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64 MAGAZINE

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PAGE 34

F-ZERO X
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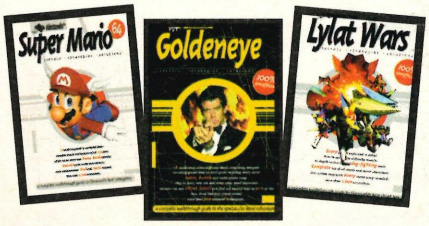
THE GAMES





- Goldeneye
- Banjo-Kazooie
- Forsaken
- World Cup '98
- Yoshi's Story
- Diddy Kong Racing
- Mario 64
- Mario Kart 64

THE BOOKS





Volume 17

64 MAGAZINE

04



Get Ready Turok!

20

Turok is back – dinosaurs beware! We preview *Turok 2: Seeds Of Evil*, and show you some shots you won't see anywhere else!

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64 MAGAZINE took a jet-setting day trip to Dundee to visit DMA Design, creators of the giant insect splatterfest *Body Harvest*!



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Nintendo's first in-house game since *Yoshi's Story* is here at last – is it up to scratch?



IGGY'S RECKIN' BALLS

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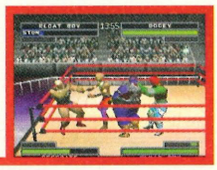
They're small, they're round, they bounce along the ground – meet Iggy and his spherical pals!



WWF WARZONE

40

A wrestling game with a new twist – you can create your own wrestlers! Put on your lycra leotard and *grapple*!



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Just when things start to look really rosy... along comes a game like this! Even if you like real golf, you'll hate this...



ntents

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Another issue, another *Zelda* preview. Good thing we reckon it'll be awesome – we're getting impatient...



16 Win Back
Who needs a PlayStation? Here's some anti-terrorist action that could outdo *Metal Gear Solid*!





17 Pokemon Stadium
Breed cuddly animals. Then pit them against each other in mortal combat. Good old Nintendo!



17 V-Rally 64
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18 Space Station: Silicon Valley
Penguins, elephants, dogs, tigers, polar bears and walruses. All in a day's work for Evo the robot!



19 Gex: Enter The Gecko
You can get put away for that! GT's cheeky green lizard may have the banter – but can he lick Banjo?



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Are you able to defeat the world's best players?

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Everything you need to beat Babalas and co!

78 Quake
At last! It's finished! Done! Over! Oh happy day!

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All the latest news from the big wide world of Nintendo, plus charts, release dates and, y'know, stuff.



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Why not 'letters' know what you think about the N64? Oh-ho!

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Subscribe to 64 MAGAZINE, and save more money than you can possibly imagine.

92 Nindex
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98 Next Issue
Look to the future now, it's only just begun.

UK UPDATE

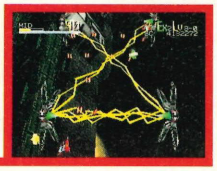
OFF-ROAD CHALLENGE

50 There's no challenge, and you can't go off the road. Not the most accurately titled game ever...



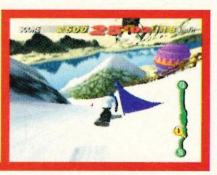
STAR SOLDIER: VANISHING EARTH

52 The N64 hasn't had a scrolling shoot-'em-up until now. And it still hasn't had a good one!



1080° SNOWBOARDING

54 The PAL version of Nintendo's powder-tastic game finally makes an appearance. Any good, dude?



ROBOTRON 64

56 Run. Shoot. Run. Shoot. Run. Shoot. Repeat as necessary. Can this combination make a great game?



the 64 showcase

news peripherals advice • hot new items of interest



Welcome To 64 Magazine!

You might have noticed a few changes in the look of 64 Magazine this issue, but regular readers needn't fear that we're throwing away everything that made us the number one choice for discerning N64 gamers worldwide. Look closer, and you'll see that everything is still where it should be, just presented in a clearer and more up-to-date way.

If you're new to the magazine then hi, how ya doin'? Good to see you. We're glad you're here, and we want you to stay with us! We think that 64 Magazine is the best N64 mag that you'll find anywhere, and we hope that you agree. To help you decide, here are a few facts about 64 Magazine...

Fact 1: 64 Magazine was the first N64 mag in Britain, and the leader that all the others followed. We're constantly working to make sure that we stay ahead of the competition in terms of content, design and overall quality.
This means: We're dedicated.

Fact 2: 64 Magazine is completely independent. We don't have to get Nintendo's permission to write anything, we don't suck up to advertisers and we don't increase scores in deals to get other games before anyone else. What we write is what we genuinely believe.
This means: We're honest.

Fact 3: 64 Magazine is dedicated to giving gamers the most in-depth news and reviews of Nintendo games they can find anywhere. We believe that when you're spending £50 or more on a game, you should have as much info about it as possible.
This means: We're thorough.

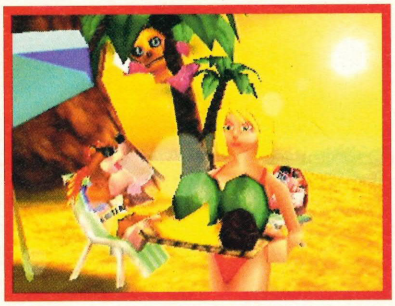
Fact 4: 64 Magazine only reviews finished games. We never review games that aren't yet finished just to get an 'exclusive'. When we review a game, you can be sure we've had an actual cartridge in our hands.
This means: We review what you play.

Fact 5: 64 Magazine is published by Paragon Publishing, Britain's biggest independent games magazine publishers. We have some of the most experienced games journalists in the world, and you can trust us always to tell the truth about a game.
This means: We know what we're talking about.

Fact 6: 64 Magazine's staff work harder than anyone else to ensure that the magazine is of the highest possible quality. We're not prepared to accept sub-standard games, so we don't believe you should accept sub-standard magazines!
This means: We're the best!

Can any other N64 mag say all that? Don't think so. Stick with us, and we guarantee you'll never need to look anywhere else for your fix of Nintendo gaming!

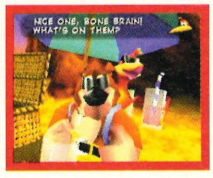
Andy McDermott, Editor





TOOIE'S COMPANY!





No sooner is the first game out than a sequel is on the way! Rare has announced that the follow-up to *Banjo-Kazooie* will be *Banjo-Tooie*, out sometime in 1999.

If you've completed *Banjo-Kazooie* already, you've probably noticed that there are still some areas that you can't enter even if you've collected absolutely everything. Play *Banjo-Tooie*, however, and everything will become clear – secrets revealed in the second game can be used to unlock the sealed areas in the first!

Rare insist that the hidden areas in *Banjo-Kazooie* are completely inaccessible, no matter what codes you use, until you've played *Banjo-Tooie*. This suggests that *Banjo-Tooie* will make use of a Controller Pak and that *Banjo-Kazooie* can read the sequel's saved games – how's that for forward planning? Unless, of course, Rare knows something about the 64DD that nobody else does...

If you're wondering about the spelling of the sequel, a Rare spokesman pointed out that 'Banjo-Twoie' looks stupid. So that's that sorted!

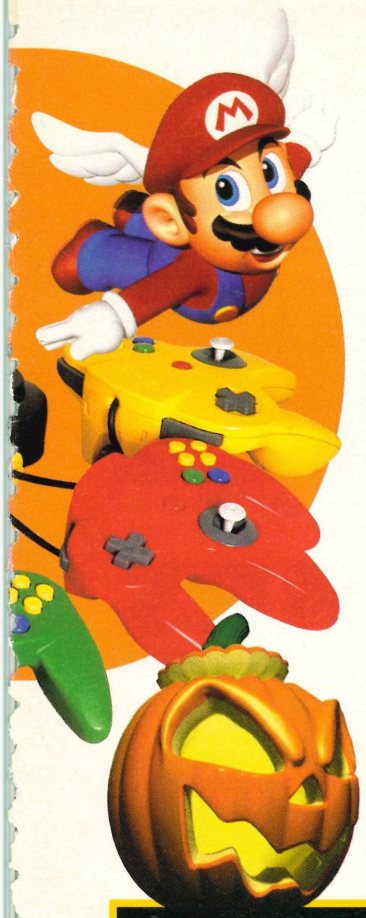




▲ If you've been into Wozza's cave, you might recognise this frosty little tricket.



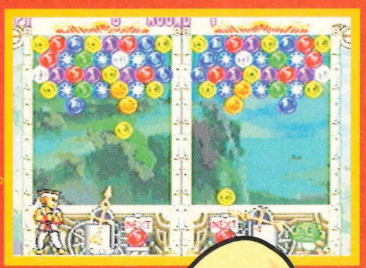
▲ All will be revealed in *Banjo-Tooie*, due out in 1999 from your mates at Nintendo and rare!



Bust-Another-Move







If you liked Acclaim's *Bust-A-Move 2* (reviewed in issue 15), you'll love this! *Bust-A-Move 3* (they must have spent weeks thinking up the title) is set to appear on N64 later this year, and will have several new features, not least of which is a four-player mode!

If you're wondering how they're going to make that work, here's a subtle hint: hi-res. If Acclaim get this to work (and since they're the current masters of high resolution graphics, there's no reason why they shouldn't) each player will have their own window with as much detail as the whole screen of the first game!

Everyone at 64 MAGAZINE is a fan of *Bust-A-Move 2*, so the prospect of four-player bubblematches is one we're looking forward to. More details when we get 'em!

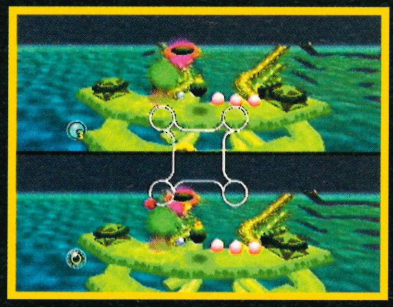


N64 Games For PlayStation Prices!

Nintendo led the way by cutting the prices of their cartridges to £50 at the end of last year – now Acclaim have gone even further by slicing some of their titles to just £39.99, the same price as many PlayStation games!

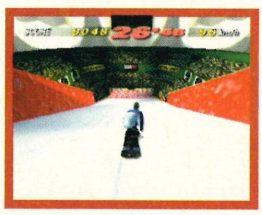
The games that get the new ultra-low price point are *NFL Quarterback Club*, *NHL Breakaway* and *All-Star Baseball*. If it looks as though it's just strange American sports sims that are included in the deal, think again – brand new game *Iggy's Reckin' Balls* also jumps in at a penny under 40 nicker!

Anything that brings game prices down is okay by us. Nice one Acclaim – let's see if everyone else follows suit!



2160° Snowboarding?

British gamers haven't even been able to get hold of *1080° Snowboarding* yet, and the sequel is already in the works. Nintendo's game svengali Shigeru Miyamoto hinted that an early version of *1080° 2* might appear at Nintendo's Space World '98 show (if it goes ahead), with a 1999 release to follow.



▲ Rumour has it that *1080° 2* will support four players!

HERE ISS THE NEWS

World Cup fever is over, and at last football fades from the TV screens of the nation. Well, until *ISS '98* comes out!

Konami's stunning update of its world-beating *International Superstar Soccer 64* has received the endorsement of noted bladder-kickers Paul Ince and Fabrizio Ravanelli, and boasts a list of improvements longer than the list of Man U supporters who've never been to Old Trafford. The goalies don't fall for the same old slippy shots, there's more choice of weather conditions and camera angles, and if the players in the game aren't to your liking, there's even an option that lets you create new ones from scratch. Put yourself in the team and try for an Oscar with a few fake dives! We'll have the full review of *ISS '98* next issue. Howay the lads!



▲ *ISS '98* – a bit of name editing and you've got the Premier League in your pocket!

64 NEWS NUGGETS

GT Interactive have signed up the latest game from Eurocom (*Duke Nukem 64*, *Mortal Kombat 4*, *Bio Freaks*) – *40 Winks*. As for what the game is about, GT wouldn't say, other than they reckon it to be a 'triple-A' title. Well, they would say that, wouldn't they... *Cruis' n World* slipped onto the shelves of game shops across the nation in July – without a review copy going out to a single magazine beforehand. Dodgy, well dodgy... Crave Entertainment, the American company who rescued *Robotron 64* (see page 58) from development hell, are set to bring two more updated arcade classics to the N64 – *Battlezone* and *Asteroids*...

ALSO OUT...

64 Solutions #6

Full guides to *Fighter's Destiny*, *Yoshi's Story*, *Mystical Ninja* and more!

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Maximum Solutions: Banjo-Kazooie

A full-colour complete guide to Rare's massive bear and bird adventure!

£3.95 • ISBN 1-873650-38-8

Saved!

It's sometimes infuriating that the N64 doesn't get conversions of games on other formats. Then again, we can all be thankful we didn't get these!

Heart Of Darkness

Four years in the making! Presumably three years, nine months with feet up on desks, since it's basically the old SNES game *Flashback* with FMV and annoying screeching noises.

Spice World

You wanna be a Spice Girl? Pull on your platforms, tug down your top, hitch up your skirt and... well, play a girl-powered version of *Simon*. No wonder Geri legged it.

Men In Black

Thrill! as Tommy Lee Jones blurts out the same sampled speech for the 57th time in three minutes! Laugh! at the inept limb-snapped animation! Cry! if you bought it!

Spyro The Dragon

If you look at this alongside *Banjo-Kazooie*, the numerous similarities in gameplay style are quite amazing. With one obvious exception. *Banjo-Kazooie* isn't as boring as hell.



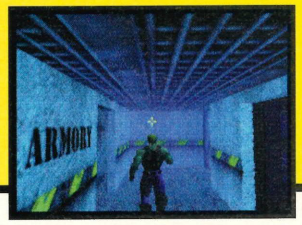


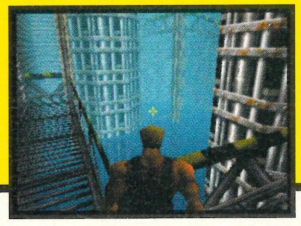
DUKE'S BACK

Come get some more! Duke Nukem, he of the blood-stained Doc Martens and cheesy one-liners, is well on the way to his second N64 appearance. This time round, though, he's not just going to feature in a straight port of a PC game – *Duke Nukem: Zero Hour*, as the game is now provisionally called, won't appear on any other machine!

As you can see, this time Duke's alien-splatting adventures are viewed from a third-person viewpoint. Just because the viewpoint is from a *Banjo-Kazooie*/*Tomb Raider* perspective doesn't mean that there will be any less violence, however. Duke's mission is the same as ever – kill the alien scum and rescue the kidnapped babes!

Duke Nukem: Zero Hour is set to be released by GT Interactive in time for Christmas. It should feature a Dukematch mode, so polish up your pistols in preparation!







▲ You really *can* play this game with four players. Mea culpa!

SCARS With Four Cars

Doh! No sooner did we get last issue's preview of *SCARS* out of the way than Ubi Soft came down and told us that the game *does* support a four-player mode. That's what happens when you're working from *last* week's Ubi Soft press release.

So, to recap: *SCARS*. Racing game. Cars named after animals. Weapons. Up to four players. Due out November. Looks pretty smart. Review soon.



Mario Goes Soft!

Yes, that mad plumber Mario, star of umpteen video games, has been brought to life – along with a number of his friends – in a range of plush soft toys. All your old favourites are here, including Mario's brother Luigi and his arch-nemesis Bowser.

The toys are available for £9.99 each on mail order but suppliers Excitement Direct have generously provided a complete set of the soft chappies for one lucky 64 MAGAZINE reader which you can win by answering the following simple question:

When playing Mario 64, *what does Mario say when you first turn on the console?*

Send your answers to the usual address marked 'I Wanta Da Mario' and the first entry picked after the closing date of 10 September will win the whole set!

If you're not one of the lucky winners, you can still purchase these cute characters by contacting Excitement Direct on (01993) 844885.



Gizmos & Gadgets

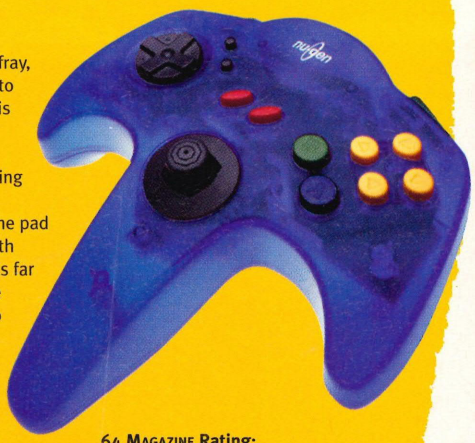
Where we test N64 add-ons to destruction!

Mantaray

£19.99 • Nutech • (01992) 707407

A new manufacturer leaps into the fray, but their debut product isn't going to set the world alight. The Mantaray is just a bog-standard pad with no discernible advantages over Nintendo's controller apart from being a tenner cheaper.

The buttons are unresponsive, the pad apparently having been injected with novocaine, and the analogue stick is far too slack. The shoulder buttons are too small as well. Turbo and slo-mo functions are there as usual for third-party pads, but again as usual, they're all but pointless during play. While the body of the controller is comfortable to hold and done in a nice translucent plastic, it's yet another pad that should only be of interest to the budget-obsessed.



64 MAGAZINE Rating:

Controller Plus 64

£19.99 • Joytech • (01525) 371769

Yeugh! The Controller Plus is without a doubt the most uncomfortable pad we've ever used. The shape is similar to Logic 3's Trident, but the massive banana-shaped stem is impossible to grip without incurring cramps. The A, B and C buttons are a nice size, but horribly clicky and undersprung, and the trigger rattles like teeth in a jamjar.

The lowest point of all is the analogue stick, the heart of any N64 pad. Not only does it feel like it's sprung by a lump of dead flesh, but the top is loose, spinning around as you move the stick and sending your thumb sliding off it.

The Controller Plus 64 can't honestly be recommended to anyone. If you want a good cheap pad, there are plenty of other alternatives around the £20 mark.

64 MAGAZINE Rating:

Hyper 64

£19.99• Blaze • (01302) 325225

The Hyper 64 is a controller with a literal twist. Mounted around the rim of the analogue stick is a ring that acts like a steering wheel.

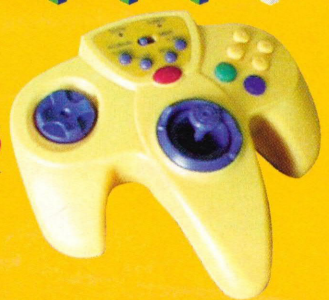
Normal features first: the analogue stick has a long throw, though not unplayably so, and the buttons are well-sprung and responsive. Unfortunately, the trigger is limper than a week-old lettuce leaf.

The 'wheel' is a nice idea in theory, but in play it's not as good as it sounds. To use it you need both thumbs, making it difficult to reach the A button, which most games use as the throttle. Also, at the first hint of sweat from your thumbs, you lose your grip – the spring that self-centres the wheel is too fierce.

The Hyper 64 is a decent enough pad – it's comfortable to hold and well made. However, its unique selling point, the wheel, isn't special enough to make it stand out.

64 MAGAZINE Rating:





64 MAGAZINE CHARTS

In association with GAME

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Chart Comment

The big surprise this month was that the mediocre *GT 64* somehow managed to hit the top of the charts. People are obviously so desperate for a racing game that they'll buy any old tat with a picture of a car on the box! Behind it, *Goldeneye* is still holding its own, and *ISS 64* and *Extreme G* are benefitting from reduced prices. We do want to know who's still buying *Shadows Of The Empire*, though!

Chart Compo

Nobody got a correct prediction through to us before we went to press – we *said* last issue that *Banjo-Kazooie* wouldn't be on sale until after the magazine went to the printers, and therefore wouldn't appear in the charts, but did anyone listen to us? *GT 64* didn't even appear in anybody's top three! The prize will therefore carry over to next issue, when Banjo *will* be on sale... Remember, you need to act fast to get your entries in – the gap between this issue going on sale and issue 18 going to the printers is less than two weeks! So hop to it!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	GT 64	Infogrames	64%
2	3	Goldeneye	Nintendo	95%
3	1	World Cup '98	EA Sports	93%
4	2	Forsaken	Acclaim	93%
5	4	ISS 64	Konami	93%
6	6	Yoshi's Story	Nintendo	79%
7	17	Extreme G	Acclaim	80%
8	11	WCW Vs NWO	THQ	83%
9	13	Diddy Kong Racing	Nintendo	86%
10	8	Mystical Ninja	Konami	85%
11	10	Rampage World Tour	GT Interactive	80%
12	5	Wetrix	Infogrames	86%
13	7	NBA Courtside	Nintendo	85%
14	18	Shadows Of The Empire	Nintendo	58%
15	9	Super Mario 64	Nintendo	92%
16	20	Top Gear Rally	Nintendo	85%
17	–	Chameleon Twist	Infogrames	64%
18	12	Mario Kart 64	Nintendo	78%
19	–	Fighter's Destiny	Infogrames	80%
20	19	Bust-A-Move 2	Acclaim	91%

WIN £50 WORTH OF GAME VOUCHERS

You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions to *Chart Compo*, 64 Magazine, *Paragon House, St Peter's Road, Bournemouth BH1 2JS*!

Gamewatch

If you want to know what games are on the way for your N64, there's only one place to look – 64 MAGAZINE's Gamewatch section, produced in association with Department 1. This list is the most comprehensive and up-to-date you'll find anywhere! It covers games from all around the world, whether in the UK or upcoming imports from Japan and the USA. If there's a Nintendo 64 game that you're looking forward to, check with Gamewatch first – it's the most accurate release list anywhere in the world!

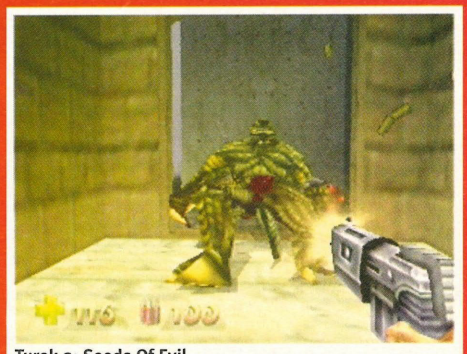
• Release dates are subject to change without notice. Hey, don't blame us – we don't write the games!

In association with Department 1

Department 1, 3rd Floor, Suffolk House, 1-8 Whitfield Place, London W1P 5SF. Tel: (0171) 916 8440

Department 1 0171 916 8440

1080° Snowboarding	**UK**	**1-11**
4x4 Mud Monsters	US	20-1-99
Action Bomberman	**UK**	**5-10**
Aero Gauge	**UK**	**1-6**
Airboardin' USA	US	20-9
Battletanx	US	20-10
Bio Freaks	**UK**	**1-10**
Bio Tetris	Jap	TBC
Body Harvest	**UK**	**Nov**
Body Harvest	US	18-11
Bomberman Hero	US	29-9
Buck Bumble	**UK**	**September**
Buck Bumble	US	1-10
Caesar's Palace	US	20-8
Castlevania 64	**UK**	**27-8**
Castlevania 64	US	20-11
Chopper Attack	**UK**	**August**
Chopper Attack	US	17-6
Choro Q 64	Jap	17-7
Deadly Arts	**UK**	**TBC**
Deadly Arts	US	23-9
Donkey Kong 64	**UK**	**1999**
Earthworm Jim 3D	US	20-11
Extreme G 2	**UK**	**1-10**
Extreme G 2	US	20-10
F1 World GP	**UK**	**Aug**
F1 World GP	US	28-7
Fighting Force	**UK**	**Nov**
Fighting Force	US	20-10
Flying Dragon Twin	US	20-8
Fox Sports Hoops	US	10-11



Turok 2: Seeds Of Evil

F-Zero 64	**UK**	**28-10**
F-Zero 64	US	1-9
Gex: Enter The Gecko	**UK**	**Sep**
Gex: Enter The Gecko	US	26-8
Glover	US	3-11
Golden Nugget	US	20-10
Holy Magic Century	**UK**	**TBC**
Hybrid Heaven	**UK**	**1-12**
ISS '98	**UK**	**5-10**
ISS '98	US	20-8
Iggy's Reckin' Balls	**UK**	**August**
Iggy's Reckin' Balls	US	12-8
In Fisherman's Bass Hunter	US	20-1-99
John Madden '99	US	23-9
Major League Soccer	US	20-7
Micro Machines	**UK**	**November**
Micro Machines	US	9-12
Milo's Astro Lanes	US	20-11
Mission Impossible	**UK**	**28-8**
Mortal Kombat 4	**UK**	**Sep**
NASCAR '99	US	23-9
NBA FastBreak	US	TBC
NBA Jam '99	US	14-10
NFL Blitz	US	30-9
NFL Quarterback Club '99	US	26-8
NHL Breakaway '99	US	20-11
NHLPA Hockey '99	**UK**	**November**
Nightmare Creatures	**UK**	**TBC**
Nuclear Strike	**UK**	**31-12**
ODT	UK	20-2-99
Penny Racers	**UK**	**TBC**
Penny Racers	US	26-10
Playmobil	US	20-10
Pokemon Stadium	**UK**	**1999**
Pokemon Stadium	Jap	Aug
Predator Racing	US	1-10
Quake II	**UK**	**December**
Quake II	US	20-11
Rally Racing	US	19-11
Rat Attack	**UK**	**Nov**
Rat Attack	US	20-11
Rayman 2	US	16-11
Rev Limit	**UK**	**TBA**

Road Rash 64	**UK**	**31-12**
Roadsters '98	US	20-10
Rugrats	US	20-1-99
Rush 2: Extreme Racing	US	4-11
SCARS	**UK**	**Nov**
SCARS	US	2-11
Sim City 64	**UK**	**1-11**
Space Race	**UK**	**December**
Space Station: Silicon Valley	**UK**	**Nov**
Space Station: Silicon Valley	US	20-10
Super B Daman		
Battle Phoenix	Jap	24-7
Superman	**UK**	**December**
Superman	US	20-9
Super Robot Spirits	Jap	17-7
Survivor: Day One	US	20-11
Tonic Trouble	**UK**	**August**
Tonic Trouble	US	1-7
Top Gear Overdrive	**UK**	**31-12**
Turok 2	**UK**	**28-10**
Turok 2	US	7-10
Twelve Tales: Conker 64	**UK**	**TBC**
Twelve Tales: Conker 64	US	TBC
Twisted Edge Snowboarding	**UK**	**5-10**
Twisted Edge Snowboarding	US	28-10
Virtual Chess	US	2-6
VR Pool 64	US	20-10
V-Rally 64	**UK**	**30-10**
Waialae Country Club:		
True Golf Classic	US	28-7
WCW Vs NWO: Revenge	US	12-10
Wipeout 64	**UK**	**Nov**
Wipeout 64	US	16-11
Zelda 64	**UK**	**November**
Zelda 64	Jap	September
Zelda 64	US	24-11



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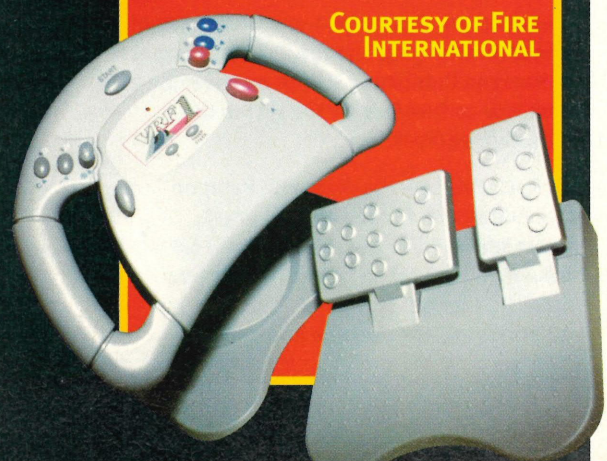
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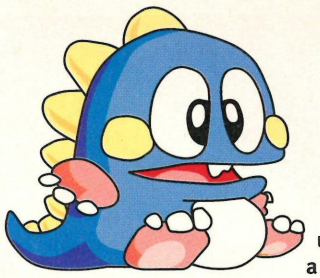
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Puzzled

Dear 64 Magazine,

In issue 15 you reviewed *Bio Freaks* and *Bust-A-Move 2*. *Bio Freaks* scored 19 Ns and *Bust-A-Move* scored only 15. Judging by this, you think that *Bio Freaks* should score better than *Bust-A-Move*, so why is it that *Bust-A-Move* scores 9% higher than *Bio Freaks*?

Matthijs ten Ham, Woudenberg, Netherlands

The final rating for a game is not an average of the marks for each category – if it were, puzzle games would never be able to get a good mark because they always fall down on the graphics score!

Sheer Cart Attack

Dear 64 Magazine,

Although your magazine is the best of the best, it could be improved even further. For instance, PlayStation magazines give out demo discs every month. I'm not saying you should give one out as often as that, because that would cost too much, but surely one every three months couldn't hurt. A lot of people would buy your magazine just for the cartridge, read your mag then possibly subscribe. I for one hate buying games that I've never played before, but I don't have much of a choice! I'm sure if the cartridge costs too much people would pay a bit more to get it as it would be the only demo cartridge available.

Logan Maidment, Breinton

Let's see now... a 64Mbit cartridge costs £14 to manufacture, for a big promotion like that we'd print over 100,000 copies of the magazine, so, including print costs, that would cost us over £1,500,000 to get an issue with a demo cartridge on the shelves... maybe just a *tad* on the high side. We'd have to charge about £25 a copy as well – newsagents have to make a living too.

Giving a cartridge away as a gift is the impossible dream of all magazines – it's *never* going to happen because of the sheer cost. Trust me on this!

Gotta Wear Shades

Dear 64 Magazine,

With the release of games such as *Zelda*, *F-Zero X* and *Perfect Dark*, I can say that the future for Nintendo is looking orange – I mean, brighter.

The problem is, all that is in 1999 – what happened to now, the present? I am fed up with the childish games, which only take half a day (if that) to finish. They need – I stress *need* – games which can keep me active for a long period of



▲ *Zelda 64*: a bright future for the N64... eventually!

Prize Star Letter Winner!

Dear 64 Magazine,

In the Nindex, your section on *Mario Kart* states that the computer-controlled players cheat to an obscene degree. I disagree. Last time I played *Mario Kart*, I collided with a lorry on Toad's Turnpike. During the inevitable explosion that followed, five characters overtook me (putting me down into sixth place). With the help of three red shells and a mushroom, I not only caught up again but regained first place within moments. Surely if I can do that, the computer players can do it too without cheating?

I also have two questions, which I hope won't make this an Ask Andy candidate!

1: In issue 15, you told us about the cut in cartridge prices. This, quite frankly, is the best news I have received concerning my beloved console! At present, the average price of a game is about £50. If software houses resist the extra £3 profit and cut costs, what will be the average price of a game?

2: What is the difference between PAL and NTSC? I gather UK gamers own PAL machines. Does this mean NTSC is a Japanese or American version? Is one more efficient than the other?

Finally, let me say, carry on with your great review pages. Even reviews of rubbish games keep me reading to the last word. They are just so good! Keep it up!

Angus Wight, Lymington

But how about when you nail the leaders with red shells, continuously fire a golden mushroom, and still have the entire pack right on your arse the second after it runs out? Cheating gits!

1: In theory, companies could knock a fiver off the price. Some will cash in and pocket the profit – others, like Acclaim, are actually dropping prices even more (see Showcase this issue).

2: Grossly simplified explanation time – PAL machines output 625 scan lines, NTSC machines output 525 lines. Even though PAL TV signals are better quality than NTSC, this ironically means that PAL games are slower (unless they're specially recoded for the UK) because they have to pump out an extra 100 lines.

time. Where did all the challenge go in games? Just because it's a more powerful beast of a machine doesn't mean it can go to waste by making games that don't push its capabilities. I say if the formula worked for its predecessors, don't change it.

Michael Campbell, Wolverhamption

PS: Is *Zelda* really worth a mouth-watering six on the Droolometer (page 23, issue 15)?

***Zelda*? Oh yes. Trust me on this as well.**

Stuff Kids' Stuff

Dear 64 Magazine,

I am writing to put forward my views on the 'kiddie games' problem. In issue 12 Alan Campbell stated that this group is around age 5-12. I am 11 and it only took me a day and a half to finish *Yoshi's Story* (luckily after reading your mag I rented it instead of buying it). Any five-year-old who takes longer than a week to finish it should consider themselves seriously sad at video games!

Even if Nintendo are making these games for younger kids they should not be so easy. Younger people want a challenge too. Instead of wasting their time on stupid games like *Yoshi's Story*, Nintendo should be concentrating on games like *Zelda 64*.

Niall Sherry, Wicklow



People obviously agree with you and are voting with their cash – *Yoshi's Story* hasn't performed nearly as well in the charts as previous Nintendo games. The 'easy game with lots of secret bonuses' approach has been a critical and commercial flop, and hopefully will be abandoned in favour of games with fewer fripperies and more challenge!

Turok And Roll

Dear 64 Magazine,

When I borrowed *Turok* off a friend I thought it was brill. I was immediately hooked on it, but sadly I have to give it back today.

I was going to buy it myself, but then I bought your magazine and inside, to my surprise, was a preview of *Turok 2*. It is my birthday in July and I had asked my parents to buy me *Turok*, but I thought I might wait for *Turok 2*.

I like the idea of a multiplayer mode, and I thought if they were to add the dinosaurs to the multiplayer levels it would make it a lot more interesting and fun to play. It looks awesome, and a lot better than *Turok*.

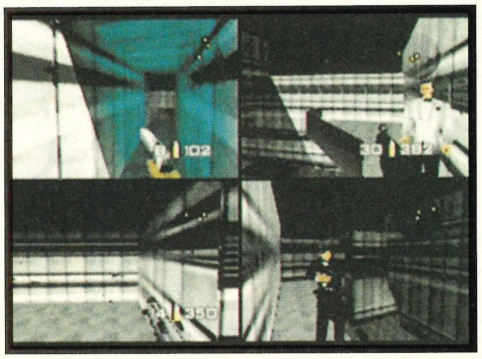
Please could you tell me when *Turok 2* will be released, how much it will cost and if it includes a Rumble Pak.

Richard Piper, Stockport

PS: I was looking through my *Goldeneye* manual when I saw a man in a white tuxedo (page 10). Are these early pictures, or is this guy in the game?

From what we've seen of *Turok 2*, it should make *Turok* look positively fossilised. It won't be on sale until November, though (the likely price will be £59.99, but this may change), so you'll have to endure a bit of a wait. It will support a Rumble Pak, but it's unlikely to include one.

The chap who looks like a waiter is actually Sean Connery! Rare included him in unfinished versions of the game, but for legal reasons had to take out all the non-Brosnan Bonds. There are rumours that you can still access them with a cheat, but we've yet to see hard evidence of this...



▲ **"My name ish Bond... Jamesh Bond."**

Jimminy! Cricket!

Dear 64 Magazine,

I would like to know why you haven't brought out a cricket game. I can't be the only person who likes cricket. Other consoles and the PC have cricket games, but you haven't. Could you tell me if there is going to be one, and if so, when?

Jonathan Clarke, Little Melton

Well, you know, I've been a bit busy editing the mag and stuff like that, but when I get five minutes I'll knock one out... we don't *write* the games, you dope!

Joking aside, Acclaim were thinking about a cricket game based on the *All-Star Baseball* engine. If we hear any more definite news, we'll let you know.

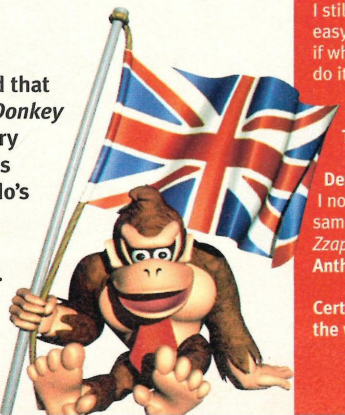
Monkey Business

Dear 64 Magazine,

What's happening with *Donkey Kong 64*? *Nintendo Magazine* had a sneaky go at you in their August issue by saying it didn't exist and was a fake game, but in the same issue they said Rare are definitely working on it! Once and for all, what's the real deal with the N64 *Donkey Kong* game?

Daniel Copper, Bristol

In the past, we've said that there *will* be an N64 *Donkey Kong* game for two very good reasons. 1: It was right there on Nintendo's own list of upcoming games in black and white. 2: Rare said so. We don't just make this stuff up, y'know.



LETTERS 64 MAGAZINE



ASK ANDY

Got any Nintendo-related questions? Fling 'em in the direction of our editor, and he'll do his damndest to answer them.

Dear 64 Magazine,

1: Will the 64DD be scrapped? If so, will *Mario 2* appear on cartridge?
2: I have got all your issues from number two onwards (I am a subscriber) and every month someone writes in wanting to get their grotty little hands on issue one. Why don't you just reprint it?
3: You must get thousands of letters every month from adoring suck-up fans of the magazine, but come on guys, do you really read all of them?
4: Despite all the delays, when do you think *Zelda 64* will come out?
5: How many megabits does the N64 have?
6: I already own *ISS*. Should I buy *ISS '98* or even *World Cup '98*?
8: What do you mean when you end a quote with '– Ed'?

C Adcook, Northumberland

1: It's almost certain to appear in Japan eventually, if only to save Nintendo from corporate embarassment. Personally, I'd say the chances of it appearing over here are now very slim indeed. Putting *Mario 2* on a cart would make sense, since it's a guaranteed cash cow for Nintendo!
2: It'd cost a fortune to do, and who'd go into Smiths to buy an out-of-date magazine?
3: We do. And sometimes it's very painful...
4: November, is the latest word from Nintendo.
5: Er... 16, if you really need to know.
6: Depends how much you like football. *ISS '98* is a definite improvement over *ISS*.
7: What happened to question seven?
8: 'Ed' is short for 'editor', and it means I'm commenting on text, usually to make a sarcastic point [that's enough trade secrets – Ed]

Dear 64 Magazine,

1: When will *WCW/NWO Revenge* be coming out?
2: Is the game *Freak Boy* coming out?
3: When is *Command & Conquer* coming out on the N64?
4: Has Sega's new Dreamcast console got you worried about the game sales for the N64 lowering?
5: Which will be better, *WWF Warzone* or *WCW/NWO Revenge*?
6: How much will the 64DD be when it comes out?

Neil Ower, Renfrew

1: The current date is 27 November.
2: No, it's been cancelled.
3: Nobody knows – Westwood Studios are keeping it under wraps.
4: Nope – it won't be available here for nearly 18 months!
5: *Revenge* will have to be pretty damn good to beat *Warzone*.
6: 'If' is the operative word here, but it will be less than the N64 itself.

Dear 64 Magazine,

I still don't get the 'destroy the flag' cheat. Get the flag – easy enough. Blow yourself up – how can you kill yourself if when you get the flag you're unarmed? How does Roy do it?

Martyn McLaggen, Inverness

Two words. Proximity mines.

Dear 64 Magazine,

I notice that a Mr Philip King reviewed *FIFA 64*. Is this the same 'Fatty' Phil King who worked on a C64 mag called *Zzap! 64*?

Anthony Walker, Manchester

Certainly is, and he wasn't happy to be reminded about the whole nest of fat vipers thing.

64sight

Where can you see tomorrow's games today? Right here in 64sight, the ultimate preview bonanza!

Zelda 64: The Ocarina Of

Heeey, Ocarina!



▲ Young Zelda and Young Link converse meaningfully before they set out to secure the magical Triforce. We think.

Publisher: Nintendo
Release Date: November

We first featured *Zelda 64* in issue 1. And then again in issue 3. And 7. And 9, 10, 12, 14, 15...

Basically, we really want this game. We want it *bad*. And so does everyone else. In Japan, where the N64 is running a poor third in the console race, *Zelda 64* is still in the top three of the Japanese 'most wanted game' lists.

It seems that Nintendo are – finally! – almost ready to share *Zelda 64* with everyone. The game reportedly went into the final stages of testing in June, with a goodly chunk of Nintendo's hefty programming staff assigned to hunt down and exterminate any bugs they might encounter. The American release date is set for November 23, the big Thanksgiving holiday weekend, with a near-simultaneous UK release, and the Japanese look set to get it the month before. The wait is almost over...



▲ The amount of detail in *Zelda 64* is clearly visible here – there's even text on the pages of the book!

If Hyruled The World

In much the same way that *Starfox 64* was an update of the original rather than a sequel, *Zelda 64* tells the same story in a new way. Princess Zelda has been kidnapped (what, again?) by Gannondorf, a hulking wizard-knight, and only heroic elf, Link can save her. The big differences between *Zelda 64* and previous games are that it all takes place in quite splendid 3-D, which you probably noticed already, and that the story unfolds in two time zones – Link's childhood and his present, when he's a young man. Elf. Whatever.

From what we can gather (Nintendo are still keeping remarkably clam-lipped about the actual plot) the storylines in the two time zones intertwine, Link moving back and forth between them



▼ One of Link's adversaries gets a little too close for comfort and tries to blag a piggyback ride.



▲ There's no shortage of spectacular effects in *Zelda 64* – this magical flash is in a cutscene, but the ones in the game are no slackers either.

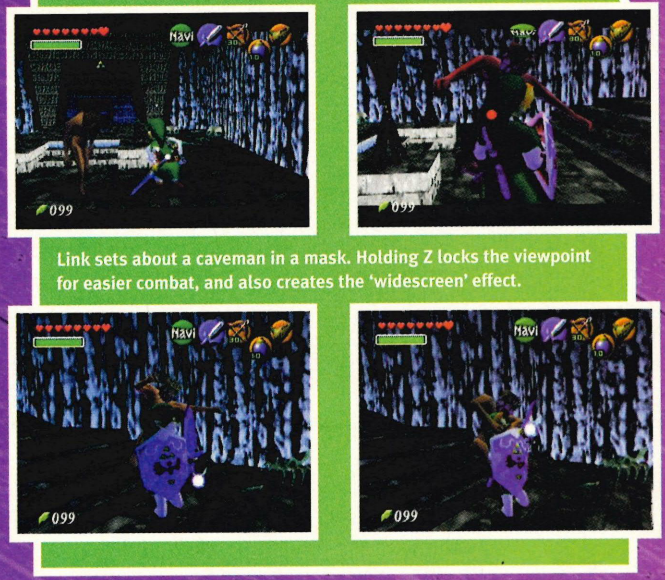


▲ "Oh god, I'm so depressed. I hate my life. Waiting around in a blue cave really brings you down."



▲ Ah, that explains everything. Gannondorf is a ginge! No wonder he's got a bad attitude.

he Time



Link sets about a caveman in a mask. Holding Z locks the viewpoint for easier combat, and also creates the 'widescreen' effect.

Some of Link's attacks are quite spectacular, like this sweeping firestorm.



with the aid of – hey! – the Ocarina of Time. Just as *Zelda* on the SNES had the Light and Dark Worlds to move between, *Zelda 64*'s twin times should give a new spin to puzzles – to progress in the present, it may be necessary to travel back to the past, and vice versa...

As a child, Link joins forces with Princess Zelda in an attempt to prevent king of thieves Gannondorf from stealing the all-powerful Triforce. As an adult, it appears that Gannondorf *has* the Triforce and is wreaking havoc over the land, so Link's quest takes place on two fronts; Gannondorf has to be stopped (or at least weakened) in the past so he can be defeated in the present. Headache-inducing time paradox tomfoolery ahoy! Y'see, right, 'cause if Link dies in the past then he couldn't have been alive in the present to go back and die, and... ow.

However the temporal mechanics work out, *Zelda 64* will still be stunning.



▲ A wise old man explains the secrets of the Triforce to Link in this cinematic cutscene.

▼ You can fight without locking the viewpoint, but you run the risk of missing... not this time, though!

It's twice the size of any previous N64 game, at a monstrous 256Mbits, and according to übergamelord Shigeru Miyamoto, *Zelda*'s creator, should take a minimum of 40 hours to complete – about as long, reckon our experts, as the three-CD *Final Fantasy VII* on PlayStation. Who says cartridges can't compete with CDs?









▲ "Behold the force of my interactive lighting effects and tinkling spent brass! Mwahah!"



▲ Other members of the SCAT team appear in fully-animated cutscenes as the mission progresses.



▲ Since stealth is vital, Cougar's tactics include this useful 'sneak up and peek round corners' move.

Win Back

Everyone's A Win-ner!

Publisher:
Koei
Release Date:
Late 1998

Japanese scenario writers often produce amusing results by not having quite as good a grasp of English as they think. Would you want to work for a secret government agency called SCAT? Having a totally nails hero called Jean-Luc Cougar may be stretching things a bit as well!

Mr Cougar and the other members of his unfortunately acronymic team are called in when a group of terrorists, led by the evil genius Kenneth Coleman take over the control centre for a satellite weapon called GULF. The satellite's laser has enough power to wipe out a city. Big problem.

Luckily, the laser takes four hours to charge up before firing, which gives SCAT the chance to penetrate the base and regain control of the weapon before it is fired again. It's time for Cougar and his team to save the world – the clock is ticking...

Win Back looks as though it might be able to capture the mixture of espionage and action that *Mission: Impossible* attempted with mixed results. Charging in with all guns blazing will lead Coleman's goons to lock the place up tight until the laser is ready to fire again. Stealth and secrecy are vital, as is precision shooting.

Sooner or later, Cougar is going to be spotted, at which point it becomes necessary for him to kick some ass. *Win Back* boasts an arsenal that would keep even Arnie happy. Rifles, rocket launchers and flamethrowers ought to make Coleman and his unit very unhappy, and if they're still standing after all that a few grenades should finish them off!

Win Back will be Koei's first venture into action titles after their more usual wargames, so it remains to be seen whether they'll be able to make such an ambitious title work. If they succeed, however, it means PlayStation owners won't be quite so smug about *Metal Gear Solid*!



▲ At the moment, there are four missions – penetrating the base is the first.



▶ Arnie's runaround appears in the game, though it's not clear yet whether vehicles will be driveable.

▼ The scenery is interactive – pump a few rounds into a fuel drum and it'll explode!





▲ At times, the mission turns into a turkey shoot. Mow them all down and move on!



▲ That's you, that is – Jean-Luc Cougar, the improbably-named commando leader.

Pokemon Stadium

Do The Monster Mash!

Publisher: Nintendo
Release Date: August '98 (Jap), 1999 (UK)

What does Nintendo have up its corporate sleeves beyond *Zelda*? *Pocket Monsters*, that's what, which over here will go under the name of *Pokemon*.

Pokemon Stadium was originally a 64DD game, but has now been transferred to cartridge. It was also intended to support the 64GB Game Boy adaptor, about which nothing has, to date, been heard – will the 64GB make a surprise appearance with the game?

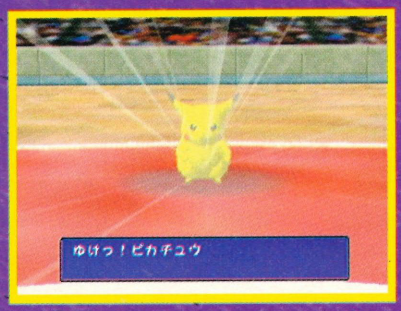
If you don't know already, Pocket Monsters are huge in Japan, even though the cartoon managed to put dozens of people in a coma. In *Pokemon Stadium*, the strange little creatures are pitted against each other in combat, the idea being to train up your own personal beast and send him/her/it into battle.

Pokemon Stadium isn't a beat-'em-up; instead, it looks more like a graphically beefed-up version of the turn-based combat found in Japanese role-playing games. Each monster has its own special attacks, the strength of which are built up by fighting, and the last animal standing wins!

Pokemon Stadium is due to appear soon in Japan. With luck, we'll have a review next issue!

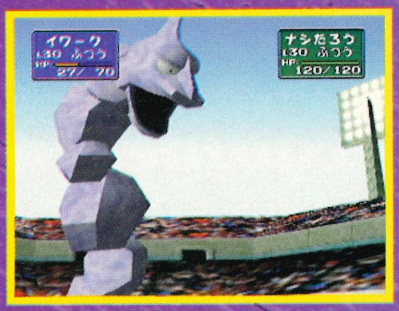


▲ Now there's a monster that'll strike fear into the hearts of onlookers – a deadly poodle!



▶ A huge monster lumbering around with mouth agape... my God, Nintendo put Roy in a game!

◀ Pikachu, who will soon get to star in his own N64 game, powers up an attack.





▲ Because the game is turn based, Nintendo has been able to go to town on the flashy effects!



▲ Check the power of your monster on this screen. Hmm, looks like My Little Pony's been playing with matches!

V-Rally 64

V-Rally Set To Challenge TGR?

Publisher: Ocean
Release Date: Late 1998

V-Rally, the hugely successful PlayStation rally game, looks set to crash onto the N64 by the end of the year. Originally a title planned for use with the eternally forthcoming but seemingly never-arriving 64DD, *V-Rally 64* now appears to be sticking to a plain old cartridge format instead.

The PSX version of *V-Rally* sold more than a million copies in Europe alone, and the N64 conversion promises to keep all the features that made the original such a hit, including 60 tracks (yes *TGR* fans, we did say 60), 11 different authentic rally cars, day and night driving and a TV-style Replay mode.

At present it's not clear whether the N64 version will feature simultaneous four-player racing, or just the two-player action of the original, but 64 MAGAZINE is hoping that Ocean will see the light and cater to those N64 owners with more than just one friend!



▲ The cars are based on actual vehicles, and look quite realistic.



▲ The two-player game features a split-screen in the same style as *Top Gear Rally*. Hopefully the speed won't suffer.



▲ Cars frequently take to the air over humps in the road. Hope you remembered to fasten your seatbelt!



▲ Hot three-car action! With 60 tracks to race across, *V-Rally* should have plenty to keep drivers interested.



▲ Elephants are hard to stop and can spray water from their trunks – just don't ask them to swim.



▲ Time for a spot of gladiatorial combat between... two robot boxing kangaroos. Okay, fine.



▲ When the animals in *Silicon Valley* get into a dogfight, they really *mean* a dogfight!

Space Station: Silicon Valley

Robot animals go mental. Cool!

Publisher: Gremlin
Release Date: November '98

There's a story about the time Shigeru Miyamoto, Nintendo's guru of game design, paid a visit to a British software company to have a gander at their upcoming N64 games. He was given a demo of one title, and from all accounts the great man seemed quite impressed. On his return to Japan, he demanded to know why Nintendo hadn't picked up the game itself, since its quirky style was right up the Big N's street. Heads apparently rolled in the acquisitions department.

The company Miyamoto visited was DMA Design, and the game was *Space Station: Silicon Valley*. *Silicon Valley* is one of those games that's hard to categorise – if you just look at the screenshots, you'd assume it was some kind of platformer, but when you actually play it...





▲ These snowballs look inoffensive enough...

▼ ...but get too close and they turn into fierce polar bears!





▲ Different animals have different weapons – this husky blasts white rabbits with a barrage of missiles!



▲ It's a tough life being a desert fox – camels flob on you at every possible opportunity!

It's strange, put it that way. The premise is that a huge space station (the Silicon Valley of the title) has reappeared after being presumed lost for centuries, and the robots inhabiting its numerous chambers have evolved to suit the local conditions. The authorities despatch a rather useless superhero, Dan Danger, and his robot sidekick Evo to the station to bring it back under control.

The station is divided up into four zones – Europe (grasslands), Arctic, Jungle and Desert (all fairly self-explanatory). Each chamber within a zone is home to its own breeds of robot animals, and has a particular set of tasks to perform in order to restore control. The robots are the key – Evo has to take control of them and use their special abilities and weapons to complete each mission. He does this by using any means necessary to 'kill' them so he can inhabit their lifeless bodies!



▲ Can't be bothered to walk around? If you're a rabbit, you can use your ears as helicopter rotors!

Lateral thinking is just as important as shooting and platform jumping in *Silicon Valley* – some of the puzzles really require you to engage your brain, so go on, neck a bag of sugar and get those synapses fizzing. You're going to need them!

Gex: Enter The Gecko

Sounds Like An Arrestable Offence!

Publisher: GT Interactive
Release Date: September '98



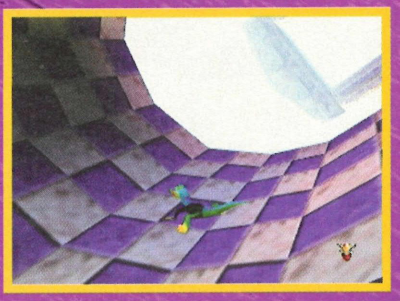
▲ The world's in trouble... who ya gonna call?

Gex: Enter The Gecko is actually a sequel to a game which never reached, and probably never *will* reach, the N64. As it's been ported across directly from the PlayStation, fans of the game will have some idea of what to expect. However, to keep things fresh, the Nintendo version has had some brand new levels added!

From the preview cart in the office, it's clear that *Gex* has retained all of the quirky humour that made it such a hit on the PlayStation. In the preview Gex, rather disturbingly, sports an American accent courtesy of US comedian Dana Gould. Ever heard of him? Thought not.

There was an argument about whether or not he was Johnny Miller from the Miller Lite adverts, but it was never settled. Fortunately, GT have assured us however that for the finished product Gex will be back to his proper British upper-crust self with vocal talents provided by *Carry On* star Leslie Philips. "Hell-ooooo..."

Each world in *Gex* is based on a well-known television or film genre, and they all contain specific missions which when completed allow progression to further levels. Gex just happens to be a master of disguise, and can adopt a variety of personas, from a very suave James Bond clone through a rough 'n' ready Indiana Jones figure to a 'wascally' pink bunny rabbit. (You've heard of a Bunny Girl, but a Bunny *Gex*?)



▲ Being a gecko, Gex is able to walk on walls and ceilings, allowing you to access some pretty out of the way areas.

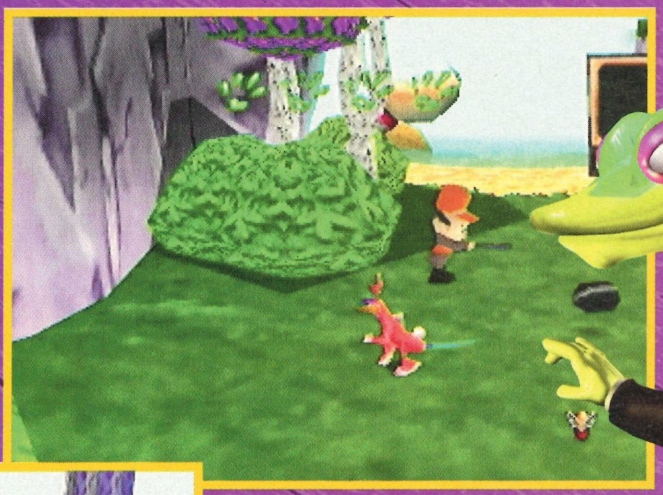
All manner of bad guys await Gex as he sets out on his travels, including zombies, sharks, Elmer Fudd lookalikes, pumpkins, flowers with large hammers and excitable animal traps. Will all of these be enough to stop Gex from saving the world? Find out next issue in the exclusive first UK review, only in 64 MAGAZINE!



▲ At specific points in the game you'll be temporarily under CPU control – sort of like a mini cut-scene. Here Gex is pointed toward important information.



▲ Under the sea, under the sea, darling it's better, down where it's wetter, under the sea!



▼ Each game starts in the hub area. From here, Gex can access a number of worlds, and can also learn about his surroundings.





▲ Toon TV world has been brilliantly thought out. Here a diminutive hunter fires huge cartoon bullets which follow Gex.



◀ Er... guys? I think the toilet's overflowing a little! Guys? Guys!

▲ Zombies are great, chop off their arms and they keep coming. Chop off a leg and they hop!

Get Ready T

Written by: Andy McDermott



Turok 2: Seeds Of Evil is due out in October - from what we've seen so far, it's going to be massive!

When we last left Turok, he'd just stuffed a nuclear grenade up the Campaigner's jacksie and done a runner as the place exploded. After that sort of excitement, he probably thought he'd get to relax for a while. Nope. Like John McClane from the *Die Hard* movies, the Indian in the gun cupboard just seems to attract trouble.

This time, the evil alien Primagen is trying to take over the world from the comfort of his crashed spacecraft, sending out a gang of technologically-enhanced dinosaurs and assorted ugly mutants to trash the joint and enslave the populace. Turok, being a stand-up kinda guy, isn't going to stand for this, and kits himself out with his trusty sidearms to set matters right.

The action starts in the port of Adia, where the screams of the dying echo around the shattered buildings. From here on, Turok's got his work cut out...

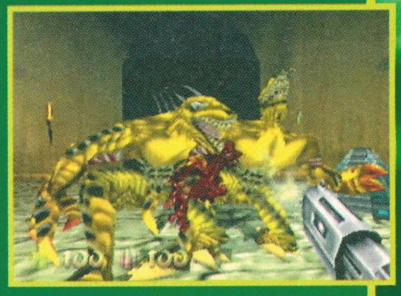
We've played more levels of *Turok 2* than any other magazine, and we've got the pictures to prove it! Take a look at this little lot and prepare to be amazed...

Gore Blimey!

Something you'll notice very quickly is the amount of gore in *Turok 2*. If you thought the gushing wounds in the first game were extreme, just wait until you see the gouting crimson exsanguinations in the sequel!



▲ Even energy weapons like the plasma rifle produce fountains of sticky red stuff.



▲ A wounded Fireborn vomits blood in a disturbing manner. Relax, kids, it's only a game!



▲ Careful shooting with a magnum lets you see what Dirty Harry used to go on about.



▲ Some enemies, like the raptors, keep moving even after you've taken their heads off!



Blow an enemy's head clean off and you get this gruesome (yet somehow very cool) display.

turok!

Written by: Andy McDermott

Shadow Man

Turok 2 boasts plenty of real-time lighting effects from weapons, torches and blazing corpses that you've just toasted with your flamethrower. It also has shadows cast by these lights, as you can see from these leaping lizards here!





▲ If things get too dark in the gloomy tunnels, you can either light the place up with weapons fire or, if you find it, use a flashlight (that's a torch to us Brits) to illuminate things.



▲ If you need to light up a wider area, just let fly with your flare gun. Everything may go green, but that won't matter with the amount of red you're able to splash about!

The Kids From Pain

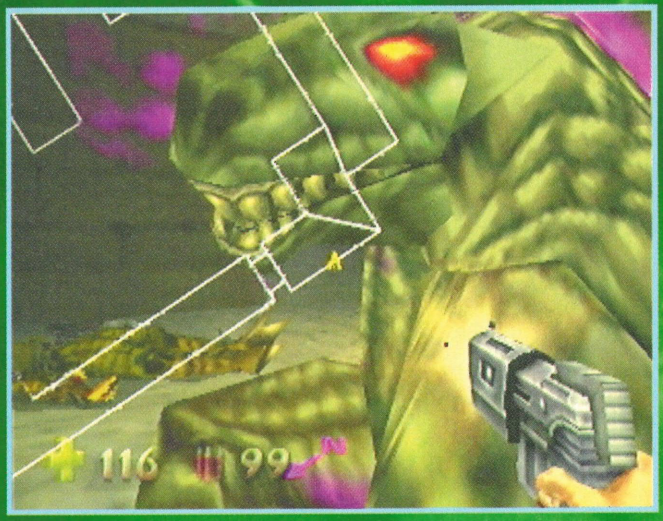
As well as activating a distress beacon and generally wiping out all opposition, Turok's other objective in Adia is to locate and rescue the town's children, who have been hidden away for 'safekeeping'. Sticking them unprotected in dinosaur-infested sewers doesn't sound very safe to us!



"Boo hoo hoo, I've lost my mummy."



"Ah, a man with a bow. Much better!"



▲ "I'm ready for my close-up, Mr Turok."

▼ The shredder is a reflective energy weapon; its shots ricochet everywhere. Remember to dodge them!





▲ The enemies in *Turok 2: Seeds Of Evil* get larger and nastier at a worrying rate. This guy's sword is bigger than Turok himself!

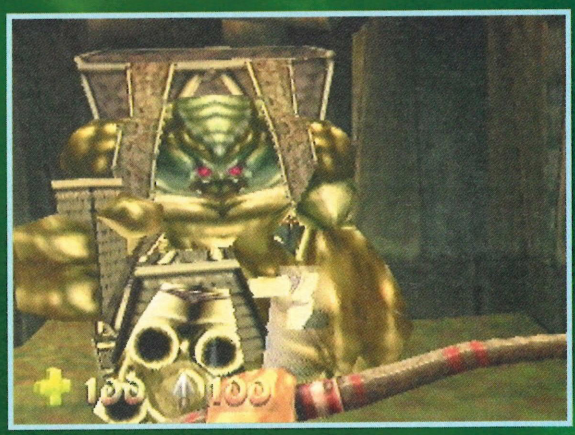


▲ The Charge Dart Rifle is a stun gun, the sparks of which are concentrated on the genital region. Ouch!

Written by:
Andy McDermott



▲ You can see every tooth in the enemies' mouths – although this is maybe a little too close!





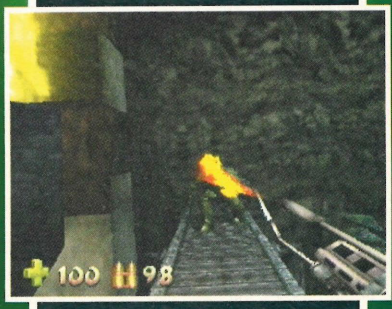
▲ "The gut is the most painful place you can be shot, but it takes hours to die from a stomach wound."



▲ No matter how big they are, Turok's weapons can always rip the bad guys a new sphincter.

Flame On!

For sheer gratuitous cruelty and property damage, you can't beat a flamethrower. See what happens when Turok tries it out on some hapless geek...



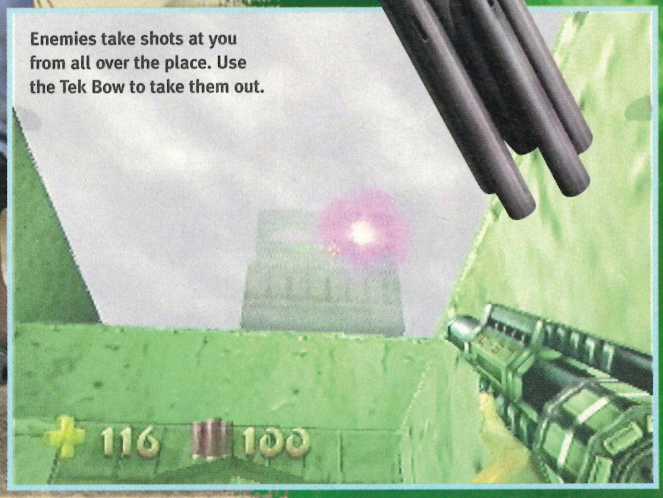
▲ "No, Mr Indian, please don't spray me with flaming napalm..."



▲ "Hey! I said don't! You son of a bitch! Aaaiieeeee!"

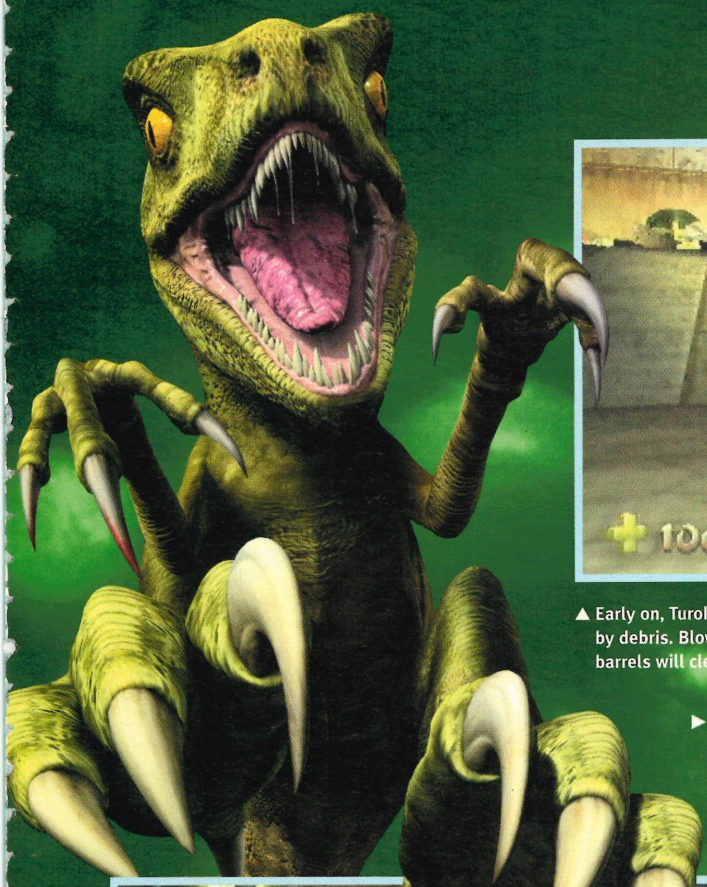


▲ As a finale, Turok toasts the forest. No eco-weenie he!



Enemies take shots at you from all over the place. Use the Tek Bow to take them out.

Written by: Andy McDermott



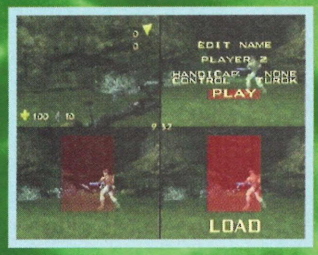


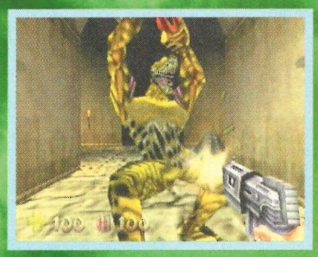
▲ Early on, Turok's way is blocked by debris. Blowing up these barrels will clear a new path!



▶ If you played *Turok*, you'll remember the raptors, the sharp-clawed little gits. Die!







▲ "Arms in the air... do the dance... Superman!"

Bang Zoom, Let's Go!

Turok's Tek Bow has a sniper mode, activated by pressing Down on the D-pad and using the R, C Up and C Down buttons to zoom in and out. While it might sound a lot like *Goldeneye*'s sniper mode, the Tek Bow has a much greater magnification – you can see every hair up your enemy's nostrils!



▲ Ah, there you are, you little devil.



▲ Let me bring you a little closer...



▲ Closer still – you're one ugly mutha!



▲ And fire! Tek arrows through the neck – bangin'!

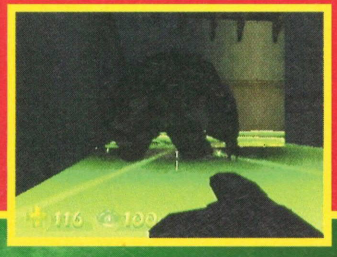
Don't Stand So Close To Me!

One of Turok's plentiful supply of weapons is the PFM Layer. That's 'Proximity Fragmentation Mine' to you and me. Put a few of these in the path of an approaching enemy, and you'll soon be wiping his giblets off your face!

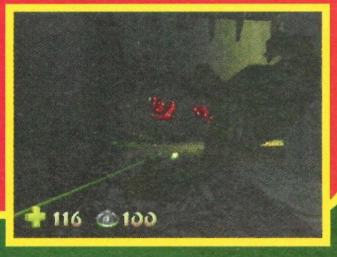
▼ The green glow shows the mine's detection radius.



▼ A foolish goon steps into it. What a loser!



▼ Aaaaand... boom. Pieces rain down everywhere.



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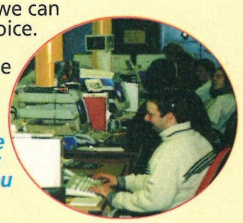
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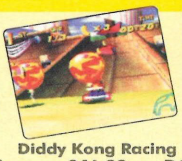
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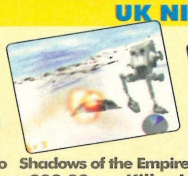
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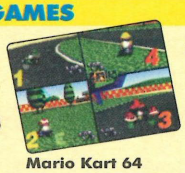

Cruisin' USA

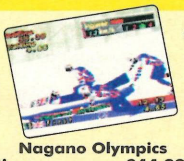

Diddy Kong Racing


Int'l S'Star Soccer Pro

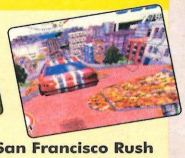

Shadows of the Empire


Fighters Destiny


Mario Kart 64


Nagano Olympics


Pilot Wings

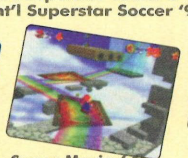

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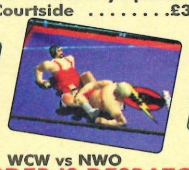
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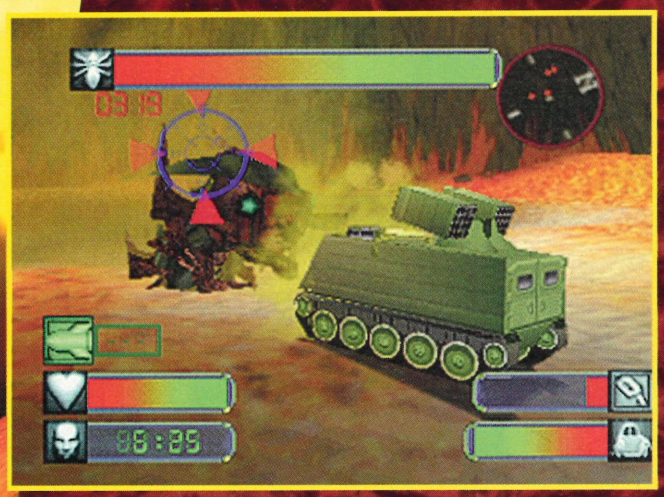
Written by: Andy McDermott

Previously famous for lemmings, DMA Design is now concentrating on giant insects! Get ready for a gorefest...



Harvest Festival

Written by: Andy McDermott





▲ By 1991, humanity has more than a few big guns to use against the marauding insects!

The River Tay is probably best known for its bridge disaster, and from Dundee, on its banks, you can still see the stumps of the old bridge next to the new one. Kinda puts you off travelling there by train, really. Luckily, business class flights had been laid on instead, because Dundee is now better known as the home of DMA Design.

Who they, you may ask? One word should tell you exactly who – *Lemmings*. If that still doesn't mean anything to you, you may also want to know about the glass-fronted boxes with moving pictures inside and the carriages that move without horses.

However, DMA Design has moved on from the green-haired kamikazes. 64 Magazine's visit to Dundee was to witness the company's latest N64 titles, including the eagerly-awaited *Body Harvest*. We spoke with Brain Baglow, the company's 'Propaganda & Indoctrination' man (well, that's what it says on his business card) and a plethora of programmers about the game that could bite off the head of anyone who says the N64 is just for kids...





64 Can you describe the evolution of the game?

BB: It started as a simple shooting game with cars in set in a huge landscape. Eventually, with the help of Nintendo, we added a lot of structure to the game which leads the player through the stages. Nintendo's biggest changes were to allow the player to enter buildings and talk with characters – essentially adding basic RPG elements to the existing shoot-'em-up.

64 What other changes did Nintendo want?

BB: Nintendo was really keen to flesh out the story – where Adam came from, adding the Daisy character, the strange Man in Black character. They also wanted a coherent structure to each level so that it felt like a natural progression rather than a sequence of set pieces that have been stuck together.

64 Why were the particular time zones in the game chosen?

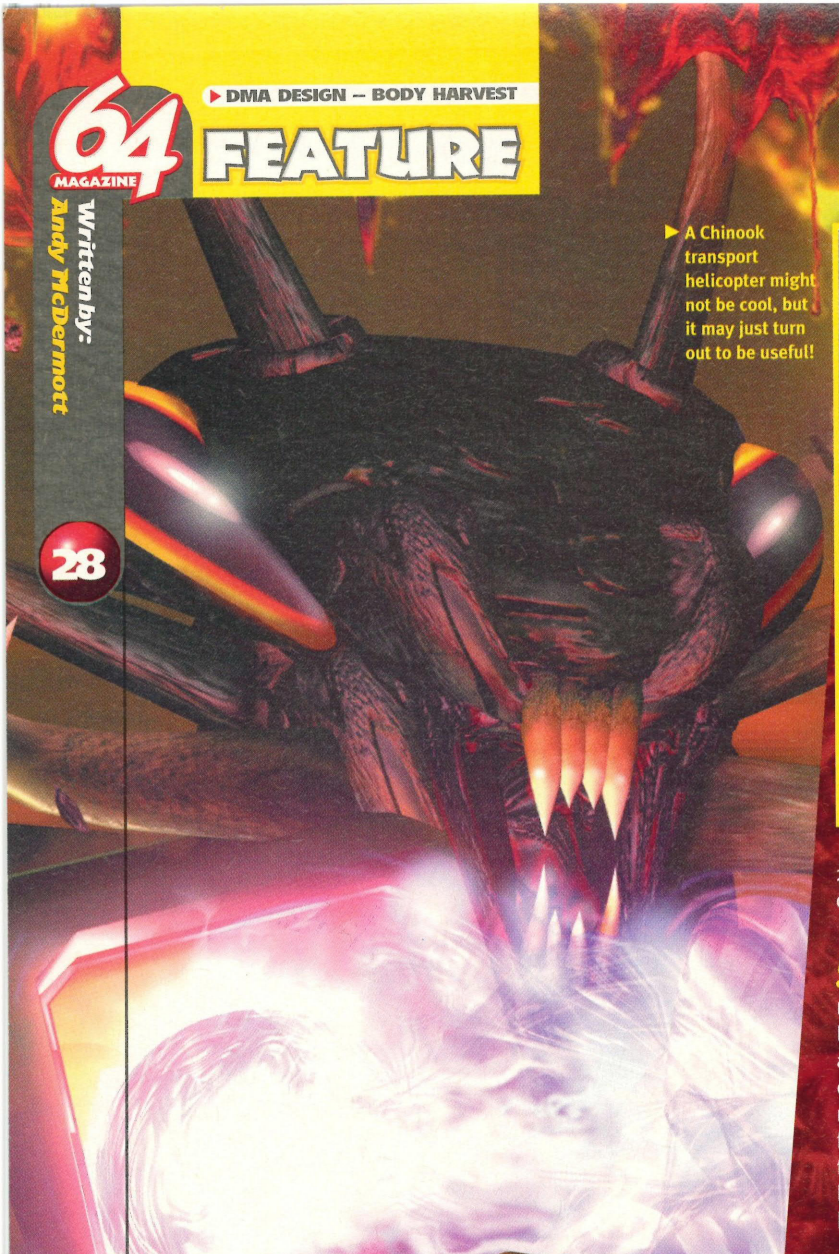
BB: The original idea was to choose time zones that were quite barren so that the N64 could handle the number of polygons. As it turned out, we were able to go to town with the landscapes in places because the N64 is so powerful. When we came up with the alien comet idea, it seemed to fit really well with the



▲ The early part of the story is told via cutscenes, where you can really appreciate the size of Adam's chin!

BODY HARVEST

Written by: Andy McDermott



▶ A Chinook transport helicopter might not be cool, but it may just turn out to be useful!



25 year cycles and it didn't require many changes to our original levels.

64 WAS THERE ANYTHING THE TEAM WANTED TO PUT INTO THE GAME, BUT COULDN'T?

BB: The current game probably has about half of the ideas we originally came up with. The ideas which didn't make it were ditched due to time, not fitting in (riding on back of a dolphin!) too impractical (a huge forest which you lure aliens into, then set fire to) or just because they were rubbish.

64 WAS THE EXTREME VIOLENCE AND GORY PREMISE BEHIND *BODY HARVEST* A CONSCIOUS REACTION AGAINST ALL THE CUTESY TITLES ON THE N64?

BB: Not to begin with. But as more cutesy stuff came out it perhaps did encourage us to be a bit more graphic in places – to give better contrast. To begin with, the viewpoint of the game was very far away so we had to make things over the top, but when we moved the camera in towards Adam the effect was so great we had to leave it in.

64 HOW MANY PEOPLE WORKED ON THE GAME?

BB: In total there have been well over 20 people involved in the development of the game. At any one time there has been between 15 and three(!) people working on it. Usually it has been three artists, three programmers (though it did go up to seven programmers for several months) one music programmer, one musician and one sound engineer. Not all of them have worked full time on the project, though.

64 ANY QUIRKY DMA DESIGN TOUCHES IN THE GAME?

BB: There are quite a few bizarre points in the game; Trumptonas Village is so called because there is a fire station in it, therefore it reminds us of Trumpton. There is Colonel Murtz in Java who has been in the country a bit too long (think *Apocalypse Now*). You can also find the truth behind the moon landing. There may or may not be a pickled Elvis in the aliens' homeworld – who can tell?

64 WHAT DO YOU THINK MAKES *BODY HARVEST* DIFFERENT TO ANY OTHER GAME ON THE N64?

BB: It's got an open structure so that the player doesn't feel hemmed in too much. It's aimed at an older audience that a lot of N64 games ignore. And finally, it is bloody hard!

Timebase Alpha

Adam's time machine is called Alpha Command, and most of the time, after it's touched down, it acts as a command post. On some levels, however, Alpha Command can transform into the Alpha Tank, a kick-ass hovercraft! Although it's armed with powerful guns, it can also be a handful to control, so make sure you get a bit of practice in before taking on any bosses...



Give Me Your Answer, Do

Adam's partner in the mission to save all humanity is Daisy, who monitors the progress of the mission from Alpha Command and gives him useful advice as the story progresses.

Most of the time, Daisy is portrayed as a manga-style babe, but DMA's designers have also come up with this completely super-deformed version of her!



Body Harvest

Every 25 years, a comet passes near to Earth – a comet inhabited by giant, intelligent insect-like aliens. Each time they drop by, they send a few thousand of their kind down to Earth to feast upon the inhabitants! By 2016, the human race has been all but decimated – apart from a few survivors aboard a space station, who have constructed a time machine so they can send a small team back to the previous incursions and wipe out the Bugs before they annihilate humanity!

As the game starts, the Bugs have boarded the station just as lone commandos Adam and Daisy prepare to make their first trip back to the past. Their destination: Greece, 1916...

GREECE: 1916

The mission begins in Greece, in the middle of World War One. While the war itself isn't currently raging in this quiet rural area, there are several primitive war machines to be found, including tanks and triplanes. They might be crude when compared to modern hardware, but they'll still make a mess of the Bugs!



▲ Before you can fly an aircraft, it helps to take a lesson first. Luckily, the locals are helpful.

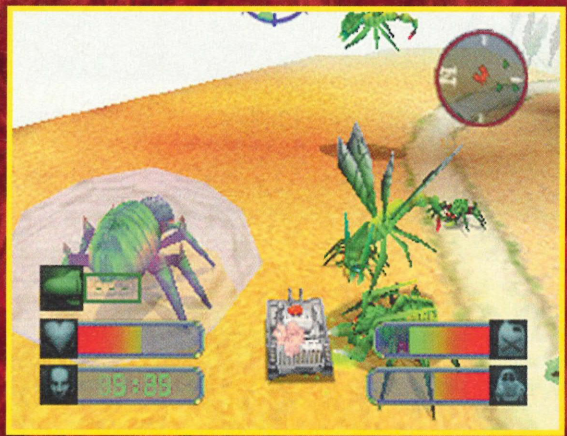


▲ The green blobs capture humans and take them to the Harvester Bug to be eaten. It's vital you destroy them first.



▲ Even in the early stages of the game, the Bugs are huge – and they just keep getting bigger!

▼ The tanks of 1916 are primitive – how long will they hold out against a full-scale attack?

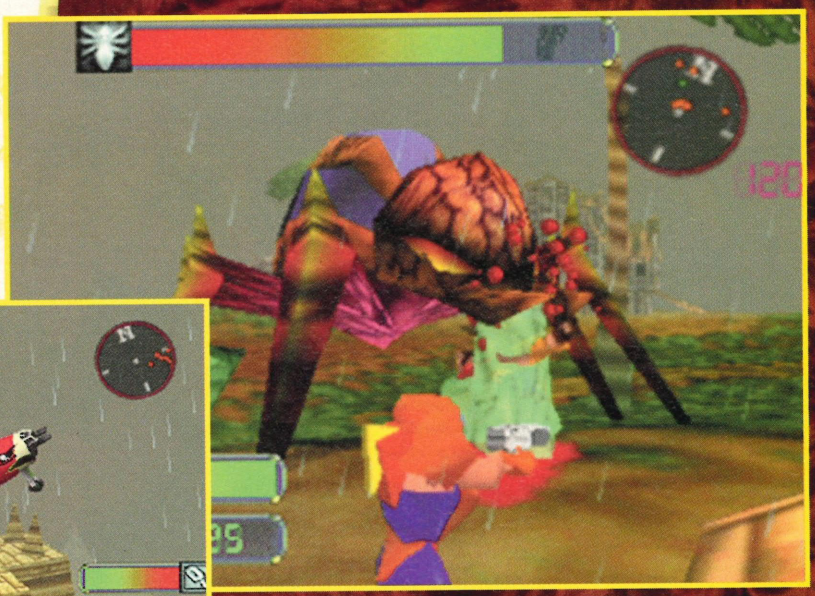


▲ Some Bugs have shields, which need to be worn down before you can kill the insect hiding behind.

Written by: Andy McDermott

JAVA: 1941

So, is Krakatoa to the east or the west? This lush jungle island has recently been a hotspot for conflict between the World War Two American and Japanese forces, so there's lots of left-over hardware around for Adam to find. He might also come across a few locals who'll seem oddly familiar to film fans... "The horror, the horror!"

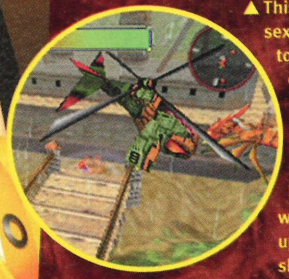


▲ An unlucky human dies screaming as a Harvester bites him in two in a gout of blood. Too slow, Adam!



▶ Since there's a war on, military hardware – like this bomber – is easy to come by, and heavily armed too.





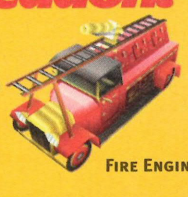
▲ This huge and disturbingly sexual alien guards the exit to one of the Bug-controlled sectors.



▶ Among the many weapons Adam can pick up is this Bug-bursting shotgun. Keep it pumpin'!

Carmageddon!

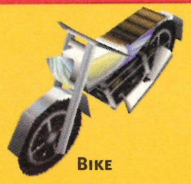
There are over 80 different vehicles that Adam can use in his trek through time, each with their own distinctive handling characteristics and even weapons. Here are just a few!



Fire Engine



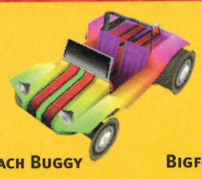
Biplane



Bike



Harrier



Beach Buggy



Bigfoot Beetle

Written by: Andy McDermott

USA: 1966

The Vietnam War, race riots, civil unrest, political assassinations, *Star Trek*... it's no wonder the Bugs have picked this time for a spot of farming, as things are so chaotic a bit more havoc will never be noticed! There aren't many mission objectives in this time zone, so Adam can concentrate on swatting those alien muthas!



◀ You can get a good idea of the size of the enemy – the little orange dot in the centre is Adam!





▲ It'll take more than a can of Raid and a rolled-up newspaper to deal with this troublesome insect.



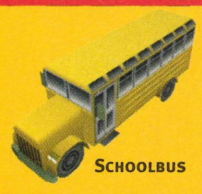
▲ When the Bugs attack in force, Adam needs to be quick on his feet to avoid a rapid and gory demise.



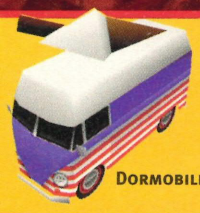
▲ It wouldn't be an American city without a traditional yellow Checker cab, would it?

The Dark Side

In the opening sequence, Adam is wounded moments before he and Daisy make their escape in the time machine. A few drops of blood land on the deck – drops which come in for close scrutiny by the aliens. As the game progresses, a mysterious figure in black armour keeps interfering with Adam's mission, a figure who bears an uncanny resemblance to Adam himself... What *did* the aliens do with Adam's DNA? Humanic Park, anyone?



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AFRICAN QUEEN!

Written by: Andy McDermott



▲ *Wild Metal Country*: take on a race of robot tanks for the sake of glory and a healthy bank balance.

Wild Metal Country

Another N64 title that DMA Design has in development is *Wild Metal Country*, which its creators hope will be "*Quake* without corridors." Set on a distant planet populated solely by artificially intelligent tanks, who long ago annihilated their creators and have now evolved into tribes, you play a bounty hunter who's come to kick some turret.

The big feature of *WMC* will be its realistic physics, which allows you to fire shells over hills and take out enemies before they even see you! Impacts hurl tanks (and anything else) backwards according to where and how hard they were hit – the lighter the tank, the further it goes – and vehicles with a high centre of gravity can even be flipped over!

At the moment, the N64 version of *WMC* is at a very early stage of development – the staff at DMA haven't even decided yet the best way of transferring the PC game's complex control system to an N64 controller. One thing that is already certain, however, is that N64 *Wild Metal Country* will include a four-player deathmatch, which with its rolling terrain and bouncing bombs should be very different to the usual *Goldeneye*-style carnage!





▲ Blasted tanks explode into pieces – which then bounce around!

◀ Realistic physics is one of the main aims of WMC – objects are affected by gravity as in real life.



▼ This train is the source of the biohazard. Adam needs to clear the track and move it to safety.



▲ This scientist can be found in one of the buildings. He'll tell Adam how to clear up the toxic spill.

SIBERIA: 1991

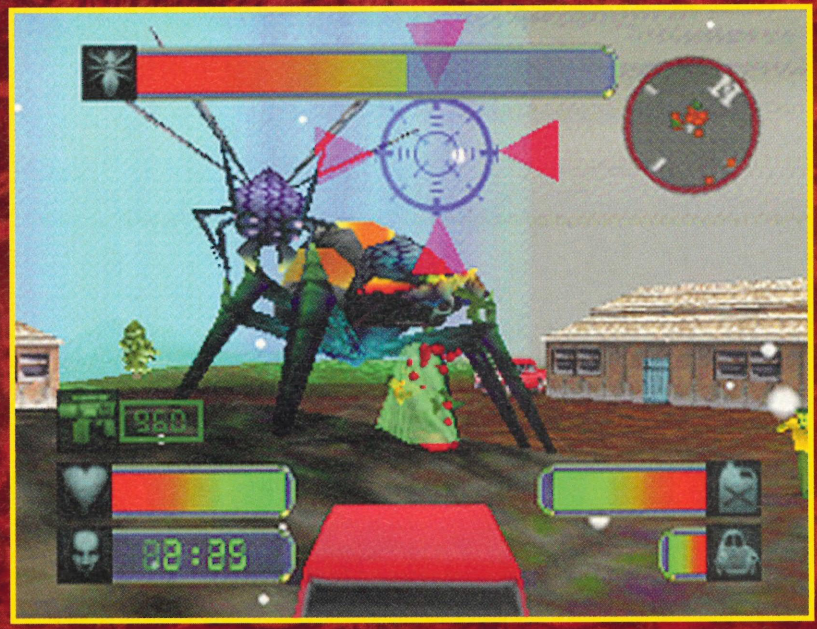
The Cold War may be almost over, but that hasn't stopped the Evil Empire from developing new weapons – one of which has gone disastrously wrong. The blasted tundra of Siberia is now home to biohazard-infected zombies, who want to eat Adam's brains. The only problem is, they're still human – if Adam kills them, he's just helping out the Bugs!



▼ Adam had better be careful – the last thing he wants is this fella slipping him the tongue!

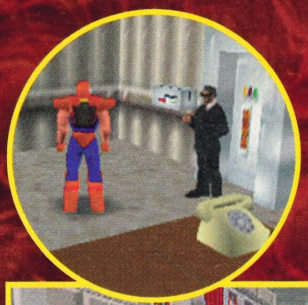


▲ Siberia houses one of the strangest vehicles – a combined tank and submarine!



▲ Green-skinned zombies or not, the Bugs still want to harvest any two-legged locals they can find.

Written by: Andy McDermott



"Hey, I know you. You're that Will Smith bloke, aren't you?"

DMA Design Softography

Wild Metal Country (1999: N64, PC)
Silicon Valley (1998: N64)
Body Harvest (1998: N64)
Grand Theft Auto (1997: PC, PlayStation)
Lemmings 3 (1994: PC, Amiga)
Unirally (1994: SNES)
Lemmings 2 (1993: PC, Amiga, SNES)
Hired Guns (1993: Amiga)
Walker (1993: Amiga)
Lemmings (1991: Every format ever!)
Blood Money (1989: Amiga, C64)
Menace (1988: Amiga, PC, Atari ST)



▲ The Bugs mutate as the game progresses. Although they serve the same functions, no two time zones have the same enemies.



▲ After a trip down to the snowboardng shop to get a pair of Oakleys, the Bugs were ready for action.



▶ As they evolve, the Bugs develop weapons. Heads up!

COMET: 2016

Daisy has been captured! As the comet that is the home of the aliens rumbles past Earth, her only chance is for Adam to take the fight to the enemy, by landing the Alpha Tank on the surface of the comet and blasting his way to the rescue. Wiping out the aliens should also have the handy side-effect of saving humanity, so get to it!



▲ The Alpha Tank comes under massive fire from a defensive formation of Bugs.



▲ Adam's ride reels from a barrage of Bug plasma. Eat my shorts, Paul Verhoeven!



◀ The final battle sees the most lethal aliens in the game, as they try to protect their home.



▲ Although you don't have much time to appreciate it, the hull of the Alpha Tank has a nice golden sheen.



Written by: Andy McDermott

Ninfo

PLAYERS:

CART SIZE: 128 M

RUMBLE:

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Racer
Origin:	Japan
Release:	Out now (import)
Price:	£59.99



▲ On parts of certain tracks, the race takes place on the walls, floor *and* ceiling of the course!

64 MAGAZINE SIZZLER



▲ A couple of tracks feature winding magnetic tubes – the cars cling to the outside, but can fly off on the corners.

Thrust SSC? Laggard. Concorde? Way behind. F-Zero X is the fastest way to travel!

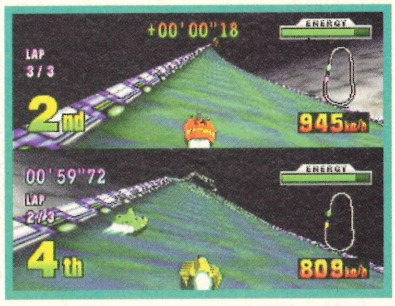
F-Zer



$64,000 Question

- ⊕ Obscenely quick and smooth
- ⊕ Rip-roaring multiplayer game
- ⊕ Challenging opposition
- ⊕ Random track generator
- ⊕ Ghost mode in time trial
- ⊖ Can't skip end sequence
- ⊖ Not very innovative
- ⊖ Death Match circuit a letdown

F-Zero X is the long-awaited follow-up to the classic *F-Zero* on the Super NES. Back then, the limits of the hardware meant that the futuristic hover-sleds of the game were limited to zipping around a flat track that span around the player like a Monopoly board on a record player.



▲ If there are fewer than four human players, the N64 steps in to control control the remaining cars.

Now, fabulous advances in microchip technology mean that you can play exactly the same game – only in 3-D!

That sounds a bit familiar, doesn't it? It's more or less what Nintendo has done with every N64 game it's produced – take an old classic from the days of the Super NES and spruce it up with amazing visuals and analogue controls. As *Yoshi's Story* proved, it's not always a winning formula. How well does *F-Zero X* hold up?

Ludicrous Speed!

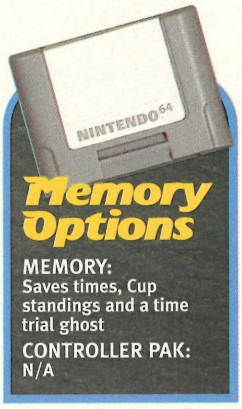
Initially, *F-Zero X* doesn't seem all that special, because the game looks... well, 'retro' would be the kindest description. Old Nintendo hands will talk admiringly about all the visual cues it shares with the SNES game, but those whose eyes aren't clotted with nostalgic cataracts might not be so happy about their latest purchase looking like a seven-year-old 16-bitter.

Start playing, though, and it doesn't take long to work out exactly why everything is so barren. Detail hasn't just been sacrificed for speed, it's practically been burned alive. *F-Zero X* maintains a consistent 60 frames per second speed, which is at least twice what most games manage, and when you realise that there are 30 cars on the track at once, all jostling for position, it's quite a feat.

It's so fast it makes your eyes water. Literally. That's an observation borne out by experience. Everything blasts past so insanely fast that it becomes almost hypnotic, and after a while you begin to



▲ If you don't hit the start of the tube, you're pitched into the air for a long, long drop to your doom.



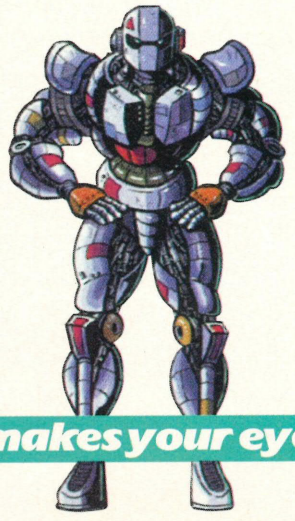
Memory Options

MEMORY:
Saves times, Cup standings and a time trial ghost

CONTROLLER PAK:
N/A



▲ Even in four-player mode, *F-Zero X* is the fastest thing on, uh, no wheels.



So fast it makes your eyes

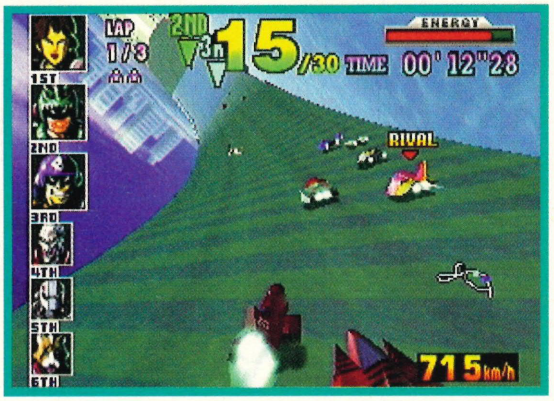


▲ The 'rival' car is the driver who's closest to you in the points. Beat him/her/it and you'll stay ahead.

▼ When two cars nudge up against each other, there's a shower of sparks. Very Hollywood.







▲ The race blasts along a huge corkscrewing roadway over the ocean. Hope you've got a sick bag!

oX



realise that you've been staring intently at the screen for five minutes without blinking and there are flies stuck to your gummy eyeballs.

The large number of opponents is part of what makes *F-Zero X* a different experience to any other racer. The cars are all pretty evenly matched, so gaining places comes down to skill, quick reactions and well-judged use of boosters. The short races (three laps) mean that you're battling for position right until the end.

There are 24 race tracks, plus the Death Match circuit and the special X course, which randomly generates a new track each time you play – you have to be a pretty damn good player to access this, though. *F-Zero X* does apparently

▶ Rainbow Road is the first track in the Joker Cup. It's much more exciting than its *Mario Kart* equivalent!



▲ Each car can be set up for acceleration (left on the slider) or speed (right). The right balance gives a huge advantage.

I'd Like Mine In Beige

For those racers who have a highly tuned sense of aesthetics, there's no need to worry if your ideal vehicle comes in a horrid avocado green or bubblegum pink. Just hit the R button on the car setup screen to flip through a swatch of alternate liveries!

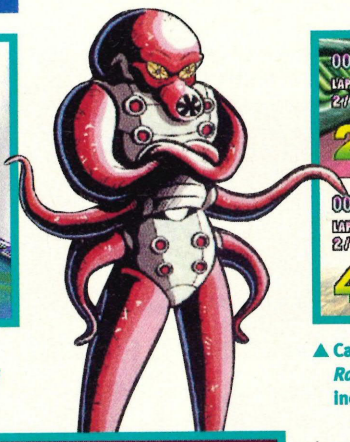




water. Literally!

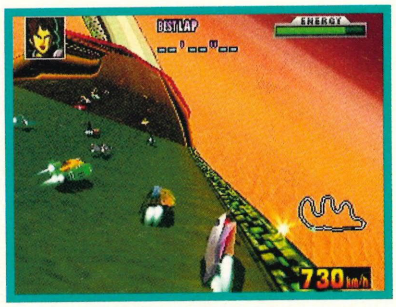


▲ Hitting a boost chevron turns the car's exhaust orange and gives a sudden blast of extra speed.

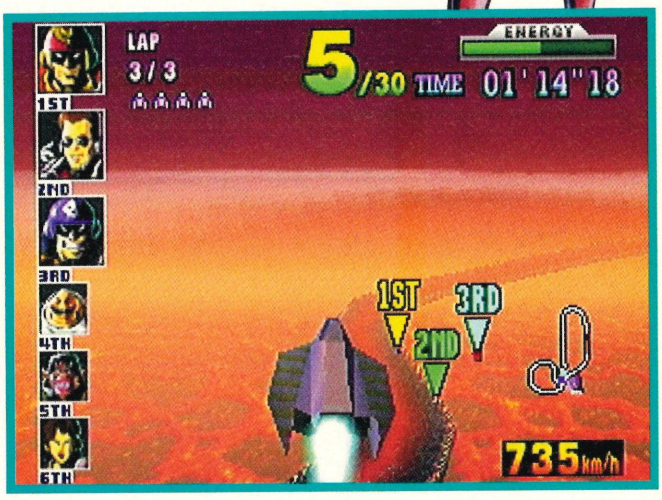




▲ Cars can be steered in mid-air, as in *Wave Race*. Get the angle right and you can actually increase your speed.



▲ Tunnels are frequent features on *F-Zero X*'s tracks. Other cars waste no chances to scrape you against the walls.





▲ The biggest jump in the game is on the Fire Field track, where you're practically sent ballistic!

◀ Run out of energy – either through collisions or overuse of the boosters – and your car will explode!

The Fast Show

The tracks in *F-Zero X* might be minimalist, but they're by no means empty. Here are the kinds of things you can expect to run into – or over!

Boost

Yellow chevrons on the track denote a boost – run over them to get a free blast of speed without using your vital energy.



Power Strip

Top up your energy by running over this pink strip. Fire your boosters while on it and you don't use any energy!



Mines

These are nfrequent obstacles; mines blast any car that hits them into the air – and even over the side of the track!



Ramps

Like the mines, these send your car into the air, but with these you can cut out certain corners and avoid bottlenecks.



have 64DD 'hooks' for the expansion disk, which (if it ever appears) will feature a track designer, but for now you have to make do with whatever the X track throws at you.

Ugly Mutants

Considering the opportunities presented by proper 3-D tracks, it's quite odd that more advantage wasn't taken of them. Although there are a few vertiginous sections where the track corkscrews around like the fever dreams of Mr Alton Towers, producing a proper feeling of queasiness as you struggle to keep your bearings, there aren't nearly enough. *Extreme G* recognised the potential of having the courses spend nearly as much time going up and down as from side to side, but *F-Zero X* is sparing – maybe too sparing – with its loops and rolls.

The amount of pop-up and fogging is also quite a shock, since the amount of scenery is so sparse. Normally you don't notice it while you're playing – your mind is otherwise occupied just trying to stay on the track – but on a couple of tracks things suddenly spring into existence right in the middle of the screen, which can be distracting.

For a Nintendo game, the in-game artwork is surprisingly ugly. Nintendo usually can't be faulted for their presentation, but the characters in *F-Zero X* look as though they've been drawn by a fifth-former whose ambition in life is to paint an Iron Maiden album cover. The cars they drive (30 in all) do look rather good though – each one is different, and even at speed on the track it's possible to pick out individual racers at a glance.

The music... well, it depends on whether you like West Coast plank-spanking rock or not, wailing twiddly guitar riffs screeching out in a blatant attempt to appeal to the American audience. This is one area where *Wipeout 64* should definitely have the upper hand – even a mere MIDI rendition of *Firestarter* or *Atom Bomb* would be ten times better than the 'biddly-iddly-iddly-iddly-waaah-wah-wah-wahhh!' guitar shredding that *F-Zero X* inflicts on your ears.

A racing game that's totally dependent

Out Of Your Gouraud

So, does *F-Zero X* make the grade? It is, after all, enormously late – only *Zelda 64* has been longer on the waiting lists – and by the time it gets a UK release in late October, the likes of *Extreme G 2* and *Wipeout 64* will be on the track as well. The lengthy delays don't seem to have made much difference to the game, since the final version is, bar a few minor touches like the glossy shading

Written by: Andy McDermott

Death Race 2000

One of the exciting options offered by *F-Zero X* is the Death Race. Sounds like fun, huh?

Well... sort of. If you thought you were going to get to follow in the footsteps of John Carradine and Sylvester Stallone in cheesy video classic *Death Race 2000*, you'll be disappointed. The Death Race takes place over a single track, and the objective is simply to ram all of the opposition off the road as quickly as possible.



This is easy enough at first because the track is so crowded, but before long it degenerates into mad dashes at full boost to catch up with the next car, a few seconds of spin attacks to knock it out, then another burst of boost. It doesn't take long before this becomes about as enthralling as a trip around the M25!





on your car, all but identical to the one at Space World last year (see issue 9).

Fortunately, *F-Zero X* has enough going for it to make the hold-ups tolerable. Just. You're not likely to see a game this fast anywhere else, yet it never feels as though you've lost control, which happened quite often in *Extreme G* as you bounced helplessly from one side of the track to the other.

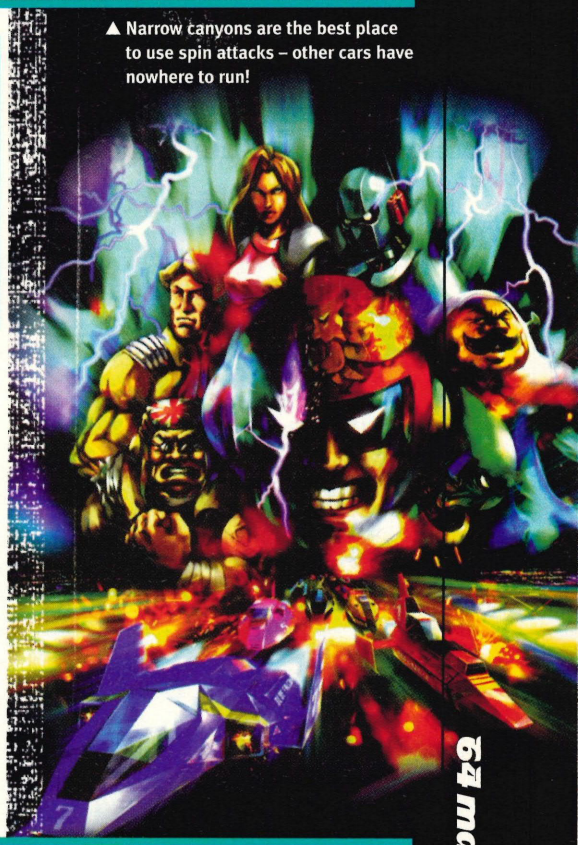
While the multiplayer game only has four cars on the track at once, which is a bit of a letdown considering how many vehicles the game is capable of throwing around, it's just as fast as the regular game, and can get as competitive as *Goldeneye*. Opportunities for cruel play are frequent, because once you get fully acquainted with the controls you can pitch your rivals off the track and watch long-term friendships evaporate in bursts of furious swearing.

There are a few disappointments, though. The Death Match game (see boxout) is Nintendo's only real concession to the current trend for racing with violence, and simply engaging in a high-speed dodgem car chase doesn't have the same visceral impact as blasting your enemies from the track with missiles and heavy machine guns. Nintendo's recent conservatism is also heavily in evidence – like *Lylat Wars* and *Yoshi's Story*, *F-Zero X* is more of a graphical update of

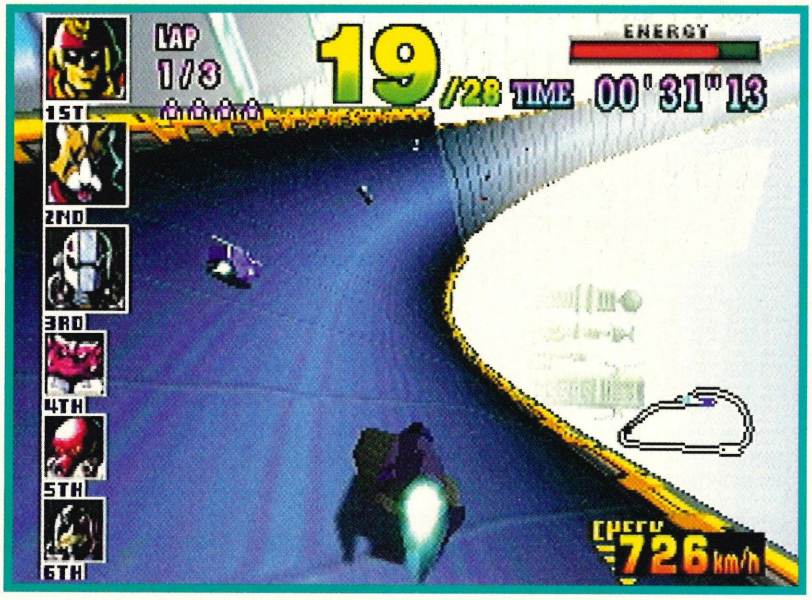


▲ Huge pile-ups are common at the start of races. If your car has a low 'body' rating, it can be wrecked in seconds!

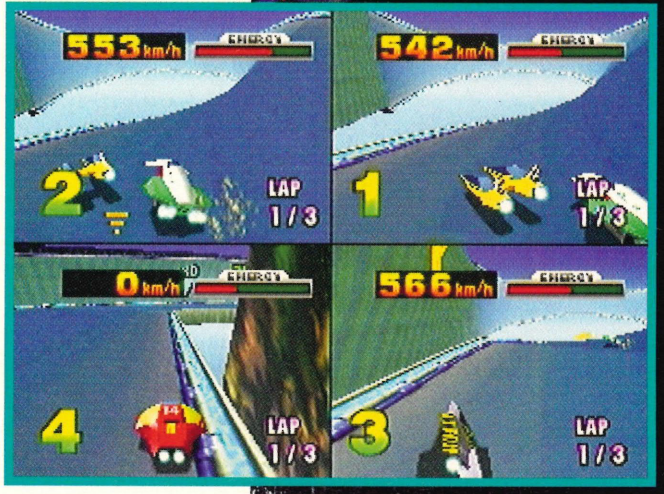
▲ Narrow canyons are the best place to use spin attacks – other cars have nowhere to run!

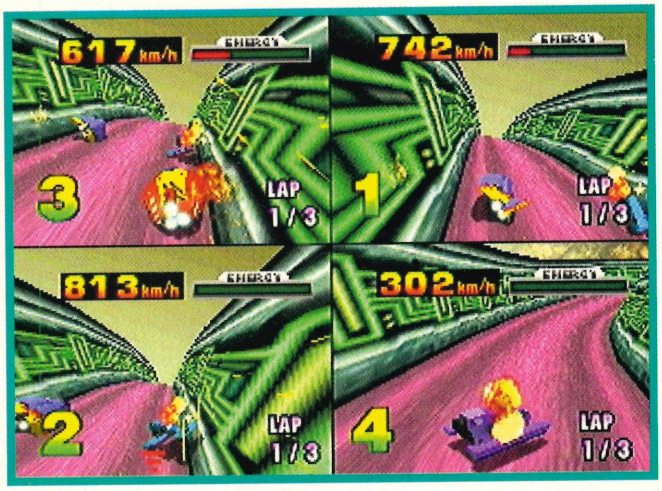


▼ There aren't that many places that give you vertigo, but when they appear, they really do the job!



▼ The Big Blue track – it's big, it's blue and it's got more twists than a Möebius strip!





the old SNES games than a genuine sequel. It's hard not to wish that a few new features had been included in the game instead of the designers just going, "It worked before, so let's not change anything."

X Rated

Moaning aside, *F-Zero X* doesn't disappoint. It's a racing game that is totally dependent on your own skill to win, which is quite rare on the N64! The sheer speed is enough to make your head spin, the tracks present plenty of challenge (once you've beaten the three regular difficulty levels, there's a hidden 'Master' level to try) and the varying characteristics of the cars offer loads of scope for players to find their perfect vehicle for their driving style.

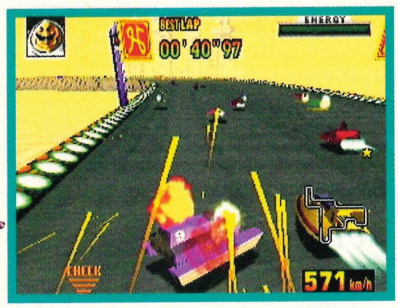
A little more innovation would have been appreciated, but this is one case where a more or less straight update of the SNES original was all that was needed to produce a great game. The only question remaining now is whether or not the PAL conversion will be any good – even the Japanese NTSC game has borders, and there's not much point having a game running at 60 frames per second when our TVs can only handle 50fps! We'll have to wait until October to find out...

▲ In multiplayer games, knocking your enemies into walls can be a surer way to win than actual racing!



▼ Mr Ead's car bursts into flames. Oh well, at least all the pies he was about to eat will be nice and warm.





Nintendo's recent conservatism is in evidence...

Mmm, Fruity!



One of the options hidden away in *F-Zero X*'s Japanese menus is a bizarre fruit machine game. In a multiplayer race, if you've switched this option on, any player who finds themself out of the race doesn't have to sit twiddling their thumbs until everyone else finishes. Instead, they can try to sabotage the other racers!

Getting three like symbols causes no end of trouble. Three matching heads causes that racer to lose all their energy, meaning the tiniest impact with a wall or another vehicle will make them explode, and a trio of skulls cuts everyone's energy to zero! As for the X, it picks on whoever's leading the race. If you see a third X about to drop into place, it might be worth slamming on the brakes for a second so you can knock out the new leader when they lose all their energy!



▲ Hang on a minute... these are hovercars, right? So how come they slow down on the dirt of the track?

F-Zero X was supplied by Department 1, (0171) 916 8440.

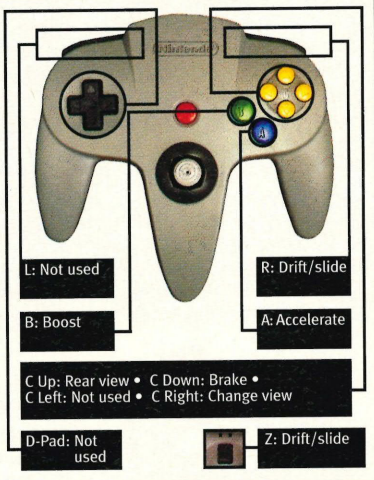
2nd opinion

Whilst initial disappointment is high at the rather minimalist visuals, it only takes a few hours play for the magic of *F-Zero* to appear. The extraordinary speed and playability of the title make it a racing experience without peer, and whilst Sony ex-pats hungering for the more stylish sci-fi gunplay of *Wipeout* might grumble at *F-Zero*'s relative pacifism, the fuel-injected gameplay of Nintendo's title leaves standing. MARK WYNNE

Rating

64 Bottom Line

Controls



Alternative

Extreme G: Acclaim (£49.99)
Reviewed: Issue 7, 80%
Aero Gauge: ASCII (£59.99)
Reviewed: Issue 15, 40%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

90%

Soundbite

If *F-Zero X* were any faster, it'd go back in time!

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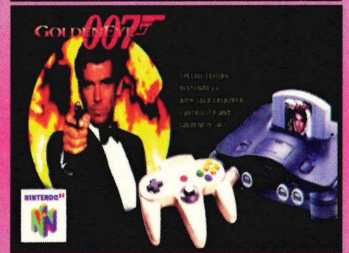
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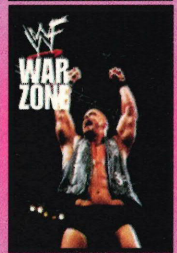
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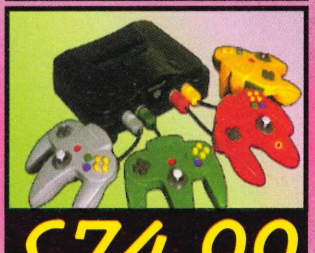
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Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

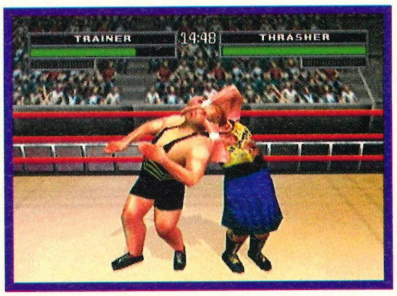
Publisher	Acclaim
Developer:	Iguana
Game Type:	Wrestling
Origin:	UK
Release:	28 August '98
Price:	£59.99



▲ Back pains you say? Right, just let me spin you around a little... put my knee there... and pull! How does that feel?



▲ Before entering the ring, Thrasher pauses to show off for the crowd. Note the large video screen behind him.



▲ The trainer is available as a playable character if you find the hidden cheat. We found it, but we're not sure how...



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores game progress and custom players

WWF Wa

Big Daddy may be dead, but wrestling is alive and kicking in yet another N64 grappler!

After *WCW vs NWO World Tour* and *Brave Spirits Wrestling* the prospect of another wrestling game wasn't all that exciting. After all, *WCW vs NWO* was pretty damn good, so how much better could another game be? Enter *WWF Warzone*.

For those of you that don't know, the WWF is the 'other' wrestling organisation. They were the first to use ridiculous costumes for their wrestlers, and are probably to blame for the 'dumbing down' of American wrestling, not that it was a high-IQ activity to begin with.



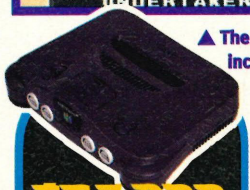
▲ The tag matches have all the elements of the real thing, including the incessant cheating from the tag partners.

Caged!

This is what they should do with all the WWF wrestlers if you ask me – lock them all in a cage! Sadly, at the end of the match they'll be let out, but what can you do? The cage match is usually pretty vicious, with wrestlers throwing each other into the metal bars, and dropping from the very top onto each other. The bars also prevent wrestlers from escaping out of the ring when they're getting battered.







$64,000 Question

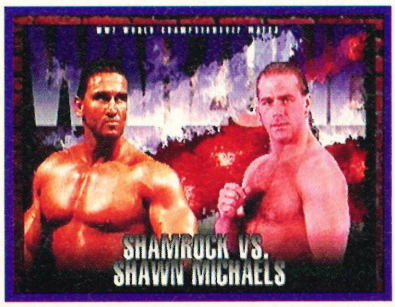
- ⊕ Best custom player feature ever!
- ⊕ Impressively solid and smooth players
- ⊕ Excellent sound effects
- ⊕ Fast, responsive controls
- ⊖ It's wrestling, which may put some people off

Just Another Wrestling Game?

On paper, *WWF Warzone* might not look like anything special. To start with it only includes 16 wrestlers compared to *WCW vs NWOs* 40-odd. But wait, you say, what's that about a player creation facility? Well, we'll come to that.

When you first see *Warzone* running, all thoughts of dismissing it as a *WCW vs NWO* pretender disappear. This game is slick, fast and impressive. The

This game is slick, fast and impressive!



▲ Before each round you'll get to see the inevitable publicity shots of the wrestlers – ooh, you're just *sooo* strong!

characters are the first thing that you'll notice, as they *almost* look real! This is down to the way they've been created. No polygon bodies for these guys, oh no; the wrestlers in *Warzone* appear to be one solid lump, with skin that stretches as they move, meaning that there are none of those embarrassing gaps between arms and torso.

In addition to the solidity, the characters also move very realistically. The designers must have studied WWF video footage, because they all move like their real-life counterparts. The

64 MAGAZINE SIZZLER

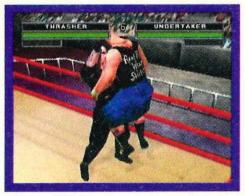


▲ Each wrestler starts the game in a lift which takes them down to the arena. No idea why, but there you have it.

rzone



◀ American wrestling often seems to have a lot in common with gymnastics – check out that handstand!



▲ The Undertaker is one wrestler you *wouldn't* want to meet down a dark alley.

British Bulldog jumps around the ring like a man possessed, while the Undertaker shuffles about like the zombie-esque figure he purports to be.

Everyone's unique moves are included, and can be studied and practised via on-screen menus in the same way as those in *Mortal Kombat 4* and *Bio FREAKS*, in addition the control system is very responsive. This is important, since it was this that let down the other N64 wrestling title *Brave Spirits*.

▼ The 64 Magazine creations take to the ring! For some reason Random Boy has adopted the same name as Bloat.



I've Created A Monster!

One feature which is almost as much fun as the game itself is the wrestler creation section. There have been player creation features in other games, but none as cool as this, honest! Once you've picked your body size, head type and skin, it's time to really go to work. The game has a vast wardrobe of hair, hats, necklaces, jackets, trousers, boots, knee-pads, arm-pads, belts and tattoos. Most of these have about 15 variations, several of which can be portrayed in practically any colour using the special palette. You'll find that you can spend ages just playing around with headgear, before you even start on dressing the body! To give you some idea of the variety available, we all created our own wrestlers. You could even say we each put a little of ourselves into them...



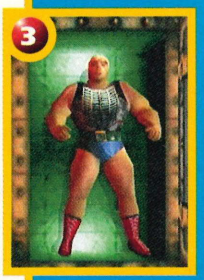
1. BLOAT BOY

Real Name: MP Dusk
Created By: Andy
Theme Tune: *Set Adrift On Memory Bliss*
Signature Move: The Flabby Fall



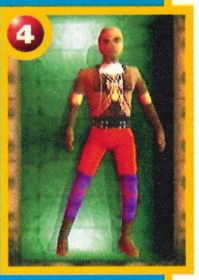
2. BOGEY

Real Name: Huge Green Bloke
Created By: Roy
Theme Tune: *The Jolly Green Giant Song*
Signature Move: The Mushy Peas Mangle



3. BEEFCAKE

Real Name: Mary Lighthouse
Created By: Nick
Theme Tune: *Kyle's Mom's A Bitch*
Signature Move: The Kick In The Nuts



4. RANDOM BOY

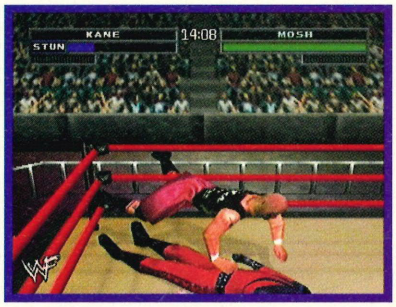
Real Name: John Doe
Created By: 'Random Wrestler' function
Theme Tune: *Anarchy In The UK*
Signature Move: The Rolling Dice Roundhouse

Sounds Superb!

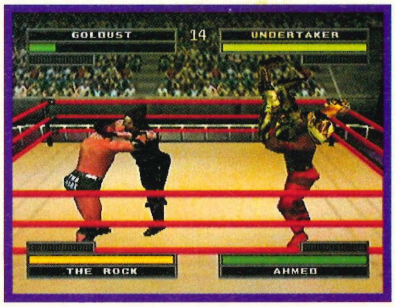
A surprisingly impressive feature of the game is the audio. Every wrestler has their own theme tune just like the real thing, and there is commentary from the actual WWF wrestling commentators. The best audible features, though, are the sound effects and the crowd. Drop a wrestler on his head and you'll hear a very satisfying squish-crunch sound as he connects with the mat. If you've ever seen American wrestling then you'll know that the crowd are often more rowdy than the wrestlers themselves, cheering for their favourite wrestlers and booing the ones they love to hate.

In *Warzone*, each wrestler is either a crowd pleaser or a rule breaker. Crowd pleasers get cheered if they're winning, rule breakers get booed, and the crowd will chant the names of their favourite wrestlers when it looks like they're doing well. The best bit is the individual comments from the crowd, the most amusing being the mad old lady who gets really worked up and screams insults if her favourite wrestler starts to lose.

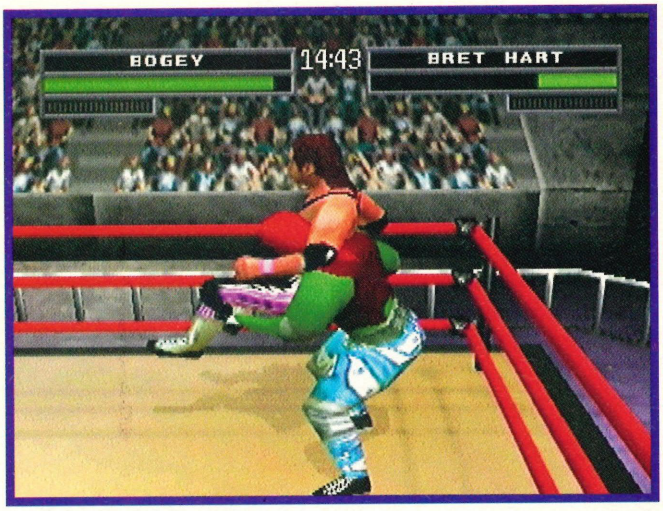
All the different types of wrestling match are in the game, including cage matches, tag matches and the 'Royal Rumble'. As far as weapons go, *Warzone* has them, but not in all



▲ Wrestlers seem to spend the majority of their time lying on top of one another – that or dropping on each other from above!



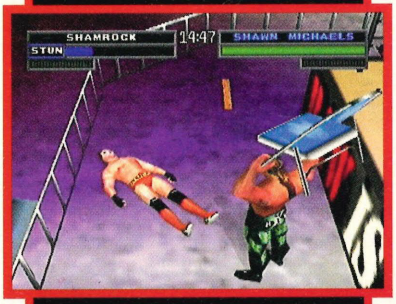
▲ The Royal Rumble is a pretty unpredictable match because to win you just need to stay in the ring. Sometimes running away works!



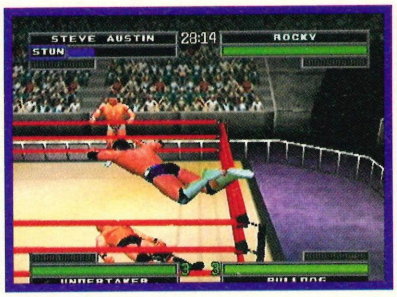
▲ Surely picking up someone that large is just downright impossible, isn't it?

Please Be Seated!

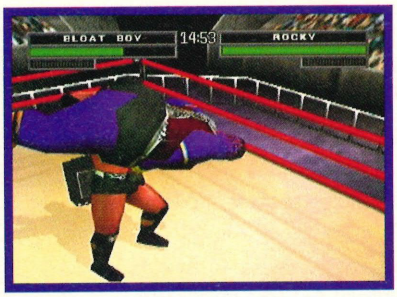
For those of you that want a little more violence in your zone, there is a wide variety of foreign objects to choose from in Weapons mode. These objects – ranging from the run-of-the-mill chair right up to a full size television set – can be used to brutally hammer your opponent. Each weapon has a different capacity – chairs can be used twice, while televisions break on contact – and they actually buckle and break as you use them, enhancing the feeling of real brutality. As you use weapons they disappear, and new ones get hurled into the ring by the crowd. The most enjoyable item has to be the ring-side bell, which makes a heavy 'clang' sound when you hit someone with it.







▲ Fighting had to be halted temporarily while staff removed the body of Bob the mad skydiver.



▲ Now, if we were the sort of people who had dirty minds, we'd probably make some dodgy innuendo here. If only we could think of one...



▲ Welcome to the WWF 1998 Synchronised Wrestling Throw World Championships.

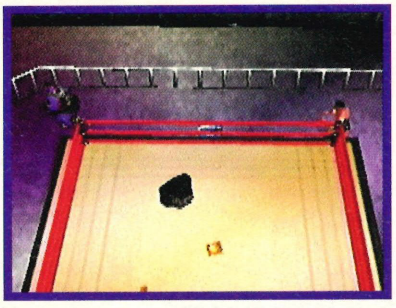
▶ Watch Bloat Boy run! Would you believe that anyone that big could run so fast?

modes. Instead they only crop up in the weapons mode, where a whole variety of illegal foreign objects are lobbed into the ring by the crowd. Although this is good fun, it's a shame that the odd weapon couldn't have been thrown into the other modes.

Become Frankenstein!

As mentioned already, a major feature of *Warzone* is the player creation facility. This allows you to create a vast array of wrestlers using a multitude of adjustable features. If you want to save time, it's also possible to generate random wrestlers, and this can produce some highly amusing results. When you've designed their physical appearance, you then need to give your wrestler a name, a theme tune (from a list provided), a moves arsenal (assigned from one of the wrestlers already present) and attributes. These include strength, speed and recovery time. Finally you need to decide whether your wrestler is going to be a 'goodie', someone that the crowd will cheer for, or a 'baddie' that the crowd will boo and jeer. Once this is done you can then save them to a memory card.

Several wrestlers can be stored on one card, and the card can be accessed by any controller. This allows you to have multiplayer games with custom players without needing more than one memory card.



The Final Event...

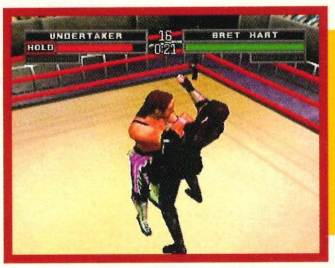
The gameplay in *Warzone* is fast, furious and great fun and there are a lot of nice touches in the game – in challenge mode, for instance, the players walk into the arena in front of a big screen and pose to

The player creation section almost justifies the purc



▲ If you're interested, there are in-game biographies available on every player. This is useful if you want to know their strengths and weaknesses.

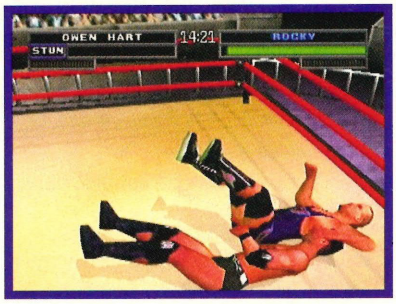






Let's Get Ready To Rumble!

No wrestling game worthy of the name would be complete without a decent Royal Rumble. This has absolutely nothing to do with the highly annoying PJ and Duncan song (the fresh-faced popsters are even embarrassed by it themselves these days as anyone who watched *Fantasy Football* will know) but basically it's a total melee where two wrestlers start in the ring and then at irregular intervals others join the fight. There are no rules, and the last wrestler left in the ring wins. In *Warzone* only four wrestlers can be in the ring at any one time, which is a little disappointing, but rather cleverly, if your wrestler gets ejected from the play area, you assume control of the next one to enter.



▲ Caught off guard by a sudden earthquake, both wrestlers find themselves flat on their backs.



▲ Beefcake, in a nasty situation, begins to plead for mercy – the girly coward!

their theme tune before the fight. The actual wrestling though is not very much different from that in *WCW Vs NWO*, although it looks a lot more impressive. This does mean that if you've got the THQ title and are a little bored of wrestling, you may not be quite so enthused about this one. It must be said though that the player creation section almost justifies the purchase price all on its own.

If you don't have any wrestling games yet then this is a must-buy and you should definitely look at adding it to your N64 software collection. If you've already got *WCW vs NWO* then it's probably best to give it a look first, and at least try out the player creation feature.



▲ Here wrestler Bret 'Hit Man' Hart uses one wrestler as a club to take out the other – nice move!

hase price all on its own!

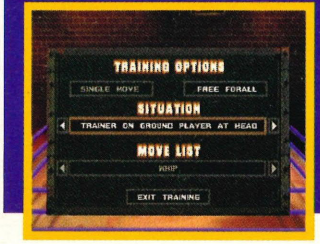
2nd opinion

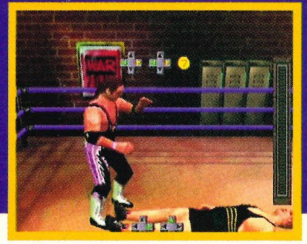
The 'create-a-wrestler' option is a fantastic idea, and it's much better done than *GASP*, the only other game that has attempted anything similar. This option boosts *WWF*'s playability above *WCW Vs NWO*, and if you're a grappling fan this is the one for you! ANDY MCDERMOTT

Rating

Now I Am The Master

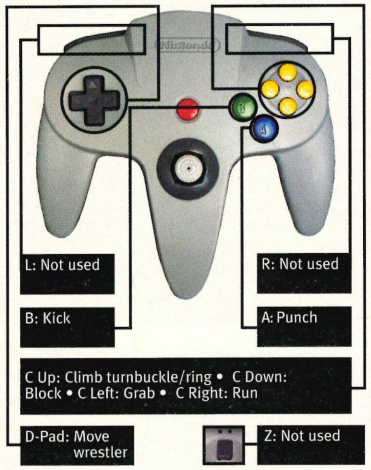
WWF Warzone includes an incredibly easy and useful training section. You just choose the move you want to practice, and the game will tell you what conditions need to be fulfilled for it to work (opponent on floor, player near ropes, and so on). You are then put in the ring with the trainer bloke, who will assume the appropriate position. This can be quite comical at times – if the move requires him to be on the floor, for instance, he will suddenly stiffen as though he's been punched and topple backwards with a groan. The buttons you need to press will then be displayed at the top of the screen, and all you need to do is follow the instructions!





64 Magazine Bottom Line

Controls



Alternatives

WCW vs NWO World Tour: THQ (£54.99)
Reviewed: Issue 9, 83%
Brave Spirits Wrestling: Hudson Soft (import)
Reviewed: Issue 12, 65%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

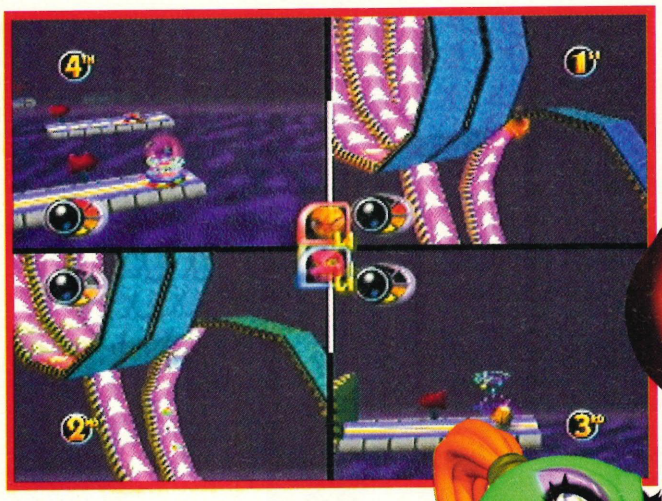
90%

Soundbite

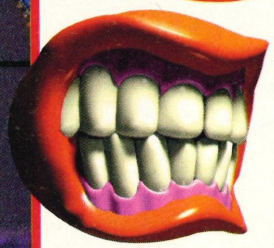
Top grappling action with impressive graphics, hilarious sound effects and a great custom player feature.

Written by: Roy Kimber

Written by: Roy Kimber



Iggy's R



Forget footballs, tennis balls and rugby balls. The only ball to be these days is a Reckin' Ball!

Sometimes you've got to wonder exactly what a game designer was thinking when he or she came up with the idea for a particular game. *Iggy's Reckin' Balls* is a case in point.

Picture the proposal meeting: Iguana management are all sitting around a table, and in walks the designer. Management listen expectantly.

"Okay," begins the designer, "it's a game about those things that builders have on their cranes."

"Hooks?" asks the senior manager.

"No, wrecking balls. Only these balls are all different colours, with faces and names and voices and they race around multi-coloured tracks." Management stare at him in silence. "Er... and they have a turbo power that lets them zoom about really fast," the designer continues, "and a grapple which they can use to climb platforms or to throw each other off the track." Management stare some more.

"And what would this 'game' be called?" the senior manager finally asks.

"*Iggy's Wrecking Balls*," the designer replies hurriedly, "because, er, one of the balls is called Iggy." Much management muttering.

"We're not sure..." the senior manager says. The designer, seeing project, job, marriage and kid's future disappearing down the toilet, makes a desperate last ditch effort.

"And, and, and... um, we can drop the W and the G and call it *Iggy's Reckin' Balls*?"

Management stare at each other then break into spontaneous cheers. "Hoorah!" "The kid's done it!" "What a great concept!" "Let's market it!"

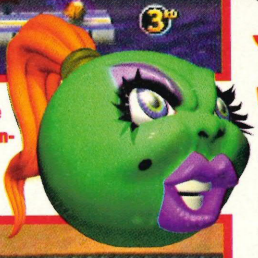
Ninfo

PLAYERS:

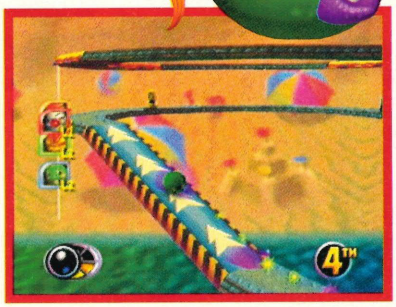
CART SIZE: 96 M

RUMBLE:

Publisher	Acclaim
Developer:	Iguana
Game Type:	Race game
Origin:	Japan
Release:	Out now
Price:	£39.99



▲ Speed loops give you a burst of non-turbo assisted acceleration.



▲ Hit the turbo and you'll roll down the track at speed in a scene very reminiscent of *Sonic The Hedgehog* on the Mega Drive.

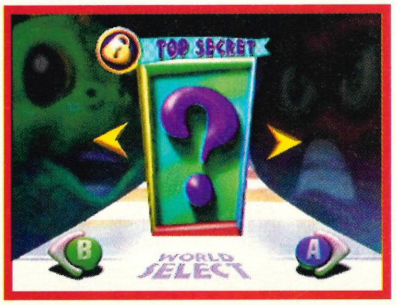


$64,000 Question

- ⊕ Colourful 3-D graphics
- ⊕ Smooth animation
- ⊕ Addictive gameplay, particularly multiplayer
- ⊖ Slow draw-up at times



▲ To progress to the locked championships you'll need make sure you're the first to reach the chequered... er, circle.



▲ It's a hidden championship! To unlock this you'll need to become a master in the ancient Chinese art of 'grappling'.



Memory Options

MEMORY: None

CONTROLLER PAK: Stores game progress, bonus tracks & characters

Where it really comes into its own is in

Iggy's Aerobics

Reckin' balls are certainly versatile fellows! Just look what little Iggy can do!

He jumps!



He ducks!



He pulls himself up!



He swings!

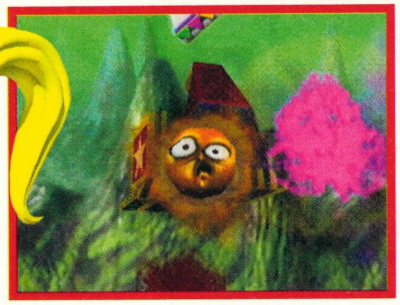


eckin' Balls

Written by: Roy Kimber



Way before Iggy and pals came along there were the Zeroids. These courageous robots from Gerry Anderson's puppet classic [are you sure about that? – Ed] *Terrahawks* defended the Earth against evil android Zelda. Leader of the Zeroids was Sergeant Major Zero, who was voiced by Windsor Davies – "Luvverly boys!"



▲ First, second and third place get air-lifted from the level. Fourth gets blown up along with it!



▲ After each race medals are awarded. Gold for first place, silver for second and bronze for third. Fourth gets nowt!



multiplayer...



Designer leaves meeting, vowing to quit and get a less stressful job – like lion taming.

Back To The Plot!

Iggy's Reckin' Balls is one of those games which proves that new ideas, even weird new ideas, are worth taking a risk on, because sometimes they really *do* work.

The premise behind *Reckin' Balls* is a very strange one. For some reason there are loads of weird structures to be demolished, and large amount of balls that want to do the wrecking. As a result, four balls must race each other around these structures, which rather conveniently happen to be laid out in the form of tracks, and the winner of each race gets to be the one who destroys the level.



▲ One of the power-ups temporarily replaces your turbo power with bombs. These explode if another ball touches them.

Weird? Yes. Fun? Double yes. As a one player game *Reckin' Balls* is a lot of fun, although it is far from easy. Even playing on the easy difficulty setting and the first championship – called 'Easy Street' – the opposing balls are pretty slick and you have to do well to be the overall winner. However, this means that there's more incentive to go back to and play the same tracks over in order to work out the best routes.

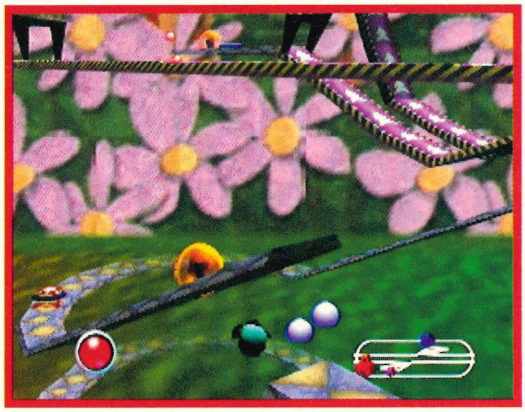
Spherical Fun!

First task is to choose from a number of extremely strange spherical characters, some of whom are inaccessible, as indicated by a silhouette obscured by a question mark. So you know from the start that there are secret characters to be found.

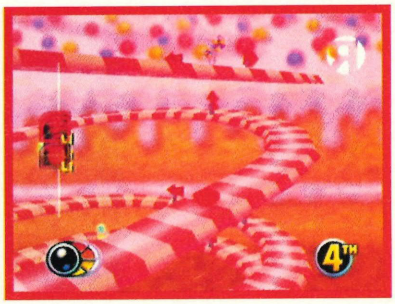
When you first start the game, it's a good idea to enter the Training mode.



▲ Warps send you to other parts of the track – beam me up Iggy!



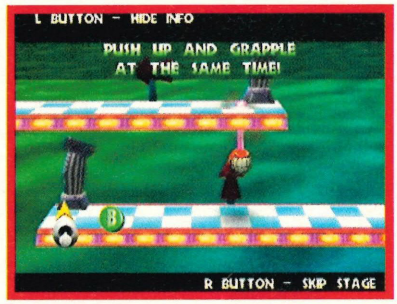
▲ Patchwork championship is one of the more advanced levels.



▲ This is one of the more annoying attacks. One of the other balls has activated a weapon which reverses your controls!

This is a cleverly designed tutorial section where you are taught how to control your ball and learn about some of the helpful features and hazards that you're likely to encounter during your races. Not *all* the things you'll encounter on your travels are revealed, because that wouldn't leave anything to surprise you, would it?

Once you've been through training and chosen your ball, it's time to start racing. Races come in four categories: straightforward racing against other balls, Time trials, Battle mode and Mix-up. The first two are fairly self-explanatory. Battle mode, however, puts you on a track where you find yourself towing three 'lives' with you. The idea is to be the last ball left alive, and you eliminate the other balls by grabbing and pounding them, by throwing them off the track, or by using one of the



▲ Training mode is where you learn how to control your ball. It's advisable to do this mode first.



▲ If you drop off the track and a small helicopter-type thing will collect you and put you back.

Written by: Roy Kimber

Meet The Spice Balls!

You've met Iggy's balls, now meet the Spice Balls! Reading from top to bottom they are: Loud Ball – Renowned for shouting harshly at the other balls. Snooty Ball – Refuses to share a dressing room with the other balls. Infant Ball – Cries a lot and repeatedly needs a nappy change. Fit Ball – Jumps around all over the place but doesn't do much else. Lost Ball – Quits group, changes image and fades into obscurity.













▲ The stars which are situated at various positions on the track give you weapon power-ups.

different weapons you can collect from the power-up stars. If you die and there are still balls left on the track, you come back as a bomb, and race around the course blowing up other balls and generally wreaking havoc on the surviving players.

A Load Of Balls!

Once you've picked your balls – mustn't make joke... oh, too late! Once you've picked your *player*, you need to select your championship. These come in many different varieties, starting with fairly basic and becoming more complex as you progress. As with the ball selection section, there are some championships which are hidden by question marks, and these have to be opened by beating the accessible ones first.

Even if you finish all the championships, you can play an almost infinite number of different ones by using Mix-up mode to create championships with tracks chosen from any of the others.

While *Iggy's Reckin' Balls* is fun in one-player mode, where it really comes into its own is in multiplayer. When there's four of you bouncing around the track throwing each other off or zapping one another with the various weapon power-ups, the game really takes off. It's the kind of game you could imagine playing after you've come back from the pub (assuming you're old enough to go to the pub that is).

That's not to say that you need to be drunk to enjoy this game (unlike, for instance, *Off-Road Challenge*), it's just that this is the kind of game which is great fun with friends and which can be almost as amusing to watch as it is to play. Try it and see!

2nd opinion

Reckin' Balls is the sort of game that you have to play to 'get' – you can't really judge what it's like from screenshots. It's worth making the effort, though; it might be very bizarre and off-the-wall, but it actually offers a lot of entertainment. ANDY MCDERMOTT

Rating





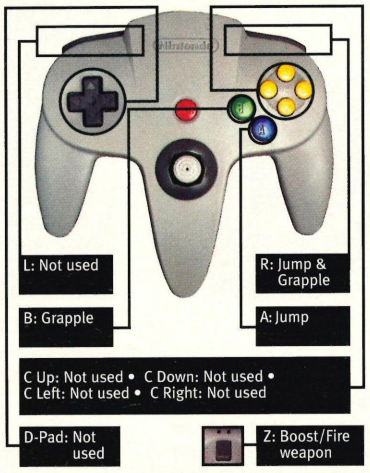
▲ Sometimes it's not always best to take the obvious route. Often there are less obvious shortcuts.



◀ If you thought that the initial characters were weird, just look at some of the hidden ones!

64 Bottom Line

Controls



Alternative

Snowboard Kids: Nintendo (£39.99)
Reviewed: Issue 11, 83%
Mario Kart 64: Nintendo (£49.99)
Reviewed: Issue 3, 78%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

83%

Soundbite

Weird race game that's tricky for one player and addictive as hell in multiplayer!

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Written by: Roy Kimber

Augusta Masters

You'd be better off spending your cash on a set of

Ninfo

PLAYERS:

CART SIZE: 128 M

RUMBLE:

Publisher	T&E Soft
Developer:	T&E Soft
Game Type:	Golf
Origin:	Japan
Release:	Out now (import)
Price:	£59.99

Memory Options

MEMORY: N/A

CONTROLLER PAK: Stores tournament progress and scores

We were sure this game couldn't be worse than The Glory of St Andrews but it was a close thing!

Golf was once described by Oscar Wilde as 'a good walk spoiled'. If you're one of the many people who agrees with this sentiment, then you probably won't even bother reading this review, and we wouldn't blame you. After all, what do you get if take the 'good walk' away? 'Spoiled'.

Anyway, what we're trying to say is that one of the most positive features of golf as a sport is the chance to wander in the bright sunshine through some gorgeous greenbelt and enjoy the fresh air. Take away the exercise, fresh air and greenery and shove it all inside a TV and... well, it's going to lose something.



▲ That kidney-shaped thing in the foreground is a bunker. Over time, you'll come to recognise it as an old friend.



▲ The ball trails a solid blue ribbon when it flies to show you where it's been. This does reduce what little realism there is, but it looks nice!

Now don't get us wrong, we know that not everyone hates golf, and there are some pretty good golf games out there if you're into that kind of thing. It's just that up till now none of them have been on the N64. Actually, better make that none of them *are* on the N64.

It's Golf... Need We Say More?

Augusta Masters '98 has used digitised characters rather than polygons. While this means that the golfers themselves look rather nice, it unfortunately seems to have left very little memory for other features. The crowd are basically barely-formed lumps of colour, while the trees are disturbingly two-dimensional.

On the subject of the trees, you'd think that if you hit a small round object at over 100 miles per hour through a few leaves, then occasionally it might manage to pass through, wouldn't you? Not in this game! It seems that even one solitary leaf has the stopping power of a solid brick wall.

Distances in the game are depicted in both yards and feet, which is confusing if you've grown up with the metric system, plus the game switches between the two apparently at random. This makes it difficult to work out the various power ratios needed over different distances.



▲ With this grid you can plot your putt across the green – shame that you can't see the flag really!



▲ At the beginning of each course you get to watch a flyby of the terrain, allowing you to plot out your strategy for that hole.



$64,000 Question

- ⊕ Fairly easy control system
- ⊕ Nice digitised players
- ⊖ Lousy 2-D crowd and scenery
- ⊖ Practically impossible to master
- ⊖ It's golf!



▲ One of few good effects in *Augusta Masters* is the rather nice lens flare when the ball is in the air.

The control system, on the other hand, is one of the better features of the game, and it's fairly self-explanatory and thus straightforward to learn. Which, considering that all the game instructions are in Japanese, is fairly important.

After checking your club, stance and position on the ball, the power gauge appears. This is one of the only points in the game where skill plays a part because direction, club, stance and hit point are all recommended by the CPU, and are usually the best choice. All you need do is work out how much power is needed, and then hit the ball cleanly.

This is done through a simple one-button process. Pressing A starts the gauge rising to the top. The closer to maximum the gauge gets, the more power you'll put into your shot. When the gauge reaches the point you want – with all shots except putting, this will generally be as close to the top as

Play Golf The N64 Way!

If you think a five iron is something that smooths your clothes and a bogey is something embarrassing you should wipe off your top lip, then you probably don't know much about golf. For all you non-golfers out there, here's how to play the perfect shot in *Augusta Masters '98*.



First off, put your ball on the little peg. This is known as 'teeing up' and if you don't do it, the rest of the game's a bit of a bust.



Next you need to choose your club. Your choice of club is very important and influences how far the ball will go.



Stance is extremely important as it dictates how your bum will look for the cameras. Shuffle a little to the left for a curvy rainbow effect.



The hit point dictates how high the ball will go. Hit near the bottom and the ball goes high, hit it near the top and it stays low.



To make the perfect shot you need to stop the power gauge at the top and bottom of the display using the A button.

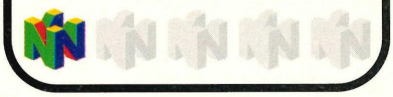


Get all the factors right and this is what you should get, a ball barrelling through a bright blue sky! Easy as that!

2nd opinion

This isn't quite as bad as *St Andrews Golf*, but it's pretty damn close. Even ancient 8-bit games like *Leaderboard* were more playable! It's got clumsy controls, pathetic graphics – and Nintendo are going to release it in the UK. Why, God, why? **ANDY MCDERMOTT**

Rating



'98 second-hand clubs!

possible – you press A again. The gauge will now start to move downwards. The idea at this point is to stop the gauge on the red line at the bottom. If it's even a tiny bit out, your player will hook or slice the ball to the accompaniment of a nasty metallic clang and an obscure 'duff' message.

And that's about it. When putting, the gauge works slightly differently in that you only have to work out the power, not the aim. The problem with this, as mentioned already, is that distances are given in two units of measurement seemingly at random, making it fairly tricky to learn what kind of power you need to give each shot.

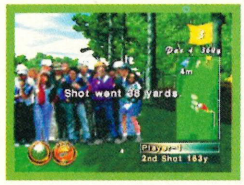
Not Even A Good Walk...

There's very little else to say about the game. The graphics for everything apart from the golfers and the solid terrain (grass, bunkers, etc) are fairly poor 2-D depictions, and the computer players are very accurate, hardly ever going over par, and then only as far as getting a bogey. If you drop a few shots on any hole, you'll lose.



▲ You'd think that a double bogey would be better than just a bogey, wouldn't you? But it's not, oh no.

▼ How come the crowd look as if they've been drenched in acid?



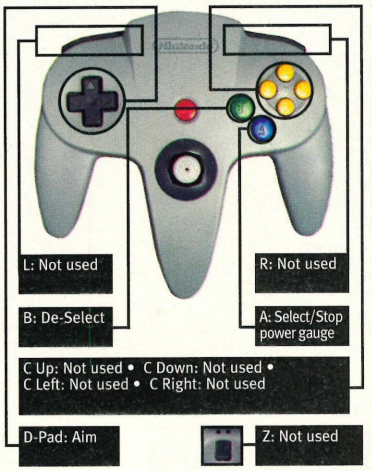
Augusta Masters '98 was supplied by Department 1, tel (0171) 916 8440.

It's sad when you consider that the most entertaining part of this game is the Japanese commentators, who get all excited when you do a good shot and mutter away angrily to themselves when you cockup.

To make golf games appeal to anyone apart from fanatical golfers, they need to be well produced, playable products with some genuine addictiveness. Which is exactly what *Augusta Masters '98* isn't. If you like golf and you're desperate for the first good N64 golf game, this isn't it, but maybe it'll go some way towards satiating your need for a short while. Having said that, you'd be better off spending your cash on a set of second-hand clubs. If, on the other hand, you *don't* like golf, then avoid this game at all costs!

64 MAGAZINE Bottom Line

Controls



Alternatives

The Glory Of St Andrews: Seta (import)
Reviewed: Issue 3, 10%
No other golf games as yet, and if these are anything to go by, we should be thankful!

Rating

Graphics



Audio



Gameplay



Challenge



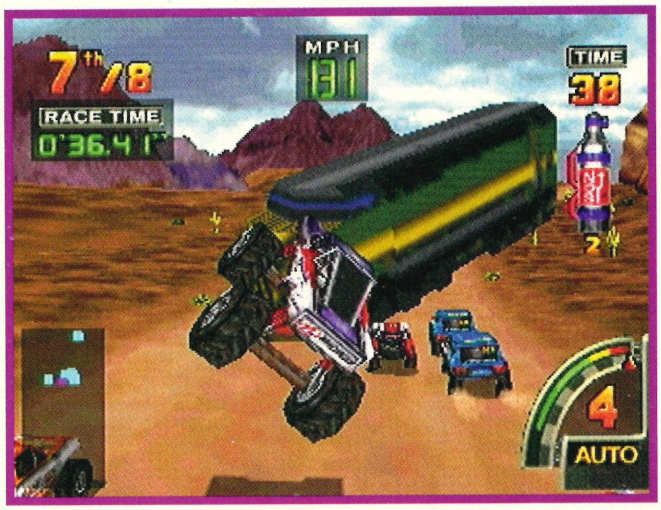
Overall 25%

Soundbite

Nice golfers, shame about the golf!

Written by: Roy Kimber

Written by: Andy McDermott



▲ Your eyes don't deceive you – it's a locomotive. One that bounces like a rubber ball, oddly enough.



▲ There are various power-ups lying on the track. The helmet will temporarily protect you from collisions.



▲ Ah, south of the border. The Baja race takes you into Mexico, where the roads, incredibly, get worse than ever.

Off Road

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	Midway
Developer:	Avalanche
Game Type:	Racer
Origin:	USA
Release:	Out now (import)
Price:	£59.99

Memory Options

MEMORY:
None

CONTROLLER PAK:
Saves best times and circuits

Off road? Off rocker, more like!

Call the Trades Descriptions Act people! *Off Road Challenge* contains two lies in three words. You can't go off the road, and there isn't any challenge.

That last isn't strictly true. The challenge is to prevent yourself from vomiting copiously into the N64's cartridge slot, although a machine full of vomit and a machine full of *Off Road Challenge* aren't that far removed.

Off Road Challenge is a conversion of an arcade machine, one which was apparently based on the *Cruis' n USA* engine. That should set the alarms screaming like banshees before you even start playing! The N64 version also appears to rely heavily on the *Cruis' n USA* engine – there's the same jerky screen update, the same bland graphics, the same cheesy spinning crash animation, the same scenic pop-up that couldn't be any more obvious if a flashing sign appeared on the screen saying 'Hey, everyone! Check out the pop-up!'

The game is based on the sport of cross-country racing, where overpowered trucks with massive suspensions try to get across inhospitable terrain as fast as possible. In the arcade, where you've got a steering wheel, linked cabinets for racing against other people and huge speakers blasting V8 engine sounds into your head, *Off Road Challenge* is a reasonable time-passer. After all, you might blow a couple of quid, but that's all.

When you're spending £60, on the other hand, you expect something more than a no-skill zone on wheels for your hard-earned. Unfortunately, *Off Road Challenge* is exactly that.



▲ *Off Road Challenge* has some very dodgy collision detection – that other truck's miles away!

Dune Buggy Attack

In a race, the first thing you notice is the fact that you're tightly restricted to the track, with invisible walls forcing the issue if you try to move off the road. Even if your truck has been thrown high into the air, a shower of sparks (well, it looks more like a runny fried egg explosion) caused by absolutely nothing, shoves you back in line. You can just about get onto the hard shoulder, but that's all.

There are six tracks to race over, with another three secret tracks accessible if you finish well enough in the championship races. The secret tracks are a massive con, though – they're practically identical to the regular tracks, but with the obstacles in a slightly different order and a few extra jumps. *Well* worth struggling through the tedium of the other tracks to find.

Control of your truck is very much arcade-style, with no room for skilful driving at all. All you need to do is mash the stick left or right as appropriate, and

Off Road Challenge is almost physical



▲ Hit any bump more than an inch high and your truck takes to the air like Superman with wheels.

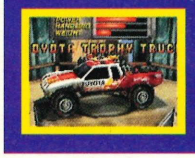


$64,000 Question

- ⊕ Easy to get into
- ⊖ Repetitive
- ⊖ Looks horrible
- ⊖ No skill required
- ⊖ Abysmal two-player game

Truckin' Hell

The box blurb makes a big thing of the 'hidden trucks'. This must be some previously unknown definition of the word 'hidden', since the manual actually explains how to find them. Not that pushing any of the C buttons on the truck select screen is a conundrum that would have baffled Sherlock Holmes...







▲ The Las Vegas track takes you right through Area 51. Which doesn't exist. Of course. No aliens here at all. Honest.



▲ And you certainly didn't witness a flying saucer being shot down by the Air Force either. Nothing to see here!



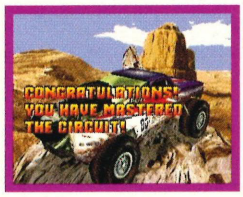
▲ Grabbing the treasure chests gets you an extra $40,000 to spend on upgrading your truck.

Off Road Challenge was supplied by The Joypad, tel (01202) 311611.

Challenge



▲ That'll teach the Germans to rush down to the beach before anyone else – squashed by big trucks!



▲ This is your reward should you manage to win the off-road championship. Well, woo hoo.

ly painful!

you'll sail around the corners. Even if you don't, the invisible walls will helpfully guide you back onto the road again.

Let's Off Road!

Sitting and watching someone else play the game starts to give you motion sickness, which is actually not uncommon with racing games. The only problem is you start feeling queasy while you're actually playing the game as well! Everything is jerky even in the one-player game, but the two-player game (that's all you get – no four-player amusement here) is an absolute travesty. You could probably draw each frame faster by hand!

Off Road Challenge is almost physically painful – each burst of lameness is like a kick to the crotch. After you've endured the blotchy, undetailed graphics, the squealing 'rawk' music, the wooden controls, the boring tracks, the stroboscopic two-player game and the sheer repetitiveness of the whole thing, you'll probably never be able to have kids.

Which is the worst N64 racer; *Off Road Challenge* or *Cruis' n USA*? It's like being forced to make a choice between having your teeth drilled out by the evil Nazi dentist from *Marathon Man*, or having Begbie from *Trainspotting* cave them in with a claw hammer and gouge out the stumps with his broken pint glass. *Cruis' n* is ultimately worse, but not by much, and it has the excuse of being one of the N64's oldest games. *Off Road Challenge* doesn't even have that luxury. Avoid like David Mellor's y-fronts!

2nd opinion

Although this *is* a pretty appalling game (it's related to *Cruis'in USA* after all) I *did* find the one-player game quite good fun for a short while. Don't buy it though, take a few quid to the local arcade instead and play the coin-op. ROY KIMBER

Rating



Dash For Cash

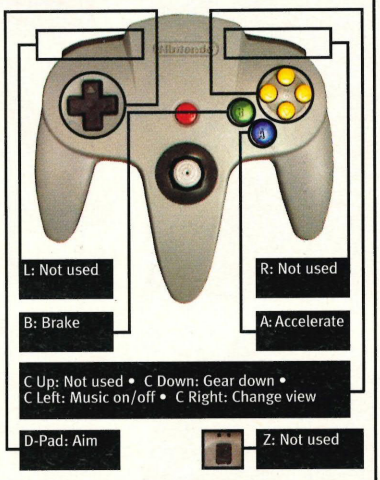
Winning races in *Off Road Challenge* nets you cash, as does scooping up the treasure chests dotting the tracks. With this dosh, you can retire from the sport and never have to work another day in your life!

Well, no. But it would be nice. Instead, a bodypopping woman invites you to upgrade your truck by boosting the engine power, strengthening the suspension, buying new tyres and so on. Does it make much of a difference in races? Not really.



64 Bottom Line

Controls



Alternative

Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%
Diddy Kong Racing: Nintendo (£49.99)
Reviewed: Issue 7, 86%

Rating

Graphics

Audio

Gameplay

Challenge

Overall 27%

Soundbite

You'd be better getting off your head than *Off Road*!

Written by: Andy McDermott

Written by: Roy Kimber

Star Soldier Vanishing Earth

The first scrolling shoot-'em-up for the N64 finally arrives! But was it worth the wait?

Ninfo

PLAYERS:

CART SIZE: 96 M

RUMBLE:

Publisher	Hudson
Developer:	Hudson
Game Type:	Shoot-'em-up
Origin:	Japan
Release:	Out now (import)
Price:	£59.99



$64,000 Question

- ⊕ At last, a vertically-scrolling N64 shoot-'em-up!
- ⊕ Fast, smooth arcade action
- ⊖ Levels too short
- ⊖ Bosses too easy
- ⊖ Game can be finished in half an hour!

If ever you're short of a storyline for a game, there's always the old sci-fi mainstay, that of a bloodthirsty alien invasion fleet headed for Earth with just one tiny spacecraft and loads of power-ups to stop them.

The invasion in this case comes in the form of a huge robot fleet, led by a small pink crystal... Well this *is* a Japanese game, so you should pretty much expect it to be weird!

Fans of 3-D games are going to be disappointed to learn that *Star Soldier* isn't particularly three-dimensional. Instead, the game resorts to what has to be one of *the* most successful video game genres ever, the 2-D scrolling shoot-'em-up.

In the 'good old days' of video gaming, barely a week went by without one of these being released onto an eager public, and as a rule, they were usually pretty successful. With this in mind, it's surprising that it's taken this long for the first to arrive on the N64.



▲ This huge tank is one of the early bosses. He looks bad, but two hits from your super weapon and he's toast!

Lookin' Good!

At first look, *Star Soldier* certainly seems promising. It's smooth and colourful, with three heavily armed craft to choose from and a multitude of murderous alien robots to take on. As you blast through the first level you'll find yourself thinking "Yeah, this is what it's all about!" That's until you suddenly finish the game.

Star Soldier isn't even as good as many

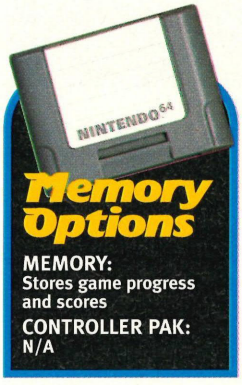
For it's here that *Star Soldier* really falls down. There are only six levels in the game, and each level is very short, at least by traditional shoot-'em-up standards.

This is compounded by the problem of the difficulty level. It's far too easy, at least in 'beginner' mode. Okay, that may sound a little obvious, but you don't expect to finish a game in half an hour, no matter what the difficulty setting! Although the 'master' setting provides more of a challenge, the only way that it differs from beginner is that you get fewer lives, fewer power-ups, the enemies take more hits to kill and their gunfire is heavier. The levels themselves are exactly the same. This means that if you've inadvertently played through all the way on beginner (the default setting) then there's not really any incentive to continue.

Other essential elements are missing, too. Although there are three different ships to choose from and each ship has a primary weapon, a secondary weapon and a super weapon, there are no other weapons. Power-ups simply boost the power of your primary armament, turning one laserbolt into ten. There is



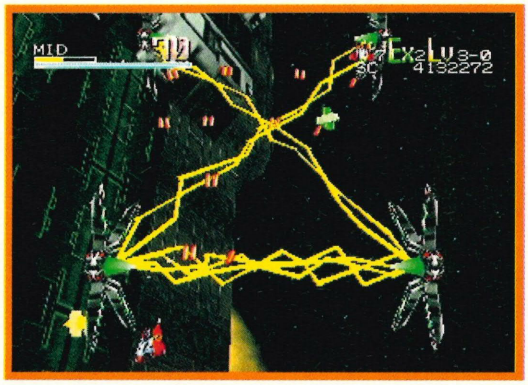
▲ In two and five minute modes you need to destroy strange coloured blocks as well as robots – weird!



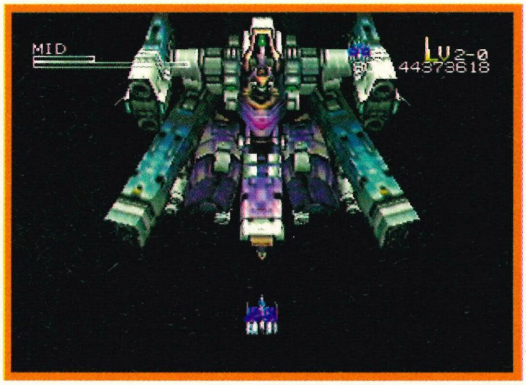
Memory Options

MEMORY: Stores game progress and scores

CONTROLLER PAK: N/A



▲ Occasionally robots will team up to form electrical barriers and you'll need to break through to continue.



▲ Hoorah! We've saved the Earth! Only one more enemy to go... and it's... this bloke. Oh bugger.



▲ Beat the game, and you get to view the enemy ships (ooh). Isn't Jambalaya some kind of American food?

ier



no bolt-on weaponry, and this is pretty much a necessity in a shoot-'em-up.

SadAndSingle...

The real disappointment though is that the game is only one player. There is absolutely no excuse for this. As the game is viewed top-down and uses forced scrolling, you could easily have two players on the same screen. Come to that, why not four?

16-bit shoot-'em-ups!

If you've been desperately seeking that essential vertically scrolling shoot-'em-up then it's well worth at least giving *Star Soldier* a glance, but only if you completely ignore the easier difficulty modes and only play it on 'master' level. It's simple to play, with some nice backgrounds and effects and some really huge end-of-level bad guys (who unfortunately can be toasted in about ten seconds). However, there's not really enough here to warrant getting particularly excited, and it has to be said that *Star Soldier* isn't half as good as many 16-bit shoot-'em-ups that you can probably pick up for about a tenner these days, complete with console! We really need one of these games for the N64 – just not this one.

Choose Your Weapon!

Star Soldier gives you a choice of three different attack craft, each of which has its own particular pros and cons.



F-98 LATHYRUS
This craft is fast and manoeuvrable, but has a fairly low-power primary weapon. Its special weapon *is* awesome though.

F-98 VENIDIUM
The second of the three ships, this craft has average manoeuvring and firepower. Its special weapon is fairly weak, unfortunately.

F-98 WISTERIA
Although fairly slow and unwieldy, this weirdly-named craft packs quite a punch. It also carries a fairly impressive special weapon.

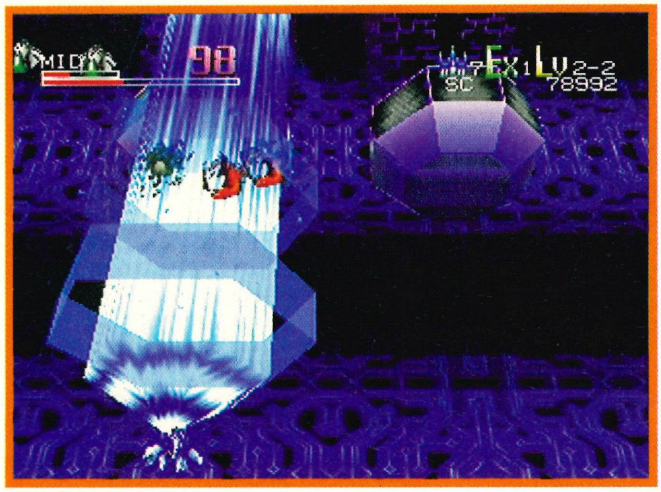
◀ This is one of those times when the roll function came in the most handy.

Star Soldier: Vanishing Earth was supplied by The Joypad. Contact them on (01202) 311611.

▼ The explosions are fairly unimpressive polygons, although they are quite smoothly done.



▼ Now this is what you call real firepower!



2nd opinion

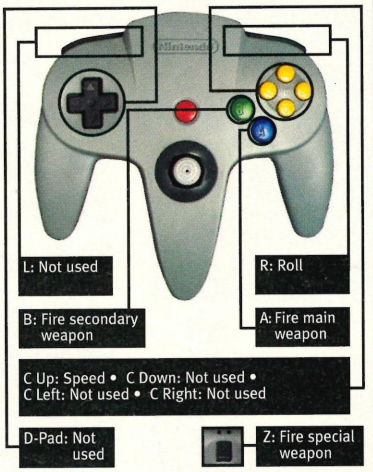
Vanishing Earth? Vanishing Life, more like! This pathetic attempt to update old blasters like *Xevious* and *Axelay* is about as hard as a pensioner without his Viagra, and looks like it's been made with left-over textures from *Bomberman*. Complete rubbish. ANDY MCDERMOTT

Rating

64 MAGAZINE Bottom Line

Written by: Roy Kimber

Controls



Alternative

Lylat Wars: Nintendo (£59.99)
Reviewed: Issue 5, 88%
Robotron 64: GT Interactive (£44.99)
Reviewed: Issue 17, 81%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

65%

Soundbite

What should have been a great game spoiled by naff difficulty level and length.

Written by: Roy Kimber

1080° Sn

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Sports sim
First Reviewed:	Issue 12 (Japan)
Release:	November
Price:	£49.99

It's snow joke having to wait for a game when you already know it's really cool. Well chill out, 'cause 1080° is here!

If you're not familiar with this snowboarding game, then you must've been hiding under a rock for the last six months. When it appeared on import it was acclaimed as an excellent racing sim and now that it's finally available to humble PAL owners, you'll be glad to hear that nothing much has changed. But for those of you that missed the import review...

Radical Racing!

1080° is about snowboarding. That's the sport where gangs of ex-skateboarders strap a moulded plank of wood to both feet and surf down a mountain. Experienced snowboarders will doubtless say that there is a lot more to the whole thing than this, but they're lying.

As with all racing games these days, *1080°* offers a number of different playing modes. These generally consist of either racing solo or competing against another player, be they CPU-controlled or a human opponent. Sadly, the greatest number of players you can have on the course at any one time is two.

The modes in *1080°* can be divided into two categories: races – be they against another boarder or against the clock – and stunt trials.

In stunt trials, although there is usually a time limit, the aim is basically to perform as many tricks as possible, whether you're performing on one of the six race courses or one of the special stunt tracks.

The races themselves are fairly straightforward. With timed races you obviously need to get to the end of the course within a specific time. In Vs games you just need to be the first past the finish.

The control you have over the boarders is extremely realistic, although it takes a while to master it. After some practice you'll soon be able to negotiate the intricate twists and turns of each course using deft touches of the analogue stick. Most of the time at least.

One of the main complaints we had with the import version, which still holds true here, is the damage system. For instance, crash your boarder at full speed into a solid rock wall and he or she gets two points of damage. And yet, get nudged by another player so that your character brushes their arm against the snow, and you get... two points of damage! Again, this usually happens when you're low on energy near the finish.

That's Snow Business!

This moan aside though, *1080° Snowboarding* is a very fast, albeit unforgiving race game which certainly gives you some idea of what it must be like to race down snowy mountains strapped to a plank.

Memory Options

MEMORY:
Stores new tracks, all records and track ghost

CONTROLLER PAK:
N/A



▲ Before you can start the game you need to choose one of the five characters. Look round the room and press A for their statistics.



▲ Deadly Fall, the final track, is well named! It's possible to trip over, and not actually hit the ground for several seconds because the drop is so steep!



▲ This helicopter appears in contest mode, and also on the final track, Deadly Fall. It doesn't do anything, but it looks nice!

The controls are extremely realistic...



▲ One of the nicest visual effects in the game is the way that the boarders kick up waves of snow as they turn.



PAL Performance

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

Borders: None (really!)

Speed: No apparent drop in speed



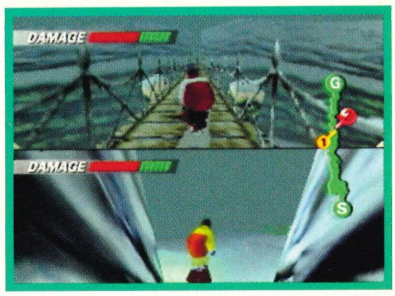
▲ This hut leads to a huge ramp, which can save you time if you manage to land safely. Player two takes the easier, slower route.

The six main courses are all well designed, and they change slightly depending on what difficulty level you attempt. The higher the difficulty level for instance, the more bumps there seem to be on the track, and each track has changing conditions – sometimes it's clear, and sometimes it'll be snowing so much you can hardly see the track.

As mentioned before, little seems to have been altered from the import version. There are absolutely no borders (hallelujah!) and the speed doesn't appear to have been reduced. In fact the

owboarding

Written by: Roy Kimber



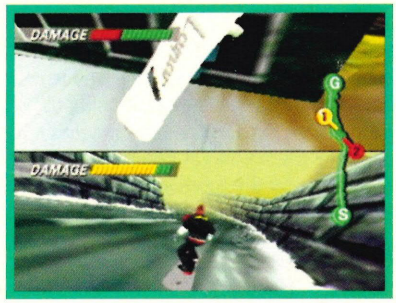
▲ Like its cartoony counterpart *Snowboard Kids*, *1080°* has some none-snow surfaces, like this wooden bridge.



▲ You need to steer to the pointed side of the flags in contest mode, so not like this. Of course, no race game is complete without balloons!

only real differences appear to be the addition of some rather peculiar player shadows and thrash metal music in demonstration mode.

If you're fans of the *Snowboard Kids* style of gameplay, then this game may not be for you, but if you like your realism gritty, then put on some warm clothes and a silly bobble hat and take *1080° Snowboarding* for a spin (or even three!)



▲ All the boards are beautifully decorated – the sad thing is that you can only appreciate this when your boarder crashes.

1080° Snowboarding was supplied by Department 1, (0171) 916 8440.



2nd opinion

Damn Britain and its superior tellies! PAL *1080°* looks blurry and is afflicted with muddy colours, and although it runs full-screen, it feels slower than the Japanese version. That said, it's still the most realistic snowboarding game on any machine. Andy McDermott

Rating

A Different Angle On Things

1080° provides you with three different viewing angles during play.

The third-person view is the default camera setting. This is fairly good as you can see how your board is angled and most of what's in front of you.



First-person perspective gives you the sense of almost being there. Sadly, you obviously can't feel what your board is doing, so you'll fall over a lot.

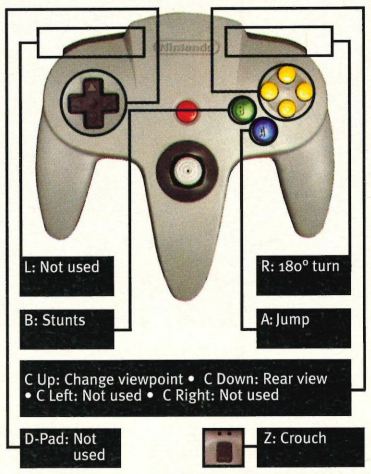


The third view is again third-person, but this time from further back and higher up. It's actually the best view as you can see the board and what's coming.



64 Magazine Bottom Line

Controls



Alternative

Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 83%
Nagano Winter Olympics: Konami (£54.99)
Reviewed: Issue 11, 65%

Rating

Graphics

Audio

Gameplay

Challenge

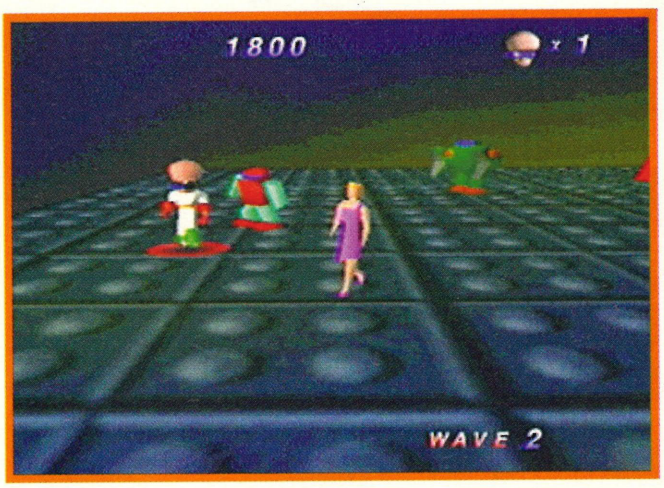
Overall %

80

Soundbite

Top snowboarding action that loses nothing in the conversion – cool!

Written by: Roy Kimber



▲ The woman in the pink dress is one of the family you need to rescue. She's totally unconcerned by the killer robots, however.



▲ Bugs! The whole place is infested with bugs! And there's never a Starship Trooper around when you need one!



▲ Some robots just drop from the sky, others materialise to the accompaniment of some neat *Star Trek* transporter effects.

Ever wonder what happened to the Tefal man? Well he's back and he's gonna save the world!

Robotron

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	GT Interactive
Developer:	Player 1
Game Type:	Shoot-'em-up
First Reviewed:	Issue 11 (USA)
Release:	Out now
Price:	£44.99



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores game progress and high scores



PAL Performance

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

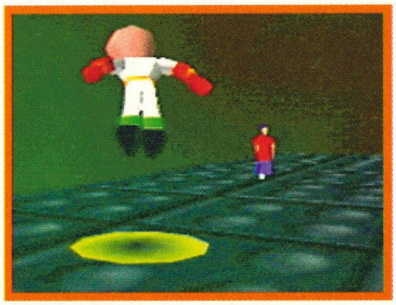
Borders: Tiny

Speed: No apparent loss in speed

Anyone who's ever read any of Isaac Asimov's *Robot* stories will know that when you build yourself a robot, the first thing you need to do is hardwire in a set of directives to prevent them from harming humans... except maybe Radio One DJ Chris Moyles.



▲ Initially the robots you'll meet will be of the slow, red Grunt variety. The green one behind is a Hulk.



▲ Eugene's being abducted by aliens! Where are Mulder and Scully when you need them?

Robotron 64 is one example of what happens when you don't take these precautions. One day you're happily lazing around the house while your multitude of robotic servants tend to your every need, the next an army of the disgruntled automations is pursuing you and every other human on the planet down the road (okay, so it's a metaphorical road) intent on exterminating humanity forever!

Eugene Genie

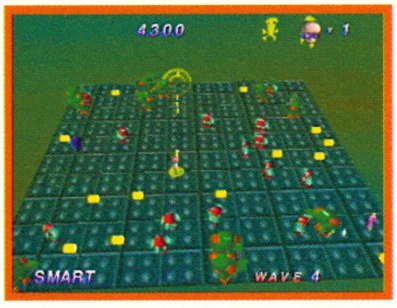
Enter Eugene, a jumpsuit-clad slaphead with cool shades and a penchant for robotic destruction. No complicated plotline this time, oh no. Eugene's task is to rid the world of robotic infestation in the only way he knows how – total carnage. Forget strategies, plans and carefully plotted manoeuvres, it's time to get down to some serious 'bot death!

All gameplay takes place on a one-screen arena which is initially a flat square, but which changes shape later in the game. Your character starts off in the middle of the arena along with a few unarmed humans, then the robots appear.

With no warning at all, the combat begins. Your task in the game is two-fold. The first and most obvious task is to destroy the robots. A secondary task is to save what the game describes as the 'last human family' alive on Earth. Fortunately for you it's quite a large family, and so on any occasion there may be as many as ten errant humans wandering around the arena, seemingly unconcerned by the robots rampaging about them. Although it's not essential that you save these humans – and to begin with it's often quite amusing to watch them get caught and mangled – if you save them you get good score bonuses, and the more you get, the more extra lives you receive.

Careful With That Axe, Eugene

On the subject of lives, you're not issued with a few measly lives which then have to sustain you through hours of play. Instead you start off with loadsa lives and get more on a fairly regular basis. The reason for this is because it's

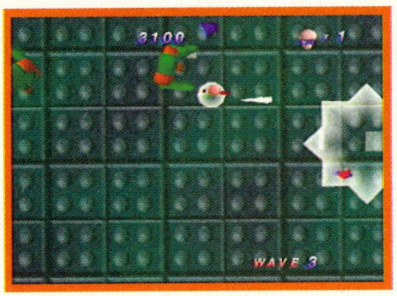


▲ The two skull and crossbone symbols on the top-right of the screen are where two of the family have just died.

One of the most addictive shoot-'em-



▲ Level 100 is guarded by a huge yellow spidery-type bloke who takes a whole load of hits to destroy – get 'im, Eugene!

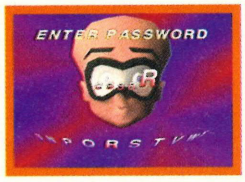


▲ This overhead view is more reminiscent of the old arcade version, although it's not particularly visually exciting.

64

obvious the game designers expect you to die. Frequently.

Oh, it might seem easy enough to begin with as you wander through the initial levels and eliminate the small lumbering robots. But these 'bots are only the first in a whole line of enemies. These range from the slow, lumbering Grunts through the annoying robot-replicating Spheroids right up to the evil intelligent Brains, plus each type of robot comes in four flavours, from fairly nasty to Earth-shatteringly deadly.



▲ The password screen allows those of you without memory cards to return to previous levels.



▼ Third-person mode gives you a nice view of the graphics but it can be hard to see – anyone for a game of 'Where's Eugene'?

To make things even more difficult, the Hulks are indestructible and your shots will at best just knock them about a bit. The only way to defeat the Hulks is to take out all the other robots on the screen, which isn't much good if you're cornered by a whole load of the lumbering green death machines.

Controller Freaks

One thing which makes the game so fast and furious is the control method. Two directional controls are used, one for movement and one for firing. This means it's possible to run in one direction and fire in the other, and it's essential you master this technique if you want to reach the higher levels. Control is achieved using the D-pad or analogue stick for movement and then the C buttons to fire, or it's even possible to use two pads, using the analogue sticks on both for movement and firing.

Robotron 64 is not complicated, it's not particularly innovative and it's not very visually impressive. It is, however, one of the fastest, most addictive shoot-'em-ups on the market, and proves that just because something's simple, it doesn't mean it can't be bloody good fun!



2nd opinion

It won't win any prizes for presentation, but *Robotron 64* is still a winner because it provides non-stop action, something missing from many N64 games! No matter how many times you play, it's still addictive and challenging – give it a try! ANDY MCDERMOTT

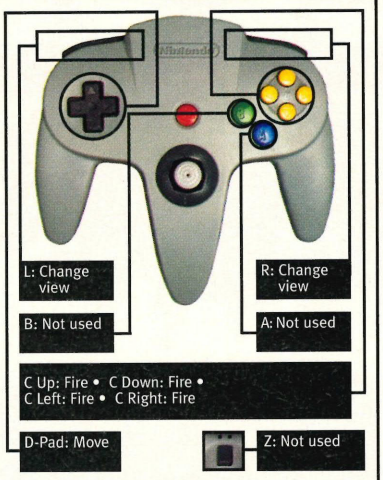
Rating



ups on the market?

64 Magazine Bottom Line

Controls



Alternative

Doom 64: GT Interactive (£59.99)
Reviewed: Issue 1, 70%
Quake 64: GT Interactive (£59.99)
Reviewed: Issue 13, 88%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

82

Soundbite

A great game that proves hi-res graphics and a 20-page convoluted plotline aren't as important as cracking gameplay.

cheat central



If you want the very latest N64 cheats, there's only one place to look... 64 Magazine's Cheat Central!

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PLAYERS' GUIDES

Forsaken

You want maps? We give you maps. And plenty more besides.

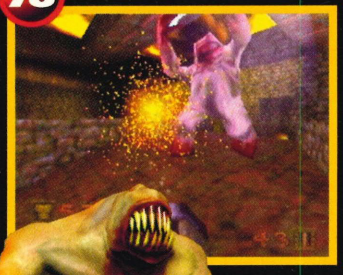
64



Quake

The bullet-riddled corpse of Shub-Niggurath keels over with a splat. At last! It's over!

78





WETRIX

So you've mastered Practice mode and got the alternate floor patterns, have you? Well here's another, slightly more tricky cheat for all you fans of this devious pool-building puzzle game!

Alternate Playing Pieces

Enable the 'Alternate Floors' code by completing all eight lessons in one-player Practice mode. Then play each of the games except practice and multiplayer and achieve at least an 'OK' rating on all of them. The message "Your skill has been noted" will appear after the last one, and the background on the main selection screen will turn green. Next select any game mode apart from practice, highlight the little bubble bloke and press A to change him into a duck. Now when you play you'll have normal, small, triangular, rectangular, and square-shaped uppers and downers (man!)

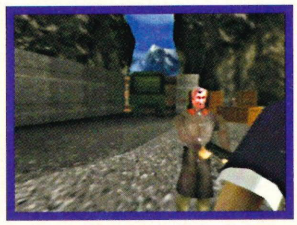




Now you can get different-shaped uppers and downers without having to ask for *Flintstones*-shaped Prozac.

GOLDENEYE

Just when you thought there couldn't possibly be any more cheats, along comes another one! This cheat gives you what looks like a paintbrush, or might possibly be a severed arm, we're not too sure. You can get it on the Dam level in single player, or on any level in multiplayer.

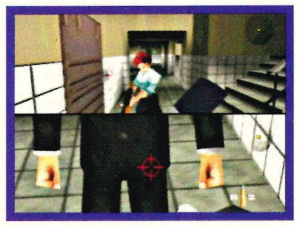


Single Player

Start the game and make your way to the top of the first guard tower without collecting any other weapons. You can kill the guards if you want, just don't pick up their weapons. At the top of the tower, press A to put away your gun so that you're unarmed and pick up the Sniper Rifle. Now press A three times fast to obtain the mysterious weapon. The only catches are that if you press A again you'll lose the weapon, and that it's not much good anyway!

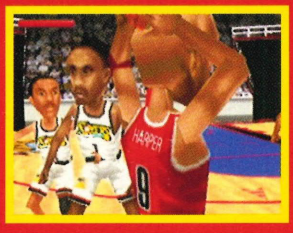
Multiplayer

Start a game on any level with sniper rifles selected as your special weapon. Now (any player can do this) go pick up a Sniper Rifle without collecting any other weapon. When you've got one, press A twice fast.



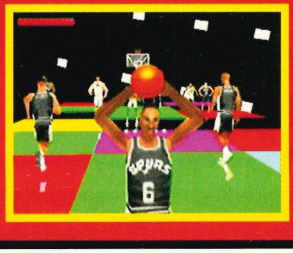
KOBE BRYANT IN NBA COURTSIDE

Although this is arguably the best basketball game on the N64 at the moment, let's face it, it's still just basketball. However, fret not, for this month you have the chance to first expand your player's ego and then to get down and get funky!



BigHead Mode

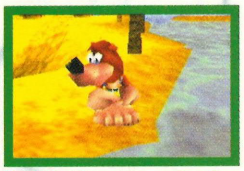
Begin a game in any mode and press Start to pause it then press the following buttons: Right, Right, Left, R, Z, Start, A, Start, A, Start, Z.



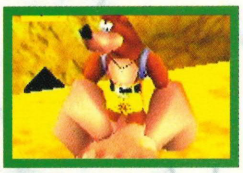
Disco Floor Code

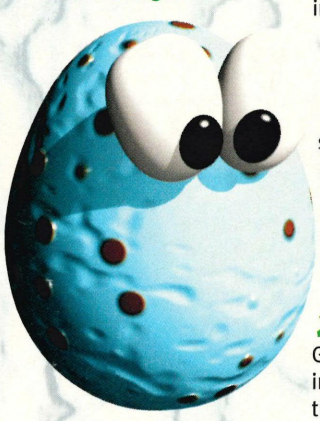
Begin a game in any mode and press Start to pause it then press the following buttons: A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z.

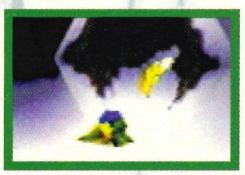
BANJO-KAZOOIE


Don't let it go to your head.


It's Big Bird!


Give him a big hand!




To find Cheato and his spells, enter small tunnels with the help of Mumbo's magic.

Rare's fantastic new 3-D adventure apparently contains more than a hundred codes, some of which you don't get until you've completed the sequel! To make the wait for the next game seem less arduous, here are a few codes to keep you occupied...

Alternate Selection Screens

Watch the fish which is swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time the fish crashes for some amusing alternate animations!

100 Red Feathers

Get Mumbo Jumbo to turn you into a pumpkin in Mad Monster Mansion, then leave his skull and go up the winding path to where Brentilda is waiting. Go into the small hole and follow the path to find the first spell book of the game. Now go to Treasure Trove Cove, pump eggs into the bucket to lower the water level and enter the sandcastle. Kill the crab, then enter the code 'REDFEATHERS' by doing the Beak Buster move on the letters set into the floor of the castle. Your maximum red feather limit will increase to 100.

200 Blue Eggs

Go to Bubblegloop Swamp and change into the crocodile, then leave the level, turn to Banjo's right and go through the pipe at the back which takes you to the Freezeezy Peak puzzle map. From here go through the pipe at the top of the hill to find the second spell book. You will get the code 'BLUEEGGS', which you need to enter using the sandcastle in Treasure Trove Cove as you did with the red feathers code.

20 Gold Feathers

Speak to the third spell book by activating the 321 switch above the pool leading to Click Clock Wood and then swimming to the stairs near Rusty Bucket Bay. You'll need to be quick as this is timed. When you've spoken to the book, go to back to the sandcastle in Treasure Trove Cove and enter 'GOLDFEATHERS' on the sandcastle floor in the same way as you did the previous two codes.

Morphing Codes

The following seven codes are all accessed by playing the Bottles puzzle game. To get each code, you must first have obtained the previous one.

To get the codes, go into Banjo's house and stand in front of the picture of Bottles above the fireplace. Press C Up to go into look mode and look at the picture, then press R to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter Look mode and look up at the picture again. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling porkies, the crafty little fellow!

When you've got all the codes (or as many as you feel you can handle) go to Treasure Trove Cove, find Rusty Bucket to lower the water level and enter the sandcastle. Enter the codes in the same way you entered the eggs and feathers ones.

BOTTLESBONUSONE	Big head Banjo
BOTTLESBONUSTWO	Big hands and feet Banjo
BOTTLESBONUSTHREE	Big Kazooie
BOTTLESBONUSFOUR	Beanpole Banjo
BOTTLESBONUSFIVE	Beanpole Banjo with big hands and feet
BIGBOTTLESBONUS	Giant Banjo-Kazooie
WISHYWASHYBANJO	Washing machine!

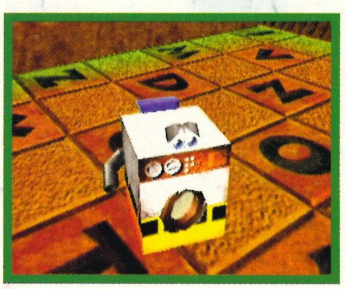
Reverse Spells

To reverse any spell simply return to the sandcastle and spell 'NOBONUS' and Banjo will return to normal.



That's eggsellent news.


It's Banjo the pinhead!


Now this really *is* insane.

OFF-ROAD CHALLENGE

This singularly unimpressive racing game boasts four hidden trucks on the packaging of the game, then practically tells you how to access them in the manual! However, for those of you unable to decipher the devious clues they provide you with, here's an even more literal explanation.

Punisher Truck

Push C Down on the vehicle selection screen.

4x4 Monster Truck

Push C Up on the vehicle selection screen.

Thunderbolt Truck

Push C Left on the vehicle selection screen.

Crusher Truck

Push C Right on the vehicle selection screen.

Secret Tracks

There are three hidden tracks in the game, although they're not that different to the normal ones! Here's how you access them.

Flagstaff

On the track select screen, hold Left, L and Z as you select the Mojave track using A.

El Cajon

On the track select screen, hold Up, L, R and Z as you select the El Paso track using A.

Guadalupe

On the track select screen, hold Down, R and Z as you select the Las Vegas track using A.

Turbo Start

Just before the word 'Set' disappears, press A to get a rapid start.



BUST-A-MOVE 2

We gave you a cheat for this bubble-bursting arcade puzzler last issue, but we believe in being thorough, so we went back and found another one!

Bonus Characters In Vs Mode

First enable the 'Another World' code on the title screen (press L, Up, R, Down). Then choose Player vs Player mode on the game select screen and you'll be asked to pick your character. The further you've gone in Player vs Computer mode, the more characters you will be able to access.



CHOPPER ATTACK

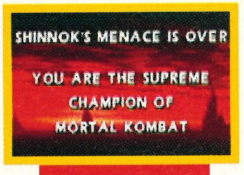
Cause some serious destruction in this revamped, renamed version of the Japanese helicopter battle game *Wild Choppers* by accessing a top new weapon. Of course, you have to be fairly good at causing destruction to get it in the first place.

Alien Disruptor

To kit your chopper out with an alien disruptor weapon you'll need to beat level seven on Expert.



MORTAL KOMBAT 4







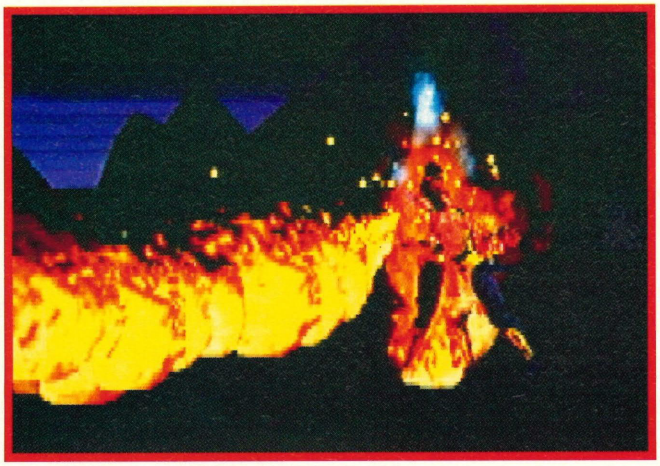
▲ See the ending every time with the help of these Kombat Kodes!

Last issue we published some interesting Kombat Kodes for GT's excellent new beat-'em-up, and this issue we're giving you some more. Plus, for those of you who aren't happy winning a fight unless you can tear your opponent limb from limb while you're doing it, there's some help with those pesky fatalities!

More Kombat Kodes

As before, you need to input the following codes on the two-player Vs screen where the character pictures are displayed facing each other. Use Low Punch, Block and Low Kick on the controllers in port one and port two to alter the numbers in the boxes. The following codes will allow you to fight on any level you choose:

Goro's Lair	011 011
The Well	022 022
Elder God's Stage	033 033
Tomb Stage	044 044
Rain Stage	055 055
Snake Stage	066 066
Shaolin Temple	101 101
Living Forest	202 202
Prison	303 303
Ice Pit	313 313



A Fatality every time? Easy as A B C Up!



Cheat Options Menu

Highlight the 'continues' line on the options screen then hold C Right and C Down until the cheat menu appears.

Automatic First Fatalities

Enable the cheat menu, then turn on Fatalities I. When the finish message appears, do an uppercut to perform any character's first fatality.

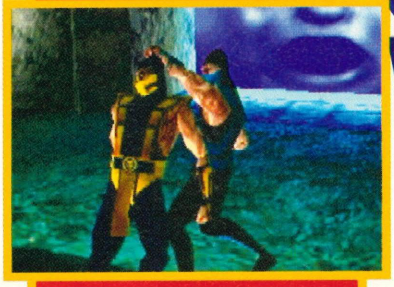
Automatic Second Fatalities

Enable the cheat menu and turn on Fatalities II. When the finish message appears, do an uppercut to perform any character's second fatality.

Automatic Endings

Enable the cheat menu and turn on Endings. Then simply defeat one opponent in arcade mode to see the ending for your character.

SUB-ZERO FATALITY







WITHDRAWN

X

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PLATFORM GAMES
08900 308015

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

SPORTS GAMES
08900 308016

Actua Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, Madden, World Cup '98, Adidas Power Soccer, NFL '98, NFL Game Day '98, World League Soccer '98.

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

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Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4, Motorhead, VR Powerboat Racing, Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers, Need for Speed 3, Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo.

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

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N64 Power Cheats

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

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SHOOT EM UPs
08900 395071

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

BEAT EM UPs
08900 395072

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

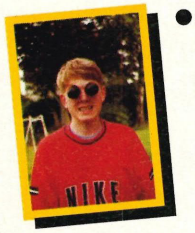
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Calls cost 50p per minute at all times. Please seek permission from the bill payer before making the call. This may be a long call.

64 MAGAZINE ScoreZone

IN ASSOCIATION WITH Logic 3

Take your place on the paper podium that is... ScoreZone!



● The Ultimate Player Award this issue goes to **Kenneth Dundas** from **Arbroath** for sweeping success on *Snowboard Kids* and some good attempts at other games including *Goldeneye* and *Diddy Kong Racing*. If the name sounds familiar, it's because his brother Alan won the award in issue 15. We're fairly sure that the photo we've printed *is* Kenneth (although we've never met him, so it could be anybody really) and judging by the photo he's as daft as his brother!

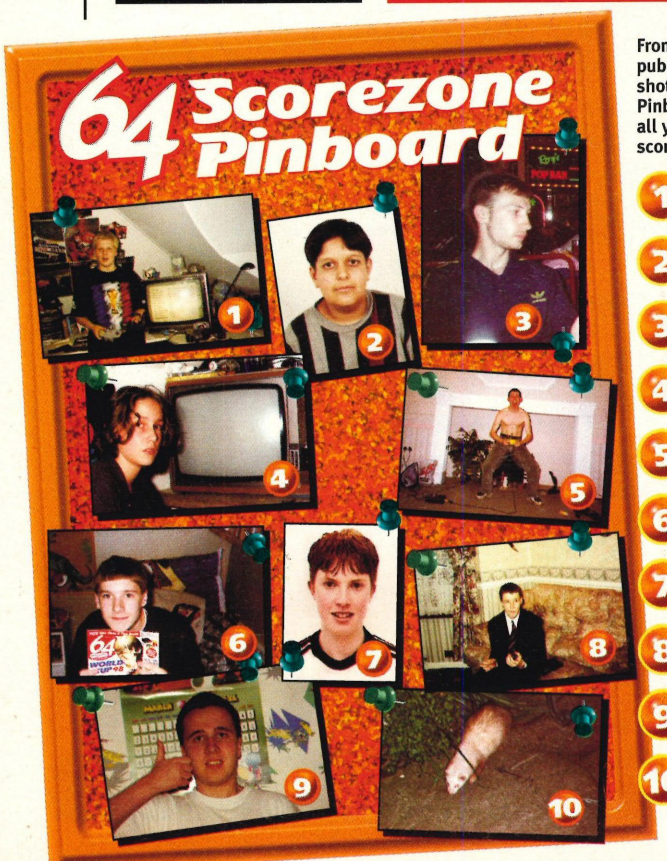
Mug Zone

You want fame and fortune? Then send a picture of yourself along with your ScoreZone entry! If your score makes it into the charts, then maybe, just maybe, you'll be able to impress your friends and family with the sight of your grinning boat!

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 – without cheating!
- 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



From now on we'll be publishing the best mug shots on our ScoreZone Pinboard. To get up there, all you need is a current score and a photo!

1. Matthys ten Ham, The Netherlands
2. Gautam Rishi, Bucks
3. Jason Wheatley, Co Durham
4. Heron Laoutaris-Smith, Dartington, Devon
5. Jon Quarrie, Cambridge
6. Kevin Seeney, Suffolk
7. Robert Gallagher, Southampton
8. Richard Lovelock, Berkshire
9. R M Kamermans, The Netherlands
10. Identity Unknown – Lost yer letter!

Extreme G

City 1

2:05:81	Michael Williams, Exeter
2:08:73	Joe Young, Bickerton
2:10:88	Hayeb Kamali, Cardiff
2:11:60	David Newson, Cumbria
2:13:31	David Sivey, Hertfordshire

Desert 1

2:02:88	Michael Williams, Exeter

Wave Race

Sunny Beach

1:00:782	Alan Dundas, Arbroath
1:05:765	Mark Bonnes, East Kilbride
1:16:144	Danny Dunn, Boston
1:16:916	Paul Leah, Stockport
1:19:298	David Newson, Cumbria

Sunset Bay

1:03:925	Alan Dundas, Arbroath
1:11:620	Mark Bonnes, East Kilbride
1:24:256	Richard Dunn, Boston
1:24:808	David Newson, Cumbria
1:25:168	Gautam Rishi, Gerrards Cross

Drake Lake

1:09:305	Alan Dundas, Arbroath
1:12:902	Ross McKinstray, Arbroath
1:18:954	Mark Bonnes, East Kilbride
1:25:798	Malthe T. Clausen, Denmark
1:31:527	Richard Dunn, Boston

Glacier Coast

1:29:522	Alan Dundas, Arbroath
1:36:655	Douglas Bonnes, East Kilbride
1:45:108	Gautam Rishi, Gerrards Cross
1:50:589	Russell Auld, Renfrewshire
1:53:442	Sam Clifton, Bucks

Port Blue

1:30:304	Mick Smith, Worcester
1:44:037	Gautam Rishi, Gerrards Cross
1:45:563	Yvo Van Der Smock, Holland
1:49:224	David Newson, Cumbria

Southern Island

1:20:020	Mick Smith, Worcester
1:25:361	Alan Dundas, Arbroath
1:40:776	Philip Ho, Arbroath
1:40:964	Gavin Deadman, Biggin Hill

Twilight City

1:52:164	Gautam Rishi, Gerrards Cross
2:03:365	Gavin Deadman, Biggin Hill

Marine Fortress

1:33:918	Gautam Rishi, Gerrards Cross
1:43:500	Gavin Deadman, Biggin Hill

Mario 64

2088 coins	Ingvar Gunnarsson, Iceland

Yoshi's Story

35998	Richard & Danny Dunn, Boston
35460	Bonny Qvistorff, Copenhagen
33234	Steven Dijkerman, The Netherlands
29266	Michael Williams, Exeter
28290	Jason Wheatley, Shildon

Top Gear Rally

Coastline

02:39:50	Kristoffer Thorbjornsen, Scotland
03:42:82	Chris Dunn, Boston
03:46:82	Kuljit S Athwal, Dundee
03:50:10	Richard Dunn, Boston
03:52:42	George Brennan, Ireland

Strip Mine

02:59:11	Chris Dunn, Boston
03:05:58	Kuljit S Athwal, Dundee
03:07:42	Kristoffer Thorbjornsen, Scotland
03:37:70	Michael Keenan, Crossgar

Jungle

05:14:34	Kuljit S Athwal, Dundee
05:17:98	Chris Dunn, Boston
05:18:86	Kristoffer Thorbjornsen, Scotland
05:39:87	Alan C Salt, Nimbin, Australia

Mountain

06:29:16	Kuljit S Athwal, Dundee

Desert

06:05:43	Kuljit S Athwal, Dundee

Shadows of the Empire

Battle of Hoth

0:02:07	Matthew Stevenson, Bournemouth
0:04:27	Hans Lafeber, The Netherlands

Escape from Echo Base

0:04:04	Hans Lafeber, The Netherlands
0:04:10	Matthew Stevenson, Bournemouth

The Asteroid Field

0:03:16	Matthew Stevenson, Bournemouth
0:04:36	Hans Lafeber, The Netherlands

Mos Eisley and Beggar's Canyon

0:03:02	Matthew Stevenson, Bournemouth
0:04:26	Hans Lafeber, The Netherlands

Imperial Freighter Suprosa

0:03:13	Hans Lafeber, The Netherlands

Skyhook Battle

0:07:35	Matthew Stevenson, Bournemouth

Xizor's Palace

0:07:50	Hans Lafeber, The Netherlands

Mischief Makers

47 gems	Robert Gallagher, Southampton

Fighter's Destiny

Record Attack: Fastest

0:56:39	Tom Cordrey, North Yorkshire
1:12:17	Gautam Rishi, Gerrards Cross

Record Attack: Rodeo

1:29:58	Tom Cordrey, North Yorkshire
2:13:76	Gautam Rishi, Gerrards Cross

Starfox/Lylat Wars

Overall Score

2192 kills	Andrew Robson, Newcastle-Upon-Tyne
2097 kills	Adrian Stead, Hull
2096 kills	Craig Humphrey, Stifford Clays
2094 kills	Taty Luostarinen, Finland
2054 kills	Sam Doyle, Derbyshire

Corneria

282 kills	Andrew Robson, Newcastle-Upon-Tyne
282 kills	Craig Humphrey, Stifford Clays
254 kills	Adrian Stead, Hull
240 kills	Matthew Kagelidis, Greece
229 kills	Daniel Syversen, Norway

Diddy Kong Racing

Ancient Lake
00:42:03 Adam Charlton, Buckden
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk
00:44:25 Richard Dunn, Boston
00:44:86 Mike Brear, Wirral

Fossil Canyon
01:06:53 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:12:81 Thomas Ferrari, Norfolk
01:13:73 Danny Dunn, Boston
01:13:81 R M Kamermans, Netherlands

Jungle Falls
00:43:65 Adam Charlton, Buckden
00:45:66 Arthur van Dalen, Netherlands
00:48:45 Richard Dunn, Boston
00:48:75 Jason B, Warwickshire
00:48:90 Stephen Henderson, Upminster

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
00:50:31 Richard Dunn, Boston

Windmill Plains
01:35:45 Adam Charlton, Buckden
01:52:56 Kevin Seeney, Bury St Edmunds
02:05:00 Kenneth Dundas, Arbroath

Crescent Island
01:11:40 Adam Charlton, Buckden

Hot Top Volcano
01:18:76 Kevin Seeney, Bury St Edmunds
01:23:33 Matthew Stevenson, Bournemouth
01:25:33 Kenneth Dundas, Arbroath

Haunted Woods
01:05:15 Kenneth Dundas, Arbroath

Walrus Cove
01:36:55 Adam Charlton, Buckden
01:46:82 Kevin Seeney, Bury St Edmunds

Spacedust Alley
01:43:40 Danny Dunn, Boston
01:44:61 Arthur van Dalen, Netherlands
01:54:75 Matthew Stevenson, Bournemouth

Darkmoon Caverns
01:49:75 Adam Charlton, Buckden
01:50:70 Richard Dunn, Boston
01:56:60 Kevin Seeney, Bury St Edmunds
01:58:65 Arthur van Dalen, Netherlands
02:10:05 Robert Gallagher, Southampton

Spaceport Alpha
01:44:60 Danny Dunn, Boston
01:49:40 Arthur van Dalen, Netherlands
02:02:85 Kenneth Dundas, Arbroath

Star City
01:30:90 Danny Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster
01:38:31 Kevin Seeney, Bury St Edmunds
01:43:03 Matthew Stevenson, Bournemouth

Tetrisphere

Rescue
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey

Quake 64

Map 1: The Slipgate Complex
0:30 Michael Williams, Exeter

Map 2: Castle Of The Damned
0:43 Michael Williams, Exeter

Map 3: The Necropolis
1:14 Michael Williams, Exeter

Turok Training Level
2:12 Michael Williams, Exeter

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

Speed Skating 1500m
1:49:98 Joe Hamid, Mitcheldeen

Championship Score
1338 pts Simon Moorhouse, Doncaster

Chameleon Twist

Jungle Land
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey

Ant Land
09:27 Robert Gallagher, Southampton

Mario Kart 64

Luigi Raceway
01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland
01:39:64 Richard Dunn, Boston
01:46:13 Jason Wheatley, Shildon
01:59:79 Russell Auld, Renfrewshire

Moo Moo Farm
01:21:80 Mick Smith, Worcester
01:22:32 Alan Dundas, Arbroath
01:31:26 Danny Dunn, Boston
01:36:93 Malthe T. Clausen, Denmark
01:36:70 Russell Auld, Renfrewshire

Kooper Trooper Beach
01:28:56 Mick Smith, Worcester
01:29:27 Edward Peszewski, California, USA
01:30:42 Alan Dundas, Arbroath
01:33:61 Jason Wheatley, Shildon
01:40:17 Richard Dunn, Boston

Frappe Snowland
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, Boston
00:39:43 Russell Auld, Renfrewshire

Mario Raceway
00:54:01 Taty Luostarinen, Finland
00:58:30 Mick Smith, Worcester
01:04:79 Richard Dunn, Boston
01:09:90 Matthew Bullman, Castleford
01:10:57 Daniel Syversen, Norway

Wario Stadium
00:26:62 Matthys ten Ham, The Netherlands
00:32:74 Danny Dunn, Boston
00:35:18 James Allsopp, Derby
00:53:82 Noza Norris, Western Australia
01:02:62 Kieran Hayes, County Wicklow

Choco Mountain
01:46:96 Danny Dunn, Boston
01:49:89 Mick Smith, Worcester
01:55:22 Kenneth Dundas, Arbroath
01:56:54 Matthys ten Ham, The Netherlands
02:16:44 Ingvar Gunnarsson, Iceland

Royal Raceway
01:57:53 Mick Smith, Worcester
02:10:07 Danny Dunn, Boston
02:23:75 Ingvar Gunnarsson, Iceland
03:14:27 Matthew Bullman, Castleford

Kalamari Desert
01:37:22 Alan Dundas, Arbroath
02:10:76 Danny Dunn, Boston
02:16:12 Matthys ten Ham, The Netherlands

Yoshi Valley
01:13:36 Matthys ten Ham, The Netherlands
01:48:13 Danny Dunn, Boston
02:08:16 Mick Smith, Worcester
02:15:68 Ingvar Gunnarsson, Iceland
02:22:89 Matthew Bullman, Castleford

Rainbow Road
04:15:95 Alan Dundas, Arbroath
05:12:75 Ingvar Gunnarsson, Iceland
05:27:29 Matthew Bullman, Castleford

Banshee Boardwalk
01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath

Donkey Kong's Jungle Parkway
00:46:29 Richard Dunn, Boston
01:18:67 Matthys ten Ham, The Netherlands
00:35:28 Arthur Van Dalen, The Netherlands
02:55:44 Ruper Ralston, Auckland, New Zealand

Sherbet Land
01:56:23 Mick Smith, Worcester
01:56:41 Alan Dundas, Arbroath
02:05:82 Danny Dunn, Boston

Bowser's Castle
02:04:44 Kenneth Dundas, Arbroath
02:22:67 Matthys ten Ham, The Netherlands

Toad Turnpike
02:35:50 Kenneth Dundas, Arbroath

Goldeneye

Facility – 00 Level!
1:10 Matthys ten Ham, The Netherlands
1:12 Michael Williams, Exeter
1:13 Matthew Stevenson, Bournemouth
1:27 Daniel Syversen, Norway
1:31 Stephen Hill, Maidstone

Byelomorye Dam
0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:57 Zack King, Surrey
0:57 Michael Williams, Exeter

Facility
0:57 Matthew Stevenson, Bournemouth
0:58 Matthys ten Ham, The Netherlands
0:59 Jon Quarrie, Stapleford
1:00 Michael Williams, Exeter
1:00 Richard Lovelock, Newbury

Runway
0:24 Michael Williams, Exeter
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, The Netherlands
0:25 Sam Doyle, Derbyshire
0:25 Alex Fuller, Gillingham

Surface 1
1:13 Matthew Stevenson, Bournemouth
1:13 Matthys ten Ham, The Netherlands
1:14 Michael Williams, Exeter
1:16 Alan Dundas, Arbroath
1:17 Raymond Burton, Sheffield

Bunker 1
0:23 Matthew Stevenson, Bournemouth
0:23 Matthys ten Ham, The Netherlands
0:24 Michael Williams, Exeter
0:26 Raymond Burton, Sheffield
0:27 Richard Lovelock, Newbury

Launch Silo
1:26 Michael Williams, Exeter
1:32 Alan Dundas, Arbroath
1:33 Danny Dunn, Boston
1:35 Richard Lovelock, Newbury
1:36 Matthew Stevenson, Bournemouth

Frigate
0:34 Adam Tucker, Great Yarmouth
0:35 Matthys ten Ham, The Netherlands
0:35 Matthew Stevenson, Dorset
0:35 Michael Williams, Exeter
0:36 Raymond Burton, Sheffield

Surface 2
1:00 Danny Dunn, Boston
1:23 Matthys ten Ham, The Netherlands
1:24 Matthew Stevenson, Dorset
1:25 Raymond Burton, Sheffield
1:27 Sam Doyle, Derbyshire

Bunker 2
0:26 Danny Dunn, Boston
0:31 Michael Williams, Exeter
0:32 Matthew Stevenson, Bournemouth
0:33 Matthys ten Ham, The Netherlands
0:35 Heron Laoutaris-Smith, Devon

Statue Park
2:39 Raymond Burton, Sheffield
2:41 Matthys ten Ham, The Netherlands
2:44 David Hanson, Birmingham
2:45 Michael Williams, Exeter
2:45 Matthew Stevenson, Bournemouth

Military Archives
0:20 Matthew Stevenson, Bournemouth
0:21 Michael Williams, Exeter
0:22 Matthys ten Ham, The Netherlands
0:23 Richard Lovelock, Newbury
0:23 Sam Doyle, Derbyshire

Streets
1:14 Danny Dunn, Boston
1:18 Matthys ten Ham, The Netherlands
1:18 Jon Quarrie, Stapleford
1:19 Michael Williams, Exeter
1:19 Raymond Burton, Sheffield

Depot
0:31 Michael Williams, Exeter
0:31 Richard Lovelock, Newbury
0:31 Matthys ten Ham, The Netherlands
0:31 Matthew Stevenson, Bournemouth
0:31 Kenneth Dundas, Arbroath

Train
1:42 Matthew Stevenson, Bournemouth
1:52 Michael Williams, Exeter
2:14 David Hanson, Birmingham
2:14 Danny Dunn, Boston
2:54 Darren Beal, Sheffield

Jungle
1:49 Matthew Stevenson, Bournemouth
2:17 Michael Williams, Exeter
3:45 David Hanson, Birmingham

Control Centre
5:07 Michael Williams, Exeter
5:44 Danny Dunn, Boston
5:56 David Hanson, Birmingham
6:19 Matthew Stevenson, Bournemouth
8:26 John, UK

Water Caverns
1:10 Kenneth Dundas, Arbroath
1:11 Michael Williams, Exeter
1:11 Matthew Stevenson, Bournemouth
1:14 Richard Lovelock, Newbury
1:16 Adam Tucker, Great Yarmouth

Cradle
1:02 Jon Quarrie, Stapleford
1:04 Matthys ten Ham, The Netherlands
1:08 Matthew Stevenson, Bournemouth
1:09 Adam Tucker, Great Yarmouth
1:11 Stephen Hill, Maidstone

Aztec Complex
4:12 Matthew Stevenson, Bournemouth
4:41 Michael Williams, Exeter
5:06 David Hanson, Birmingham
5:44 Danny Dunn, Boston
5:47 Darren Beal, Sheffield

Egyptian Temple
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth
1:02 Matthew Stevenson, Bournemouth
1:04 Richard Lovelock, Newbury
1:05 Jon Quarrie, Stapleford

Snowboard Kids

Rookie Mountain
0:26:63 Kenneth Dundas, Arbroath
0:30:66 Joe Young, Bickerton
0:30:76 Mike Brear, Wirral
0:31:00 Stephen Henderson, Upminster
0:31:06 Daniel Syversen, Norway

Big Snowman
1:41:33 Kenneth Dundas, Arbroath
2:01:73 Joe Young, Bickerton
2:01:76 Mike Brear, Wirral
2:02:80 Stephen Henderson, Upminster
2:03:70 Daniel Syversen, Norway

Night Highway
1:32:66 Kenneth Dundas, Arbroath
1:33:66 Joe Young, Bickerton
1:37:66 Daniel Syversen, Norway

Grass Valley
1:44:86 Kenneth Dundas, Arbroath
1:46:83 Joe Young, Bickerton
1:47:10 Daniel Syversen, Norway

Dizzy Land
1:37:43 Kenneth Dundas, Arbroath
1:37:53 Daniel Syversen, Norway
1:37:53 Joe Young, Bickerton

Quicksand Valley
01:37:83 Kenneth Dundas, Arbroath
01:40:50 Daniel Syversen, Norway

Silver Mountain
01:46:86 Kenneth Dundas, Arbroath
01:48:30 Joe Young, Bickerton
01:49:96 Daniel Syversen, Norway

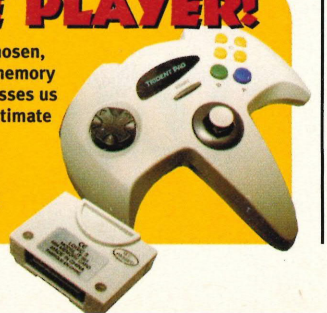
Ninja Land
0:24:50 Kenneth Dundas, Arbroath
0:24:46 Daniel Syversen, Norway
0:24:53 Joe Young, Bickerton
0:24:60 Mike Brear, Wirral

Animal Land Trick Score
5520 Robert Gallagher, Southampton
4352 Joe Young, Bickerton
2704 Mike Brear, Wirral

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!



Written by: Roy Kimber

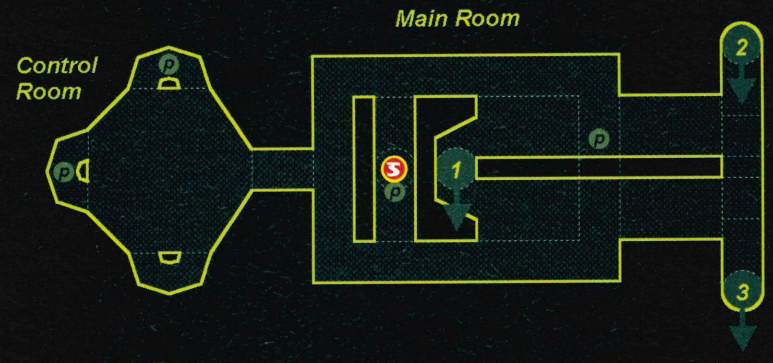


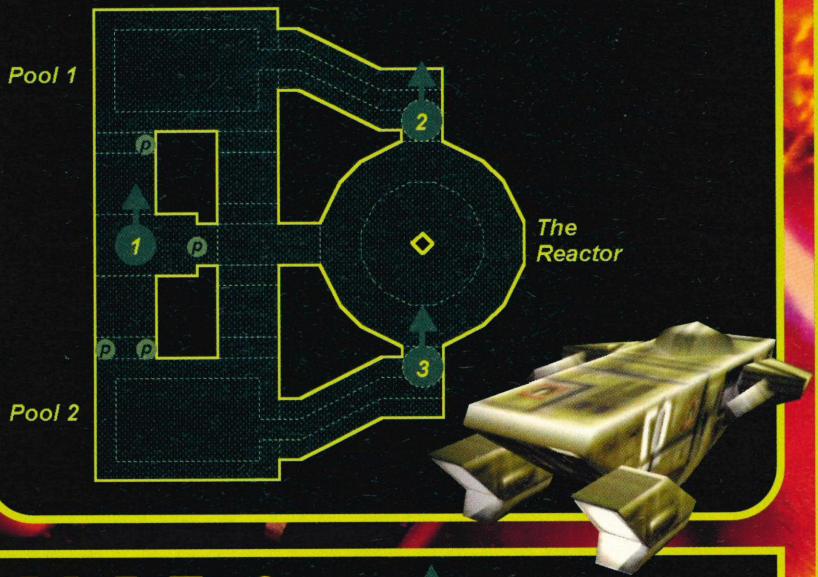
For

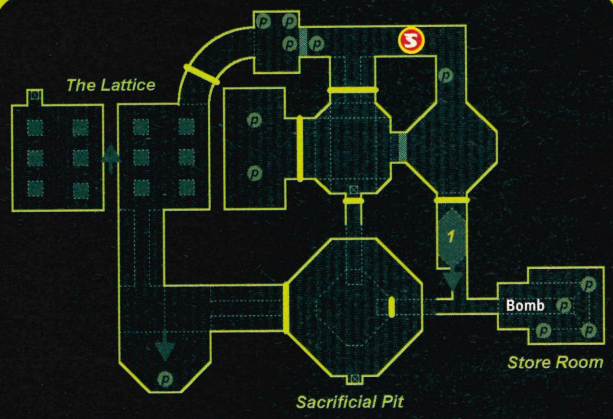
Lost in the tunnels of a future Earth? You need our complete mapped solution!

Level 1: NUKE

Difficulty: Easy
Mission Objective: Eliminate all enemy robots.
Enemy Types: Beam Turret, Levitank, Suppressor, Fodder, Mec Ton.
Pick-ups: Mug, Power Pod, Scatter, Orbital Pulsar, Shield, Solaris.
Essential Information: There are 24 robots on this level. The time you take to destroy them will decide on which difficulty level you play the rest of the game. Kill all the enemies in under 2:40 to access the 'medium' difficulty setting, or achieve a time of 1:40 for the 'hard' difficulty setting.

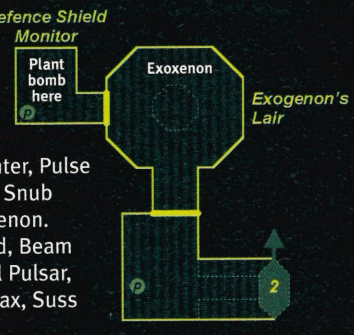


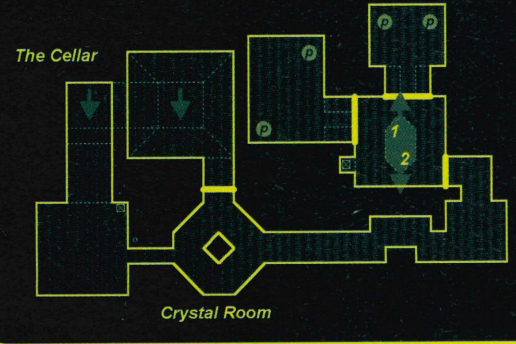




Level 2: KNOWLEDGE BASE

Difficulty: Easy
Mission Objective: Plant bomb beside Defensive Shield Monitor and escape.
Enemy Types: Fodder, Laz Bot, Beam Turret, Hunter, Pulse Turret, Mec Ton, Levitank, Snub Bot, Shade, Swarm, Exogenon.
Pick-ups: Mug, Power Pod, Beam Laser, Purge Mine, Orbital Pulsar, Shield, Solaris, Titan, Trojax, Suss Gun, Weapon Energy.
Essential Information: Some doors you can open by shooting them, but other doors will need to be opened by shooting certain switches. Once you've got the bomb, you need to find and defeat Exogenon, a large lobster-like robot who guards the Defensive Shield Monitor. Once you've planted the bomb, you must return to your start point before the timer runs out.



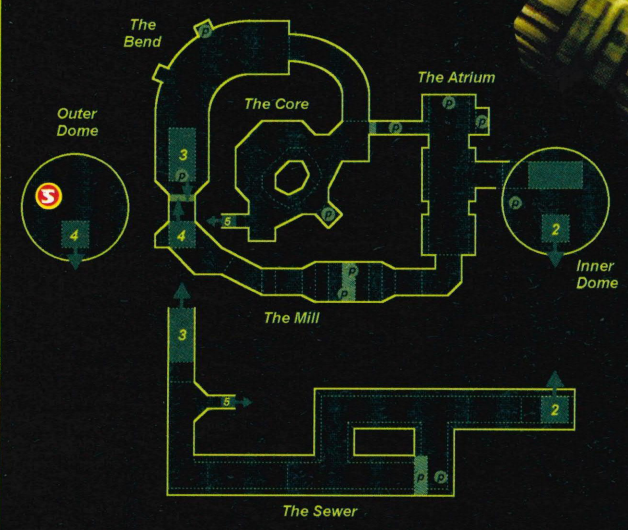


MAP KEY:

- Start
- Pick-up
- Door
- Passage Up
- Passage Down
- Switch
- Grate/ Window

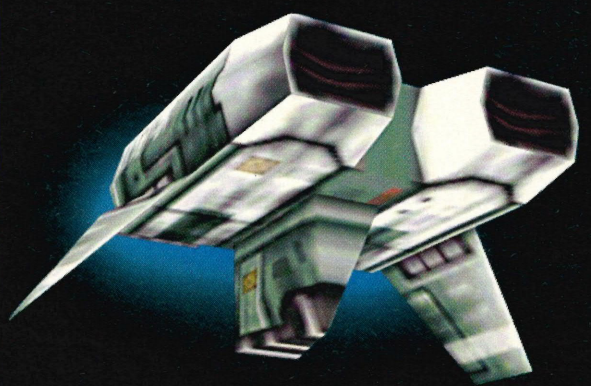
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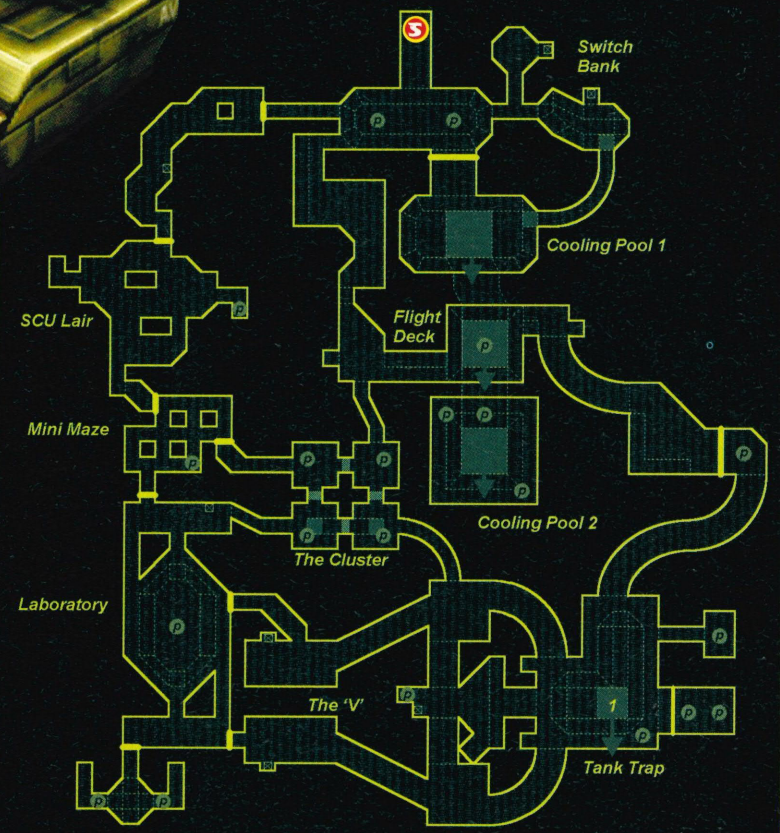
Written by: Roy Kimber

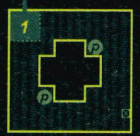


Level 3:
BIO-DOME

Difficulty: Easy
Mission Objective: Eliminate all enemy robots.
Enemy Types: Beam Turret, Pulse Turret, Snub Bot, Shade, Airmobil, Fodder, Levitank, Hunter, Mec Ton.
Pick-ups: Trojax, Power Pod, Mug, MFRL, Shield, Solaris, Transpulse, Weapon Energy.
Essential Information: There are 49 enemy robots on this level; kill 'em all!





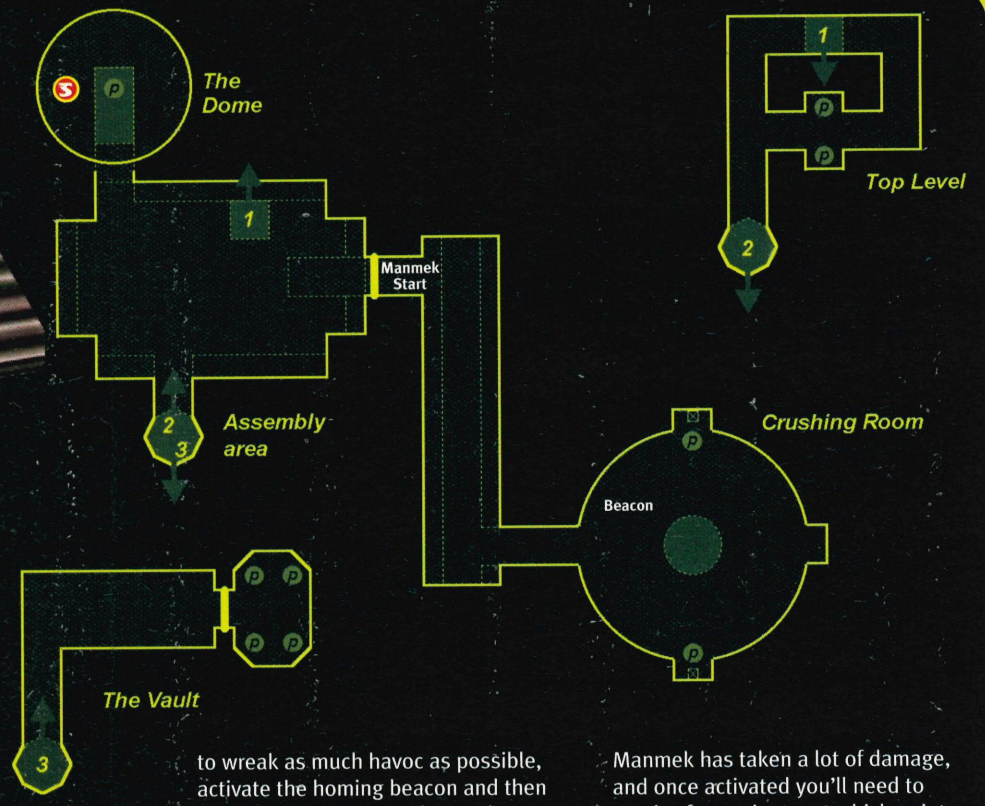


Level 4:
KILL THE HEAD

Difficulty: Easy
Mission Objective: Locate and destroy Metatank.
Enemy Types: Metatank, Spawn Carrier Unit, Snub Bot, Suppressor, Swarm, Shade, Fodder, Pulse Turret, Beam Turret, Dual Turret, Missile Turret, Airmobil, Hunter, Legz, Levitank, Mec Ton.
Pick-ups: Trojax, MFRL, Orbital Pulsar, Nitro, Power Pod, Shield, Solaris, Quantum Mine, Purge Mine, Scatter, Transpulse, Weapon Energy.
Essential Information: The basic objective of this mission is to kill Metatank then get out safely. Once again, many of the doors require switches to be activated before they will open. If, when you've destroyed Metatank, instead of returning immediately to the exit point you find and destroy the Spawn Carrier Unit, then when you exit you will jump across to the medium difficulty route, coming in on the Ship mission.

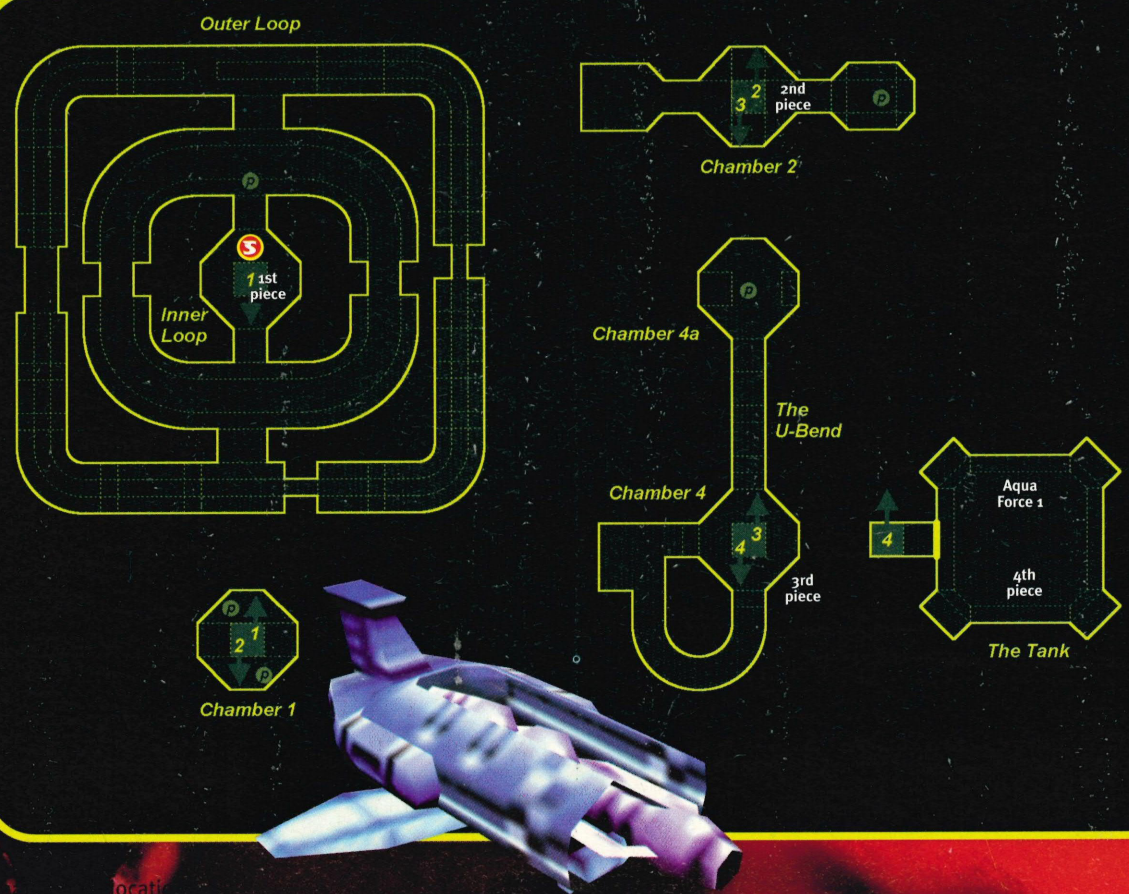
Written by: Roy Kimber





Level 5: MANMEK

Difficulty: Easy
Mission Objective: Inflict maximum damage, activate homing beacon and survive!
Enemy Types: Manmek, Suppressor, Beam Turret, Dual Turret, Snub Turret, Mec Ton, Shade, Snub Bot.
Pick-ups: Titan, Transpulse, Orbital Pulsar, Shield, Power Pod, Solaris, Weapon Energy.
Essential Information: The idea here is to wreak as much havoc as possible, activate the homing beacon and then survive while it counts down. The homing beacon only appears after Manmek has taken a lot of damage, and once activated you'll need to survive for a minute, at which point the mission will end.



Level 6: FOUR UNEASY PIECES

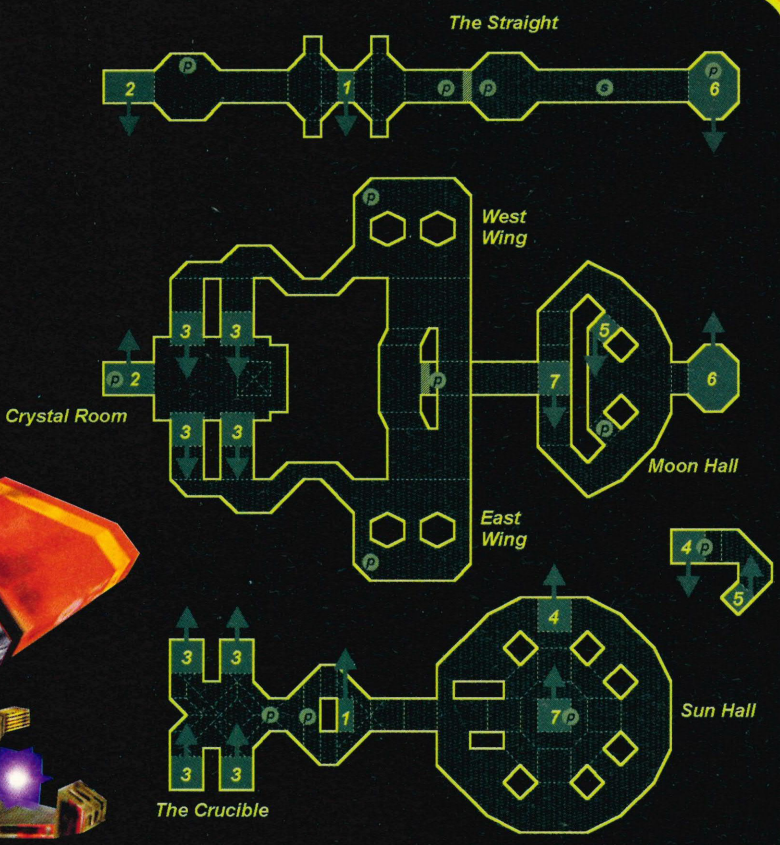
Difficulty: Easy
Mission Objective: Locate and collect the four pieces of the Black Hole Gun.
Enemy Types: Fodder, Swarm, Levitank, Hunter, Pulse Turret, Suppressor, Shade, Aqua Force 1.
Pick-ups: Shield, Power Pod, Solaris, Weapon Energy, MFRL, Orbital Pulsar.
Essential Information: The four pieces of the Black Hole Gun are not lying loose around the level. To obtain them, kill 20 enemies for the first piece, ten more for the second piece, ten more for the third and then beat Aqua Force 1 for the final piece and the end of the mission. The pieces appear in each successive level of the central shaft.

Written by: Roy Kimber

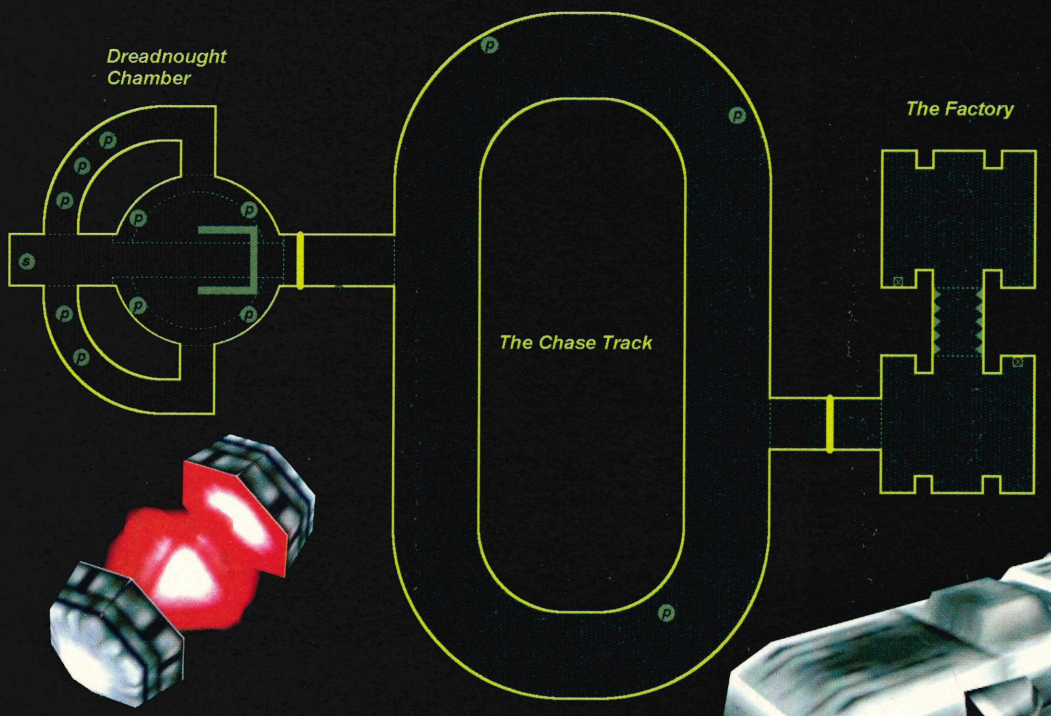
Level 7:
TEMPLE

Difficulty: Easy
Mission Objective: Eliminate all enemy robots.
Enemy Types: Pulse Turret, Beam Turret, Laz Bot, Hunter, Levitank, Swarm, Shade, Snub Bot, Suppressor.
Pick-ups: Trojax, Titan, Weapon Energy, Mug, Power Pod, Orbital Pulsar, Shield, Solaris, Suss Gun.
Essential Information: As with the two previous elimination missions, simply destroy everything! The only catch is that this time not all the enemies appear at the start, so you may need to retrace your steps on occasion to find them all. There are 36 robots in all.

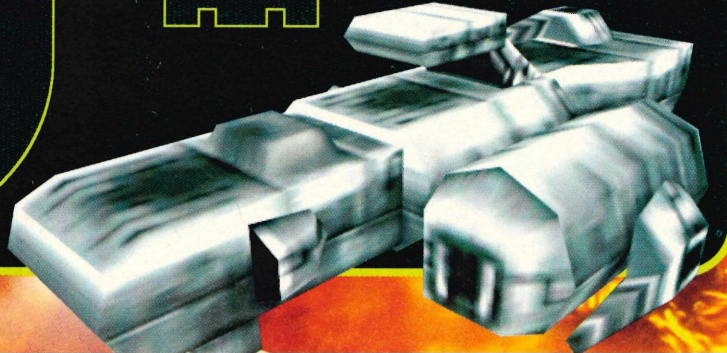




Level 8:
DREADNOUGHT



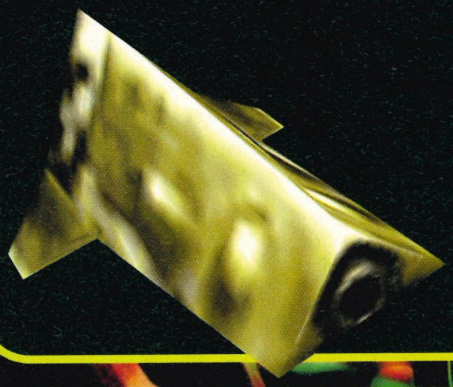
Difficulty: Easy
Mission Objective: Inflict maximum damage, activate homing beacon and survive!
Enemy Types: Swarm, Hunter, Snub Bot, Pulse Turret, Levitank, Shade, Dreadnought.
Pick-ups: Gravgon, Pine Mine, MFRL, Golden Power Pod, Power Pod, Weapon Energy, Titan, Transpulse, Solaris.
Essential Information: As with the Manmek mission, the idea here is not to destroy the boss, but to inflict as much damage as possible before you escape. Once you find Dreadnought, hit it with as much firepower as you can until the homing beacon activates, then survive until the timer hits zero.

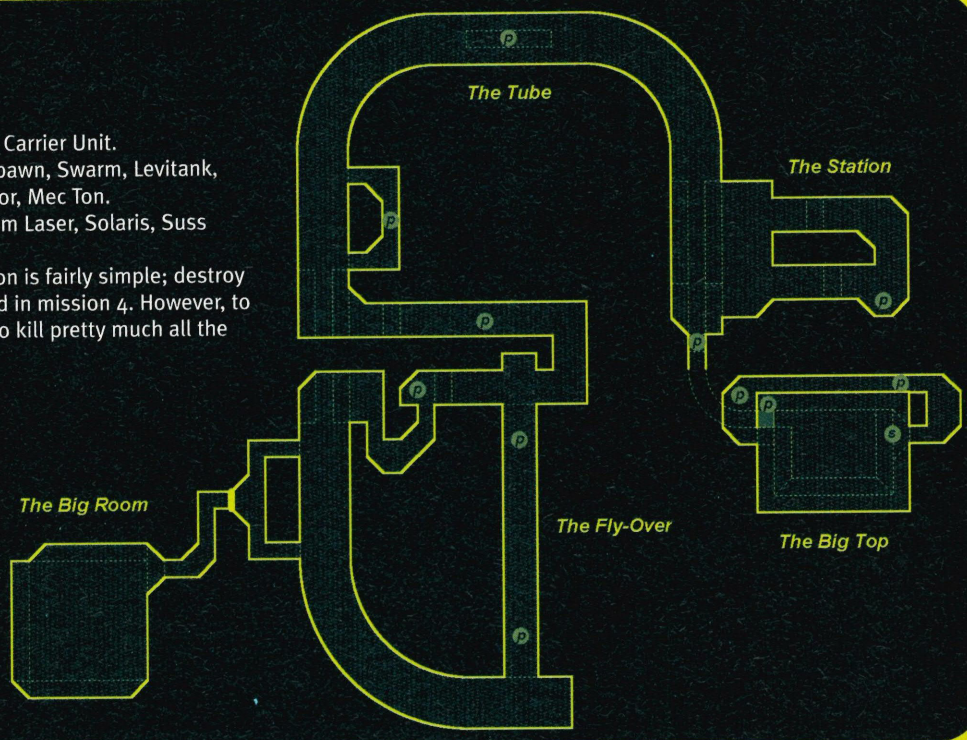


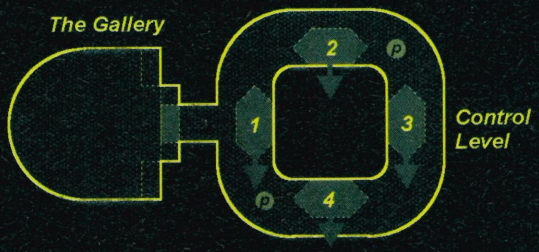
Written by: Roy Kimber

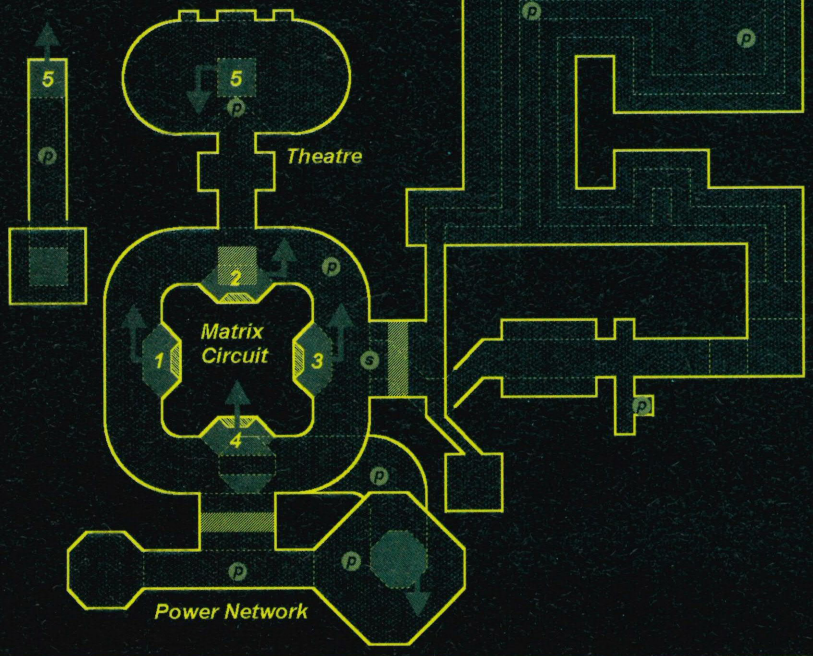
Level 9: TUBE

Difficulty: Easy
Mission Objective: Locate and destroy the Spawn Carrier Unit.
Enemy Types: Spawn Carrier Unit, Beam Turret, Spawn, Swarm, Levitank, Hunter, Legz, Laz Bot, Snub Bot, Shade, Suppressor, Mec Ton.
Pick-ups: Weapon Energy, Shield, Power Pod, Beam Laser, Solaris, Suss Gun, Suss Gun Ammo, Mug, Orbital Pulsar.
Essential Information: The objective of this mission is fairly simple; destroy the SCU, which you may already have encountered in mission 4. However, to access the room containing the SCU, you'll need to kill pretty much all the other enemies. Get to it!



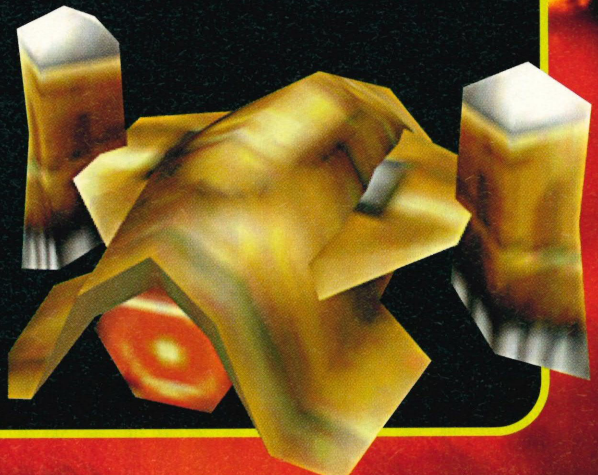






Level 10: DEATH TO THE INVADER

Difficulty: Easy
Mission Objective: Defend the home base computer.
Enemy Types: Airmobil, Swarm, Suppressor, Pulse Turret, Snub Bot, Shade, Fodder, Hunter, Levitank, Nutta.
Pick-ups: Weapon Energy, Shield, Pine Mine, Power Pod, Solaris, Orbital Pulsar, Beam Laser, MFRL.
Essential Information: To succeed in this mission, you must prevent the enemy robots from destroying the four matrix circuits of the computer. It's a good idea to plant Pine Mines around some of the circuits, giving you less area to cover. Once you've killed most of the robots, Nutta should appear. Kill him and his escort to finish.

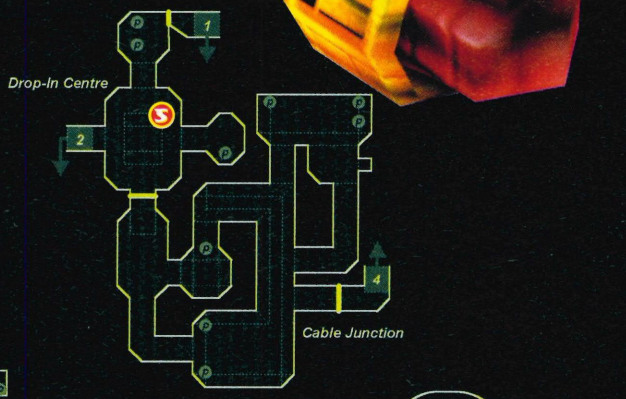


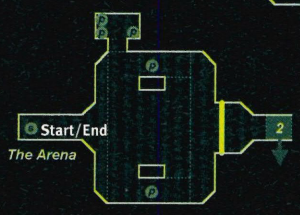
Level 11:
CATCH THE ORB

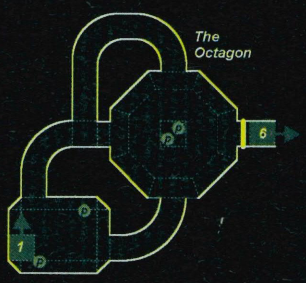
Difficulty: Medium
Mission Objective: Recover the Golden Orb Of Matter.
Enemy Types: Beam Turret, Pulse Turret, Snub Turret, Snub Bot, Swarm, Shade, Fodder, Hunter, Levitank, Mec Ton, Metatank, Sceptre, Cerbero, HK-5, Jo.
Pick-ups: Power Pod, Shield, Weapon Energy, Titan, Trojax, Solaris, Suss Gun, Scatter, Mug, Orbital Pulsar.

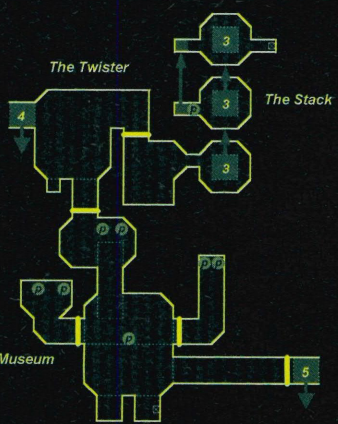
Essential Information: The objective of this mission (find and retrieve the Orb) is made a little more complicated by the return of Metatank and the interference of four bounty hunters, Sceptre, Cerbero, HK-5 and Jo. You won't be able to get the Orb until you've killed three of the bounty hunters, after which you should return to the start point. If you kill the fourth bounty hunter, Jo, before you do this, you'll jump to Refinery on the hard difficulty level, so it's worth searching.

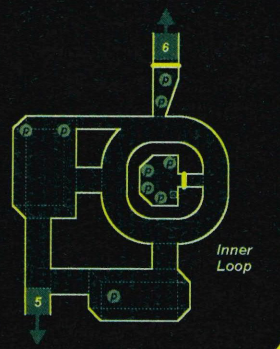




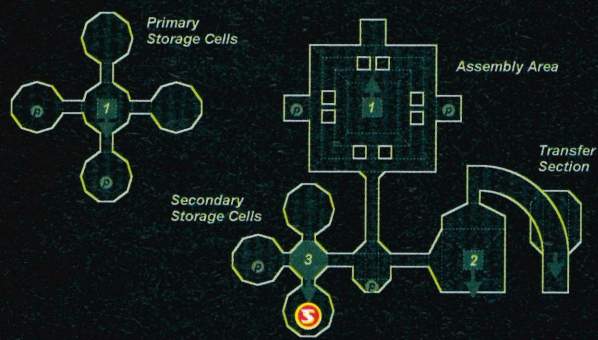




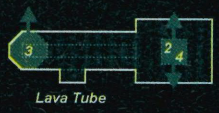




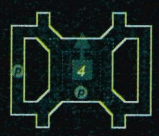




Level 12:
ALPHA



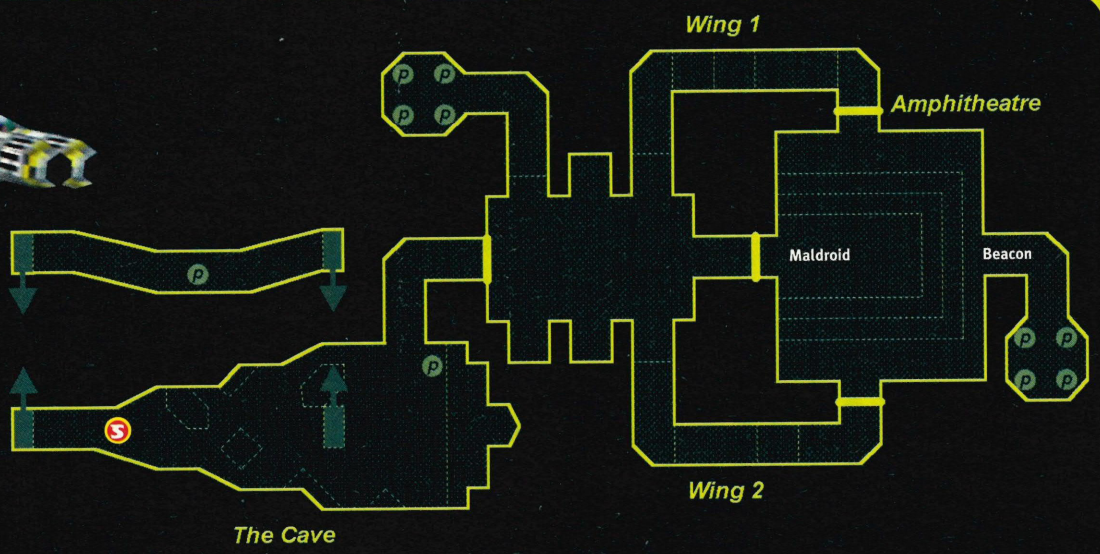
Difficulty: Medium
Mission Objective: Eliminate all enemy robots.
Enemy Types: Laz Bot, Beam Turret, Hunter, Shade, Swarm, Levitank.
Pick-ups: Power Pod, Pine Mine, Mug, Scatter, Solaris, Trojax.



Essential Information: As with previous elimination missions, you need to destroy every one of the 23 robots on the stage to finish the level. Unfortunately this time you don't have any Shield pick-ups, so be careful!

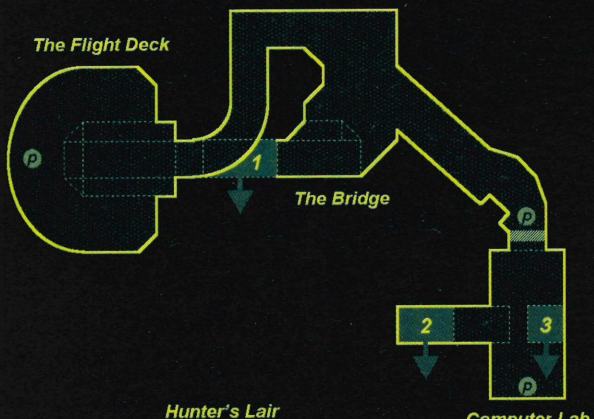
Written by: Roy Kimber

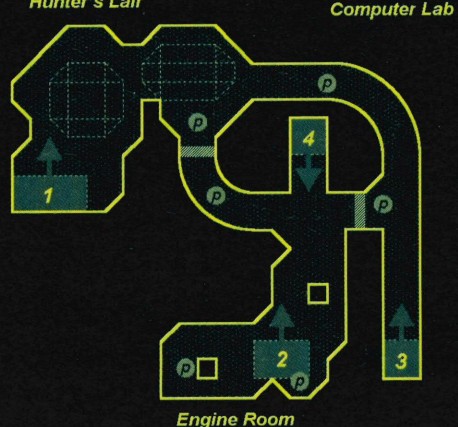




Level 13: MALDROID

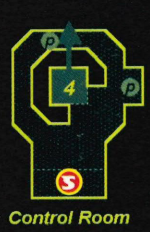
Difficulty: Medium
Mission Objective: Inflict maximum damage, activate homing beacon and survive!
Enemy Types: Pulse Turret, Beam Turret, Levitank, Hunter, Snub Bot, Swarm, Shade, Maldroid.
Pick-ups: Power Pod, Golden Power Pod, Weapon Energy, Mug, Orbital Pulsar, Shield, Trojax.
Essential Information: As with previous bosses, the object here is not to destroy the robot, but to damage him so the homing beacon appears, activate the beacon and survive until the timer has counted down. Easy, huh?





Level 14: SHIP

Difficulty: Medium
Mission Objective: Eliminate all enemy robots.
Enemy Types: Beam Turret, Pulse Turret, Airmobil, Laz Bot, Hunter, Levitank, Mec Ton, Swarm, Suppressor, Shade.
Pick-ups: Shield, Weapon Energy, Beam Laser, Power Pod, Mug, Suss Gun, Suss Gun Ammo, Solaris.
Essential Information: No great surprises here, it's another case of kill anything that moves – or rotates (turrets don't really move). There are 43 robots to take care of.





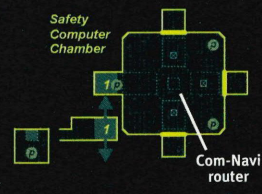


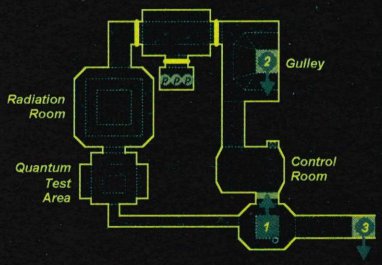
Written by: Roy Kimber

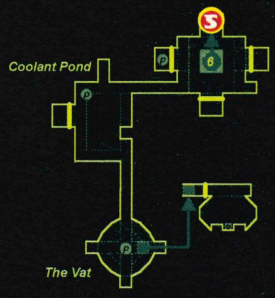
Level 15:
POWER DOWN

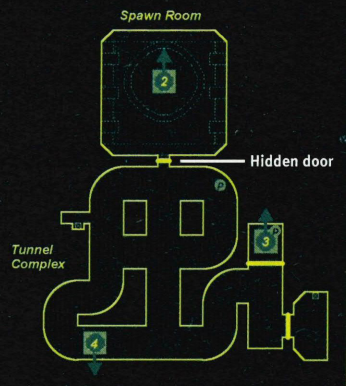
Difficulty: Medium
Mission Objective: Seek and destroy the Com-Navi Router.
Enemy Types: Pulse Turret, Beam Turret, Db Blast Turret, Hunter, Fodder, Levitank, Shade, Mec Ton, Snub Bot, Swarm.
Pick-ups: Power Pod, Shield, Weapon Energy, Mug, MFRL, Solaris, Resnic Reanimator, Orbital Pulsar.
Essential Information: Before you can destroy the Com-Navi Router, you'll need to fight your way through a horde of enemy robots and negotiate several doors with timed switches. To access the doors, flip the switches and then rush to the doors before they close. In the final chamber, each of the three switches will release swarms of enemies. When all three swarms have been destroyed, the Com-Navi Router shields will drop down and you can hammer it on its red eye until it blows.

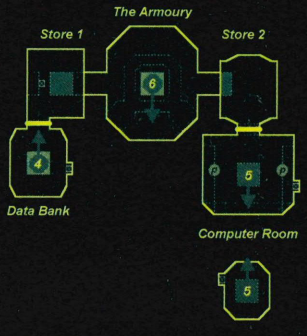
To access the Stabilizer level on the hard difficulty route, find the touch-opening hidden door to the spawn room on the way to the Com-Navi Router and kill everything inside. Now finish the mission as normal.







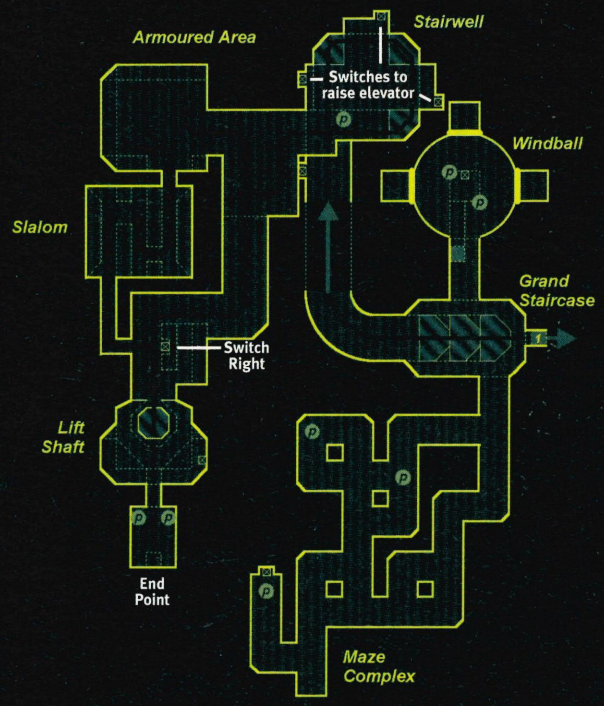


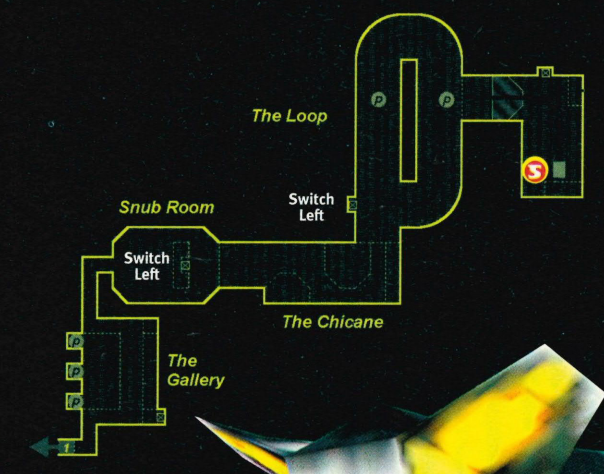


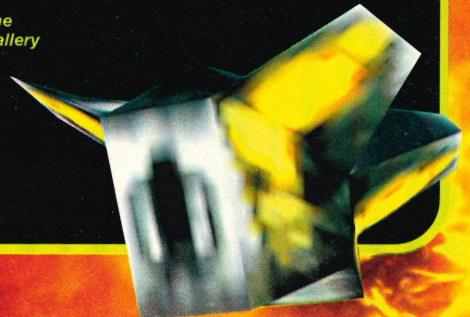


Level 16:
SAVE THE DRONE

Difficulty: Medium
Mission Objective: Guide and safeguard the Carrier Drone.
Enemy Types: Pulse Turret, Beam Turret, Dual Turret, Snub Bot, Suppressor, Shade, Fodder, Hunter, Levitank.
Pick-ups: Power Pod, Golden Power Pod, Shield, Weapon Energy, Orbital Pulsar, Mug, Solaris, Titan, Trojax, Suss Gun.
Essential Information: As with Mission 10, you need to defend rather than destroy for this mission. In addition to guarding the Carrier Drone, you must direct its progress using switches at various points in the level. Some switches decide which corridor the Drone will go down, so study the map to work out the best route. Others activate lifts for the drone.



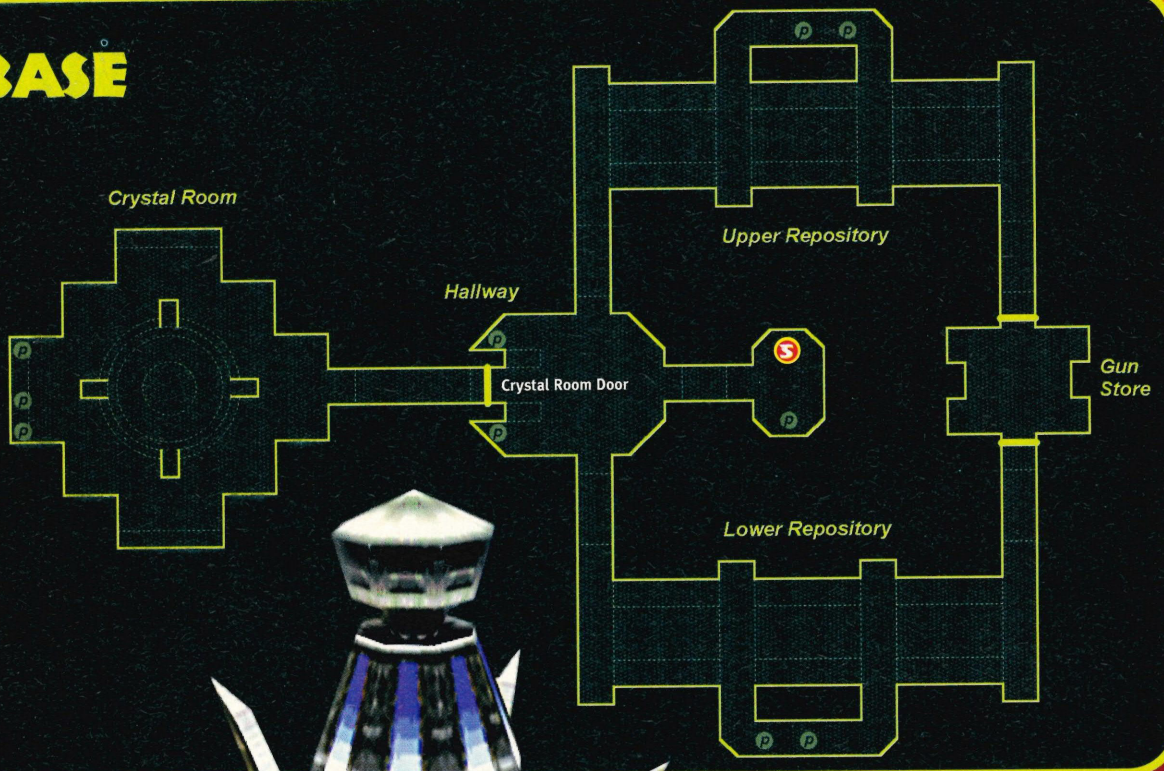


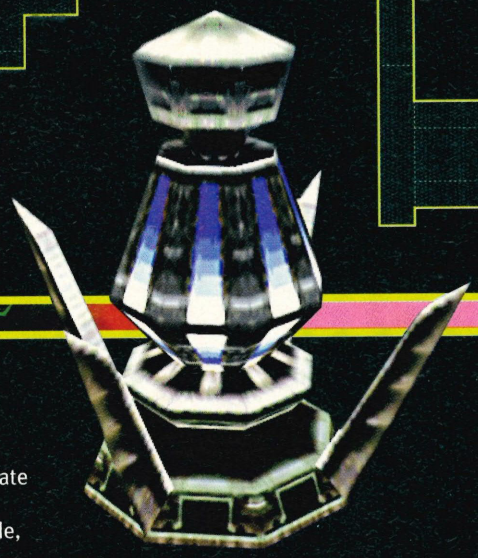


Written by: Roy Kimber

Level 17: BATTLEBASE

Difficulty: Medium
Mission Objective: Locate Power Crystal, activate homing beacon, survive until timer hits zero!
Enemy Types: Missile Turret, Dual Turret, Beam Turret, Snub Turret, Snub Bot, Airmobil, Hunter, Fodder, Levitank, Shade, Swarm.
Pick-ups: Power Pod, Golden Power Pod, Solaris, Beam Laser, Mug, Orbital Pulsar, Weapon Energy.
Essential Information: You need to notch up 21 kills before the door to the Power Crystal room will open. Once inside, activate the homing beacon and then just hold out until the timer reaches zero.

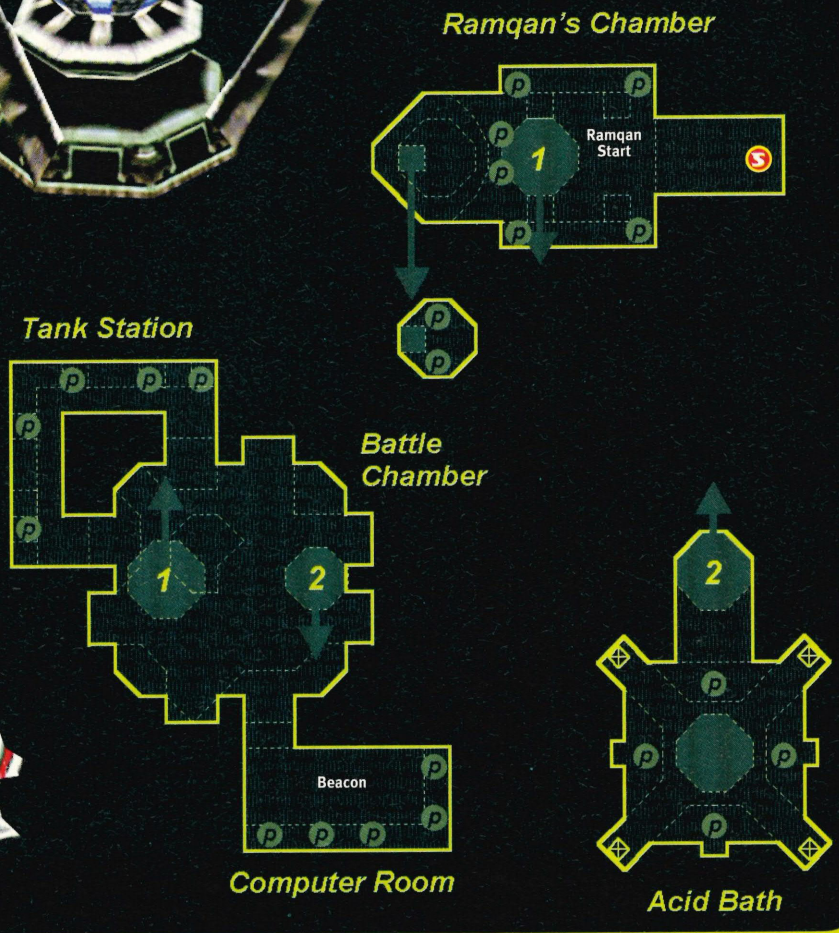




Level 18: RAMQAN

Difficulty: Medium
Mission Objective: Inflict maximum damage, activate homing beacon and survive!
Enemy Types: Beam Turret, Hunter, Airmobil, Shade, Swarm, Snub Bot, Ramqan.
Pick-ups: Weapon Energy, Power Pod, Golden Power Pod, Shield, Beam Laser, Orbital Pulsar, Solaris, Titan, MFRL.
Essential Information: As with other boss levels, you need to inflict enough damage on the grammatically incorrect Ramqan that the homing beacon will appear, then activate it and survive until the timer hits zero. Watch Ramqan and work out his movement pattern for the best way of hitting him.

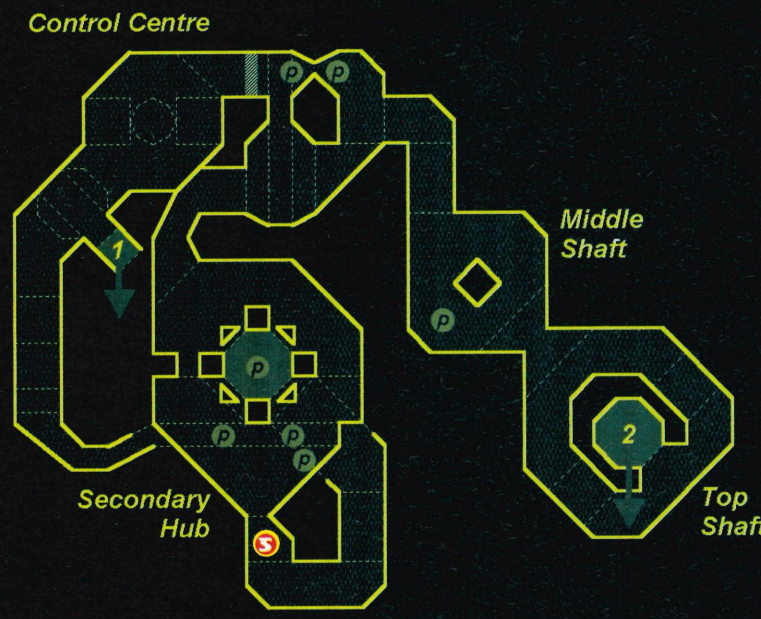


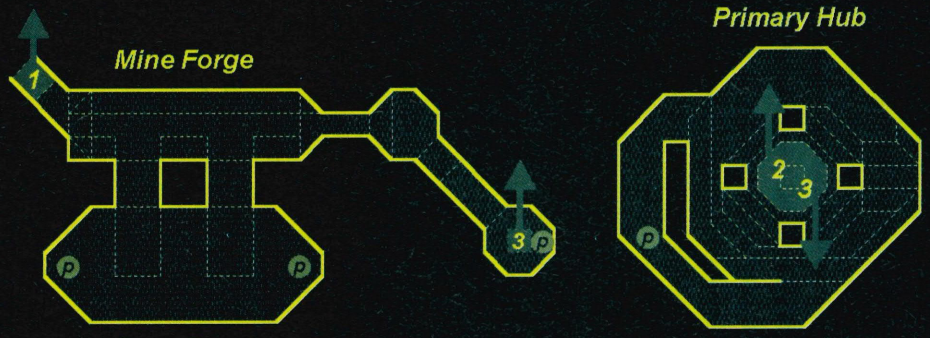


Level 20:
REFINERY

Difficulty: Hard
Mission Objective: Eliminate all enemy robots.
Enemy Types: Shade, Suppressor, Airmobil, Levitank, Swarm, Hunter, Fodder, Mec Ton.
Pick-ups: Weapon Energy, Shield, Power Pod, Mug, Solaris, Orbital Pulsar.
Essential Information: You know the score by now, you need to kill 'em all, and these are the best of the best. Take out all 50 enemy robots to end the mission.



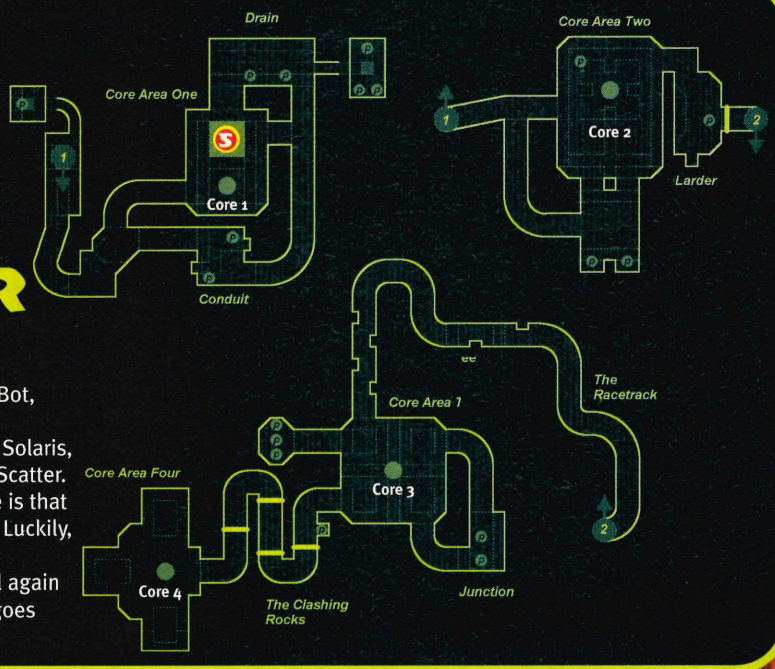






Level 19:
DEFEND THE POWER

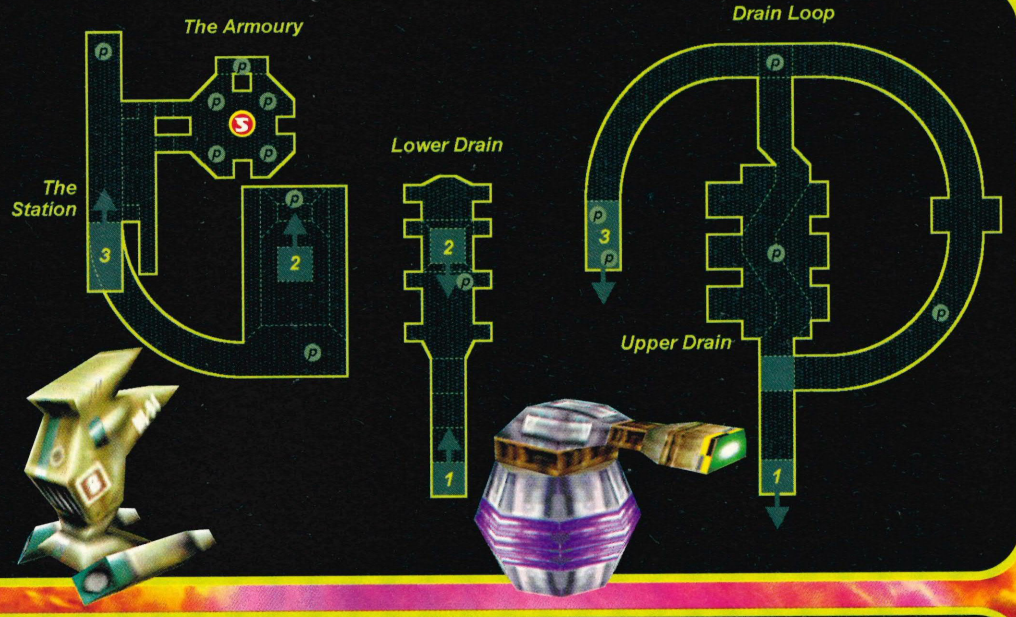
Difficulty: Hard
Mission Objective: Defend the four reactor cores.
Enemy Types: Beam Turret, Swarm, Suppressor, Shade, Snub Bot, Laz Bot, Airmobil, Hunter, Fodder, Levitank, Mec Ton.
Pick-ups: Power Pod, Golden Power Pod, Weapon Energy, Shield, Titan, Solaris, Beam Laser, MFRL, Pine Mine, Nitro, Orbital Pulsar, Resnic Reanimator, Scatter.
Essential Information: This is very similar to Mission 10. The difference is that the four cores you need to protect are spread throughout the complex. Luckily, they all have shields and only one will be down at any time, so you can concentrate on defending each core in order. The Pine Mines are useful again on this level for blocking enemy attack routes. Once the fourth shield goes back up, the mission is over.

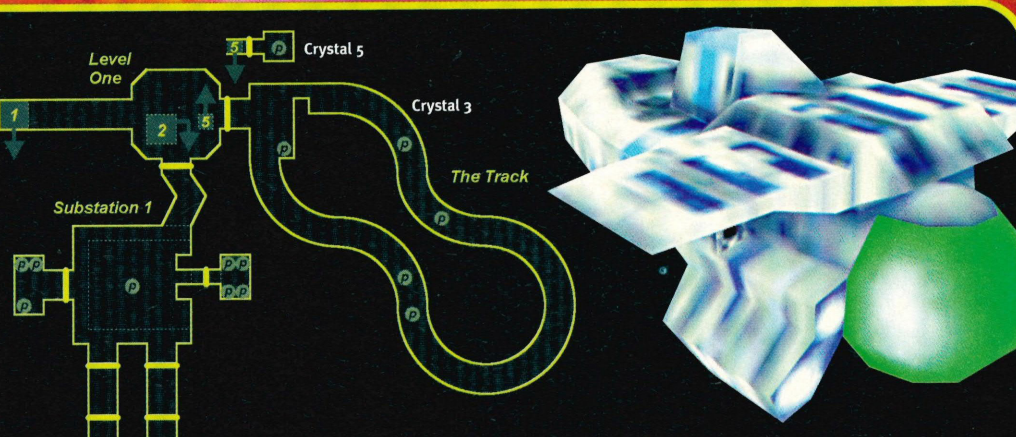


Written by: Roy Kimber

Level 21: SEWER

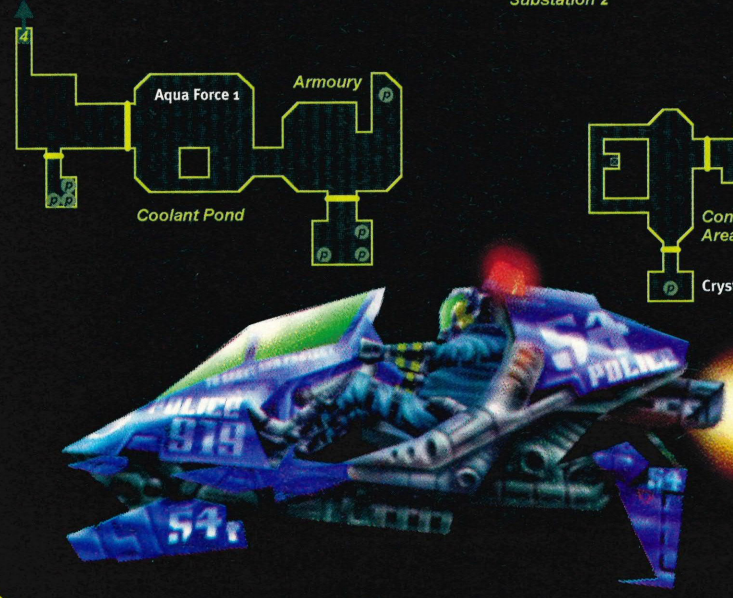
Difficulty: Hard
Mission Objective: Eliminate as many enemy robots as possible within four minutes.
Enemy Types: Mine Layer, Hunter, Levitank, Suppressor, Swarm, Airmobil.
Pick-ups: Power Pod, Shield, Weapon Energy, Beam Laser, Transpulse, Titan, Suss Gun, Mug, Orbital Pulsar.
Essential Information: This elimination mission is a little different as you have a set time limit to accomplish it in. You must get at least 80% of the enemy robots within the time to progress to the final mission on the hard route. If you fail, you'll be sent to the Ship level on the medium difficulty setting. Throw caution to the wind and get on with annihilating!





Level 22: STABILIZERS

Difficulty: Hard
Mission Objective: Place five Stabilising Crystals in reactor core.
Enemy Types: Dual Turret, Pulse Turret, Beam Turret, Swarm , Suppressor, Snub Bot, Shade, Hunter, Fodder, Mec Ton, Levitank, Aqua Force 1, Ex-Cop.
Pick-ups: Power Pod, Golden Power Pod, Shield, Weapon Energy, Mug, Nitro, Orbital Pulsar, Titan, Transpulse, Trojax, Suss Gun, Solaris, Scatter.
Essential Information: The aim of the mission here is to locate all five crystals and place them in the Atomic Core. One of these crystals is in the possession of a bounty hunter, Ex-Cop, and you'll need to take him out before you can get it.



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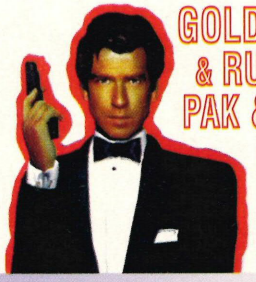
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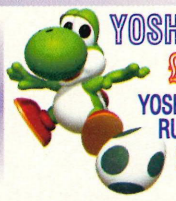


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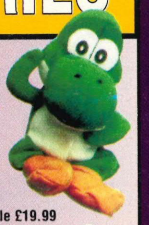
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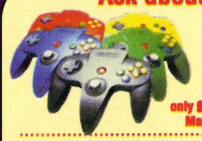
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QUAKE

Written by: Russell Murray

The quest is almost over, the game almost complete. Only the ultimate terror to beat in the conclusion of our massive solution!

Level 21
THE PALACE OF HATE

Walkthrough

Grab the Mega Health, then run up the passage directly ahead and turn to the right. Kill the approaching Fiend, then continue into a large square room at the end. Walk to the right and proceed down a short set of stairs, then turn to the left and enter the dark corridor leading under the central structure.

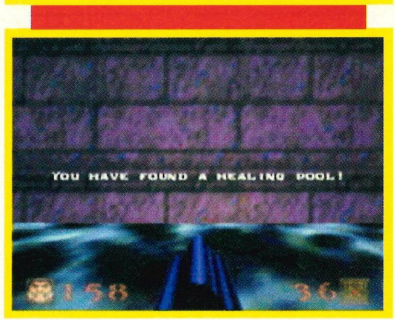
Continue along the dark passage then, when the walls on either side of you drop, backtrack and blast the two Fiends that spring out at you. When the Fiends are battered husks, continue along the passage and up the flight of stairs at the end. Quickly turn to your left and mow down a pair of Death Knights, then head down the passage, killing another two Fiends waiting just along the hall.

Continue to the end of the passage, then turn to the left and climb a slope up to a small bridge guarded by a Fiend. Hand him his P45 then cross the bridge into another passage full of Fiends, Death Knights and Scrags. After this ferocious battle turn to the left and walk along the passage to the end, then turn to the right and take down another Death Knight waiting beside another small bridge. When he is dead, walk across the bridge to your left and perforate another Fiend on the other side. Turn to your right and follow the passage to the end, watching out for

Secret 1

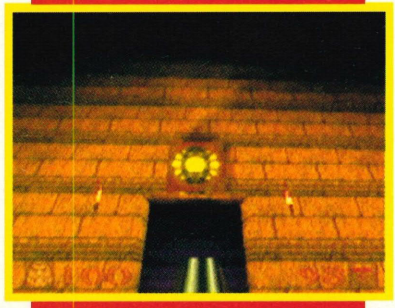
In the first large room you come to, proceed around to the left and enter the door with the yellow light above. Jump into the pool to discover the first secret area. This pool is full of Health Packs and will replace any lost health.

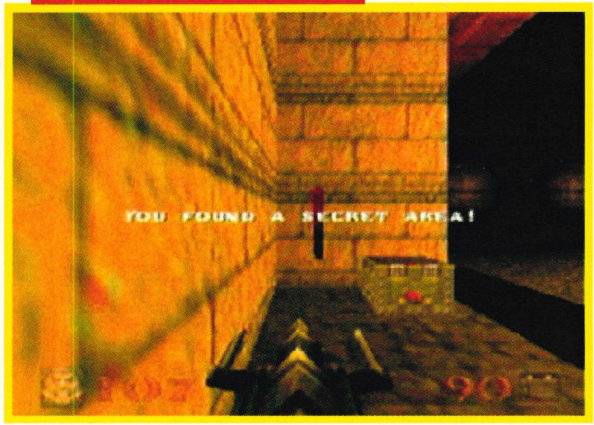




Secret 2

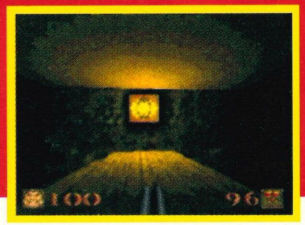
Shoot the yellow light above the door near Secret One and a hidden panel will open up behind you. Inside the second secret area you will find some Nails and a Pentagram of Protection.

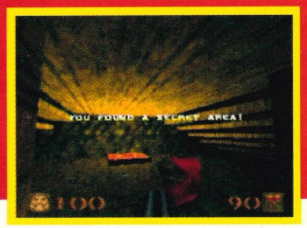




Secret 3

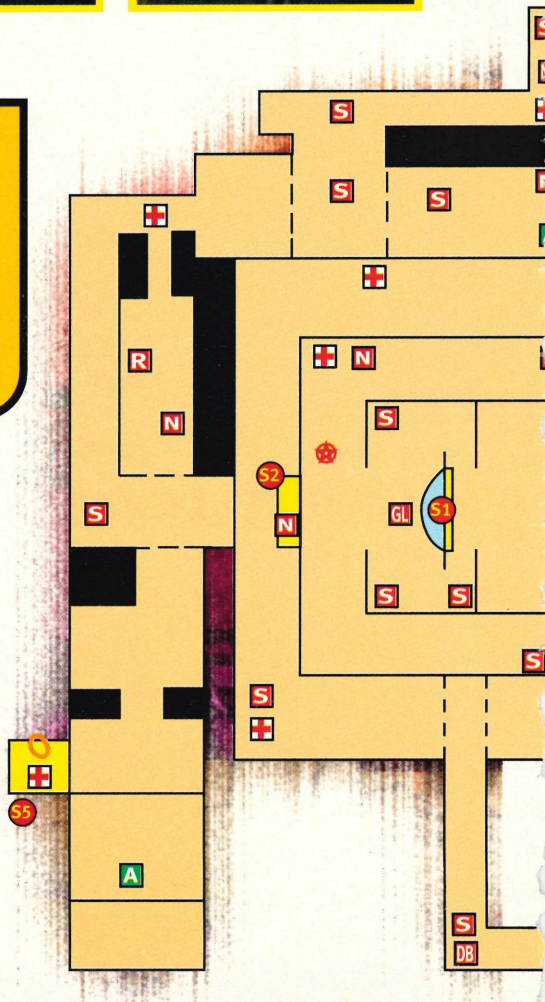
Walk past the healing pool and follow the corridor to the end. Shoot the yellow light directly in front of you, then turn to your right to find a hidden lift. Jump onto the lift and then step off again, then dive underneath to find the third secret area. Inside this area you will find some red armour and a switch; activate the switch and turn to your left to exit this little area.





Map Key:

- Ground
- Water
- Slime
- Lava
- Secret Area
- Sx Secret No.



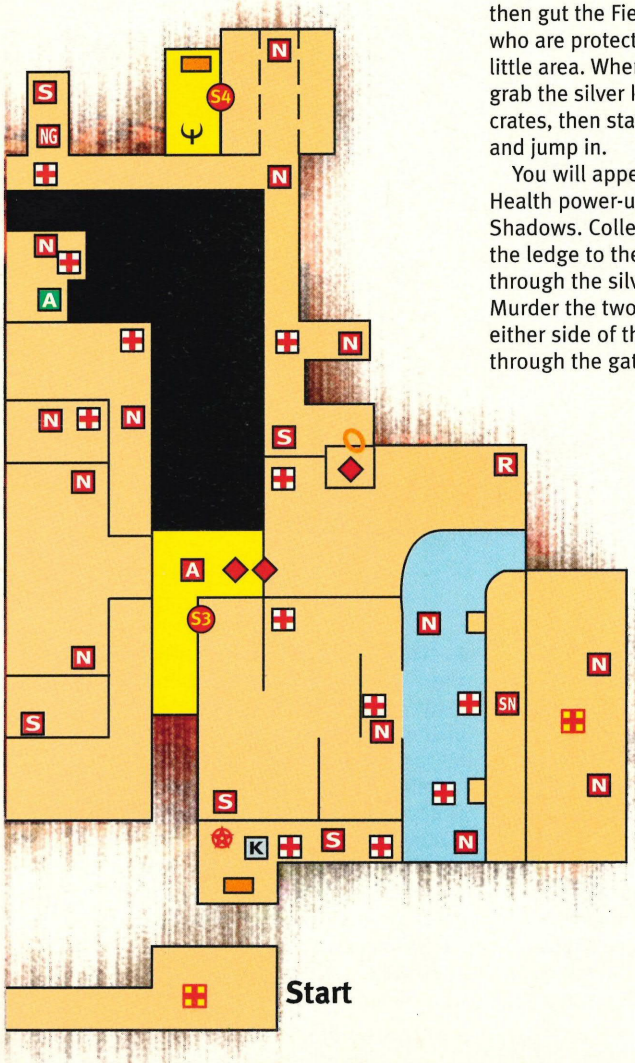
ake

Written by: Russell Murray

fiends who will charge at you from either side. When the Fiends are dead, turn to the right and follow the passage to the end where you will find a door with a guillotine set above it. Carefully approach the doorway and wait for the sharp blade to drop, then, as it is lifted back into position, run through underneath. Now turn to your right and walk up a set of stairs to the top and stand on the switch. Once you have activated the switch, grab the Ring of Shadows, then drop over the edge, and head towards the pool.

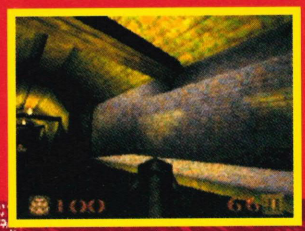
Jump into the pool and fillet the school of Rotfish, then jump onto the moving platforms and head for the ledge on the left. Walk across the ledge and collect the Super Nailgun, then turn to your left and slaughter the Fiend leaping from behind the receding wall. Help yourself to the Mega Health and ammo, then head for the moving platform to your left. Use the platform to jump over the pool to the ground on the other side, then gut the Fiend and couple of Scrags who are protecting the bounty in this little area. When the monsters are dead, grab the silver key and the ammunition crates, then stand underneath the portal and jump in.

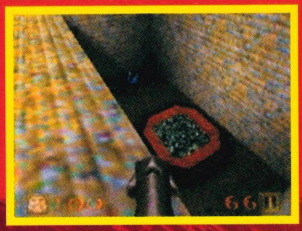
You will appear in a secret area with a Health power-up and a Ring of Shadows. Collect these items, drop off the ledge to the floor below, then run through the silver door to your right. Murder the two Death Knights waiting either side of the door, then step through the gate to exit this level.



Secret 4

At the other end of the passage from the guillotine door you will find some Nails. As you collect them the wall panel to your left will drop and a Knight will attack you. Make a mockery of his armour, then stand on the lift to find the fourth secret area. Inside this secret there is a Quad Damage rune and a portal which deposits you on the other side of the guillotine doorway.





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
- E Exit

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

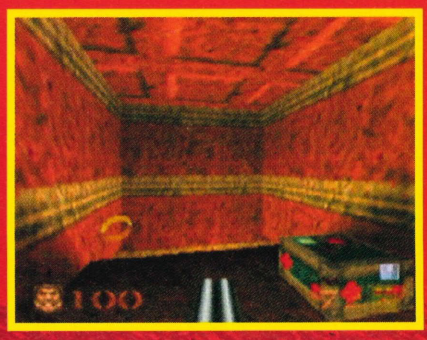
Power-Ups
- Pentagram of Power
- Quad Damage Rune
- Ring Of Shadows

LEVEL 21

Secret 5

After collecting the silver key, head for the portal above your head and jump through it. You will arrive on a small ledge above the silver door, inside secret area five. Grab the extra Health and the Ring of Shadows, then drop down to the floor below and dash through the silver door.





THE PAINMAZE

Written by: Russell Murray

Secret 1

Drop off the starting platform and walk around the large room at the bottom. Activate the switch on the back of a pillar found to your left and a hidden panel will open revealing a lift. Jump onto this lift to rise up into the first secret area.







Secret 2

Dive into the small pool on the right and sink to the bottom. As you make your way along the watery passage you will notice a small space where you can surface for air. Jump out of the water here to discover the second secret area. Inside are a Thunderbolt, Health, Rockets and a Biosuit.





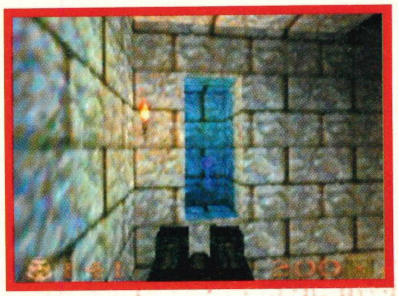


Walkthrough

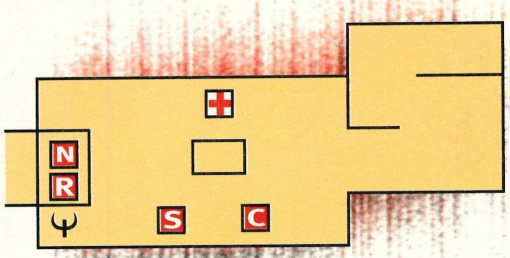
Grab the Mega Health and Quad Damage from the ledge in front of you, then drop over the edge and grab a Ring of Shadows underneath. Exterminate the pair of Fiends in the large room at the bottom, then quickly head for the door on the right. Blast the Fiend that drops in front of you, then dash through the room and hop onto the lift around the corner.

Shoot the altar in the centre of this room, then quickly kill the trio of Vores that drop in to pay you a visit. Now turn around and jump across the passage into a small niche, where you can pick up the silver key. Step back onto the lift and waste the Death Knight standing on the platform to your right, then head back to the large room where you started.

Follow the path to the left, walk around the corner and blast the Vore waiting in the darkest corner. When the Vore is dead, exit through the door to your left and pass through the barred doorway into a large room. Move to the left and peer over the ledge to see several Spawns waiting to jump you when you drop down.

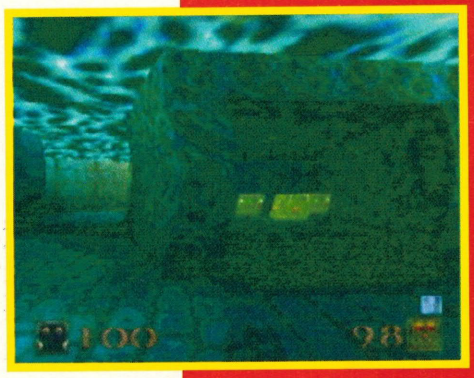


This is the Silver Key. You need it to open the silver door. See children, see how it shines!



Secret 3

Swim around the large pool at the end of the watery passage and you will notice a dark piece of wall under the central island. Shoot this wall and a hidden door will open up, revealing the third secret area. Inside you can collect some Nails, Shells, Cells, and a Pentagram of Protection.





Select your rocket launcher and dispose of as many as you can before dropping into the lower room and blasting any enemies that remain. Now you must activate the four switches in the pillars to lower the exit lift to the left. Step onto the lift and collect the gold key, then ride the lift up to the level's start point.

Run through the door to the right again and drop into the pool on the right-hand side, then swim through the underwater passage, frying Rotfish as you go. At the end of this watery corridor, swim up to the surface and head for the island in the middle. Jump out of the pool and stand on the gold switch on the floor to lower the lift in the centre, then shoot the Death Knights that surround the pool area.

Ride the lift up and step onto the ledge to the right, then jump over to the silver door opposite. Grab the Shells, then drop into the water on the other side of the gate and sink to the bottom. Turn to your left and climb up the slope into a long room filled with Fiends and Vores. Ignore the stairs to begin with and head along the main area of the room, killing all the beasts that dare to stand in your way. Activate the switch on the pillar furthest away from you, then return to the foot of the stairs and climb up to the top.

Gun down the Death Knight who stands in your way, follow the passage to the end, then turn to the right. head down this passage to the lift and rise to the next level, then run forward to collect the goodies in the passage ahead. You will have returned to the pool room, but much higher up, and you can use your height advantage to grenade the Vore and the Death Knight below. When these two monsters are dead, carefully leap onto the highest ledge and walk into the centre.

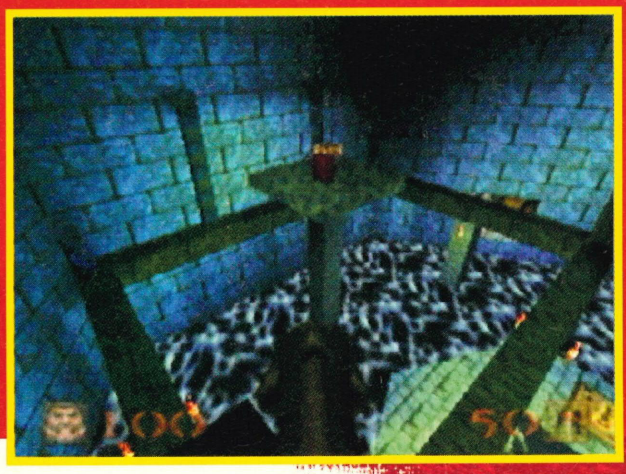
Now turn to your left and leap across into the lit entrance before dropping into the pool at the back. Sink to the bottom of the pool and collect some extra Rockets, then jump out of the other side and run for the right-hand corner. Grab the Quad Damage rune and use it to total the Vore and Spawns that attack after you start shooting the altar. When the monsters have gone, run around the back of the altar and collect a Mega Health, then proceed up the slope and into the exit to finish this level.





Secret 4

From the highest ledge in the large pool room you can jump onto the fourth secret area. Take a running leap from this high ledge and collect red armour and some Cells from the otherwise unreachable platform.



Written by: Russell Murray

Secret 1



Grab the Biosuit from the red-lit hallway, then turn to the left and run around the corner to the Quad Damage rune in the green-lit corner. Grab the rune and drop into the slime pit below, run around the corner to the second portal and step through to find the first secret area. Grab the red armour, then activate the switch on the wall to uncover some extra ammunition.

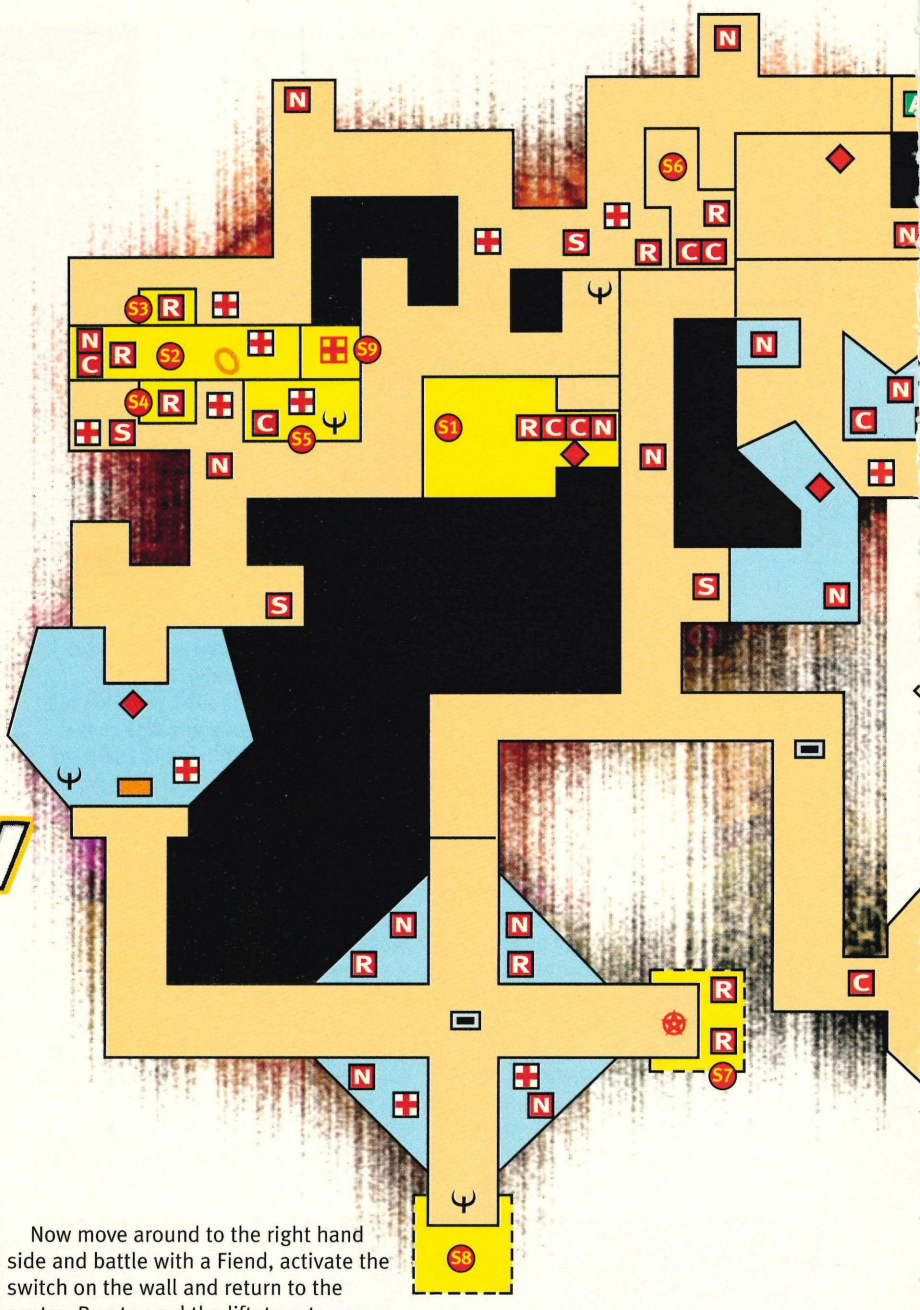


AZURE AGONY

LEVEL 23

Walkthrough

Run forward and pick up the Mega Health, then proceed into a dark room with several pools. Grab your Thunderbolt and fry the Shambler who attacks you from behind, then take a running jump to collect the two Rockets at the back of the room. Drop through the hole in the floor to the level below and run to the left, killing a Death Knight and activating the switch on the wall.



Secrets 2-5

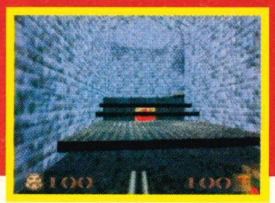
From Secret One drop out of the window and turn to the left. Run up a flight of stairs then turn to the right and continue along the passage and down a small flight of steps at the end. Turn to the right and shoot the red switch underneath the stairs ahead of you, then quickly run up the stairs before they move. Now turn around and climb the stairs once they have reached their new position and jump onto the platform above.

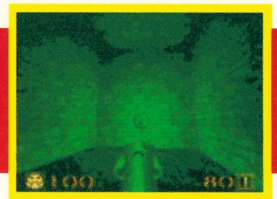
There are four secret areas to discover here – the first holds Rockets, Shells, Health, and a Ring of Shadows. Now shoot the illuminated areas on the wall to discover two more secret areas with some Rockets hidden in each. For the final secret in this area, shoot the wall to the right of the Health power-up and a hidden door will retract. Inside this area you can find some Cells, Health and a Quad Damage rune.

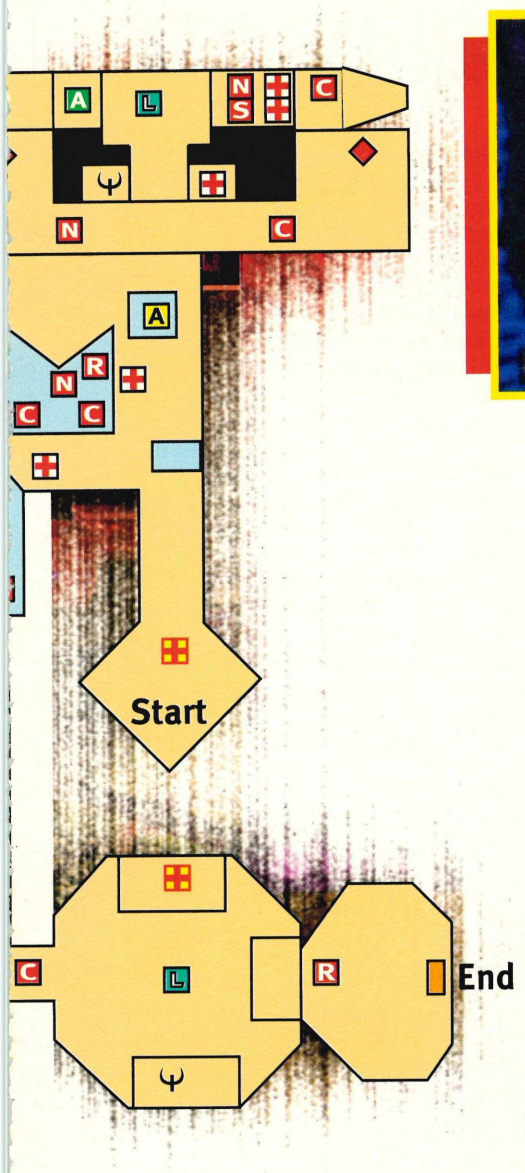
Now move around to the right hand side and battle with a Fiend, activate the switch on the wall and return to the centre. Run toward the lift, turn to your right to blast a well-hidden Death Knight, then jump onto the lift to rise up to the next level.

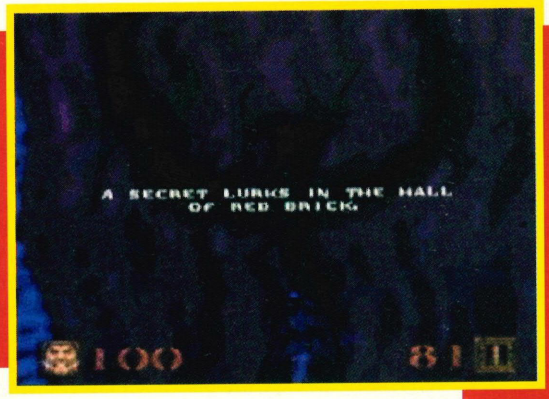
Jump over to the right-hand side and grab a handful of power-ups and a Ring of Shadows, then leap over to the dark platform on the other side. Grab the armour and then walk down the stairs, stopping to kill a Fiend hiding to your left. Continue down the stairs and to the left, then backtrack while you tackle the two Fiends waiting at the bottom.

Turn to the right and follow the passage, then turn left and run up a flight of stairs. Brutalise the Fiend waiting at the top, then turn right, then left, and continue up another flight of stairs. Turn to the right, then walk up another set of stairs to your left, killing a small troop of







Death Knights at the top, then blast the Fiend waiting to your right.

When the coast is clear, run to the top of the poolside stairs and shoot the lights on the ceiling, then dive into the pool. Nuke the Zombies in the corners, then collect the Quad Damage rune and exit through the portal. You will return to the foot of the poolside stairs, and must now take a running leap to reach the platform on the opposite side of the pool.

Proceed along the dark passage, then turn to your left and blast a Vore whilst your quad damage is still working. Keep running along the corridor and you will arrive in another large room with a crossroads over another pool. There are two Vores and a Shambler in this room waiting to attack, so dash into the room and show these monsters how your quad damage works!

Collect the silver key from the centre, then shoot the lights in the ceiling. To activate the other switch, arm yourself with the grenade launcher, and dive into the pool. In the centre of the pool are some more lights; shoot them and then exit the water to fight another Vore at the centre of the crossroads. When the Vore is history, exit this large pool room and continue along the passage that you have just opened.

At the end of the corridor turn to your right and nail three Fiends, then continue along the passage to the silver door. Open the silver door and select your rocket launcher, then walk along the passage to the room at the end. Splat the two Vores, then use the elevator to lift you up to platform height. Jump over to the open door and collect the rune from the ledge, then drop into the room on the other side. To finish the level step into the portal on the rear wall.

Secret 6

Jump into the pool from the steps then turn around and activate the underwater switch. Dive through the portal to return to the foot of the stairs, then head back down the stairs to the red corridor. Eliminate the Fiend and Vore waiting at the end of the passage, then climb the stairs into the sixth secret area. There are some Cells and Rockets for you to pick up here.



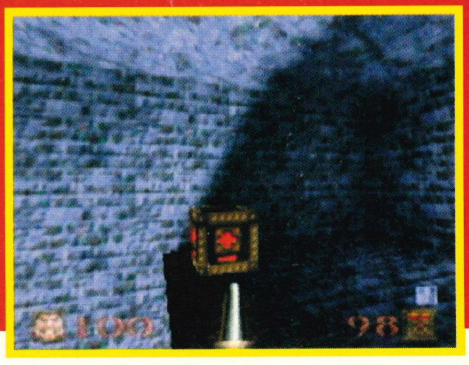
▲ Deep in the shadowy corridors you'll find numerous monsters lurking. So make sure you collect all the Ammo you find!

Secret 7-9

In the room with the pool and the crossroads, dive into the water and search around the edges. You will find an illuminated area underneath the path, which is the first of the three secrets here. Inside this small underwater secret area you can collect some Rockets. Now swim around the pool to the left and step through the portal to access the second secret area here. You will be warped into the final secret of this level where you can find a well earned Mega Health.







Written by: Russell Murray

THE NAMELESS CITY



▲ When confronted with holes in the floor or ceiling, keep an eye out for enemy fire from above and below. Of course, vertical ambushes work both ways!

Secret 1

Enter the building underneath the Ogre's perch and follow the path immediately to your right. Climb the slope at the end, then jump off the ledge and bash the switch on the wall. A door will open to your right, leading to a few Zombies and a lift. Ride the lift up to the floor above and waste the Vore waiting in the corner, then drop through the hole in the floor to find the first secret area. Inside this little area you can find some red armour to help with your upcoming battles.





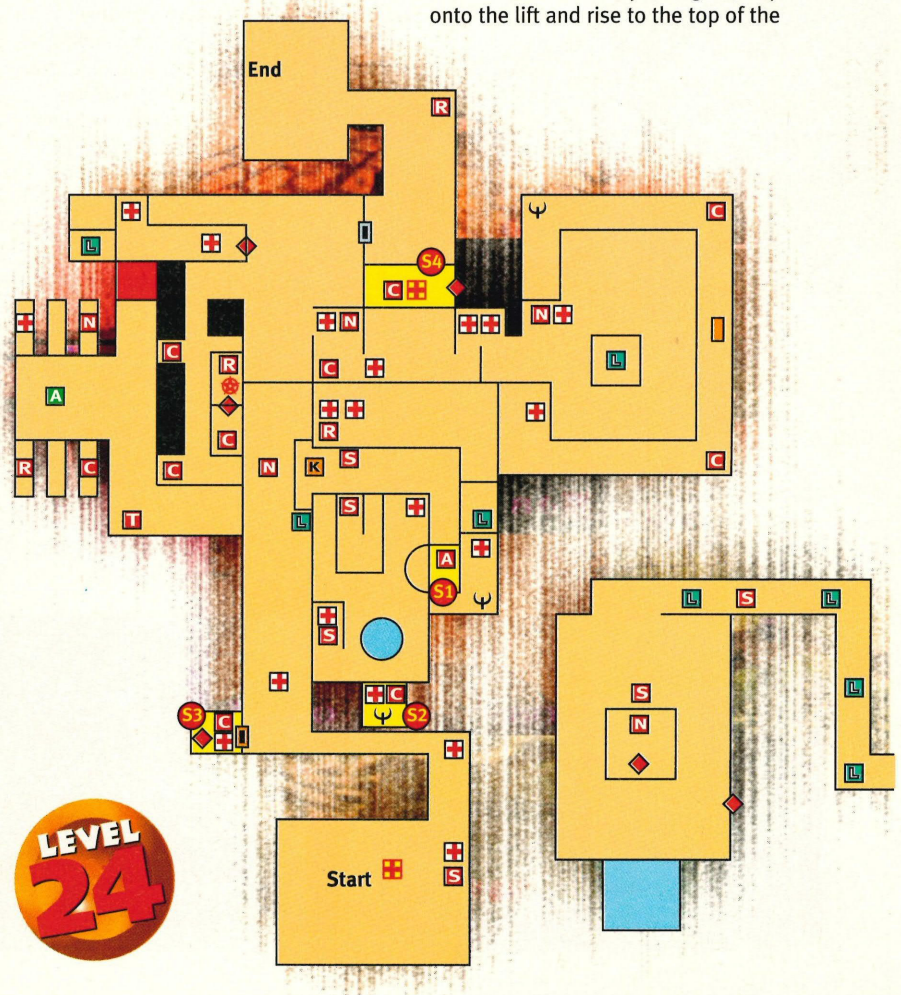
Walkthrough

Run forwards and grab the Mega Health, then explode the Zombie by the wall. Follow the passage down to the left, then turn left again and walk up the slope towards the gold door. Turn to your right and kill the approaching Fiends, then fire a few grenades at the Ogre on the ledge to your right. Enter the building to the right underneath the Ogre's perch, then turn immediately to the right and follow a small dark passage. Climb the slope at the end and shoot the Ogre to your right, then drop down the circular pit into the pool at the bottom.

Jump out of the water and take out the Zombies in the room ahead, then move to the right and activate the switch on the wall. Exit the room via the passage at the back and ride the lift up to the next floor. Walk forwards and jump onto another lift, then continue along the passage to the right. Top the Ogre ahead of you, then turn to the left and ride another lift up to confront another angry Ogre. Finally, stand on the lift at the end of the passage and rise up to the top floor, then use your grenade launcher to splatter the waiting Zombies.

Continue along the hall and activate the switch in front of the window, which operates a lift that you will need this later in the level. Head back down the lift-filled passage to the pool, then step onto a small lift and rise up so you are level with the thin ledges running around the central area. Turn to the right and follow the ledge, grabbing the yellow armour along your way, then on the other side of the central area drop down into the centre.

Activate the switch on the wall and the platform will drop down to the floor below. Splatter the Zombies to your left, then shoot the red switch on the wall to open a door and release you from your cage. Exit this dark room and turn to your left to fight the Fiend waiting around the corner. Now continue around the corner and press the switch on the wall to lower a lift to your right. Jump onto the lift and rise to the top of the



LEVEL 24



Secret 2

Drop down through the circular hole in the floor but keep moving so you land on the platform just below. Now drop through the central hole again but this time attempt to land on the platform just above the bottom. In this secret area you can find a Quad Damage rune, some Cells and a Health power-up.



▲ For secret areas, some of these are fairly easy to find, aren't they?



▲ Why is it always so dark and gloomy in all the Quake levels? Don't Demons pay their electricity bills or something?

Secret 3

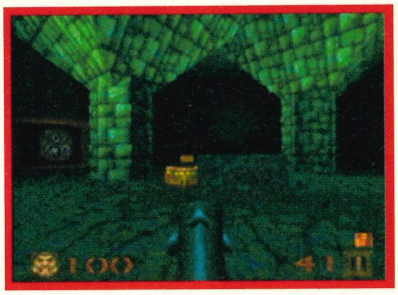
After collecting the gold key, drop off the ledge and head for the gold door near where you entered the arena. Open the gold door to find some Health, Cells and a switch to operate a lift to raise you back to the platform.



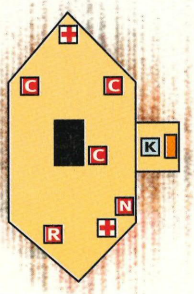


building, then take a running leap over to the ledge to your right.

Kill the Ogre waiting on the platform, then follow the passage around the corner. Take a running jump and launch yourself at the gold key on the platform on the other side, then enter the building into a dark corridor. Follow the passage to the end and remove the two Ogres waiting in the room below you. Once the Ogres are reduced to a thin paste, drop down to the floor and turn to the right. Enter the passage to your left and follow around the corner, then turn around to liquidate the Fiend leaping at you from behind. When the monster is dead, continue along the passage and into a large room with a ledge running around the outside. Use your rocket launcher to kill the Vore and Ogre on the platform, then jump onto the lift in the centre of the room. Take a running leap over to the outside ledge, then collect the Quad Damage rune from the corner and step through the portal in the centre.

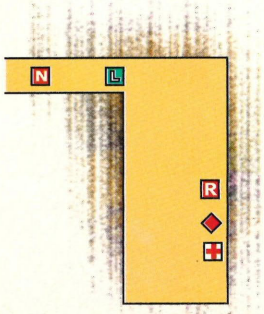


▲ Any one of those acrhways could contain some malevolent monster. Fortunately someone left this large gun lying around.



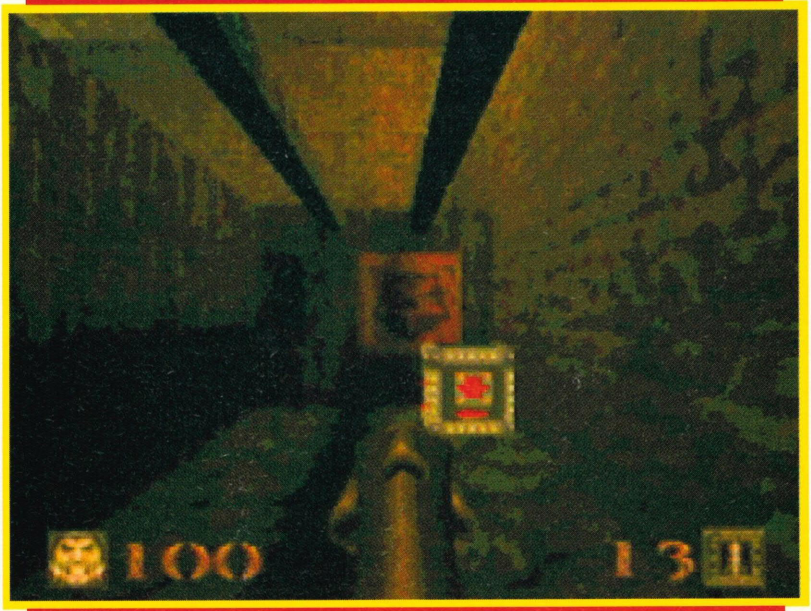
You will warp to a large dark room with several Fiends and Vores running around. Wipe out these monsters whilst your quad damage is still working, then run around the room collecting all the ammunition. When you are ready collect the silver key and step through the portal to return to the ledge.

Drop off the ledge and run through the passage ahead of you, then continue into another little corridor. Walk through the passage to the end, then turn to your left to fight another Fiend. When the battle is over, turn to the right and walk through into another room with the silver door to your right. Enter the silver door, then turn to your left and walk up a small slope in the corner of the room. Now collect the rockets and dash for the red gate at the end of the passage to finish this level.



Secret 4

Through the silver door turn to the right and climb the slope. Drop down through the small hole at the top and you will find the final secret. Inside this small area you will find a Mega Health and a switch to open the door to the left.



Written by:
Russell Murray

SHUB NIGGURATH'S PIT



▲ Just look at all that ammo! Why, I'm practically salivating over it!

LEVEL 25

Walkthrough

This level begins with you falling from the sky into a watery pit. Allow yourself to sink to the bottom of the pool, then fillet the Rotfish swimming around you. Turn to your left and proceed along the watery passage down, then turn to your right and kill another irritating Rotfish.

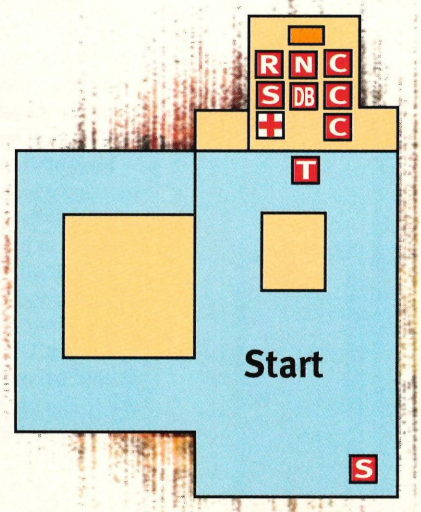
Swim up the passage the other side, and the iron gate will move as you approach. Grab the Thunderbolt from the bottom of the pool, then surface and jump out onto the ledge. Kill the Scrag floating around above the lava coloured portal, then collect all the ammunition power-ups before stepping through the portal.

When you appear in the new passage, collect all the items lying around, then follow the passage around to the large lava pool. Use your Thunderbolt to toast the Shambler waiting on the central platform, then turn to your left and fry another Shambler approaching from the passage. When the Shambler has fallen,





▶ Okay... it's the all powerful Shub-niggi-nug, and what've we got? An axe. Oh great, Bloody brilliant.



Written by: Russell Murray

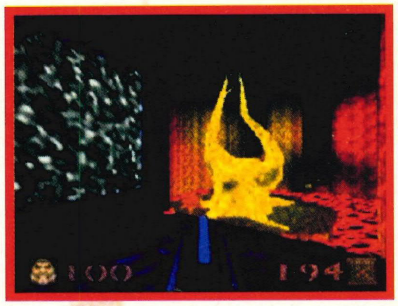
Secret 1

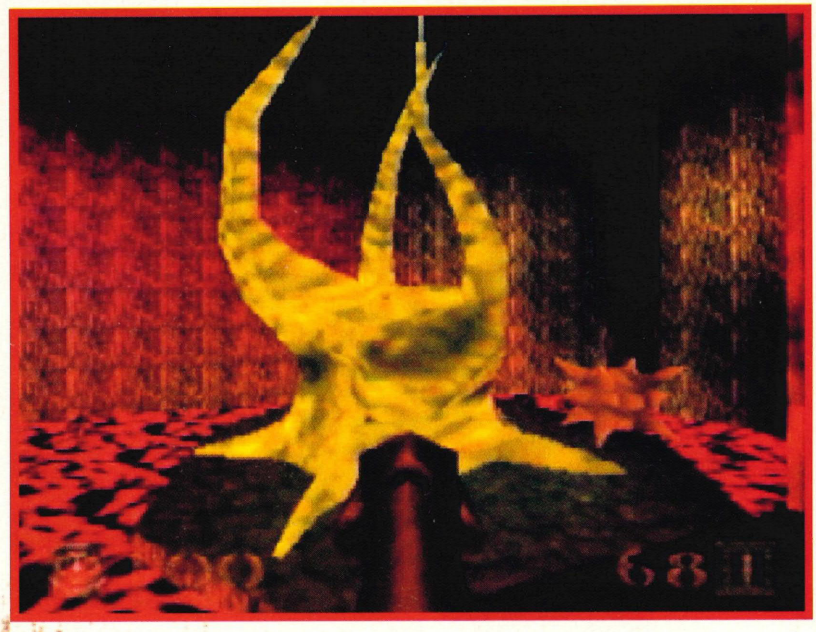
To find the secret area on this hellish level, look over the edge next to the portal and you will see a thin ledge running around to your left. Drop onto it and follow the path around the corner. Inside this secret pillar you can pick up a Quad Damage rune, before stepping through the portal to return to the main passage.



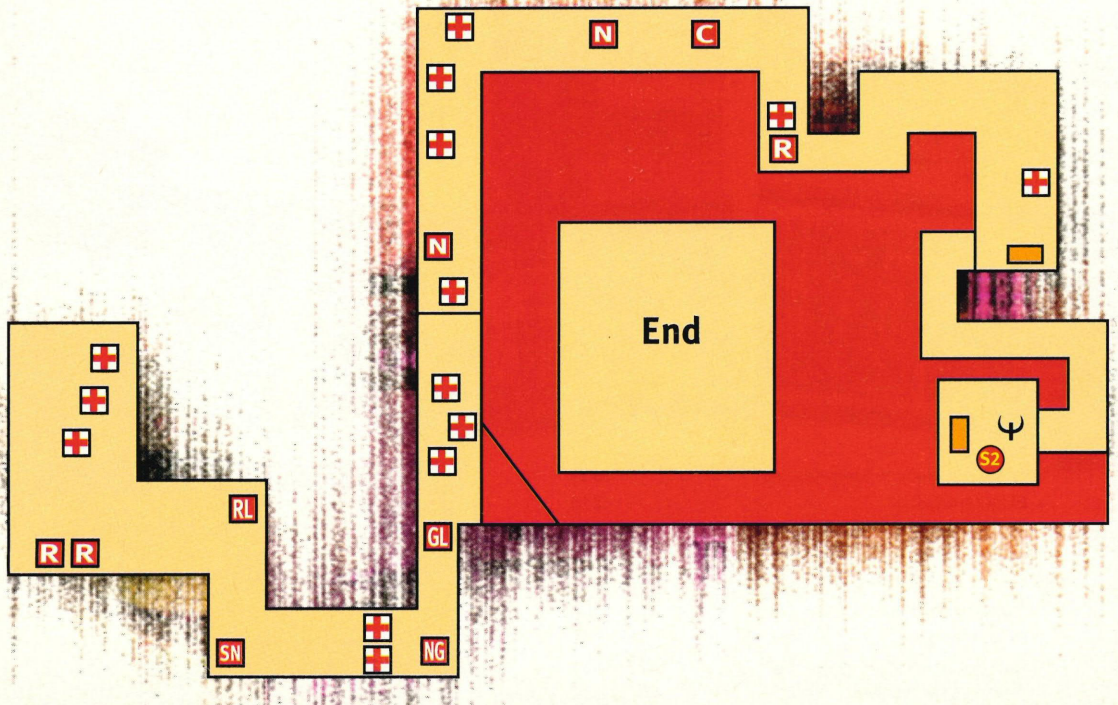


▶ Considering some of the fiercesome monsters we've seen so far, the final boss isn't that imposing. He looks like a small stunted tree!

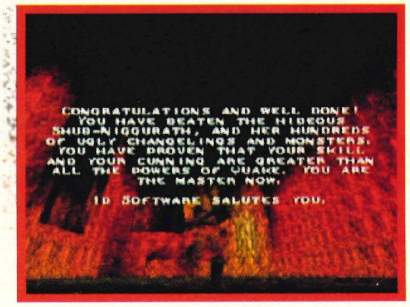




quickly start moving down the passage that he came from and head around the pool killing the army of Vores and Shamblers that appear. At the end of the passage you will discover a portal which is the key to defeating the huge beast in the centre of the lava pool. Be very careful not to spend too long fighting the monsters that keep appearing – there are more monsters than you have ammunition for.



Watch the spiked ball which is floating around over the lava pool. When you step through the portal you will be teleported to wherever the ball is at that time. To defeat Shub Niggurath, you must step through the portal when the spiked ball enters his body, thus causing a huge telefrag. At last you are a master quaker, and all the evil has been destroyed! Look out for *Quake 2*, coming your way soon.



▲ All that way for *this*? You bastards!

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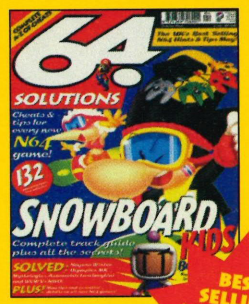
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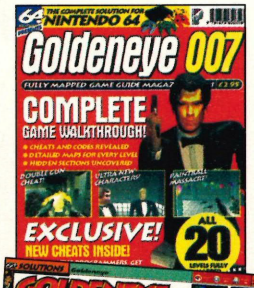
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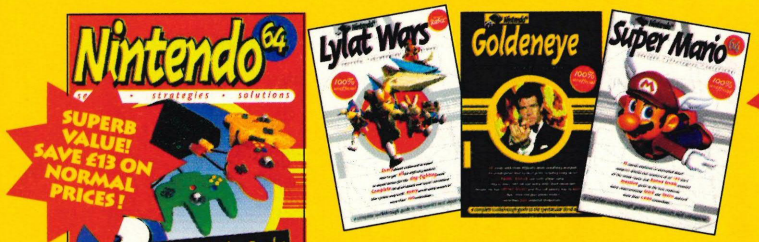
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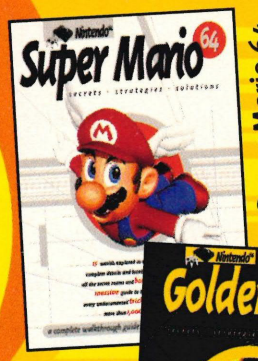
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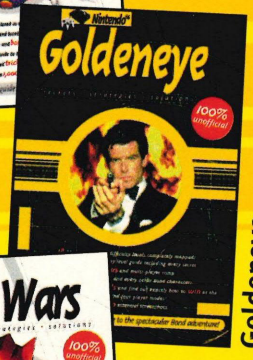
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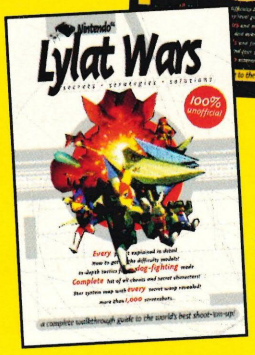
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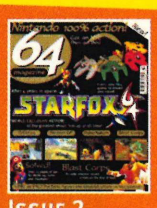
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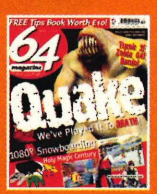
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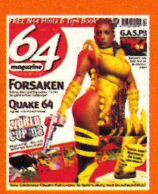
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64 MAGAZINE AWARDS

90% and above — 64 Magazine Sizzler

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

95% and above

The Gold Medal only goes to those few games that you absolutely *must* own!

1080° SNOWBOARDING



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, *1080° Snowboarding*'s stunt modes should help most people get over this.

80 percent

AERO FIGHTERS ASSAULT



Publisher: Video System | Reviewed: Issue 15 | Price: £59.99

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, with massive borders. 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. Complete rubbish.

20 percent

AERO GAUGE



Publisher: ASCII | Reviewed: Issue 15 | Price: £59.99

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! *Aero Gauge* is a spectacularly bad game – it's grotesquely limited in scope, lacking in speed and has the world's worst pop-up effects.

40 percent

AIRBOARDER



Publisher: Human | Reviewed: Issue 14 | Price: Import

Office – in fact, general – opinion was divided over this game. Either you really like it, or you really hate it. It's definitely one that you should try before you buy. The game itself is a hoverboard simulation (that is, if you can simulate something that doesn't exist) played out over a number of bizarre courses. Incrementally addictive or boring as hell? You be the judge.

80 percent

ALL-STAR BASEBALL '99



Publisher: Acclaim | Reviewed: Issue 16 | Price: £59.99

Although you might not be thrilled about playing baseball, *All-Star Baseball* is worth checking out if only for its astonishing visuals – the whole game is in high resolution, and looks incredble! Even more amazing is the fact that it's also very playable, thanks to an easy-to-use control method and options that let the N64 handle the tricky bits until you get used to them. Well worth investigating.

89 percent

ART OF FIGHTING TWIN



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.

72 percent

AUTOMOBILI LAMBORGHINI



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.

68 percent

BANJO-KAZOOIE

Publisher: Nintendo/Rare | Reviewed: Issue 16 | Price: £49.99





Proving again that it *is* possible to beat Nintendo at its own game, Rare's latest is a stunner that you'd be a fool to miss. With nine massive worlds to explore and a toughness that belies its cutesy look, *Banjo-Kazooie* is one of the best games you can get for the N64 – it makes *Mario 64* look really old hat!

95 percent

BIO FREAKS



Publisher: Midway | Reviewed: Issue 15 | Price: Import

The search for a truly great N64 beat-'em-up is now near an end, with *Bio Freaks* being a massive improvement over all that have gone before it. Although it suffers a little bit from the slightly stop-start gameplay that seems to be a characteristic of Midway fighters, the addition of flight, guns and severed limbs makes *Bio Freaks* a very entertaining (and bloody) experience.

82 percent

BLAST CORPS



Publisher: Nintendo | Reviewed: Issue 3 | Price: £59.99

One of those games that defies categorisation, *Blast Corps* is best described as a combination of a racing game and a 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.

80 percent

BOMBERMAN 64



PUBLISHER: Nintendo REVIEWED: Issue 9 PRICE: £49.99

On the SNES, the multiplayer 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.

80 percent

BOMBERMAN HERO



PUBLISHER: Hudson Soft REVIEWED: Issue15 PRICE: Import

There's a weird yin-yang karmic balance thing going on with the *Bomberman* games – as Hudson Soft put more effort into the one-player game, the multiplayer side of things gets neglected until we arrive at *Bomberman Hero*, with no multiplayer game at all! What madness is this? Without a battle game to back it up, and with stupidly easy levels, this is a complete waste of time.

52 percent

BRAVE SPIRITS WRESTLING



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!

65 percent

BUST-A-MOVE 2

PUBLISHER: Acclaim REVIEWED: Issue 15 PRICE: £49.99





Simple graphics. Infuriating chirpy sound. Uncomplicated gameplay. A high price when compared to the identical PlayStation and Saturn versions. So how come *Bust-A-Move 2* got such a high mark? Because it's just insanely playable!

64 MAGAZINE SIZZLER

91 percent

CHAMELEON TWIST



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.

64 percent

CLAYFIGHTER 63⅓



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.

08 percent

CRUIS'N USA



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.

22 percent

DARK RIFT



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.

47 percent

DIDDY KONG RACING



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 that you really need to have.

86 percent

DOOM 64



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.

70 percent

DORAEMON



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. We say Don'traemon.

30 percent

DUAL HEROES



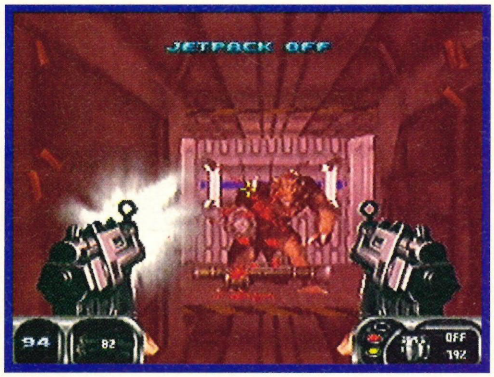
PUBLISHER: Hudson Soft REVIEWED: Issue 9 PRICE: Import

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. Stop the insanity – avoid this game.

20 percent

DUKE NUKEM 64

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 it's 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, but it's still gruesomely entertaining.

84 percent

EXTREME G



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.

80 percent

F1 POLE POSITION



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.

63 percent

FIFA 64



Publisher: EA Sports | Reviewed: Issue 2 | Price: £29.99

Hhhhuurkhhh-phtuii! Footballers are well known for their gobbing – and the chances are that 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.

20 percent

FIFA: ROAD TO WORLD CUP '98



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.

80 percent

FORSAKEN

Publisher: Acclaim | Reviewed: Issue 14 | Price: £59.99





Iguana UK's debut N64 game is a genuine smash – a first-person blaster that looks spectacular and offers lots of challenge as you rid the world of evil robots. Great gameplay, intelligent enemies and a deathmatch game – what more could you want?

64 MAGAZINE SMALER

93 percent

FIGHTER'S DESTINY



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.

80 percent

THE GLORY OF ST ANDREWS



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.

10 percent

G.A.S.P!! FIGHTERS' NEXTREAM



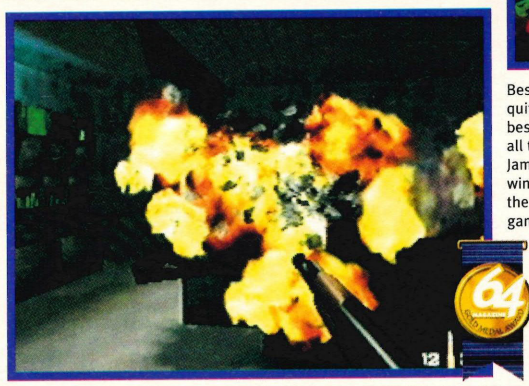
Publisher: Konami | Reviewed: Issue 13 | Price: Import

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.

70 percent

GOLDENEYE

Publisher: Nintendo | Reviewed: Issue 5 | Price: £49.99





Best game on the N64 and quite possibly one of the best videogames games of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multiplayer deathmatch. If you own an N64, then you just *have* to have this game!

95 percent

GT 64



Publisher: Ocean/Infogrames | Reviewed: Issue 16 | Price: £59.99

A racing game needs to combine speed and control, but while *GT 64* just about manages the former, the latter is lacking. Despite having a set of customisation options, the cars are just too unwieldy, and the computer-controlled opposition is completely brainless. *GT 64* isn't bad visually, but the limited number of tracks and lacklustre presentation don't help matters.

64 percent

HEXEN



Publisher: GT Interactive | Reviewed: Issue 5 | Price: £59.99

A *Dungeons & Dragons*-style takes on *Doom*, although unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, and an abundance of nasty brown textures makes everything blend together on screen with 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.

30 percent

ISS 64



Publisher: Konami | Reviewed: Issue 3 | Price: £34.99

Now that *ISS '98* has been reviewed this is only the second best N64 footie sim around, but at £34.99 it's definitely worth buying. Footie purists maintain the Japanese original – *J-League Perfect Striker* – is slightly better, but *ISS 64* is great example of the Beautiful Game. Another essential purchase – and it's now at a low price! Buy it now – why are you waiting?

93 percent

ISS '98

Publisher: Konami | Reviewed: Issue 16 | Price: Import





What a game! *ISS '98* accomplishes the very tough task of improving on its predecessor, with souped-up gameplay, improved player control and dozens of new minor flourishes. Make up for World Cup disappointment by getting this game!

64 MAGAZINE SMALER

94 percent

J-LEAGUE DYNAMITE SOCCER



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.

44 percent

JEOPARDY!

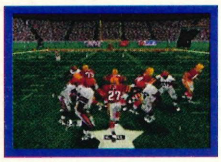


PUBLISHER: Take 2 REVIEWED: Issue 14 PRICE: Import

Answer: abysmal, appalling, a travesty of videogame programming, major league suckage, more pants than Marks & Sparks. Question: what is *Jeopardy!*? This N64 conversion of a quiz show that nobody in Britain has ever seen (with good reason) is truly ghastly; useless visuals, America-only questions and all the appeal of a herpes sore. If you see it, warn the authorities!

30 percent

JOHN MADDEN 64



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.

76 percent

KILLER INSTINCT GOLD



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*.

70 percent

LYLAT WARS/STARFOX 64



PUBLISHER: Nintendo REVIEWED: Issue 5 PRICE: £59.99

One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the N64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the duff UK title) it's that it is a bit on the easy side – seeing even the hardest worlds isn't that much of a task once you know how to reach them.

88 percent

MACE: THE DARK AGE



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.

70 percent

MARIO KART 64



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 multiplayer racing, though!

78 percent

MISCHIEF MAKERS



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.

82 percent

MORTAL KOMBAT 4



Publisher: GT Interactive Reviewed: Issue 16 Price: Import

The ketchup-filled old favourite finally gets a 3-D makeover, and is a vast improvement on the previous few *Mortal Kombat* games. While the 3-D aspect is pathetically under-explored, the action is fast and smooth, and the bizarre nature of the combat makes it instantly appealing. It does work better as a two-player game, but even so is still the best fighter on the N64.

86 percent

MK MYTHOLOGIES: SUB-ZERO



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*. No accounting for taste!

46 percent

MORTAL KOMBAT TRILOGY



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.

32 percent

MULTI RACING CHAMPIONSHIP



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?

52 percent

MYSTICAL NINJA STARRING GOEMON



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!

85 percent

NAGANO WINTER OLYMPICS



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!

65 percent

NBA COURTSIDE

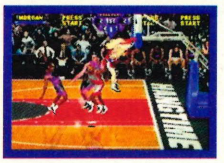


PUBLISHER: Nintendo REVIEWED: Issue 14 PRICE: £49.99

Featuring the endorsement of basketball sensation Kobe Bryant, the first game for Nintendo's new Nintendo Sports label is easily the best basketball sim on the machine, not that the competition is all that dazzling. However, like *1080° Snowboarding*, Nintendo's other recent sports sim, *Courtside* is oddly lacking in 'soul', for want of a better word – it's competent, but somehow mechanical.

85 percent

NBA HANGTIME



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!

45 percent

NBA PRO '98

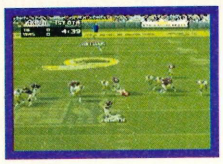


PUBLISHER: Konami REVIEWED: Issue 12 PRICE: £59.99

Although it's outmatched by Nintendo's *NBA Courtside*, *NBA Pro '98* still offers some fun – that is, if you can get over the fact that the graphics are fuzzier than a police station. This does bring down the game's appeal quite a bit, but if you're prepared to persevere, some ball-bouncing entertainment can be had, espcecially if you can drum up three other people to play against.

70 percent

NFL QUARTERBACK CLUB '98

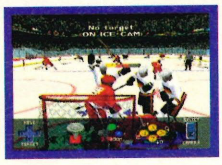


Publisher: Acclaim | Reviewed: Issue 7 | Price: £59.99

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.

80 percent

NHL BREAKAWAY '98

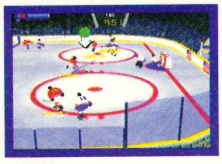


Publisher: Acclaim | Reviewed: Issue 12 | Price: £59.99

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 multiplayer 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.

85 percent

OLYMPIC HOCKEY '98



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.

70 percent

PILOTWINGS 64



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?

74 percent

PUYO PUYO SUN 64



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!

87 percent

PUZZLE DAMA



Publisher: Konami | Reviewed: Issue 16 | Price: Import

Very similar to *Puyo Puyo Sun* in play, *Puzzle Dama* does have enough individual quirks to make it more than just another clone. Not least of these are the additional subgames, which include a Puzzle-solving mode and even a ten-pin bowling simulator! If you don't like weird Japanese characters you'll be allergic to this, but if you do it's amusingly bizarre entertainment.

80 percent

QUAKE



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!

88 percent

QUEST 64



Publisher: THQ | Reviewed: Issue 16 | Price: Import

A disappointing attempt at a role playing game, *Quest 64* suffers from being so simplistic that it fails to involve the player. Character interaction is practically non-existent – all you do is wander from town to town, getting into random fights with silly-looking monsters and occasionally running into a boss who must be defeated in order to progress. It looks good, but gets very tedious.

56 percent

RAMPAGE



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.

80 percent

ROBOTRON 64



Publisher: GT Interactive | Reviewed: Issue 11 | Price:£59.99

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!

81 percent

SAN FRANCISCO RUSH



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.

70 percent

SHADOWS OF THE EMPIRE



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* all that 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.

58 percent

SIM CITY 2000



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.

60 percent

SNOWBOARD KIDS



Publisher: THE Games | Reviewed: Issue 11 | Price: £39.99

A surprisingly enjoyable little game, which for a short 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.

83 percent

SUPER MARIO 64



Publisher: Nintendo | Reviewed: Issue 1 | Price: £49.99



Banjo-Kazooie might outshine *Mario 64* in all respects, but that doesn't mean the N64's first game isn't worth playing. The first game of its type – and still one of the best – *Mario 64* shows you just why Nintendo has its reputation for great gameplay.

92 percent

TAMAGOTCHI WORLD



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.

66 percent

TETRISPHERE



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.

70 percent

TOP GEAR RALLY



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 and detailed courses with variable weather conditions, customisable paint jobs 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!

85 percent

TUROK: DINOSAUR HUNTER



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.

70 percent

WAVE RACE 64

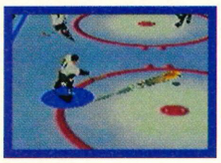


PUBLISHER: Nintendo REVIEWED: issue 1 PRICE: £59.99

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.

83 percent

WAYNE GRETZKY'S 3-D HOCKEY

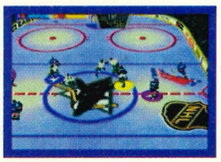


PUBLISHER: GT Interactive REVIEWED: Issue 5 PRICE: £59.99

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!

78 percent

WAYNE GRETZKY'S 3-D HOCKEY '98



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 comes in updated player stats and teams, so it's one for ice hockey completists only.

78 percent

WAR GODS

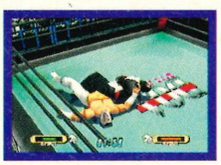


PUBLISHER: GT Interactive REVIEWED: Issue 6 PRICE: £59.99

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.

40 percent

WCW VS NWO WORLD TOUR



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!

83 percent

WETRIX



Publisher: Ocean Reviewed: Issue 16 Price: £49.99

When is *Tetris* not *Tetris*? When it's submerged under several feet of water! Although *Wetrix* does feature falling blocks, it's an entirely different game type to the Russian puzzler. The object is to prevent water escaping by building up walls to dam it in, a process made harder by falling bombs and earthquakes. Once you get the hang of it, *Wetrix* is very addictive.

86 percent

WHEEL OF FORTUNE



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.

30 percent

WILD CHOPPERS



PUBLISHER: Seta REVIEWED: Issue 9 PRICE: Import

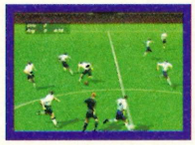
A sort of 3-D version of the old *Desert Strike* games, Seta's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

70 percent

WORLD CUP '98



PUBLISHER: EA Sports REVIEWED: Issue 14 PRICE: £54.99



EA Sports have finally hit their stride with *World Cup '98*. The official game of the French event, *WC '98* is easily on a par with Konami's *ISS 64* in terms of gameplay, so if you want to relive/avenge your team's victory/defeat, you can do it at home!

64 MAGAZINE SIZZLER

93 percent

WORLD SOCCER 3



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. Could be rendered obsolete by *ISS '98*, though...

86 percent

YOSHI'S STORY



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 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.

79 percent

64 MAGAZINE NEXT ISSUE



Lizard King!

You want to read the exclusive review of *Gex: Enter The Gecko*? Then there's only one place to go, and that's 64 MAGAZINE!

EXCLUSIVE

ISS '98

We reviewed the Japanese version a couple of months back – how will the Ince-endorsed British version turn out?

Glover

Let's have a big hand for the glovely fella who's going to give other puzzle games the finger!

F1 World Grand Prix

Nintendo's Formula 1 game makes a surprise early appearance – is it a McLaren or an Arrows?

Mission: Impossible

It didn't turn up in time for this issue, but that gives us all the more time to play it for next issue's full review – and provide you with the complete solution!

ALSO REVIEWED: *Cruis'n World*, *Rakuga Kids*, *Chopper Attack*, *Super Robot Spirits*, *Choro Q*, *Virtual Chess*, *Buck Bumble* and whatever other silicon fish we catch in our journalistic drift nets!

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Dead pool this issue: Puff Daddy for brutalising a perfectly good Jimmy Page riff; whichever corporate bonehead closed the Blimpie by our offices; that annoying continuity announcer on Sky who thinks she's just sooooo funny.

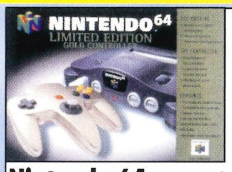
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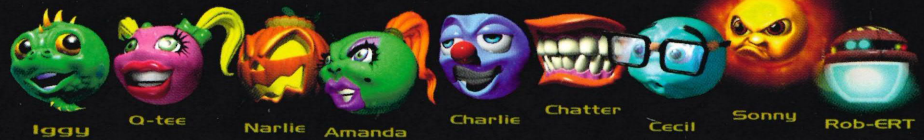
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