans (of whom there are quite a few, apparently) have something else to look forward to apart from the Ewan MacGregor-starring *Star Wars: Episode 1* next year. Nintendo surprised everyone (probably including LucasArts themselves) when they put *Star Wars: Rogue Squadron* on their list of games to be premiered at the May E3 show.

Based on a series of spin-off comics from Dark Horse and starring everyone's favourite fourth banana, Wedge Antilles (played by one-time Kit Curran and local hero Denis Lawson), *Star Wars: Rogue Squadron* seems as though it's going to be an X-Wing space combat game. Since Rogue Squadron also flies assorted other pieces of rebel hardware, however (they got to gad about in snowspeeders and take down AT-ATs in *The Empire Strikes Back*, where Wedge blurted out the deathless lines "Good shot, Jansen!" and "Wow, that got him!"), planetary missions also look to be on the agenda.

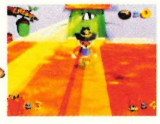
Only the brothers Wynne were fans of LucasArts' previous *Star Wars* game, *Shadows Of The Empire*, here at 64 Magazine (everyone else thought it was a bit of a wookie), but George's boys have had plenty of time to work on its follow-up. We've got high hopes that *Rogue Squadron* will be something special – can't wait!

The Dirty Dozen

***Conker's Quest* is no more.** Long live *Twelve Tales: Conker 64*!

Rare's first fully self-published game has undergone a title change, probably to avoid any chance of confusion with THQ's *Quest 64* (aka *Holy Magic Century*). From the title we can make a reasonable assumption about the number of worlds the game will contain...

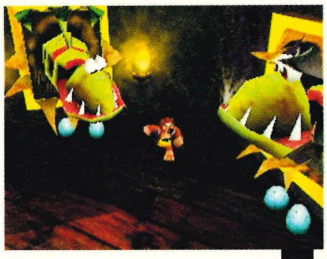




Banjo, Where'd You Go?

Not even a yo-yo suffers from as many reversals as *Banjo-Kazooie*! In the space of only a couple of weeks, the American release date for Rare's eagerly awaited next-generation platformer has moved from June 27, to June 15, and now back to June 30. The UK release is, thankfully, remaining stable for now – a late June date seems set.

The move away from June 15 is probably due to the release that day of THQ's *Quest 64*, aka Imagineer/Konami's *Holy Magic Century*. However, by dropping back by a fortnight, this means that *Banjo-Kazooie* will now be appearing *after* Midway's *Mortal Kombat 4* (due out on June 23), which is guaranteed massive American sales on its name alone. Can an as-yet not all that famous bear/bird combo fight off Sub-Zero and co? Or will *Banjo-Kazooie* slip back in the schedules again to avoid the spraying blood and body parts?



Nintendo give away shock moment in preview screens stunner!

N64 Gets Wipedout

It was one of the worst-kept secrets in the software industry, and now Scouse softco Psygnosis have confirmed that they will be bringing the high-speed futuristic racer *Wipeout* to the N64. The game is due out in November, with journos getting their first look at it during May's E3 show in Atlanta. The good news for N64 gamers is that it won't be just a straight port of the PlayStation games – instead, *Wipeout 64* (how *do* they come up with these names?) will have enhanced graphics, cooler effects and a whole new set of tracks. As if all that wasn't enough, *Wipeout 64* will also sport a four-player mode!

The weird thing from a gaming perspective is that Psygnosis is actually owned by Sony! While it might seem odd that they would produce games for a rival machine, it actually makes more sense when you realise that Psygnosis is under the control of Sony itself, rather than just its PlayStation division. From Sony's point of view, it's all money in the bank...

It'll be interesting to see how *Wipeout 64* compares to *F-Zero X*, especially now that the latter probably won't appear in the UK until roughly the same time as *Wipeout*. Will the Nintendo name triumph over rave culture and the Chemical Brothers?

At the moment, *Wipeout 64* is the only confirmed N64 title from Psygnosis. However, since Psygnosis have the official Formula 1 rights, the likelihood of there being a Nintendo version of *Formula 1 '98* look very high indeed.



A squeegee pest's POV of one of *Wipeout*'s antigrav vehicles.

Expand The Mind

While the 64DD is still proving as elusive as an honest politician or a funny Carla Lane sitcom, at least we can now be assured that it's not some fever dream of Hiroshi Yamauchi.



Ever wondered what the little flap at the front of the N64 is for? The bit that, if you've been curious enough to open it up, contains a mysterious black box and a label saying "Do not remove this label"? Well, that's the home of the 64DD's Memory Expansion Pak, which when installed doubles the N64's memory from 4Mb to 8Mb of RAM. Although a fair wodge of this will be used to store game data so that it doesn't have to be pulled from a DD disk (which is a lot slower than a cartridge), there's still more than enough room in there to allow for lots of lovely, juicy high-resolution graphics (see page 26 if you want to see just what the N64 can do when it puts its mind to it).

The Memory Expansion Pak will be supplied with the 64DD, and also comes with a special tool that is used to remove the Jumper Pak (the doobrie currently occupying the expansion slot). So what do you do with the now useless Jumper Pak? Amusing answers on a postcard, please.

The Day 1 Today

As if having *Dracula 64* (*Castlevania*) and *Hybrid Heaven* on the books wasn't enough, Konami now also have *Survivor: Day 1* on the way! Sounds exciting, huh? We'd love to tell you all about the game, but nobody knows anything about it apart from the title and that it's tentatively scheduled for November. Oh well. Hopefully all will be revealed at E3.

64 magazine CHARTS

ChartTrack

CHART COMMENT

Cutesy platformer *Yoshi's Story* is sandwiched between two ultra-violent shooters at the top of the charts this month, *Goldeneye* and *Quake*, summing up the N64's schizo market quite nicely. Konami's *ISS 64* drops a few places, but expect it to shoot back up next time after it gets a massive price cut. An unexpected new entry is *Aero Fighters Assault*, a duff air combat game which somehow reached the shops without magazines being alerted to its UK arrival. Hmm.

Predictions for next issue: EA Sports' *World Cup '98* will be a potential *Goldeneye* dethroner, and *Cruis' n USA* should thankfully sink out of sight forever...

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

RPG 4 DD

Although the 64DD itself is still hovering uncertainly in the wings waiting for its big moment, game development is still progressing apace. Imagineer have just announced a trio of DD games, including two RPGs.

No Man's Island will be in the style of *Holy Magic Century* (see issue 12), and sees the player stranded on a remote island in a fight for survival.

Suu, the second role-player, is described as being in a "traditional Japanese adventure style", which can be taken to mean that it's a Super NES-type top-down game instead of being in 3-D. The last game is a 64DD version of Imagineer's *Snow Speeder*, which unless it features massive graphical enhancements is unlikely to be a patch on *1080° Snowboarding*.

The fact that third parties are still developing for the 64DD is a good sign for its future – if Nintendo planned to cut their losses with the troubled add-on, it wouldn't win them any friends!

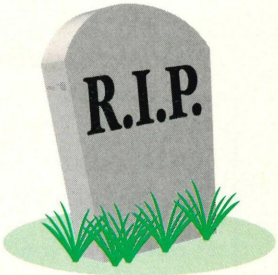
Buggie Boogie Buggered



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...to this...



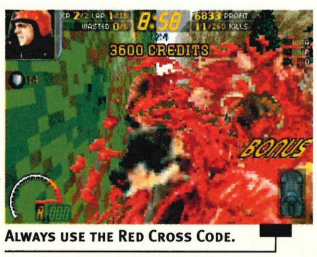
...to this. Croak!

Nintendo recently confirmed that the long-delayed *Buggie Boogie* from Angel Studios (also working on *Major League Baseball* for Nintendo) has finally been scrapped. Originally a *Mad Max*-style car combat game, then a super-cutesy racer in the mould of the Super NES title *Stunt Race FX*, and now sent to the big cartridge in the sky. Some must die so that others may live, apparently...

Road Rage

Another UK publisher taking the plunge into the N64's beckoning waters is SCI, the company behind the controversial *Carmageddon* on PC. *Carmageddon 2* is due to crash onto Nintendo screens early in 1999, with the promise of many more motorised massacres than its predecessor. We're sure Nintendo will love *that*!

The original *Carmageddon* was actually banned from sale in the UK for a short time because the BBFC refused to give it even an 18 certificate, but an appeal by SCI (and the changing of the pedestrians to zombies) eventually got it onto the shelves. Maybe we'll get an N64 version of *Postal* yet!



Always use the Red Cross Code.

My, That's A Big Chopper

There's been a mild kerfuffle in the press recently about the names given to Western films on their release in China, such as *The Full Monty* becoming *Six Naked Pigs* and *As Good As It Gets* transmogrifying into *Mr Cat Poop*. It works the other way, too – Seta's *Wild Choppers* (issue nine) is being released in the States by Midway under the mind-numbingly prosaic title of *Chopper Attack*.

Due out on June 16, *Chopper Attack* is much the same as its Japanese counterpart, only with the addition of a new *Turok*-style control system that can be used instead of the original's complicated d-pad/analogue stick flight controls. Whether this will improve the gameplay remains to be seen, but we'll find out when we get the game on import in a couple of issues' time.

Are 'stating-the-bleedin'-obvious' names going to be a new corporate policy for Midway? If so, we look forward to *Men And Women Bloodily Killing Each Other 4*, *Men And Women Bloodily Killing Each Other In The Future*, *People On Boards Racing Down Snowy Hills* and *Another Ice Hockey Game Featuring Wayne Gretzky*.



Just as long as it doesn't have Ernest Borgnine in it, we'll be happy.

Football's Coming Down!

Although Konami's *ISS '98* (see 64sight this issue) won't be available until September, fans of the Beautiful Game still have something to celebrate. As of May 8, *ISS 64* (93%) has plunged in price from a wallet-busting £64.99 to just £34.99, a full fiver cheaper than replica kit and a lot longer lasting! So get your world in motion and pick a copy up while you can!



What You Really Really Want?

Japanese N64 mag *The 64 Dream* recently ran a survey asking what games its readers were most waiting for. Here's their list:

1: Zelda 64 (Nintendo)
2: Pro Baseball 5 (Konami)
3: Mother 3 (Nintendo)
4: Pokemon Stadium (Nintendo)
5: Super Mario RPG (Nintendo)
6: F-Zero X (Nintendo)
7: Choro Q (Takara)
8: Super Mario 64 2 (Nintendo)
9: Pikachu (Nintendo)
10: Sim City 64 (Nintendo)

Ernh. Not quite, we suspect, what gamers over here are eagerly awaiting. We asked around the office and compiled our own list:

1: Zelda 64 (Nintendo)
2: Goldeneye follow-up (Rare)
3: Turok 2 (Acclaim)
4: Castlevania 64 (Konami)
5: ISS '98 (Konami)
6: Holy Magic Century (Konami)
7: Hybrid Heaven (Konami)
8: Street Fighter 64 (Capcom)
9: F-Zero X (Nintendo)
10: Body Harvest (DMA)

So, there are only two games that appear on both 'most wanted' lists – *Zelda 64* and *F-Zero X*. Interestingly, while the Japanese list is laden with Nintendo titles, other companies get a much bigger look in, probably because A: several of the Japanese games are for the 64DD, which won't appear over here for yonks, and B: we don't really give a toss about Pocket Monsters.

But what do you, our readers, think? Send your own lists to *Nintendo's Most Wanted, 64* Magazine, *Paragon House, St Peter's Road, Bournemouth BH1 2JS*. We'll compile them in a future issue, and might even bung some prizes the way of one reader plucked at random from Andy's New York Yankees baseball cap.

Gizmos & Gadgets

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If you've got a Game Boy knocking around your house and just can't be bothered to shell out for batteries any more, there is now an alternative. Datel have created the Game Booster, a plug-in emulator that lets you play Game Boy games on your N64.

The Game Booster works like an adaptor, an N64 cartridge slotting in the back (to fool the machine into thinking that it's loading a regular game) and the Game Boy cart fitting in the top. As well as simply playing Game Boy titles (it worked with every one we managed to get our hands on), it also includes a built-in Action Replay, letting you work out cheats for infinite lives and the like, as well as having a massive list of pre-programmed cheats for numerous games.

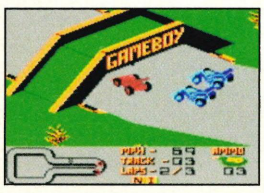
By pushing the L and R buttons on the N64 pad, an options menu is called up, which in addition to calling up the cheat screens also lets you expand the small Game Boy screen to fill the TV, choose from four rather uninspiring borders and alter the colours used. The normal Game Boy has a choice of 12 shades of grey, but these can be altered to whatever you want using a somewhat fiddly RGB system. Spend some time and you can get some complimentary shades, or you can hurt your eyes with garish colour clashes. Since you can't save your custom palettes, most of the time people will probably stick with the basic black and white screens.

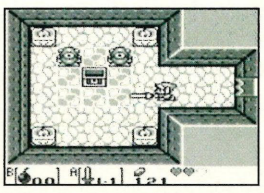
While the Game Booster perfectly replicates the Game Boy's visuals, it's less successful with the sound. *Super Mario Land*'s jaunty jingles were replaced by a graunching cacophony that sounded like gravel in a blender. Ouch! As for *Tetris*'s soviet symphony, if the Red Army had been able to blast the Game Booster's rendition of this from their tanks a la *Kelly's Heroes*, the commies would have won the Cold War!

Nintendo and their lawyers are taking a close interest in the Game Booster, mainly because it is in direct competition to their own upcoming 64GB plug-in, which does much the same thing. The 64GB will be supplied with *Pocket Monsters Stadium*, whereas for the price of the Game Booster you could get an actual Game Boy!

On the other hand, for now it's the only way N64 owners will be able to play *Zelda*, and those starved of a new Rare game can have a blast with the brilliant *RC Pro-Am*. Now why can't we have a 64-bit version of *that*?

64 Magazine Rating: N N N N





Trident Pad

£19.99 • Logic 3 • (0181) 900 0024

The original Trident Pad was reviewed back in issue seven's G&G, where it managed a respectable four Ns on the grounds of its very low price. A new model of the Trident has now appeared; apart from its colour, it's identical to the old controller, with the same spongy-feeling C buttons and long analogue stick.

The main change is the casing, which is now coated in what Logic 3 describe as some kind of 'protein' substance. While nobody wanted to try tasting it, it's got quite a pleasant smell and feels a lot nicer to hold than the old, slightly hard-edged Trident.

Nobody has yet managed to equal Nintendo's own pads, but the Trident is a useful enough alternative for budget-minded N64 owners. Also, if you're stranded on a desert island, you can eat it!

64 Magazine Rating: N N N N



64 News Nuggets

Bad news for winter sports fans – *1080° Snowboarding*'s UK release is now not due until November... Proof that once in a while we get the odd news story right (let's not mention *Metroid* right now, huh?) – Rare's *Ultra Donkey Kong*, or *Donkey Kong World* as it now seems likely to be called, is set to appear on cartridge around October, as opposed to being a 64DD game as everyone else has been insisting. Which is just what we said in issue 10... Heavy competition in the football field hasn't deterred Eidos, who are apparently working on another football game... Kemco are working on a *Bomberman*-style action game called *Charlie's Blast Challenge*... Monster truck fans rejoice – Take 2 are working on a truck racing/destruction title called *4x4 Mud Monsters*... Mediawatch – an N64 was spotted in Sky's Kirstie Alley sitcom *Veronica's Closet*. However, the cast of *Friends* namedropped the PlayStation. Boo! Hiss... As if Nintendo didn't have enough on their plate with Sega's Katana console threatening to rain on the 64DD's parade later this year, another next-next generation console (we've got to come up with a better term) is on the way for Christmas, this time from American company VM Labs. Looks like we've got a war on our hands, boys!

Milkshake Update

More exciting milkshake news following on from last issue's flavoured fluid feature. Apparently, the kind of milkshake you prefer indicates what kind of gameplayer you are. Strawberry fans are "fast on the keypad with the stamina to match." Banana buffs "love the thrill of winning... but you realise that there is more to life." Those of the chocolate persuasion "play for pleasure rather than for accomplishment." Lancashire Dairies strike again, but they still haven't sent us any free milkshakes, the tight-fisted gits. Looks like it's back to the Pepsi Max for us.

E3 Electronic Entertainment Expo PREVIEW

The world's biggest videogame show, the American Electronic Entertainment Expo (E3 to its friends) is taking place in Atlanta at the end of May, and 64 MAGAZINE will be there to get the lowdown on all the latest N64 games. Some games will definitely be there, some will probably show their faces, and a few... well, there are a few that we *hope* will be there!

At the moment, it doesn't look as though the 64DD will appear at E3, which begs the question, just when *are* Nintendo planning to show it to anyone? It does seem likely that some DD titles will appear on video, as they did at Space World last year, so they're included in the list below.

Anticip-O-Meter

How much are we looking forward to getting a look at each game? The patented 64 MAGAZINE Anticip-O-Meter™ rates our droolings on a scale of one to five. Anything that gets a five is something we'd kill to get hold of!

Platform/Adventure

Zelda 64 (Nintendo)

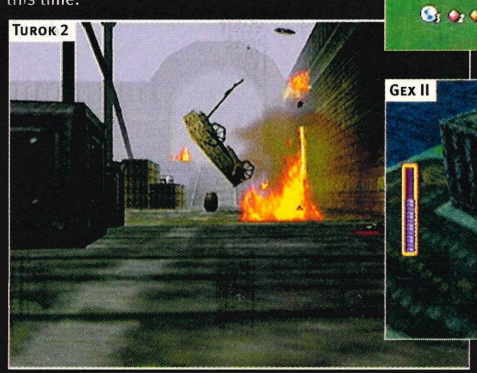
Let's face it, this is the game that everybody in the world wants to get their hands on. If all goes to plan, E3 should see the first public showing of a fully playable version of Miyamoto's latest masterwork, as opposed to the edited highlights at Space World last year. We'll be clubbing overweight businessmen to the ground and riding roughshod over all who stand in our path to get a go on this!

Turok 2 (Acclaim)

You never know, this might well be the game that dethrones *Goldeneye* as the N64's greatest all-action extravaganza! With new levels, more monsters, improved weapons and even a four-player deathmatch game, Iguana's Indian looks like he's going to cause quite a stir.

Quake 2 (Activision)

No sooner is the first *Quake* out than the sequel is on the way! Activision are holding the nails this time, and with luck the deathmatch mode will be for four players this time.



Survivor: Day 1 (Konami)

Konami's mystery title has already been scheduled for a November launch, so work must have progressed quite far. The actual content of the game will remain unknown until E3, but the title alone suggests that it's not going to involve happy smiling cartoon animals...

Banjo-Kazooie (Nintendo)

Rare show off the game that made Nintendo's Shigeru Miyamoto refer to the British company as his 'rivals'. A bit of dissent between the UK and Japan? The game looks spectacular in a cartoony kind of way, with dozens of well-designed characters popping up to help and hinder the titular twosome – but is the gameplay a bit too similar to *Mario 64*? We'll find out soon...





Twelve Tales: Conker 64 (Rare)

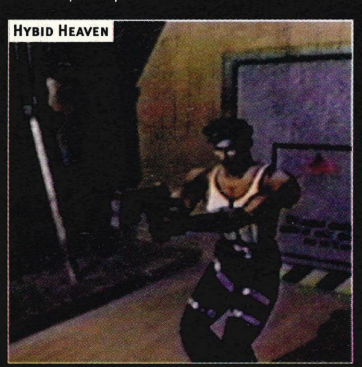
A new name for Rare's multi-hatted squirrelathon as the company that brought us *Goldeneye* take the plunge and start producing games under their own name instead of from beneath Nintendo's banner. They've got a lot riding on *Conker*, but with *Banjo-Kazooie* out first, will people want another cutesy adventure?

Ultra Donkey Kong (Nintendo/Rare)

Speaking of cutesy adventures, here's another – although Rare have been cagey about its existence, it's been on Nintendo's UK release schedule for several months... People might not have heard of Banjo, Kazooie or Conker, but with *Donkey Kong Country* on the SNES being a multi-million seller, they *have* heard of the great ape! Massive sales assured.

Resident Evil 64 (Capcom)

That's not what it'll be called, of course, but Capcom's game honchos are definitely planning a similar 'survival horror' game for the N64. Yes please!



Quest 64/Holy Magic Century (THQ/Konami)

One name for the States, another for the UK, and to be honest we think we've got the better end of the stick for once. This much-anticipated RPG is now not far off, and with luck we'll soon be able to see all of the game's puzzle elements in place – along with some English text.

Earthworm Jim 3D (Interplay)

The spineless creation of Dave Perry (the successful one who lives in California, not the early morning kiddies' TV one) takes his first steps into the third dimension. See page 30 for more details!

Jungle Emperor Leo (Nintendo)

Popping up briefly at Space World as a video-only demo, this Japanese equivalent of *The Lion King* is Shigeru Miyamoto's pet (oh-ho) project, all about a cute lion cub that's destined to become king of the jungle. If this turns up in playable form, then it should mean the 64DD will also be appearing... (yeah, right!)

Castlevania (Konami)

Long-awaited N64 follow-up to Konami's classic vampire hunting games of yore. Players take on the role of one of four characters in a Transylvanian adventure that pits them against the ultimate evil incarnate – Dracula himself...

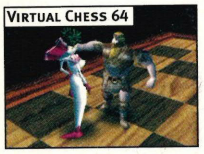
Mother 3 (Nintendo)

Another 64DD title, which in Japan is one of the N64's most wanted games. Westerners might not be so enthusiastic, but it still looks like a promisingly involved RPG.

Sim/Wargame

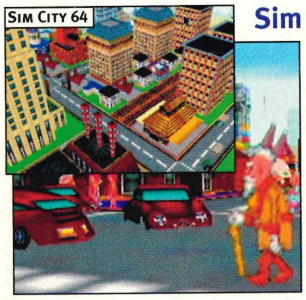
Command & Conquer 64 (Virgin/Westwood)

Will it be there? A Nintendo version of C&C has long been rumoured, with mutterings of a new 3-D battlefield replacing the familiar top-down view. However, nobody's willing to comment – yet...



Virtual Chess 64 (Titus)

Due out this month, then put back until the summer for no good reason. With AI that can be set from grand master level down to total dullard and animated chess pieces (shades of the old *Battle Chess* game?), this could be one for the brainiacs out there.



Sim City 64 (Nintendo)

If this shows up in the flesh then it'll have a 64DD attached. Yes! New polygon graphics aside, it's debatable how much different the gameplay will be to *Sim City 2000*.

Sim Copter (Maxis)

Having got fed up of waiting for the DD, Maxis have seemingly opted to put their chopperthon on cart, though it may still have DD hooks – the original plan was that it would be compatible with cities created in *Sim City 64*.

Nightmare Creatures (Activision)

An N64 conversion of this Victorian-era slashathon looks likely to be appearing at E3, courtesy of Angel Studios.

Shadowman (Acclaim)

Another dark and moody adventure, this one from *Forsaken* developers Iguana UK. The game revolves around a private investigator who can cross over into the world of the dead. Bottom-bouncing seems pretty unlikely.

Super Mario RPG (Nintendo)

A 64DD game that, based on the video at Space World, appears to be aimed at very young children. Certainly it didn't push the N64 graphically, but we'll see if things have changed by E3.

Hybrid Heaven (Konami)

With Konami's PlayStation title *Metal Gear Solid* looking obscenely good, its N64 sister title is hoped to be an even more awesome gaming experience. The current rumour is that *Hybrid* will only appear on video, unfortunately.

Megaman 64 (Capcom)

Capcom's own platforming hero may be blagging his way into the E3 show, but don't hold your breath.

Gex II: Enter The Gecko (BMG/Take 2)

Lizardly platform antics a-go-go as the sequelised lizard enters his TV to reclaim his viewing from an evil media baron. The N64 game promises new levels over the PlayStation version, though whether UK gamers will get Leslie "He-lllooo!" Philips doing the voice instead of Dana "Who he?" Gould is still to be decided.

Tonic Trouble (Ubi Soft)

Strange and psychedelic Frenchness as a guy who has no arms or legs attempts to recover a strange potion that's accidentally been dumped on Earth. Padded cell ahoy! Wibble!

Xena: Warrior Princess (Titus)
Hercules: The Legendary Journeys (Titus)

Another French company is Titus, which seems to have gone into overdrive on the N64 recently. Two of its biggest titles are based on the popular swords 'n' sorcery shows *Hercules* and *Xena*. More info after the show.

Mission: Impossible (Ocean)

First featured in issue two and still not here, Ocean's spyfest underwent a complete rewrite after the company was bought by Infogrames and the new boss thought that the existing game sucked. With the overly-ambitious AI now dumb'ed down and the action content cranked up, hopefully *Mission* will make an appearance this year!

Superman: The Animated Series (Titus)

A finished version of this game will apparently be appearing at E3, thus giving players the chance to become the Man of Steel as he faces up to yet another plot for world domination by the evil Lex Luthor.

Sports

ISS '98 (Konami)

We preview this on page 24, but it's standing in good stead to take over the title of 'greatest footy game' from its predecessor. It's in for a stiff fight from *World Cup '98* though – will it go to a penalty shootout?

MLB Featuring Ken Griffey Jr (Nintendo)

All-Star Baseball '99 (Acclaim)

Mike Piazza's Strike Zone (GT Interactive)

MLBPA Bottom Of The Ninth (Konami)

Dear God, four baseball games all at once! The only question is, which of them will take home the cup? *Major League Baseball* obviously has the advantage of the Nintendo name behind it as well as Ken Griffey Jr (apparently he's quite well-known), but Acclaim's *All-Star Baseball* has a secret weapon – its amazing high-resolution graphics (see page 26 for proof). In the American football wars, Acclaim's *NFL Quarterback Club* trounced the opposition for just this reason, so how will they fare on the diamond?

NBA Live '99 (Acclaim)
NBA In The Zone '99 (Konami)

Another little cluster of similarly themed sports games, this time of a basketballular nature. Konami's title is a follow-up to its disappointing effort *NBA Pro* (issue 12), while *NBA Live '99* is a new entry onto the court.

NFL Blitz (Midway)
NFL Madden '99 (EA Sports)

The Americans can't have enough sports sims, so Midway's entry into the already crowded American football market was inevitable. As well as an official NFL licence, the USP of *Blitz* is apparently its realistic (read: brutal) tackling, where a downed player can then be stomped by the entire opposing team. Just like poor Kenny. *Madden '99*, on the other hand, will follow the successful high-res approach of Acclaim's *Quarterback Club*. And ooh, whaddya know, another NFL licence. Do they dish these things out like sweets, or what?

Milo's Bowl-O-Rama (Crave)

Okay, so maybe it's pushing things to call bowling a 'sport'. But this game should offer a few more tweaks than you'd find down at the Superbowl. Curved lanes, lanes with pinball-style flippers and even rollercoaster lanes all feature prominently.

Caesar's Palace (Crave)

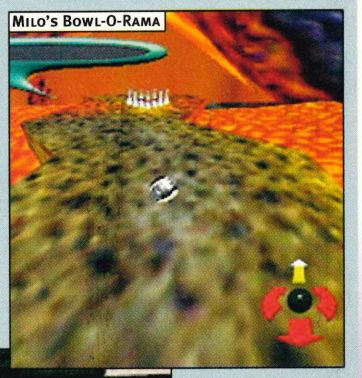
Again, it might be stressing the envelope very hard to put this in the sports category, but Las Vegas-style gambling games don't really go anywhere else (unless it's in *Casino*, in which case it counts as a baseball bat beat-'em-up). But will Nintendo want to be seen as encouraging gambling?

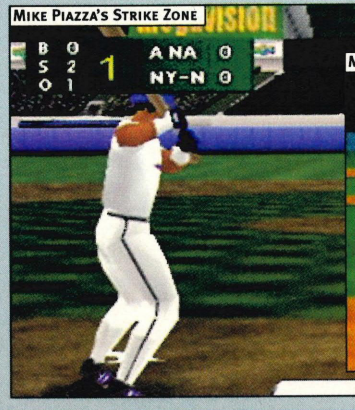
WCW/NWO (THQ)

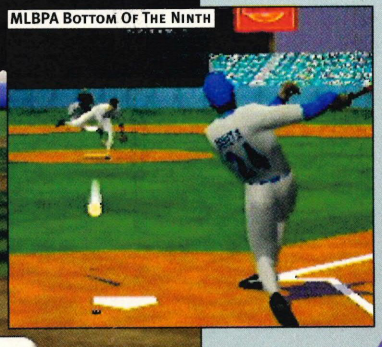
An update of THQ's entertaining wrestling game *WCW Vs NWO*. Expect the game's title to change.

WWF Warzone (Acclaim)

Warzone features digitised wrestler faces on the fighters, as well as impressive camera options and the now-obligatory chairs and baseball bats with which to whack your fellow grunters.







Puzzle

Rat Attack (Mindscape)

Destroy the squeaking vermin! You can find more about this game on page 31.

Bust-A-Move 2 (Acclaim)

Hoo-yah! An excellent game on PlayStation and Saturn, and well worth the conversion. It's a sort of inverted *Puyo Puyo*, which requires you to shoot balloons into groups of the same colour in order to make them disappear before they overwhelm you. Highly addictive.



Disney Tetris (Capcom)

So far, this is Capcom's only confirmed N64 game, a falling-block puzzle based around Disney characters. Gee, sounds far more interesting than *Street Fighter* or *Resident Evil*, huh?

Wetrix (Ocean)

It's basically *Tetris* with water, only it's not! Review next issue.

Racing

F-Zero X (Nintendo)

By now, *F-Zero X* should be pretty much complete, so with luck the version at E3 should give everyone an idea of how the final game will play. But then, so did the version at Space World, and that was six months ago!

Wipeout 64 (Psygnosis)

A potential very close rival for *F-Zero X* – Psygnosis's game has already proven its playability on the PlayStation and Saturn, and its N64-enhanced graphics and effects will present a very different look to the spartan, speed-optimised Nintendo racer.

Micro Machines (Midway/Codemasters)

This highly entertaining game is perfectly suited to the N64's quartet of controller ports, and its single screen approach contrasts nicely with the usual split-screen shenanigans. If done right, this should be great fun.

GT Racing (Ocean)

Is it *GT Racing*? Or *GT Club*? Or *GT 64*? Or *GT Club 64*? Or *GT Racing Club Super Sandwich 64*? Whatever it's called, Ocean/Imagineer's racer looks promising, but since we haven't 'reviewed' it yet, unlike one mag, we can't be sure.

Offroad Challenge (Midway)

Ah, monster truck racing, the sport du jour of trailer trash all across America. This arcade conversion will boast a two-player game (is that all?) as balloon-tyred trucks pound through rough terrain and burst wildlife beneath their mighty wheels. Let's offroad!



Twisted Edge Snowboarding (Midway)

Unluckily for Boss Game Studios, the developers, Nintendo got *1080° Snowboarding* out first, so *Twisted Edge* is now being rejigged to add features that Nintendo omitted – most notably multiple boarders on the track at once and an increased emphasis on performing stunts.

World Grand Prix (Video System)

Written by *Pilotwings* developers Paradigm, this looks a hell of a sight better than their previous stinker, *Aero Fighters Assault*. The emphasis in *WGP* is very much on realism instead of arcade action, so this could be *the* game for serious racing junkies.

Snow Speeder 64 (Ocean/Imagineer)

Unless the game has undergone considerable revisions since Space World, this will probably be a fairly lacklustre addition to the snowboarding genre.

Cruis'n World

The sequel to *Cruis' n USA*! Ooh! My pants! The arcade machine wasn't anything special, so unless the developers are going to put in a load of extra stuff don't expect miracles.

Rev Limit (Seta)

Despite having the best-looking PR girls at Space World, not even their short skirts and high heels could distract viewers from the lumpen nature of this game. Nintendo have apparently insisted on major rewriting, however, so the new version could be worth looking out for.

Shoot-'Em-Up

Goldeneye 2 (Nintendo/Rare)

It's not really a sequel to *Goldeneye*, as Nintendo passed on holding the Bond licence. (Fools!) However, Rare's follow-up to what is still the best game on the N64 will use an updated version of the *Goldeneye* graphics engine and star an entirely new character – if it's at the show...

Chopper Attack (Midway)

This is just Seta's *Wild Choppers* (issue nine) under a duff new name with *Turok*-style controls. Be still my beating heart.

Star Wars: Rogue Squadron (LucasArts)

Shadows Of The Empire was rather a bummer, so LucasArts are hoping to do much better with their X-Wing game. If it's done right, and George's boys have had plenty of time to practice, the *Star Wars* name alone has the potential to kick *Starfox*'s furry ass. However, *Shadows* proved that the *Star Wars* licence doesn't guarantee a great game...

Body Harvest (Nintendo/DMA)

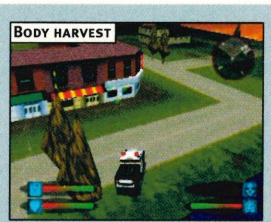
Nobody's quite sure what's happened to this very promising game, mainly because Nintendo kept on insisting on making changes to the gameplay. Hopefully, we can expect to see some *Starship Troopers*-type bug hunting at E3.

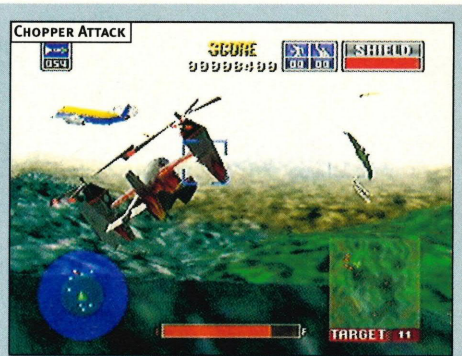
Knife Edge (Kemco)

The one-time *Blade & Barrel* underwent first a change of name (probably because it sounded like a rough pub), then a top-down rewrite. E3 should mark the first showing of the new-look game.

Nuclear Strike (THQ)

This popular PlayStation blaster gets a new lease of life on the N64. Although a lot of the game involves mowing people down from your helicopter gunship, there are also sections where you control ground vehicles, and even a *Command & Conquer*-style spot of strategy.





Buck Bumble (Ubi Soft)

"But the hero is a bee, the hero is a bee!" Thus quoth a Hollywood studio head of yore about a rather surreal screenplay by some Belgian or other. Thankfully *Buck Bumble* will involve the more prosaic angle of shooting things!

Robotech: Crystal Dreams (Gametek)

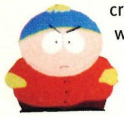
One of the very first N64 games to be announced, and since then... well, it's been kinda camera-shy. We saw a very incomplete version last year, but since then it's apparently been totally rewritten. Will the wait be worth it?



Weird

South Park (Acclaim)

Kick ass! Acclaim made a big hoopla about getting the licence to TV's hottest show, but if Nintendo insist on toning down the very things that make the show so funny (gags about sex, vomit, sex, cruelty to animals, sex, crack whores, sex, lesbians and sex) it would sort of defeat the whole object of making the game.



Space Station: Silicon Valley (Take 2)

DMA Design's very strange-looking title has been kept quiet for some time, but E3 will see it getting a proper showing. Gameplay is apparently reminiscent of *Paradroid* on the C64, which frankly can't be a bad thing.

Iggy's Reckin' Balls (Acclaim)

We were going to have more on this curious racer/platformer combination this ish, but it didn't arrive. More next time!

Pokemon Stadium (Nintendo)

Set your Pocket Monsters fighting against each other in this one-time DD, now cartridge title. Oh, hang on, nobody in the West has any Pocket Monsters. Yet.

Mario Artist Series (Nintendo)

This quartet of programs (*Picture*, *Talent*, *Polygon* and *Sound Maker*) should be getting a first appearance after their no-show at Space World. But, but, but... they're not games, and sticking your digitised face on a little man and getting him to dance is just not the same as a *Goldeneye* deathmatch...

Beat-'Em-Up

Street Fighter 64 (Capcom)

Well, we can but hope. Capcom will certainly have a big presence at E3, and some of it is definitely going to be for the N64. Since the Japanese company has reportedly been working on an N64 beat-'em-up for some time, and *Street Fighter* is the jewel in their crown, a lot of people will be gutted if nothing shows up.

Mortal Kombat 4 (Midway)

Representing the other side of the beat-'em-up coin from *Street Fighter* (99% of gamers pledge loyalty to one or the other, but not both), *MK4* brings the crimson-soaked fighter into 3-D for the first time. The arcade machine is reportedly very good, so how will Eurocom's console conversion stand up?

Rare's Fighting Game (Nintendo/Rare)

With Rare scheduled to be showing four, possibly five games at E3, and rumours of a *Tekken*-style fighter under way in Twycross, could this be one of them?

Fighting Force 64 (Eidos)

Despite Eidos assuring us a couple of months back that their debut N64 game *wouldn't* be a port of *Fighting Force*, Nintendo of America went ahead and listed it as a show attendee anyway, so who's right? One thing's for sure – the *Tomb Raider* company *will* be showing some kind of fighting game.

Bio Freaks (Midway)

This British-programmed gory beat-'em-up had its release brought forward by several months, much to the surprise of GT Interactive, who'll be putting it out over here later in the year. It looks promising, but Nintendo's heavy-handed censors have already taken offence at some elements.

Flying Dragon (Natsume)

Better known as *Art Of Fighting Twin*, this is a translation of the not-bad-but-not-stunning Japanese thumper reviewed in issue ten.

Deadly Arts (Konami)

Another title-changed Japanese fighter, this time Konami's *GASP* (issue 13). Apart from the inclusion of English text, it looks as though the game will be the same.





Then, as well as that little lot, there are bound to be more than a few surprises emerging blinking into the light of day. We'll be bringing you the complete show report next issue – make sure you're here!



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Autumn '98

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When I'm 64

This is the **PART** of the magazine that **YOU** write. Yes, you. If you've **SOMETHING** that you're so **DESPERATE** to say that it's practically bursting your **SKULL** from the **INSIDE,** just jot it down and get it to us. You **NEVER** know, you might get the **MOMENTARY** swagger **VALUE** of having your **NAME** in print!

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 the 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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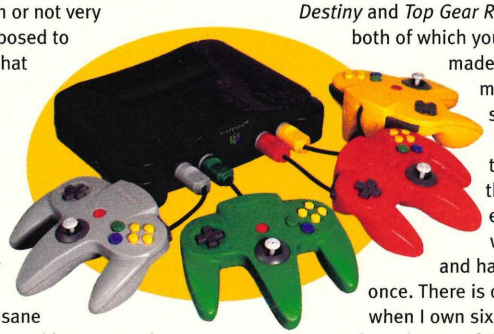
On One Hand...

Dear 64 Magazine,

I would like to thank you for producing such a top quality magazine. It tells me all I need to know about what games to buy and what games to look forward to. I have read your magazine since issue one and I started subscribing around issue five or six (I can't really remember). I am one of your many fans. In fact, I am a true fan and I will remain dedicated to your magazine for a very long time.

I have owned a Nintendo 64 for around nine months and I am glad I made the right decision and bought one. I am a very happy owner and am very excited about some of the big titles that are going to appear in the future. So far I own *Super Mario 64*, *Turok* and *Mace* and my brother owns *Goldeneye*, *Blast Corps* and *Doom*. He might be buying *Quake* in the near future (as it looks brilliant) and I want to buy *WCW Vs NWO* and *Mystical Ninja* (as long as it will be good). I would maybe buy *Yoshi's Story* if I knew that Nintendo had increased the challenge.

I have found that the games are either too difficult (like *Mace*) or too easy (like *Yoshi's Story* on import) and a lot more could be done. Games like this are either no fun or not very long lasting. Are we supposed to fork out £50 on a game that won't even last five minutes? The quality of games has risen over the years due mainly to the evolution of technology but there are still so many poor games out there. Who is going to pay £60 for *Clayfighter*? Somebody who is either insane or doesn't know a thing about videogames, that is who.



It does annoy me that there are such poor games out there for the Nintendo 64, but at least the amount of poor games available is nowhere near as high as the PlayStation.

I am pleased with what Nintendo has achieved in the N64's first year and I think that they can do even better. People complain about the lack of games for the N64 and say that is why they might want to get rid of it (crazy or what?) but they should have taken that into account when they first bought an N64. Anyway, there is no way they can buy that many games if they are around my age (I am 14), so why complain when there are a lot of top quality N64 games out there? The Nintendo 64 is hotting up now with games like *Quake* and (hopefully a challenging version of) *Yoshi's Story* being released around now, and *F-Zero X*, *Turok 2* and *Zelda 64* appearing later in the year. I have a feeling that this year could be a very good year for Nintendo and all the N64 owners out there. I am very excited indeed.

Andrew Ridley, Lincoln

The UK version of *Yoshi's Story* is, bar a few minor cosmetic differences, identical to the Japanese version, so it still presents all the challenge of breathing. Speaking of people who want to get rid of their N64...

...And The Other

Dear 64 Magazine,

Seven months ago I got a part-time job and decided that I would save up for the (then) £150 N64. It took me a month or so and at the beginning of October I bought one with *Mario Kart*. I also started to buy your magazine. I didn't even give a thought to buying the less powerful but popular PlayStation. I felt an extra £20 was worth paying for the 'most powerful games console on Earth', the promise of four-player games and the quality that the Nintendo name carried.

While *Mario Kart* was fun, the novelty soon wore off (worth 94% in your magazine when I bought my machine?!?) and I bought more games, first *Lylat Wars*, then *Goldeneye*, *ISS 64* and *Diddy Kong Racing*. These games, apart from *Lylat Wars*, convinced me that the N64 was the right choice. They brought enjoyment with regular multi-player action but all too soon they lost their fun. I was wondering where the next games were coming from; *Zelda* had been postponed by more than a year by now and *F-Zero X* and *1080° Snowboarding* were disappearing into the distance. Add to this the rumours that the future of the N64 was entirely pocket monsters and there was an obvious problem.

I wanted the N64 to be the greatest console around but the PlayStation, now a serious competitor in my eyes, kept producing quality games for a mature audience (I'm 18). Three weeks ago I let the N64 have one last throw of the dice, so I bought *Fighter's Destiny* and *Top Gear Rally*. These two games, both of which you rate as 90% or over, made my mind up. So, six months down the line I own several hundred pounds worth of console which is the most powerful but also the most pathetic one on earth. I've just had a two week holiday from school and have not touched my N64 once. There is obviously something wrong when I own six of the top seven games for a console and none of them, apart from *Diddy Kong* which is easily the best game, makes me want to play them.

Today I rang Electronics Boutique about swapping my N64 for a PlayStation. Even though I will make around a 50% loss I am prepared to take the chance on the (tee hee, childish laughter) GayStation. It's not that I think there aren't bad games on the PlayStation (there undoubtedly are), and that I won't get bored of them (I probably will), but the games cost less, more people own PlayStations making swapping easier and many video stores rent PlayStation games. The PlayStation has several advantages over the N64 such as several decent third party developers to the N64's one (Rare). The PlayStation also has larger games, more owners and more mature titles such as *Resident Evil* and *Grand Theft Auto*. I feel that the N64 has been a great opportunity missed.

What with the PlayStation 2 being talked about and the new Sega machine in the pipeline the N64's days are surely numbered. I'd rather own the best-selling machine in the UK for the next two years paying £30 for games than an also-ran paying £50 for second-rate games. As for all your readers, I'll see you in *Play* magazine later. I hope you all enjoy *Zelda* as much as I'll enjoy you waiting for it, your insane claims that the 64DD will take games playing into the new millennium and you trying to get Pikachu the pocket monster to

evolve into Mario. Despite my disappointment with Nintendo for the waste of such a great opportunity by not producing the games required to support the console, 64 MAGAZINE brought much enjoyment and, in general, your reviews were honest.
TOM SYDNEY, E-MAIL

Sorry to see you go (though I'm glad you're transferring your allegiance to our sister mag *Play*). We can't help but agree with you about the lack of releases – even Shigeru Miyamoto admitted, in a recent interview, that Nintendo should have put out more games – but I'm sure we will enjoy *Zelda*. When it eventually arrives. Whenever that will be.

No Roos, Fosters Or Bruces

DEAR 64 MAGAZINE,
Hello from one of your many Australian readers. I'm sure you will be surprised to know this, but quite a market has been developed here for imported console mags, mostly British and American ones. This is because the only half-decent console mag over here is multi-platform. That's fine if you've got the cash to pay for an N64, PlayStation and a well-endowed PC (they've already given up on the Saturn) but for myself, who chose to delve into my previously vast savings account and invest in an N64, the previously mentioned magazine (Hyper) does not provide everything I need.

So I journeyed far and wide, all the way to the news stand (quite a walk) and looked at the meagre selection. Of all the magazines you have over there, I had to choose between three: 64 MAGAZINE, *Total 64* (total rubbish!) and *64 Extreme*, with the latter being so bad it reminded me of the days the Mormons visited, bringing those awful religious brochures.

Anyway, my choice was obvious, and from issue one I knew I chose wisely. One of the questions I want to ask you about is subscriptions. On your subscriptions form you have a 'world' price, and what I want to know is what kind of delay we are looking at. The date today is April 14, and the latest issue out here is volume nine. The staff there are doing a great job with the magazine, making it full of useful information while still being a treat for the eyes. Yay for the art guy!

Thanks for your time, and I agree with Andrew Hayhurst from volume nine – bring back *Super Tennis*!
MICHAEL EASTON, SHEPPARTON, AUSTRALIA
PS: Sorry if I disappointed all of you people expecting a stereotypical Australian. We do not all say "G'day". Well, not much.

In what will no doubt be a great relief to all our subscribers, our system has been given a turbo boost! UK and European subscribers should now get their issues about five days after they come back from the printers (which will hopefully mean before it appears in shops), and other overseas readers should get them between eight and ten days after printing. That's a considerable improvement over the old system, so now you can all stop bombarding me with e-mails asking where your magazines are. All I have to do now is remember to do the subscribers' newsletter before the issues are sent – oh, arse!

An Early Bath

DEAR ANDY,
I just thought I'd let you know.

Our family owns a PC with a 486 processor, and it isn't even capable of playing shite games such as *Rise Of The Robots* (which I forked out 40 quid on and regretted it after our memory ran out). Since Dad wouldn't invest in a lovely Pentium with a 4Mb graphics card, I decided to get an N64, which is the nearest thing to it in terms of graphics. I wasn't very knowledgeable and hadn't ever played on one, so I bought *N64 Magazine*, published by Future for £2.95. It's slightly thicker than yours, looks more official and is a whole pound cheaper. No questions asked. I bought it.

After a couple of months I got fed up with the reviewers. Firstly, and most importantly, they couldn't find the slightest fault *Mario Kart* (except the Battle Mode, which no-one really likes anyway). They were oblivious to the fact, which I think is



STAR Letter!

Katana Horns Of A Dilemma

DEAR 64 MAGAZINE,
I am worried about the life of the N64. In issue 7, you had the article 'Dural To Step On Mario'. You say that Sega's new console poses a threat to the N64. This threat is increased by Sony's PlayStation 2. The N64 market is going to depend on the DD and its games. You mentioned that the production lines are ready to go, the only problems are the games. If delays (which always happen in Nintendo's schedule) occur, then the DD should be dumped and Nintendo should concentrate on its cartridges.

Other possibilities are *Banjo & Kazooie*, *Zelda* and *F-Zero* to be released on the DD; DD changed to CD drive (maybe PC, PlayStation and Saturn developers would be more encouraged); or if Nintendo are working on some secret console to challenge the Dural and PlayStation 2.

I'm saying this because I was once a proud NES owner (at the time) and have seen its downfall, and since then hadn't bought a console until the N64 came out. The way things are going the N64 seems to be stabilising, but some weeks ago it looked like it was going the same way as the NES!

I have some other points and questions.

- Will *Super Mario 64* get a sequel, if yes, will it be multi-player?
- Will good flight simulator and strategy games ever come out on the N64?
- Any news on *Mission: Impossible*?
- Will *Worms* be on the N64?
- Will *Starfox* get a sequel where there would be a co-operative mode?
- I read in *C&VG* that *Wetrix* is just about finished, but you haven't mentioned it!

Apart from these very minor criticisms, your magazine is superb!
GAURAV SUD, ABINGDON

Dural is now Katana (which may be the name of a samurai sword, but still doesn't trip off the tongue), and is scheduled for launch in Japan at the end of the year. We'll wait and see how it compares to the N64. As for the PlayStation 2, the first machine is still doing so well that Sony would be mad to jeopardise sales by talking about a replacement. It's unlikely to appear before the end of 1999.

If the N64 did go the same way as the NES, I think Nintendo would be delighted – in its day it was a worldwide bestseller! As for the DD, Nintendo have invested a great deal of time and money (and, just as importantly, face) in the device – dumping it would cost them dear, especially in Japan. Personally, I think that if they don't get it on sale soon, the pre-launch hype for Katana is going to overwhelm it – who wants to buy a boring old disk drive when there's a whole new console to gawp at?

Now, questions. Nintendo have implied in the past that *Mario* will be sequelised, but it'll probably be a DD title. Multi-player is certainly feasible. *Pilotwings 2* was canned recently, though its developers are working on a flight combat sim – hopefully it'll be better than *Aero Fighters Assault*! On the strategy front, we're still hoping to hear something about N64 *Command & Conquer*. *Mission: Impossible* should be at E3 – see our show report next issue. Team 17, *Worms*' publishers, have signed up for the N64 – *Worms 64* is a high probability. Nintendo said not long ago that they are *not* presently working on a *Starfox* follow-up. We'd like to cover *Wetrix*, but Ocean haven't shown it to us. Huh.



YOU ASK QUESTIONS, AND OUR EDITOR ANSWERS THEM. IT REALLY IS THAT SIMPLE.

1: What is a 64DD? I know it is a disk drive of some sort but what's it for?
2: What games are coming to the 64DD?
3: Will *Super Mario RPG 2* be coming to the DD as well as cartridge?
4: Do you know how much the DD will cost in Australia?
5: Do you recommend getting one?
6: On your review pages, what does the little cartridge with the numbers on it mean?
R THOMPSON, DUNCRAIG, AUSTRALIA

1: It's an add-on that gives the N64 extra memory (allowing more use of high-resolution graphics), larger games and the ability to save vast amounts of game data.
2: The four *Mario Artist* programs (not really games per se), a new *Zelda* game, *Mother 3*, *Sim City 64*, *Super Mario RPG*, *Jungle Emperor Leo*, the *F-Zero* track designer, various *Pocket Monsters* titles, a horse racing game, an upgrade of *Snow Speeder* and two Imagineer RPGs. In the West, games being worked on include *V-Rally* and at least one title from Rare, as well as other stuff that hasn't yet been announced.
3: *Super Mario RPG* is, at the moment, only going to appear on DD.
4: We don't know how much it'll cost anywhere yet, but Nintendo insist it will be cheaper than the N64 itself.
5: If the games are good enough.
6: It's the size of the cartridge in megabits.

They Really Only Do 14,018, Y'Know

Dear 64 Magazine,
Have your recent issues been sold out or something? I have been finding it very hard to find a shop with your magazine in stock. Because of this the last mag I bought was volume 11, and because I missed volume 12 I do not know when your next volume comes out.

Total 64 say that they are the best N64 magazine and in their April issue published a table showing that your mag only sells 28,084 copies and that *N64 Magazine* sells a lot more copies than you, which I find hard to believe. These figures were given to *Total 64* by the ABC, which judging by its name does not know very much, so I think you should find out if these figures are right and publish your own table of sales (hopefully showing that you sell more than *N64 Magazine*).
David Sharp, Sauchie

Dear 64 Magazine,
I noticed that the words "Official! The Best-Selling N64 Mag!" did a runner from your front cover a couple of months ago and moved to *N64 Magazine*. I noticed as well that *Total 64* reckons it's the best-selling Nintendo magazine too.

Now that you've been knocked off the top slot, does this mean that we can finally expect you to do what you should have done months ago and lower your prices by a pound to £2.95? I always used to buy 64 Magazine even though it was the most expensive because it was the best, but you can't use that excuse any more, can you? The cheats book you did for volume 12 was great, but I bet you won't be doing that every month!
Tim Cahill, Hanley

Actually, I wouldn't rely too heavily on what *Total 64* have to say – their own official ABC figures show that they're actually the *worst*-selling N64 mag in Britain! They claim sales of 60,003, but their UK sales – according to their own ABC certificate – are a mere 14,018. Most magazines do well to get 30% of their ABC figure from foreign sales, so a *75%* foreign sales figure is a miracle unseen since the days of loaves and fishes! I suppose that if 64 Magazine included all the issues we licence out to Germany, Italy, Spain, Greece and about a dozen other countries we too could claim an equally massive sales figure, but we wouldn't do that. As for *N64 Magazine*... mumble grumble, backing of the multi-gazillion pound Pearson media group*, chah. We still *are* the best, and as God is my witness, we shall be number one again! Well, maybe. And we *are* doing a book every month, so ha!

You can send letters the old-fashioned way to:

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Bournemouth BH1 2JS

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

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the most annoying thing on computers, that the computer players cheat. Now don't get me wrong, cheating is great and often very enjoyable, but for the computer to do it is downright disgusting. If *Mario Kart* wasn't such a loveable game with a long lifespan, I would have to publicly demonstrate my feeling towards it and warn everyone of its little scam.

After reluctantly buying 64 Magazine, I found you were a lot more reasonable, giving it 80%. I immediately knew you were great, you also provide a much better read with much better reviewers. The cheat book you gave us in volume 12 is simply superb. I am, I have to say, a pretty crap gamesplayer and can't get very far on anything. This book was a great sigh of relief. The whole thing, not including the price, was a vast improvement on *N64 Magazine*, well done.

I know I've ranted on, but this is my real point and is important. My friend's got a PlayStation with one of the best games in the world – *Street Fighter Ex Plus Alpha* (what the hell's a Plus Alpha?). He doesn't like it, but sometimes I wish I'd got a PlayStation just for that game. Why on Earth hasn't the N64 got *Street Fighter*? If they do produce something similar on N64 format, it will then, and only then, be undisputed champion of consoles. Please update us if there is any info on the matter.

Your new fan,
Pete Carvell, Derby

Ah, another convert. You have seen the light, my son!

Capcom have a fighting game in the works – since it's their biggest name, it probably will be a *Street Fighter* game, although the possibility of a *Darkstalkers* or *Marvel Super Heroes* (considering how big the N64 is in America) title shouldn't be ruled out.

Turok And Roll

Dear 64 Magazine,
I was reading issue 12 and you had some very interesting reviews, and the tips book was fab. However, I own a copy of *Turok: Dinosaur Hunter*. I was absolutely disgusted when I saw what you wrote about it. How the hell can you give *Turok* 72%? This is an outrage! The 3-D graphics are incredible, there is a wide range of weapons, you can change the blood to red or green and if you don't like the gore you can have no blood at all. Please print this letter as I am sure other readers will agree with me. It deserves at least 90%. It should be a 64 Sizzler and not a pile of crap!
James Spalding, Benfleet

Aaargh! I'm now taking off my shoe (well, Reebok) and beating it on the table like Khrushchev at the UN. 72%! Is! Not! A! Crap! Mark! "Good but flawed" is one way we put it, and all the hopping around like a rabbit with piles in *Turok* was, to me, a flaw. Luckily, *Turok 2* promises to have less platforming and more killing!

Little Green Bag

Dear 64 Magazine,
Congratulations on your ingenious marketing trick of bundling a 'free' tips book with the May issue of your magazine. This praise is not for the usefulness of the tips, but for the plastic packaging.

The packaging serves two purposes. 1: It prevents the loss of said tips book. 2: It prevents the customer from opening the magazine to check its contents before buying. This means that the only clue to what's inside the mag is the cover information.

Now as Forrest Gump's mama always said "Never judge a book by its cover" and by God that genteel old landlady was right. Instead of the informative read that I was expecting, what I found was a magazine struggling valiantly to fill its pages.

I understand the problems of writing a magazine on a gaming format devoid of new releases and news, but instead of trying to spin out the magazine to fill 100 pages, why not come clean and publish a cut-down version at a cut-down price in particularly inactive months?

Unless this attitude of 'never mind the quality, feel the width' is addressed, the title of the best Nintendo 64 magazine will be about as realistic as *Zelda* getting a UK release before Christmas.
Steve B, Ealing

"Magazines are another medium I love because, like TV, 95% of it is simply based on 'How the hell are we going to fill all this blank space?'" – Jerry Seinfeld, *Sein Language*.

Despite the popular idea that editors are all-powerful beings who can make things happen with a snap of their fingers (if only this were true... Snap! Roy writes coherent captions. Snap! Nick lays out the ScoreZone without grumbling. Snap! I get a cheque for a billion pounds), the fact is that paper stock and print slots for the magazine are booked months in advance. Even if I wanted to change them, I couldn't. During slack release periods the magazine still has to be filled – our hope is that the content remains informative, useful and entertaining. Which it is, isn't it?

Memory Card Losers

It's the bit of the magazine where our normally polite and reserved editor gets to be rude to people who write dopey letters, reprinted here verbatim. Catharsis by sarcasm – kick ass!

Dear 64 Magazine,
I am not an avid reader of your magazine but I occasionally get it while waiting for my magazine to come through the post. The other day I bought a copy from my newsagents. I was reading your 'When I'm 64' section and I was appalled to read the letter 'Walk on the wild snide'. What appalled me was that I had read the exact same letter in my usual magazine (*N64 Pro*). As if this wasn't enough, the reply was exactly the same as well. How dare whichever magazine printed it second. Us consumers don't buy magazines to read repeats LESS OF THIS PLEASE.
Philip Graham, Falkirk

I forced myself to read the letters page of every issue of *N64 Pro*, and could only come to the conclusion that you can somehow see into the future and read magazines that haven't yet been printed. Either that, or you are quite mad.

Dear 64 Mag,
You reek! I mean you put ads in your magazine for stuff that you can order? Plus your 12 issue subscription thing sucks, you give us a choice of only the four worst games ever made, and it cots $70 bucks what a rip. Plus you call Starfox THE LYLAT WARS. Get a grip.

PS send me a copy of your response. Cause I ain't byian your mag again!
Matos, e-mail

God forbid that adverts might be there for the purpose of selling you stuff! The walls come tumbling down as this genius sees through the hollow façade of consumerism. We did want to offer *Clayfighter*, *Cruis'n USA*, *FIFA 64* and *The Glory Of St Andrews* as our subscription offer games, but our marketing people threatened to transfix me with a spear if I did.

Dear 64 Magazine,
I have a complaint to make about bad language and swearing in your magazine. If you look closely at volume 10 at the bottom corner of page 46 there is a bad word. When my mother saw this she was horrified. I think you should have an age limit on your magazine. I would also like an apology from the person who wrote such an awful word, if I do not receive a good explanation I will not buy your magazine again.
Lee O'Connor, Ballymena

If it's good enough for Joe Pesci and Samuel L Jackson, it's good enough for us. Remember, kids, it *is* big and clever to swear. Try it! Surprise your parents and teachers! (Joke!)

*Not any more, mind.

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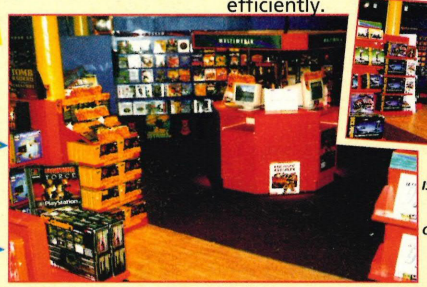
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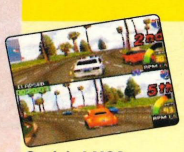
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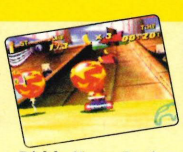
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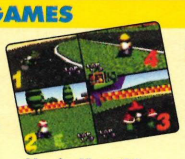
Int'l S'Star Soccer Pro



Shadows of the Empire



Fighters Destiny



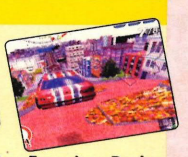
Mario Kart 64



Nagano Olympics

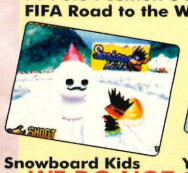


Pilot Wings

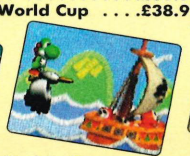


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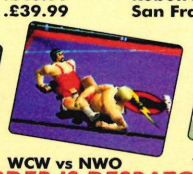
Yoshi's Story



Super Mario 64



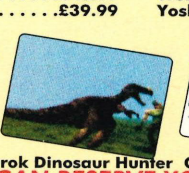
Goldeneye



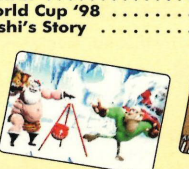
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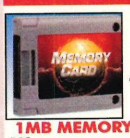
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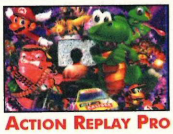
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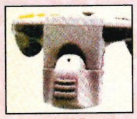
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64SIGHT



BIG ol' 64sight this **ISSUE** as all kinds of **GAMES** come crawling out of the **WOODWORK** prior to the E3 **SHOW**. Suits us just **FINE**!

ZELDA 64

NINTENDO • 1998 (WE HOPE)

THE WAIT FOR *ZELDA 64: THE OCARINA OF TIME* is starting to become like one of those hideous dreams where no matter how hard you run, the end of the tunnel just seems to keep getting further and further away. There's probably snakes in there as well.

On the other hand, it does really look like it'll be worth the wait. No, really. "Surely," you bleat, "nothing could be that big?" "Hogh!" we guffaw, a big, throaty, tuberculosis-ridden rasp of disdain. "Feast your eyes on *these*! Then look at these pictures of *Zelda 64*!"

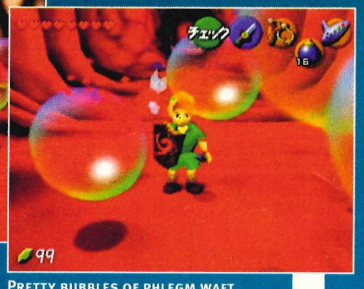
See! Link battle it out in what looks like the guts of some huge monster with a gang of marauding floaty jellyfish! Gasp! as he descends into the gloomy bowels of a castle and lays into evil flying skulls! Exclaim! like someone from a Billy Bunter story or a writer for Future Publishing at the sight of the exposition-providing video footage! Wonder! at the curious image of a big old tree with a face like the grandma from old Giles cartoons! Splutter disbelievingly! as Link takes on some huge monster – from the *inside* of its cavernous gob!

Not bad, huh? And you thought N64 games were starting to reach the top of the quality S-curve. There's still a long way to go before the machine starts to get maxxed out, you can bet on that. *Zelda 64*'s constant delays might be infuriating, but there's a reason for it – Nintendo want the game to be *so* good that it's not so much a killer app as one that destroys the entire world and then laughs about it afterwards. Considering how much time and money they've spent on its development so far, you can expect *Zelda 64* to be the *Titanic* of the videogaming world.

But when do we get to see it? At the moment, the Japanese are still going to be the first to get a gander, with the Eastern release date now hovering tentatively around the autumn mark. But then, Nintendo said that about the 64DD as well. For those with PAL machines squatting under the telly, the most up-to-date info we have is pointing toward a Christmas on-sale date. However, with the Japanese launch suffering from more slippage than a pensioner on bottle ice, there's every chance that the UK might not get hold of *Zelda 64* until – ack! – Easter 1999. Say it ain't so! Until then, we'll have to leave you with these latest pictures from Nintendo, and the hope that we'll see more of the game at the E3 show in May.







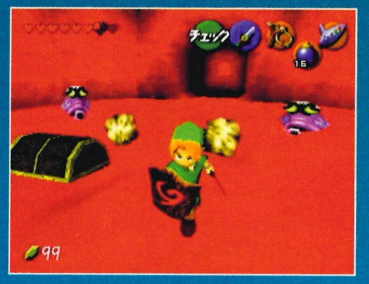
PRETTY BUBBLES OF PHLEGM WAFT THROUGH THIS MONSTER'S MOUTH.



















"When I said 'Give me some skull' that wasn't quite what I had in mind!"



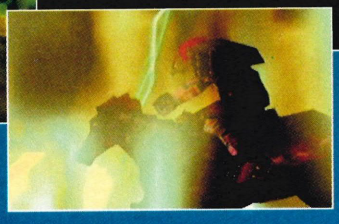


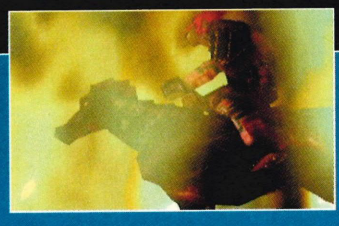
Now, doesn't he look better than the stumpy little man from the SNES version?



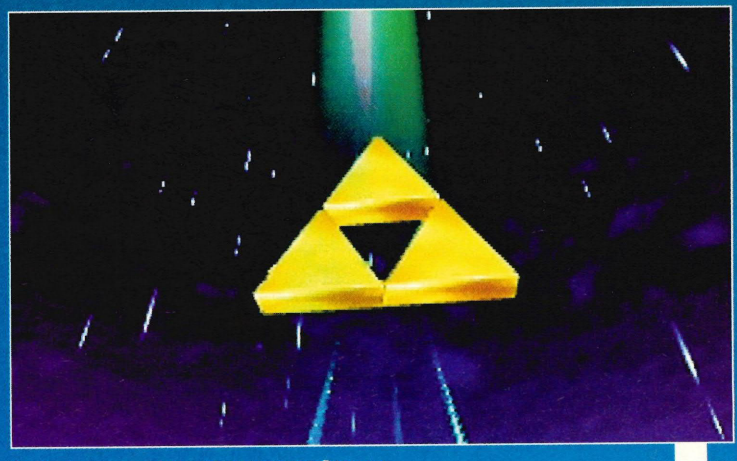












Kids'll do anything for the great taste of Dairylea.











BANJO-KAZOOIE

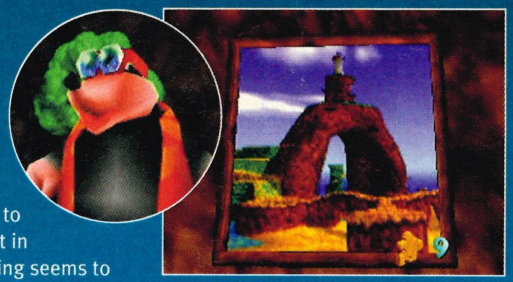
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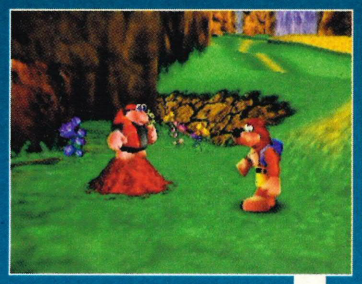
FIRST ANNOUNCED AT LAST YEAR'S E3 show in America, and now looking as though it's going to be given a final pre-release airing at, erm, the E3 show in America, Rare's *Banjo-Kazooie* is at last ready to start pluckin'!

The new shots here have an interesting look to them that wasn't present in earlier versions. Everything seems to have been darkened down somewhat, moving away from the pupil-searing primaries of *Mario* to a rather more realistic feel (though how realistic a game can be when it features giant moles in Hawaiian shirts is another matter entirely). There are monstrous foes aplenty for the furred and feathered friends to overcome, including a giant snake, a green-faced witch and a malevolent carrot [are you sure about that? – Ed]. The mystery of the puzzle pieces is (sort of) revealed – collecting them helps the bird and the bear piece together some rather simple jigsaws, which once completed, let them enter new levels. That's our guess anyway. For all we know Banjo has got a big thing for rock bridges.

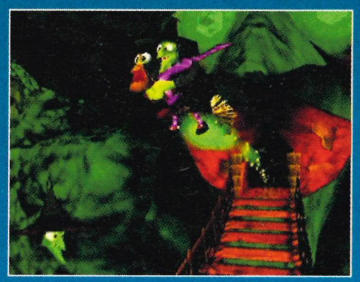
There'll be more on *Banjo-Kazooie* in our E3 report next issue – including, hopefully, a review of the finished game. Warm up those duellin' banjos!

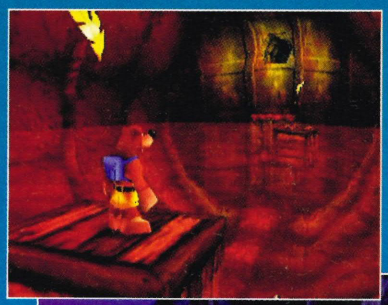
FASCINATING WITCH FACT: THEIR BROOMSTICKS WERE ORIGINALLY USED FOR ANOTHER KIND OF RIDING. THANK YOU MR BOWDLER!

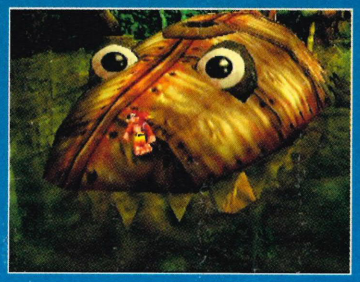


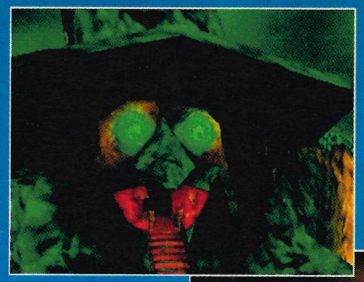


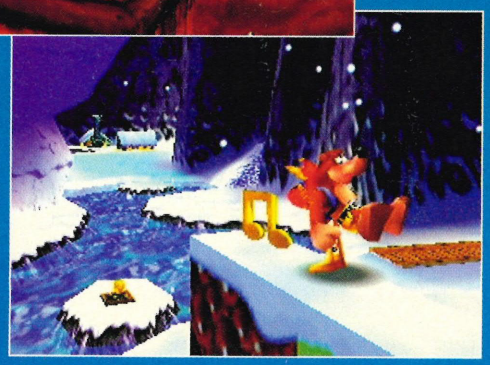
MUST... RESIST... PUTTING IN MORE *DELIVERANCE* AND *SOUTHERN COMFORT* REFERENCES. MUST... RESIST!

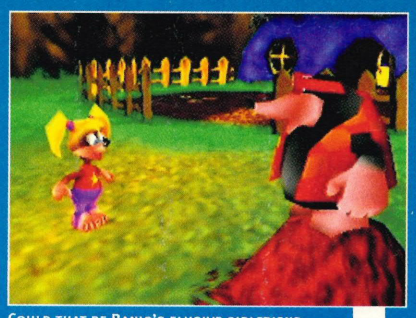








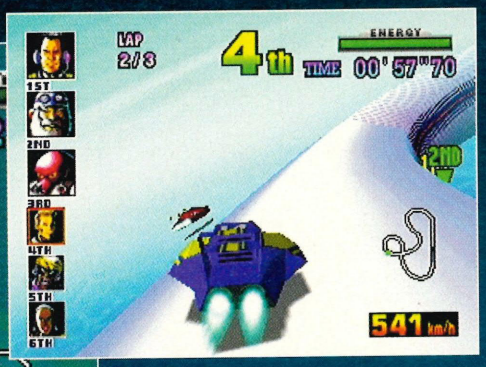




COULD THAT BE BANJO'S ELUSIVE GIRLFRIEND PICOLLO, PRIOR TO KIDNAPPING?









THE FOUR-PLAYER MODE IS FAST – BUT *WIPEOUT 64* MAY PROVIDE COMPETITION.

F-ZERO X

NINTENDO • JULY (JAPAN)

So, what else can we say about *F-Zero X*, apart from "Where the bloody hell is it?" We've featured the damn thing about 6,000 times, after all, and it's still no nearer to the gaping orifice of our office N64. The version on show at Space World in Japan last year seemed just fine, thank you very much. People would have bought it by the ton. But no, Nintendo are holding it back until July in Japan and autumn or even winter over here. Aaaaaarrgghhh! (Starts hopping around like Basil Fawlty on a blinder.) *Don't* they understand that these *delays* are driving us insane? They don't have these problems on PlayStation magazines.

Anyway, here's a bunch of new screenshots fresh from Kyoto. We got snow, we got four players, we got sleds clinging to the outside of a pipe, we got massive turbo exhausts, we got people dying screaming in fireballs of twisted metal and searing flesh. Roll right up.

According to Shiggsy, it's possible to have a race where practically every single one of the 30 competitors gets wiped out, so the moral here is 'drive offensively'. Ramming your opponents into solid and immobile obstacles might be frowned on in Formula 1, but here it's all part of a day's work. On some courses you can even ram enemies right off raised (and unfenced) parts of the track and chuckle as they plunge to their doom thousands of feet below!

Of course, we have to take Nintendo's word for this because they won't let anybody play the game. But someday we'll prise a copy of *F-Zero X* from their cold hands and play it until it cries, and then we'll see whether the wait was worth it. Hah!



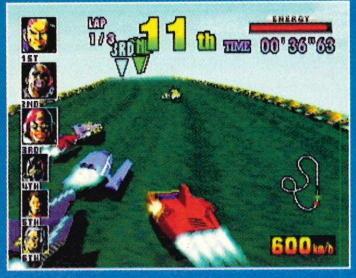
RACERS CAN RUN ALONG ANY SURFACE OF THE PIPE – EVEN UPSIDE DOWN!

















ISS 98

KONAMI • SEPTEMBER

THE BEST FOOTBALL GAME IN THE WORLD is Konami's *International Superstar Soccer 64* (or, if you believe the machine-hogging PlayStation types who commandeer a Japanese N64 every lunchtime and evening, its 1997 import update *World Soccer 3*). That's conventional wisdom, anyway. It doesn't look like that wisdom will hold up for much longer, though.

Why's this? Is there some amazing arcade machine from Sega? Did the PlayStation suddenly turn the world on its head? Has a cadre of *Sensible Soccer* fanatics in their manky denim jackets invaded the 64 MAGAZINE offices?

None of the above. It's just that Konami have rolled up with *ISS 2*, or as it'll be known when it arrives this autumn, *International Superstar Soccer '98*.

There was a mad dash for the N64 when the PlayStation lot reeled into the office and saw it up and running, which was probably a good job as Andy had just been thrashed 14-1 by Konami's PR guy. After a lengthy session's play, those who participated were unanimous in their opinion – it's even better than *ISS 64*!

Changes to the gameplay are small but significant in terms of their effect. All shots can now be affected by aftertouch (using the Z-trigger and the analogue stick to curl the ball's

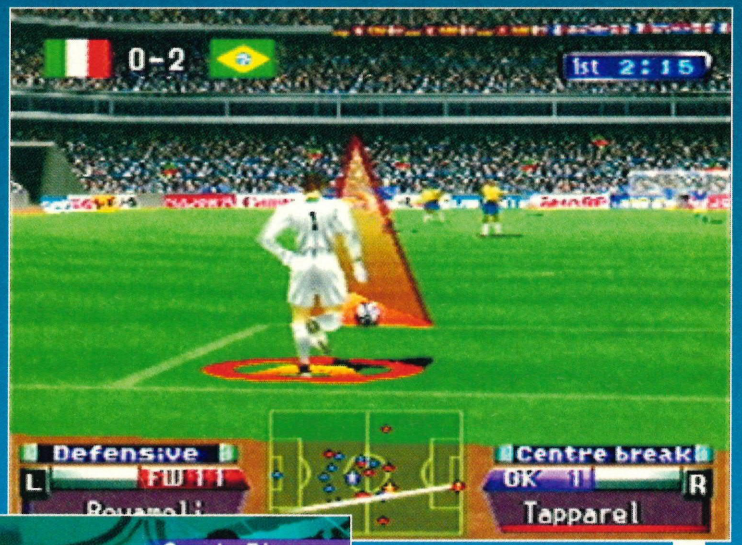






AFTER A BIT OF A GOALMOUTH TUSSLE, COSCURTA CLEARS THE BALL.

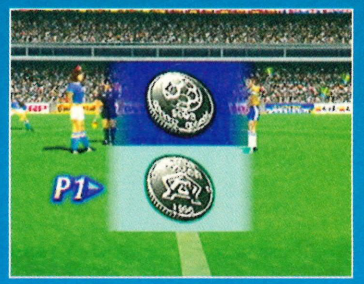




GOAL KICKS NOW LET THE GOALIE SET THE HEIGHT OF THE KICK.



IT'S SPOOKY HOW MUCH THAT LOOKS LIKE ANDY. BET HE'S CRAP AT FOOTBALL AS WELL.









flightpath in mid-air), the speed of the game has been increased and goalkeepers now no longer fall for the old 'slippy kicks', where a goal could be guaranteed if you shot from a certain angle. In addition, goal kicks and corners now have more control, as you can choose the height as well as the direction of the kick.

Off the pitch, *ISS '98* boasts a massively upgraded player customisation section, where not only can you adjust a player's strengths and weaknesses (improving the latter through training), but also alter their appearance as well! There are 80 different heads and hairstyles to choose from, including old footy faves like the mullet, and the player's height and weight can also be adjusted to give that barrel-like Gazza physique.

Sadly, licensing restrictions mean that the teams don't have real player names. Instead, you get such transparent mutations as Shoarrer, Seringham, Gascone and Inche. True football cognoscenti will no doubt want to edit these names and save them down to a Controller Pak. There are also loads of visual tweaks like the Sky Sports-style Quantel picture zooming (all that's missing is the 'whoosh!' noise), improved camera control and new viewing angles, lighting that changes according to the time of day and, amusingly, a physio who sprints onto the pitch with his magic spray if a player is 'pulling an Italy' and writhing around in 'agony' on the ground. Should the pain turn out to be genuine, a pair of stretcher bearers jog up and cart the luckless player off!

Although it might seem a bit mad to wait until after World Cup fever has died down to release the game, Konami are deliberately trying to avoid going head-to-head with the official *World Cup '98* from EA Sports. With these two to choose from, and the original *ISS 64* now on sale at a low price, football fanatics are going to have a tough time picking sides!







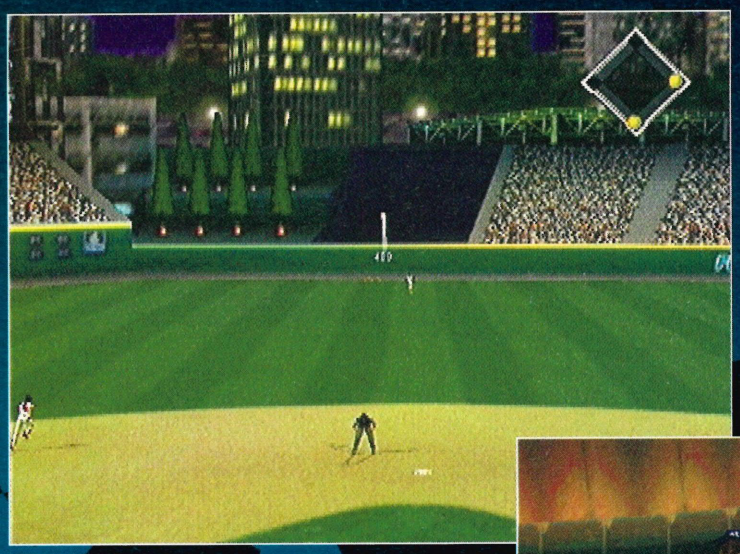


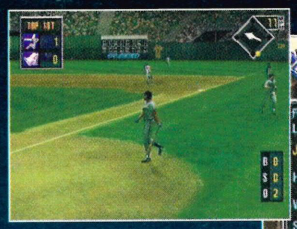
NOT TABLE FOOTBALL, BUT THE FORMATION SELECT SCREEN.

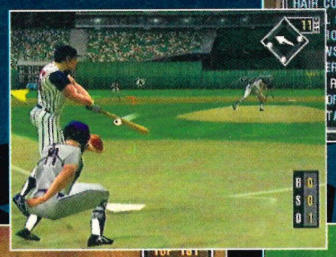


THE GAME IS FASTER THAN *ISS 64*, EVEN WITH THE REF AND LINESMEN BLUNDERING AROUND THE PITCH!



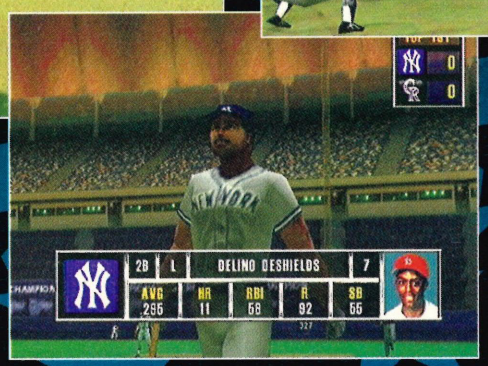








THE BOY COOPER IN BASEBALL FORM. QUICK, HIT HIM WITH THE BAT!

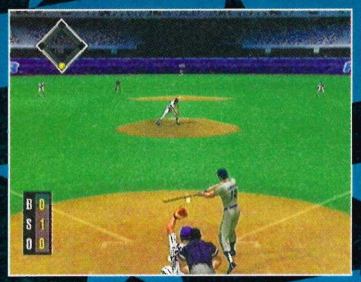




ALL-STARS BASEBALL

ACCLAIM • SUMMER

IF YOU'RE ANYTHING LIKE ME, THE FIRST thing you'll say when you see Acclaim's *All-Stars Baseball* up and running is "Bloody hell!" Well, actually, it'd probably be something stronger than that if you're anything like me. But make no mistake, *All-Stars Baseball* is impressive from the word go.



If you remember Acclaim's *NFL Quarterback Club* and *NHL Breakaway*, you'll probably already know that the company likes to experiment with high-resolution graphics, so far, to pretty good effect. In fact, the company has decided to trademark the term 'hi-rez', but since nobody spells it that way anyway it's not going to cause too many sleepless nights. However it's spelt, the high-res visuals of *All-Stars Baseball* make even the game's resolution-laden predecessors look as though they're running on an Amstrad CPC.





I'm not kidding. The first time you see the motion-captured sluggers striding onto the diamond to take their positions for the national anthem (or maybe it's the opening bars of the theme to *The Larry Sanders Show* – it's hard to tell when it's played on an air horn), you could be forgiven for thinking that some joker is pumping video from an SVGA PC into your telly. It looks unbelievably good.

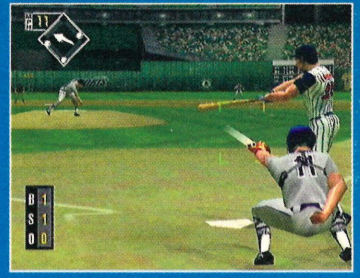
But it's basebaaaallllll! Aaaagh! Nobody in Britain plays baseball. Hardly anybody in Britain even *likes* baseball. It's just rounders, albeit rounders with statistics, and rounders is a game played by junior school children and families out on picnics. Isn't it?

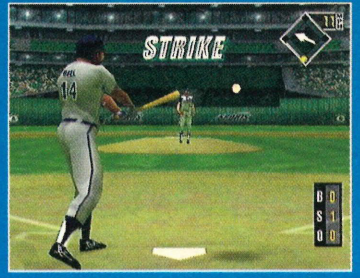
Be that as it may, *All-Stars Baseball* is actually good fun to play. Admittedly, it does help if you have an inkling of what's going on, so here's baseball in a nutshell.

- There are nine innings.
- Once three of your players are out, the innings ends.
- A player is out by being caught, by missing the ball three times, or by being tagged while he's running between bases.

There's a load of other stuff as well, but it involves numbers and averages and spitting, so it doesn't really matter.

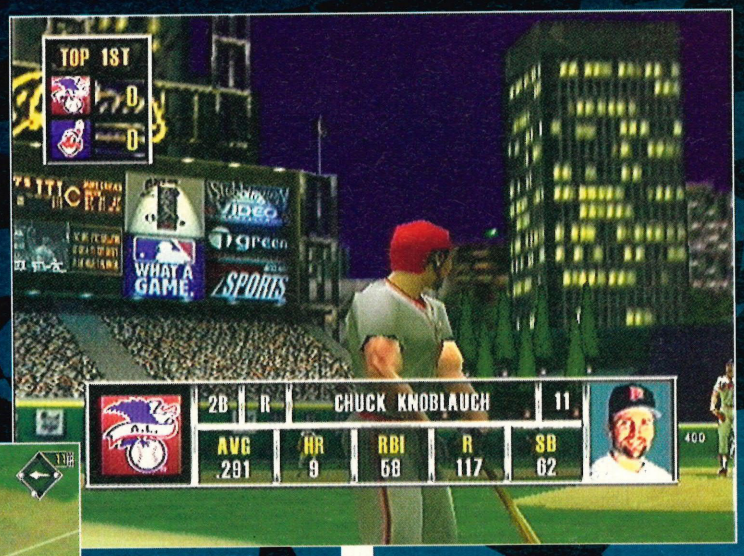




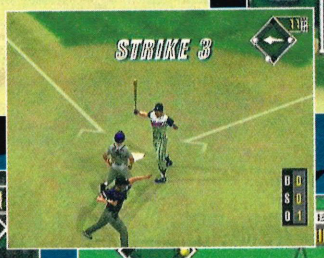


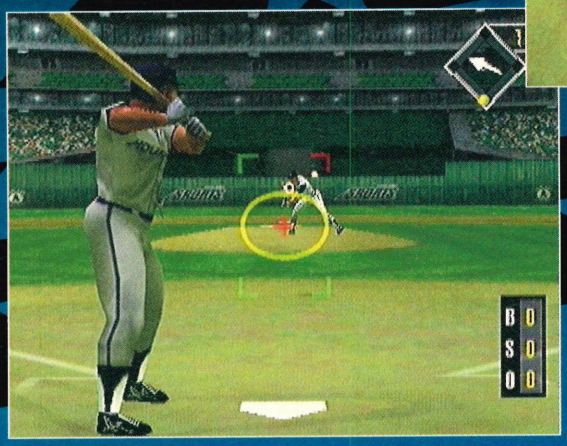


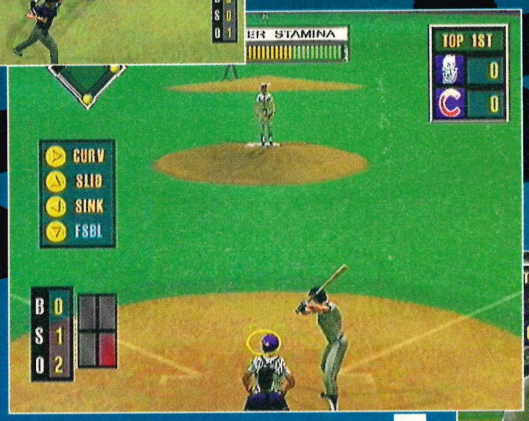
LOOK CLOSELY AND YOU CAN SEE GEORGE COSTANZA IN THE CROWD.



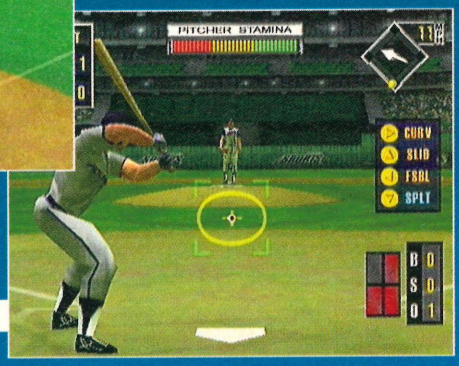
CHUCK KNOBLAUGH? *CHUCK KNOBLAUGH?* BWAH HAH HAH!











ALL-STARS BASEBALL HAS NUMEROUS CAMERA ANGLES, THOUGH NOT ALL ARE EASY TO PLAY FROM.

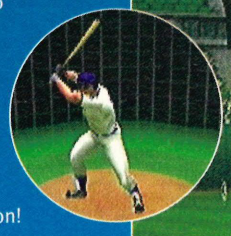
MYSTIC MEG PREDICTS SEVERE BACK PROBLEMS FOR THIS MAN.

Up to four people can take part in a game, divided into teams as they wish, and there are various options to make the game easier for beginners. If you want, you can have the fielders automatically run into position to make a catch, but since they have very large magnetic hands you'll probably want to turn this off after a while (at least while you're batting).

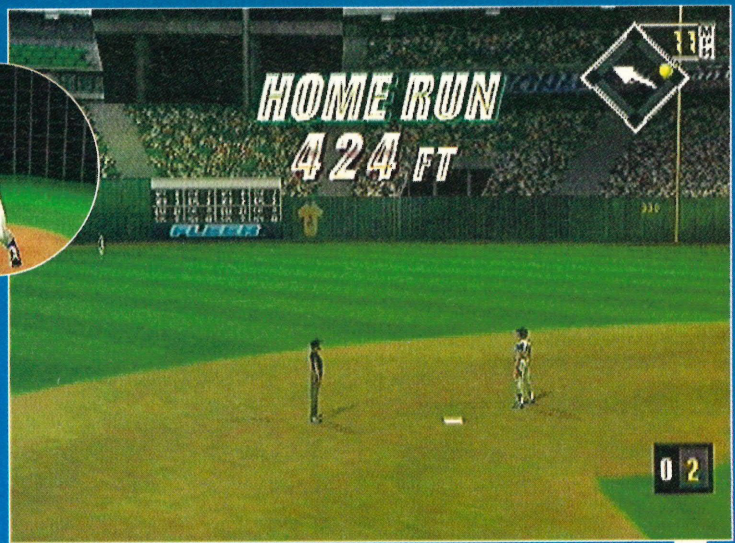
To bat, you have to position a cursor where you think the ball is going to go (not as easy as it sounds) and then swing as it rockets towards you at up to 100mph. Mess up and the wicket keeper bloke behind you catches it and that, in the vernacular, is a "steeeerike!". Hit it and, if you're lucky, it'll fly out of the stadium for an easy home run. If you've got your 'bases loaded' with a guy on each one, a home run nets you four points as all your players romp home at once.

Bowling – okay, 'pitching'; I know more about this game than I'm letting on for comic effect – is little easier. You have a choice of pitching styles (curve balls, fast balls and the like) and you need to hurl the ball past the batter in just the right place – too high, low or off to the side and it'll be a 'ball' (well, duh) that gives the batter another chance. Again, a cursor is used to determine the ball's trajectory, but once it's in the air you can use the analogue stick to curve its course and hopefully fool the batter into missing.

So that's baseball, and in the sharply-delineated form of *All-Stars Baseball* it's surprisingly good fun! But will it catch on over here? Find out when we bring you the full review soon!





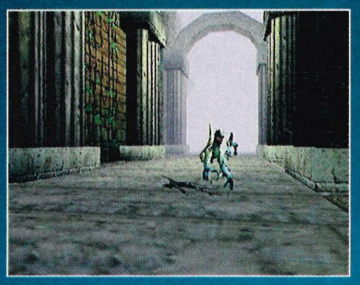


YYYESSS! SKIED IT! TIME FOR A LAZY STROLL AROUND THE DIAMOND.





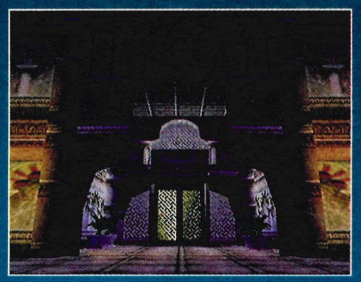
TUROK 2: SEEDS OF EVIL



ACCLAIM • LATE '98

YOU ASKED FOR IT, SO YOU'VE GOT IT – a better look at *Turok 2*, as well as a first glance at its four-player mode!

The Indian of the title is joined in his battle against evil – this time in the downright unpleasant form of imprisoned alien warlord Primagen and his mutant cohorts – by the likes of Adon, a female warrior who crops up in the multi-player game as one of the characters you can play. Inevitably, as happens to all female videogame characters these days, she's been rendered up with all her, er, 'attributes' up front, as you can see in the accompanying pictures. Looks like she needs to get out in the sun a bit more though.



Acclaim promise that not only will *Turok 2* be much larger than its predecessor, but also that the omnipresent fog of the first game won't be anywhere near as prominent. Fine by us! Although there will still be elements of puzzle-solving (*Turok* has to locate hidden keys that will allow him to enter Primagen's subterranean prison in order to take down the bad guy once and for all), the combat side of things will be stepped up with a whole bunch of neat new weapons, less annoying hopping from platform to platform has been guaranteed, and best of all, there'll be more dinosaurs!

With a multi-player deathmatch to add to the fun (admit it, you don't keep going back to *Goldeneye* for the tank chase, do you?), *Turok 2* might accomplish what some thought impossible and kick the crap out of James Bond! We hope to have a lot more about *Turok 2* after the E3 show, so watch for the ripples from dinosaur footsteps in your water soon...











MORTAL KOMBAT 4

GT Interactive • Summer



Johnny Cage blurs through the air like a... um... a glowing green thing moving very fast. Heh.

After the travesty that was *Mortal Kombat Trilogy*, you might have thought that the whole *Mortal Kombat* thing was wearing a bit thin. Midway, the game's creators, obviously did as well. No more flat 2-D sprites – for *Mortal Kombat 4*, the bloodthirsty bruisers get a full 3-D makeover.

Having learned from the many mistakes of *War Gods*, Midway's first 3-D fighting game, *Mortal Kombat 4* promises to be a much more entertaining experience. As usual, the combat (okay, *kombat*, if you must) takes place in a variety of otherworldly arenas, but for *MK4* they've been spiced up with weapons that the players can grab to make perforating their adversaries that bit easier, as well as architectural features that spell trouble for anybody who gets too close to them. Among the numerous fatalities on offer is one where the loser is hurled bodily into the spinning blades of a giant fan and hacked to pieces! The old favourites are still there for long-time fans of the series, though. Decapitations, limb-rippings and skin removals are all ready and waiting to be tested out on some luckless lamer.

Anti-censorship types (like us) don't appear to have anything to worry about in *Mortal Kombat 4*. Where the puritanical Nintendo have insisted that *Bio Freaks* – GT's other upcoming beat-'em-up – undergo modifications to ensure that nobody is offended by the sight of a female character wearing a mildly revealing cut-off top (good Lord, the horror!), *MK4*'s absence of anything which even vaguely resembles sexual content means that we'll be able to enjoy the torso-tearing, skull-smashing explosion of gore just as God intended.

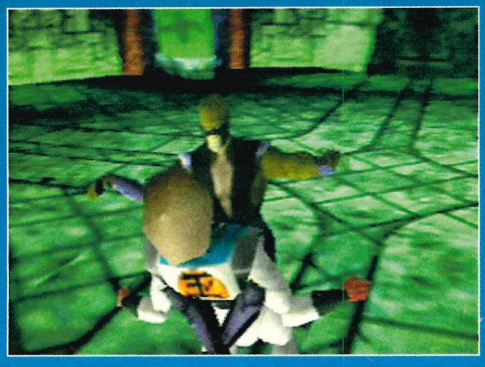
Many fighters from previous *Mortal Kombat* games return for another bout, Sub-Zero, Raiden, Johnny Cage and Scorpion among them, but they're joined by several new faces, as well as a number of hidden fighters. Ickiest of them all is Kai, a revolting undead dude who's had the skin flayed from his bones but still is able to get in a good right hook or two.

The switch to 3-D means that the fighters are a lot more flexible in the moves they can perform, although most of the time the camera angle tracks around in order to maintain the traditional *Mortal Kombat* side-on view. Fatalities are treated to the full-on polygon effect as we now get to see the loser pay the price for their failure in probably more detail than you needed!

The actual kombat is a lot like the arcade machine, so *MK* fanatics will feel right at home with the moves, which follow the now-traditional combinations of stick and button bashing. Opinion in the office is divided about whether this is a good thing (we have a long-running rift between those who favour *Mortal Kombat* and the cabal of *Street Fighter* fanatics), but hopefully, whatever the outcome, the N64 should finally start to build up a decent library of beat-'em-ups. And it only took, what, two years?

















EARTHWORM JIM 3D

INTERPLAY • AUGUST

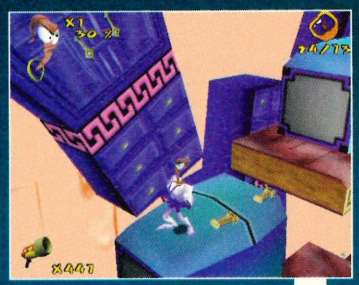
THE WORM RETURNS! ORIGINALLY A cartoon-like sprite on the Super NES, then an actual Saturday morning cartoon, and now an N64 hero in full-on 3-D glory, Earthworm Jim is about to embark on the greatest adventure of his invertebrate career – inside his own mind!

For those who don't know the story of Earthworm Jim (either newcomers to gaming, or people who can't be arsed to drag themselves out of bed of a morning until *Can't Cook, Won't Cook*'s finished), said segmented superhero was once an ordinary worm until a stolen power suit dropped out of the sky and landed on top of him. In the true manner of Marvel Comics, the suit bonded with Jim and a legend was born. A remarkably stupid legend, admittedly, but a legend nevertheless. Unfortunately, no sooner had Jim got to grips with the fact that he now had a body and a very big gun than he also had to take on board the fact that he had more ill-wishing enemies than Jeremy Beadle. It's a tough life being a squirming superhero.

Earthworm Jim 3D starts off with Jim being knocked senseless (knowing the style of the game, it's probably due to a falling cow or something) and in a dream state having to battle his way back to consciousness by taking on the terrors of his subconscious tiny mind. This provides a good excuse to bring back some of Jim's former foes like Evil the Cat and Psycrow, as well as a whole bunch of new ones lurking in his twisted psyche. The different parts of Jim's brain lend themes to each of the levels, although we're not quite sure what part of the brain would contain a disco – maybe the part that turns you into a shambling fool after a few drinks.



Originally, Earthworm Jim himself was to be represented in the game by a 2-D cartoon-style sprite on 3-D backgrounds. This idea has been kicked firmly in the head, probably after the reception that *Clayfighter* received, so the N64 incarnation of Jim is now rendered in hunky, chunky shaded polygons. All his enemies have also gone the same way, so the Disco Zombie can be seen struttin' his decomposing stuff from any angle you want.



A WORM HE MIGHT BE, BUT HE CAN REARRANGE MY FLAT ANY TIME.

As well as *Mario*-style platform action and puzzles (though with a new feature that supposedly prevents Jim from immediately falling to his death if the player makes a slip – good job too), the game also features racing sections, either aboard Jim's Pocket Rocket (fnarr) or by surfing on the back of a pig! Numerous other subgames also pop up as Jim traverses his tangled neurons – there are too many to list here, but Girl Hurling is one of the saner ones, so that should give you an idea of what else to expect.

Earthworm Jim 3D, developed by Scottish programmers Vis, should be popping its head out of the soil around August – full review soon!







RAT ATTACK

MINDSCAPE • NOVEMBER

As bizarre scenarios go, this one's a doozey. Evil mutant space rats have launched an assault on Earth by unleashing a destructive plague of their plague-ridden species. Unlike something from a James Herbert novel, these rats concentrate on inanimate objects instead of living prey, though if you get in their way they won't hesitate to give you a verminous bite!

Taking the role of one of the six heroic Scratch Cats, it's your job to prevent the rats from completely destroying the 101 levels of the game. The Cats do this with the help of their high-tech rat-catching equipment, the Eraticator (which sucks up the skanky rodents) and the Destructor (which, um, destroys them). If your moggy is hit by a rat while you've got one trapped in the Eraticator, it escapes and has to be hunted down again.

Each level is a room full of objects that can be moved around to hinder the advance of the rats, and there are also numerous secret items hidden throughout the game. The Cats don't have it all their own way on the technology front, though – there are nasty machines and traps planted around the levels that can cost the feline fighters one of their nine lives. As well as the one-player game, where the objective is simply to clear all the levels, *Rat Attack* can also allow up to four people to play. In this mode, the aim is to catch rats of your own colour while preventing your opponents from doing the same. Sounds simple – betcha it isn't!

We'll be covering *Rat Attack* in more detail in a future issue. Get the traps ready!





BARRELS OF TOXIC GUNGE (AND PRETTY MUCH ANYTHING ELSE) CAN BE SHIFTED AROUND TO BLOCK THE RAT ADVANCE.



THIS PLAYROOM SPORTS AN UNUSUAL RESIDENT – THIS PLAYFUL SEAL. HE WON'T ANSWER LETTERS, THOUGH.

POCKET MONSTERS STADIUM

NINTENDO • SUMMER (JAPAN)/LATE 1998 (UK)

With the 64DD being delayed again, some titles that were originally destined for disk have now migrated onto cartridges. The latest of these is Nintendo's own *Pocket Monsters Stadium*, the game that lets players take the creatures that they've created on their Game Boy cartridges and let them fight it out with each other pokemano a mano.

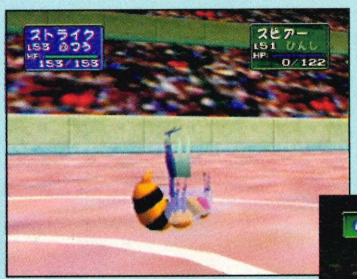
It therefore doesn't take the logical insight of Mr Spock or Sherlock Holmes to work out that Nintendo's 64GB accessory, which lets Game Boy carts run on the N64, will be coming out at the same time, and will almost certainly be packaged with the game as the Rumble Pak was with *Lylat Wars*. But don't quote us on that. Unless we're right, of course.

The main stumbling block for a Pocket Monsters (or plain and simple Pokemon, as they'll be known in the West – apparently the lawyers of the company that made something called Monster In My Pocket think we're stupid and won't know the difference) game is that, brief press hysteria about coma-inducing cartoons aside, they're all but unknown over here and only about three people will have the Game Boy cartridges that are the whole point of *Pocket Monsters Stadium* in the first place. Still, Nintendo have a knack for making people aware of their characters. Who would have thought a plumber could make them a billion dollars?

Anyway, here are some piccies of various Pokemons (Pokemen?) slapping each other about a bit. We're sure it'll be great.













Written by Roy Kimber







BUCKING THE SYSTEM

There's a **NEW** hero in town and **HE'S** got a **STING** in his tail – **LITERALLY!**

Buck Bumble **started life** as a research project undertaken by experienced gamesters Argonaut Software. Way back in the mists of time – well, winter of 1996 – Argonaut decided to investigate the capacities of the N64 console, which was at that time out in Japan and fast approaching a European release, with a view to possibly producing software for it.



Around March of last year, when the machine made its UK debut, the project seemed to be shaping up well enough to think about producing a game, and the concept of *Buck Bumble* was born.

Initially the team handling *Buck Bumble* consisted of only three people, an artist, a game designer and a lead coder. As the game grew, so did the team behind it, bringing the crew to its current level of three coders, three artists, two game designers and a producer.

The first question must be what on earth made Argonaut decide to base their game around the adventures of a small yellow and black cyborg bumblebee? Producer Nick Clarke explains the thinking behind it.

"The team wanted to create a 3-D shoot-'em-up with a difference and not one that had the usual blasting suspects. Spaceships and conventional war craft have been around since the dawn of the genre. We wanted something new, a shoot-'em-up with a character. In the early stages where the programmers were playing with flight dynamics the idea of the bumblebee got started and we decided to put the game at a micro level giving Buck the unique but very familiar environment in which to blast his opponents."

I'll Bee There For You

The result of this thinking is a game style which on the surface looks an awful lot like *Lylat Wars*. This is hardly surprising, considering that Argonaut produced the very first *Starfox* game on the old Super NES. Gameplay-wise though, the two games couldn't be more different. Whereas *Lylat Wars* offers a fairly linear style of gameplay, restricting the player's movement to

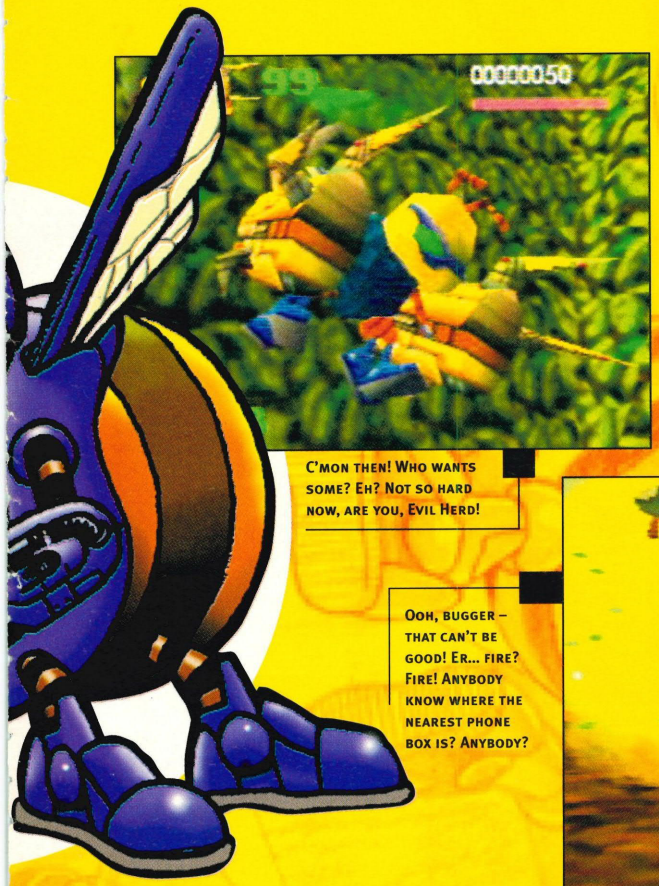


Hmm... I seem to have found two large suitcases. Oh, wait, no – they're some kind of gun.



Bzzzz, this is Buck, bzzzzz, I'm making my, bzzzzzzzz, attack run now... bzzz, wish me luck!

Buck Bumble



C'MON THEN! WHO WANTS SOME? EH? NOT SO HARD NOW, ARE YOU, EVIL HERD!





OOH, BUGGER – THAT CAN'T BE GOOD! ER... FIRE? FIRE! ANYBODY KNOW WHERE THE NEAREST PHONE BOX IS? ANYBODY?

within rather limited boundaries and thus ensuring that the action has to move along a specified path, *Buck Bumble* provides a 3-D environment and then more or less allows the player to get on with it.

The one-player mode in *Buck Bumble* is actually a lot more reminiscent of the multiplayer battle mode in *Lylat Wars*, in that the action takes place within a carefully sized arena and the player has total freedom of movement within that area. Argonaut claim that the play areas have been carefully sized so





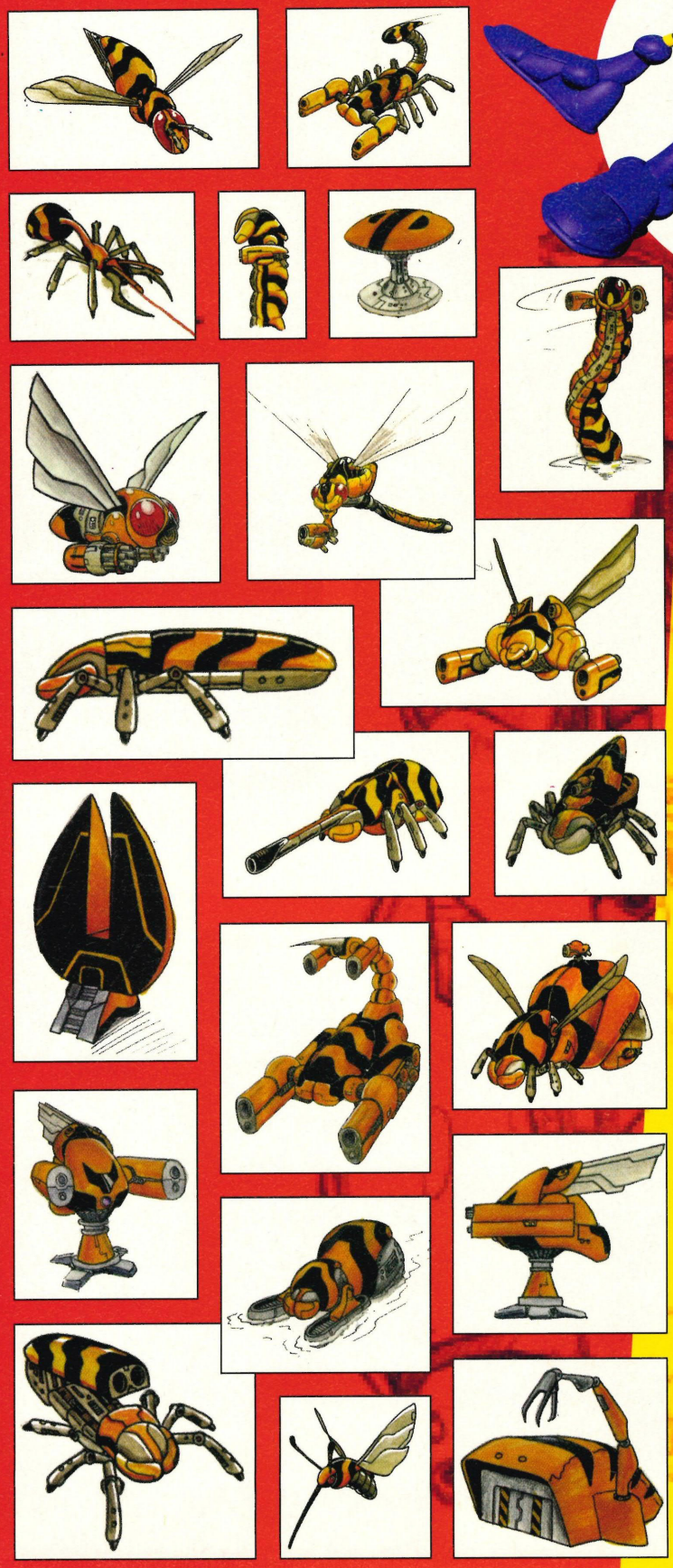
Argonaut Software

ARGONAUT WAS FOUNDED IN THE EARLY EIGHTIES BY PROGRAMMER JEZ SAN (HENCE 'JEZ SAN AND THE ARGONAUTS' – MY SIDES!). THEIR FIRST GAME EMERGED IN 1984 ON THE COMMODORE 64 ENTITLED *SKYLINE ATTACK*, BUT IT WASN'T REALLY UNTIL 1986 THAT ARGONAUT REALLY CAME INTO THEIR OWN WITH THE RELEASE OF THE GROUND-BREAKING *STARGLIDER*, ONE OF THE VERY FIRST 3-D GAMES TO HIT THE MARKET AND ARGUABLY THE MOST PLAYABLE AT THAT TIME. IN 1993 ARGONAUT THRILLED THE GAMESPLAYING WORLD WITH THE RELEASE OF *STARFOX* FOR THE SUPER NES, FOR WHICH THEY ALSO DEVELOPED THE GRAPHICS-BOOSTING SUPER FX CHIP LATER USED IN TOP GAMES LIKE *YOSHI'S ISLAND* AND THE CLASSIC CARNAGE-FEST *DOOM*. THE SUCCESS IN BOTH GAMES AND HARDWARE RESULTED IN ARGONAUT SEPARATING INTO TWO DIVISIONS TO FOCUS ON EACH AREA: ARGONAUT TECHNOLOGIES AND ARGONAUT GAMES.
MOST RECENTLY, ARGONAUT PRODUCED *CROC* FOR THE PLAYSTATION.

THE TEAM – GROUND LEVEL L–R: RICHARD GRIFFITHS, ANNA LARKE, JOHN STEELES, SIMON KEATING, DAMIAN GREEN, CARL GRAHAM. STAIRS TOP–BOTTOM: KEITH WEATHERLEY, NICK CLARK, JEAN PHILLIPE, ADAM HILL. TOP OF WALL: GILES FORD-CRUSH.



The Prototypes





that the sheer freedom of the game won't end up confusing and disorienting the player, thus taking all the fun out of the game (if you've ever played *Descent* then you'll know what we're talking about). Instead, the levels have been designed with distinctive landscape features that the player will be able to recognise and thus become familiar with the gaming environment, leaving them suitably prepared to accomplish the game's mission objectives.



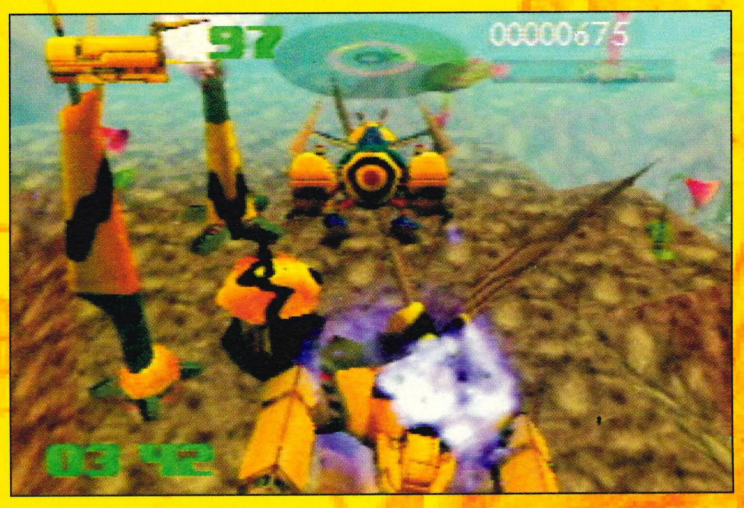




Bee Here Now

The use of an insect as the main character allows for a unique set of gaming landscapes. Producer Nick Clarke explained that the concept of using a main character so small opened up all sorts of possibilities. For inspiration, all the team had to do was to go into an ordinary garden and a world of potential features would present themselves.

This has resulted in a rather different gameplaying environment than most shoot-'em-up fans will probably be familiar with. If you've seen *Honey I Shrunk The Kids*, then you may have some idea of what to expect, and David Bellamy fans may remember a rather old nature series where, 'through the magic of television', the bearded bloke would









Take that you evil alien bugnappers you! You're in the big league now!







shrink to a fraction of his normal size and wander around domestic gardens confronting all number of weird insectile and horticultural menaces.

The scenery in *Buck Bumble* is somewhat comparable to this. Okay, so the David Bellamy show didn't often deal with rampaging alien insects sporting heavy weaponry, but you know what I mean. Because you're looking through the eyes of a diminutive hero, everything in the garden is imposing. Flowers become massive house-sized constructions, insects range from small to as big as an articulated lorry... er, if the articulated lorry were shrunk really small and stood next to a bee.

Things as ordinary as a bench, or even a toilet (every good garden should have one) suddenly become huge obstacles that could conceal an alien grenade launcher or a squadron of angry wasp-like insects.



Let It Bee

Okay, so the game is about a bee, and he's protecting the world from alien invaders. Though what could possibly have possessed Argonaut to come up with a name like *Buck Bumble*? Over to Nick Clarke.



Aaah... the force is strong with this one! Eat laser fire worm-breath! Die, die, dieeeeee!

"We wanted a name that was synonymous with an action hero, something punchy that instantly gave some pace to the game. We could hardly call him Trevor or Malcolm! [What are you trying to say Nick? – Roy] When we looked into names a little more we found that, in films especially, heroes have really short names so that was a start. Then we looked at the futuristic theme to the game and we immediately thought of *Buck Rogers* and the Buck thing just seemed to fit the character."

So there you go. It'd be interesting to know how the star of the *Buck Rogers* TV series – Gil Gerard – would feel about having a small round bumblebee as his namesake!

At the moment, one of the most impressive aspects of *Buck Bumble* is the visuals. All the artwork for the insect-like aliens of the Evil Herd (the alien force that's threatening the planet) and of course, Buck himself, was first drawn on paper before it went anywhere near a computer. The game textures were then created using the combined facilities of *3D Studio Max* and *Photoshop* (that's for the technically minded among you), and a lot of attention was given to the scaling of objects within the *Buck Bumble* worlds. This was essential in creating the feel of playing a tiny creature within a gigantic but nevertheless ordinary world.

As everyone who owns an N64 knows, one of the most important aspects of N64 games can be the multiplayer mode. *Buck Bumble* will include a multiplayer facility, although at the moment it looks like being limited to only two players. Rather than a co-operative game, this will probably consist of various versus modes, including all-action aerial gun battles, various races and, rather uniquely, a kind of aerial football game.

Buck Bumble will include 22 missions plus additional hidden ones set over three zones, to culminate in a deadly confrontation with your ultimate enemy, the Queen of the Evil Herd. Throughout the course of the game, Buck will be able to master a variety of bolt-on weaponry, ranging from your run-of-the-mill energy weapons to some ridiculously huge cannons. Can Buck Rogers... sorry, Buck Bumble, our fearless cyborg hero, conquer the alien invaders and save the world? Tune in next week to find out!



The X Gen

Written by Andy McDermott



The **N64** may represent the **PINNACLE** of console power now, but you can be **SURE** that Nintendo's **BOFFINS** are already hard at **WORK** on a machine that will make it look like a **GAME BOY**. We peek into the **FUTURE** of gaming – **MEET** the Nintendo X!

Chips With Everything

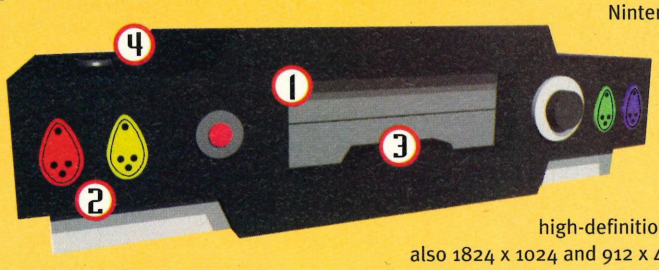
● Like its predecessor, the N64, the Nintendo X has a single bank of memory which can be divided between program and graphics as the game requires. Unlike the N64, the Nintendo X's memory is a hefty 16Mb, four times the size of the older

eration



1 The Nintendo X finally abandons Nintendo's traditional game storage medium of cartridges. Ever the iconoclasts, Nintendo still refuse to use CD-ROMs – instead, they use an updated version of their magnetic-optical disks from the 64DD add-on. The new disks can hold 128Mb, twice as much as the 64DD, of which 32Mb is rewritable. The format finally gives third-party developers the room they need to include audience-pleasing extras like MPEG/QuickTime FMV, while keeping manufacturing costs down to a reasonable level. Since the disks are proprietary units, Nintendo still control their manufacture and set the terms under which software is licenced – some things never change...

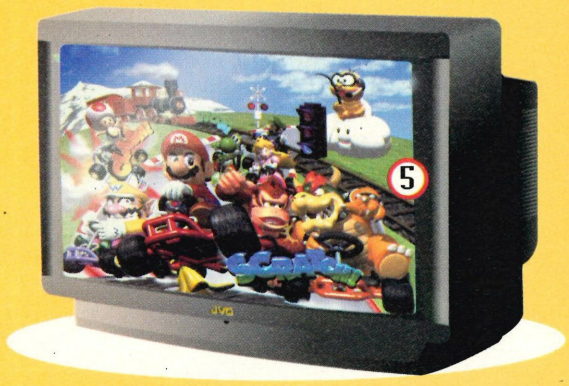
2 Like the N64, the Nintendo X features four controller ports. With the inclusion of the ultra high-resolution mode it would have been feasible to have included more, as more players could have played on a widescreen TV, but Nintendo had to bear in mind that they also need to cater for the lowest common denominator – some people will still be playing on 14" portables!



3 The Nintendo X features Nintendo's most aggressive protection yet against grey importing of games. Not only do the disks destined for different regions vary in shape, meaning the console would have to be dismantled and its casing sawn apart just to insert a foreign disk, but there is also an encrypted lockout code embedded deep inside the program data. If the code doesn't match the one in the Nintendo X's ROM, the game won't run.

4 Unlike most other consoles, the Nintendo X is an entirely closed system – it has no expansion ports at all. Nintendo's reasoning behind this decision is sound – any potential loss of flexibility is more than compensated for by the reduction in manufacturing costs, and the Nintendo X's hardware is powerful enough to do anything that might be asked of it for the expected five year lifespan of the console. Another advantageous side-effect of eliminating expansion ports is that it all but eliminates the opportunity for software piracy.

5 In terms of the number of colours on-screen at once and graphical trickery like anti-aliasing, the N64 had pretty much taken things to the limit. The future is high resolution! Where the games of the 1990s usually worked at the surprisingly low resolution of 320 x 240 pixels, a screen size that dates back to the earliest 8-bit home computers, the Nintendo X starts at 640 x 480 pixels, and can go all the way up to the 1280 x 1024 resolution used by high-spec PCs, though this mode can only be used with high-definition digital TVs. There are also 1824 x 1024 and 912 x 480 modes for widescreen TVs. The lower the resolution, the more colours can be used, but with a hefty 8Mb of RAM available for video, even the highest resolution modes are still able to pump out thousands of colours without any loss of speed.



machine. Up to half of this can be allocated to graphics, a massive amount that means the Nintendo X can combine high resolution with speed *and* a large number of colours, producing visuals rivaled only by big-money professional hardware.

● Eschewing the off-the-shelf technology used by Sega's Katana and Sony's PlayStation 2, the Nintendo X employs a custom-designed 128-bit RISC CPU, running at a blistering 525MHz – over eight times as fast as the N64! Although this is some way behind the new Intel Millennium 2 and PowerPC G6 chips used in PCs, it's more than enough for a sub-£200 home console and blows away Katana's 200MHz SH-4 and the 220MHz R6000 in PlayStation 2. On its own, the CPU has enough grunt to do pretty much anything asked of it without complaining – with its arsenal of custom chips to back it up, it's unbeatable...

● The Nintendo X has a massive complement of custom silicon backing up the raw horsepower of its CPU. Its ArtX Reality^2 co-processor offers all the abilities of the N64 – anti-aliasing, Z-buffering and texture mapping – and adds plenty more, such as 24-bit colour, shadow calculation, bump mapping and real-time lighting. On the sound front, its 100 channel audio chip is an updated version of the one in the N64, although as there is now more space available for audio data in both the game disks and the machine's RAM, the Nintendo X sounds as good as its CD-based rivals.





1 Following in the revolutionary footsteps of the N64, the Nintendo X's controller adds a new dimension to gameplay with the inclusion of a rotational control. In driving games this acts as a steering wheel, in *Mario X* it lets Mario face in one direction while moving in another (essential to mastering the game), and for the first time it allows gamers to have freedom of movement in all three axes of rotation.

2 Because using the rotational control with the analogue stick obviously requires both thumbs, four of the fire buttons have moved to the shoulders and underside of the controller, where they are set into the handgrips like the Z-trigger of the N64. Two of the triggers are analogue units, for the first time allowing precise control of functions like acceleration and braking in racing games.

3 Nintendo have also retained the usual cluster of buttons on the right of the controller. Depending on the game, these either duplicate the functions of the triggers, act as additional fire buttons or control camera movement.

4 Since the Nintendo X's disks include sufficient space to store large amounts of player data, there is no need for separate Controller Paks. Including a port for add-ons like a Rumble Pak would have made the controller larger, so a vibration mechanism is actually built into the Nintendo X controller. The motor draws its power from the Nintendo X itself, so there is no need for batteries. For those who get motion sickness, the rumble function can be switched off...

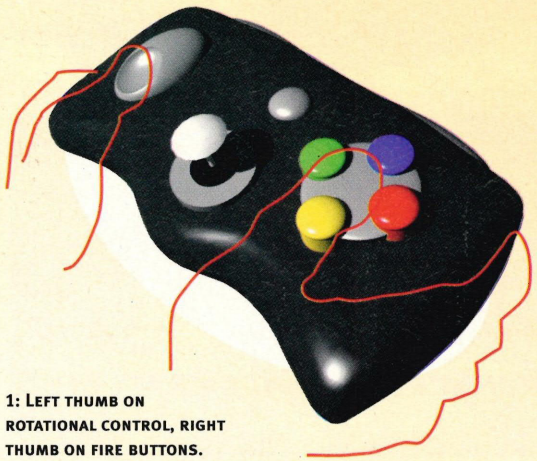
5 Keen to keep complete control of their new console, Nintendo have included an encrypted security chip in their controllers, designed to prevent third-party manufacturers from making their own controllers to use with the Nintendo X (and thereby depriving Nintendo from making money out of their own extra controllers). Without the chip, any controller plugged into the Nintendo X simply will not work. While no encryption is unbreakable, Nintendo's hope is that it will prove difficult enough to deter anyone from trying – and anyone who simply clones the chip itself will face a prompt lawsuit from its manufacturer.

Nintendo X: Tech Specs

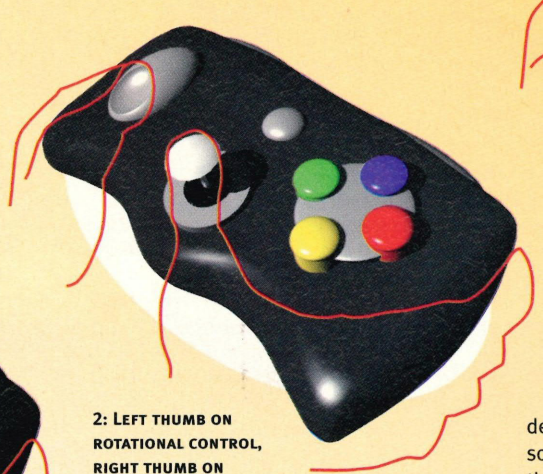
Price: £174.99
Availability: June 23 2001 (Japan), November 17 2001 (USA), April 11 2002 (UK)
CPU: CS9000 RISC CPU running at 525MHz
Co-processor: ArtX Reality^2 graphics co-processor running at 220Mhz
Memory: 16Mb D-RAM shared between program and data storage and video/audio processing
Resolution: 640 x 480 in up to 24-bit colour (16 million), 1280 x 1024 in up to 16-bit colour (65,356) on high-definition TVs only. Widescreen (912 x 480 and 1824 x 1024) modes also available
Storage: 128Mb magnetic/optical disks, up to 32Mb rewritable. 50ms average seek time. 2Mb/sec data transfer rate

Helping Hands

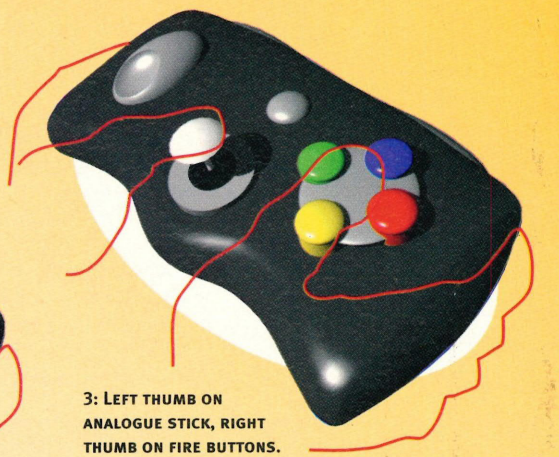
The controller is smaller than the N64 pad, designed so that the central analogue stick can be used by either thumb without the player having to take their fingers off the triggers. The Nintendo X controller can therefore be used in the following configurations:



1: Left thumb on rotational control, right thumb on fire buttons.



2: Left thumb on rotational control, right thumb on analogue stick.



3: Left thumb on analogue stick, right thumb on fire buttons.

Notable by its absence is a d-pad; Nintendo deliberately omitted this to act as a 'forcing device', so that gamers (and developers) would *have* to use the analogue controls. For certain games, the analogue stick can be configured to simulate a d-pad anyway, so this is no great loss.

A word to the wise – this is fiction! The Nintendo X doesn't exist – yet. But one day, something like it will...

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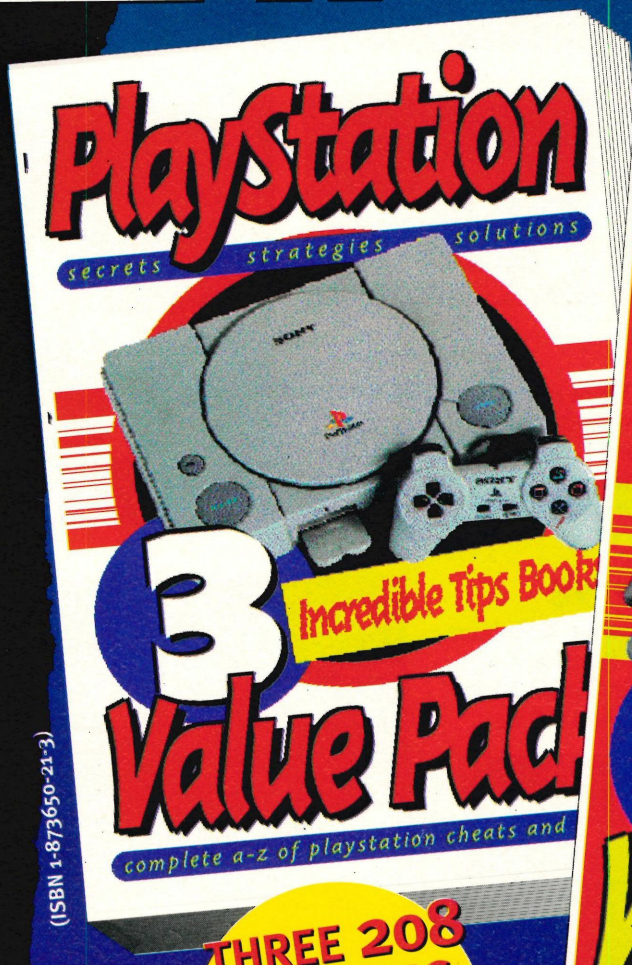
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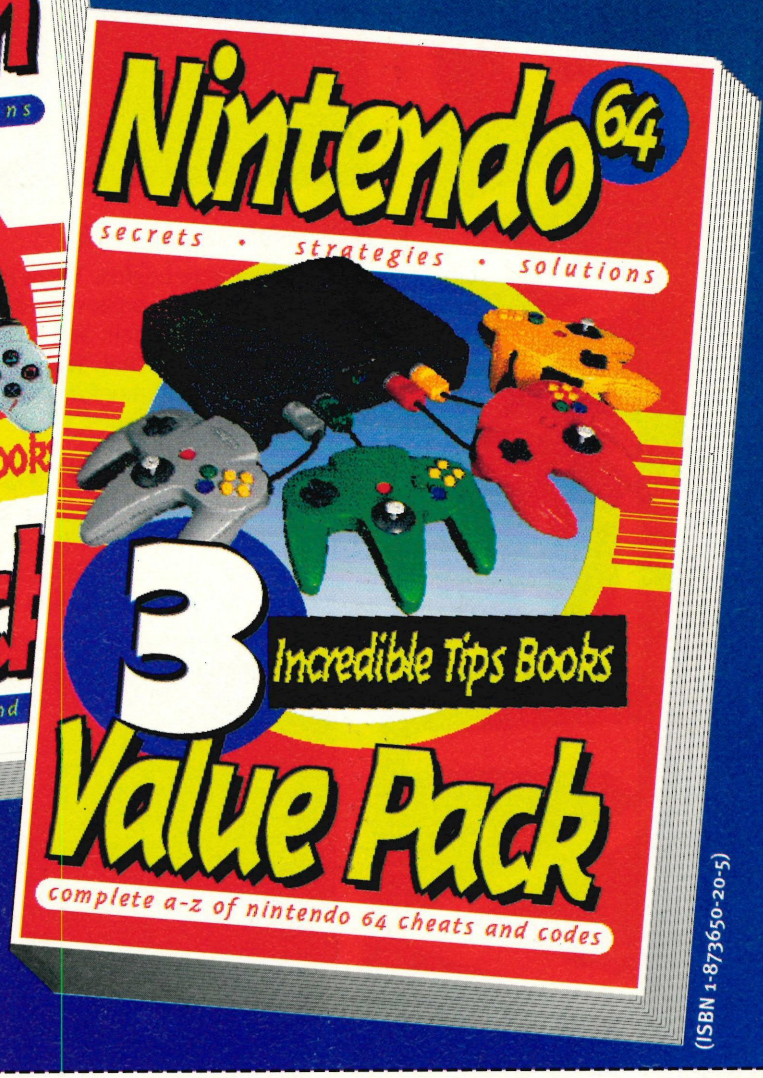
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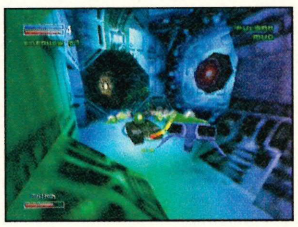
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Ah, the sheer **JOY** of an issue when there are hardly any **GAMES** to review! Still, at least a **COUPLE** of this month's **THINLY** spread selection are jam **HOT**. And then there's *Jeopardy!* as **WELL**.





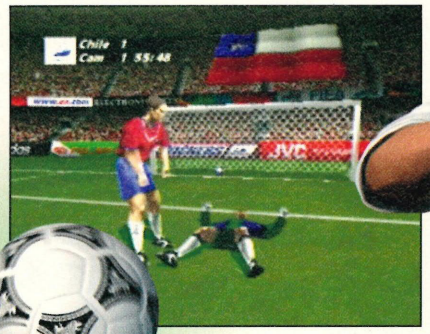


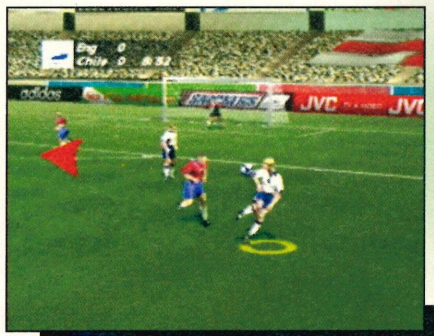
42 FORSAKEN 64

"The game begins. There is carnage ahead." Yeah, whatever, you bass-voiced freak. "For the vanquished there is pain and humiliation." Some MPs pay good money for that. You, on the other hand, should pay good money for this!

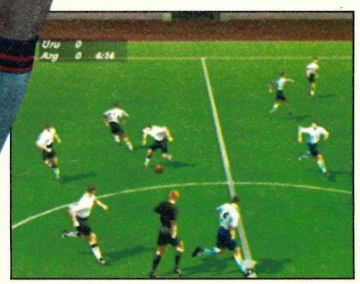
48 WORLD CUP '98

Just in time for the big kickabout in the land of the ticket-hogging Frogs, *World Cup '98* looks like it's got all the moves – but is it better than ISS 64?



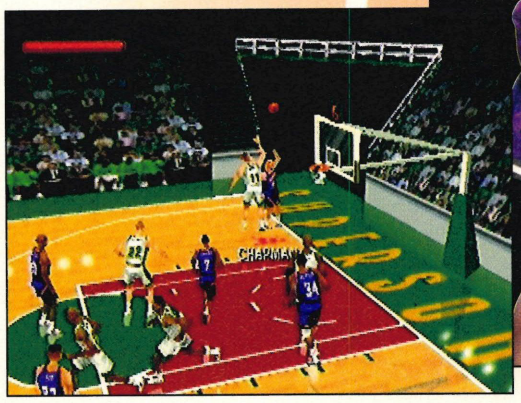


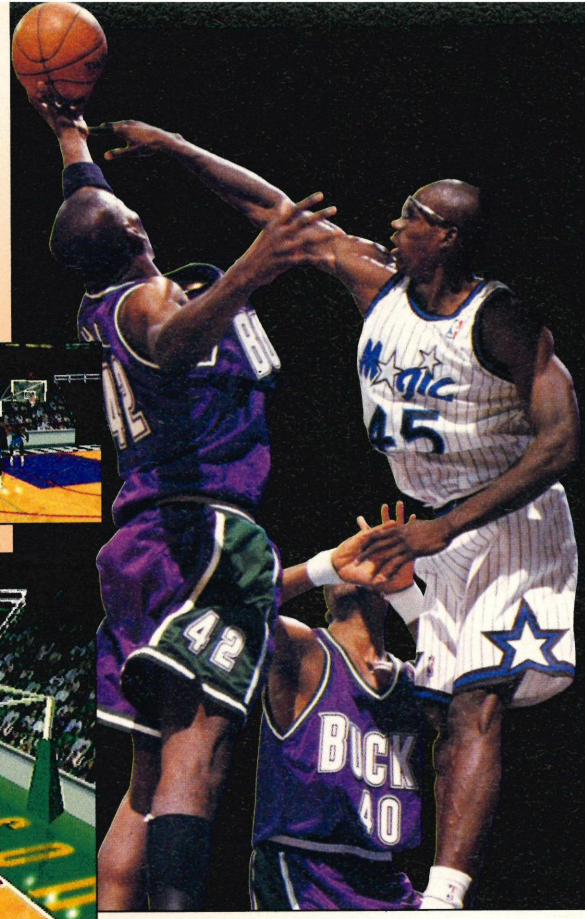




54 NBA Courtside

Endorsed by Kobe Bryant, the offspring of a Japanese port and the sweaty bloke from *Blade Runner*, this basketball sim has the Nintendo name attached. Hoop dream or hoop scream?





58 Airboarder

Marty McFly, eat your heart out! Now N64 players can wiffle through the air with the best of 'em. It's a game you'll either love or hate – looks like there's going to be a fight in the office...



62 Jeopardy!

You know those crap American quiz shows that never appear over here because they're not even up to the standard of *Going For Gold*? This is one of them. And you can play too!



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

Just for a change, the ratings this issue are awarded according to the 64 Magazine comedy-o-meter. What's side-splitting, and what's bowel-voiding?

Seinfeld. Father Ted. Fawlty Towers. Frasier. Duckman. South Park. Friends.

Men Behaving Badly. One Foot In The Grave. Early Red Dwarf.

'Allo 'Allo. Taxi. Mad About You. Ellen. Caroline In The City.

My Two Dads. Never The Twain. Blossom. Holding The Baby.

A Prince Among Men. Any Carla Lane sitcom. Sorry. Later Red Dwarf.

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?

FORSAKE

Written by Andy McDermott

64 SIZZLER

Ninfo

Publisher:	Acclaim	Game Type:	Shoot-'em-up	Release Date:	June
Developer:	Iguana UK	Origin:	UK	Price:	TBA

Players | Cartridge: 12 M | Rumble Pak

Let the PSEUDO James Earl Jones VOICEOVER take you into the GLOWING world of the FORSAKEN!

ROBOTS, EH? SNEAKY LITTLE metallic bastards, always plotting to take over the world and stink the place up with WD-40. You just can't trust them, whatever Isaac Asimov might have said, were he still breathing. Case in point: *Forsaken 64*. You turn your back for five minutes and the Mechanised Defence Force has taken over the entire planet. Security guard bloke, you are *so* fired!

The MDF, led by one particular tinhead going under the name of Babalas, has very much made Earth its own. Naturally, the former residents of the planet are quite keen to see this situation reversed, but they don't appear to have the bottle to deal with it themselves. Instead, they call on the services of a bunch of high-tech bounty hunters. That's where you come in.

Taking on the mantle of one of eight tough-ass guns-for-hire, it's your job to reclaim the Earth for its dispossessed fleshy masters by entering the subterranean lairs of the

Memory Options

MEMORY: N/A

CONTROLLER PAK: SAVES POSITION AT SAVE POINTS



The most impr

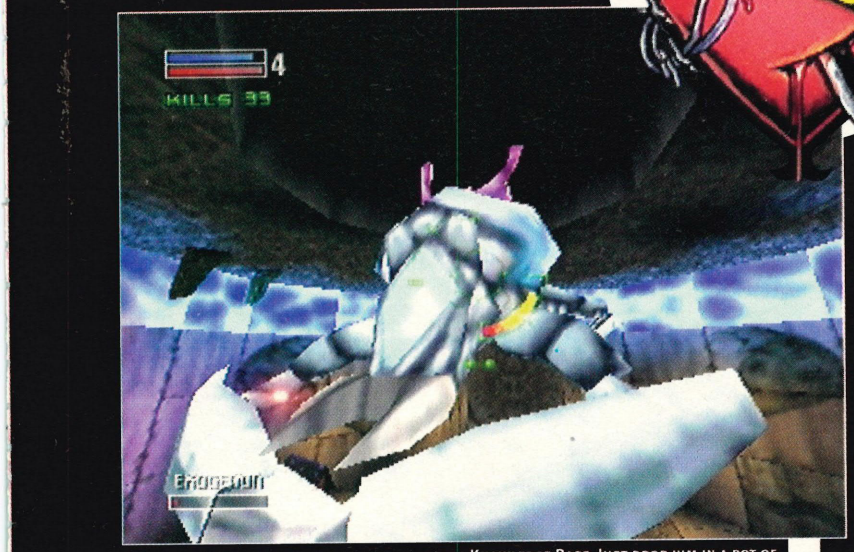


CORNERED! THAT HUGE ORANGE BOMB ON THE LEFT OF THE SCREEN IS A GRAVGON ABOUT TO DETONATE – LOOKS LIKE I'M NOT GOING ANYWHERE FOR A WHILE...

$64,000 Question

- ANALOGUE CONTROL WORKS WELL.
- NO REAL 64-BIT TECHNOLOGY EXPLOITED.
- JUST A BEEFED UP SUPER NES GAME.

EN 64



EXOGENON IS THE LOBSTER-LIKE BOSS WHO GUARDS KNOWLEDGE BASE. JUST DROP HIM IN A POT OF BOILING WATER AND LISTEN TO HIM GO "EEEEEEEEEE!"



LIKE *EXTREME G*, THE SCREEN LAYOUT VARIES ACCORDING TO THE NUMBER OF PLAYERS. PLAYER ONE GETS A SLIGHT ADVANTAGE!

MDF and completing a series of increasingly nerve-scraping missions.

When all the missions are complete, the only thing left to do is ram a very large bomb up Babalas's output port and send him straight to Robot Hell, which is probably some cheesy animatronic exhibition at the Millennium Dome. Earth is free, humans are back in control, and we can get back to making money and watching cable TV. Bonus!

Going Down?

Those of a PC or PlayStation persuasion will probably have been peering at the screenshots already and muttering "That looks just like *Descent*," under their breath. *Descent*, for those not in the know, first popped up in 1995 on the PC and was a *Doom*-style first-person shooter with a difference – instead of being a big marine, a giant with a pair of friendly eyes, you were the pilot of a hovering

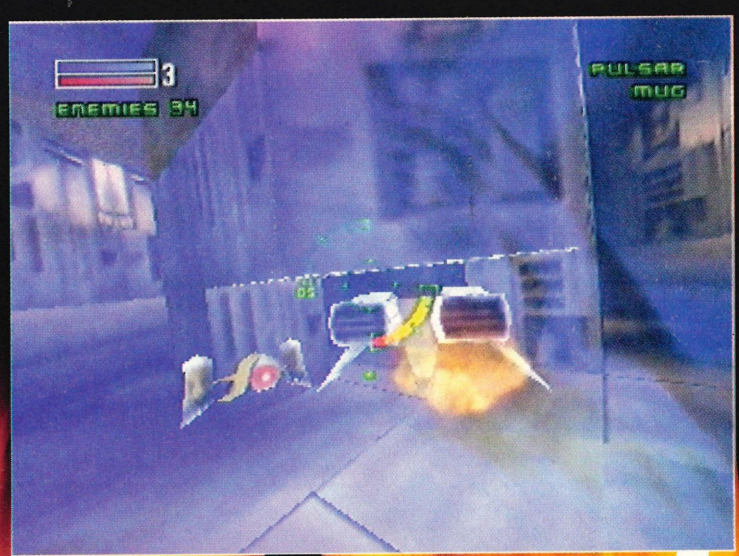
essive effects you'll see on *any* machine



THE GREEN PULSAR IS YOUR BASIC WEAPON. IT STARTS OFF WEAK, BUT CAN BE POWERED UP INTO A PLEASANTLY MURDEROUS LITTLE GADGET.



POWER-UPS FLOAT AIMLESSLY AROUND EACH LEVEL, RIPE FOR THE PLUCKING. HOWEVER, BEING HIT BY A SCATTER MISSILE MAKES YOU DROP THEM AGAIN!



BOL, AND INDEED, LOCKS. THE ROBOT WITH THE TWO HUGE SPACE HEATERS ON ITS BACK HAS JUST TRAPPED ME IN A GRAVGON FIELD.

fighter craft that had full freedom of movement within the underground complexes you were attacking. Left, right, forward, back, up, down, wherever you wanted to go, you were there. The enemies were a bunch of angular robots, and the levels were tangled webs of corridors and chambers that stretched out along all three axes. On the whole *Descent* was okay, but ultimately it was nothing that spectacular.

In *Forsaken 64*, you are the pilot of a hovering fighter craft that has full freedom of movement within the underground complexes you are attacking. The enemies are a bunch of angular robots, and the levels are tangled webs of corridors and chambers that stretch out along all three axes. Huhh.

However, *Forsaken 64* really *is* spectacular. So there's one difference...

Forsaken 64's most obvious feature, the one you can't help but notice the instant you start playing, is its amazing lighting. The game is the first N64 title to feature genuine light-sourcing effects (where the illumination of the environment is affected by the action going on within it), and we're not just talking having the walls illuminated for a fraction of a second from the muzzle flash of your gun. All the different kinds of weapons in the game – missiles, plasma bolts, lasers, rotary cannons, bombs – have their own particular coloured light that is cast over the surrounding area when fired, and that applies to both your guns and those of your clanking enemies. Exchanges of fire are accompanied by a lightshow that makes Blackpool illuminations look like a bunch of coloured lightbulbs strung up by mournful rain-dashed Lancastrians. Oh, er.



A FUSILADE OF MISSILES IS BLASTED AT YOU FROM A GUN EMPLACEMENT. (ONLY 988 MORE WORDS AND THAT PICTURE WILL HAVE BEEN WORTH IT.)



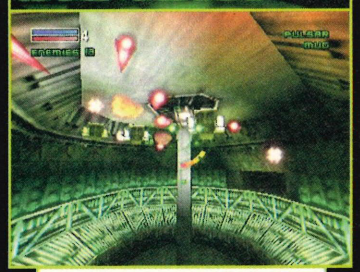
THE LIGHTING EFFECTS IN *FORSAKEN 64* MAKE YOUR AVERAGE NIGHTCLUB LOOK LIKE SOMEONE WAVING A ZIPPO.

Mission: Destructible

THE EASY LEVEL IS THE WAY YOU'LL ENTER THE VIOLENT WORLD OF *FORSAKEN 64*. THE FIRST TEN LEVELS, DETAILED HERE, GIVE A GOOD IDEA OF WHAT YOU CAN EXPECT AS YOU PROGRESS THROUGH THE GAME – HOPE YOU'RE TAKING NOTES!

Mission 1: Nuke

THE ABANDONED NUCLEAR PLANT IS THE SETTING FOR YOUR FIRST FORAY INTO THE HEART OF THE MECHANOID DEFENSE FORCE (MDF).



A FAIRLY EASY START TO *FORSAKEN 64*, WHICH LETS YOU GET THE HANG OF THE CONTROLS WHILE TAKING DOWN DOZENS OF ROBOTS IN AS NOISY A MANNER AS POSSIBLE.

Mission 2: Knowledge Base

THIS MISSION PLACES YOU WITHIN TOUCHING DISTANCE OF BABALAS. HIDDEN WITHIN THE MISSION IS THE DEFENSIVE SHIELD MONITOR.



A SPOT OF BOMB-PLANTING IS THE INTRODUCTION TO THE REAL MEAT OF THE GAME. ONLY PROBLEM IS, THERE'S A BLOODY BIG ROBOT LOBSTER IN THE WAY. IT'S LIKE *BATTLE OF THE PLANETS*!

Mission 3: Bio Dome

THE MDF ARE NOW ALERTED TO YOUR PRESENCE, AND ARE AT THIS MOMENT ASSEMBLING A TASK FORCE AT THE BIO-DOME COMPOUND.



YOUR MISSION IS TO LOCATE PAULY SHORE AND BLAST HIM FROM THE FACE OF THE PLANET SO HE NEVER MAKES ANOTHER CRAPCAKE FILM AGAIN. ACTUALLY, IT'S REALLY MORE ROBOT KILLING.

Mission 4: Kill The Head

YOUR OBJECTIVE IS TO LOCATE AND DESTROY THE PROTOTYPE WAR VESSEL, METATANK.



THE NAME OF THE LEVEL OFFERS A SUBTLE, ALMOST SUBLIMINAL HINT ABOUT WHICH PART OF THE HOVERING METATANK YOU NEED TO TARGET FOR MAXIMUM EFFECTIVENESS.

Mission 5: Manmek

BEFORE YOU CAN CHALLENGE MANMEK, YOU MUST FIRST DO BATTLE WITH HIS PRIVATE SECURITY FORCE.



SWIZ! HE DOESN'T LOOK A BIT LIKE A MAN. ZAP HIS GUARDS, THEN LOCATE A BEACON THAT DOES SOMETHING WE'RE NOT QUITE SURE OF AND WEAKENS HIS DEFENCES READY FOR SHOOTING.

Mission 6: Four Uneasy Pieces

WITHIN THE MUNITIONS PLANT LIE THE FOUR SCATTERED PIECES OF THE BLACK-HOLE GUN.



THE ULTRA-POWERFUL BLACK HOLE GUN (WASN'T THAT A SOUNDGARDEN SONG?) HAS BEEN BROKEN INTO FOUR BITS. COLLECT EACH ONE TO OPEN UP A NEW AREA IN TURN.



The corridors of Knowledge Base light up in a gratifying purple as a hawk robot sucks my Trojax.



Maldroid is one of the numerous bosses, this time with something of a Prince vibe.



Player three dies screaming as two opponents gang up on him and riddle him with hot plasma. Well, ow.

Colours, So Many Colours

Even with the limitations of the printing process (it's heartbreaking just how often a gloriously coloured screenshot turns into a flat and muddy shadow of its brightly-hued self when it's converted into a format that can be printed) you should, God and good registration willing, be able to see this for yourself. Some of the most dazzling moments occur when you enter a dimly-lit area and are able to draw a bead on your enemies by tracking the glow of incoming fire back to its source. With the flash and fury of gunfire, sci-fi film-style lighting and massive explosions, it's pretty safe to say that *Forsaken 64* has the most impressive effects you will see on *any* machine.

However, flashy effects don't make something great by themselves – if they did, then the best film ever would be *Batman And Robin*, and, y'know, it just isn't. Fortunately, *Forsaken 64* has enough substance behind the dazzle to hold off accusations of it being nothing more than a *Descent* clone in pretty new clothes.

The octet of bounty hunters all have their own personalised hoverbikes, ranging from Beard's Hell's Angels-style chopper to the baseball-hatted Trucker's flying bulldozer. Each bike has slightly different handling characteristics; although you're unlikely to notice much difference in the heat of a battle, there are subtle variations that mean skilled players will quickly develop their own favourite bounty hunter.

Getting used to the controls of the bikes is the biggest problem new players will face, far more than the fairly unthreatening drones that infest the early levels. Unlike *Descent*, where your craft stayed put once you released the controls, the bikes in *Forsaken 64* automatically right themselves after, and sometimes during, complicated manoeuvres. In theory, this should make it harder for players to get lost in the levels, as they always have a point of reference. In practice, it's all too easy to wind up pointing in completely the opposite direction to what you were expecting. After a lengthy firefight, this can be quite disorientating, leaving you stumbling around the level like Oliver Reed after an all-day bender until you get your bearings.

Since you're able to move on three axes, the controls are more complicated than those found in a typical ground-based *Goldeneye* or *Duke*-style game. Strafing is now possible (and essential) in four directions, left-right and up-down, and when combined with the 360° rotation provided by the analogue stick, you get a control system that is very flexible once you get the hang of it, but does take a while to reach full proficiency. It's not *Wild Choppers* complicated, and it's certainly a damn sight easier than the keyboard controls you'd find on a PC, but if the most involved control system you've used to date has been *Yoshi's Story* you're going to suffer from a little culture shock.



The shield is down! Commence attack on the Death Star's main reactor!

n 64 has the gameplay to match its looks

Mission 7: Temple



The temple is a maze of giant chambers and funky lighting with a religious theme. Your mission is equally godly – destroy the robotic infidels!

Mission 8: Dreadnought



Dreadnought is a big-ass robot. To waste him you need to blow up his protective cage, then chase him around the tunnels. "Simple," to quote Clint in *Firefox*.

Mission 9: Tube



Drop down into the flooded New York subway, destroy everything in sight and nail the Spawn Carrier Unit. Wonder if it's got issue 1 inside?

Mission 10: Death To The Invader



Hundreds of robots are pouring into your secret base. All you have to do is hold them off until they get fed up and leave. Pity your computer core is so fragile.



When the walls light up this brightly, you know it's time to prepare another obscenity.



With a beam laser in his pocket, player four is going to find the game a lot easier all of a sudden.



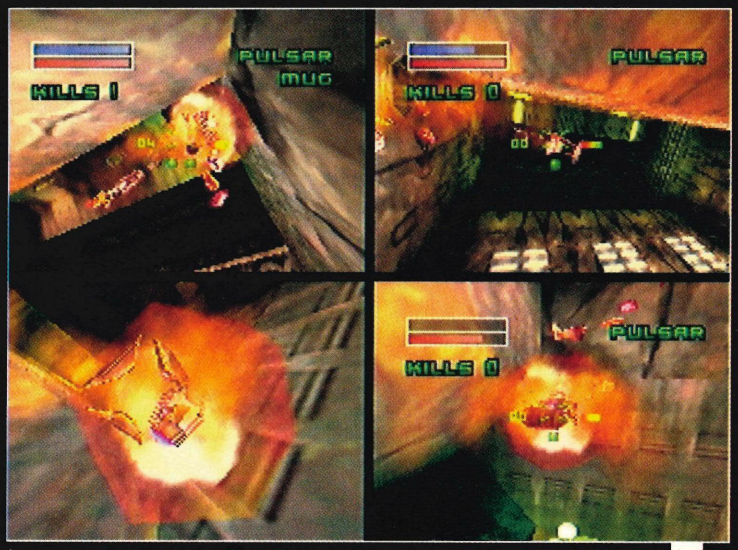
This bloody big clock is a detonation timer. Could they have made it any more obvious?

Earning The Knowledge

Each mission (there are over 20, divided into Easy, Medium and Hard difficulty – you only get to face Babalas if you fight through the Hard stages) is prefaced by a briefing that sets out the tasks you have to perform. Most of the time, said tasks involve you repeatedly pressing your fire buttons and annihilating the robot scum that get in the way of your gunsight. Once you've taken out all the robots infesting the level, you move onto the next. Still, man (or woman, *Forsaken* being an equal opportunities orgy of destruction) does not live by carnage alone, so to keep things lively certain levels require a bit more thought. 'Knowledge Base', the second level of the game, sets you the task of first locating a bomb that's vital to your mission, finding a central complex where it has to be dropped, then finally finding your way back to the exit (you did remember where you started, didn't you?) before it explodes. Oh, by the way, you also have to take down a boss in the process. Tricky stuff.

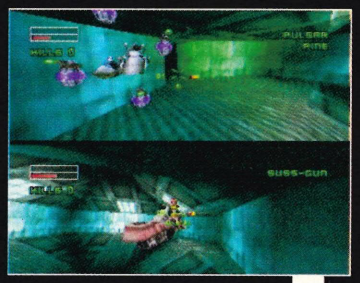
Having to perform other tasks than pure destruction does help keep you on your toes, but it can also make things rather frustrating. One level, 'Death To The Invader', requires you to defend your home base from an all-out assault. Sounds easy enough, just keep shooting, yes? Nuh huh. You have to protect a computer core from damage, but the core can be attacked at numerous locations, and some enemies just teleport in right on top of these targets. Battling away for ten minutes only to have the core wasted is annoying enough, but when you've barely been playing for a minute before a bunch of robots you haven't even seen blow up a part of the core you were nowhere near for the tenth time in a row, it's bloody infuriating!

In some ways, *Forsaken 64*'s mission design is rather odd. The levels that offer the most all-out fun are the ones where your mission is simple search-and-destroy, but these are also the ones that you're likely to finish in just a few attempts. The more involved missions, by their nature, take you away from the always enjoyable task of blasting things straight to hell, but because the extra things you have to do aren't especially complex they come across as an irritating distraction rather than



Another nasty end for the luckless player three. *Forsaken 64*'s explosions are impressive, even in multi-player games.

One of the few games of late

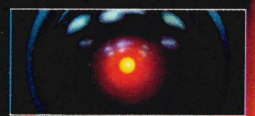


Beard comes face to face with Nim Soo Sin. Since our hard rockin' pal has four orbitals on his bike, firepower is on his side.

Die, Evil Robots, Die!

With their lifeless optics and cold steel hands, robots are the perfect enemies of humankind. They really don't like us. And considering how they've been portrayed on screen, can you really blame them?

HAL 9000



A single glaring eye, mounted in stark 1960s symmetry to oversee the puny humans in his care. And what does he do? Runs one over with a space pod, defrosts another three before they're ready and forces the last to wear a space helmet that isn't colour co-ordinated. One down from IBM-betitled silicon nutter!

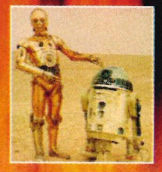
The Terminator



In the future, the world is ruled by a computer called Skynet, which came into being thanks to the very robots it later created. This is called a time paradox. Or dubious plotting. Skynet's idea of a perfect infiltration machine is a cyborg that looks like Arnold Schwarzenegger. Like you'd never notice him in a crowd of malnourished nuclear survivors.

R2-D2 & C-3PO

Machines as people. Surely a good thing. But no, Lucas cruelly mocks us with one robot as a child-like mobile dustbin who, per Lassie, always saves the day, and the other as a camp English coward whose response to all dangers is a Larry Grayson-style tilt of the wrist. Comic relief? Plot to degrade us all, more likely.



Screamers



Risible sci-fi with the bloke who played RoboCop and Buckaroo Banzai as a soldier stuck on a planet of self-replicating war machines that look like little children with teddy bears. A transparent budget-saving trick, if you ask us. Pah! Twist ending – apart from RoboCop, *everyone*'s an evil robot. Even the teddy bears. Now you don't need to see it. Thank us later.

something to wrap your brain around. Still, on the whole, *Forsaken 64*'s missions *are* entertaining, and there's enough there to keep you trying again even after you wind up as a mass of disparate body parts in a sticky mess on the walls, floor and ceiling. Where the game really gets hold, though, is when you forget about shooting robots, and start getting personal.

They're Gonna Getchoo

As well as the regular one-player game, *Forsaken 64* offers two other modes of play. Battle Mode is a face off against up to three other bounty hunters, all controlled by the N64 and all gasping to see you turned inside out. In effect this is a *Goldeneye*-style deathmatch on one big screen, which means you get to keep all the detail and effects of the one-player game while at the same time being



THE LIGHTING EFFECTS HAVEN'T FORCED THE PROGRAMMERS TO SCRIMP ON BACKGROUND DETAIL.



SOMETHING GOES BANG, AND EVERYONE CROWDS IN TO WARM THEIR HANDS ON THE FLAMING WRECKAGE.

that really pushes the N64

ruthlessly hunted down by opponents who can handle their bikes probably even better than you. Try playing the Battle Mode on the Gold setting, where there are three smart and tough enemies working against you, and you'll be lucky if you get out of the first chamber before you're torn to pieces.



THIS HUGE FLOODED CHAMBER RISES HIGH UP ABOVE ONE LEVEL, THE BLOATED CORPSE OF LARA CROFT DRIFTING JUST UNDER THE SURFACE OF THE WATER.

In the tradition of saving the best until last, the last mode of play is the deathmatch. Like *Goldeneye*, the screen is split into quarters – in order to keep the speed up the amount of detail is lower than normal, but most of the lighting effects are retained. Like *Goldeneye*, you can have up to four people playing at once. However, unlike *Goldeneye*, if there are fewer than four of you, computer-controlled players can be drafted in to make up the numbers!

Forsaken 64's deathmatch mode is superb, every bit as playable as that of Rare's Bondage festival. With its big loud gun noises, wide range of weapons (Roy, as usual, used his traditional cowardly tactic of dumping mines everywhere and waiting for people to run into them) and well-designed arenas, it's definitely a future lunchtime/after hours crowd pleaser to rival *Goldeneye* and *World Soccer 3*. If it has any faults, they are that some of the arenas are a bit on the large side, even with four players chasing through them, and that you can't always tell who you are shooting at. You can spot Oddjob from a mile away, but some guy on a bike? Could be anyone.

A few more options in the deathmatch would have been nice as well. Your choices are pretty much limited to 'max frags' (first to a certain number of kills) and 'last man' (the survivor wins). A timed option or a 'no shields' game (if you're short on power-ups, it can take a geologic age to bring another player down) would have been good.

This is mere nitpicking, though. *Forsaken 64* is one of the few games of late that really pushes the N64 – there's almost no slowdown *ever*, and in the middle of a pitched battle it looks dazzling – and it has the gameplay to match its looks. The boss of Nintendo of America said recently that there were going to be some amazing games coming from Acclaim, and he wasn't kidding. Nice one Iguana UK – *Forsaken* is one of the best games of the year!

R64

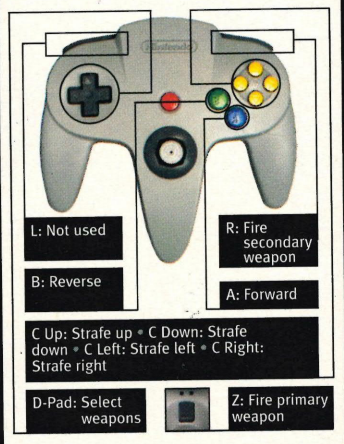
2nd opinion

YET ANOTHER TOP N64 GAME! WE'RE BEING SPOILED. THIS HAS TO HAVE THE FASTEST ACTION EVER SEEN IN A VIDEO GAME, NEVER MIND ONE ON THE NINTENDO. IT'S ALSO THE FIRST GAME I'VE PLAYED WHERE THE PR-HYPED 'INTELLIGENT ENEMIES' REALLY *ARE* INTELLIGENT – RIGHT LITTLE SODS IN FACT! OH, AND THE MULTI-PLAYER – DARE I SAY IT? – RIVALS *GOLDENEYE*! ROY KIMBER

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 96%
Duke Nukem 64: GT Interactive (£59.99)
Reviewed: Issue 7, 90%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

93%

Soundbite:
GORGEOUS TO LOOK AT AND JUST AS GOOD TO PLAY!

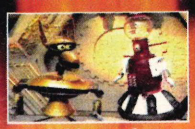
Daleks



BOLLARDS OF DOOM ARMED WITH KITCHEN UTENSILS AND PLUMBING EQUIPMENT. SUPPOSEDLY THE ULTIMATE WAR MACHINES, BUT ACTUALLY PRONE TO EXPLODING IF SOMEONE PUTS A HAT OVER THEIR SINGLE EYE. NO WONDER THEY HATE ALL MILLINERY-INCLINED RACES. A BORE WRITES: ACTUALLY, THE DALEKS AREN'T ROBOTS, BUT MERELY PROTECTIVE CASINGS FOR THE GENETICALLY ENGINEERED LIFE FORMS WITHIN. (EXTERMINATE! – ED)

Crow & Tom Servo

THE CO-STARS OF *MYSTERY SCIENCE THEATER 3000**, THIS MAKESHIFT PAIR APPEAR TO BE FRIENDLY, BUT EVEN THEY HIDE ANTI-HUMAN SENTIMENTS. THEY ONCE PLOTTED TO SLICE OFF THEIR HUMAN COMPANION IN B-MOVIE RIDICULE'S HEAD TO SEE IF HE COULD STILL THINK FOR A MOMENT WITHOUT A BODY, AND LATER TRIED TO PRISE OUT HIS PINEAL GLAND SO THEY COULD LIVE FOREVER. SSSSSS.



*ON THE SCI-FI CHANNEL ON SATURDAYS. IT'S REALLY RATHER FUNNY. TRY IT!

Twiki



THE VERY EPITOMY OF STEEL EVIL. HE MIGHT HAVE SEEMED TO BE A FRIEND TO HUMANITY, BUT NO, WE SEE PAST HIS GLITTERING FACADE. WITH HIS SCARY CLAW HANDS, ILLUMINATED BOWLY HAIRCUT AND CATCHPHRASE OF "BIDDI-BIDDI-BIDDI", HE RIDICULES THE CONCEPT OF ANTHROPOMORPHISM, REPLACING IT WITH A GROTESQUE PARODY OF LIFE. PLUS, AS A MIDGET, HE CAN LOOK UP WILMA DEERING'S SKIRT. WE'VE GOT YOUR NUMBER, TINBOY.

Written by Roy Kimber

WORL

Football FEVER hits the N64! But is *World Cup '98* a top SCORER or does it SUCK worse than a Gareth Southgate PENALTY?

Ninfo

Publisher:	EA Sports	Game Type:	Football	Release Date:	22 May
Developer:	EA Sports	Origin:	UK	Price:	£54.99

Players | Cartridge: 128 M. | Rumble Pak



"OVER HERE!" "NO, OVER HERE!" "PASS TO ME!" "I'M OPEN!" "OI, KICK IT THIS WAY!" "ON ME 'ED!"

It used to be the case that footballphobes – hard to believe I know, but not everyone loves football – could take refuge in their videogame consoles. Until someone came up with the first football game. Now there's no escape, we're all doomed to suffer through the excessive football mania. It seems that everyone's jumping on the band-wagon to become the official World Cup '98 something – we've got the official World Cup soft drink, the official World Cup beer, the official World Cup hot milky beverage, the official World Cup washing-up liquid... you get the idea. Which brings us to the latest footie game – the official World Cup '98 game in fact – for the N64. And it's entitled, imaginatively enough, *World Cup '98*.

WHAT HAPPENED?

I'd like to start with a complaint. Anyone who read last issues preview of *WC98* might remember the heavy praise heaped upon the intro sequence, which was an exciting, well-edited football montage sequence set to the pumping sounds of Chumbawamba's *Tubthumping*. If you've seen the PlayStation version of this game, then you'll understand. However, the new, current, finished and therefore final N64 version no longer includes this music and video masterpiece. Instead all we get is a

Go out and buy this game

SIGH... IT'S THAT TIME OF YEAR again, when the television schedules go to hell and everyone gets really excited because England manage to get past the first round of the World Cup without getting eliminated.

Memory Options

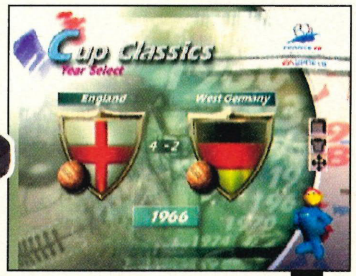
MEMORY: NONE
CONTROLLER PAK: SAVES SETTINGS, WORLD CUP STANDINGS, EDITED PLAYERS & TEAMS



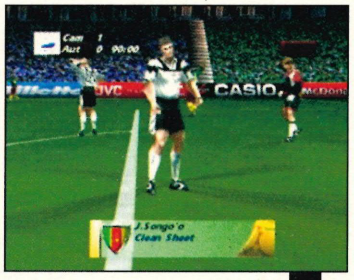


$64,000 Question

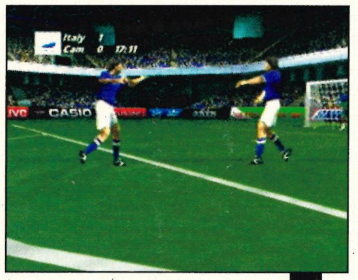
- EXCELLENT GRAPHICS
- EXTREMELY REALISTIC ANIMATION
- REALISTIC COMMENTARY
- VERSATILE CONTROL SYSTEM
- VARIABLE SPEED



AH... THAT MEMORABLE WORLD CUP! WHEN WE BEAT THE GERMANS. OKAY, THEY'VE BEATEN US SINCE, BUT WE DON'T TALK ABOUT THAT.



SO, J SONGO'O HAS A CLEAN SHEET, DOES HE? WELL THAT'S NOTHING, I'VE GOT AN ENTIRE CUPBOARD FULL OF CLEAN LINEN AT HOME!

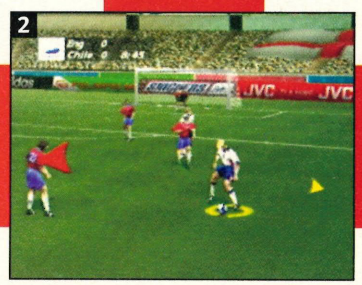


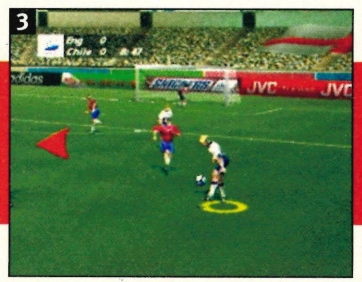
JOHN: "PHILIP!" PHILIP: "JOHN!" JOHN: "I LOVE YOU PHILIP!" PHILIP: "I LOVE YOU TOO JOHN!" JOHN: "GIVE US A HUG YOU OLD SOFTIE!" [ROY! STOP IT! – ED]

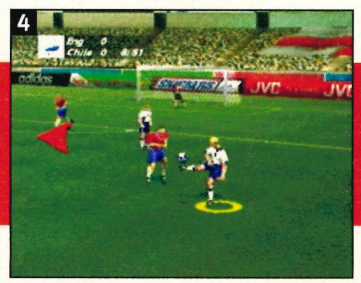
Be A First Division Show-Off!

HERE'S ONE OF THE SPECIAL MOVES WHICH IS ACTIVATED THROUGH A SIMPLE BUTTON COMBINATION – FLASH OR WHAT?

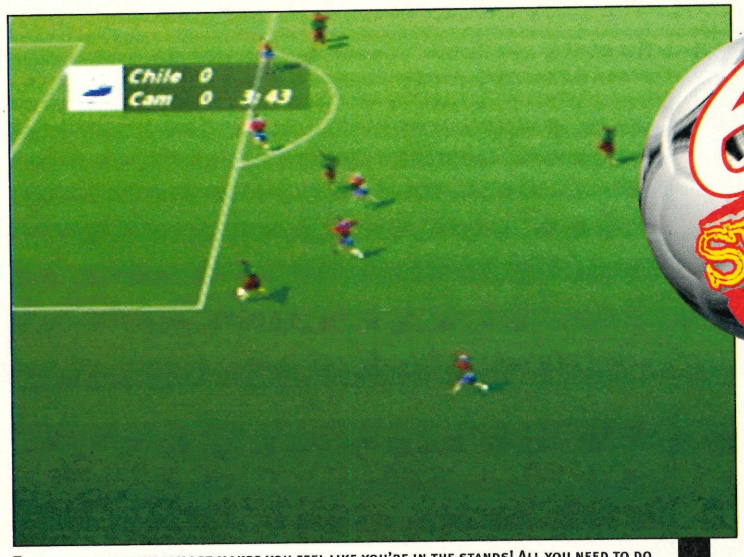








D CUP '98



THE TOWER CAM VIEW ALMOST MAKES YOU FEEL LIKE YOU'RE IN THE STANDS! ALL YOU NEED TO DO NOW IS OPEN THE WINDOW AND GET SOMEONE TO SPILL BOVRIL ON YOU EVERY TEN MINUTES.

now, you won't regret it!

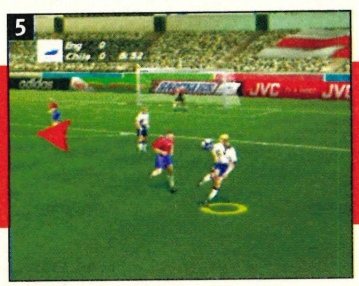
quick shot of Footix the World Cup '98 mascot and a few seconds of the aforementioned tune – shame on you, EA Sports! The loss of the tune probably has something to do with memory allocation, but it's a real pity, because it was the best intro I have ever seen in a Nintendo game!

Right, that said... *World Cup '98* is the best football game I have ever played! Aside from the rather disappointing intro, you'd have trouble faulting it! If you like football, or football games, then go out and buy *WC98* now! In fact, if you don't like football games, go out and buy this game now, you won't regret it!

That's enough exclamation marks for the moment. While you're all putting on your hats and coats and digging under the sofa to find your wallet so that you can go out and buy this game, here's a run down of the

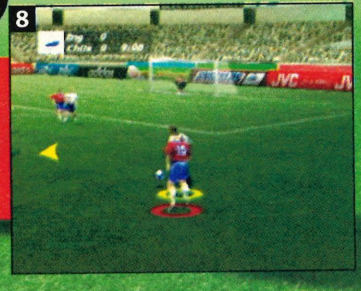


WHEN YOU HAVE CHANGED YOUR IN-GAME STRATEGY, THIS LABEL POPS UP BRIEFLY TO LET YOU KNOW WHICH ONE YOU'RE USING.

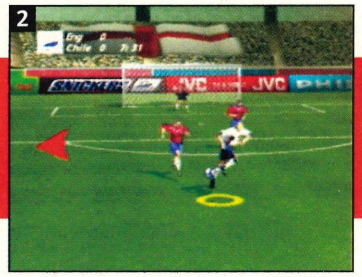


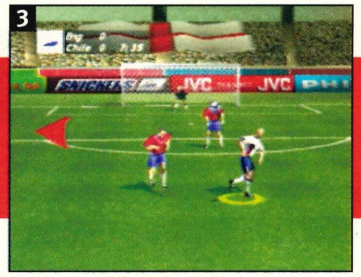














Aren't Those Boys Just So Clever?

You'll find that the techniques don't just look flash, they are actually pretty useful for completely flummoxing your opponents.

In Game Management

One of the nifty new features of *World Cup '98* is the in-game management. Before the game, players can set up their strategies and then implement them with a simple button combination.



This is the standard IGM strategy. Players are positioned to give a fairly even defensive/offensive balance.



IGM 2 in this case is defensive. The formation is such that everyone shifts back to cover the goal and support the goalie.



IGM 3 has been set up as offensive. Activate this and the players will blitz up the field to flood the opposition's half.

features. Oh, and your wallet isn't actually under the sofa – your dog stole it. Except those of you that don't have a dog.

Down To Business

WC98 offers three difficulty levels. The amateur level is about right for pretty much anyone who's playing a soccer game for the first time, while players more familiar with the genre will probably find the professional level more suitable. For those among you who only bought your console for football games and who fancy yourselves as a bit of an armchair Alan Shearer, the world class mode should offer sufficient challenge even for you.

As is now pretty much a prerequisite in football games, *WC98* provides a number of different playing modes, including World Cup, friendlies, penalties, training and World Cup classics, which we'll come to later.

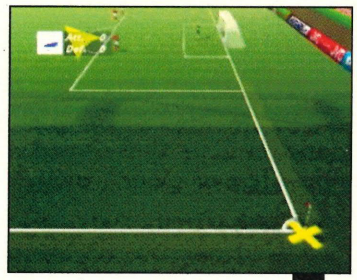
A complete line-up of all the



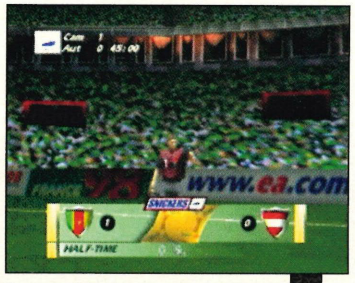
Oi! Wake up! They've bloody scored again! I told you about sleeping on the job, you lazy so-and-so!



Define the aggression levels of your player. The scale runs – rather amusingly – from 'calm' to 'nutter'.



Ladies and gentlemen... I give you, the corner! That's the bit where the two edges meet, if you need more explanation.



Half-time! That's strange... all of a sudden I have a craving for a chocolate bar...

Plan Your Strategy!

Once you've set up your three IGM formations, you can enhance them by adjusting the strategy.



In this case, we're dealing with the offensive IGM formation. Set like this, the players will move up the pitch, but keep fairly stationary.



Adjust the strategy like this, and you'll offensive formation will be constantly pushing up pitch towards the opposition's goal.



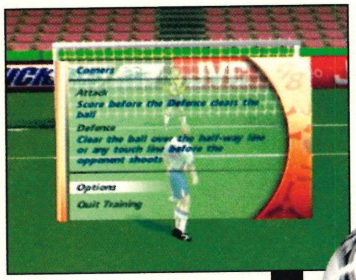






The training mode gives the most clear, concise training sessions that has ever been seen in a football game, if at times it's a little *too* concise and borders on the patronising. During a training session on taking corners, for example, the game pointed out where the corner of the pitch was! I mean, I may not be the world's biggest football expert, but come on! World Cup mode in *WC98* contains a complete line-up of all the teams in the current championship, correctly grouped, along with the option to randomise the groupings if you want to vary your World Cup experience. This is important when you consider that the current groupings are only going to be relevant for this year's championship, and when you've forked out your (or someone else's) hard-earned cash, you want the game to last.

teams in the current championship



RIGHT, SO THE OBJECTIVE IS TO SCORE BEFORE THE DEFENCE CLEARS THE BALL? ISN'T THAT BIT SELF-EXPLANATORY?

Fairer Fair Play

For those gamers who are not usually very good at footie games and are fed up of being beaten constantly by their mates, the catch-up option may come in useful. Switch it on and you'll find that when one team scores, the odds of the other team scoring increases through the use of subtle changes in player performance. It's also possible to handicap the teams, so that every side has a fighting chance, and a game between, say, Brazil and Croatia wouldn't be as one-sided as it might in real life.

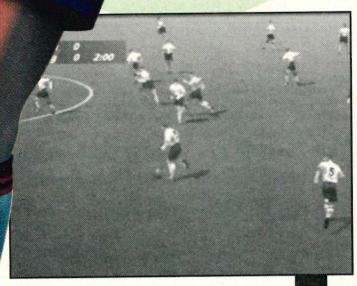
Many football games have large management sections, allowing you to transfer players and play with formations to create your ideal team, and *WC98* is no exception. What's new about this game is the use of three 'in-game management' functions. These can be set up before the game and basically define three formations that your team will implement at the press of a button. This means that if the play moves up the pitch towards the opposition's goal, you can tap a button and bring all your men up in support. If the tide of play changes, then you can send all your men back to defend.

You Too Can Show Off

Another neat feature of *WC98* is the complex footballing techniques which are programmed into the gameplay. There are a number of impressive manoeuvres that your men can perform, and they are all accessed via simple button combinations that anyone can learn. This means that a relative beginner can pick up a controller, play for a bit, and within a few minutes be pulling off flashy techniques like rainbow kicks or stepover nutmegs (whatever they are),



WORLD CUP '98 CONTAINS A SELECTION OF WEATHER FUNCTIONS, INCLUDING CLEAR WEATHER, RAIN, SLEET AND SNOW.



ONE OF THE FLAWS WITH TURNING THE COLOUR DOWN ON YOUR TV – AND POSSIBLY THE REASON EA DECIDED AGAINST BLACK AND WHITE CLASSICS – IS THAT IT'S DIFFICULT TO DISTINGUISH BETWEEN SOME OF THE TEAMS.

Mystic N64 Predicts!



WHILST WE'RE NOT REALLY GAMBLERS HERE AT 64 MAGAZINE, WE REALISED THAT SINCE *WC98* CONTAINS THE CORRECT LINE-UPS AND GROUPINGS FOR THE REAL WORLD CUP, IT MIGHT BE ABLE TO OFFER SOME PREDICTIONS FOR THE WINNERS AND MAYBE WE COULD MAKE A FEW BOB ON THE OUTCOME.



AFTER EXHAUSTIVE PLAYING WITH ITSELF (OO-ER) TO ENSURE NO HUMAN BIAS, THE RESULT WHICH OUR OFFICE NINTENDO OFFERS FOR THE 1998 WORLD CUP IS BRAZIL TO BEAT GERMANY 1-0! SO GET DOWN TO CORAL NOW!

What The Panel Thinks...

TO FIND OUT WHAT SOME *REAL* FOOTBALL FANATICS THINK OF *WORLD CUP '98*, WE PUT IT BEFORE OUR PANEL OF EXPERTS: FOUR MEMBERS OF THE PARAGON PUBLISHING TEAM WHO REGULARLY SPEND SEVERAL HOURS AFTER WORK SLAVING OVER A HOT *ISS 64* IN AN ATTEMPT TO BECOME OFFICE CHAMPION OR SOMETHING (MOST OF US JUST GO DOWN THE PUB). SO ONE QUIET EVENING, WE LAY IN WAIT CONCEALED BENEATH A DESK UNTIL THEY TOOK THEIR HALF-TIME ORANGE BREAK AND COVERTLY SUBSTITUTED *WC98* FOR THE HALLOWED *ISS* CARTRIDGE. THEIR OPINIONS TENDED TO VARY...





PHIL KING, *POWERSTATION* MAGAZINE

I THINK THEY'RE TWO COMPLETELY DIFFERENT TAKES ON FOOTBALL. *ISS* HAS MORE FLUENT ARCADE-STYLE PLAY WITH VERY INSTINCTIVE CONTROLS. *WC98* IS MORE COMPLEX WITH LOTS OF FLASHY MOVES TO MASTER AND PROBABLY LONGER-LASTING APPEAL IN SOLO MODE.

MARK WYNNE, *PLAY* MAGAZINE

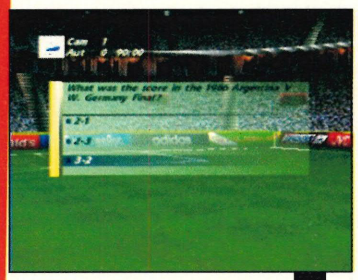
I JUST COULDN'T SEE WHAT THE FUSS WAS OVER THIS GAME. IT CERTAINLY DOESN'T LOOK LIKE IT'S A YEAR LATER IN THE N64'S LIFE CYCLE, LACKING THE CRISPNESS OF *ISS 64*, AND I FOUND GAMEPLAY UNINSPIRED. I'M WAITING FOR *ISS '98*.

PAUL MORGAN, *POWERSTATION* MAGAZINE

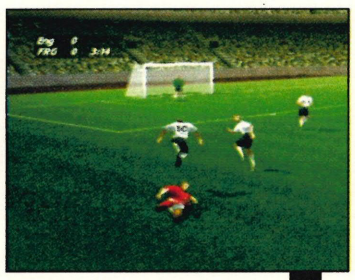
WORLD CUP '98 MAY BE GOOD, BUT IT HASN'T CAPTURED THE ESSENCE, FLUENT ACTION AND GREAT GAME PLAY THAT MAKES KONAMI'S *ISS 64* THE BEST ON THE NINTENDO.

TOM SARGENT, *PLAY* MAGAZINE

WORLD CUP '98 IS A COMPREHENSIVE AND HIGHLY PLAYABLE GAME THAT KEEPS YOU COMING BACK FOR MORE, BUT LACKS THE SMOOTHNESS AND VISUAL POLISH OF *ISS 64*.



AT HALF-TIME YOU'LL GET A WORLD CUP TRIVIA QUESTION, TO WHICH YOU'LL RECEIVE THE ANSWER AT FULL-TIME.



I'M PRETTY SURE I NEVER SAW PLAYERS IN 1966 PULLING TRICKS LIKE THIS... NOT THAT I WAS AROUND THEN MIND YOU.



HEY! THAT GERMAN BLOKE'S GONE AND STUCK THE BALL TO HIS HEAD! THE CHEATING GIT!

which are not only impressive to watch but also pretty effective in foxing the opposition.

If you've got good footballing knowledge, it's possible to take the game further by implementing a variety of predefined instant tactics. With these you can command players to perform various tactical plays, like sending the wing back running off up the pitch to receive a ball, or using the rather devious tactic of the offside trap – sending all your men racing up the pitch and hence putting opposing players offside.

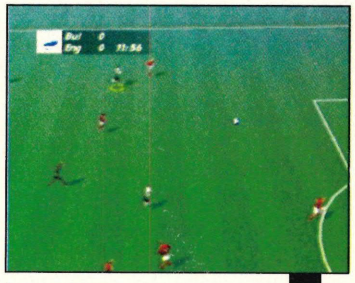
FEELING NOSTALGIC?

When you win the World Cup, you'll be able to access the Cup Classics. These are a series of pre-set games which recreate famous matches in footballing history, like the England-Germany 1966 World Cup final for example. A lot of attention to detail has gone into this section, down to getting authentic-looking kit and even an old-style ball.

The best thing about *WC98* is that it has something for everyone. Whether you're a seasoned player or a total beginner, you should be able to get everything that you want from this game. Added touches like the bit-mapped kits, weather conditions and World Cup trivia just add to what is already an excellent game, and in my opinion one that beats *ISS 64*. Whether it'll top *ISS 2* is another matter, but since that isn't due out until September, we'll just have to wait and see. In the meantime, you can't go far wrong with *World Cup '98*. It looks like removing the four rather ominous letters which used to precede EA football games has finally lifted the 'curse of *FIFA*'.



NYAH, NYAH! MISSED ME! BLIMEY, THESE NIKE AIR TRAINING SHOES ARE A LOT MORE BOUNCY THAN MY FOOTIE BOOTS!



CRUMBS, FROM UP HERE THEY ALL LOOK JUST LIKE ANTS. LITTLE ANTS DRESSED IN FOOTBALL GEAR PLAYING FOOTBALL...

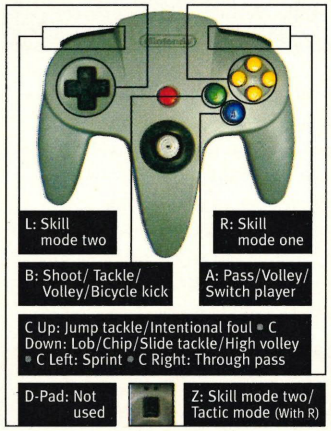
2nd opinion

AT A TIME WHEN WE EAT, SLEEP AND DREAM FOOTBALL, MANY OF US WILL FIND OURSELVES UNCONTROLLABLY DRAWN TO THE N64 TO RELIVE THOSE MAGIC MOMENTS FROM THE QUALIFYING STAGES. ALTHOUGH ARGUABLY NOT AS ADDICTIVE AS KONAMI'S *ISS 64*, *WORLD CUP '98* CAN FILL THE VOID BETWEEN THOSE FINAL ROUNDS WITH COMPLETE AUTHENTICITY. PAUL MORGAN

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

ISS 64: Konami (£34.99)
Reviewed: Issue 3, 93%
FIFA: RTWC '98: EA Sports (£59.99)
Reviewed: Issue 9, 85%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

93%

Soundbite:
THE FOOTBALL GAME TO END ALL FOOTBALL GAMES! FORGET *ISS 64*, BUY THIS!

64 POWERCHEATS

SHOOT EM UPs
☎0891 424104

Goldeneye, Lylat Wars, Turok, Doom 64, Hexen,
Shadows of the Empire, Quake 64, Duke Nukem 64

BEAT EM UPs
☎0891 424105

Mortal Kombat, Mythology, Mace, War Gods,
Dark Rift, Mace, Sub-Zero, Fighters Destiny

RACING GAMES
☎0891 424106

Diddy Kong Racing, Extreme G, Top Gear Rally,
1080° Snowboarding, Multi Racing Championship,
San Francisco Rush, Snowboard Kids

PLATFORM / SPORTS GAMES
☎0891 424107

Mario 64, Mischief Makers, Yoshi's Story,
NHL Breakaway '98

PSX POWERCHEATS

BEAT EM UPs
☎0891 424117

Bushido Blade, Mortal Kombat, Fighting Force, Soul Blade, Bloody Roar,
Nightmare Creatures, Tekken 2 and 3, Tobal No 1, Street Fighter Alpha 2.

SHOOT EM UPs
☎0891 424118

Red Alert, Nuclear Strike, Auto Destruct, Colony Wars, MDK, One,
G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warrior 2, Z, X-Com,
Xevious 3D/Gt, Ray Storm, Critical Depth, Steel Reign, Dark Omen.

RACING GAMES
☎0891 424119

Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4,
Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers,
Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo.

PLATFORM GAMES
☎0891 424120

Crash Bandicoot 2, Frogger, Tomb Raider 2, Croc, Abe's Oddysee, Gex 3D,
Pandemonium 2, Ray Man, Deathtrap Dungeon, Final Fantasy VII, Skull Monkeys.

SPORTS GAMES
☎0891 424121

Actua Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97,
Adidas Power Soccer, Madden, NFL '98, NFL Game Day '98

REGULAR UPDATES OF THE LATEST CHEATS

Calls cost 50p per minute at all times. Please seek permission from the bill payer before making the call. This may be a long call.

Ais, Cambs CB2 5LR

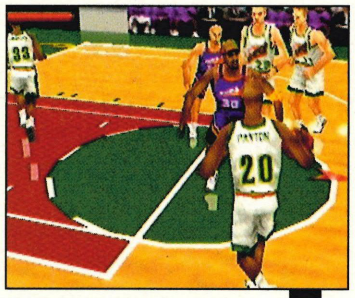
Writ / Roy Kimber

KOBE BRYANT IN NBA COURTSIDE

Publisher:	Nintendo	Game Type:	Basketball	Release Date:	Out now(import)
Developer:	Left Field	Origin:	USA	Price:	£59.99

Another **BASKETBALL** game for the N64? It must be **BETTER** than the previous two, **SURELY**?





THE VERSATILE CAMERA FACILITY ALLOWS YOU TO WATCH THE ACTION FROM PRACTICALLY ANY DISTANCE! COMPARE THE TWO EXTREMES SHOWN HERE...

As far as basketball games go, the N64 hasn't had much luck lately. *NBA Pro '98* was reasonlably okay even though the rather blurred graphics were a bit trying, whereas *NBA Hangtime* deserved, quite bluntly, to be hung. Which brings us to the third game for the esteemed console. Is it a case of third time lucky?

KOBE WHO...?

Kobe Bryant In NBA Courtside (to give the game its full title) was mentioned by Andy a while back in 64sight where he made a joke to the effect that no-one had ever heard of Kobe Bryant. That turned out to be 'no-one on 64 MAGAZINE', as the horrified basketball fans in the office (all two of 'em) pointed out at great length. Regardless of whether Kobe is 'one of the greatest players ever', or even 'one of the most famous sportsmen in the world', it has to be said that he does endorse a pretty decent game!

NBA Courtside is, quite simply, the best basketball game for the N64. But now we are getting ahead of ourselves.

Basketball. It's a funny old game, isn't it? Oh wait, no... that's football. But it is a funny old game though! I mean, all the weird rules that are involved – like you must bounce the ball all the time, and you can only spend certain amounts of time in certain zones. Plus you get different points for scoring from different places. I mean, who wouldn't think that was strange?

If you've ever played a basketball game before, then you'll probably be familiar with the format. *NBA Courtside* offers the choice of playing games in either a season (like a league), pre-season (friendlies) or playoffs, which are games that have something to do with the season, but I'm not really clear on exactly what – might be something to do with finals.

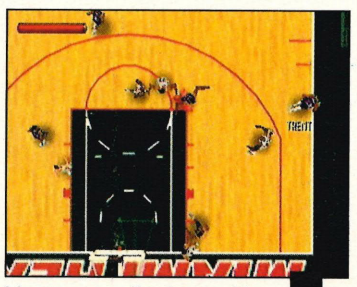
If you're a basketball fan,



SEATTLE, SEATTLE... THAT KIND OF RINGS A BELL... OH GOD, THAT'S WHERE FRANK BLACK FROM *MILLENNIUM* LIVES! EVERYONE ALWAYS GETS KILLED! DON'T WANT TO PLAY HERE!

NBA Courtside, being an 'officially licensed NBA product' gives you a choice of 29 different teams, from the Pacific, Atlantic, Central, Midwest, and also supplies an additional two All-Star teams.

If you're into basketball, then you might be interested to know that all the teams contain the real NBA players, with correct 1997 statistics



IT'S BASKETBALL – *KICK OFF* STYLE! OR *SENSIBLE SOCCER* STYLE, IF YOU'RE ANDY.

Memory Options

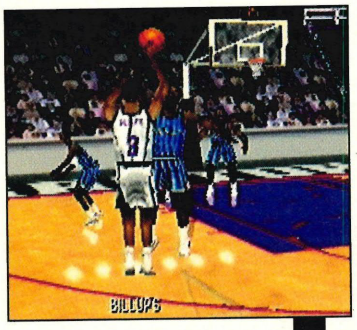
MEMORY:
NONE

CONTROLLER PAK:
STORES SEASON STANDINGS, EDITED PLAYERS, ETC

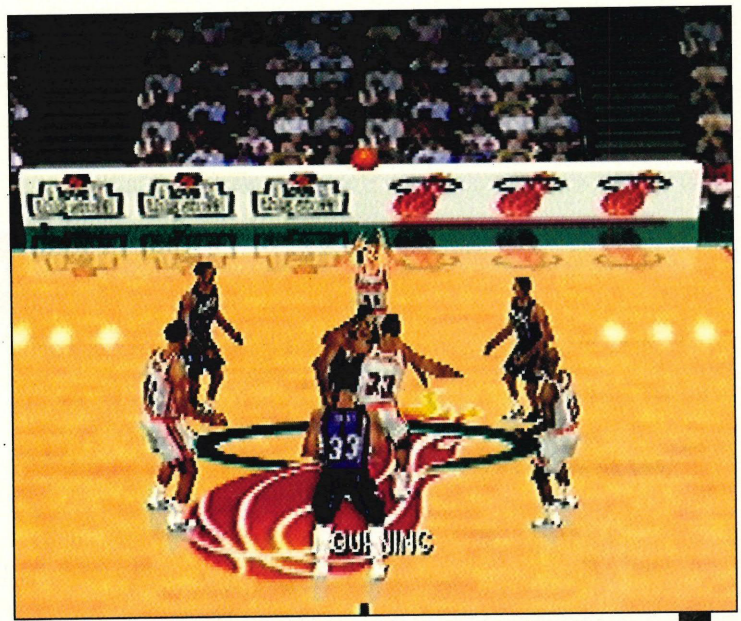


$64,000 Question

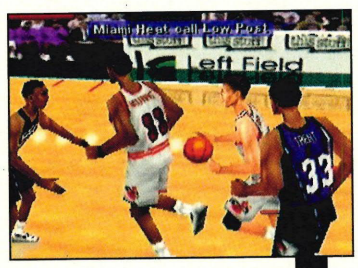
- ⊕ CRISP, LEAR, IMPRESSIVE GRAPHICS (MOSTLY)
- ⊕ SMOOTH FAST ANIMATION
- ⊕ RESPONSIVE HANDLING
- ⊖ NO ONE ON THE MAG UNDERSTANDS BASKETBALL!



BILLUPS JUMPS UP TO TAKE A SHOT. BILLUPS? WHAT KIND OF A STUPID NAME IS BILLUPS?



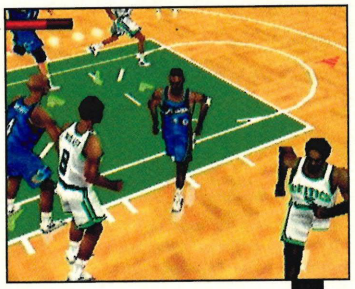
THIS IS WHAT THE AMERICANS CALL A 'TIP-OFF'. WOULDN'T BE A LOT OF USE TO NORTH DORSET SERIOUS CRIMES UNIT, WOULD IT?



BLIMEY! I DIDN'T KNOW THAT NICK PLAYED FOR THE NBA! AND HE ALWAYS SEEMS SO UNFIT AROUND THE OFFICE TOO...

and a reasonable approximation of their appearance. However, if you're not into basketball, then who actually cares?

Once you've chosen your playing mode and selected your team then it's time to hit the field... damn! I mean court, time to hit the court – sorry, been playing *World Cup '98* too much I reckon.



IN THE CLOSE-UP CAMERA VIEWS YOU'RE ABLE TO SEE THE NICE DETAIL THAT'S GONE INTO THE PLAYERS.



SURELY SIR ANDREW LLOYD WEBBER ISN'T IN THE NBA? (WE'VE GOT LOADS OF THESE NAME GAGS YOU KNOW!)

this is the game you've been waiting for

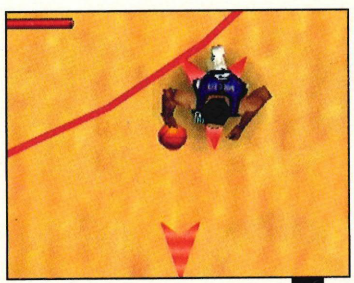
Anyway, the game begins with a 'tip-off', which is where the ball is lobbed into the air and everyone tries to grab it. After that it's time to score some goals. Except they don't call them goals... but then you know what I mean.

Float Like A Butterfly

The player characters in *NBA Courtside* move fast and impressively, being nicely animated with a lot of attention to detail. The controls are fairly easy to pick up, and like *World Cup '98*, there are a number of special moves which your players will perform with the minimum of button-tapping, thus transforming anyone who plays into an instant basketball superstar.

On-pitch action can be viewed through the use of seven different cameras, ranging from a side-on cam to one that looks directly down on the court from above, in the style of old (but great) soccer game *Kick Off*. The really neat thing about the *NBA Courtside* camera views is a fully-adjustable zoom function on each camera which lets you move the view as close in or as far out as you like, thus effectively granting you an almost limited number of different views, albeit some more useful than others. Zooming all the way in on the overhead view for example gives a close-up of your player's head and nothing else – very helpful!

Once you've finished messing with the camera views and actually get down to playing the game, you'll find



AND THE *CHAMELEON TWIST* PRIZE FOR MOST RUBBISH CAMERA ANGLE IN A VIDEO GAME GOES TO... THIS SCREENSHOT.



SLAM DUNK! EVEN THOUGH HE'S GOT LIMBS LIKE A SEAL, THIS BALD CHAP HAS STILL GOT ALL THE MOVES.

Do It Yourself!

YOUR CHANCE TO PLAY DEITY FOR A DAY AND MANUFACTURE YOUR OWN BASKETBALL-PLAYING HUMAN BEING. HERE'S A RUNDOWN OF THE PROCEDURE:



EVERYONE NEEDS A FIRST NAME, AND BASKETBALL PLAYERS ARE NO EXCEPTION! EXCEPT FOR THE ONES WITHOUT ONE THAT IS...



AS YOU ENTER YOUR PLAYER'S SURNAME, YOU'LL SEE IT APPEAR ON THE BACK OF HIS SHIRT – NOW THAT'S MAGIC!



IT APPEARS THAT THE NBA DOESN'T ACCEPT PLAYERS ABOVE THE AGE OF 99 – NOW'S THAT'S JUST BLATANTLY AGEIST, THAT IS!



IT ALSO APPEARS THAT IF YOU'VE BEEN A PROFESSIONAL FOR MORE THAN 20 YEARS, YOU GET KICKED OUT OF THE NBA! HAVEN'T THEY HEARD OF EXPERIENCE?



CHOOSE YOUR FAVOURITE SHIRT NUMBER. I'VE ALWAYS FOUND THAT 77 HAS BEEN LUCKY FOR ME.



NEXT YOU NEED TO CHOOSE YOUR POSITION... OO-ER, FNARR FNARR. OKAY, ENOUGH OF THAT, YOU CHOOSE YOUR PLAYING POSITION.



LET'S SEE, I'VE ALWAYS BEEN RATHER TALL FOR MY HEIGHT... NOT QUITE THAT TALL THOUGH!



WEIGHT? OH BUGGER, I ALWAYS GET MY POUNDS AND KILOGRAMS MIXED UP. LET'S SEE, 350 SOUNDS ABOUT RIGHT...



CHOOSE YOUR HEAD FROM A CHOICE OF 20. I'D HAVE HAD A LOT LESS HASSLE AT SCHOOL IF I COULD'VE DONE THIS WITH MY HEAD!



AND FINALLY YOU SELECT YOUR ABILITIES. OF COURSE, AS I'M GREAT AT EVERYTHING, I'LL HAVE TO GIVE MYSELF 100% ON ALL OF THEM.

The best basketball game for the N64

that the action is smooth and exciting. Basketball as a game is generally faster and more action-packed than football anyway, because the pitch is smaller so the playing area – and thus the activity – is more condensed. Also, when a basket is scored the play kicks right off almost immediately, rather than faffing about sending all the players back to their respective halves and starting from the middle.

This style of play has been nicely replicated in *NBA Courtside*, and serves to make the game fast and entertaining. One of the most important aspects of sports games – and more particularly, basketball games – is how well the players respond. The ones in *NBA Courtside* respond extremely fast and are very easy to control, making the game a charm to play. Within moments of picking it up, my players were intercepting and slam-dunking with the best of them – and since I was taking on an all-star team my first time out, you could say it really was with the best of them!

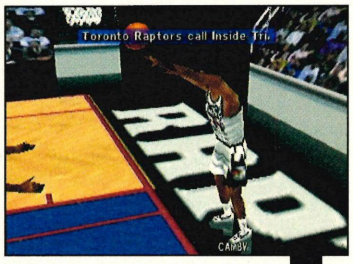
For those who like tactics (and who doesn't?) *NBA Courtside* offers a range of different 'offensive sets' which you can choose from to enable your team to put one over on the opposition. If you don't have much in the way of basketball knowledge, then this element of the game usually wouldn't be of too much use to you, but in *NBA Courtside* each set has a brief description of the kind of effect it should have on the game, so it is possible to learn what plays are useful to use when.

Other in-game options are available – about what you'd probably expect these days from a reasonably decent sports game, with a few more unusual ones thrown in. Elements like fatigue and the likelihood of penalties are fairly standard in football games for example, while there are also basketball-specific rules such as turning the shot timer on and off and other equally obscure settings which will no doubt be familiar to all you basketball fanatics.

Create Your Own Dream Team

In addition to the in-game options, there are a host of choices outside play. If you like statistics, then you can spend your time checking up on your basketball heroes and their teams. If you're unhappy with a team's performance, then you can edit the team, hiring and firing as your whim dictates, and of course, where would you be without the chance to play God and create your own players?

The only criticism of the player edit facility, aside from some of the damned ugly players that is, must be that when setting your player's abilities, there's no limit to what



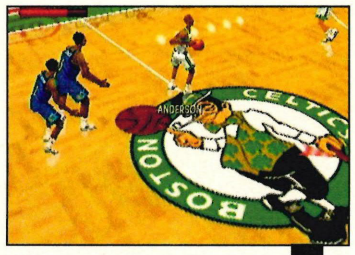
Toronto Raptors call Inside Tri? What the hell is that supposed to mean? I know you're American, but speak English, for God's sake!



The Wizards call the low post, do they? Shouldn't they be casting incantations and summoning demons or something?



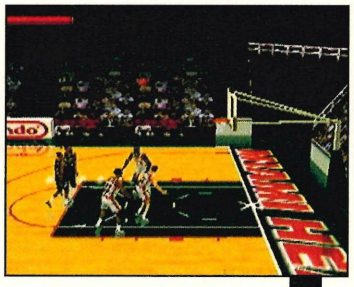
Andy thought this caption should read 'dead Monty Python member makes jump', but that'd just be sick, wouldn't it? Anyway, where's the parrot?



So... a drunken Irishman as the team logo? Does this mean everyone in Boston is Irish and drinks too much?



Suddenly, everyone realised that Michael Flatley had snuck onto the court disguised as a basketball player.



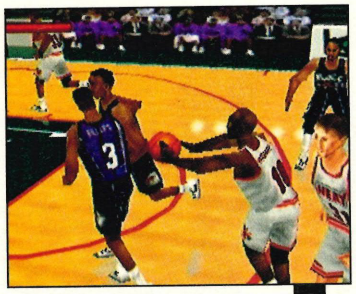
This one is for all you SNES *NBA Jam* fans! I didn't want to put it in, but Andy made me, 'cause he's old. [You're fired – Ed]

Ugly Mugs

This game has some of the ugliest heads you could ever hope to see in a player edit section. It looks like someone's attached their heads to an air pump! Take a look, and see what you think...



Kobe Bryant In NBA Courtside



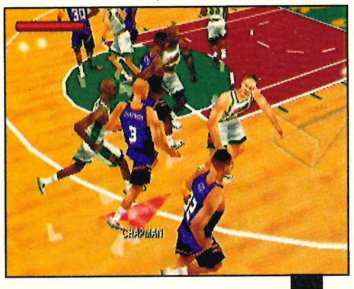
ANOTHER FINE PERFORMANCE BY THE AMAZING SEAL BOY. FOR HIS NEXT TRICK HE'LL PLAY 'STARS AND STRIPES FOREVER' ON A SET OF BIKE HORNS.

statistics you can give him. Usually in sports games where you create your own player, abilities are granted through a 'barter system', where the prospective creator is issued with a limited number of points to spend on each new player forcing them to reduce aptitude on some abilities in order to boost others. In *NBA Courtside* however, your player can have 100% on all abilities, making him practically superhuman!

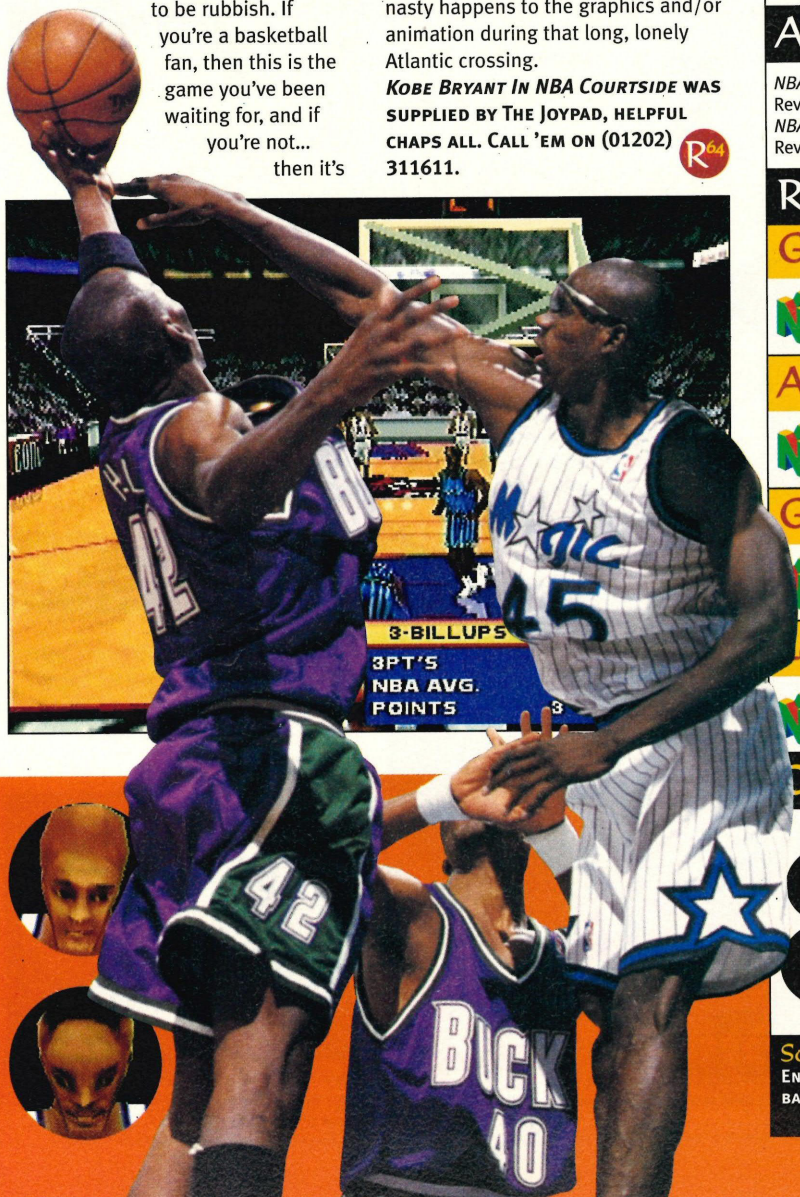
Get Yer Mates Round

So far, all we've discussed is the single-player game, but of course, multiplayer is one of the most important features of any N64 game. *NBA Courtside* allows up to four players to play at once, either opposing each other or even all on the same team if you so desire. This is where the game really comes into its own, and if you buy it you'll soon find yourself bullying and cajoling any three friends you can get your hands on to come around and chain themselves to your console for endless hours of tall-blokey action. This really is one of the best multiplayer games I've ever played, not least because pretty much anyone has a great chance of learning to play really easily without having to practice for hours in advance. Of course, the one-player game is great fun too, and that shouldn't be forgotten.

Kobe Bryant In NBA Courtside, apart from having the most long-winded basketball game name ever, and also the ugliest selection of heads in a player edit section that I ever hope to see, is actually a top sports game, and one that finally proves that just because it's a basketball game on the N64, it doesn't have to be rubbish. If you're a basketball fan, then this is the game you've been waiting for, and if you're not... then it's still bloomin' good fun! Last-minute word of caution though – this is an import game, so it'd be advisable to wait for the UK Update if you're looking at getting the PAL version in a few months, just in case something nasty happens to the graphics and/or animation during that long, lonely Atlantic crossing.



AND WE'VE GOT THEM ON THE RUN! THE OPPOSITION DON'T KNOW WHICH WAY TO JUMP! ER... WHERE'S THE BALL GONE?



2nd opinion

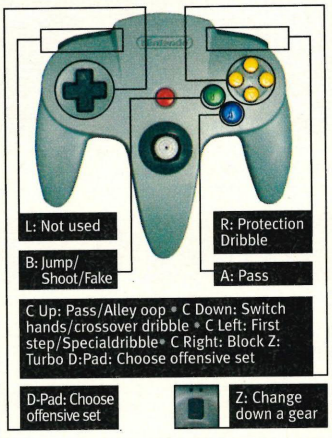
LIKE *1080° SNOWBOARDING*, *NBA COURTSIDE* IS ANOTHER VERY POLISHED NINTENDO SPORTS GAME – BUT LIKE *1080°*, IT SEEMS TO LACK THE INDEFINABLE SPARK THAT SEPARATES THE GREAT FROM THE MERELY GOOD. MAYBE IT'S BECAUSE THE PACE SEEMS A BIT LAID BACK, BUT THE 'GRABS-YOU-BY-THE-NUTS-AND-KEEPS-YOU-PLAYING' FACTOR JUST WASN'T THERE. ANDY MCDERMOTT

Rating:

***KOBE BRYANT IN NBA COURTSIDE* WAS SUPPLIED BY THE JOYPAD, HELPFUL CHAPS ALL. CALL 'EM ON (01202) 311611.**

64 magazine THE BOTTOM LINE

Controls



Alternatives

NBA Hamgtime: GT Interactive (59.99}
Reviewd Issue 5, 58%
NBA Pro ' 98: Komani (59.99)
Reviewd: Issue 12. 70%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

85

Soundbite:
ENJOYABLE, POLISHED, HIGHLY ABSORBING BASKETBALL ACTION

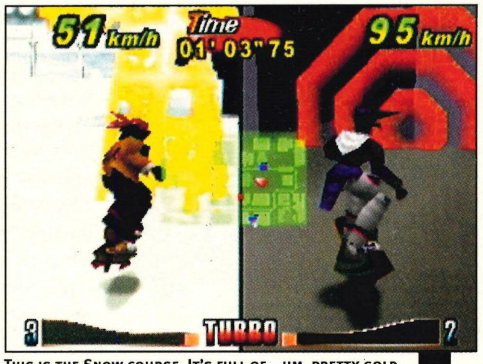
Written by Roy Kimber



You start on the table in the Giant House, and easiest way of it is via this huge ramp.



This huge road bridge is just great for those essential sliding board tricks.



This is the Snow course. It's full of... um, pretty gold and red things. And snow.

Ninfo

Players | Cartridge | 64M | Rumble Pak

Publisher: Human Entertainment
Developer: Human Entertainment
Game Type: Arcade racer
Origin: Japan
Release Date: Out now (import)
Price: £69.99

Since the highly **AMUSING** film *Back To The Future II*, this game has been **CRYING** out to be **MADE** – so why has it taken so **LONG**?

AIRBO

Memory Options

Memory: None
Controller Pak: Stores game progress





$64,000 Question

- ⊕ Massive race tracks
- ⊕ Versatile figures
- ⊖ Nasty drab colours
- ⊖ Only two players and two-player mode is duff

The airboard. What a masterful piece of engineering. There can't be a skateboarder anywhere who wouldn't give their right arm for a real working version of one of these. I can still remember way back around when *Back To The Future II* came out that a rumour went around with the astonishing news that the airboards in the film were real working models, and everyone got quite excited. After all, we had jet fighters and hovercraft, so why not combine the two? Sadly though, be it mere rumour or a clever piece of PR, the airboards turned out not to be real – as any GCSE physics student knew all along.

Now though, through the magic of modern video game technology, the dream has finally come true. Okay, it's not the same as having your own real-life board, but what can you do?

Gentlemen... Start Your Boards!

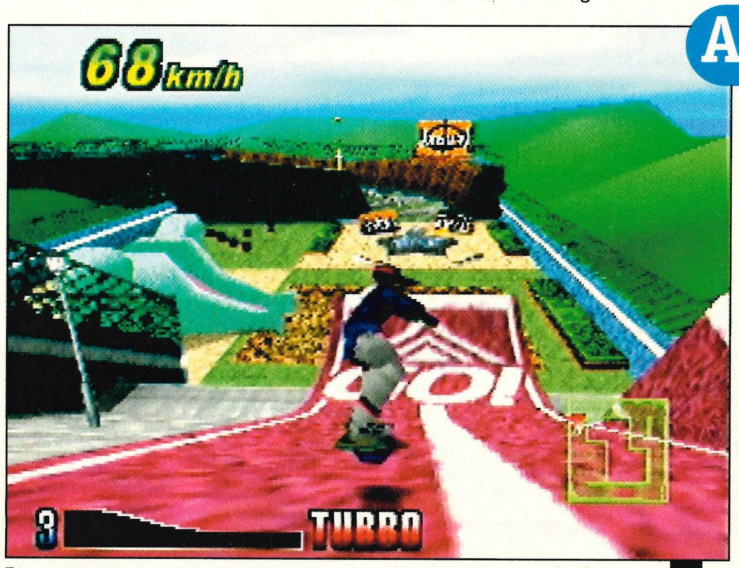
You begin *Airboarder* with a choice of four characters and four different boards. The characters don't seem to vary much as far as ability goes, but the board you choose will affect your performance as different boards are useful for different types of game. Some are good for speed, some for tricks, and so on. There are also a number of game modes to choose from:

The Lecture mode is self-explanatory, and also totally and utterly useless, as it relies on you being able to read screens and screens of Japanese text that are flung at you every time you attempt to pull off a move.

Coin mode is like the silver coin challenges in Rare's *Diddy Kong Racing*. Throughout each level a number of coins are hidden and you must find all of them within a fairly generous time limit. It's not so much a race as a treasure hunt, and gives you plenty of time to explore the various nooks and crannies peculiar to each level.

Street Work mode is similar to Time Attack (which shouldn't need any

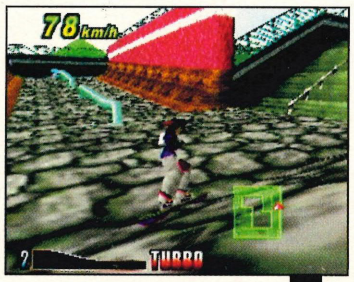
Airboards, unlike snowboards,



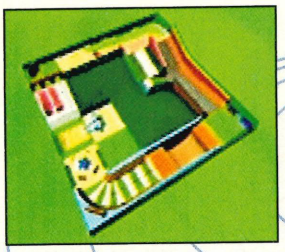
The view from the big ramp on the Green Park course is pretty good, and gives you a taste of what's to come.



Two-player coin search mode. Check out the abnormally large map in the centre of the screen!



Green Park is one of the most fun tracks, as virtually every surface is a ramp of some sort.



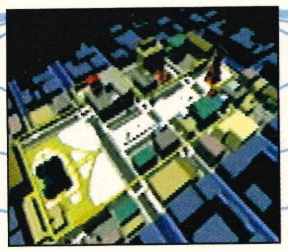
Green Park

As the name suggests, this course is a nice park with lots of greenery. Interesting features include two huge ramps, a bubbling fountain and a swing which can give you a much needed boost when catching that air!



Lost Forest

We're not really sure why this is called the 'lost' forest, except that it is extremely easy to get lost in it! Find your way out of the confusing cave and you'll find a maze of rope bridges and attractive tinkling waterfalls.



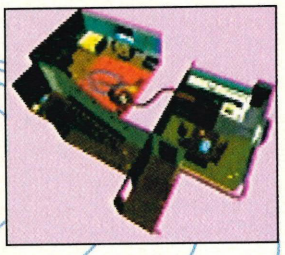
Snow Festival '64

Set in a city area, the snow festival consists of lots of structures built of, er, snow, like igloos, and lots of structures covered in snow. The fun part is climbing vertically up the huge skyscrapers and jumping off.



Sunset Island

The name of this course suggests a tropical paradise, when in fact it's a massive collection of bridges. Death-defying tricks can be performed on the bridge parapets, and the water below is good if you fancy a swim.



Giant House

No surprises here... it's a giant house! Make your way from room to room via mouseholes, and negotiate the huge furniture and fittings that can be used to perform a variety of impressive tricks. Check out the massive cheeses!

OARDER 64

The Airenas!

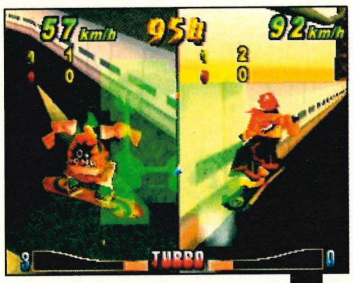
The courses in *Airboarder 64* have obviously had a lot of work and imagination put into them – and they're huge! You'll need to learn every inch of them if you're going to get the best times and find every coin.

explanation) in that you must progress around the course going from checkpoint to checkpoint. However, you are given more time, and the object is to make your way to the end of the course as stylishly as possible – that is, performing as many flashy stunts as you can along the way.

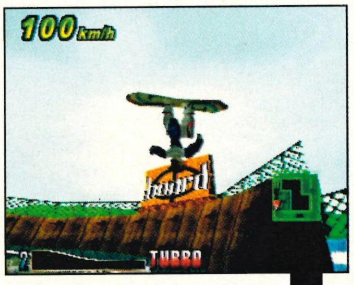
For those of you that don't like your games defined by time limits and set patterns of moves, there's the Free Run option. This essentially gives you the freedom to explore each course for as long as you like without having to worry about finding pesky checkpoints. The catch is that you don't get any reward for your efforts, although it is a good way to work out the best routes around the convoluted landscapes of each course.

Weird Landscapes!

The courses themselves are extremely varied. They range from a snowy cityscape through a stuntpark to a gigantic house, and they are *massive*. Unlike most racing games, the courses in *Airboarder* are not strictly



Oh bugger, I've gone and fallen off the bridge! This would all be much easier if I could actually see what I was doing! Damn that map...



Woh! Check this out – a headstand! How's this for... oh hang on, I'm stuck, er, someone call an ambulance?

don't have to abide by the rules of physics

The Usual Suspects

What game involving boards would be complete without some freaky-looking board riders? These ones bear a startling resemblance to the guys in *Final Fantasy VII* on the PlayStation. They are:



Alf

Hard-looking spiky-haired chap who rides his board in the regular fashion.



Chris

The token Japanese schoolgirl character. Unlike the others, her board style is goofy.



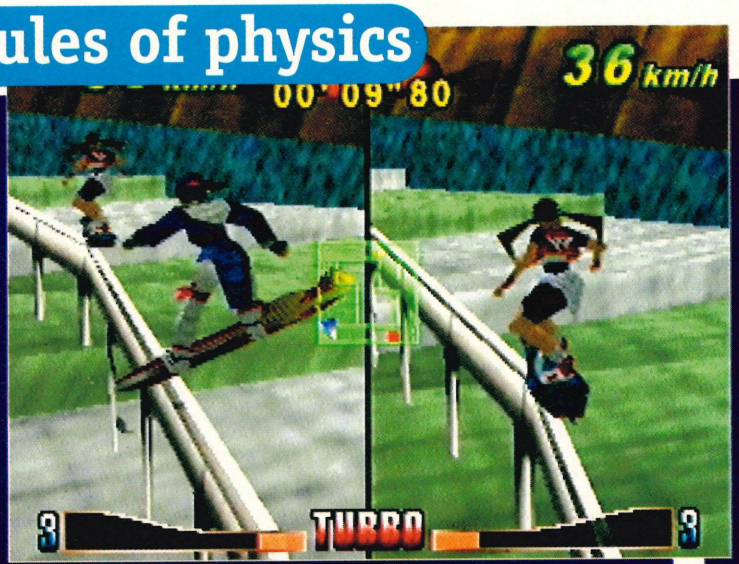
Bobby

This black dude is fast and funky. He also adopts the regular board style.



Dave

Big, fat, with sagging trousers, this regular fellow is not someone to get in the way of.



Head straight at the centre of the fountain on the first level and you'll flip onto the railing behind it where you get the chance to perfect your monorail impersonations.

Famous People Who Hover

Marty McFly



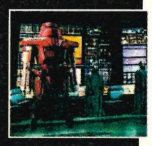
Probably the most famous hoverboarder of them all – he may even have been the inspiration for this game. Marty was an American teenager who travelled in time meddling with the past and the future in an attempt to find true love, get his dad laid and ensure that he got born. Oh, and prevent a temporal rift which might destroy the Universe.

The Annoying Kid From *Reboot*



Enzo, a computer generated character in a computer generated cartoon, spends much of his time riding his own airboard around the computerised streets of Mainframe. He's small, cute and wears his baseball cap backwards, which all combines to make him extremely annoying.

Maximillian From *The Black Hole*



This homicidal robot was the star of a classic sci-fi film. Although he didn't have a board, he nevertheless hovered, at least when he wasn't skewering cowardly scientists or beating up other hover robots. The last we saw of him he was being sucked into the Black Hole with the body of his deceased creator inside of him – grim!

Monkey



This bizarre figure has recently achieved cult status in re-runs of his show *Monkey* on the Bravo cable channel. In a bizarre plot, Monkey was a god, roaming around Japan with other gods like Pigsy the pig god on a mission to help a small boy, or girl, I could never decide. Monkey used to hover on his own cloud, hence his inclusion here.

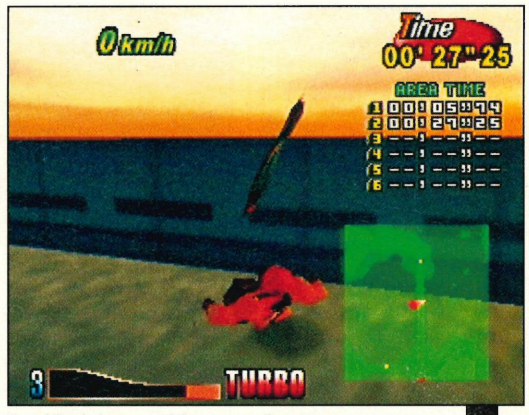
Silver Surfer



Classic superhero the Silver Surfer is possibly even more well-known than Marty McFly. He flies around on a silver surfboard (hence the name) and er... does lots of other superhero type things. Not to be confused with Ice Man, who travels on ice – just like Torville and Dean!



Ouch! Okay, that wasn't cool. Hope no chicks saw that or my street-cred is *right* down the tubes.



Oops! There I go again! Good thing I'm wearing by super-comfy extra-flexible knee, elbow and big toe protectors!

linear. It doesn't necessarily matter which route you take, only that you get to the next checkpoint within the time. In Street Work mode you can do the checkpoints in any order, leaving you free to roam the landscape and choose the route which gives you the best stunts.

Gameplay wise, *Airboarder* is very reminiscent of a snowboarding game... er, except that there's no snow on most of the levels. In a nice change to the various snowboarding games we've played recently the tricks in *Airboarder* are extremely easy to accomplish. This probably has something to do with the fact that airboards, unlike snowboards, don't have to abide by the usual rules of physics, and this is handy when performing such gravity-defying manoeuvres as a double 1080 (I kid you not). The characters in *Airboarder* are varied and fairly freaky, bearing more than a passing resemblance to the stars of a recent PlayStation fantasy role playing title.

One of the best things about *Airboarder* is the freedom which the game allows you. Unlike other snowboarding games I could mention, your boarders don't fall over when they come across the slightest bump, and are in fact incredibly versatile in the range of moves they can do and places they can go. It's possible to travel up most vertical surfaces, allowing you to reach pretty much anywhere you want on a course, and the only restriction seems to be that you can't airboard across the ceiling, thus ruining my chance to make lots of Lionel Richie quips – oh well!

The only snag is that this freedom can be a bit of a nightmare when you're trying to reach checkpoints as fast as possible in time attack mode. A wrong turn can result in you not only hitting a dead end, but also travelling up a wall, and before you realise what's happened, you've flipped over and you're travelling in completely the wrong direction with no idea of how to get back to where you were supposed to be.

Two player mode, sadly, is a bit of a dis



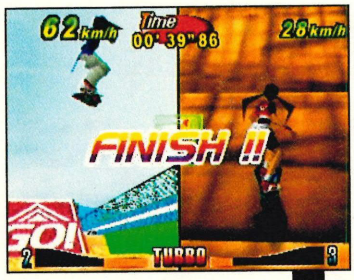
It's quite rare to fall off your board, but it does happen. Do it over water and your character may sink to the bottom and have to swim back up.



Ever had one of those dreams where you're a mouse? No? Just me then. Anyway, progress from room to room via mouseholes!



This swing on the first course is pretty cool. Build up your momentum and get a huge air boost for multiple flips.



YEEEES! LOOK AT THAT! SEE, THIS IS WHAT CAN HAPPEN WHEN YOU KEEP THE MAP TO A REASONABLE SIZE! I THINK I'LL STICK TO PLAYING THIS TRACK...

A Bit Of A Let-Down

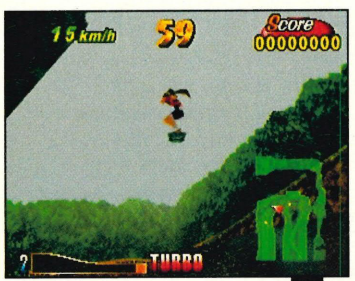
Two player mode, sadly, is a bit of a disappointment. This is mainly because it's played in vertical split-screen thus reducing the visible play area, and this makes it difficult to see where you are going. Another problem in two-player mode is the map. It sits in the middle of the screen so that both players can see it,

appointment

which is okay on the small levels like Green Park, but is a complete nightmare on the larger levels where it takes up virtually half of the screen! This is a shame, because two-player games are always a laugh (assuming you've got friends that is). However, the fact that the one player mode is extremely addictive goes some way towards making up for this.

And In Conclusion...

Overall, *Airboarder 64* is fun, but the Japanese text and instructions make it difficult to work out how to get the most out of it, such as accessing the secret characters. If you absolutely can't wait, and don't mind messing with the Japanese text, then nip out and buy it, you'll be getting a top racing game, at least in one player mode. If you're happy to wait for the



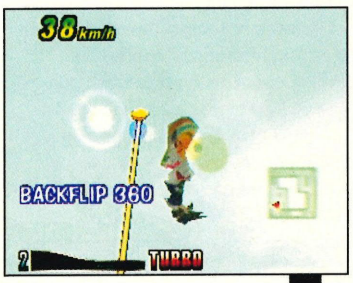
ALTOGETHER NOW! "HEY MAN, CATCH SOME AIR! RAD! COOL!" (REPEAT UNTIL YOU GET BORED OR SOMEONE KNOCKS YOU OUT).



YOU WILL BE HARD-PRESSED TO MISS THE CHECKPOINTS AS THEY MANIFEST THEMSELVES AS HUGE, GLOWING FORCE-FIELDS.

PAL translation though, it's advisable to do so, as it'll make the whole game even more playable, and hopefullythey'll sort out the two player maps!

***AIRBOARDER 64* WAS SUPPLIED BY THE VIDEO GAMES CENTRE. CONTACT THEM ON (01202) 527314.**



IF YOU'RE AFTER THE REALLY FANCY TRICKS THEN YOU'LL PROBABLY SPEND MOST OF YOUR TIME IN THE AIR – CHECK OUT THE LENS FLARE!

2nd opinion

AS CURES FOR INSOMNIA GO THIS IS RATHER A GOOD ONE, BUT AS AN EXCITING GAME IT'S A DEAD LOSS. AFTER *1080°* I EXPECT PRECISION CONTROLS, BUT IN *AIRBOARDER* YOU JUST SORT OF WAFT ABOUT AIMLESSLY WITHOUT EVER FEELING THAT ANY KIND OF SKILL IS REQUIRED TO PERFORM STUNTS. SOME OF THE COURSES ARE QUITE ATTRACTIVELY DONE, BUT THERE'S NO URGENCY, THRILLS OR ADDICTIVENESS TO BE FOUND. THIS IS ONE BIG SNORE! ANDY MCDERMOTT

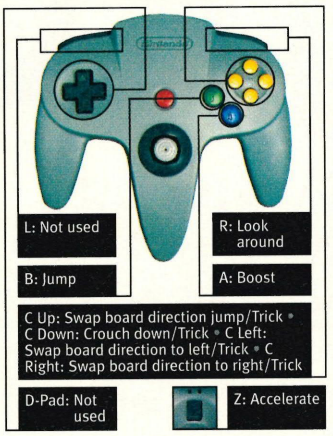
Rating:



THIS GIANT KITCHEN HAS EVERYTHING YOU WOULD EXPECT TO FIND IN YOUR AVERAGE HOUSE – APART FROM A CAT. OR A DOG.

64 magazine THE BOTTOM LINE

Controls



Alternatives

1080° Snowboarding: Nintendo (import)
Reviewed: Issue 12, 86%
Snowboard Kids: Atlus (£39.99)
Reviewed: Issue 11, 85%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall %

80

Soundbite:
GRAVITY-DEFYING FUN AND FROLICS... RADICAL DUDE!

Written by Roy Kimber

Ninfo | Players | Cartridge | 64M | Rumble Pak

Publisher: Take 2 | Game Type: Quiz show | Release Date: Out now (import)
Developer: Gametek | Origin: USA | Price: £60

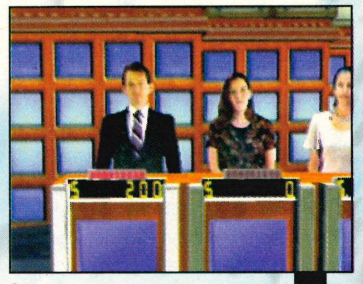
JEOPARDY!

GAMETEK just got bought out by **TAKE 2**... was it because they lost all their **MONEY** producing games like **THIS?**

IF YOU HAD LICENCE TO produce games for what is arguably the most powerful console on the planet at the moment, what kind of games do you think you'd make? Go on, have a think...

Okay, now own up, which of you said 'gameshows'? I have to admit that it's not the first format I'd have thought of. On the plus side though, you're not exactly taxing the limits of the hardware, so that probably means it'll cost less to develop. And of course, many gameshows have a massive following. So all you have to do is either find some way of making the television show audience buy video game consoles or design the game in such a way that it appeals to the normal 'non-gameshow-addicted' gaming populace.

Gametek, it seems, have decided to go for the former option. There is nothing about *Jeopardy!* which stands out and makes you think 'wow, what an inspiration!' There's nothing in fact which distinguishes it from a video quiz game on any other games format. Anyone who read the review of Gametek's *Wheel Of Fortune* in issue ten may remember remarks to the effect that it could just as easily have been produced on an old Commodore 64. The same could be said of the graphics in *Jeopardy!* – if anything, this one is even more simplistic! You don't even get the partially animated contestants from *Wheel Of Fortune*; instead, the characters are all just static and the FMV 'animation' consists of brief blurry sequences in a small sub-window on screen.



CHECK OUT THE WONDERFULLY-ANIMATED CONTESTANTS. DON'T THEY LOOK JUST *SO* EXCITED BY IT ALL?



THE *JEOPARDY!* BOARD IS THE STAR OF THE SHOW, AND IS ACTUALLY PROBABLY THE MOST ANIMATED FEATURE OF THE GAME.

$64,000 Question

- ⊕ MORE N64 FMV!
- ⊖ ALL OTHER GRAPHICS EXTREMELY SIMPLISTIC
- ⊖ PUTS AS MUCH STRAIN ON THE N64'S CAPABILITIES AS A CRAY SUPERCOMPUTER PRINTING "HELLO"
- ⊖ IT'S BASED ON AN AMERICAN QUIZ SHOW

Memory Options

MEMORY: NONE
CONTROLLER PAK: NONE

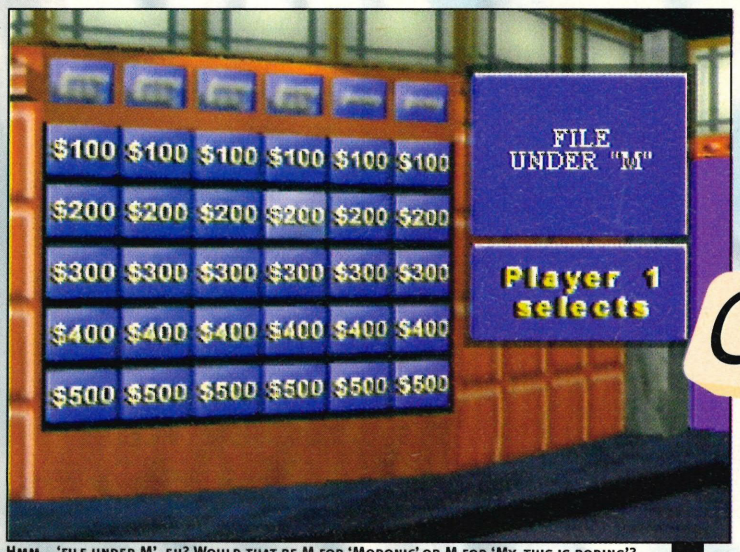
I'LL TAKE NAFF GAMES FOR $100

For those of you not familiar with the televisual entertainment of our American cousins, *Jeopardy!* is a popular quiz show with a standard three-contestant format and a slight twist. The difference is that the quizmaster gives the answers and the contestants then have to respond with the questions, starting with some variation of the phrase "What is...?"

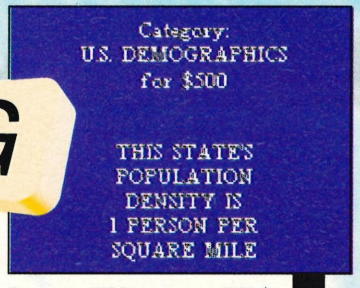
For example, the quizmaster might say "A bird which has a bill instead of a beak, webbed feet and spends most of its time swimming around on lakes." To which the contestant would respond, "What is a duck?"

Jeopardy! is played over three rounds – Jeopardy, Double Jeopardy and Final Jeopardy. In the first two rounds contestants make selections from one of six randomly chosen categories. Each category contains five questions – or rather, five answers – and the difficulty level of each is represented by cash values. The more money the difficult the answer, the more money it's worth.

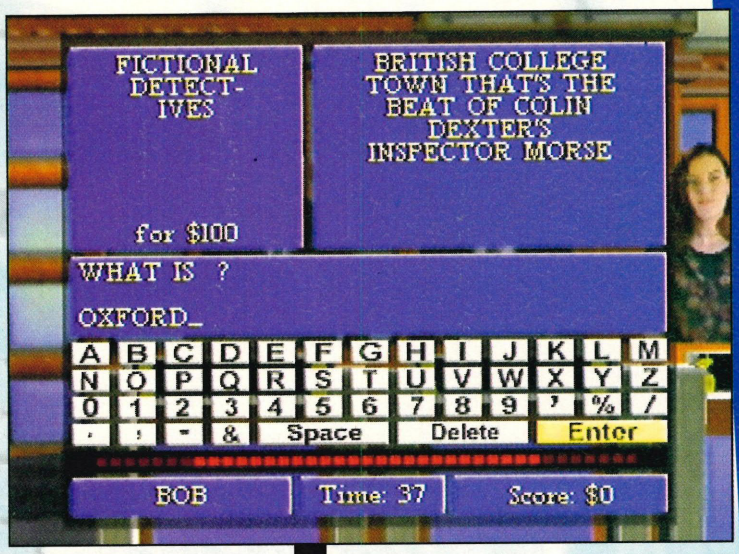
The FMV 'animation' consists of brief bl



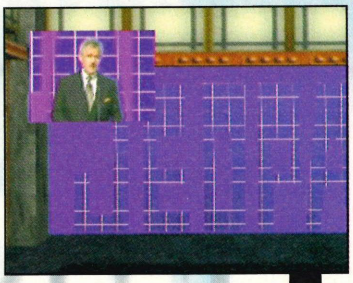
HMM... 'FILE UNDER M', EH? WOULD THAT BE M FOR 'MORONIC' OR M FOR 'MY, THIS IS BORING'?



I'M SORRY... 'US DEMOGRAPHICS'? WHAT KING OF A CATEGORY IS THAT? WHATEVER HAPPENED TO SPORTS & LEISURE, OR ENTERTAINMENT?



HURRAH! A QUESTION ABOUT SOMETHING THAT'S NOT AMERICAN! HOW DID THAT GET IN THERE? QUALITY CONTROL MUST HAVE MISSED IT.



GET AN ANSWER WRONG, AND THE HOST GIVES YOU A SYMPATHETIC LOOK... WHICH QUICKLY BECOMES VERY ANNOYING, VERY QUICKLY.

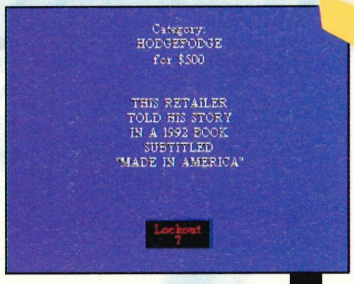
Rather than each contestant answering specific answers, every selection is open to all – with the exception of Daily Double questions which we'll come to in a minute. In fact, no-one has to try to answer the questions at all. The reason for this becomes clear when you see that whereas a correct answer earns cash, an incorrect answer results in that amount being deducted from your total.

As mentioned earlier, *Jeopardy!* comprises three rounds. Within the first two rounds there is also a bonus feature, the Daily Double. This feature crops up once in the first round and twice in the second. When a contestant happens upon a square which hides a Daily Double then the format changes a little. Before seeing the answer, the person making the selection gets to wager a percentage of the money they've earned so far. If they get the question right, they double their money, if they get it wrong, they lose that amount. Other players cannot jump in on the Daily Double questions.

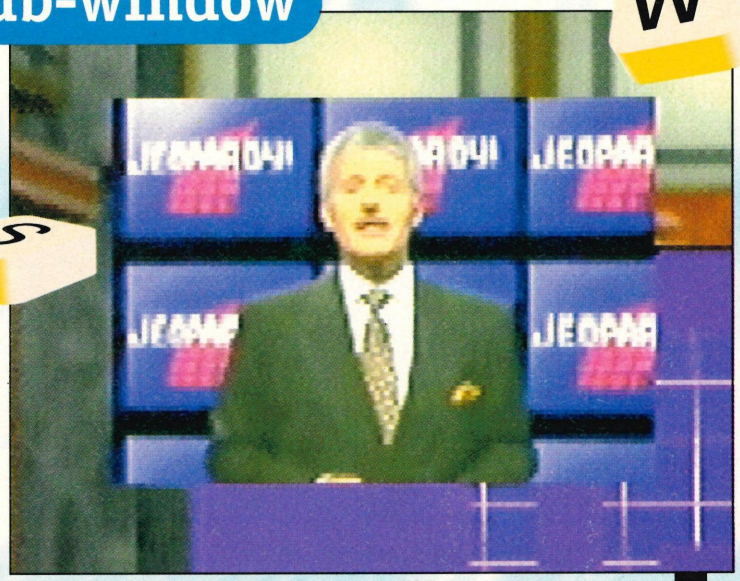
The second round is Double Jeopardy. However, all this means is that the cash values are doubled, as are the number of hidden Daily urry sequences in a small sub-window



SWITCH ON THE COMPUTER-ASSIST AND THE GAME WILL HELP YOU WITH YOUR WORD SELECTION. THIS DOES TAKE A LOT OF THE FUN OUT OF IT THOUGH.



YOU'LL GET GIVEN A FEW SECONDS TO READ THE QUESTION DURING WHICH NO-ONE CAN BUZZ IN. AFTER THAT IT'S A CASE OF WHO'S FASTEST ON THE BUTTON.



THIS IS YOUR HOST. HE'S PROBABLY REALLY FAMOUS IN THE US, BUT ALL I KNOW IS THAT HE GUEST-STARRED IN ONE EPISODE OF *THE X FILES* – AND THAT ONLY BECAUSE ANDY TOLD ME!

What Next?

SO FAR WE'VE HAD TWO OF THE BIGGEST SHOWS ON AMERICAN TELEVISION CONVERTED INTO N64 GAMES (IF YOU CAN CALL THEM THAT). BUT WHAT NEXT? HERE'S A FEW SUGGESTIONS FOR SUBJECTS WHICH MIGHT MAKE BETTER GAMES THAN *JEOPARDY!*

CORONATION STREET – THE PUB SIMULATION



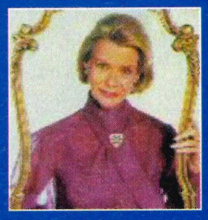
PLAY THE DUCKWORTHS AS THEY ATTEMPT TO TEND BAR IN ONE OF THE MOST INBRED PUBS IN ENGLAND. GASP AS PEOPLE FLOOD UP TO THE BAR AND ASK FOR DRINKS. GROAN AS THE PUMPS RUN DRY AND YOU HAVE TO NIP TO THE CELLAR TO TURN THEM BACK ON IN A NIFTY SUB-GAME. CHEER AS THE BELL RINGS FOR CLOSING TIME AND EVERYONE GOES HOME – PHEW!

EASTENDERS: THE RPG



YOUR TASK IS TO BECOME THE MOST DEPRESSED, NEUROTIC, MESSED-UP INHABITANT OF ALBERT SQUARE. YOU'LL ACHIEVE THIS THROUGH EXCESSIVE ALCOHOL CONSUMPTION, HUGE ARGUMENTS WITH THE OTHER CHARACTERS, FATHERING AS MANY ILLEGITIMATE CHILDREN AS POSSIBLE AND REPEATING THE PHRASE "OI, SORT IT AHHT!" AS OFTEN AS POSSIBLE.

NEIGHBOURS GRAPHIC ADVENTURE

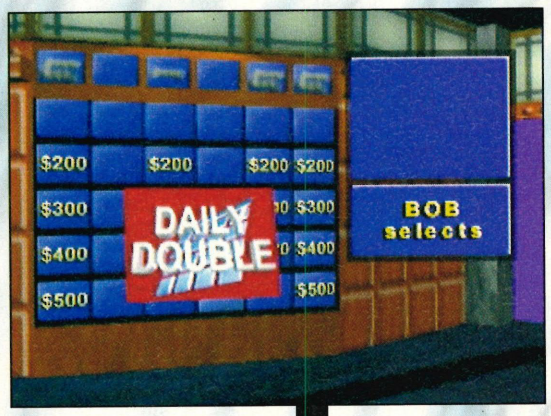


CONTROL ONE OF THE RESIDENTS OF RAMSEY STREET AND JOIN THE QUEST TO BECOME A YOUNG, BRONZED POP STAR. ALONG THE WAY YOU'LL NEED TO CONTEND WITH LONG-LOST RELATIVES AND COMPLETE STRANGERS WHO JUST APPEAR IN THE LOCAL COFFEE SHOP ONE DAY AND GET ADOPTED BY YOUR 800 YEAR-OLD GRANDMOTHER WHO'S RELATED TO EVERYONE IN AUSTRALIA AND HAS SURVIVED 47 HEART ATTACKS.

POINTS OF VIEW: A WHODUNNIT



ADOPTING THE PERSONA OF SOMEONE WITH THE SURNAME ROBINSON, YOU SET OUT TO RIDICULE YOUR FELLOW MEDIA TYPES THROUGH THE USE OF CLEVERLY SELECTED LETTERS FROM MEMBERS OF THE PUBLIC. ALONG THE WAY YOU'LL NEED TO DEVELOP SOME PARTICULARLY LOUSY ACCENTS WITH WHICH TO READ THESE LETTERS. IF SUCCESSFUL, YOU'LL GET TO BUGGER OFF TO *WATCHDOG* WHERE YOU'LL SPEND YOUR TIME SOLVING PROBLEMS FOR RICH PEOPLE AND INTERRUPTING YOUR CO-PRESENTERS IN MID SENTENCE.



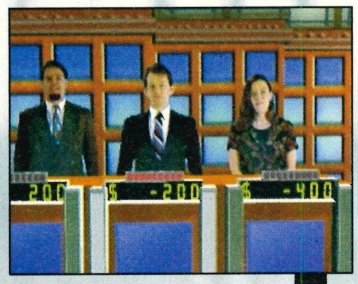
FIND THE DAILY DOUBLE AND YOU CAN WAGER AWAY YOUR WINNINGS ON A DESPERATE GAMBLE – IF YOU'VE WON ANYTHING THAT IS.



THE GOOD THING ABOUT THE DAILY DOUBLE IS THAT ONLY THE PERSON WHO FOUND IT CAN MAKE A GUESS, SO TOUGH LUCK EVERYONE ELSE.

Double squares. The Final *Jeopardy!* round is one answer just like in the Daily Double sections, except that all the contestants who have cash are able to gamble.

Questions in *Jeopardy!* are entered via an on-screen keyboard interface. You can choose from three options: loose spelling, correct spelling (both of which are fairly self-explanatory) and the slightly more unusual computer-aided spelling. With computer-aided spelling, the computer will monitor your letter entries, and suggest possible words from the vocabulary in its database. For instance, type in 'Ca' and the computer might produce 'Car'. Add an 'R' and an 'A', and the computer might suggest 'Caravan'. In this way you can also tell whether your answer has a chance of being right from whether or not it actually appears in the vocabulary.



WELL DONE, YOU'VE ALL WON THE STAR PRIZE! A HOLIDAY EVERY WEEKEND FOR LIFE! HELLO? YOU'VE WON? ANYONE THERE? CALL THE PARAMEDICS, THEY'RE ALL DEAD!

BRING BACK *WHEEL OF FORTUNE*!

Which brings us to the questions – one of the biggest failings of this game, at least as far as a European audience is concerned. *Jeopardy!* is an American game, and this is reflected in the questions. Categories range from American History through Famous American People to such well-known and popular British pastimes as Baseball, American Literature and US Demographics. See the pattern yet? Although categories like Biology and Nature are included, even they tend to have an American slant, and it's not uncommon to select say Biology and get an answer like 'An American who categorised every species of dung beetle in 1856'.

There are categories which aren't specifically American, but they cover such popular subjects as Opera (that's the singing, not the chat show) and Artistic Quotations. This means that you won't necessarily like this just because you're a fan of *Trivial Pursuit*.

Gameplay in *Jeopardy!* is reasonably good fun if you play with a couple of friends and you're all fairly up on intellectual American trivia. Otherwise forget it. If Take 2 are going to convert *Jeopardy!* to PAL, then they'll need to sort out the question categories. At the moment though, if you're a parent reading this review, don't under any circumstances buy your children this game – they'll never forgive you. Buy 'em *Goldeneye* instead!

JEOPARDY! WAS SUPPLIED BY NEW GENERATION. (0113) 230 6007.



CHOOSE FROM A SELECTION OF DIFFERENT CONTESTANTS. IT MAKES NO DIFFERENCE WHICH ONE YOU SELECT, AND NONE OF THEM ARE PARTICULARLY INSPIRING!

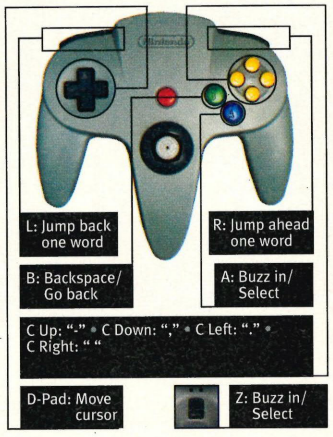
2nd opinion

ANSWER: ANOTHER NAFF QUIZ CONVERSION THAT MAY BE A TELLY CLASSIC BUT JUST DOESN'T CUT IT ON THE N64 DUE TO THE COUNTLESS OBSCURE AMERICANISMS, OFTEN PEDANTIC ANSWER INPUTTING (ARRRGGH!), OBVIOUS LACK OF USE OF THE MACHINE, AND OVERALL DOWNRIGHT CHEESINESS. QUESTION: WHAT IS *JEOPARDY*? PHIL KING

Rating:

64 magazine THE BOTTOM LINE

Controls



Alternatives

Wheel Of Fortune: Gametek (£39.99)
Reviewed: Issue 10, 45%
Tetrisphere: Nintendo (£39.99)
Reviewed: Issue 10, 75%

Rating

Graphics

Audio

Gameplay

Lasting Challenge

Overall

30%

Soundbite:
MIGHT BE FUN IF YOU'RE AN AMERICAN FAN, OTHERWISE FORGET IT!



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CHEAT CENTRAL

My god, it's full of **STARS!** Full of **CHEATS,** certainly, as Cheat Central **BURSTS** its belt and has to **CHANGE** into new four-page pants.

66

74 QUAKE
Only one of our legendary players' guides this issue, but if you're gonna go, you might as well go big. Time to waste some zombies!





Mortal Kombat Mythologies: Sub Zero

ANOTHER GAME WHICH HAS ALREADY MADE A SHOWING ON THE PAGES OF CHEAT CENTRAL, BUT IF YOU'RE STILL STRUGGLING, EVEN WITH OUR TOP SOLUTION, THEN TRY THE FOLLOWING.



INVINCIBILITY

Enter TDFCLT on the password screen. Then you can make like Boris from *Goldeneye* and cry "I yam eeen-veeencible!"



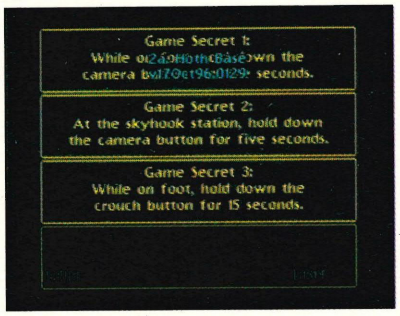
Shadows Of The Empire

IF YOU THINK THAT YOU'VE SEEN EVERYTHING THERE IS TO SEE IN LUCASARTS' AGING EMPIREFEST, THINK AGAIN!

CHEATS MENU

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works. You'll need either two people, or a versatile tongue!

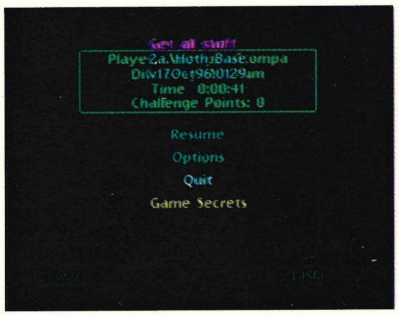
1. As usual, use a game with the player's name as ".Wampa..Stompa" (full stops represent spaces). The name *must* be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.



2. Begin playing on any level and pause the game.

3. Hold down *all* of the following buttons. All the C buttons, Z, L, R and d-pad Left.

4. Now, this is where you'll need your tongue! While holding all the above buttons down, move the analogue stick *halfway* to the left, and hold it until you hear a sound. [Editor's note – Roy is gross. If you want to avoid filling your controller with drool (nobody ever wants to touch Roy's controller again), use your chin instead!]



5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.

6. Repeat this process again with the analogue stick to the left, then again to the right, and then again to the left.

7. Pink text should appear at the top of the screen. Use L and R to change the options – some of them can be changed by pushing the control stick up and down. Press A to activate them.

8. To get the cheat menu back, pause the game, then hold down all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.









Rampage World Tour

While you wait for *Godzilla* to hit cinema screens, get the most out of this dated but fun monster mash with these cheats.



Alternate Coloured Characters

Go to the character selection screen and highlight George, Ralph, or Lizzy. Before you select them, you'll be able to change their colour by pressing up on the d-pad. Each monster comes in a range of tasteful hues just perfect for those all-important international wrecking sprees!

Play as Vern

To play as the Violent Enraged Radioactive Nemesis, eat the canisters of Toxic Waste that you'll find somewhere near the Scum Labs buildings. For the rest of the level you'll be super-strong, have the ability of flight, and be able to shoot fireballs with the C Down button.

Hidden Cities

To get to the hidden cities, repeatedly punch the sign that switches between pictures of various landscapes and then tap one of the following buttons while on the screen that shows your next destination.

George: Press the jump button
Lizzie: Press the punch button
Ralph: Press the kick button

Not every destination has a hidden city, so you'll just have to experiment!



1080° Snowboarding

Another Nintendo game that forces you to be at least vaguely good before you are able use any cheats. But wait! Here comes Cheat Central with some underhand advice!

All Tricks

To perform all the tricks in Training Mode with ease and thus obtain the Penguin Board, do the following.

Enter Training Mode with any character and perform some easy tricks, turning them red on the trick list. When you find a trick that's too difficult, select the trick list and choose an easy trick that you can do. Perform the easy trick and while you are still in the air tap C Right to switch back to the trick list. Then select the difficult trick and continue with the game. Land safely and the game will be fooled into thinking that you did the difficult trick!

NHL Breakaway '98

Yet more cheats for this top "non-Gretzky" hockey game.

Bonus Teams

Press C Left, R, R, L, L, C Right on the main menu and you'll be able to access extra teams.

Perfect Players

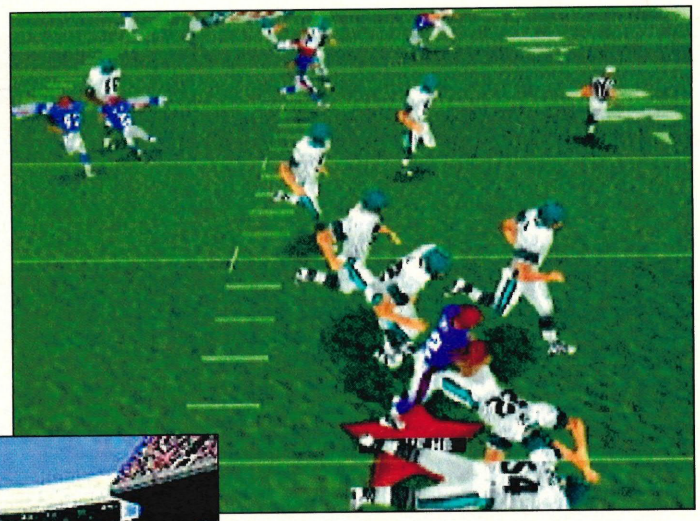
Go to the Create Player screen and give your name as 'Jim Hung'. You'll then be able to change any player characteristic, and create some super athletes!

100 Bonus Points

On the main season menu enter the following code: C Left, C Left, C Right, C Right, C Left, C Left, C Right, C Right and R to add 100 bonus points. You can do this as many times as you want.

John Madden 64

We published some codes for this a while ago, but for all you 'rugby-for-sissies' fans out there, here's another one.

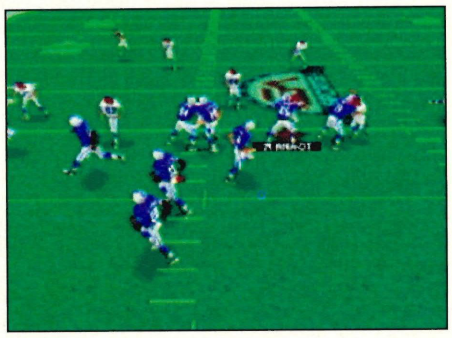




All Time Madden Team

Enter the name AT_MADDEN (the underscore denotes a space).



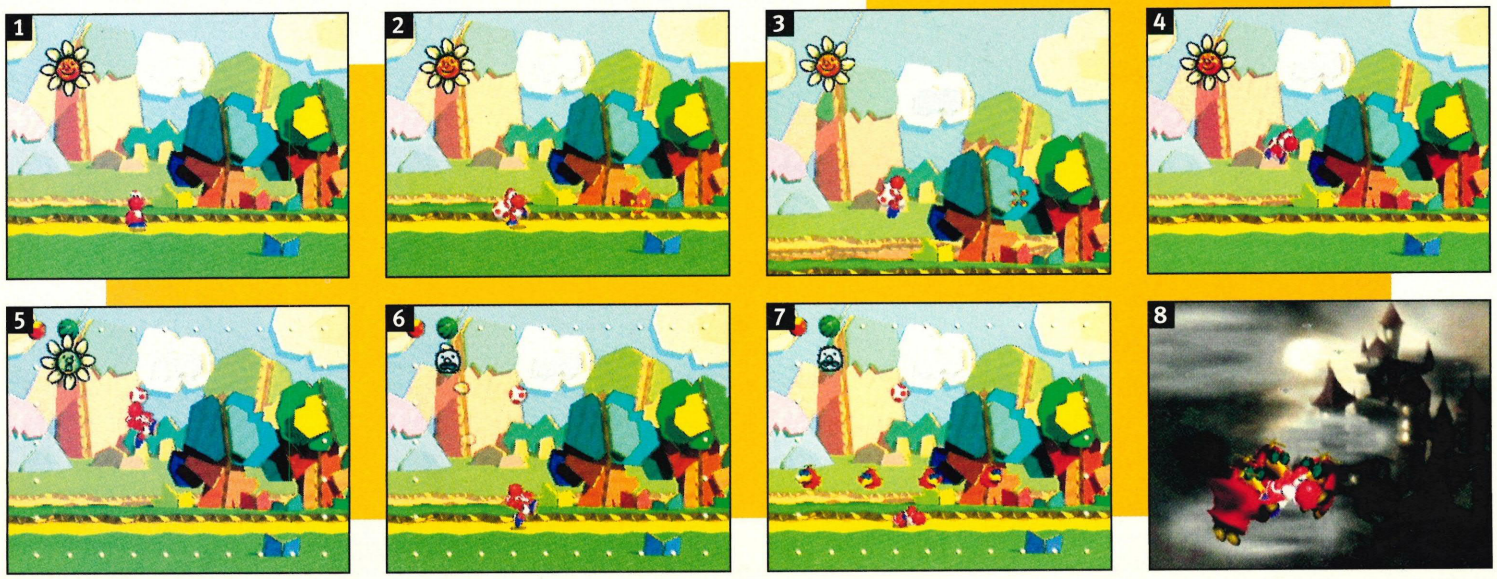




Yoshi's Story

Instant Death

Why, oh why, would anyone want to kill something as cute as a baby Yoshi? We certainly couldn't tell you, but for all you sadists out there – and possibly for those of you who find your Yoshi by some quirk of fate stuck in an impossible-to-escape situation – press and hold the Z, A, B and L buttons together and your Yoshi will expire regardless of the state of his health at that time.



F1 Pole Position

Normally cheating in a Grand Prix is usually limited to ramming potential rivals off the road, but not on the N64!



Infinite Fuel

Keep running out of fuel in Grand Prix mode? For unlimited gas, go to the settings menu and set the initial amount of fuel to just 10%. You'll find that although the gauge will flash on the red, you'll never run out, and the added bonus is that your car will be much lighter and so have far better acceleration!

DATEL GAME PRODUCTS

We've had a few letters recently enquiring as to the whereabouts of the Datel Action Replay Codes. We appreciate that they've been a bit thin on the ground of late, and if we ain't got 'em, we can't print 'em! However, fear not, because now, in conjuction with Datel, Cheat Central is proud to announce new codes for the Action Replay!

Duke Nukem 64

Infinite armour
812A5AC2 0064

Infinite Vitamin K
818A5ACo 0190

Infinite jet pack fuel
812A5ABE 0640

Infinite scuba gear
812A5ABC 1900

All keys
802A5A77 000F

Infinite pistol ammo
802A5A31 00FF

Shotgun
802A5AEB 0001

Infinite shotgun ammo
802A5A33 00FF

SMG
802A5AEC 0001

Infinite SMG ammo
802A5A35 00FF

Grenade launcher
802A5AED 0001

Infinite grenade launcher ammo
802A5A37 00FF

Pipe bombs
802A5AEE 0001

Infinite pipe bombs
802A5A39 00FF

Shrinker
802A5AEF 0001

Infinite shrinker ammo
802A5A3B 00FF

Expander
802A5AFo 0001

Infinite expander ammo
802A5A3D 00FF
Missile launcher
802A5AF1 0001

Infinite missile launcher ammo
802A5A3F 00FF

Plasma cannon
802A5AF2 0001

Infinite plasma cannon ammo
802A5A41 00FF

Laser trip bomb
802A5AF3 0001

Infinite laser trip bombs
802A5A43 00FF

FIFA: Road To World Cup

Away team scores 20 goals
801AF437 0014
Away team scores 0 goals
801AF437 0000

Home team scores 20 goals
801AF433 0014

Home team scores 0 goals
801AF433 0000

GoldenEye

Dam:
Infinite ammo
800BAB97 FFFF

Infinite health
810BA3DC 3F80

Facility:
Infinite ammo
8009DF97 FFFF

Infinite health
8109D7DC 3F80

Runway, Surface, Depot:
Infinite ammo
800C0F97 FFFF

Infinite health
810C07DC 3F80

Bunker, Silo:
Infinite ammo
8009B797 FFFF

Infinite health
8109AFDC 3F80

Frigate:
Infinite ammo
800AE397 FFFF

Infinite health
810ADBDC 3F80

Surface 2:
Infinite ammo
800CD797 FFFF

Infinite health
810CCFDC 3F80

Statue Park:
Infinite ammo
800ACF97 FFFF

Infinite health
810AC7DC 3F80

Archives, Caverns, Cradle and Egyptian:
Infinite ammo
800B4797 FFFF

Infinite health
810B3FDC 3F80

Streets:
Infinite ammo
800BE797 FFFF

Infinite health
810BDFDC 3F80
Train, Jungle and Control Centre:
Infinite ammo
800A7F97 FFFF
Infinite health
810A77DC 3F80

Aztec:
Infinite ammo
80097B97 FFFF

Infinite health
810973DC 3F80

For the following codes to work you must have at least one cheat already active on the cheat menu.

All guns
80058593 0001

Invisible Bond
8005859A 0001

Donkey Kong mode
8005859C 0001

Enemy rockets
800585AC 0001

Fast animation
800585AA 0001

Infinite ammo
8005859B 0001

Invincible
80058592 0001

Line mode
80058597 0001

No radar (multi)
800585A7 0001

Paintball mode
8005859F 0001

Slow animation
800585Ab 0001

Tiny Bond
8005859E 0001

Turbo mode
800585A8 0001

Open all levels
For these codes to work you must make a copy of a save within the game.
81058950 0101
80058952 000F
80058954 000F
80058956 000F
80058958 000F
8005895A 000F
8005895C 000F
8005895E 000F
80058960 000F
80058962 000F

Mace: The Dark Age

Infinite energy player one
8008B287 0064

One hit death player one
D008B287 0064
8008B287 0001

Infinite energy player two
8008AEFF 0064

One hit death player two
D008AEFF 0064
8008AEFF 0001

WCW Vs NWO World Tour

Time always zero
800F171F 0000

Maximum spirit player 1
800F0831 0064

Minimum spirit player 1
800F0831 0000

Maximum spirit player 2
800F0BD1 0064

Minimum spirit player 2
800F0BD1 0000

Maximum spirit player 3
800F0F71 0064

Minimum spirit player 3
800F0F71 0000

Maximum spirit player 4
800F1311 0064

Minimum spirit player 4
800F1311 0000

Infinite time out
800F16F4 0014

Hidden characters
800606D5 00FF

Aluminium baseball bat player 1
800F1C50 0000
800F1C51 0000
800F1C52 0000

Baseball bat player 1
800F1C50 0001
800F1C51 0001
800F1C52 0000

Silver chair player 1
800F1C50 0002
800F1C51 0002
800F1C52 0000

Table piece player 1
800F1C50 0003
800F1C51 0003
800F1C52 0000

Aluminium baseball bat player 2
800F1C70 0000
800F1C71 0000
800F1C72 0001

Baseball bat player 2
800F1C70 0001
800F1C71 0001
800F1C72 0001

Silver chair player 2
800F1C70 0002
800F1C71 0002
800F1C72 0001

Table piece player 2
800F1C70 0003
800F1C71 0003
800F1C72 0001

Aluminium baseball bat player 3
800F1C90 0000
800F1C91 0000
800F1C92 0002

Baseball bat player 3
800F1C90 0001
800F1C91 0001
800F1C92 0002

Silver chair player 3
800F1C90 0002
800F1C91 0002
800F1C92 0002

Table piece player 3
800F1C90 0003
800F1C91 0003
800F1C92 0002

Aluminium baseball bat player 4
800F1CBo 0000.
800F1CB1 0000
800F1CB2 0003

Baseball bat player 4
800F1CBo 0001
800F1CB1 0001
800F1CB2 0003

Silver chair player 4
800F1CBo 0002
800F1CB1 0002
800F1CB2 0003

Table piece player 4
800F1CBo 0003
800F1CB1 0003
800F1CB2 0003

ScoreZone

In association with Logic 3

This is the section dedicated to HARDCORE gamers – can you BEAT the BEST?

Compiled by Roy Kimber

● Hello, good evening and welcome! This month's winner comes from the mystic east... well, east of Britain anyway. The title of Ultimate Player for this issue is grasped firmly in the nimble gaming fingers of Arthur van Dalen from the Netherlands. Arthur wins the award for his top times on *Diddy Kong Racing*, and because he sounds like a Dutch version of Arthur Daley from the Thames TV classic *Minder*.

● If there are 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!

● Next month I'd like to see some more scores from that wintery cartoon classic *Snowboard Kids*. I've had a few already, but I'm hanging onto them until I've got a reasonable number. Get boarding!

● As some of you may have noticed, the scores for the Runway level of *Goldeneye* are getting a little out of hand. If things get any worse, the Runway level will end up getting a page on its own! Because of this, I will be eternally grateful to anyone who sends in a time that's faster than 27 seconds – who knows, it could count towards the Ultimate Player accolade...

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

Extreme G

CITY 1

2:10:88	Hayeb Kamali, Cardiff
2:16:28	Michael Cruse, Somerset
2:29:56	Stuart Hazelton, Essex
2:31:78	William McMillan, Ayrshire

Tetrisphere

RESCUE

38034300	Zack King, Surrey

Diddy Kong Racing

ANCIENT LAKE

00:42:54	Stephen Henderson, Upminster
00:42:65	Thomas Ferrari, Norfolk
00:44:86	Mike Brear, Wirral
00:45:33	Arthur van Dalen, Netherlands
00:45:46	Richard Dunn, Lincolnshire
00:46:41	R. M. Kamermans, Netherlands
00:49:23	Ian Gore, Somerset
00:49:33	Zack King, Surrey
00:50:00	Mark Banks, Berks
00:50:10	Rob Pierce, Salisbury

FOSSIL CANYON

01:10:00	Arthur van Dalen, Netherlands
01:12:81	Thomas Ferrari, Norfolk
01:13:81	R. M. Kamermans, Netherlands
01:14:61	Stephen Henderson, Upminster
01:15:63	Richard Dunn, Lincolnshire
01:16:10	Mike Brear, Wirral
01:16:75	Jason B, Warwickshire
01:17:43	Ian Gore, Somerset
01:17:53	Simon Hanna, Middlesex
01:18:41	Kevin Seeney, Suffolk

JUNGLE FALLS

00:45:66	Arthur van Dalen, Netherlands
00:48:75	Jason B, Warwickshire
00:48:90	Stephen Henderson, Upminster
00:50:20	Kevin Seeney, Suffolk
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

TREASURE CAVES

00:47:71	Arthur van Dalen, Netherlands
00:49:31	Thomas Ferrari, Norfolk
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
00:53:76	Kevin Seeney, Suffolk
00:54:63	Simon Hanna, Middlesex
01:04:96	Malthe T Clausen, Denmark

SPACEDUST ALLEY

01:44:61	Arthur van Dalen, Netherlands

DARKMOON CAVERNS

01:58:65	Arthur van Dalen, Netherlands

SPACEPOST ALPHA

01:49:40	Arthur van Dalen, Netherlands

STAR CITY

01:32:46	Arthur van Dalen, Netherlands
01:34:88	Stephen Henderson, Upminster
01:57:63	Malthe T Clausen, Denmark
02:00:86	Eilaine Parker, Dover
02:02:80	Matthew Stevenson, Bournemouth

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

Starfox/Lylat Wars

OVERALL SCORE

2094 kills	Taty Luostarinen, Finland
1852 kills	Kevin Seeney, Suffolk
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

CORNERIA

240 kills	Matthew Kagelidis, Greece
236 kills	Adrian Stead, Hull
220 kills	Russell Auld, Renfrewshire
220 kills	Stuart Hazelton, Essex
205 kills	Kevin Seeney, Suffolk
200 kills	Daniel Wells, Cambridge
188 kills	Malthe T Clausen, Denmark
154 Kills	Peter Bell, Kent

Yoshi's Story

28290	Jason Wheatley, Shildon

Wave Race

SUNNY BEACH

1:05:765	Mark Bonnes, East Kilbride
1:20:108	Robert Gallagher, Southampton
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
1:22:500	Russell Auld, Renfrewshire
1:24:276	Simon Hanna, Middlesex
1:24:592	Michael Ramskov-Bæk, Denmark
1:30:690	Russell Kinch, Basingstoke

SUNSET BAY

1:11:620	Mark Bonnes, East Kilbride
1:25:703	Richard Dunn, Lincolnshire
1:27:442	Russell Auld, Renfrewshire
1:28:336	David Newson, Cumbria
1:28:892	Robert Gallagher, Southampton
1:29:687	Peter Bell, Kent
1:30:233	Aaron Webb, Birmingham
1:31:212	Riccardo Riboldi, Italy
1:31:945	Malthe T Clausen, Denmark
1:32:033	Simon Hanna, Middlesex

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
1:36:987	Robert Gallagher, Southampton
1:37:125	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

GLACIER COAST

1:36:655	Douglas Bonnes, East Kilbride
1:50:589	Russell Auld, Renfrewshire
1:53:442	Sam Clifton, Bucks
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

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

Mario Kart 64

LUIGI RACEWAY

01:22:47	Arthur van Dalen, Netherlands
01:31:30	Taty Luostarinen, Finland
01:39:64	Richard Dunn, Lincolnshire
01:46:13	Jason Wheatley, Shildon
01:59:79	Russell Auld, Renfrewshire
02:05:54	Jody Leaf, Bridport
02:06:27	Malthe T Clausen, Denmark
02:06:69	Robert Gallagher, Southampton
02:07:59	Stuart Hazelton, Essex
02:09:27	Zack King, Surrey

MOO MOO FARM

01:33:98	Danny Dunn, Lincolnshire
01:36:93	Malthe T Clausen, Denmark
01:36:70	Russell Auld, Renfrewshire
01:37:54	James Allsopp, Derby
01:37:58	Michael Cruse, Somerset
01:38:44	Robert Gallagher, Southampton
01:39:09	Simon Moorhouse, Doncaster
01:40:79	Dave Fryer, Devon

KOOPA TROOPER BEACH

01:33:61	Jason Wheatley, Shildon
01:40:17	Richard Dunn, Lincolnshire
01:40:52	Rob Pierce, Salisbury
01:48:49	Malthe T Clausen, Denmark
01:49:24	Simon Moorhouse, Doncaster
01:54:23	Robert Gallagher, Southampton

FRAPPE SNOWLAND

00:25:96	Arthur van Dalen, Netherlands
00:27:45	Alan Pierce, Salisbury
00:27:72	Rob Pierce, Salisbury
00:29:62	Danny Dunn, Lincolnshire
00:39:43	Russell Auld, Renfrewshire
01:05:40	Robert Gallagher, Southampton
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
01:12:69	Robert Gallagher, Southampton
01:39:20	Malthe T Clausen, Denmark
01:42:98	Stuart Hazelton, Essex
01:45:80	Simon Moorhouse, Doncaster
01:48:06	Dave Fryer, Devon

WARIO STADIUM

01:02:62	Kieran Hayes, County Wicklow
01:24:32	Richard Dunn, Lincolnshire
02:40:20	Malthe T Clausen, Denmark
02:40:37	Robert Gallagher, Southampton
04:55:18	Simon Moorhouse, Doncaster

Goldeneye

Facility – 00 Level!

1:12	Michael Williams, Exeter
1:41	Marc Williams, Walsall
1:46	James Hurst, Surrey
1:47	Manco Molenaan, Holland
1:55	Simon Hanna, London
1:54	Malthe Thoro Clausen, Denmark
1:57	Mathew Hook, Derbyshire

Byelomorye Dam

0:56	James Hurst, Surrey
0:57	Zack King, Surrey
0:57	Michael Williams, Exeter
0:57	Trev Henderson, Harrogate
0:57	Matthew Stevenson, Dorset
0:58	Simon Hanna, Middlesex
0:58	Richard Lovelock, Newbury
0:58	Trev Henderson, Harrogate
0:58	Heron Laoutaris-Smith, Devon
0:58	James King, Surrey

Facility

1:00	Michael Williams, Exeter
1:01	Matthew Stevenson, Dorset
1:05	Danny Dunn, Lincolnshire
1:07	Heron Laoutaris-Smith, Devon
1:07	Jon Quarrie, Cambridge
1:12	James Hurst, Surrey
1:13	Zack King, Surrey
1:14	Vincent Hommel, Netherlands
1:15	Simon Hanna, Middlesex
1:16	Jamie Thomas, Wiltshire

Runway

0:26	Zack King, Surrey
0:26	Richard Lovelock, Newbury
0:26	Trev Henderson, Harrogate
0:26	John Donnelly, Ireland
0:26	Heron Laoutaris-Smith, Devon
0:26	Matthew Stevenson, Dorset
0:26	Leon Baker, Harrowgate
0:27	Simon Hanna, Middlesex
0:27	Michael Williams, Exeter
0:27	Stephen Coventry, London
0:27	Chris Hewitt, Warks
0:27	Simon Pendar-Hughes, North Wales
0:27	Barry Jack, Tyne & Wear
0:27	Russell Auld, Renfrewshire
0:27	Malthe Thoro Clausen, Denmark
0:27	Anders Slattum, Norway
0:27	Jamie Thomas, Wiltshire
0:27	Aaron Webb, Birmingham
0:27	Jon Quarrie, Cambridge

Silo

1:39	Michael Williams, Exeter
1:44	Heron Laoutaris-Smith, Devon
1:51	Ylja Stein, Belgium
1:53	Vincent Hommel, Netherlands
1:54	Zack King, Surrey
1:59	Hans Lafeber
2:03	Matthew Stevenson, Dorset
2:13	Anders Slattum, Norway
2:20	Malthe T Clausen, Denmark

Frigate

0:37	Michael Williams, Exeter
0:40	Trev Henderson, Harrogate
0:41	Heron Laoutaris-Smith, Devon
0:41	Matthew Stevenson, Dorset
0:42	Zack King, Surrey
0:43	Simon Hanna, Middlesex
0:43	Kevin Seeney, Suffolk
0:44	Vincent Hommel, Netherlands
0:45	Chris Hewitt, Warks
0:46	Anders Slattum, Norway
0:46	Jon Quarrie, Cambridge

Bunker 2

0:35	Heron Laoutaris-Smith, Devon
0:36	Michael Williams, Exeter
0:37	Simon Hanna, Middlesex
0:37	Zack King, Surrey
0:38	Trev Henderson, Harrogate
0:39	David Smits, Netherlands
0:39	Ylja Stein, Belgium
0:39	Mike Brear, Wirral
0:40	Hans Lafeber, Netherlands
0:40	Vincent Hommel, Netherlands
0:40	Kevin Seeney, Suffolk
0:40	Jon Quarrie, Cambridge

Statue Park

2:53	Michael Williams, Exeter
2:53	Mike Brear, Wirral
2:53	Jon Quarrie, Cambridge
2:54	Matthew Stevenson, Dorset
2:57	Malthe T Clausen, Denmark
2:57	Ylja Stein, Belgium
3:00	Zack King, Surrey
3:15	Vincent Hommel, Netherlands

Archives

0:23	Richard Lovelock, Newbury
0:24	Heron Laoutaris-Smith, Devon
0:26	Zack King, Surrey
0:27	Michael Williams, Exeter
0:27	Matthew Stevenson, Dorset
0:29	Simon Hanna, Middlesex
0:29	Barry Jack, Tyne & Wear
0:30	Chris Hewitt, Warks
0:30	Hans Lafeber, Netherlands
0:30	Anders Slattum, Norway
0:30	Ylja Stein, Belgium
0:30	Mike Brear, Wirral
0:30	Jon Quarrie, Cambridge

Streets

1:20	Jon Quarrie, Cambridge
1:22	Michael Williams, Exeter
1:24	Matthew Stevenson, Dorset
1:32	Malthe T Clausen, Denmark
1:35	David Smits, Netherlands
1:36	Vincent Hommel, Netherlands
1:36	Ylja Stein, Belgium
1:38	Hans Lafeber, Netherlands
1:58	Jason Cassel, New Jersey

Depot

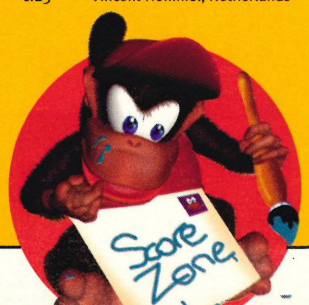
0:32	Richard Lovelock, Newbury
0:32	Trev Henderson, Harrogate
0:33	Michael Williams, Exeter
0:33	Mathew Hook, Derbyshire
0:33	Zack King, Surrey
0:33	Matthew Stevenson, Dorset
0:34	Heron Laoutaris-Smith, Devon
0:34	Russell Auld, Renfrewshire
0:34	Mike Brear, Wirral
0:35	Barry Jack, Tyne & Wear
0:35	Ylja Stein, Belgium
0:35	Jon Quarrie, Cambridge

Cradle

1:13	Matthew Stevenson, Dorset
1:21	Vincent Hommel, Netherlands
1:23	James Hurst, Surrey
1:49	Zack King, Surrey
1:50	Ylja Stein, Belgium
1:54	Jon Quarrie, Cambridge
2:00	Malthe T Clausen, Denmark
2:02	Mike Thompson, East Yorkshire

Egyptian Temple

1:05	Michael Williams, Exeter
1:05	Matthew Stevenson, Dorset
1:07	Jon Quarrie, Cambridge
1:09	Simon Hanna, Middlesex
1:13	Ylja Stein, Belgium
1:18	Heron Laoutaris-Smith, Devon
1:18	Russell Auld, Renfrewshire
1:20	Kevin Seeney, Suffolk
1:21	Oliver Baker, Essex
1:23	Vincent Hommel, Netherlands



Have You Seen This Boy?



Attention all 64 Magazine readers! Do *you* know this boy? And if not, *why* not? After accomplishing a pretty decent time on *Top Gear Rally*, he's enclosed the photographic proof – but not his name! Isn't it enough that I have to wade through a pile of videos and a sea of blurred photographs every morning? I don't want to start having to identify missing persons! So, oh nameless one, own up – who are you? Answers on a postcard... ASAP!

Chameleon Twist

Jungle Land

03:25	Zack King, Surrey

Turok Training Level

2:12	Michael Williams, Exeter

Top Gear Rally

Coastline

02:39:50	Kristoffer Thorbjornsen, Scotland
03:50:10	Richard Dunn, Lincolnshire
03:52:42	George Brennan, Ireland
03:52:90	Kuljit S Athwal, Dundee
04:09:85	Anonymous, Durham
04:10:77	Riccardo Riboldi, Milan

Strip Mine

03:07:42	Kristoffer Thorbjornsen, Scotland

Jungle

05:18:86	Kristoffer Thorbjornsen, Scotland

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!

THE ULTIMATE PLAYER!



One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

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



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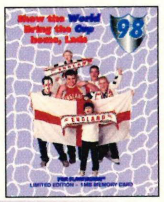
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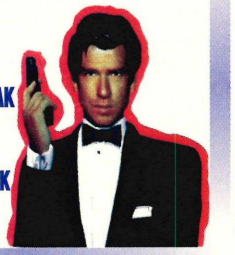
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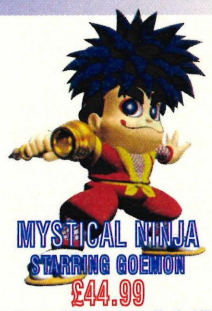


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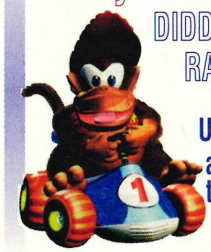


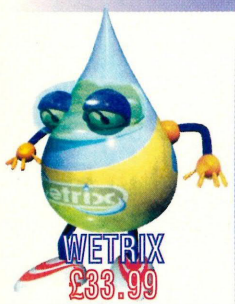
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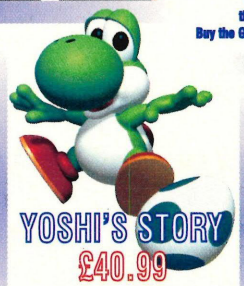
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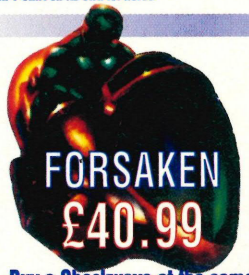
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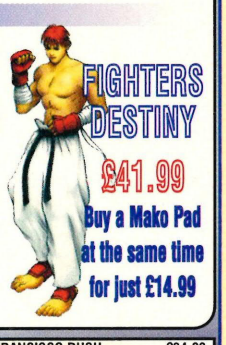
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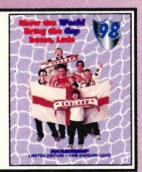
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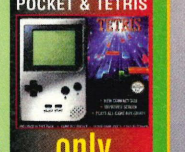
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QUAKE 64

Written by Roy Kimber

Are you **READY** for *Quake*, **MORTAL?** We begin our **COMPLETE** solution to GT Interactive's **ORGY** of demon **DESTRUCTION** with maps of the first **SEVEN** levels!

Map 1: The Slipgate Complex

Turbo Walkthrough

Go down the hall, left through the door and press the elevator switch. Turn to face right when on the elevator, cross the bridge over the moat and open the doors. Inside, go left up the steps and follow the path until you come to the slime pit. Press the red button on the right to activate the platform and pass across safely.

Go forward and right and you'll come to a ramp. Go down the ramp, hitting red buttons along the way to open the door at the end.

Follow the passage and go up the last ramp. Exit through the slipgate to the next level.







Icons Key:

Weapons & Ammo

- DB Double Barrelled Shotgun
- S Shotgun Shells
- NG Nailgun
- SN Super Nailgun
- N Nails
- GL Grenade Launcher
- G Grenades
- RL Rocket Launcher
- R Rockets
- T Thunderbolt
- C Cells

Health & Armour

- Health
- Mega Health
- A Green Armour
- A Yellow Armour
- A Red Armour
- BP Bio Suit
- BS Back Pack

Map Features

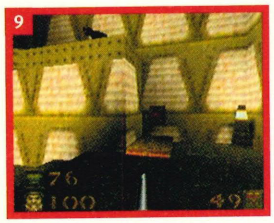
- L Lift
- Switch
- Quake Switch
- Radioactive Crate
- Gold Door
- Silver Door
- Spikes

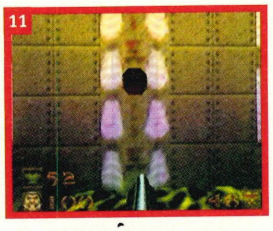
Keys

- K Gold Key
- K Silver Key
- Level 6 Rune Key

Power-Ups

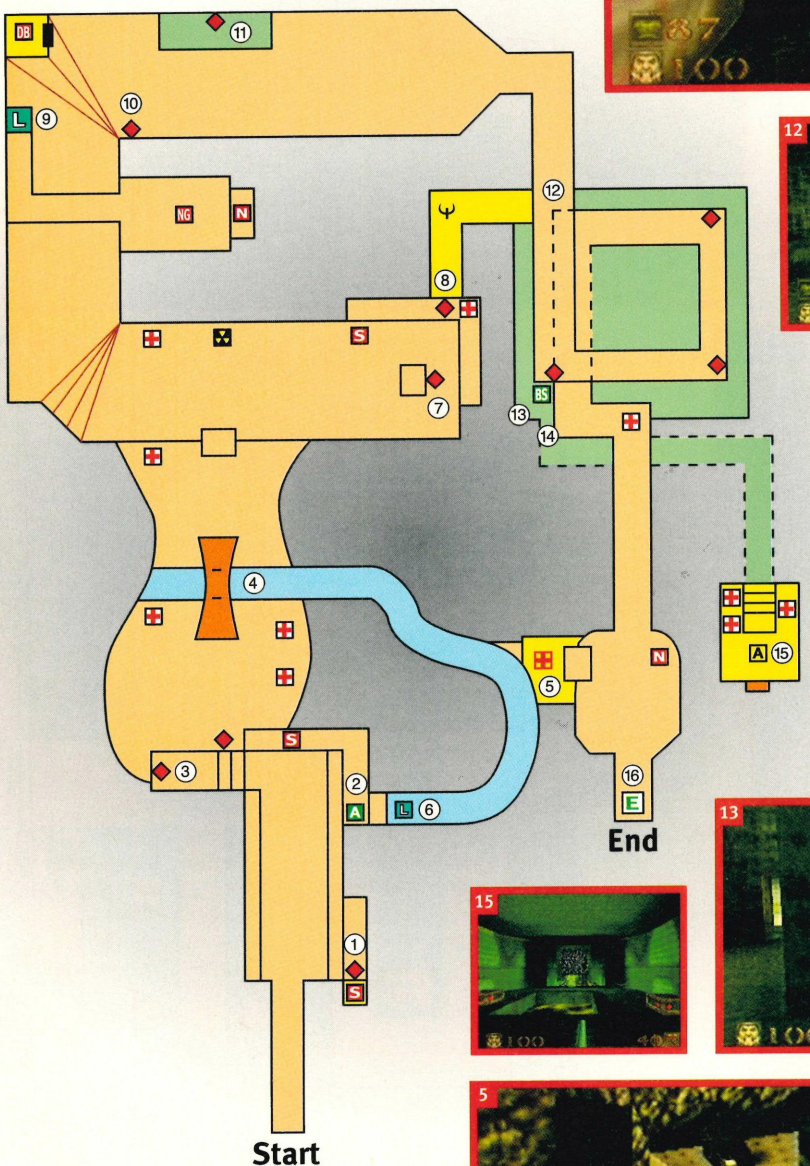
- Pentagram of Power
- Quad Damage Rune
- Ring Of Shadows





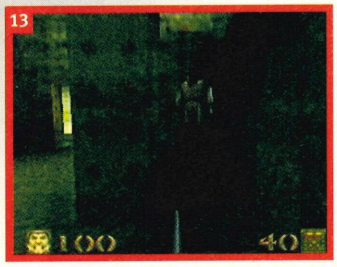






Map Key:

- Ground
- Water
- Slime
- Lava
- Secret Area







Step By Step

1. Jump from the ledge into the alcove and shoot the panel with the yellow and black hazard pattern for some **shotgun cartridges.**

2. Run along the ledge on the left and jump the gap by the door. Follow the ledge along for some **green armour.**

3. Walk into the red switch to press it and activate the lift.

4. Drop into the water to the right of the bridge and enter the tunnel.

5. Part-way along the water tunnel you'll find a **megahealth** on some steps by a door which you can't open.

6. This lift will get you out of the water and back to the start area.

7. Shoot the screen on the pillar which displays a rotating globe and a lift will take you up to a ledge.

8. Follow the ledge and shoot the second globe screen and you'll find the **quad damage** - let the carnage commence!

9. This lift will take you to a platform which leads to the **nailgun.**

10. Activate the switch on the wall and a platform will appear, bridging the slime pit.

11. About halfway along the platform, turn left and shoot the plate on the wall to open a secret room to the left containing a **double-barrelled shotgun.**

12. At the top of the ramp, if you didn't already get the **quad damage,** hit the discoloured wall on the right for an alternate route to it. Otherwise, continue down the ramp, activating the three switches.

13. At the bottom of the ramp you'll find a hidden **bio suit.**

14. If you've got the bio suit, drop into the slime and go through the underwater tunnel.

15. At the end of the underwater tunnel, the secret area holds **health, armour** and a portal back to dry land.

16. Walk onto the slipgate in order to exit the level.

Map 2: Castle Of The Damned

PASSWORD: M404 JVLJ XSLP V3ZF

TURBO WALKTHROUGH

From the start pad, race down the steps across the bridge and up the stairs which bend to the right. In the next room, go left, go across the platform, turn left, then left again along the next platform, picking up the double-barrelled shotgun as you go.

Go through the archway at the end, following the corridor beyond past the spike launchers in the wall, round another bend and up some spiralling stairs. In the next room, go along the wall on the left, kill the knights that emerge, hit the pentagram on the wall, grab the silver key at the end of the room and go through the newly opened door.

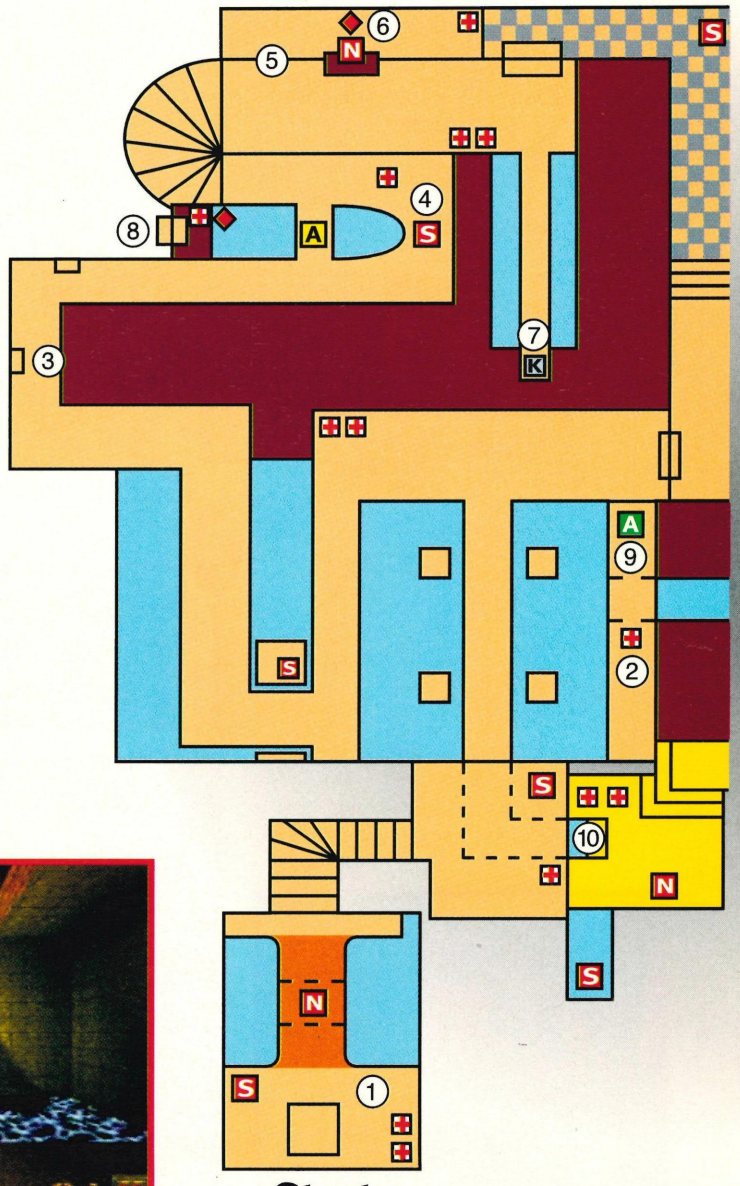
Follow the chequered room into the next, go through the silver key door and walk backwards onto the floor switch which will open the archway in the curved wall and also lets out a fiend. Race through the corridor as it opens and up the steps through the exit door.





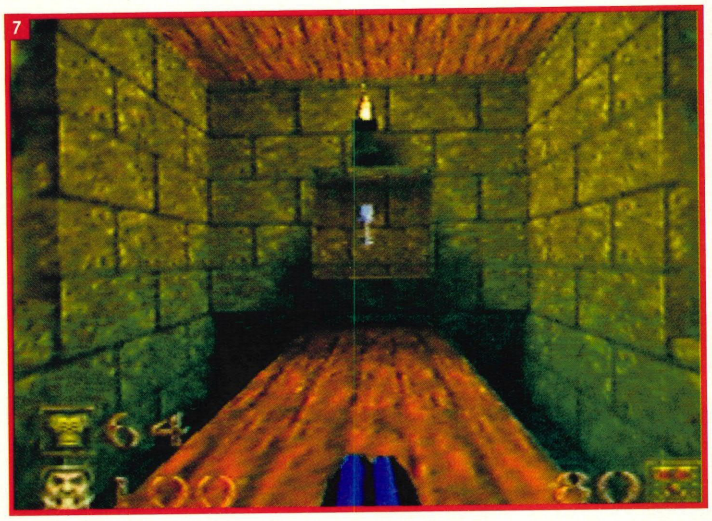








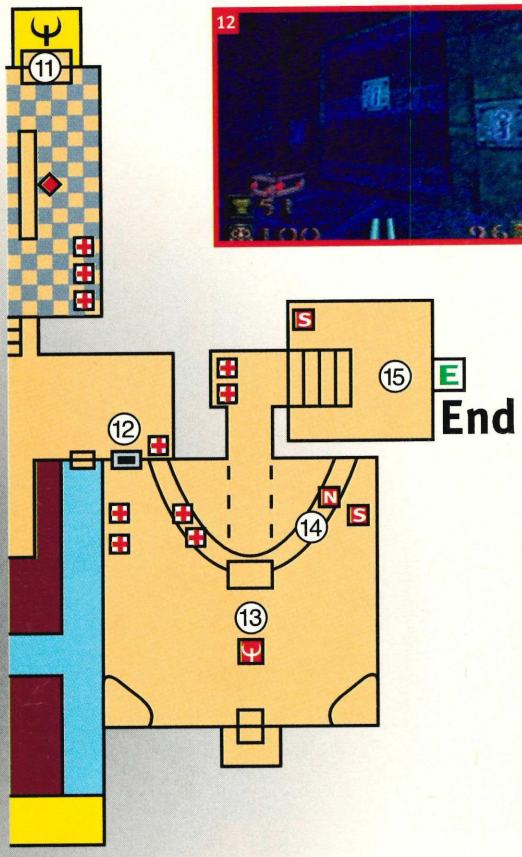






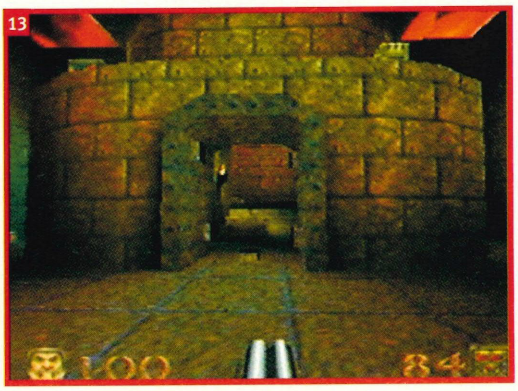












Step By Step

1. You'll find some **NAILS** in the water below the bridge that's in front of you when you appear.

2. As you pass across the centre platform, turn right and waste the grunt on the right-hand ledge.

3. These spike launchers fire automatically; you'll need to time your run past them.

4. Stand facing the U-shaped bend and shoot the red switch to get access to the **YELLOW ARMOUR.**

5. Two walls drop into the floor, releasing some knights who charge at you.

6. This flashing pentagram must be pressed to allow access to the **SILVER KEY.**

7. If you've hit the pentagram switch, a plank will extend allowing you to pick up the **SILVER KEY.** Collecting the key will open the door behind you.

8. Dropping into the water in the room with the **YELLOW ARMOUR** opens a ramp leading to a portal.

9. This platform is reached via the portal in the water in the yellow armour room.

10. To reach this secret area, drop off the platform you reached via the yellow armour teleportal and take the passageway on your left.

11. To reveal the **QUAD DAMAGE RUNE,** you'll need to press the stone under the torch in the room containing the silver key door.

12. The silver key door requires the silver key to open it (doh!)

13. Stand on the floor panel in the room past the silver key door to open the archway leading to the exit. It also releases a fiend, so watch out!

14. The two portals revealed when you stood on the floor panel will transport you up to this ledge for some goodies.

15. Enter this door to exit the level.

Map 3: The Necropolis

PASSWORD: H004 YXBQ YGBD 55BP

TURBO WALKTHROUGH

Go left from the start position, grab the grenade launcher and race past the zombies, following the corridor to the room with the caged ogre. Go right, down the steps, then follow the corridor into the oval room. Go down the steps and take the lift to the room below, then follow the corridor to the room filled with water and collect the gold key.

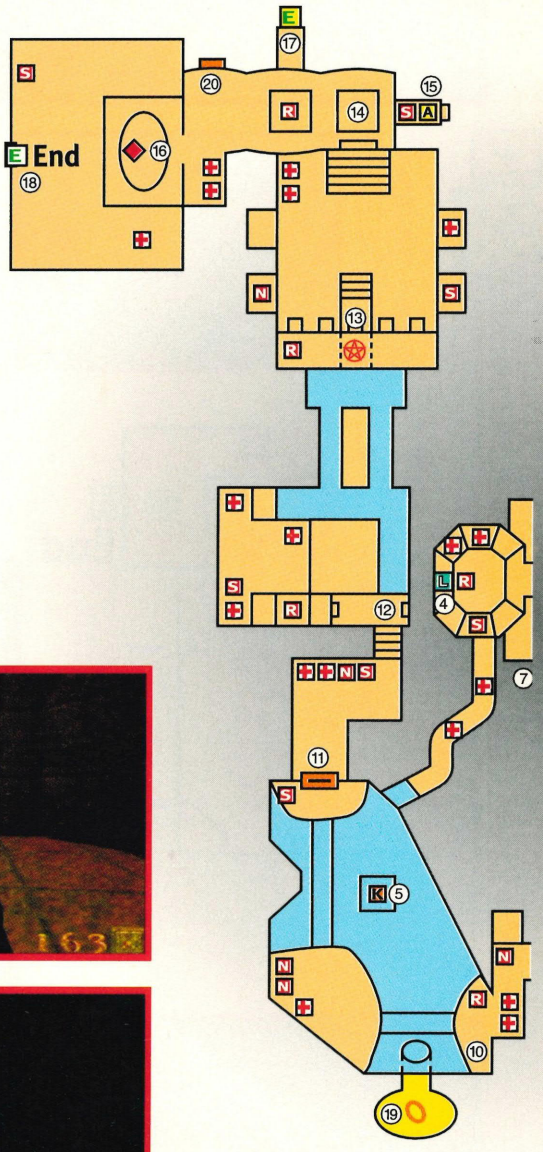
Retrace your steps back to the room with the caged ogre, go through the door and shoot the red button to reveal the stairs. Follow the stairs and the subsequent corridor into the upper level of the room with the water in it. Make your way across the room and through the gold key door.

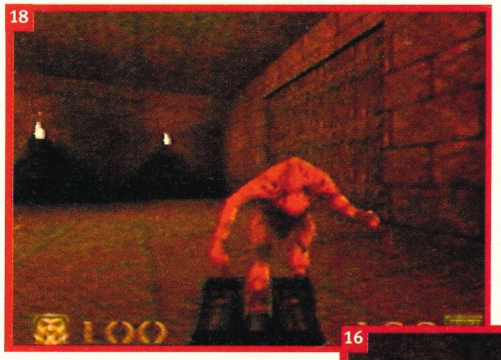
Follow the corridor and go down the steps. In the next room, keep close to the wall until the spike has fired and drop down into the water. Follow the water forward and left to the end of the room, up a ramp and through the door. Follow the new corridor left to the next door and in the next room press the button to travel to the exit room. Avoid the fiends and exit through the door.

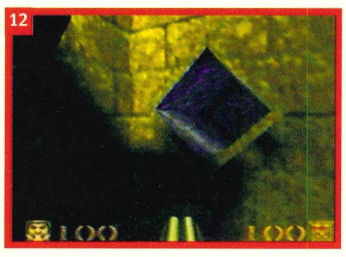


























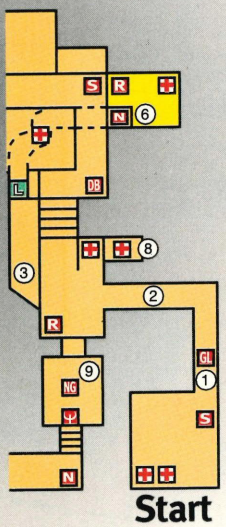




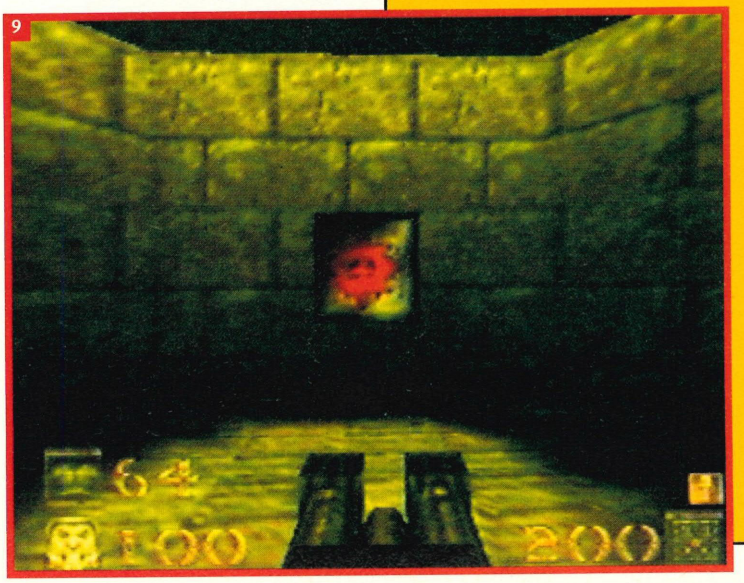












Step By Step

1. You'll find the GRENADE LAUNCHER very near the start. It's the only thing that'll take care of zombies permanently.

2. Three zombies await you in the first corridor. If you hit them with any weapon other than the grenade launcher they'll just get back up again!

3. This ogre is safely behind bars, so hammer him while he's helpless! Watch out for his grenades, though.

4. At one side of the circular room you will find a lift which will take you down to the room below.

5. The GOLD KEY is on a small platform in the water-filled room populated by more zombies.

6. Drop off the platform leading to the circular room and shoot the wall behind the BOX OF NAILS for a secret area containing ROCKETS.

7. Taking this lift will raise you into the cage where the ogre was – if you haven't already killed him, now is the time to do it!

8. As you leave the cage you'll meet another ogre. He was hiding in a concealed alcove which contains some HEALTH.

9. Make sure you shoot the red button on the wall fairly quickly to reveal the stairs, as the ceiling comes down and crushes you.

10. Be cautious as you enter the upper level of the water room, as it's full of scrags. It's easiest to lure them back down the corridor to blast them.

11. This door can only be opened with the gold key.

12. In the room at the bottom of the stairs, a huge spike fires from the end of the room into this diamond on the wall. Keep close to the edge.

13. After killing the ogre, hit the pentagram to open the four alcoves in this room.

14. Kill the two ogres on the raised platforms to open the room behind you with the YELLOW ARMOUR.

15. After collecting the yellow armour, shoot the wall for a portal which will take you up onto the ogre platforms.

16. Press this button to raise the floor platform to get to the exit room.

17. Jump onto the second ogre platform, turn right and shoot the wall for a slipgate to map seven, secret mission Ziggurat Vertigo. When you jump into the corridor make sure you run, as the floor opens to drop you into lava if you're slow.

18. The exit door is guarded by fiends. Kill them, or simply run for the door.

19. In the water just past where you found the gold key is a hole. Drop down it, swim along the tunnel and surface for a secret area containing the RING OF SHADOWS.

20. If you fall back down the lift shaft that took you to the exit room, you can get back up by using the portal which will be revealed not far from the door.

Map 4: Gloom Keep

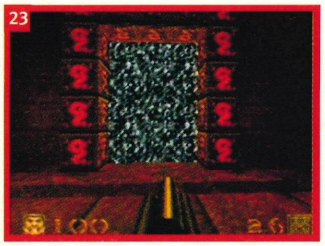
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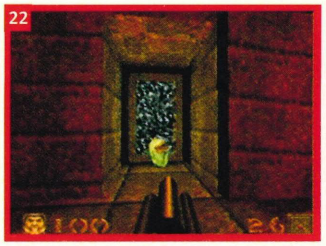
TURBO WALKTHROUGH

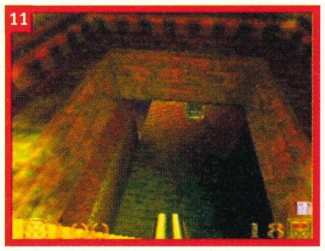
Enter the castle, avoiding the lighted patches on the floor, and make your way to the Y-shaped walkway. Take the left fork and go along the corridor, again keeping clear of the light. Go to the right in the next room, timing your run to avoid the spike launchers and go along the next walkway and stand on the floor switch. Rather than trying to pass the moving blocks, go back to the first block, drop off the walkway and go through the passageway in the wall, then take the lift up. Go up the stairs into the room at the top and stand on the floor switch to reveal the silver key.

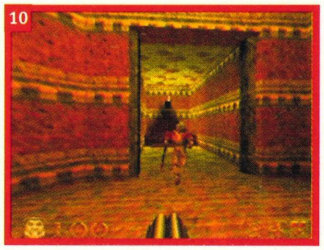
Drop through the hole in the floor back onto the Y-shaped walkway and this time take the right fork. Go up the stairs, grab the super nailgun and go up the next set of stairs to the portal. Go through the portal, kill the shambler and grab the gold key. Go down the stairs, across to the far wall in the next room, and make your way through to the room with the silver key door. Open the door, push the button and take the lift behind you up to the gold key door. Open the gold key door, drop down the shaft and exit through the portal.

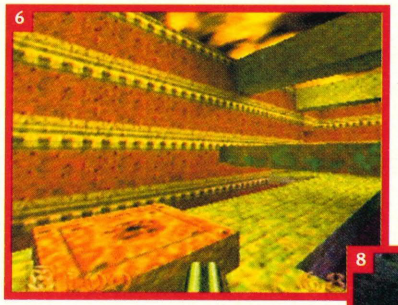


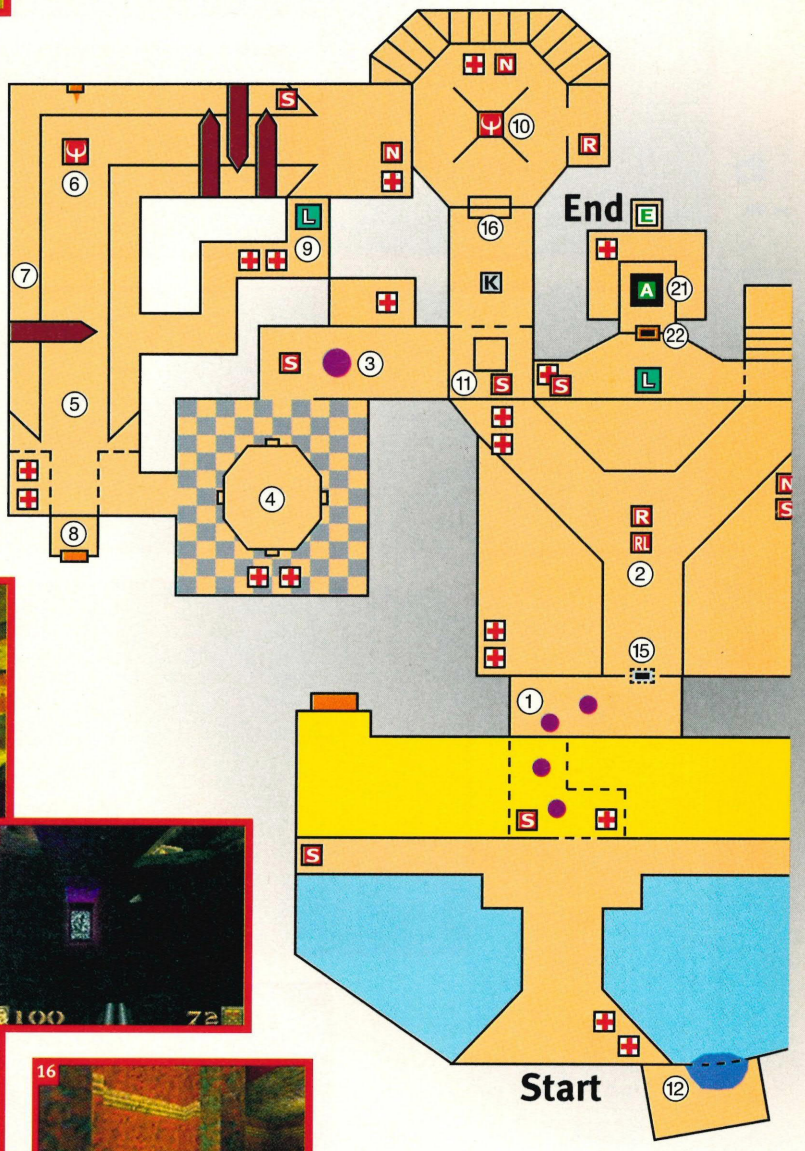




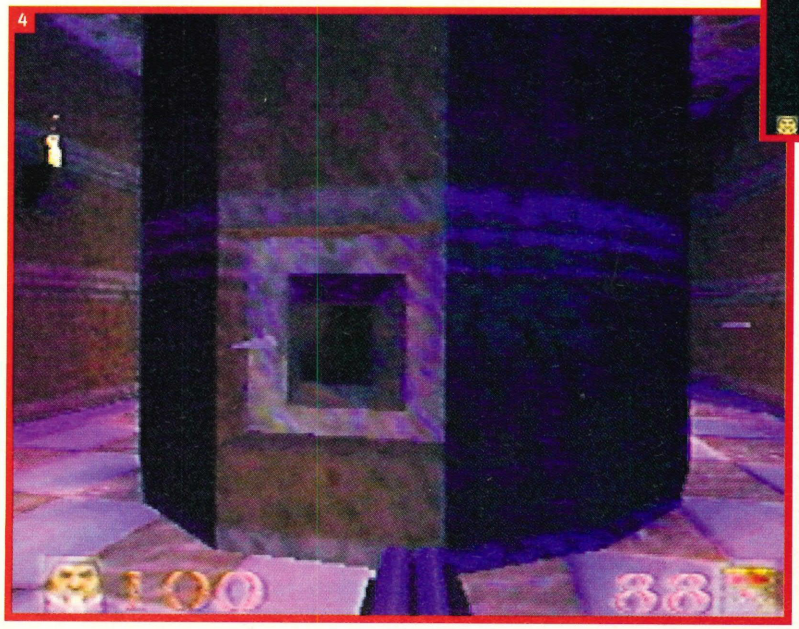






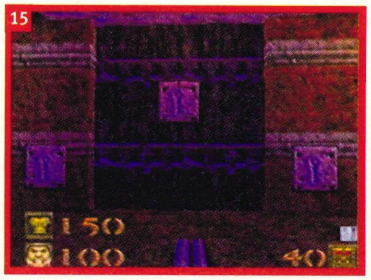




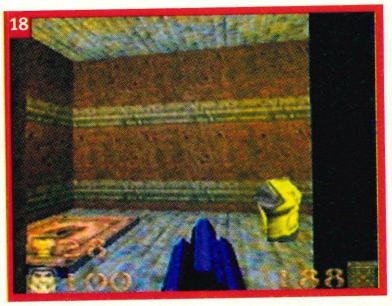


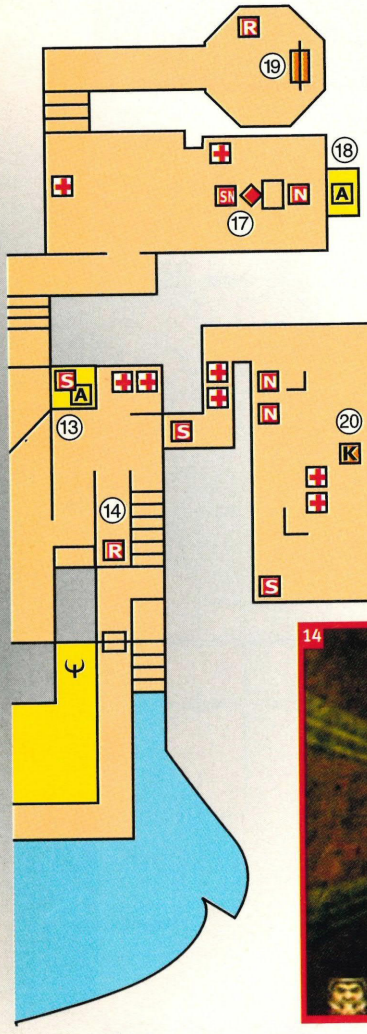


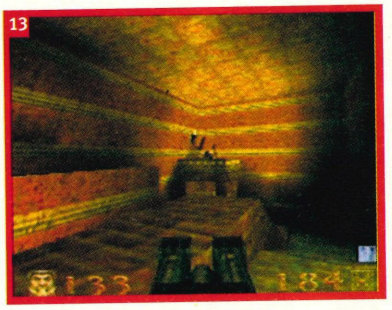








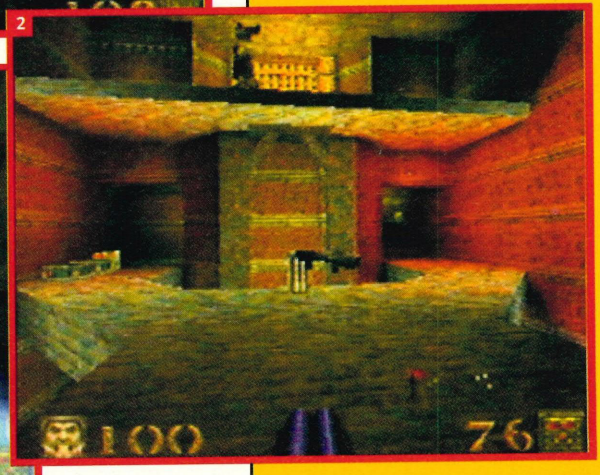












Step By Step

1. These lighted areas fire spikes from the ceiling if you walk over them.

2. You'll find the **Rocket Launcher** in the middle of the Y-shaped platform with the ogre standing above.

3. This lighted area triggers one huge spike from the ceiling.

4. Yet more spikes, this time from four sides of this octagonal structure in the middle of the room.

5. It's advisable to take out the scrags before passing down this walkway, and ensure that the moving block doesn't push you off.

6. You'll need to activate this floor button which triggers a later door.

7. Fiends lie in wait below the walkway, so beware!

8. This portal will return you to the beginning of the walkway. Time your entry into it carefully, as a launcher throws spikes down the corridor.

9. Make your way along the corridor below the first moving block and this lift will take you up, thus bypassing the other three moving blocks.

10. Stand on the floor switch in this room and a door opens revealing the **Silver Key.**

11. Once you've collected the silver key, drop down this hole to return to the Y-shaped walkway.

12. Drop into the moat and swim through a hole in the bottom of the rock wall and you'll find a secret area with a **Mega Health.**

13. An ogre stands on a platform in the corner of this room. If you don't kill him he'll pelt you with grenades.

14. Jump from the top of the steps, then run along this thin wall and leap to the ogre's platform for a secret area and some goodies.

15. The silver key door conceals a button which you must push in order to activate the lift in the alcove opposite.

16. The lift triggered by the button behind the silver key door takes you up to a platform containing the gold key door.

17. The **Super Nailgun** can be found in this room in front of a pillar which has a torch mounted on it.

18. Jump up and head-butt the torch below which you found the super nailgun and you'll open this secret area containing **Yellow Armour.**

19. This gate takes you to the shambler and the **Gold Key.** However, if you enter it through the rear, you'll teleport to a platform above the keep entrance which holds a **Quad Damage Rune.**

20. A shambler guards the **Gold Key**, either kill him, or grab the key and run!

21. Behind the gold key door you'll find a shaft which you must drop down.

22. The wall opposite the exit offers up some **Green Armour** when you shoot at it. The portal takes you back to the room with the silver key door.

23. The exit! What are you waiting for?

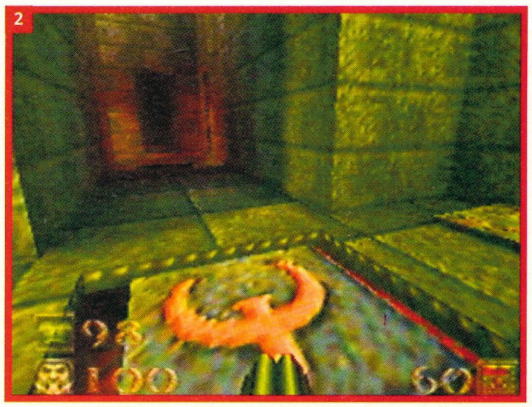
Map 5: The Door To Chthon

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TURBO WALKTHROUGH

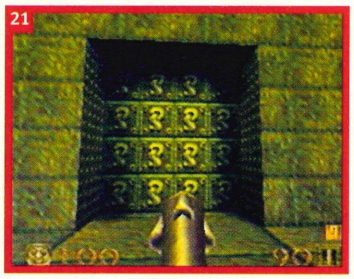
From the start, drop forwards off the platform, stand on the floor button and run left down the corridor to the end. Turn right and follow the corridor along and right to the next button. Hit it and run right again, pick up the yellow armour and hit the button to open the floor. Drop through the hole, run down the steps, go immediately right and kill the ogre to reveal a lift.

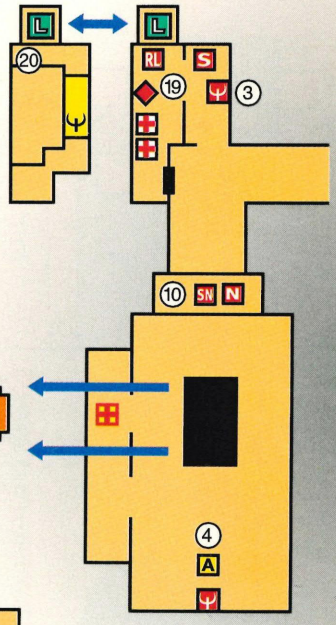
Take the lift up, go right and grab the silver key then continue along and right through the slipgate back to the start room. Go under the start platform over a thin walkway, then left into a zombie room and hit the button on the right wall to raise the platform to the silver key door. Stand on the floor button to extend the plank in the next room, run back across the bridge then left up the stairs into the portal. Back in the start room, run across the plank to grab the gold key, avoid the fiend, go through the gold rune key door, slap the wall button on the left, run right down the corridor, stand on the floor button to reveal the exit corridor, run down the corridor avoiding the shambler and drop into the slipgate on the floor.







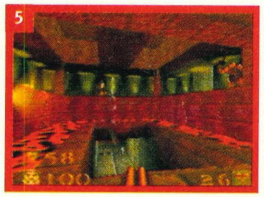


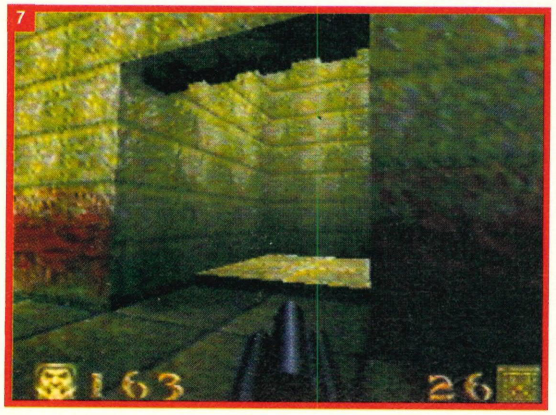








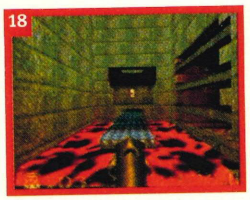


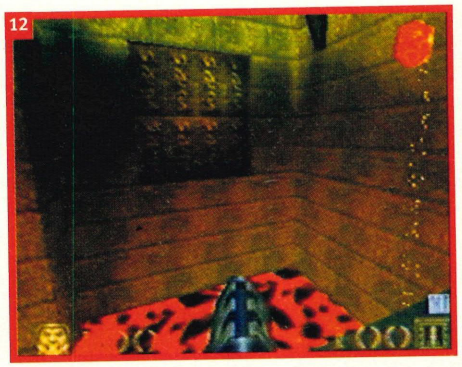






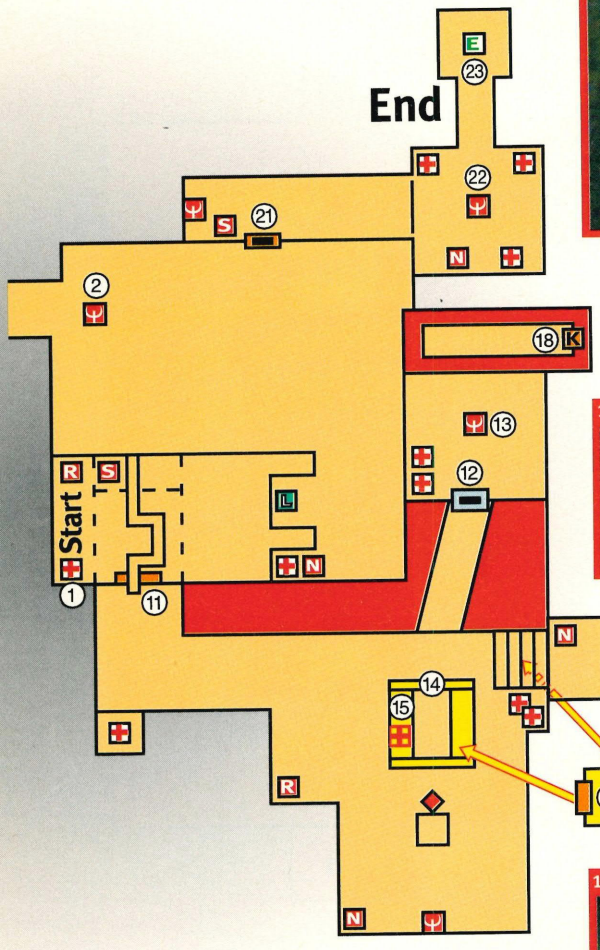






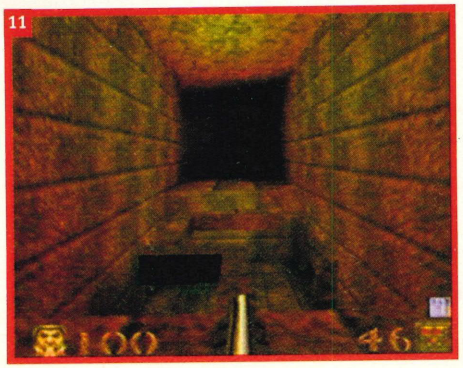














Step By Step

1. Look down from the start platform to shoot the ogre that's below.

2. Stand on the floor switch to open the door which is at the end of the corridor.

3. This wall switch, just past the **rocket launcher**, opens the other door of the corridor when pressed.

4. In this room, the button behind the **yellow armour** reveals a **mega health** on a ledge to the right and opens a hole in the depression in the floor behind you.

5. Drop down the hole into a room containing lava and ogres. After a few seconds, steps leading down will appear. Blast the ogres with rockets before you go down the stairs.

6. This wall will start to move down the corridor when you enter it.

7. To get access to this lift, you need to kill the ogre who emerges from a hidden alcove in the wall on the right.

8. On the walkway where the ogres were you'll find the **silver rune key**.

9. Once you've got the silver rune key, drop back into the lower area, go down the stairs, and you'll find a portal previously hidden by the wall leading to a secret area.

10. The hidden portal in the lava room takes you to a ledge above the room that had the yellow armour. To get the **mega health**, do a diagonal jump into one of the alcoves.

11. To get across this pit safely, run along the first straight bit and jump where it turns left.

12. The silver key door is across a lava moat. To bridge the moat, hit the button on the wall behind you to raise a platform out of the lava.

13. Stand on this platform to send a plank across the lava in the gold key room and reveal a portal at the top of the steps in the previous room. Watch out for the zombies that drop from the ceiling.

14. & 15. Shoot this red button to make the stairs at the side of the room disappear, which reveals a secret area below the visible portal.

16. Turn around in the secret area and wait for the stairs to reform, revealing another portal to another secret area.

17. The portal under the stairs in the silver key door room will take you to a secret ledge above the room which contains a **mega health**.

18. Run along the plank to collect the **gold rune key**, then turn immediately to shoot the fiend who is released when you pick it up. If you're lucky he'll fall into the lava.

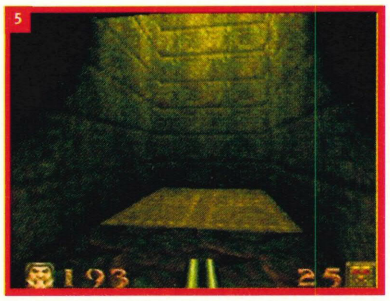
19. Shoot the red button high up on the wall where you found the rocket launcher to reveal a lift in the wall on the right.

20. The lift in the rocket launcher room takes you to a ledge high above it. Just below if you to the left you will see another ledge, and this is actually a secret area with a **quad damage rune**.

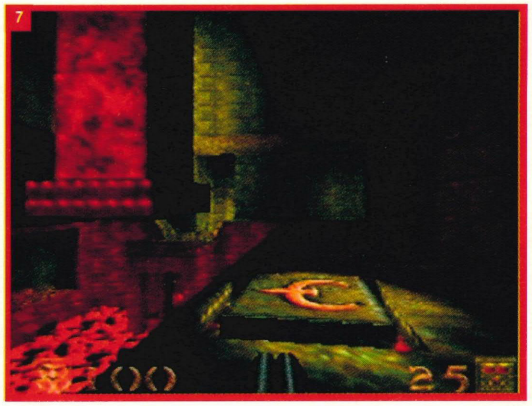
21. Use the gold rune key to open this door, then shoot the ogres and hit the button on the left-hand wall as you enter.

22. Step on the floor button in this room to reveal the corridor to the exit that's guarded by a shambler. Either shoot him, or try running around him before he sees you.

23. The slipgate on this level is set into the floor. Simply drop into it to exit.







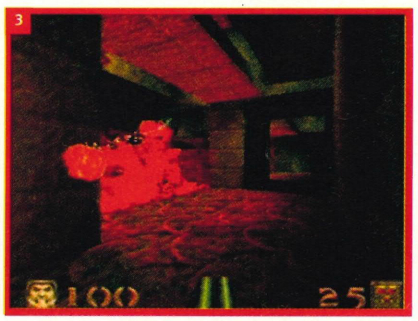
Map 6: House Of Chthon

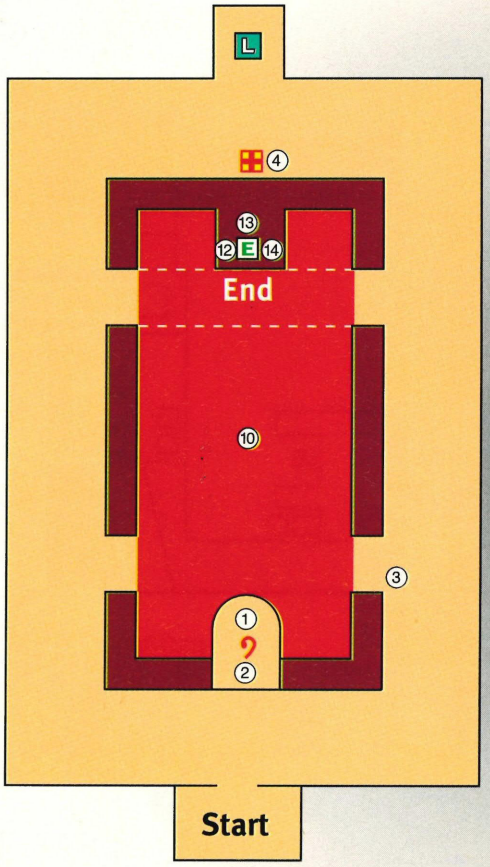
PASSWORD: PLRX LQXL GXLQ 3PBT

TURBO WALKTHROUGH

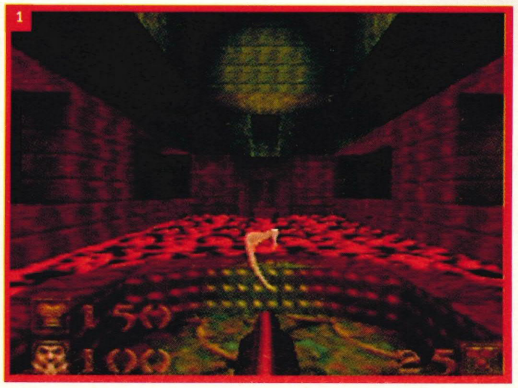
Walk forward, grab the rune key, run around the edge of the lava and get on the lift opposite the mega health. Run to the right, then go along the narrow platform and stand on the first switch. Continue to the end of the platform, run left, then run along the other narrow platform and hit the next switch. Continue to the end of the platform and hit the switch opposite the lift. Repeat this action twice more then drop off the third switch platform to the walkway below, turn around and drop down the shaft marked with a red sigil and exit the level through the gate.





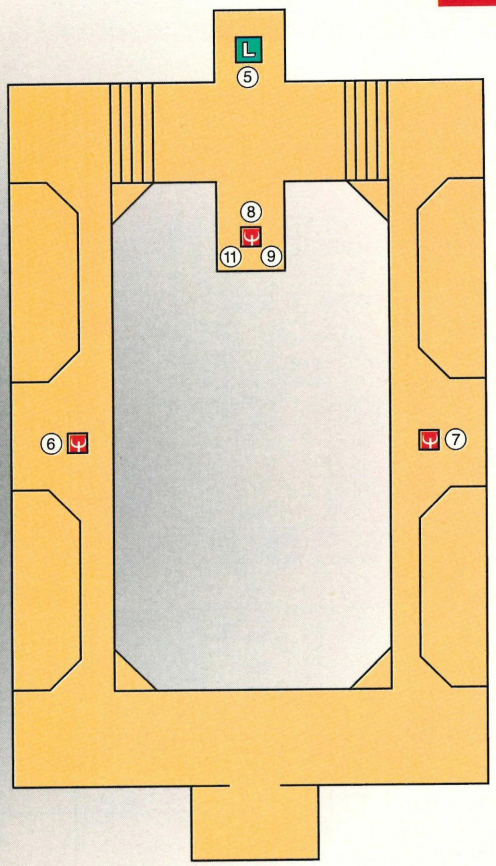




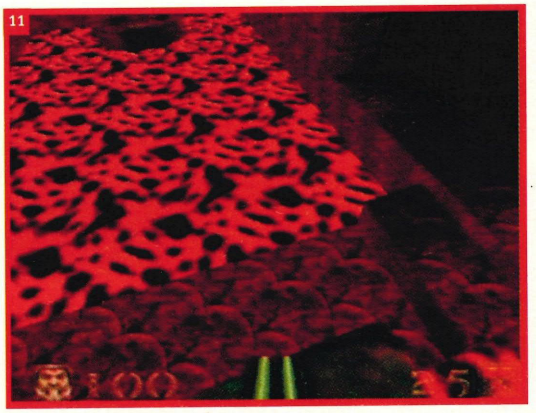


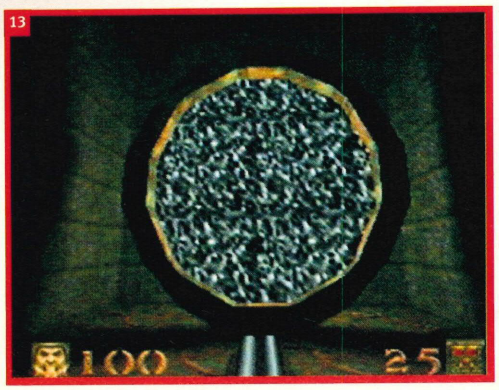


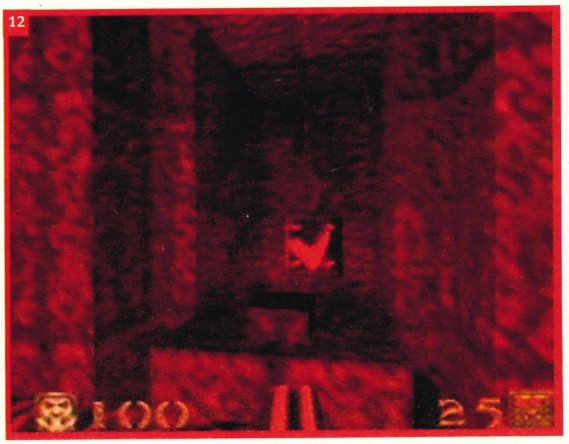












Step By Step

1. &2. Collect the **RUNE KEY** from the platform just in front of you when you start and Chthon will appear from the lava.

3. Keep moving as Chthon tracks your movements and lobs fireballs which will hit you if you stop.

4. Grab the **MEGA HEALTH** from the rear of the level.

5. Take the lift that you'll find opposite the mega health up to the top level to find a way of neutralising Chthon.

6. Step on the button to lower the pylon from the roof.

7. Step on the button to lower the pylon from the roof.

8. If you've lowered both pylons and got back here before either of them retract back into the roof, step on this button to activate them.

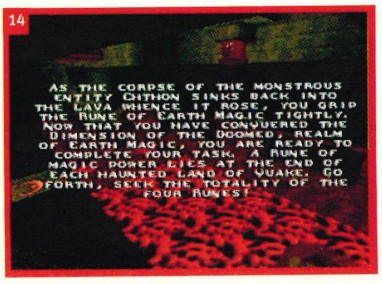
9. & 10. The electrical charge between the pylons will zap Chthon. You'll need to do this to him three times before he falls back into the lava.

11. Peer over the edge of the platform containing the pylon activation switch once you've killed Chthon and you'll notice a new walkway below you.

12. Jump down to the walkway and take the entrance marked with the red rune for a shaft leading to the exit.

13. The exit gate!

14. Once you've escaped, you'll receive a brief summary, and an explanation of what to do next.



Map 7: Ziggurat Vertigo

PASSWORD: CHH6 MN4L 1VBB XYDC

This secret mission is labelled as map 7, but it actually comes between maps 3 and 4. The gravity has been nullified, so each time you jump you'll keep going up until you hit something!

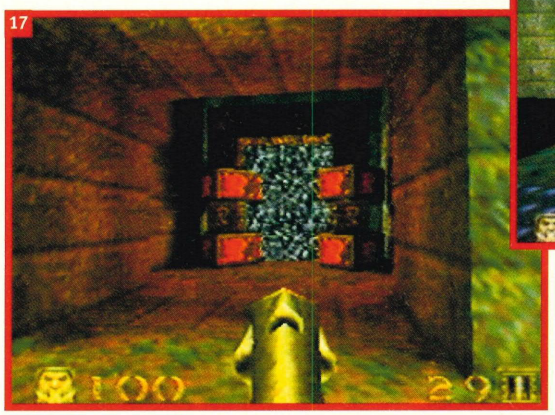
TURBO WALKTHROUGH

Go left from the start and take the lift up then turn right into the corridor and make your way to the end. Pass through the archway with the crosses on it. Jump onto the ledge marked with the red symbol, make your way to the button by the mega health and press it to lower the bars in the ziggurat below. Return to the ziggurat, go into the room past the bars, hit the button on the ledge to your right and make your way to the lift which is forward and to your left. Jump onto the roof above the silver key door and kill the shambler, then press the button he was guarding.

Turn 180° from the button, walk to the edge of the roof and drop onto the platform below, then turn and walk into the area under the roof and collect the silver key. Make your way to the silver key door, go through and exit through the slipgate on your left.

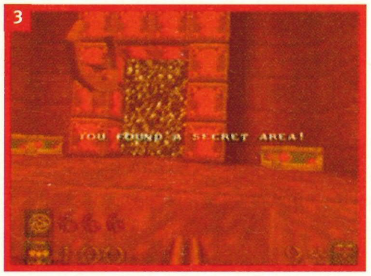


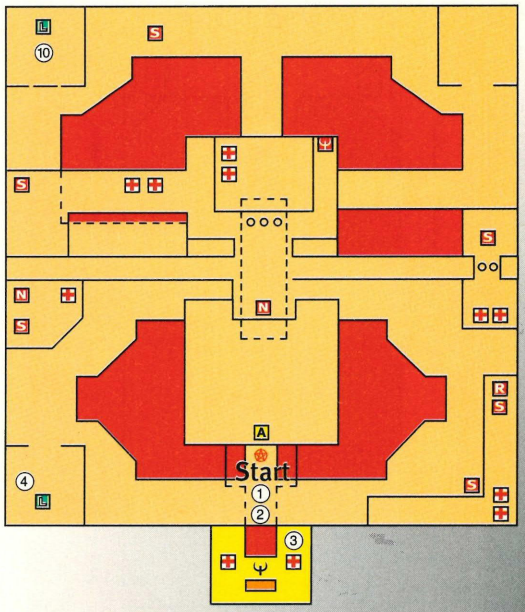


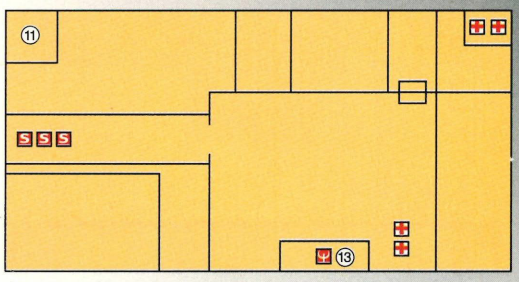


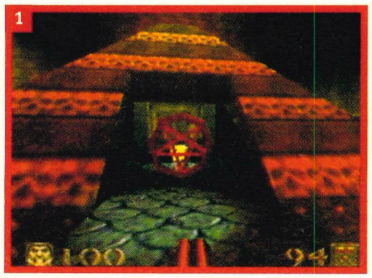


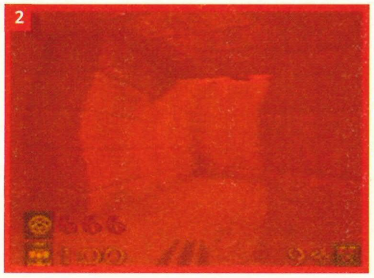




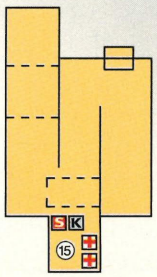


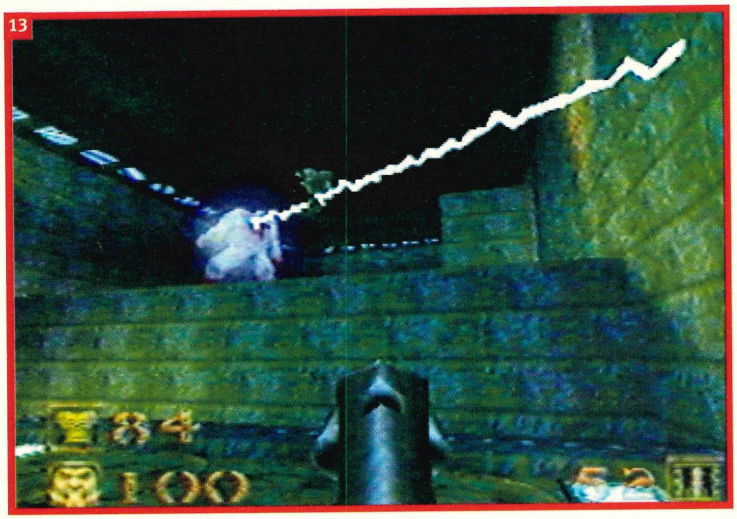


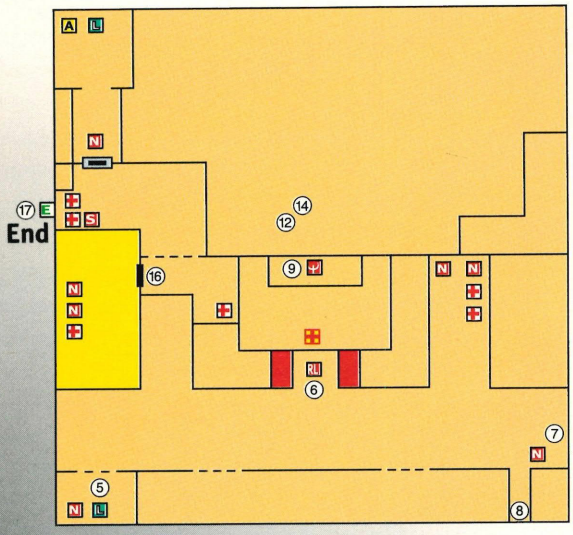


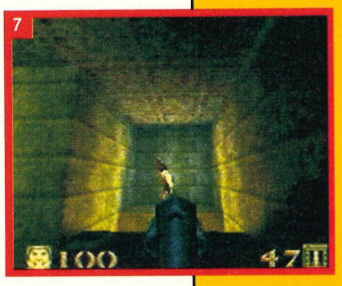


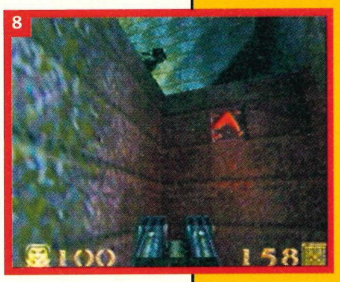












Step By Step

1. You'll find a pentagram of protection outside the entrance to the ziggurat. Inside is some yellow armour and a passage blocked by bars.

2. With the pentagram of protection, jump into the lava and swim under the walkway to find a hidden entrance.

3. The entrance below the lava leads to a secret area containing a quad damage rune.

4. You'll find a lift concealed in an alcove to the left of where you started.

5. When you take the lift up to the second level, prepare for fierce attacks from ogres and scrags.

6. A rocket launcher is positioned here.

7. This ogre can't get to you as there's a gap in the floor, but he'll bombard you with grenades unless you take him out.

8. You'll find a ledge at the point marked with this red sigil. Jump up to get to the button operating the bars in the ziggurat.

9. Push the button by the mega health which will open the bars in the ziggurat.

10. In the first room past the bars in the ziggurat, you'll find two ogres guarding a switch on a ledge on the right. This opens the next lift.

11. The lift on the other side of the ziggurat takes you up to the silver key door.

12. You'll find yellow armour on the roof above the lift facing the silver key door.

13. You need to kill a shambler and a scrag before proceeding. If you're lucky, they'll decide to battle with each other, and you can finish off the survivor.

14. The shambler guards this switch which allows access to the silver key.

15. Look down from the roof where the shambler was standing and you will now see a platform leading into the structure.

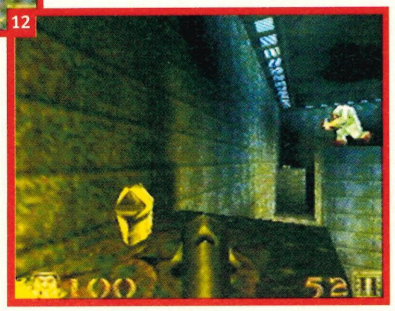
16. The silver key is in here, but watch out for scrags.

17. The exit will be on your right as you pass through the silver key door.

18. Shoot the wall here to access the final secret area.







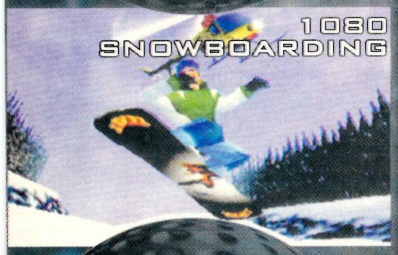




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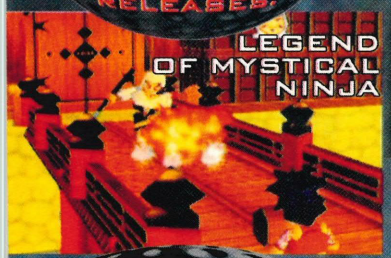
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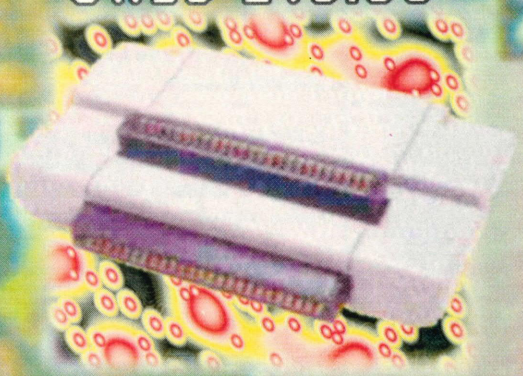
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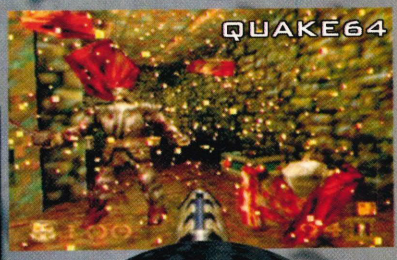
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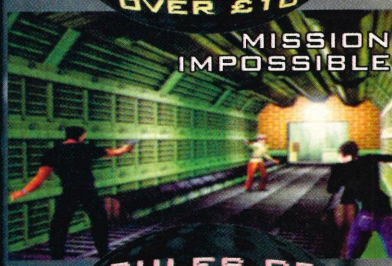
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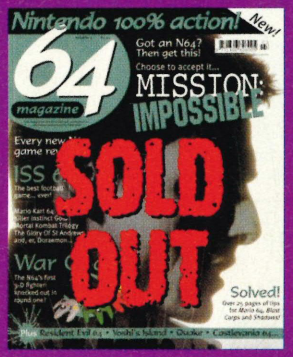
Issue 1

- Well, it's sold out, but you could have read about *Mario 64* and *Wave Race*. Alas, you can't any more.



Issue 2

- *Starfox*! *Blast Corps*! *Turok*! The *Mario 64* and *Shadows Of The Empire* solutions begin here!



Issue 3

- *Mission: Impossible*! *ISS 64*! *Blast Corps* complete solution! All gone, unfortunately.



Issue 4

- *Banjo-Kazooie*! *Conker's Quest*! *Goldeneye*! *F-Zero 64*! *Go! Go! Troublemakers*! *Mario Kart 64* guide!



Issue 5

- *Extreme G*! Behind the scenes of *Goldeneye*! *MRC*! *Goemon*! *Lylat Wars* review and players' guide!



Issue 6

- *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!*



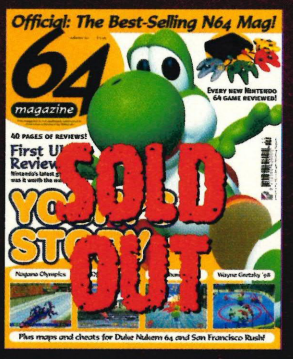
Issue 8

- That'd be *MK Mythologies*, the last part of *Goldeneye*, *FIFA '98* and *Automobili Lamborghini*, then.



Issue 9

- Loads of stuff f… about *Zelda 64*… *Gear Rally* gui… …s – gone!



Issue 10

- *Yoshi's Story* and *Nagano Winter Olympics* get reviewed, while *Duke Nukem* and *SF Rush* get mapped!



Issue 11

- *Fighter's Destiny*! *Robotron 64*! The *Bomberman 64* solution! *Tamagotchi World*!



Issue 12

- *Quake*! *Holy Magic Century*! *Deadly Arts*! *Mortal Kombat Mythologies* fully mapped!



Issue 13

- *Forsaken 64*! *Quake* reviewed! *Yoshi's Story* busted wide open! *World Cup '98*!

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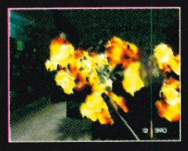
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Goldeneye



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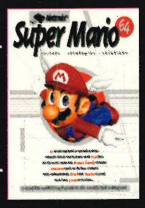


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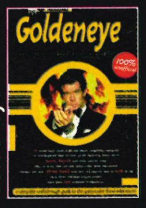


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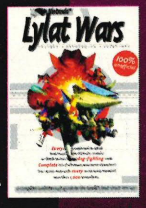
Super Mario 64



Goldeneye



Lylat Wars



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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!

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.

AERO FIGHTERS ASSAULT — 61 percent

Publisher: Video System | Reviewed: Issue 9 | Price: Import



A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. A huge let-down.

AERO GAUGE — 47 percent

Publisher: ASCII | Reviewed: Issue 10 | Price: Import



Envious eyes looked upon the PlayStation and the success of Psygnosis's *Wipeout* games. A plan was set in motion – clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world! Actually, *Aero Gauge* isn't that bad – it's just grotesquely limited in scope, lacking in speed and having the world's worst pop-up effects.

ART OF FIGHTING TWIN — 78 percent

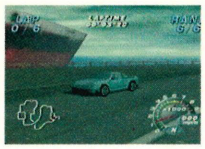
Publisher: Culture Brain | Reviewed: Issue 10 | Price: Import



The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

AUTOMOBILI LAMBORGHINI — 81 percent

Publisher: THE Games | Reviewed: Issue 8 | Price: £54.99



Titus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

BLAST CORPS — 82 percent

Publisher: Nintendo | Reviewed: Issue 3 | Price: £59.99



One of those games that defies categorisation, *Blast Corps* is best described as a combination of racing game and puzzler. A nuclear missile carrier is rolling towards destruction – you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

BOMBERMAN 64 — 86 percent

Publisher: Nintendo | Reviewed: Issue 9 | Price: £49.99



On the SNES, the multi-player game made this a classic. On the N64 the battle mode is a profound flop, but the one-player game almost compensates. *Mario*-style landscapes present puzzles to be solved – not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

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!

CHAMELEON TWIST — 72 percent

Publisher: Ocean | Reviewed: Issue 10 | Price: £59.99



One of several *Mario* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness – the game can be completed in next to no time.

CLAYFIGHTER 63⅓ — 13 percent

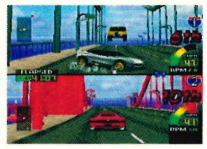
Publisher: Interplay | Reviewed: Issue 8 | Price: £59.99



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.

CRUIS'N USA — 25 percent

Publisher: Nintendo | Reviewed: Issue 10 | Price: £34.99



One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this – it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

DARK RIFT — 57 percent

Publisher: Vic Tokai | Reviewed: Issue 4 | Price: £59.99



Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both boring and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

DIDDY KONG RACING — 95 percent

Publisher: Rare | Reviewed: Issue 7 | Price: £49.99



Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover! If you can live with the over-cutesy characters, this is the one racing game you really need to have.

DOOM 64

80 percent

Publisher: GT Interactive | Reviewed: Issue 1 | Price: £59.99



Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing sprees unencumbered by the need for any troublesome thought or subtlety.

DORAEMON

40 percent

Publisher: Epoch | Reviewed: Issue 3 | Price: Import



The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial.

DUAL HEROES

28 percent

Publisher: Hudson Soft | Reviewed: Issue 9 | Price: Import



Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye.

DUKE NUKEM 64

90 percent

Publisher: GT Interactive | Reviewed: Issue 7 | Price: £59.99



The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

EXTREME G

91 percent

Publisher: Acclaim | Reviewed: Issue 7 | Price: £49.99



Take on a trackful of hi-tech bikers in this dementedly fast futuristic racer. An array of weapons and the option to have up to four players compete on either the rollercoaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-*Wipeout Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

F1 POLE POSITION

78 percent

Publisher: Ubi Soft | Reviewed: Issue 6 | Price: £59.99



Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's actually a slightly improved version of the Japanese *Human Grand Prix*, but some of the fundamental problems of the original – like unrealistic car handling and a lack of believable crashes – still remain, hampering enjoyment.

FIFA 64

25 percent

Publisher: EA Sports | Reviewed: Issue 2 | Price: £29.99



Hhhhuurkhhh-phtuii! Footballers are well known for their gobbing – the chances are they're thrutching their phlegm at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

FIFA: ROAD TO WORLD CUP '98

85 percent

Publisher: EA Sports | Reviewed: Issue 9 | Price: £59.99



A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-enhancing things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.

FIGHTER'S DESTINY

92 percent

Publisher: Ocean | Reviewed: Issue 11 | Price: £54.99



The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's *Virtua Fighter* in terms of play, though that's not such a bad thing as *VF* is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

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.

G.A.S.P!! FIGHTERS' NEXTREAM

70 percent

Publisher: Konami | Reviewed: Issue 13 | Price: Import

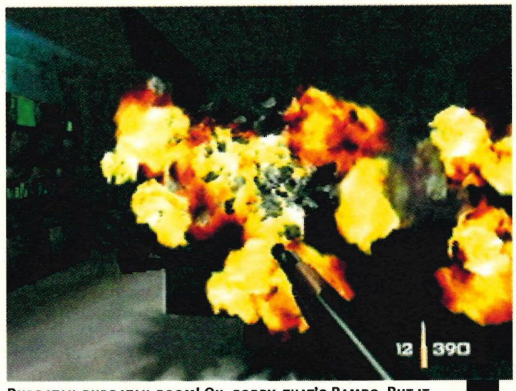


Fighting action with a novel twist – you get to design your own characters! A fighter creation option adds interest to Konami's beat-'em-up hopeful, but unluckily the gameplay at the core of *GASP* is lacking. The fighters aren't all that responsive, and their movement is often jerky. All in all, *GASP* has some good ideas, but it's let down by rather clumsy execution.

GOLDENEYE

96 percent

Publisher: Nintendo | Reviewed: Issue 5 | Price: £49.99



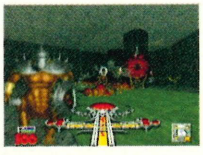
BUDDATAH-BUDDATAH-BOOM! OH, SORRY, THAT'S RAMBO. BUT IT APPLIES EQUALLY WELL HERE.

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 just 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



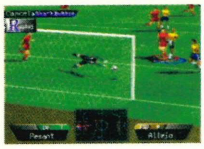
A *Dungeons & Dragons*-style take on *Doom*, though unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, an abundance of nasty brown textures making everything blend together on screen and no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

ISS 64

64 SWAGGER

93 percent

Publisher: Konami | Reviewed: Issue 3 | Price: £64.99



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



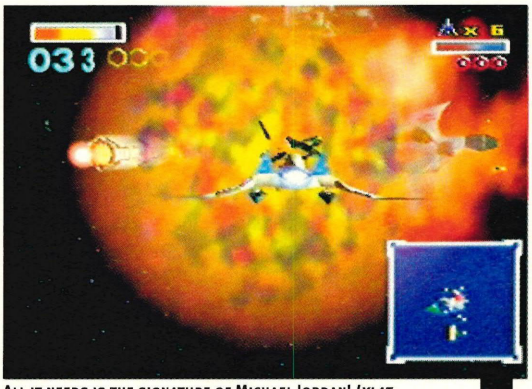
Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially 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



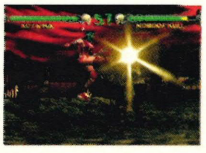
ALL IT NEEDS IS THE SIGNATURE OF MICHAEL JORDAN! *LYLAT WARS/STARFOX* IS FULL OF SPECTACULAR EFFECTS.

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 definitely 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?

MYSTICAL NINJA STARRING GOEMON

85 percent

Publisher: Konami | Reviewed: Issue 13 | Price: £59.99



An English translation of *Ganbare Goemon*, and one that makes a dramatic improvement to the game's playability. Actually knowing what you're supposed to do next, instead of just wandering around until you stumble upon a new item or location, transforms an amusing but irksome title into a very entertaining adventure. The N64's first RPG, and not before time!

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

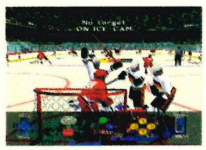


Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better 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 are 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!

QUAKE

88 percent

Publisher: GT Interactive | Reviewed: Issue 13 | Price: £59.99



A massive hit on the PC, *Quake* comes to the N64 with improved graphics and a fair smattering of gore, but sadly its deathmatch option is only for two players, as opposed to the benchmark-setting *Goldeneye*'s four. This does ultimately reduce its longevity, but all the same the one-player game is still a lot of aggressive fun. Kill ogres! Shoot dogs! Brutalise demons!

RAMPAGE

80 percent

Publisher: GT Interactive | Reviewed: Issue 13 | Price: £59.99



An arcade conversion with an unusual three-player mode, in which you take on the stamping form of one of three movie-style monsters and run around wrecking cities and eating people. This kind of action is fun for a while, and spotting all the amusing little touches in the game keeps you entertained, but the infinite credits mean it's got very little lasting value.

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

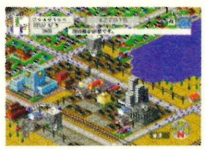


A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

SIM CITY 2000

69 percent

Publisher: Imagineer | Reviewed: Issue 12 | Price: Import

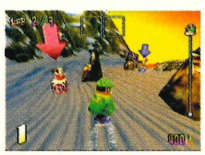


This conversion of the creaky old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imagineer give it their best though, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement 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 SIZZLER

94 percent

Publisher: **Nintendo** Reviewed: **Issue 1** Price: **£49.99**

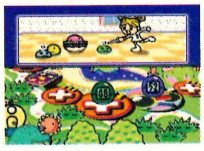


The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutesy) fun.

TAMAGOTCHI WORLD

72 percent

Publisher: **Bandai** Reviewed: **Issue 11** Price: **Import**

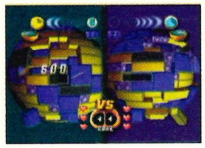


Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.

TETRISPHERE

75 percent

Publisher: **Nintendo** Reviewed: **Issue 10** Price: **£39.99**



Tetris with balls, if you will. This update of the classic Game Boy puzzler takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same – group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.

TOP GEAR RALLY

64 SIZZLER

90 percent

Publisher: **THE Games** Reviewed: **Issue 7** Price: **£54.99**



Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of *Sega Rally*. It boasts five large courses with variable weather conditions, and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

TUROK: DINOSAUR HUNTER

72 percent

Publisher: **Acclaim** Reviewed: **Issue 2** Price: **£39.99**



Now at a new low price, *Turok* is much better value, though in terms of playability it is nowhere near the level of *Goldeneye*. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, Turok's the man. Well, him and Duke.

WAVE RACE 64

87 percent

Publisher: **Nintendo** Reviewed: **Issue 1** Price: **£59.99**

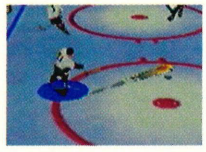


An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

WAYNE GRETZKY'S 3-D HOCKEY

84 percent

Publisher: **GT Interactive** Reviewed: **Issue 5** Price: **£59.99**

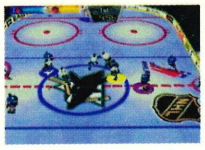


The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling block is that nobody over here watches ice hockey!

WAYNE GRETZKY'S 3-D HOCKEY '98

85 percent

Publisher: **Midway** Reviewed: **Issue 10** Price: **Import**



The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences come in updated player stats and teams, so it's one for ice hockey completists only.

WAR GODS

52 percent

Publisher: **GT Interactive** Reviewed: **Issue 6** Price: **£59.99**



For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *Clayfighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

WCW VS NWO WORLD TOUR

85 percent

Publisher: **THQ** Reviewed: **Issue 9** Price: **£54.99**



Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW Vs NWO* provides something no other fighting game has managed – full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the 'sport', which is something in itself!

WHEEL OF FORTUNE

45 percent

Publisher: **Gametek** Reviewed: **Issue 10** Price: **Import**



Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (boo!), this is the American version of the gameshow for numbskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inanely in a small video window), the questions are far too American-oriented and insanely literal for UK players to get to grips with.

WILD CHOPPERS

72 percent

Publisher: **Seta** Reviewed: **Issue 9** Price: **Import**



A sort of 3-D version of the old *Desert Strike* games, Seta's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

WORLD SOCCER 3

86 percent

Publisher: **Konami** Reviewed: **Issue 9** Price: **Import**



An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

YOSHI'S STORY

81 percent

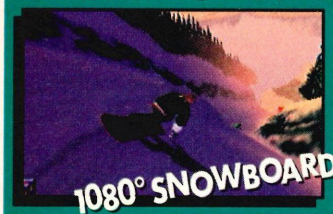
Publisher: **Nintendo** Reviewed: **Issue 10** Price: **Import**



A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely, laughably easy to complete. The Western version 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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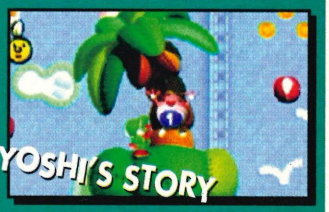
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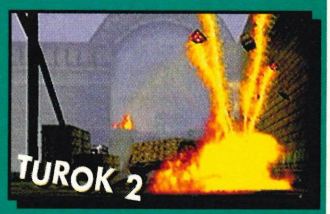
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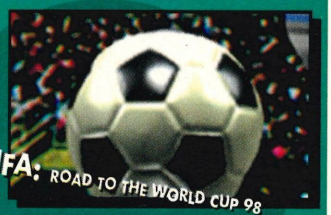


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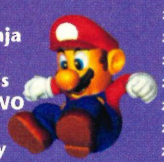
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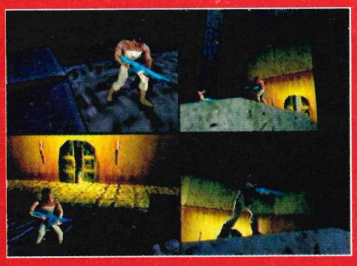
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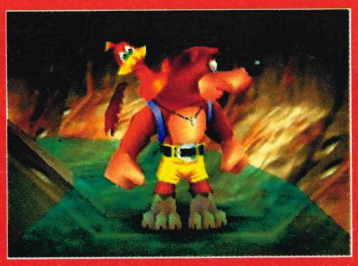














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Dead pool this issue: Bank Holiday Mondays for completely disrupting our schedules (Nick), 'The Ballad Of Tom Jones' (Roy), BBC2 planners for taking off *The Larry Sanders Show* (Andy)

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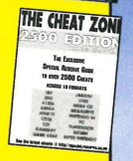
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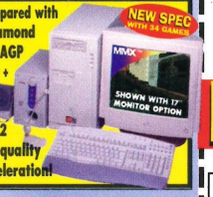
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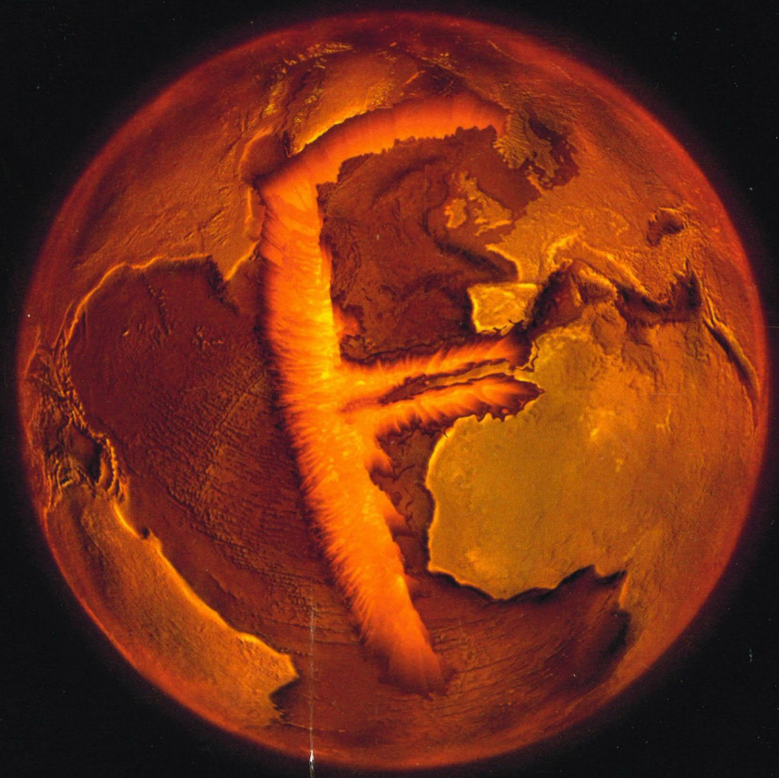
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