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THE FIRST AND BEST NINTENDO 64 MAG!

ISSUE 19 £3.95

64 MAGAZINE

NEW LOOK

PAGE 32

ZELDA 64
ADVENTURE OF A LIFETIME?



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All The Hottest New N64 Games!

ULTRA-VIOLENT!

TUROK 2
Goriest game ever – and we've got the pictures!

PERFECT DARK
The Goldeneye team's next game – sheer perfection!

CASTLEVANIA
Vampires stalk the living in Konami's whip-cracking adventure!

JET FORCE GEMINI
Die, bug, die! Exterminate all aliens in Rare's new game!

PLUS! EVEN MORE COOL STUFF INSIDE! CHECK OUT THIS LOT...



POKEMON STADIUM
JAPANESE MONSTER HIT REVIEWED: CLASSIC OR CACK?

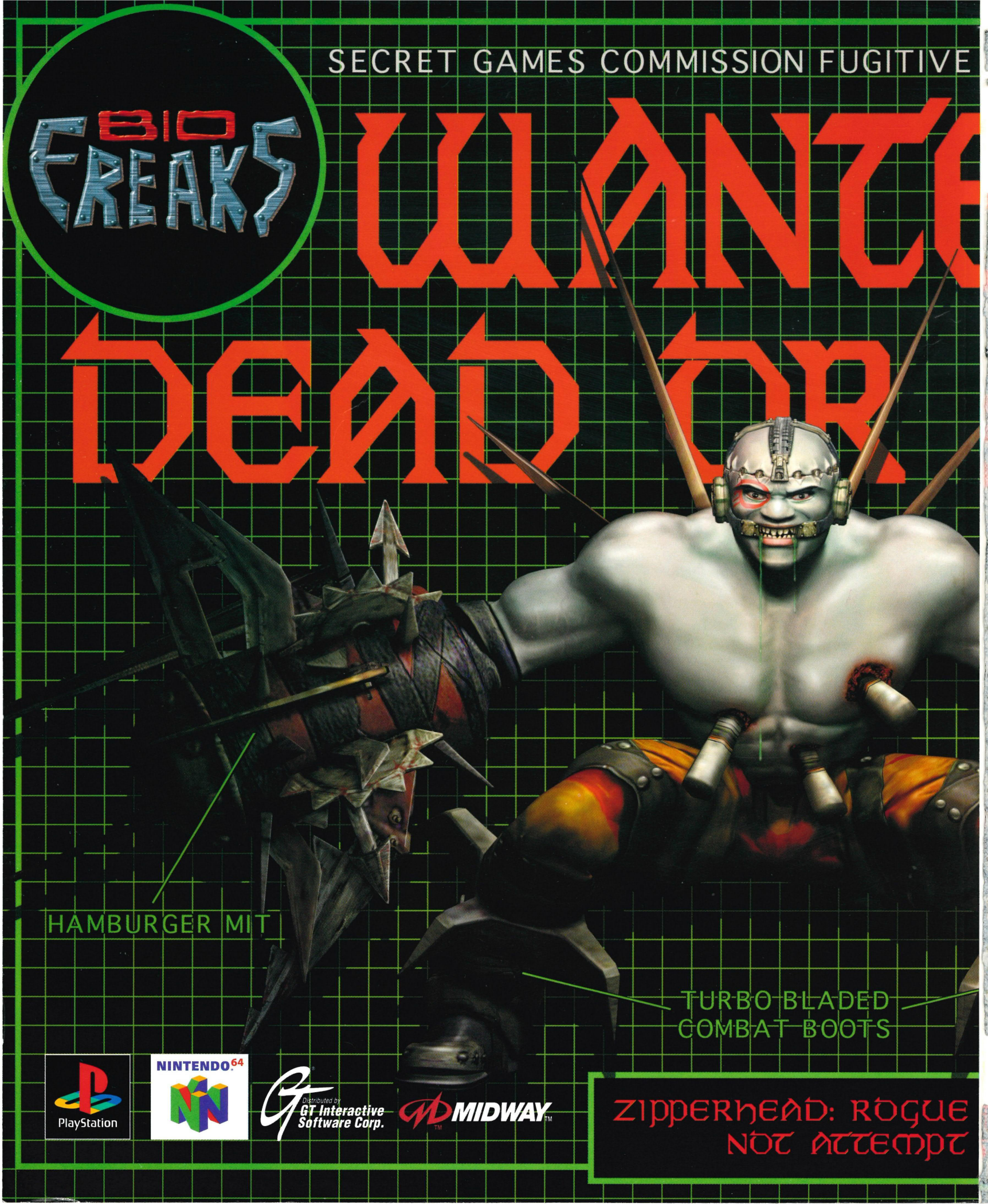


DUKE NUKEM ZERO HOUR
PUT THE BOOT IN! THE KING OF CARNAGE IS BACK IN TOWN!

SECRET GAMES COMMISSION FUGITIVE

BIO FREAKS

WANTED DEAD OR



HAMBURGER MIT

TURBO BLADED COMBAT BOOTS

PlayStation

NINTENDO 64

Distributed by GT Interactive Software Corp.

MIDWAY

ZIPPERHEAD: ROGUE NOT ATTEMPT

NVESTIGATIONS

ED: ALIVE

(OR IN PIECES)

"The best beat 'em up on the N64."
64 Magazine, July '98

"The finest fighting game available for the system."
VSIXTYFOUR, July'98



SPIKE-O-MATIC

FREAK, IF SEEN DO
TO RESTRAIN HIM, MAIM HIM.

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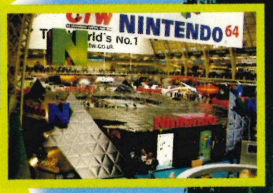
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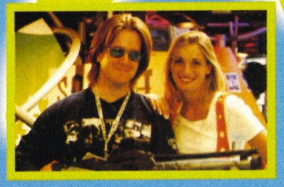
64 MAGAZINE

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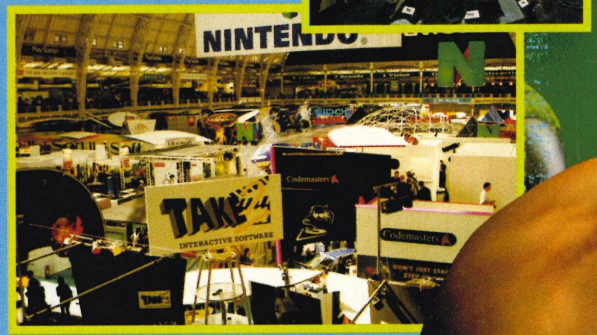
ECTS REPORT

16 The roundup of all the Nintendo action at Europe's biggest games show.











20 The ultra-sequel is here – and it's the most gruesome game of all time!

TUROK 2: SEEDS OF EVIL

REVIEWS

POCKET MONSTERS STADIUM

50 In Japan, this has been Nintendo's biggest hit for ages – but is it actually any cop?



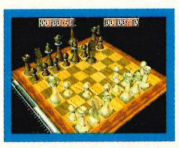
MORTAL KOMBAT 4

UK 56 The blood-spurting warriors are back. Again. It's like *Lethal Weapon 4* without the pregnancies.



VIRTUAL CHESS

54 Fancy a bit of pawnography as you play with your bishop? It's chess. Virtually.



BIO FREAKS

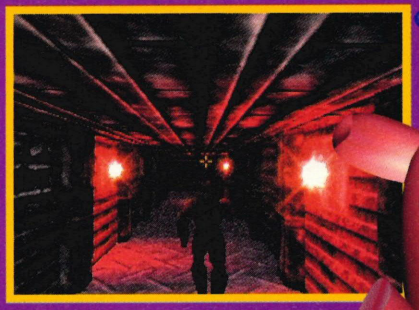
UK 58 Another blood-soaked beat-'em-up with comedy amputations. Brutal violence – it's a right old larf!



ntents







64SIGHT

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The most gory game ever!

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What the *Goldeneye* gang did next...

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Save the world with a rocket-powered dog!



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The worm returns!



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Or *Zelda 64*, to its mates.

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Children of the night... shut up!

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Mutants ahoy! Time to save the world again.

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Move your body – before it's eaten!



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At least they're not escaped mink...

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Limb-lopping and head-chopping the easy way – we've got all the right moves!

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The only guide you'll ever need to all the games on the N64!

98 Next Issue
More reliable than tarot cards (hopefully).

EDITORIAL

Every N64 gamer has their own personal wish list of things they'd like to see happen in the world of Nintendo, and high on pretty much everybody's list has to be 'cheaper games'. Well, wishes can come true. Nintendo announced price cuts across the board at the recent ECTS show in London, games now starting at less than £30 and (more importantly) brand new top-rated titles like *F-1 World Grand Prix* and *F-Zero X* weighing in at just £39.99.

For the first time, the N64 has world-beating games on sale at a price that's actually lower than many PlayStation titles! It's not quite an impulse purchase level, but very few games are these days, and the opportunity to pick up the 94%-rated *F-1 WGP* for the price of a good night out can't be bad. And if you've got a choice this Christmas between yet another tired Lara Croft sequel or the spectacular, mould-breaking *Legend Of Zelda*, which one would you pick?

As for the N64 itself, Nintendo is strenuously denying that it has any plans to lower the console's price further, but then it also did that the last time it cut the machine's price, right up until the morning it happened. Sony certainly seems sure that a drop to £79.99 is on the cards, and is already planning a counterattack. Since the N64 is currently being flogged for the equivalent of £80 in other major markets like the US and Germany, slicing another £20 off the console's UK price would give Nintendo's new European division instant credibility *and* put the N64 in position to boot the PlayStation off the top of the hardware sales chart this Christmas.

Whatever happens, one thing's for sure – N64 gamers all come out winners!

Andy McDermott, Editor



the 64 showcase

news peripherals advice • hot new items of interest



THE PRICE IS RIGHT

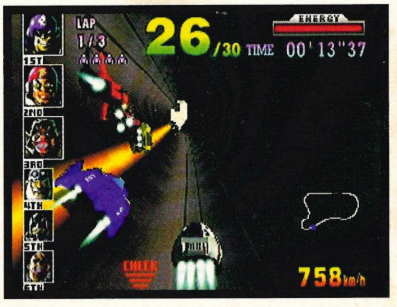
Nintendo slashes game prices!

The old refrain that 'N64 games are too expensive', which was certainly heard around these parts on many occasions, has been thrown in the dustbin of history once and for all. At the ECTS event (see page 16 for the full show report) Nintendo announced that all its future releases would be at new, lower prices – even the most expensive games will be no more than £49.99!

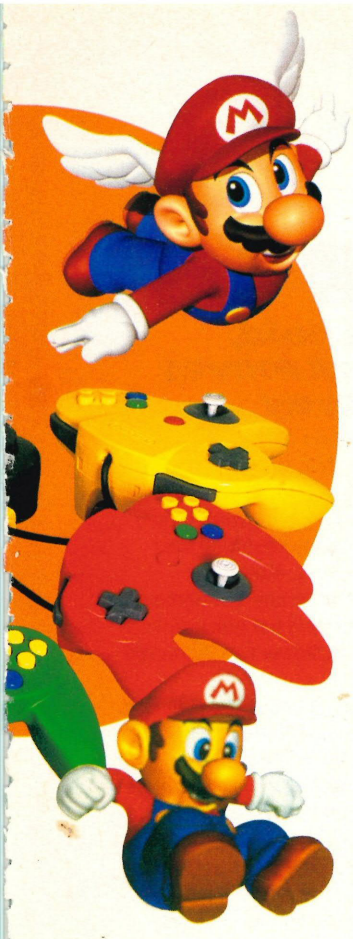
The new titles at the £39.99 price point are *F-1 World Grand Prix*, *1080° Snowboarding*, *F-Zero X* and *Waialae Country Club Golf*. Slightly more expensive, at £49.99, are *The Legend Of Zelda: The Ocarina Of Time* and *Star Wars: Rogue Squadron*.

As well as lower prices for new games, many of Nintendo's older titles are also having a few notes lopped off the cost. Games reduced to £39.99 are *Shadows Of The Empire*, *Wave Race*, *Mario Kart 64*, *Diddy Kong Racing*, *Top Gear Rally*, *Yoshi's Story* and *Pilotwings*. A tenner cheaper still, at just £29.99, are *Blast Corps*, *Mischief Makers*, *Tetrisphere*, *Cruis' n USA* and *NBA Courtside*.

Several other companies had already dropped their prices before Nintendo's announcement. The most significant lower-price games are Konami's *ISS '98* (which scored 95% last issue, and the sobriquet of 'the greatest football game in the world – ever!') and Acclaim's ultra-hot *Turok 2: Seeds Of Evil*, both of which cost just £39.99.







Pak It In!

N64 MEMORY EXPANSION CONFIRMED

Nintendo has dispelled the many rumours about the N64's memory-boosting Expansion Pak by confirming that it will be selling the add-on this November. A price has yet to be decided, but the American price is $29.99, so something around the £20-£25 mark is likely.



Also up in the air at the moment is the name – at the time of writing, Nintendo hadn't decided whether or not it was going to give the Expansion Pak a more exciting title. Booster Pak and Power Pak are apparently among the front runners, but with Nintendo's history of not-terribly-exciting product names, it's possible that Expansion Pak might be the final name.

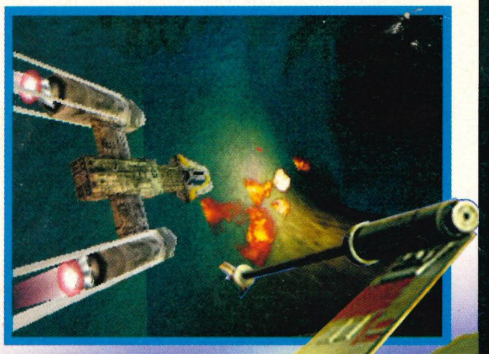
So far the only games confirmed as Expansion Pak (or whatever) compatible are *Star Wars: Rogue Squadron* (see below) *Turok 2: Seeds Of Evil* and *XG2*, with *Duke Nukem: Zero Hour* and *NFL Quarterback Club '99* also likely to make use of it. This list will undoubtedly grow very quickly, since the difference an extra 4Mb of memory can make to a game has to be seen to be appreciated!

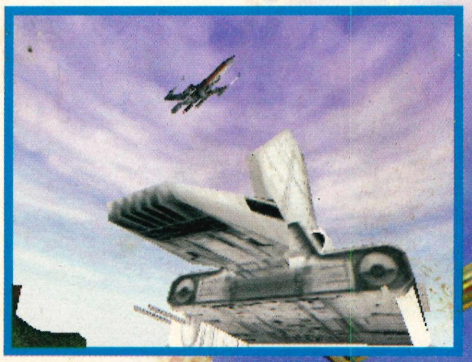
STAR WARS GETS BIGGER

Rogue Squadron adds hi-res mode

Star Wars: Rogue Squadron, due for a pre-Christmas release, will be the first game from Nintendo to support the Expansion Pak. Versions of the game at ECTS were running with the memory expansion installed, as we discovered when we took a sneaky peek at one of the machines. With the Expansion Pak installed, the game runs in hi-res mode, and very nice it looks too.

Although Nintendo announced across-the-board price cuts, *Rogue Squadron* will go on sale at £49.99, rather than the £39.99 price of almost every other Nintendo game. The official line is that this is because of the cost of the *Star Wars* licence... but maybe, just maybe, there's a plan for a *Lylat Wars*-style package deal to include the Expansion Pak with the game? Nintendo had no comment to make on this, but we'll keep you informed about what happens...





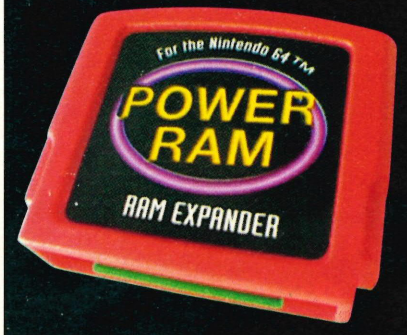


POWER PACKED

Datel releases first extra memory pack

Although Nintendo has now confirmed that it will be releasing the Expansion Pak in November, that hasn't stopped other manufacturers from stealing a march on them. The first third-party RAM expansion to arrive in the 64 MAGAZINE offices is Datel's Power RAM unit, which should be available in game shops by the time you read this, and retails for £29.99.

We did discover one slight design glitch – unlike the Jumper Pak, which sits in the expansion port of the N64, the Power RAM doesn't have a 'hook slot' in the back. This makes it rather hard to take out again!



Controller Cut

NINTENDO'S JOYPAD PRICES PLUNGE

As if cutting the prices of games were not enough, Nintendo also announced that it has lopped a tenner off the price of its controllers. The N64 pads have always been the Rolls-Royce of controllers, but with a price to match, allowing other manufacturers to undercut Nintendo with their own pads. Now, the new £19.99 price means that the best pad on the market is available at a very wallet-friendly price!





DDELAYED

To the surprise of absolutely nobody, Nintendo has announced that the release of the 64DD add-on is to be put back again. The Japanese launch of the troubled disk drive, already having slipped from July into the wilderness of a late 1998 'to be confirmed', will now not appear until at least June 1999.

Nintendo is citing a lack of software for the delay, which is hardly surprising – most of the original 64DD line-up has been moved onto cartridge. This means that a Western release for the gadget before the turn of the millennium is pretty unlikely.

LEGO OF THE WHEEL!

Lego enters software game

N64 owners can look forward to reliving their childhood when *Lego Racers* is released. The 3-D racing game uses a multiple-view perspective, with every element within the game based upon Lego themes. There are 12 tracks, with names like Dark Forest Dash, Magma Moon Mountain and Tribal Island Trail, split between four themed worlds – Pirates, Castle, Space and Adventurers.

You can create your own driver, as well as design and construct a racing car in the Lego garage. After this, it's time to hit the road and pit your driving skills against five challengers.



GECKO HEAVEN

New Gex game on the way!

No sooner does *Gex: Enter The Gecko* put in an appearance, than the sequel is already on the way. *Gex 4* has the lizard-of-all-trades taking on the personas of even more famous characters, and this time the costumes actually make a difference to the gameplay. Little Red Riding Gex can glide along on his (her?) cape, Gexules can use his mighty muscles to smash down walls, and Sherlock Gex gets to use his magnifying glass to size-changing effect. No word on whether he can incinerate ants with it, though.

The voice of Gex (Leslie Philips over here, Dana 'who he?' Gould in the States) is joined next time around by *Baywatch* star Marliece Andrada, who plays the glamorous Agent Xtra. Double entendres a-go-go, we reckon! Watch out for *Gex 4* sometime next year.



hOlD iT!

ODT on hold, Wipeout moves to Midway

Psygnosis' action RPG *ODT* has been put on hold, following all manner of corporate goings-on at the Liverpool company. Rumours of a buyout from parent company Sony shook up the company's N64 plans. Although Psygnosis has now issued a statement saying the company is not going to be bought, regular business was disrupted for a time.

Wipeout 64, Psygnosis' first N64 title, will no longer be distributed by the company itself, but will be handled worldwide by Midway. In the UK, where Midway has no real presence, the distributor of the game has yet to be announced at the time of writing. GT Interactive has in the past handled Midway's products, but nothing has been confirmed yet.

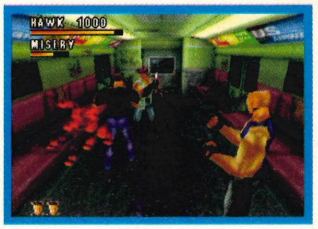
Where this leaves the French-developed *ODT* is uncertain, but from what we're told, work on the game has been suspended until the business situation is fully resolved. As soon as we find out what's going on, we'll fill you in.



FORCE FARCE

Fighting Force 64 gets punched out

Eidos' *Fighting Force 64*, previewed last issue, has had its release date put back. This is rather annoying for us, since we were planning to review it this issue! Although the game will appear in America this year, the UK release now won't be until at least the early months of 1999.







Run The Gauntlet

Gauntlet Legends, the updated version of Atari's classic four-player *Gauntlet* series is due for release in arcades later this year. A version of the 3-D sword and sorcery epic quest is being developed for the N64.

The game has many of the elements from *Gauntlet* and *Gauntlet 2*, with the four main character types returning for the modern version (Barbarian, Wizard, Elf and Valkyrie). Mountain, Castle, Forest and Pyramid are the four main worlds in *Gauntlet Legends*, with two main boss levels at the end.



OWEN ME, OWEN



Michael Owen scores for N64

Eidos' *Fighting Force* might be on hold, but they have another N64 game that is well and truly under way. *Michael Owen World League Soccer '99*, featuring the endorsement of Liverpool's finest, is being developed by Silicon Dreams for Eidos. The game is set to appear early in 1999, and has the potential to rival *ISS '98* for the soccer top slot. We'll give you additional commentary when it becomes available.

YOU, AH-HAH



ADVERTISMENT



COMPETITION

WIN A NINTENDO 64 STORAGE DEVICE!

Trouble keeping your N64 and all its games in order? You need a Console Tidy! If it's storage for your console or your games, Cornmeer Services are the people to call. You can get hold of them on (0800) 389 9094.

The Console Tidy comes flat packed, can be built in approximately ten minutes and can save you hours of searching for that elusive game (that's probably next to those soiled pants under your bed!) Everything that you need for a serious session on your console has a neat little cubby hole in which it can be stored. There's one for games, one for your pads and memory cards, a sliding shelf for the actual console, and most importantly one to keep your copies of 64 MAGAZINE on. The price for this wooden saviour is only £29.99.

There are 35 of these Console Tidys to give away to readers. So simply answer the following question correctly and you could win one of these parent-pleasing cabinets.

Question: What is the name of Mario's brother?

Write your answer on a postcard (or a sealed envelope) and then send it to: *Clean Up Competition, 64 MAGAZINE, Tidy Cabinet Comp (6419), Cornmeer Services, 2 Quad East, Warne Rd, Western-Super-Mare BS23 3UU.* Entries must arrive by 29 October.

[NB: Do not send entries to the editorial address]

Gamewatch

Now arranged in handy month-by-month format, Gamewatch – compiled as always by Department 1 – is the definitive list of upcoming games from all around the world. If you want to know what games are coming out and when, then look no further! The British game releases are highlighted for your convenience, putting an end to 'hey-that-looks-good-oh-feck-it's-Japanese' misery. Whatever you're looking for, you should be able to find it here in Gamewatch – it's the most accurate release list in the world!

• Release dates are subject to change without notice. As Han Solo once said, "It's not my fault!"

In association with Department 1

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

OCTOBER '98

Battle Tanx	US	20
Bio Tetris	Jap	TBC
Body Harvest	US	21
Bomberman Hero	**UK**	**05**
Buck Bumble	**UK**	**TBC**
Buck Bumble	US	01
Charlie Blast's Challenge	US	23
City Tour Grand Prix GT64	Jap	10
Deadly Arts GASP	US	06
Earthworm Jim 3D	**UK**	**TBC**
F-Zero X	**UK**	**28**
F-Zero X	US	27
Fighting Force 64	US	20
Gex: Enter The Gecko	**UK**	**02**
Golden Nugget	US	20
Holy Magic Century	**UK**	**TBC**
Let's Smash	Jap	09
NFL Blitz '98	**UK**	**02**
NFL Quarterback Club '99	**UK**	**TBC**
NHL '99	US	28
Penny Racers	US	23
Predator Racing	US	01
Roadsters '98	US	20
SCARS	**UK**	**TBC**
Space Station: Silicon Valley	US	20
Starshot	**UK**	**30**
Tonic Trouble	**UK**	**TBC**
Turok 2: Seeds Of Evil	US	21
Twisted Edge Snowboarding	**UK**	**05**
VR Pool 64	US	20
WCW/NWO: Revenge	US	16
XG2	**UK**	**14**

NOVEMBER '98

64 Oozumo 2	Jap	TBC
Body Harvest	**UK**	**13**
Body Harvest	US	18
Buck Bumble	Jap	TBC
Bust-A-Move 3	**UK**	**TBC**
Charlie Blast's Challenge	**UK**	**TBC**
Earthworm Jim 3D	US	20
Extreme-G 2	**UK**	**TBC**
Extreme-G 2	US	20
FIFA '99	**UK**	**TBC**
FIFA '99	US	23
Fox Sports College Hoops '99	US	10
Glover	**UK**	**TBC**
Glover	US	03
Knife Edge	**UK**	**TBC**
Madden '99	**UK**	**TBC**
Micro Machines 64 Turbo	**UK**	**TBC**
Micro Machines 64 Turbo	US	25
Milo's Astro Lanes	US	20
NBA Jam '99	**UK**	**TBC**
NBA Jam '99	US	04
NBA Live '99	**UK**	**TBC**
NBA Live '99	US	11
NFL Quarterback Club '99	**UK**	**TBC**
NHL Breakaway '99	US	20
NHLPA Hockey '99	**UK**	**TBC**
Nightmare Creatures	US	11
Onegai Monsters	Jap	TBC
Rally Racing	US	19
Rat Attack	US	20
Rayman 2	**UK**	**TBC**
Rayman 2	US	24
Roadsters '98	**UK**	**TBC**
Rush 2: Extreme Racing	**UK**	**TBC**
Rush 2: Extreme Racing	US	18
SCARS	**UK**	**TBC**
SCARS	US	17
Sim City 64	**UK**	**01**
Space Station: Silicon Valley	**UK**	**TBC**
Superman	**UK**	**TBC**
Superman: The Animated Series	US	17
Survivor Day One	US	20
Tonic Trouble	US	16
Tonic Trouble	Jap	TBC
Top Gear Overdrive	US	17
Turok 2: Seeds Of Evil	**UK**	**7**
Twisted Edge Snowboarding	US	11
V-Rally 64	**UK**	**TBC**
V-Rally 64	US	06
Wipeout 64	**UK**	**TBC**
Wipeout 64	US	16
Zelda: Ocarina of Time	US	24
Zelda: Ocarina of Time	Jap	14

DECEMBER '98

Airboardin' USA	US	01
Bokujou Monogatari	Jap	TBC
Bust-A-Move 3	US	20
Chameleon Twist 2	US	TBC
Doraemon 2	Jap	TBC
FIFA '99	US	09
Fighting Force	US	17
Penny Racers	US	04
Quake 2	US	09
Shadowgate 64	US	16
Shadowgate 64	Jap	TBC
South Park	US	02
Top Gear Rally 2	**UK**	**31**
Wipeout 64	**UK**	**31**

1999

4x4 Mud Monsters	US	Jan
All-Star Baseball 2000	US	Apr
All-Star Tennis '99	US	Mar
F1 Pole Position 2	US	Jan
Hybrid Heaven	US	Mar
Hype:The Time Quest	US	Jan
In-Fisherman Bass Hunter 64	US	Jan
Rugrats	US	Jan
Twelve Tales: Conker 64	US	Jan
Vigilante 8	US	Feb

NO CONFIRMED RELEASE DATE

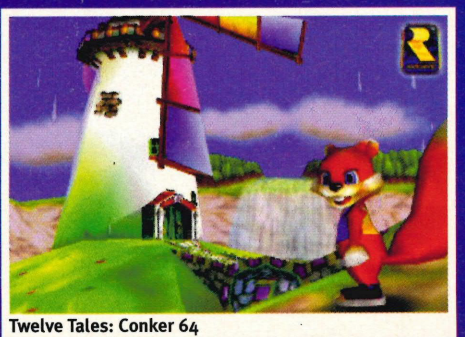
Castlevania 64	Jap	TBC
Duke Nukem: Zero Hour	**UK**	**TBC**
Jet Force Gemini	UK	TBC
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	US	TBC
Mother 3	Jap	TBC
Nuclear Strike	**UK**	**TBC**
ODT	**UK**	**TBC**
ODT	US	TBC
Perfect Dark	**UK**	**TBC**
Road Rash 64	**UK**	**TBC**
Top Gear Overdrive	**UK**	**TBC**
Twelve Tales: Conker 64	**UK**	**TBC**
Wetrix 2	**UK**	**TBC**



SCARS



Penny Racers



Twelve Tales: Conker 64

Where we test N64 add-ons to destruction!

GIZMOS & GADGETS

Thunder Pad

£14.99 • Logic 3 • (0181) 902 2211



Remember the strange rubberised coating on the last Trident pad? Well the coating is gone, the pad is now black and... well, that's about it! The pad still performs well, and the lack of the nasty spongy texture (sorry, it had to be said) makes the whole thing a lot more pleasant to hold.

Strangely, the new pad has an analogue stick with a rotating top which can mean your thumb slips off if you don't hold it exactly right. Apart from this niggle though, the pad is durable, responsive and at a very decent price.

64 Magazine rating:



G64 Controller

£19.99 • Gamester • (01992) 503133

Another pad that's had a facelift – this one has a clear casing, allowing you to see for yourself the wonders that happen inside.

The internal layout is nice with an attractive red, green or blue PCB. The scary thing is that it's apparent that the analogue stick seems to operate along much the same lines as a clothes-peg!

Performance-wise, this pad can't really be faulted although the centre prong is possibly a little too short for people with large hands. However, the moulded underside more or less makes up for this.

Features include autofire, turbo and a totally useless 'slow motion' button. All in all, a nice responsive pad.

64 Magazine rating:





WIN!

We've got 15 G64 joypads to give away, courtesy of Gamester. The prizes come in black, grey and clear – and no, you don't get to choose which colour you want, since the whole thing would degenerate into a Tarantino-style argument about who gets black.

All you have to do to be in with a chance of winning a G64 is answer this simple question...

Which member of the 64 Magazine team has girlie hair?

A: Elvis-hair Andy B: Tintin-hair Nick C: Girlie-hair Roy

Send your answer to *G64 compo, 64 Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS*, making sure it gets here before 5 November.

64 MAGAZINE CHARTS

In association with GAME

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Chart Comment

F-1 World Grand Prix smashes straight in at the top of the charts, despite only having been on sale for about three seconds before we went to press, closely followed by *ISS '98*. The rest of the chart is a churning mass with a lot of re-entries mixed in with the new titles, showing the the N64 market is a lot less predictable than its PlayStation equivalent. Next month will see the arrival of *Mission: Impossible* – will people fall for the hype?

Chart Compo

At last, we have a winner! Tim Russell of Gloucester correctly predicted this month's top three games, and for his trouble wins himself a £50 voucher to spend as he chooses at his local branch of GAME. If you want to win next month, send your top three predictions to us by 16 October!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	F-1 World Grand Prix	Nintendo	94%
2	–	ISS '98	Konami	95%
3	1	Banjo-Kazooie	Nintendo	95%
4	4	Goldeneye	Nintendo	95%
5	2	World Cup '98	EA Sports	93%
6	7	Mario Kart 64	Nintendo	78%
7	6	Diddy Kong Racing	Nintendo	86%
8	19	Turok: Dinosaur Hunter	Acclaim	70%
9	–	Yoshi's Story	Nintendo	79%
10	3	GT 64	Infogrames	64%
11	–	Shadows Of The Empire	Nintendo	58%
12	–	WWF Warzone	Acclaim	90%
13	8	Iggy's Reckin' Balls	Acclaim	83%
14	–	Bio FREAKS	GT Interactive	82%
15	–	Lylat Wars	Nintendo	88%
16	10	Super Mario 64	Nintendo	92%
17	–	Chopper Attack	GT Interactive	79%
18	–	Top Gear Rally	Nintendo	85%
19	–	NFL Quarterback Club '98	Nintendo	80%
20	20	Wetrix	Infogrames	86%

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 on a postcard to *Chart Compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS*!

When I'm 64

COMMUNICATE!

By Post:
When I'm 64
64 MAGAZINE
Paragon Publishing
Paragon House, St Peter's Road
Bournemouth, BH1 2JS

By email:
64mag@paragon.co.uk

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?

STAR LETTER

WIN! £170 of N64 kit!

- VRF-1 STEERING WHEEL
- SFX V3 UNIVERSAL ADAPTOR
- N64 JOYPAD
- 8 MEG, 1 MEG AND 256K MEMORY CARDS
- 1 MEG JOLT PAK
- SCART, S-VIDEO AND EXTENDER CABLES



Gun Crazy

Dear 64 MAGAZINE,

Where is the N64 light gun, then? What someone should do is produce not a normal pink handgun like the inferior machines, but a black, realistic-looking shotgun affair, similar to the gun used in the arcade game *Crypt Killer*. Then Acclaim could release *Turok 3* (or whatever) which could be very similar to Sega's *Lost World* coin-op, only superior.

Someone also needs to sit Nintendo down and explain to them that people like sex, violence and bad language, especially in games.

You've explained how it would be impossible to create a demo cart. How about a demo video? It's been done in the past, and it would give people a chance to have a look at the games running. Perhaps you could include Andy or Roy providing some running commentary.

I don't mind paying the price of your magazine, as you get what you pay for, but perhaps you could make it a bit bigger. You used to include dumb-arse features to fill up space when there was a lack of games. How about including them anyway, as they were quite good!

Matthew Day, Tunbridge Wells

PS: The best part of your magazine is easily 'Dead Pool'.

Nobody has produced a light gun because there aren't any games that support one, and without games to support them nobody will make one! Until somebody like Nintendo or Konami (*Time Crisis 64*, anyone?) actually makes a gun, we're not likely to see any other gun games. By the way, the reason light guns don't look realistic is so that if you're walking down the street with one, you won't get shot in the face by police marksmen!

A video is an interesting idea, although I doubt anyone would want to hear myself (Northern mumble) or Roy (very loud excitable babbling) narrating. As for 'dumb-arse features', I'm sure there'll be more of them in issues when we have no games to review...

Don't Walk Away

Dear 64 MAGAZINE,

I am writing to you because I think that people should stop using walkthrough guides for games. For example, in issue 17 you gave away a *Banjo-Kazooie* walkthrough guide which told you where everything was. I don't see the point of this, because why go out and spend £50 on *Banjo-Kazooie* and then just use a walkthrough? It's just a waste of time and money. Otherwise it is a great mag, so keep up the good work!

Chris Cox, Cambridge

PS: In your reviews, when it says 'Controller Pak: N/A', what does it mean?

Just because a walkthrough is there, it doesn't mean you have to use it. We're not holding a gun to your head and saying "Ha! Now you will play *Banjo-Kazooie* using this book so it's all completely spoiled! Bwah hah hah HAH!"

'N/A' means 'Not Applicable' – in other words, the game doesn't need a Controller Pak.

PRIZE WINNER

STAR LETTER

Dear 64 MAGAZINE,

I am writing to ask "what the hell has happened to 64 MAGAZINE?" Without warning, the best-looking magazine gets an unnecessary facelift! You could have warned us beforehand. I walked past it twice as I thought it was a different magazine. Why change it? 64 MAGAZINE was a classy-looking mag which was completely different to the others and easily recognisable on the shelf. This was not all that had changed! The reviews, which up to issue 17 had always been high quality and left other mags looking on in envy, had also changed. Let me explain.

In issue 16 we had 12 pages of *Banjo-Kazooie* reviewed. This was perfect (I must have read it five times) and it went into everything about the game. In issue 17, *F-Zero X* was given a paltry five pages! Now I would say that *F-Zero X* is as top class a game as *Banjo* and eagerly anticipated by one and all. Don't get me wrong, your review was very good, but it wasn't your usual informative self. I'm sorry I'm whinging and going on, but I have bought every copy of 64 MAGAZINE to date and up until now all was perfect in the world. I do buy other magazines and they are starting to pick up on your ideas and standards. What concerns me is that 64 MAGAZINE is being dragged down to the standards of other magazines. Are you trying to get some of the younger readers by making 64 MAGAZINE more cartoony? I feel that 64 MAGAZINE is aimed at a more mature audience for Nintendo freaks who grew up on the NES



64 MAGAZINE: old good, new better.

ASK ANDY

People have been wondering what our illustrious editor really looks like. In actual fact, he really *does* look like the picture above. He is a living cartoon character. But that doesn't stop him from answering your questions!

Knuckles Shuffle

Dear 64 Magazine,
I was wondering whether Nintendo has any plans to bring out another type of 64DD that will be even better. I'm saying this because it's never going to be sold outside Japan, so why not make a sequel to compete against the Dreamcast?

It could have Internet access and better graphics and sound, as well as more memory. If Nintendo do make one of these then it will surely be a big hit and sell well.

Nintendo should make something like Sega's *Sonic And Knuckles*. They added a small cartridge to a game like *Sonic The Hedgehog* to upgrade the game and make it two games in one. Rare are doing something like this with *Banjo-Tooie*. These mini-cartridges would be cheaper and more efficient than using a whole new cartridge for sequels.

Could these things happen? If not, why not?
Alastair Henry, Dubai

Let's wait and see if they ever get the 64DD out, first! There inevitably will be a 'sequel' to the N64/64DD – had our 'X Generation' feature in issue 14 not finished up looking like dog vomit, that would have been our prediction for the next Nintendo machine's specifications. Oddly enough, my original sketch (done before Sega showed their new machine) for the controllers looked a lot like the Dreamcast units – not that they ended up that way...

The idea that *Banjo-Tooie* will let you plug in *Banjo-Kazooie* is only a rumour at the moment,


Banjo-Kazooie – secret stuff lurks within.

and Rare won't comment on it. Since sequels are usually bigger than the originals (*Turok 2* is four times the size of *Turok*) mini-cartridges wouldn't really work too well!

Fe-Mail

Dear 64 Magazine,
In issue 17 I read a letter from Angus who strongly disagreed with you saying the characters don't cheat on *Mario Kart*. What a load of rubbish! When playing *Mario Kart* we can only use an item such as a red shell if we pass over a power square, but the other players seem to have power-ups constantly without driving over a power square. How unfair!

I've also got a question... why are there no games for the N64 which have a female as the main character? The best deal females get is to be a sidekick, such as Kazooie. It was the same with the SNES. PlayStations have got *Tomb Raider*, an excellent game, with a female as the main character. How long will it take for Nintendo to realise that they have female players as well as males?

I bought *Banjo-Kazooie* soon after it was released, and just want to say that it is far better than *Super Mario 64* and far more challenging.
Danielle Glover, Rugby

The computer players in *Mario Kart* cheat like Robert Maxwell, and the boarders in *1080°* aren't exactly sparkling clean either. End of story.

Should Nintendo ever admit that they're working on a new *Metroid* game you'll get to see a new N64 heroine in the shape of Samus Aran, and Joanna from *Perfect Dark* is also replete with X chromosomes. Unlike Lara Croft, these action women aren't designed solely with drooling laddish gamers in mind – their heads are larger than certain other parts of their anatomy...

Man In Tartan Trousers

Dear 64 Magazine,
First of all I'm not going to write one of the many kiss-arse letters telling you how good your mag is, as their sole purpose is to get printed or to win letter of the month. Instead, I'd like to criticise the review of *Augusta Masters* (issue 17). You gave it 25%. If you'd taken the trouble to play past the second hole, you would have come to the conclusion that it is not as bad as you said. Also, you mentioned the control system – again, if you'd taken the time you would have found that and SNES. Please, please, please don't change a winning format. As the saying goes, the tyre's not flat so don't change it!
Andy Taylor, Carnforth

The tyre may not be flat, but the tread could be getting thin... Why did we change the look of 64 Magazine? Because we felt it was time, that's why! We'd been doing things in the old style for a year and a half, and to us it was starting to feel a bit stale. Rather than continually tweaking little things here and there, we decided to redo the whole thing. Far more fun!

The editorial style, on the other hand, is the same as it always was. Apart from the decision to include more 'work in progress'-type features (based on their popularity in sister magazine *Play*), the content hasn't changed. *F-Zero X* didn't get a short(ish) review because we're dumbing down, but because it arrived relatively late in the schedule when most of the magazine had been finalised.

64 Magazine still has the same people behind it – the look may have changed, but the style is the same. We're not sycophantic, smug, amateurish or full of flannel – but we *are* the only magazine you can trust!

Dear 64 Magazine,
1: I've completed *Banjo-Kazooie* and at the end it only shows three secrets. Will there be more?
2: Will *Banjo-Tooie* still be the same collecting jigsaws, and will there be new levels?
3: Why isn't there transformation in every level?
4: When will the 64DD come out?
5: Why did they call the lizard 'Gex'? People are taking the mick out of it, saying "Gex Sex."
Kelvin Case, Bath

1: I wouldn't be at all surprised to find a few more hidden surprises within *Banjo-Kazooie* when the sequel appears.
2: There definitely will be new levels, and probably a new, non-jigsawular objective.
3: Because Rare didn't want it.
4: Probably never in the UK, but Nintendo may yet surprise us.
5: And that's a problem how? I wouldn't object to being known as 'Videogaming's Mr Sex', although with a mug like mine there's not much danger of it.

Dear 64 Magazine,
1: Will *Pocket Monsters Stadium* be included with the 64GB Pak?
2: Will there be a *Metal Slug* for the N64?
3: On certain pictures of *Zelda 64*, I've seen Link standing with a coloured block around his sword, one blue and the other orange. Is this a special spell or move?
4: When is *Donkey Kong 64* coming out, and have any shots been released of it?
5: Will *Knife Edge* use a light gun, and if so will one be included with *Knife Edge* for a higher price?
6: Do you recommend *Buck Bumble*?
7: Is there a certain UK release date for *Turok 2*?
Neil Cox, Chigwell

1: It's more the other way round, as you get the 64GB with *Pocket Monsters Stadium*.
2: Nobody's said so yet, but anything is possible.
3: It's a power attack that Link can learn.
4: Only Rare know, and they're keeping very quiet about it.
5: No.
6: Roy loved it, I thought it was okay but nothing special.
7: The word from Acclaim is 10 November, though this may change.

Dear 64 Magazine,
1: Is *Mission: Impossible* worth buying?
2: When is *Banjo-Tooie* coming out?
3: Will *Banjo-Tooie* be on a 64DD disk?
4: Which is the best game of these; *Mission: Impossible*, *Mortal Kombat 4*, *Banjo-Kazooie*?
Michael Skogmann, Norway

1: No.
2: Next year.
3: Unlikely.
4: *Banjo-Kazooie*, without a doubt!



to hit the ball 100% you don't have to enter the red part of the power bar, making it less likely to be a duff shot. If you go into the red to hit it, that will most likely cause a slice or hook.

I know the game is not perfect and that people like you say "it's just golf and a good walk wasted," but the same can be said of nearly every sport and *Augusta Masters* is very playable and enjoyable. Augusta is the first in hopefully a long series of golf sims.

Stephen Wilson, Ardrossan

Roy, who wrote the review, did play through to the 18th hole. Twice. I did the full round as well. And we both still think the game is bloody awful. It's not that it's a golf game – *Leaderboard* (C64/ST) and *PGA Tour Golf* (Mega Drive) were both great games – it's that it's a *terrible* golf game!

Sega? Satan!

Dear 64 Magazine,

Beware of the Dreamcast, it is evil! Turn the Dreamcast's pad upside down and it looks like the devil. AUUGHGH!

Robert Kalisiak, e-mail



Where is your Mario now, mortal?

You know, he's got a point.

Moore Of The Same

Dear 64 Magazine,

In issue 17, Richard Piper asked about the man in the white tuxedo in *Goldeneye*, who was actually Sean Connery (as you said). He wanted to know if he is in the game. Well, I can safely say that he is, along with Timothy Dalton, Roger Moore and George Lazenby. To get them, you first have to have all 20 cheats and completed the game on all difficulties. Then you go to the 007 mode and set your health to 75, enemy health to 200 and enemy accuracy to 200. You then have to complete Aztec in under seven minutes. The new characters will be playable in multiplayer. This cheat is hard, though. My American friend told me it.

Simran Bedi, Southall

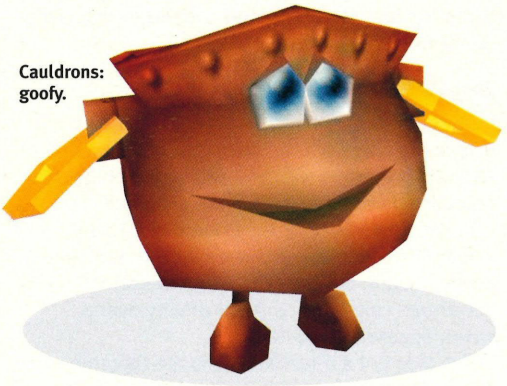
Ah, another victim of the *EGM* magazine April Fool! If you use an Action Replay you can bring up *pictures* of Connery, Moore and Dalton (not Lazenby, though) on the character select screen, but in the game they all look like Pierce Brosnan. That's the nearest you can get to shlurred or eyebrow-raising Bond action in *Goldeneye*, sadly...

Not Seeing Red

Dear 64 Magazine,

Although I'm not knocking your reviews, I want to know why you gave *Banjo-Kazooie* 4/5 on the lastability rating. It only took me a week to complete the whole game. Could you also tell me where the second red cauldron is?

Chris Edwards, Hexham



Cauldrons: goofy.

You didn't find the second red cauldron? Ha! Then you didn't complete the whole game, did you? Now go back and play it again.

Hope For The Future

Dear 64 Magazine,

I would like to know what Mr Miyamoto and Nintendo have in store for us after this year. *Zelda 64* and *F-Zero X* look great, but after this big cartridge fest... well, what? Are Nintendo hoping to ride to glory on *Zelda*? I know that it'll make the money roll in like the fruits roll in Vegas, but is there any stuff going into development that is worth a second look, like *Perfect Dark*? And will we ever see the 64DD?

Also, I know that it won't make the slightest difference, but why do games nowadays insist on having the newest in graphical technology? *Yoshi's Story* is my prime suspect. This game looked beautiful but was boring, easy and lifeless; 50 quid for this cartridge! I still play Spectrum games that have more longevity (anyone out there remember *Super Trolley* or *Back 2 Skool*?)

Anyway, now I've expressed my views on the subject, I am going to sit back and enjoy reading for as long as this mag goes on for. It's just so damn good!

Captain Codfish, address unknown



Perfect Dark: we want it and we want it now!

***Perfect Dark* is by Rare, not Nintendo. Once *Zelda* comes out, Nintendo actually has *no* confirmed cartridge games, apart from erstwhile DD RPG *Mother 3*, known to be in development! All the titles mentioned at Space World last year were meant for the 64DD. At the moment, Nintendo's future software lineup is entirely in the land of rumours, with *Metroid 64* and a sequel to *1080° Snowboarding* high on the gossip lists. There undoubtedly are more cartridge games in development, but for now they're keeping them close to their corporate chest.**

Which Way Is Up?

Dear Mr Publisher of *Nintendo Know-How Volume 4*,

I have tried the *Shadows Of The Empire* cheats and can't get them to work. Please send me the cheats in full detail, such as to play as an AT-AT it says press Up. Which Up?

Ralph Weir, Stroud

PS: If you don't reply I'll assume you don't know because you'd publish any rotten book without even looking inside. SO REPLY!

You know, Up, as in Up on the D-pad. You don't have to stand there and do a John Travolta dance or anything.

Late Again

Dear 64 Magazine,

I'm fed up with the way that the British Nintendo-owning public are being treated. We have to put up with late releases of games like *1080° Snowboarding*, which has already been out in Japan for months and will still not reach our shores until November. Why is it that we always have games later than Japan or America? Is it because the developers of the games are from these countries? If so, then why don't British developers such as Rare get their games into the UK before Japan or America?

I was looking forward to a piece of hardware that had larger memory capabilities. If they give us a worldwide launch, perhaps companies such as Squaresoft will develop on the disks, which could pick up Nintendo's ratings in Japan.

Jonpaul Richardo, Abercynon

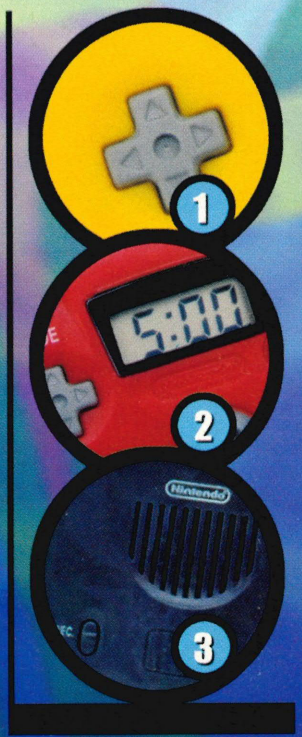
The delay of *1080°* was a marketing decision by Nintendo – it was decided that bringing out a winter sports game in summer wouldn't work. This doesn't stop people going skiing in summer, but what do people know? Ironically, another reason for *1080°*'s late release was so that it wouldn't conflict with *Twisted Edge Snowboarding* – which has itself been delayed!

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Written by: Andy McDermott

ECTS 98

What was happening in Nintendo's world at Europe's biggest games show? Find out everything here!

ECTS

The 1998 ECTS (European Computer Trade Show) was held at London's Olympia this September, and although it wasn't exactly overflowing with surprises on the Nintendo front, there was more than enough there to show that the year ahead for N64 owners is going to very exciting indeed. Unlike last year, N64 games were thicker on the ground than a party of sunbathing village idiots. All the usual journalistic faces were there, no doubt preparing their 'exclusive first mega-play!' headlines based on two minutes of looking over somebody's shoulder and a quick scan through the press release. Cynical about the whole games journalism thing, us?

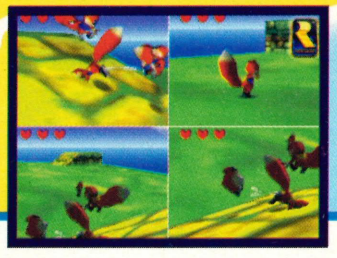
The bigger and newer games are covered in more depth later in the magazine, so this is a round-up of everything else at the show – and that's quite a lot...

TWELVE TALES: CONKER 64

Rare • 1999



Unlike at the E3 show, *Twelve Tales* wasn't present in playable form, but appeared only on video in Rare's miniature cinema. The video did show off *Twelve Tales*' environments to better effect than the crowded and noisy E3 could, with Conker able to interact with the scenery far more than Banjo ever could – one shot had him shaking conkers out of a tree to use as weapons! Comic-style thought balloons also pop up throughout the game to show what's on the bushy-tailed hero's mind, as well as giving useful hints about how to play the game. Meerkat fans are in for a treat as well – there's a whole extended family of the inquisitive little devils who follow Conker around!





TWISTED EDGE SNOWBOARDING

THE Games • TBA



Boss Game Studio's hoped-for *1080°* beater was playable for the first time. In terms of looks it's easily on a par with Nintendo's snowboarding game, with longer tracks and a lot more bizarre obstacles hidden among the snowdrifts – the first track, Easy Slider, has the crashed flying saucer from *The Thing* poking out of the snow!

The feel of the game is more cartoony than *1080°*, which at the moment also extends to the control of your boarder. The feeling of balance and precise control in the Nintendo powderfest isn't quite there in *Twisted Edge*, and you never quite feel as though you're racing on the very limit of losing it.

GLOVER

Nintendo • October



The platform puzzler from Interactive Studios has now been snapped for distribution in the UK by Nintendo itself. It still looks like a taxing and somewhat different kind of game – we'll have the review next issue.



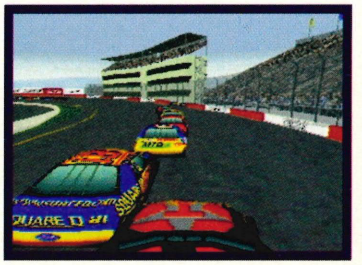


NASCAR

EA Sports • TBA



This oval-based racer was slightly more advanced that the E3 version, and looked very promising when it was running – unfortunately, the demo version was prone to crashing, and not merely in the car-related sense! We'll have more on *NASCAR* when we get hold of a more stable version.

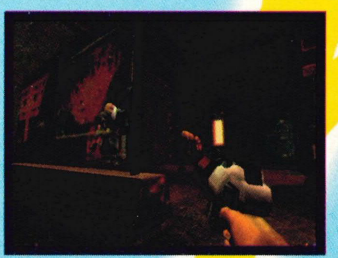


QUAKE II

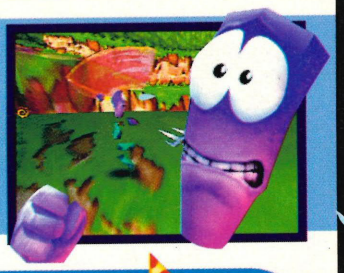
Activision • 1999

With glowing colours and enemies whose bodies twitch and slough off chunks of flesh under bullet impacts, *Quake II* looks a lot better than its predecessor. It's faster than before, with a bundle of cool lighting effects and – finally! – a proper four-player deathmatch, which on first inspection looked as though it could easily be a rival for *Goldeneye*. The 60% complete game at the show was still a bit jerky in places, but should when finished be smoother than a man's innards as they slip through the hole in his gut and coil onto the floor. Mmm, lovely.





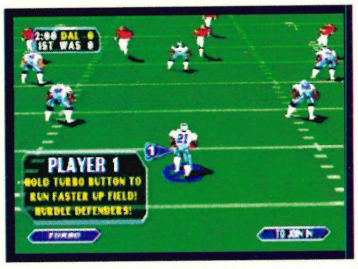
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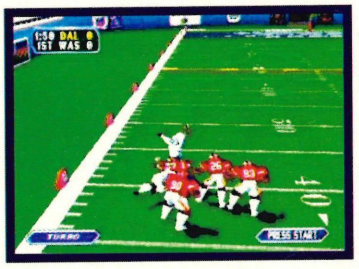


NFL BLITZ

GT Interactive • November

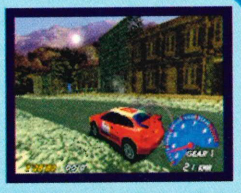
American football played for comedy violence – who could argue with that? *Blitz* is based on an arcade machine, and is apparently an almost 100% perfect conversion. It's certainly entertaining to play – no messing around with complex plays and mysterious squiggles and arrows, just lob the ball and stamp somebody into the ground! Review next issue.





V-RALLY 64

Infogrames • November





This N64 update of the very good PlayStation game is a massive improvement on the previous racers from Ocean/Infogrames, and is scheduled to appear before the end of the year. Although the control of the car felt a little loose at this stage, it has the potential to be one of the machine's best racing games, with lots of tracks, detailed scenery and – if the feel of the PlayStation game is kept – excellent powersliding. The split-screen mode works well too, two players competing with the screen split vertically down the middle. Look out for more on this soon – it should be good.

SCARS

Ubi Soft • October

The racing game with cars based on animals, proving once and for all that yes, Ubi Soft have the monopoly on mad games. The ECTS version was fast and smooth, but fairly difficult to control. The varied weapons are fun and different (the 'hot potato' is certainly a weapon nobody's ever seen before) and the multiplayer game promises to be a good laugh. It's got some tough competition, though – will it be better than *Diddy Kong Racing*?





TONIC TROUBLE

Ubi Soft • October



French strangeness alert! Ed, the hero of *Tonic Trouble*, is made up of floating body parts, and he lopes around a vivid, *Asterix*-like landscape trying to recover a lost psychedelic tonic before it causes too much trouble. And you thought the limit of Gallic weirdness was liking Jerry Lewis and setting fire to sheep.

One problem with the demo version was that Ed's loping gait felt rather slow, which was mildly annoying on the open sections but altogether more unnerving when he was trying to leap from wooden bridge sections as they collapsed behind him!

RAYMAN 2: THE GREAT ESCAPE

Ubi Soft • November

Another French platformer with a weird hero (who is sadly lacking in connecting body parts) and brightly-coloured landscapes, which in many ways felt more than a little similar to *Tonic Trouble*! What's going on over there across the Channel? Left hand, do you know what right hand is doing?

Rayman 2 is certainly a good-looking game, and felt a bit pacier than its near-twin, but since it comes out the month after *Tonic Trouble* is there a danger that we'll have seen it all before?





MAGICAL TETRIS CHALLENGE FEATURING MICKEY

Capcom • TBA

It's *Tetris*. With Mickey Mouse. There's not really a lot more that can be said. While 64 MAGAZINE was looking at the game, a bigwig from Capcom Japan wandered past to take a look at the reception his company's first N64 title was getting. It was hard to suppress the urge to grab him by his tie and yell "*Street Fighter 64*! *Resident Evil 64*! Now!"

KNIFE EDGE

THE Games • November

First glimpsed at E3, and to be honest it doesn't seem much better now than it did back in Atlanta. Although it looks good, with fast-moving scenery and varied and interesting enemies, it is still at heart an on-rails shooter, a genre that should have been laid to rest a decade ago. No light gun option either.

STAR WARS: ROGUE SQUADRON

Nintendo • November

The word from Nintendo is that, although it hasn't yet been confirmed at the time of writing, *Star Wars: Rogue Squadron* will be on sale in the UK before Christmas, and possibly as early as November! Another interesting piece of news about the game is that it will be the first Nintendo title to be compatible with Expansion Pak, and having seen them running, the hi-res visuals really do make a difference. Everything is a lot clearer and sharper, and the extra detail doesn't appear to affect the speed of the game at all.

There is still some fogging on the levels whichever graphics mode the game is running in, though nowhere near as much as at E3 earlier in the year, and *Star Wars* fans will be biting their Wookies with excitement when they see all the familiar places and spacecraft in the game. Best of all, judging from the ship selection screen, skilled players will eventually get to fly the Millennium Falcon!

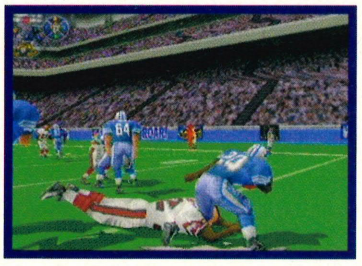


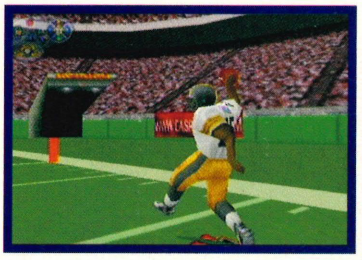


JOHN MADDEN '99

EA Sports • November

EA's long-running series of American football games was trounced sales-wise by Acclaim's *Quarterback Club*, despite having superior gameplay – the main reason being *Quarterback Club*'s hi-res visuals, which made *Madden* look chunkier than a Lego model of a Yorkie bar. The second N64 *Madden* game isn't going to make the same mistake – *Madden '99* has sprouted hi-res graphics, and looks every bit as good as *Quarterback*. Although Acclaim's latest update claims to have improved AI, so too does *Madden*, so this time the gridiron rivalry should take place on a level playing field!

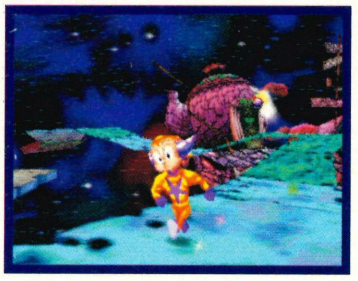




STARSHOT

Infogrames • October

Formerly *Space Circus*, this sprawling platformer stars the eponymous Starshot, a juggler who has been tasked with saving the Space Circus from the rapacious attentions of its evil rival in clown-related buffoonery, the Virtua Circus. Visually, *Starshot* looked impressive, but the large size of the levels felt likely to lead to a lot of tedious slogging around to get from place to place.



SHADOWMAN

Acclaim • 1999



The incomplete N64 version at the show was seriously prone to crashing, so anybody who tells you they've played the game extensively did so on the PC version. Cheats! Said PC game is supposedly going to be almost identical to the final N64, apart from the amount of speech, so the final game should be an impressively scary experience.

Assuming Nintendo allow it, that is. *Shadowman's* programmers have used authentic FBI reference material about serial killers in designing the game, and the disturbing nature of this might cause a few heart attacks at Club Mario when the game goes for approval!

SUPERMAN 64

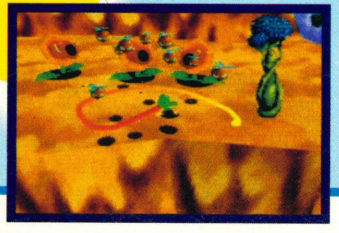
Titus • November

Oof! Where numerous supervillains have failed to kill the Man of Steel, this game might just do it. Probably the worst N64 game on offer at the show, *Superman*'s ghastly control method, lumpy graphics and absolutely dire four-player game are pure gaming kryptonite.

CHAMELEON TWIST 2

Sunsoft • December

The sequel to last year's tongueathon, now (thankfully) seeming somewhat tougher to complete. The hero is still a chameleon with a talented tongue, but now with extra abilities and items like a parachute and different outfits. The landscapes are larger and more polished, at times looking like the worlds from *Mystical Ninja*, but the gameplay still retains the same unique approach of the first game. Use your tongue to climb, pole-vault and lick enemies to death!

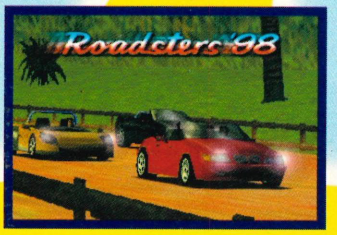




ROADSTERS '98

Titus • November

At first glance *Roadsters* looks a lot like its predecessor, *Automobili Lamborghini*, but is much improved once it gets moving. The cars are more varied, more detailed and have far better handling than the slot-car vehicles of the previous game. There are eight tracks in all, with races taking place over a variety of conditions. It remains to be seen whether this or *Top Gear Overdrive* will be better, as they feel very similar.





NBA JAM '99

Acclaim • November

The long-running basketball series gets a new episode in the increasingly crowded hoop genre. *NBA Jam '99* seemed to live up to the playability of its many predecessors, but it'll have a tough time trying to outdo Nintendo's own *NBA Courtside*. Just how many licences does the NBA give out a year anyway?



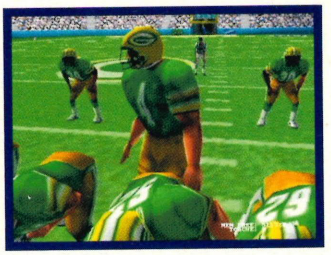
HOLY MAGIC CENTURY



Konami • October

The European version of THQ's *Quest 64*, with a few minor changes to the rather tedious original game. However, the changes appeared to be pretty much cosmetic – different names for characters, slightly less emphasis on annoying random combat – so things probably won't be that much different.

NFL QUARTERBACK CLUB '99



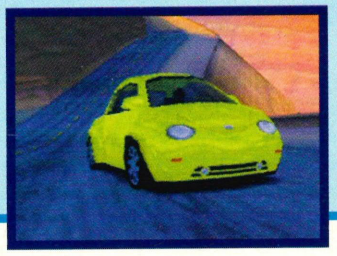
Acclaim • November

The second game in Acclaim's hi-res American football series comes with the intriguing news that it will apparently support Nintendo's Expansion Pak. Since this is normally used to let a game use hi-res graphics, which *Quarterback Club* already has, what difference this will make is a mystery... The game's visuals are already better than before, with supposedly better player intelligence as well. Since one criticism of the original game was that it didn't play as well as *Madden*, the contest should be tougher second time around.

TOP GEAR OVERDRIVE

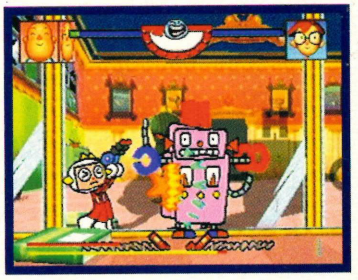
THE Games • November

Although not being programmed by original coders Boss Game Studios, *Top Gear Overdrive* follows in the wheel-ruts of *Top Gear Rally* by including the same realistic-feeling control and hidden shortcuts for the adventurous. This time round, all the cars have glossy highlights a la *Gran Turismo*, and there are some gorgeous photo-realistic backdrops to the action.





RAKUGA KIDS

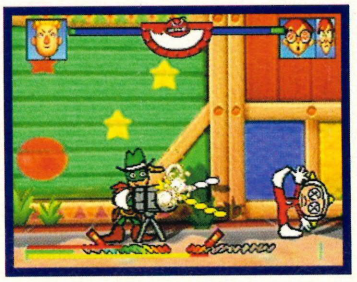


Konami • November

This strange Japanese beat-'em-up – a combination of *Parappa The Rapper* and *Pocket Fighter* – seems to be aimed squarely at kids, as the style of play was rather simplistic. The plot of the game, as far as we could tell, involves the graffiti art creations of a bunch of children, who then come to life and duke it out to determine who is the best tagger. Or something.

Although the combat system is the nearest the N64 has come to *Street Fighter*, the game itself didn't seem that impressive. Skill does not appear to be an entry requirement...





MISSING IN ACTION

Although Nintendo's stand had a huge poster display of all the N64 games at the show, some titles were noticeable in a not-there sense, despite much hunting around and probing every last corner. So, MIA games included...

Charlie Blast's Challenge
(THE Games)

Fighting Force 64
(Eidos)

NHL Breakaway '99
(Acclaim)

NHLPA '99
(EA Sports)

Rush 2: Extreme Racing
(GT Interactive)

Carmageddon
(SCI)

Re-Volt
(Acclaim)

Hype: The Time Quest
(Ubi Soft)

Survivor: Day 1
(Konami)

64SIGHT

Now you've had the starters, keep going for the main course! Over the next 24 pages, you can find in-depth coverage of the biggest games at ECTS!

Turok 2: Seeds Of Evil 20
Perfect Dark 24
Jet Force Gemini 26
Earthworm Jim 3D 28
Duke Nukem: Zero Hour 30
The Legend Of Zelda: The Ocarina Of Time 32
Extreme G 2 34
Castlevania 64 36
Hybrid Heaven 38
Body Harvest 40
Penny Racers 42
WCW/NWO Revenge 44
Rat Attack 44

64sight

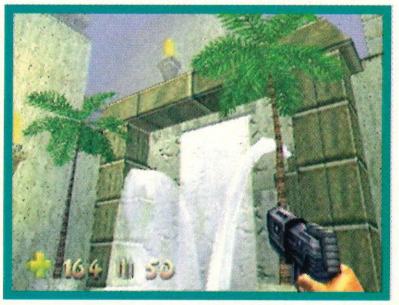
Where can you see tomorrow's games today? Right here in 64sight, the ultimate preview bonanza!

Time for a little Turok and roll!

Turok 2: Seeds Of E

Turok 2: Seeds Of Evil is one of the most eagerly awaited games on the N64 since *Goldeneye*. As a result, we had to go through no end of hassles to get hold of a preview copy! But now we have it, and you can see what all the hoopla is about...

Turok's adventures in the sequel to his first big-selling game see him defending the Lost Lands against an alien invader, the Primagen, who has been imprisoned in his crashed spaceship for millions of years. In an



TUROK 2

Publisher:	Acclaim
Developer:	Iguana
Release Date:	November '98

Ban This Sick Filth Now!

It's official – *Turok 2* is the most gruesome game ever! Until the next one. No doubt the tabloids will be outraged, but hey! It's only a game...



Now that's gotta hurt!



You can see right through the hole...

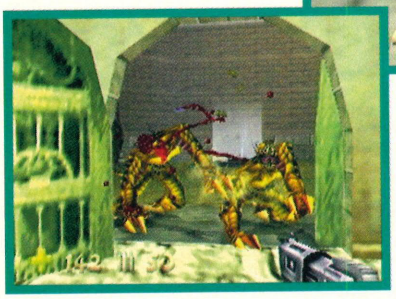


...and chuckle as his innards slide out. Arf!

▶ Compys are annoying enemies – normally found feasting on carrion, if approached they jump at you like packs of demented rabbits.

▼ Depending where you hit them, enemies can lose parts of their body – arms, legs, or, in the case of this Fireborn, their entire head!







▲ Not many games can claim that their enemies look just as good on the inside as they do on the outside, but *Turok 2* can!

vil

effort to free himself, Primagen has sent out his servants, genetically modified dinosaurs, into the Lost Lands to destroy the energy totems holding him prisoner. If the totems are destroyed, Primagen will be free – free to use his immense psychic powers to enslave all of humanity!

Turok is summoned by Adon, representative of the elders of the Lost Land, to protect the energy totems and





▲ Ventilate someone while in the water, and not only do the blood splashes cause ripples, but they even turn the water pink!

View To A Thrill

Yes, we have seen *Turok 2*'s high-resolution modes. And yes, they look absolutely spectacular. And yes, once you've seen games running in 640x480 mode you don't want to go back to boring old lo-res. But no, we can't show you them.

Why not? It's very simple – *Turok 2* is still unfinished (despite 'reviews' in some magazines) and although we had a memory expansion installed in our N64, in hi-res mode the game kept crashing after a minute's play – if we were lucky enough to last that long.

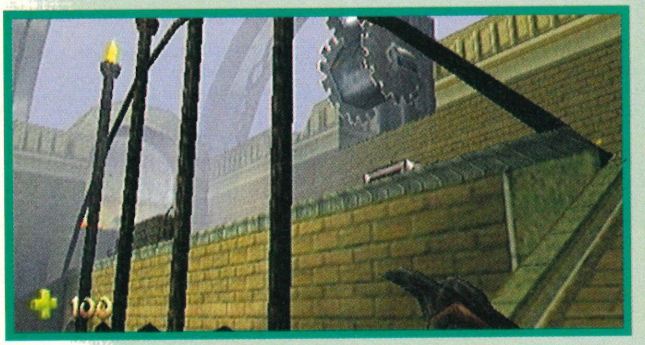
So until we get a more stable version, you'll sadly have to make do with these few shots here. But even so, you can see just how good the future of gaming will look...



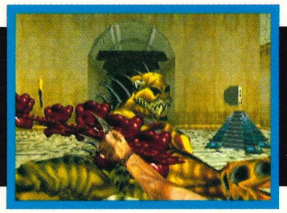
▲ The standard lo-res mode. This is all you'll ever see if you don't have an Expansion Pak installed.



▲ Whack in an extra 4Mb of RAM, and this is what you see instead. Crisper than a pack of Walkers!



▲ For the ultimate gameplaying experience, if you've got a widescreen TV you can enjoy *Turok 2* in Vistavision!



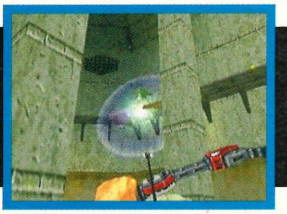
TALON
One of Turok's basic weapons, a blade that can cause a nasty nick.



WAR BLADE
A nastier kind of knife, with twin blades and probably a swivel head.



BOW
Turok's other initial weapon, a good old-fashioned bow and arrow.



TEK BOW
With zoom function and explosive arrows, this is much nicer!



PISTOL
All those gun nuts out there will love this efficient little number.

Kill! Maim! Mutilate!

In *Turok 2*, Turok has 20 (count 'em) weapons to choose from! The game doesn't wimp out from showing gore, either. Here, with their morally offensive results measured on the 64 MAGAZINE exclusive Mary Whitehouse-o-meter, are the 20 steps to death...



▲ A nest of giant wasps lurks deep in the marshes. Simply rolling up a magazine just isn't good enough to get rid of these bugs!



▲ Good shooting (or a ludicrously powerful gun) can blow Primagen's forces clean in half, leaving just a few protruding bones.

▶ The more powerful weapons blast right through Turok's enemies, splattering their blood all over the walls like a Peckinpah film.





▲ Wey-hey! It's a high-resolution combat shot! Four times as many pixels, and even more spurting blood.

to give Primagen a hard slap. His battle rages over six levels, each divided up into sections connected by teleporters. First port of call is the coastal town of Adia, which has been overrun by Primagen's dinosoids, and then the carnage moves through the River of Souls, the Death Marshes, the Lair of the Blind Ones, the Hive of the Mantids, and ultimately to the biomechanical lair of Primagen himself, the Lightship. Only six worlds? Maybe, but that's six *huge* worlds!



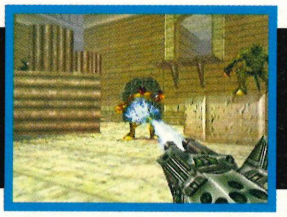
▲ Teleporters transport Turok between different sections of each world.



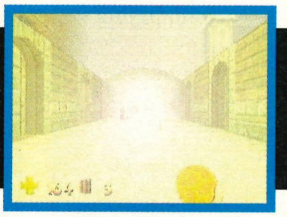
▶ Blow off a raptor's head and it just leaves a tiny neck stub.



PLASMA RIFLE
What happens when superheated plasma and flesh meet? Whoomph!



FIRESTORM CANNON
The gatling gun of energy weapons! Hose 'em down, boys!



SUNFIRE POD
Not really a weapon, this flare temporarily blinds enemies.



CEREBRAL BORE
So gruesome we gave it its own boxout! The funniest weapon ever.



PFM LAYER
Mines are morally wrong. Except in videogames.



MAGNUM PISTOL
"It can blow your head clean off, punk!" Clint's not kidding!



TRANQUILISER GUN
Some puzzles require you to put your enemies to sleep. Bless 'em.



CHARGE DART RIFLE
Paralyze the bad guys with 30,000 volts of taser power!



SHOTGUN
The old favourite of all shoot-'em-ups. Cla-click. Boom. Splat.



SHREDDER
Not the Ninja Turtles' villain, but a reflective laser. Ricochet alert!



▲ The Pur-Linn infest the Death Marshes, and some of them have been equipped with powerful weapons. Luckily, so has Turok!



▲ The defenders of Adia weren't much cop! To the right, on the wall, is a switch – activate all of these to clear Turok's way.

The version of *Turok 2* we played was still lacking a deathmatch game and only featured two of the six worlds (Adia and the Death Marshes), as well as having fogging that couldn't seem to make up its mind whether to close in or pull back. Since the game is now in its final stages of development, and almost every day sees a new, improved version arriving at Acclaim HQ, all of these problems should be fixed by the time we get a copy to review next issue!

One thing is certain – *Turok 2* is possibly the goriest, sickest videogame ever. Which is fine by us. The squeamish can tone down the blood, but where's the fun in that?

Am I Boring You?



Top of the grossness scale has to be the Cerebral Bore. This weapon only works on targets with intelligence, but once it's locked onto their brainwaves there is no escape! Once fired, the Bore homes in relentlessly, just like a pub bore, and proceeds to drill out the contents of the victim's skull in a slurry of blood and brain matter. Delicious!







▲ This is a save point – once you pass through it, should you die you restart the game here instead of at the beginning of the level.



▶ Once activated, a distress beacon sends out a cry for help into the sky. If you've got time to waste, you can try to shoot down the gulls!



◀ The flamethrower is a useful weapon for clearing out areas below you if you can't be bothered to aim properly.



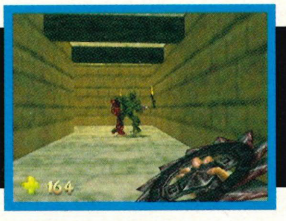
GRENADE LAUNCHER
Hidden enemy? Just bounce a few grenades into their cubbyhole.



SCORPION LAUNCHER
When locked on, fires a devastating triple barrage of homing rockets.



FLAMETHROWER
Spray gallons of blazing napalm and watch baddies die screaming!



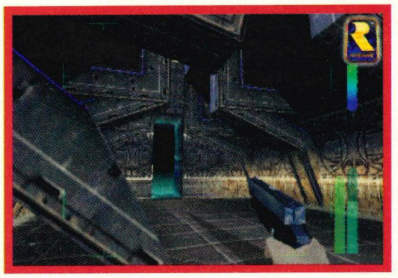
RAZOR WIND
It's a frisbee. With razor blades. Hours of fun!



NUKE
No-nonsense devastation. Charge up, point and shoot. End of problem!

Perfect D

Don't be afraid of the Dark!



The amount of graphical detail is already several steps higher than *Goldeneye* – and *Perfect Dark* isn't even finished!



▲ The game may look great, but pictures like this are always tough to caption. We want to see some aliens getting shot in the face!



▲ Joanna in mufti, posing in front of a sunlit sculpture in her flak jacket. Rare might not want Lara Croft comparisons, but sorry, she's a babe!

It's the game that's at the top of just about everyone's 'I would tear out the throat of a cuddly little puppy with my *teeth* to get this game' list, and... it wasn't at ECTS. Well, arse! However, Rare did lay on a little cinema enclosure on the Nintendo stand, inside which a select handful of viewers got to watch a video of the company's upcoming products unfold in all its surround sound glory.

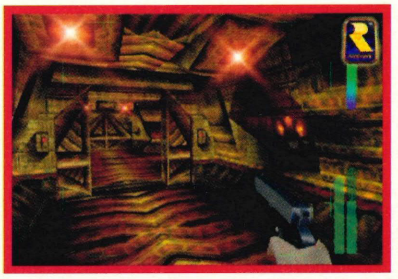
And yes, *Perfect Dark* (or 'Perfekt' as the cheesy sign on the stand said – hmmm) is really deserving of the word glory. Some of the video footage was familiar from the American E3 show earlier in the year, but there was enough new stuff to get drool-slathered tongues unfurling floorwards, futures mortgaged, grannies sold and so on.

Although Rare are not at all keen to have *Perfect Dark* referred to as a *Goldeneye* sequel, fans of the Bond game will be happy to see that there are links to the old classic. Blow away a guard or two and heroine Joanna Dark can pick up some familiar weapons, like the Cougar Magnum and the ZMG. *Goldeneye*'s gameplay also still appears to be intact, with lots of sneaking around corners, sniping at people from above and putting dozens of shots into Judge Dredd-lookalike security guards and yuppies in red suits.

Although there have been Internet rumours of a two-player co-operative mode as well as the regular deathmatch, a quick call to Rare confirmed that this was part of a 'wish list' that may or may not be implemented, depending on time and technical limitations. Fans of friend-killing will, however, be relieved to know that the deathmatch game is very

PERFECT DARK

Publisher: Nintendo/Rare
Release Date: 1999



▲ If I were wandering through the corridors of a rather alien-looking ship, I'd want more than a puny pistol for protection. Got any nukes?



▲ In Japan, any club with 'pink' in its name would be a strip joint. But it's not in Japan. Damn!

ark

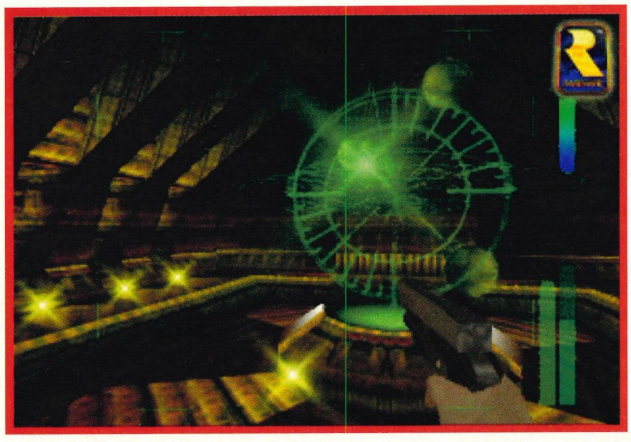
much a part of the plan, along with 'acoustic shadowing', whatever the hell that might be. 'Realtime ray tracing' also seemed an impressive boast, given that ray tracing normally needs either a Cray supercomputer or a parallel processing setup the size of St Paul's Cathedral to work quickly.

Whatever the jargon, *Perfect Dark* looks superb, with eye candy like floors so polished they reflect everything that's on them; metallic objects – even Joanna's guns – with a sheen that shifts as you move and even as the lighting changes; and a sun glare effect so realistic that it makes the usual lens flare trickery of other games look like somebody knocked it up on their Amiga.

▶ The strange laser-like lighting effect is either because Joanna is somewhere alien, or in a nightclub.



▼ In her mission to expose the sinister dataDyne corporation, Joanna happens across a holographic starchart.



Compared to *Goldeneye*, *Perfect Dark*'s levels are huge, with a lot more emphasis on the vertical axis. Glass-sided lifts ferry passengers up and down the hi-tech floors of the Datadyne (or dataDyne – it's one of those companies that uses intercaps in its name, so it's obviously evil) building, and if Joanna goes to a window she can look down at the surrounding city below. As for the chambers of an alien ship visited later in the game... you just have to hope that Joanna doesn't suffer from vertigo!

Add to all this an extremely ominous orchestral soundtrack (turn up the bass for full effect) and a variety of outfits for our heroine, like the stylish Oriental number modelled on these pages, and you've got what's certain to be the biggest hit since... well, Rare's last game. Only one question – when she's riding the hoverbike, how can Joanna manage to hold a gun in each hand as well?



▲ *Perfect Dark*'s levels not only have a lot more lighting effects than *Goldeneye*, but are multi-floored affairs. Sniping action ahoy!



▲ Joanna isn't just limited to her previously-seen combat gear. Very nice! Note the sun glare effect, which washes out the windowframe.



▲ Joanna always seems to have some kind of computer display overlaid on her vision. Bionic eyes? Built-in computer? Cyborg? Wait and see...



▲ An unlucky insect explodes into about a zillion gooey chunks as Juno legs it. He's silhouetted by the blast behind him – a nice effect!



▲ Hey, wait a minute! Nobody said anything about this being a platform game! Somebody's going to die screaming for this.



▲ It's *Scooby Doo* for the new millennium! Not keen on the new look for the Mystery Machine, though Scooby needed a gun years ago.

Jet Force G

May Jet Force be with you!

JET FORCE GEMINI

Publisher: Nintendo/Rare
Release Date: Spring '99

What would be the best way to describe Rare's *Jet Force Gemini*? How about an anime version of *Starship Troopers*, done in the style of *Roadrunner*?

Heroes Juno (bloke), Vela (bird) and Lupus (hound) are out to save the world from the villanous Mizar and his armies of giant insects. Their chosen method of world saving involves big guns, and lots of them. Sounds like a plan!

Although the opening cutscene at first looks like a moody *Alien Resurrection* affair as a huge spacecraft, Deep Star 2, rumbles past the camera, the true style of the game soon becomes apparent as the heroes' little ship burbles into shot, *Thunderbirds*-style flames spouting from its three engines. The other cutscenes on show also looked quite spectacular, an impressive one being a flypast of a huge planetary vista with a bizarre rocky island sticking up from an ocean. *Lylat Wars* might just have to pack its bags and go home.

The three different heroes have different abilities and specialities, which have to be co-ordinated to complete some of the puzzles they encounter en

▶ Juno lets rip with his machine gun, shells spewing from the gun nearly as fast as blood from his targets!



▼ Vela waits for a deadly lightning field to die down. Check out the realtime lighting effects!

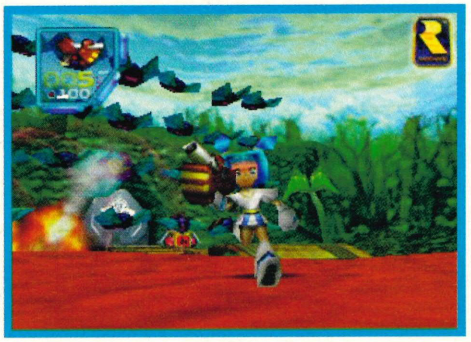




▲ The floor is on fire! Time for Lupus to ignite his feet and do that ol' flying dog thang.



▲ Rocket-powered cyborg dog Lupus takes to the air to avoid a party of purple goons. Saves on having to take him for walks, I suppose!



▲ Displaying an amazing lack of tactics, waves of aliens line up to be blown to bits by Vela's huge hand cannon!



▲ Weird alien environments abound in *Jet Force Gemini*. Lupus wanders through a bizarre tunnel, looking to mark his territory.

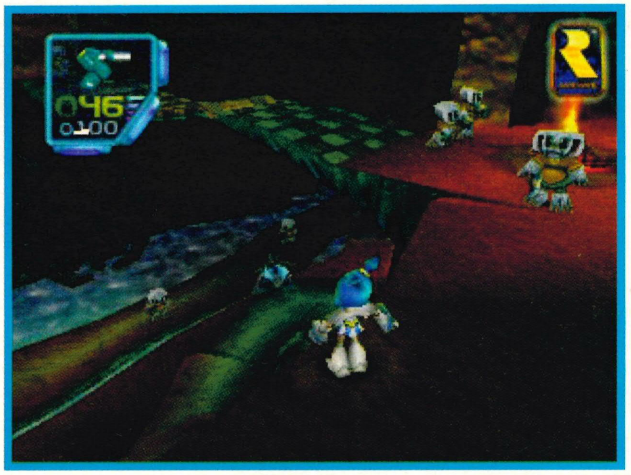
emini

route to major Mizarian butt-kicking. Lupus the dog, for example, has rockets built into his feet, allowing him to fly over obstacles. They're not called Jet Force for nothing.

Despite the presence of puzzles, *Jet Force Gemini*'s main attraction is its non-stop cartoony violence. Weapons on show at ECTS included a high-voltage taser, a blade gun that slices off enemies' heads at the mouth, all manner of extremely destructive grenades and a chain gun that provided no end of amusement as it slaughtered dozens of screaming insects and spewed out thousands of spent shell casings. Yup, our kind of game.

Most of the time, the heroes are shown from a third-person *Tomb Raider*/*Banjo-Kazooie* perspective, above and behind the character, but when the shooting starts the view can also swing in to a *Mission: Impossible*-style angle behind the character's head, which conveniently goes transparent so that you can get a clear view of the carnage. There is also a hovering drone accompanying the player, although its exact function isn't yet clear. Hint provider? Backup gun platform? Witty quipster? Just as long as it doesn't go "Biddi-biddi-biddi" its presence is fine by us.

With Rare's now-obligatory realtime lighting effects and surround sound, as well as a deathmatch game and the promise of a two-player co-operative mode (exactly how this will work is still being decided by Rare) *Jet Force Gemini* shouldn't have any trouble in barging out of the shadow of its more 'serious' partner *Perfect Dark*. Get ready to swat insects on a cosmic scale in the early part of 1999!



▲ For one nasty moment, Vela thought she was being attacked by Bombermen. Slowly, she raised her gun...



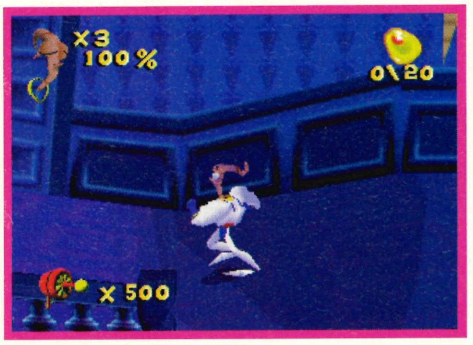
▲ One of *Jet Force Gemini*'s crowd-pleasing features is its explosions. They're big. They're very big. And anything caught in them bursts messily!



▲ Just what you need, dozens of monsters attacking as you're walking over a pit of molten steel.



▲ Die, evil robots, die! Corpulent clankers are just one of the many, many types of strange enemies in the depths of Jim's mind.



▲ Somehow, a three-line caption had to be coaxed from the screenshot of Jim walking down a blue corridor. Could it be done? Yes!



▲ In a world made up of food, does Jim head for the caviar and foie gras? Does he hell, he makes a bee-line for the cornflakes. Live a little, man!

Earthworm Jim 3D

One worm that's not for turning!

If you want weirdness in a game, you never need look much further than Earthworm Jim's exploits. His past adventures on the SNES and Mega Drive have been full of bizarre characters that make you fear for the sanity of their creators, and anyone hoping that a move to the third dimension would calm things down is sadly mistaken!

In *Earthworm Jim 3D*, the unstoppable invertebrate has suffered a bad bump on the head and (quite literally) lost his marbles. The halfwit hero's collection of glass spheres have been scattered among the furthest recesses of his tiny mind, and the only way Jim can save his sanity and wake up is to journey into the depths of his subconscious and pick them all up again. Yes, the *Earthworm Jim* games are still a long way from turning into *My Dinner With André*.

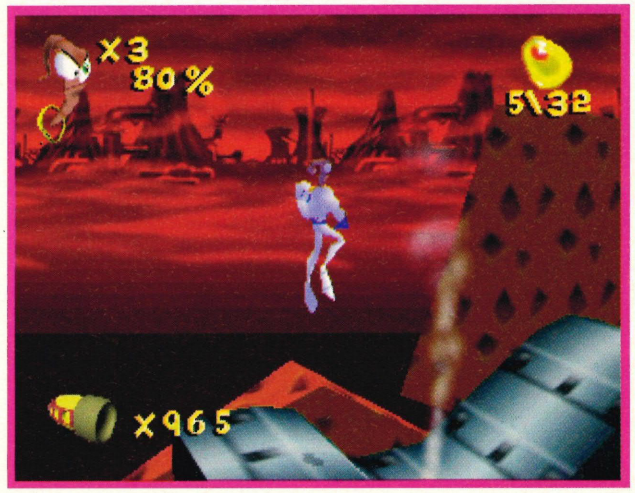
Most of the action takes place in themed platform levels, the style of which shows that either Jim is a very sick individual indeed, or that he ate a lot of cheese just before he got clonked on the noggin. A level that was featured at ECTS was 'Boogie Nights Of The Living Dead', which – as you might expect – features lots of Travolta-dancing zombies in flares from Hell, strutting their funky

▶ It's behind you! Years of experience haven't really helped the worm guy to anticipate danger...



EARTHWORM JIM 3D

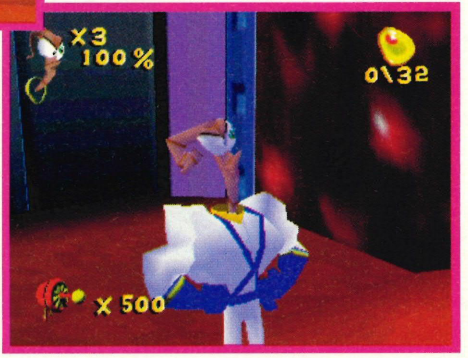
Publisher:	Interplay
Developer:	Vis
Release Date:	December '98



▲ Who would have imagained that deep in Jim's subconscious was a memory of a trip to Canvey Island?



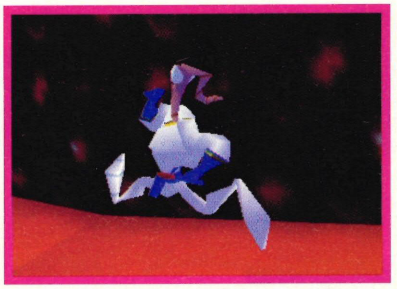
▲ Our spineless hero is quite obviously suffering from the after-effects of a 'tap' on the head. Ow! Please don't throw stuff.



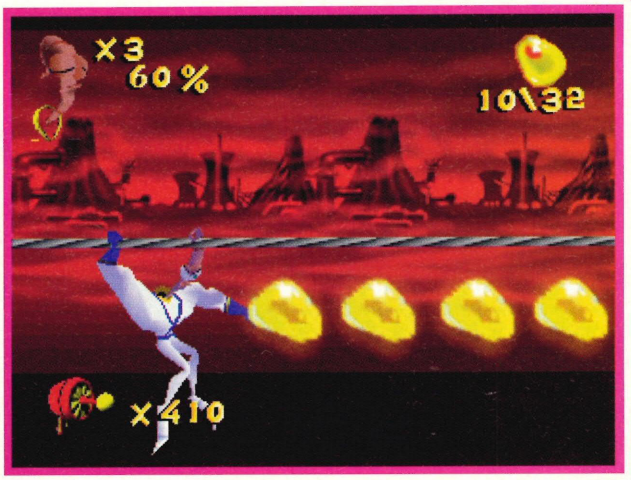
▲ The cartoony animations of previous games are still there, but now presented in 3-D.



▲ Yes, there's a sale on Hellenic architecture this week only! Hurry up and get yourself down to Court's!



▲ Character has always been one of Earthworm Jim's strong points – he's voiced by the guy who does Homer Simpson, y'know.



▲ Jim's combined invertebrate/bionic body gives him certain advantages, like an extra appendage!



▲ Squeal, piggy, squeal! One of the subgames is the pig slide – Jim surfs down a course filled with soap suds on a pig's belly.



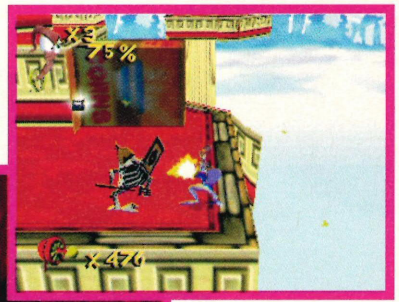
▶ More hot robot action in a world of industrial cheese.

stuff to a selection of dodgy disco hits. If Jim finds the record player that's pumping out the tunes, he can jump onto it, run back and forth and perform a bit of impromptu scratching!

You can't have a disco without crowded toilets, of course, and if Jim wanders into one of the side rooms he can join the queue for the khazi. The assortment of straining, splashing and general farting noises from the cubicles proves that good old-fashioned toilet humour didn't die out with the *Carry On* films. If Jim makes a nuisance of himself, not only do the occupants emerge from the cubicles and attack him, but even the toilets themselves jump out and have a go!

Jim is still as multitalented as ever – as well as the usual shooting, running and jumping provided by his bionic body, he can use his wormy head to grab hold of ropes and swing around. If getting around on foot is too much for him, he has alternatives – his 'pocket rocket' mini spacecraft is still with him, and in several subgames he has to surf down a series of courses (ranging from a giant washing-up bowl to a torrent of putrid slime) on the belly of a pig.

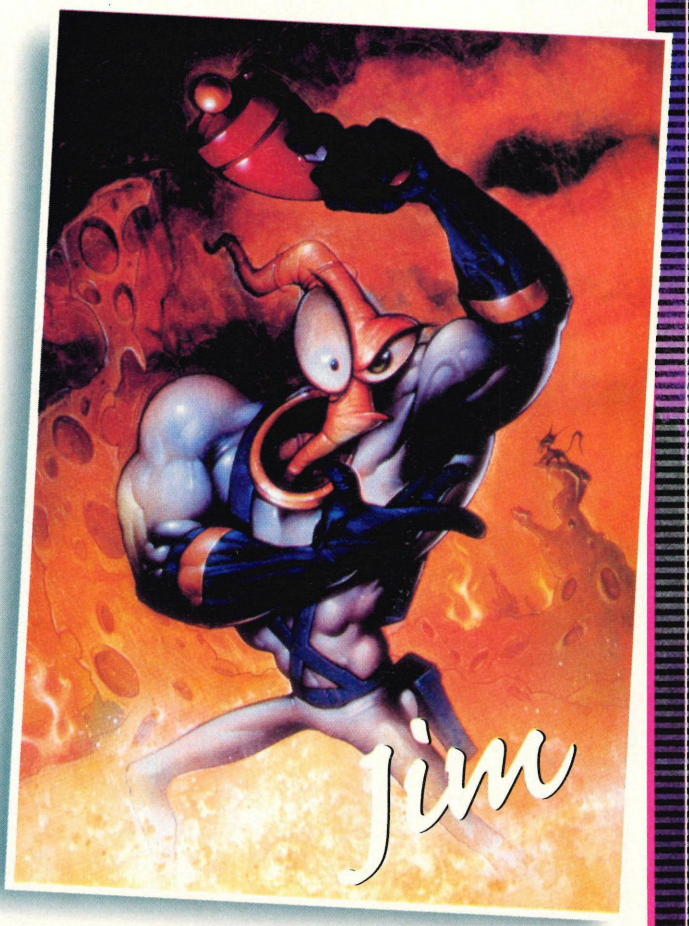
Many of Jim's old enemies, like Evil the Cat and Psycrow, have taken up residence in the darker corners of his brain, and there's a whole load of new adversaries just itching to send him on a one-way trip to the loony bin. With levels ranging from a haunted castle (where the vampires attack you with steaks – badabing!) to a food-themed world that ends with Jim shovelling pizzas into the hungry mouth of an imprisoned Elvis impersonator until he reaches such a size that he explodes from his cage, insanity is just a step away. *Earthworm Jim 3D* – the game that yatta fting fting wibble! It's mad!





▲ The corpse of a fat Gladiator has a go at poor Jim. So that's what happened to Wolf!

◀ Robots in disguise! Disguised as, er, other robots.



Duke Nukem:

Hail to the King again, baby!

DUKE NUKEM: ZERO HOUR

Publisher:	GT Interactive
Developer:	Eurocom
Release Date:	Spring '99



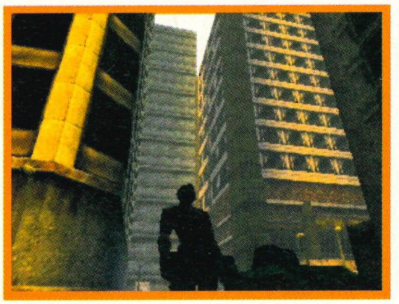
These foggy levels are pretty atmospheric, lit only by the sparse but nicely designed olde-worlde street lamps.

A pleasant surprise at the show was a last-minute appearance by the grand old Duke of gore himself, under the still yet-to-be-confirmed nomenclature *Duke Nukem: Zero Hour* (although it will definitely be called that in the US).

The version running behind closed doors in the GT Interactive suite was still a very early one, and as a result the various stages were on the whole somewhat bereft of the usual gun-toting pigs. What characters there were, including the familiar besnouted coppers and some more unusual pig-indians, were fairly impressive, if still a little thick. Their AI had obviously not yet been sorted, so as a result they killed each other as often as they did the boy Nukem, then continuously blasted his poor prone – but impressively detailed – 3-D body once they had popped numerous caps in his ass.

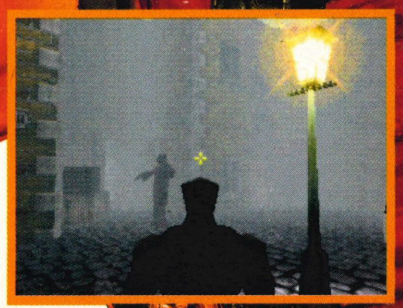


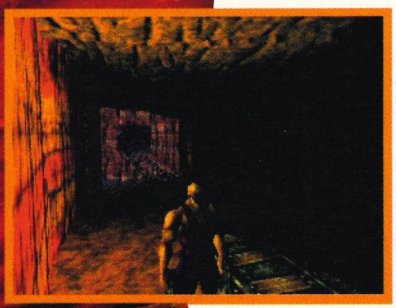
Wandering around the streets of this city, you begin to get an idea of how *big* this game is.



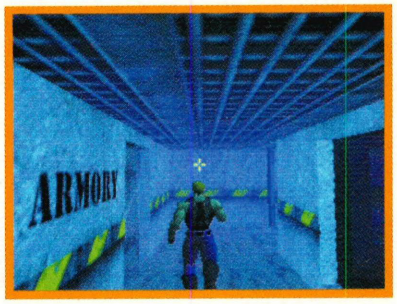


As this game has Duke moving through different time zones, it's inevitable that he'll end up in the future at some point. Could this be an alien craft?

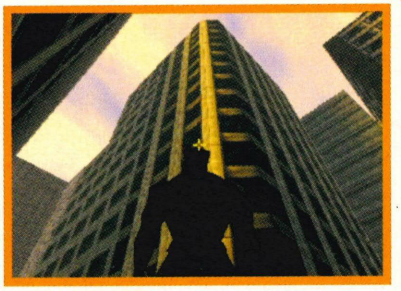




Zero Hour







▲ The buildings and scenery in this second N64 *Duke Nukem* game are a great improvement over the first.



▲ Tunnels feature fairly heavily on this level, but other levels are more open, giving you much more freedom of movement.

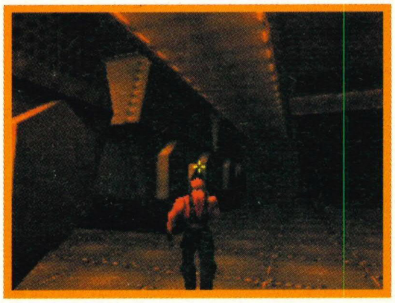
Changes from the PlayStation version include a few different time zones for Duke to rampage through, and also better animation. Duke no longer looks as camp as a row of tents when he runs sideways, for instance, instead doing a macho stepover move.

The level of detail was fairly low on most of the backgrounds, as the game is still a few months from completion, but some nice touches were already evident, like the tumbleweed on the cowboy level and the various posters scattered around the cityscape. A few of these were somewhat risqué to say the least, so whether they'll survive to make it into the final version remains to be seen! After all, in the first *Duke Nukem* game on the N64, Nintendo went so far as to replace beer bottles with lemonade...

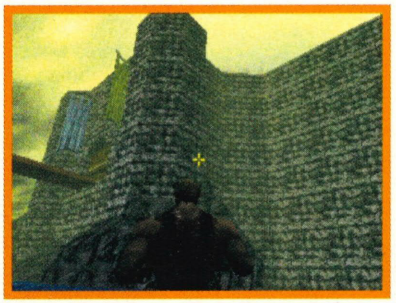
Duke Nukem: Zero Hour promises four-player deathmatches with some awesome weaponry and also the two-player co-operative that fans will be familiar with from the first game. The control system is currently *Turok*-style, with movement on the C buttons while the analogue stick aims. However, before *Goldeneye* fans throw up their hands in despair, rest assured that because of the third-person *Tomb Raider*-style perspective, this control system works really well. *Turok*'s problem was that it was easy to confuse yourself by inadvertently looking up or down when you wanted to go forward, and jumping was basically a nightmare. The fact that you can see Duke on screen means that the confusion is removed, and the controls allow for some fast moving and shooting action.

We'll bring you more on what's shaping up to become a great-looking game, very soon!

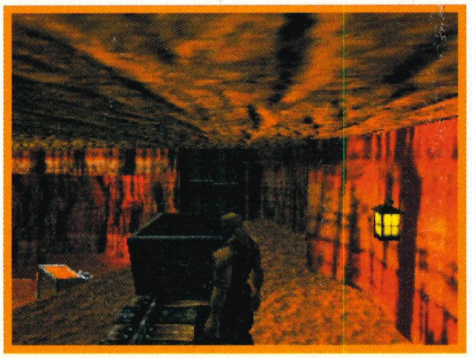
▲ The levels in *Duke* are big, and many are reminiscent of *Tomb Raider*, only with better graphics!



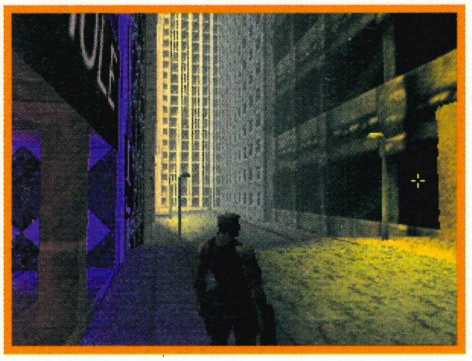
◀ I've heard of dark, but this is ridiculous! And what are the odds that Duke didn't bring a torch with him?



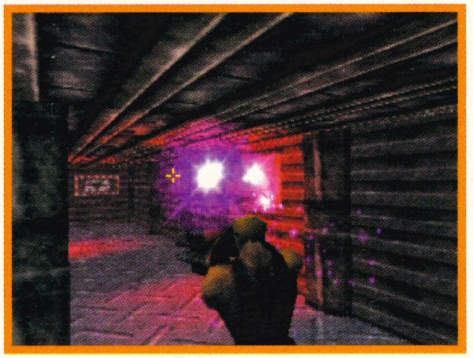
▶ A medieval castle is just one of the obstacles Duke must overcome on his quest to kick piggy butt.



▲ This mine is dark, lit only by lanterns which flicker realistically. Who knows what evil porcine enemies may be lurking in the shadows?



▲ In the version of *Duke* running at the show these streets were pretty deserted. Rest assured that this won't be so in the final version!



▲ The weaponry in the new *Duke* game is fairly impressive, allowing for some interesting combat in the four-player deathmatch modes.



▲ The map shows the immediate area, which can itself be quite large, but is only a tiny part of the whole game map.



▲ To get around larger areas, Link can hop onto a horse and gallop around. The carrots are used to increase the horse's speed.



▲ The forest around the Deku Tree has its own share of hazards, as even the plants have a grudge against youthful elves.

The Legend of Zelda: The Ocarina of Time

ZELDA 64

Publisher: Nintendo
Release Date: 27 November

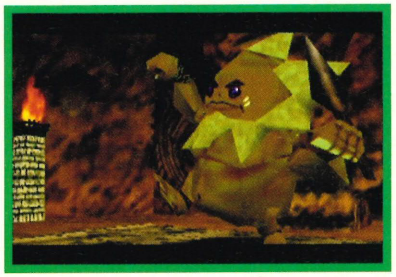
It's about time!

Nintendo's big title at ECTS was, for the first time, playable as a game instead of a selection of fight scenes. This did, of course, mean that it became a lot harder to work out what was going on, as players had to start from scratch!

The structure of the game will be familiar to anyone who's played a *Zelda* game on an older Nintendo machine. Link starts out fairly useless, but quickly acquires weapons, defences and skills by meeting with certain people and



◀ Like Doctor Doolittle, Link can talk to the animals. This huge owl is a valuable source of information.



◀ It's Seventies Night down at the local nitespot, and they're giving it some large on the dancefloor.



▲ The red cursor shows that Link's attacks are locked onto a single target – in this case, a rather aggressive red cabbage.



▲ Water was an obstacle in previous *Zelda* games, but now Link can dive right in. Sure hope the other swimmers are friendly!



▲ The flickering light buzzing round Link's head is Navi, a fairy whom Link meets early in the game. She gives him help throughout his adventures.



▲ Subtle effects like the rippling water around Link add to *Zelda*'s visual appeal. This might just be the best-looking game ever!



▲ Jabba the Hutt's more athletic brother is the ruler around these parts. "Oh, I wish I had a magazine to read." Parumph!

Of Zelda: a Of Time

fulfiling missions for them during the course of his quest. The world of Hyrule is also familiar in many ways, although of course it's now presented in lush 3-D.

The game starts with Link as a child in his home village, from where he has to talk to the locals and find the equipment he's going to need for his quest – a watchman won't let him leave the safety of the village and go out into the surrounding forest until he's got a shield, for example. As in earlier *Zelda* games, Link can regain lost energy and find useful items through acts of wanton vandalism, picking up pots and uprooting plants before smashing them against the nearest wall to reveal their hidden treasures.

We've covered *Zelda* often enough in the past that you shouldn't need us to say much more about it, other than now that all the pieces have been put together and the game is in its final stages, it looks every bit as good as everyone hoped. We don't have to wait all that long to play it either – assuming Shigeru Miyamoto and his army of programmers can get it all finished in time! In the meantime, gorge yourself on what should hopefully be the final set of preview screenshots before the actual game arrives...

Mr Boombastic

As in earlier *Zelda* games, bombs can be used to destroy obstacles and knock holes through walls. Here's how...



First find your bomb. In Hyrule, bombs grow like weeds!



To collect a bomb, just pull it out of the ground.



These boulders are blocking Link's path. Light the blue touchpaper...



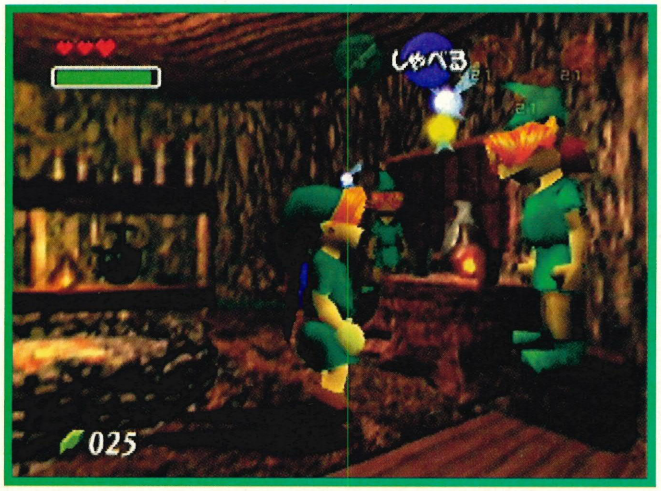
...and give it some high knees before the place explodes!



▲ The game takes place in two periods of Link's life, but in both time zones he's still got the same dodgy fashion sense.



▲ "So, French, are you? Well, let's see how *you* like having your legs ripped off and eaten, punk! Come here!"



▲ One of the inhabitants of Link's home village. Talking to people gets Link helpful advice, and sometimes useful items.



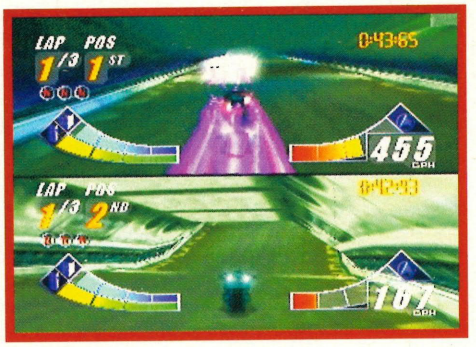
▲ A rare moment to admire the scenery as Link looks across a gorge at a pretty waterfall. Horrible monster doom is doubtless seconds away.



▲ This power-up surrounds your bike with a plasma cannon on a ring, which automatically rotates to track – and fire on – the other bikes.



▲ *XG2*'s hi-res mode (if you've got an Expansion Pak fitted) makes everything a lot sharper. The game's speed does seem lower, though.



▲ The general was getting impatient. The bike messenger bringing his Sidewinder missiles should have been here hours ago – what was he doing?

Extreme G

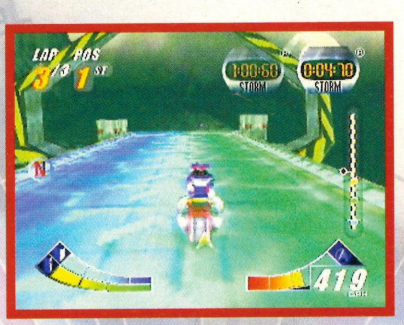
Get ready to go for the extreme... again!

Acclaim is obviously prepping up for a major Christmas onslaught this year on the Nintendo 64. As well as a certain dino-related kill-fest, Acclaim also has another sequel which is close to completion, *Extreme G 2* – or *XG2*, for those in the know!

Although the original *Extreme G* was initially well-received, there were a number of factors that made the game slightly less enjoyable than it could have been (one of the main faults being that the player spent too much time banging into the sides of the narrow tracks). However, the game's developer, Probe Entertainment, has listened to all the comments and criticisms aimed at *Extreme G* and made a number of changes to *XG2* accordingly.

For a start, the bikes are significantly more detailed, looking a lot less like bricks on wheels, and the tracks are wider too! The changes don't stop there, as even though some of the weapons from the original *Extreme G* make a return appearance, they have been completely redesigned from scratch.

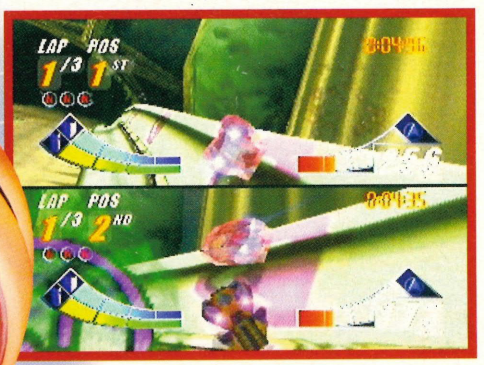
As before, there is a truckload of hidden cheat modes! One of them lets you run along the tracks as the rider of



▶ The recharge zone is divided into two strips. One side recharges your shields, the other your weapon energy.



▲ The multiplayer battle game features tanks instead of bikes, but the idea is still the same – kill them before they kill you.



▲ The bikes are fitted with shields that prevent them taking too much damage on the sides of the tracks.

EXTREME G 2

Publisher: Acclaim/Probe
Release Date: November '98



▲ The bikes in *XG2* have been upgraded since the first game – they now flex in the middle as they go around corners (or up walls).



▲ Sponsorship rears its head in *XG2*. The in-game timers are sponsored by Storm, Diesel jeans adverts are everywhere and the secret bike is a Honda!



▲ Unlike the original *Extreme G*, this time round players can also see the riders as well as just the bikes, giving a proper sense of scale.



▲ Each bike starts the race with three turbo boosts. On some tracks, they're almost essential for clearing the longer jumps.

2

the futuristic bikes, whilst another transforms the bikes into strangely familiar hovercraft-like vehicles, which of course don't have anything to do with *Wipeout*... Visually, the game is simply stunning and vastly improved upon the original *Extreme G*. *XG2*, like *Turok 2*, makes use of the Expansion Pak (the release of which looks set to coincide with both *Turok 2* and *XG2*), and is simply jaw-dropping to look at in hi-res mode.

XG2 has a four-player option, allowing players to race against each other or shoot it out in specially designed battle arenas where the bikes are transformed into tanks! Probe has also gone to town on the aural side of things; commentary is supplied via a deliciously sexy French voice actress, meaning that previously mundane words such as 'mortar' and 'extreme' gain an alluring quality when spoken in *XG2*.

Due for release in November, *XG2* will be duking it out for the top-selling N64 future-racer with Psygnosis' *Wipeout 64* and Nintendo's own *F-Zero X*. That's fearsome competition, but initial impressions are certainly promising!



▼ Arcade mode puts your bike on the track along with a number of speeding drones. How many can you destroy?





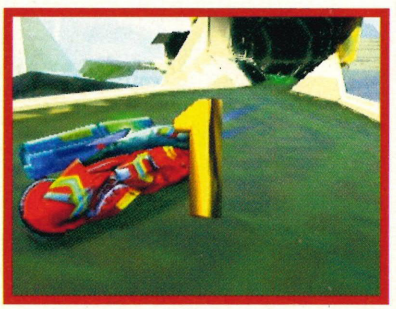
▲ As in the first game, weapons pods fly in and attach to the top of your bike. This gun makes a mess of anything directly ahead!



▲ *XG2* has interactive lighting effects, unlike the first *Extreme G* game. Waste another driver and watch the track around them light up!



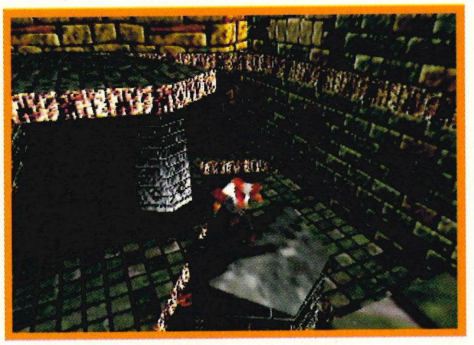
▲ The landscapes through which the tracks wind are a varied lot – this near-vertical drop leads into a pleasant forest.



▲ Winning a race lets you have a good look at all the new detail on the bikes. It's even better in hi-res mode!



▲ Huge underground chambers disappear into the darkness. Parts of the game feature platforms to jump from, so hone up your skills on *Mario 64*!



▲ Old favourites from previous *Castlevania* games are now back in 3-D – say hello to Messrs Collapsing Floor and Moving Platform.



▲ Schneider's whip is a useful weapon, as it can take down an enemy from a distance before they sink their fangs into him.

Dead man stalking!

Castl

CASTLEVANIA

Publisher:	Konami
Release Date:	1999

First the bad news. *Castlevania 64*, at one time scheduled for a late-1998 appearance just in time to terrify the masses for Christmas, has been put back until Spring 1999. Now the good news – the reason for this is that the game's creators at Konami have decided that if it's going to be done, it's going to be done right. The extra time is going to be spent to make the long-awaited N64 update of a classic series of games so good that you might just suffer a brain aneurysm through sheer gobsmackedness.

Castlevania 64, or *Dracula X* as it's known in Japan (due to the different laws on copyright) follows the same lines as its 16-bit ancestors. Dracula, lord of the undead, sucker of blood, non-user of mirrors and the like, is sending forth his ghastly minions to take over the land. Ace vampire hunter Schneider Belmont (or 'Shunider', as the Japanese version calls him) and his mates are the only hope for the still-breathing section of humanity!

The ECTS demo had six levels, three of which were bosses (including Death himself, who worryingly wasn't the final boss – this must mean that there really is a fate worse than death!) and three of which were early stages of the game. These levels (Forest, Inside Rampart and Courtyard) show off the visuals well – although everything's as dark as you'd expect in a game heavy with the stench of death – they're crammed with detail, especially once you get inside the richly-textured castle.

It's the creatures of the night where *Castlevania 64* really excels, however. Early enemies include animated skeletons, whose heads can be snapped clean off with a well-timed swing of Schneider's whip, leaving the bodies to teeter on for a moment before collapsing into a pile of bones. Progress a bit further and you're accosted by triple-headed devil dogs, first of all merely deadly, but later joined by larger cousins who breath fire and glow from



▲ The former residents of the area are now all fully paid-up members of the undead, a bit like in Eastbourne.



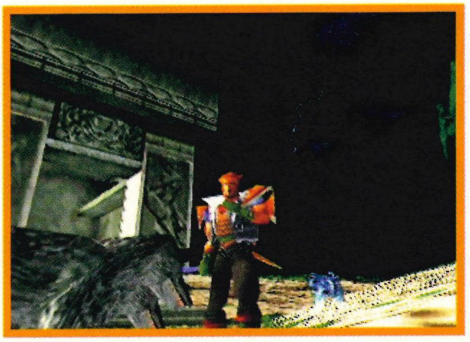
▲ And up next on *Stars In Their Eyes* is Louise Maddingthorpe, who's going to treat us all to the Riverdance!



▲ Death himself is one of the bosses that Schneider, Carrie and co must overcome – and he's not even the nastiest enemy!



▲ *Castlevania*'s large outdoor levels have some fogging, but for once it's entirely appropriate – vampires tend not to come out on blazing summer days!



▲ Lightning bolts crackle through the sky as Schneider pauses in thought for a moment. Watch out! Evil blue thing behind you!



▲ It must take ages to Hoover all the stair carpets.

evania

within with the flames of Hell itself. If these triple-toothed terrors manage to hit you, your character's clothing bursts into flames, necessitating much swatting of sleeves to put out the fire as the beasts get ready to attack again!

The combat system is in some ways similar to *Zelda 64*, with a targeting cursor that lets you lock onto an enemy, although this seems to be used more for magical attacks than for physical weapons. There are four selectable heroes in all – Schneider himself, lycanthropy victim Cornell Reinhart, traditional 'big lunk with big weapon' Kola and 12-year-old Carrie Eastfield, whose magical abilities are far more powerful than you'd think from her age – and each has their own preferred weapon. Schneider has his whip, Carrie has her magic, Reinhart has a gun and Kola settles for a chainsaw!

There is a lot of combat in the game, as the undead just keep right on rising from their graves, but a lot of *Castlevania*'s action also involves platforms. Inside the castle, to reach the higher levels you have to negotiate several moving staircases and some tricky jumps. Right now, the camera angles can be a little tricky in places, but with several months to get them right Konami should be able to fix this minor problem!

Castlevania 64 is certain to be one of the biggest N64 titles of next year. We'll be keeping our crosses and garlic close at hand to make sure no nightcrawlers get hold of it before we do...



▲ This mansion may have been overrun by vampires, but at least they know how to take care of the herbaceous borders.



▲ *Tomb Raider* never had anything as luxurious as this! Even the chandelier in this great hall is fully detailed.



◀ Ask not for whom the bell tolls, Schneider... it tolls for thee! *Castlevania*'s buildings are rather huge affairs.

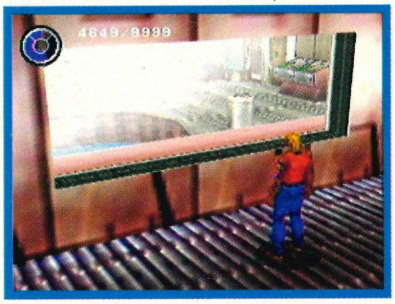
Hybrid Hea

Enemies from Heaven, going str

HYBRID HEAVEN

Publisher: Konami
Release Date: 1999

First seen on video at the E3 show earlier in the year, and playable at ECTS for the first time, *Hybrid Heaven* is already looking impressive. Not the least of its nifty features is the number and length of cinematic cutscenes. One early example is a good two minutes long, and starts off with a Gillian Anderson lookalike waiting for a late-night subway train in New York. Already on the platform is the game's hero, Mr Diaz (his first name didn't crop up socially during play) the tattooed Turok wannabe, with a couple of sinister Men In Black keeping an eye on him. As a train pulls into the station, complete with flickering lights from its windows as it passes, the ersatz Anderson looks around to see a sinister-looking man slowly approaching from the other end of the platform. He walks up to Diaz, some kind of confrontation in the offing – then Diaz whips out a gun and blows the man away, all in John Woo slow motion. The dead man hits the floor and – bizarrely – melts away to nothingness as Diaz's keepers move to attack, only to be felled themselves in an explosion of karate blows and kicks before they too dissolve. As Gillian looks on, Diaz legs it. Game on!



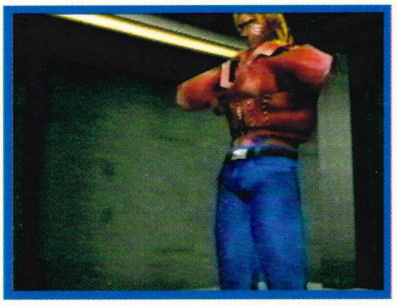
◀ Diaz looks through a window at what will almost certainly be some kind of evil gene-bending apparatus.

▼ Slader in a room that appears to have been left over from *Tron*. On the floor to the left is an object to collect.

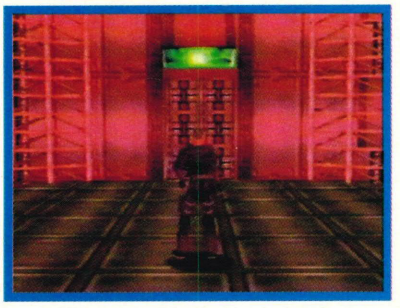




▲ This is Slader, who appears to be one of the two heroes of *Hybrid Heaven*. He could do with a few fashion pointers.



▲ Diaz, on the other hand, looks a whole lot cooler in his leather jacket and sock-stuffed Levis. He didn't rub in his face cream, though!



▲ The final game will feature an on-screen map in one corner. The ladder to the left can be climbed to reach other levels.



Art Of Fighting

Hybrid Heaven's unusual combat system is a cross between RPG and beat-'em-up. It's an interesting concept – how will it work in play?

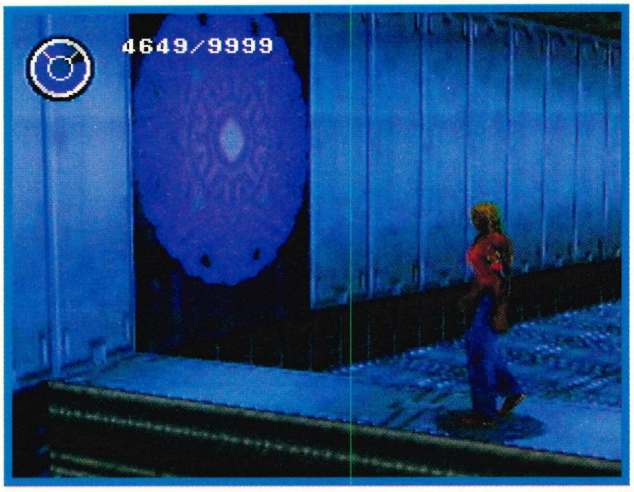






ven

aight to Hell!





▲ At the moment the levels are sparsely populated – expect the final game to have an unpleasant encounter around every corner!

There's more to *Hybrid Heaven* than just spectacular cut-scenes, though. From what we can tell, there are two different characters to choose from (Diaz was the main character in the version we played, but we've seen shots of a man called Slader, clad in dodgy Mad Max/bondage gear, also going through the motions). Details of the actual objective are sketchy, but the presence of a huge underground complex beneath the streets of New York and a number of mutated individuals glimpsed at E3 suggests a genetic engineering-evil megacorporation kind of plot.

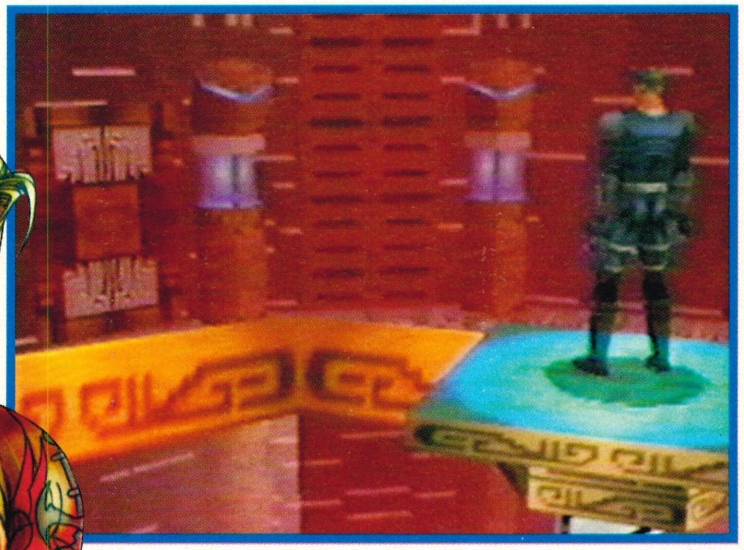
▲ Welcome to Rug Warehouse, for all your exotic rug requirements. You can take this fine Incan design home for just £20!

While much of *Hybrid Heaven* so far has featured third-person running, jumping and puzzle-solving in the manner of *Tomb Raider*, the combat is like a cross between *Final Fantasy* and *Fighters Destiny*! It's a turn-based system, where you choose what kind of punch or kick you want to use, and then carry it out while your enemy tries to fend you off. This kind of approach is more common in RPGs than platform adventures, and it has yet to be seen how well it will work in practice.

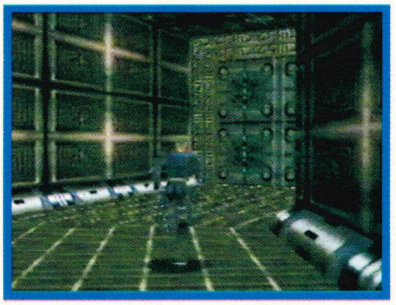
Mind you, even though *Hybrid Heaven* is currently barely 40% complete, with a long wait until we get to see the final game, with Konami's impressive track record it should be a heavenly experience when we eventually get to play the real thing. Roll on the day!



▲ "Yeah, man, don't mess with me. I'm wearing my fake blue strap-on boobs and I'll kill the first person who looks at them funny!"



▲ Lifts between the different levels of the complex are common. Some of them have to be switched on before they can be used.



▲ Jog, jog, jog, jog, jog, jog, jog. Maybe Slader should have invested in a skateboard – he's certainly got the padding for it!

Body Harv

Call in the exterminators!

Back in issue 17, we covered *Body Harvest* in considerable depth, but for those who missed it (fools! What were you thinking?) here's a recap of what it's all about.

In the future, Earth has been decimated by a race of giant insects who pass through the solar system every 25 years on a giant comet. As the comet passes Earth, its inhabitants beam down to the planet for a snack – human beings! By 2016, the human race is on the verge of extinction, and our only hope lies in the hands of Adam, a soldier, and Daisy, a scientist, who between them have been given the task of using a prototype time machine to travel back into the past and prevent the previous Bug incursions from ever happening. The Bugs aren't stupid, though, and they have their own plans to stop our heroes...

Body Harvest's action takes place in five time zones; 1916, 1941, 1966, 1991 and 2016. The basic objective is the same in each time zone – prevent the

BODY HARVEST

Publisher:	Gremlin
Developer:	DMA Design
Release Date:	1999



▶ The aliens' comet-based homeworld comes under attack in the final stages of the game.



▲ Huge monsters guard the alien technology that keeps the human victims trapped within forcefields ready for harvesting. Big guns are needed to take them out!

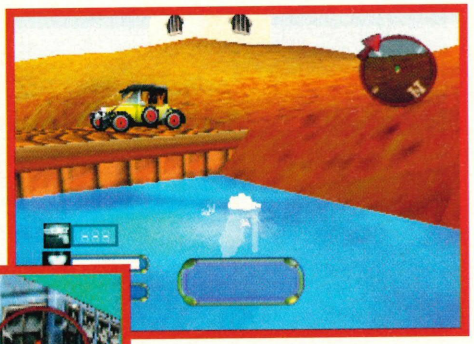


▲ The Bug menace lurks everywhere. Stamp it out with extreme prejudice. Remember, service guarantees citizenship!



▲ If Adam's in a vehicle, it absorbs the damage meant for him – until it takes too much and explodes.

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▲ Adam's power armour does have one weakness – it doesn't work under water!

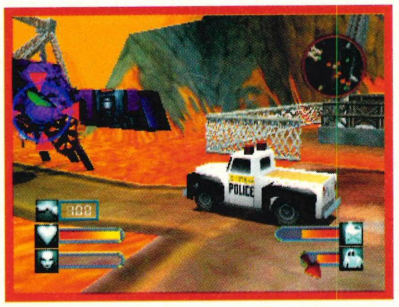


▲ When things explode in *Body Harvest*, there are none of those wussy *Bomberman*-style expanding orange globes. Things go boom properly round these parts.



Bugs from turning humanity into tasty snacks – but the tasks necessary to carry out this mission vary. Some levels rely heavily on problem-solving and talking to the local inhabitants in order to progress, while others are almost entirely focussed on action.

▲ Certain buildings can be entered and their occupants quizzed to gain valuable information.



◀ "All right, sonny, you're nicked. Who do you think you are, Sterling Moth?"

▼ The exploded remains of one alien failed to deter its mate from getting involved in a ruckus.

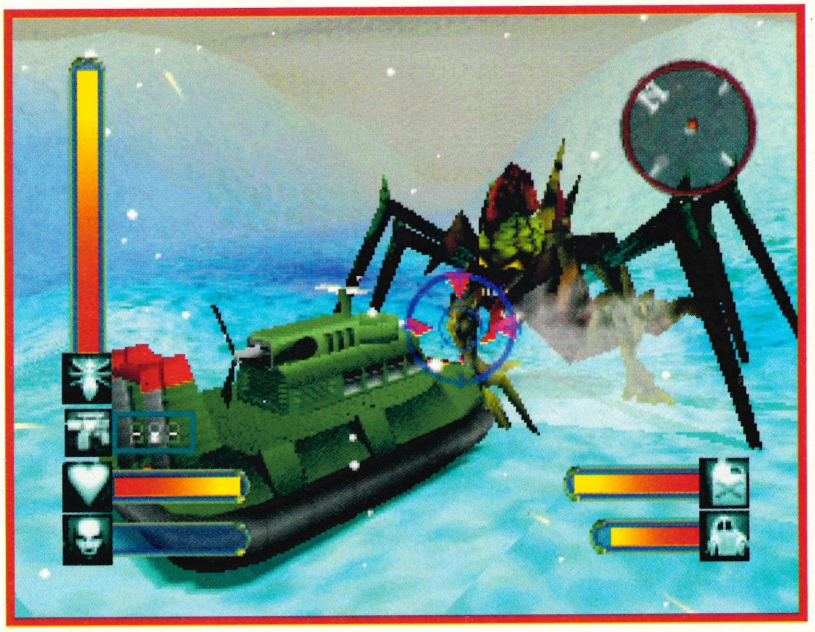


Action is something that *Body Harvest* doesn't skimp on. The Bugs come in many different shapes and sizes, ranging from 'small car' up to 'bloody huge', and Adam's normal weapons aren't always powerful enough to crack their carapaces. Luckily, our hugely-chinned hero can make use of any vehicles that he finds around the landscape, and some of these have powerful weapons mounted aboard!

As well as plentiful Bug-blasting, *Body Harvest* also features some RPG elements as well. It's often necessary to seek out the assistance of various people in each time zone so that Adam can obtain useful items, discover new vehicles and even save humanity from its own follies so that we don't wipe ourselves out before the Bugs do! All the time, Adam has to save as many people as possible from being eaten by wave after wave of monstrous insects. If the Bugs in the past consume too many humans, the mission is doomed.

Body Harvest is the kind of game that has to be played for some time before you can get fully immersed in it, as it's not instantly obvious what needs to be done. Anyone trying to judge the game based on a five minute play at ECTS is going to come away very confused! The game may not impress too much graphically at first glance either, because the focus is on the adventure and action rather than eye candy. If this worries you, just think about how basic *F-Zero X* looks and what a great game that turned out to be!

We'll have a full review of *Body Harvest* next issue, where you can find out whether the very long wait (*Body Harvest* was one of the first games announced for the N64) has been worth it. Join us in a month to get the only review that counts...



▲ Good old Soviet technology – more than a match for any monster from space!



▲ Water is a bit of a nightmare when your car is so small. Fortunately you can get 'aqua' tyres which will increase your performance in the wet.



▲ Choose from a number of different tracks in Season mode. Each track has specific characteristics, as indicated by the icons to the right of the route map.



▲ The only weapon you get to start with is a spin attack. This can be used to knock other cars flying, but may also leave you pointing the wrong way!

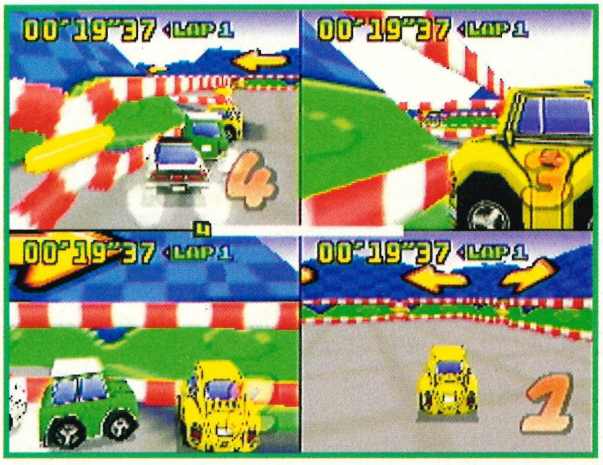
Penny Racers

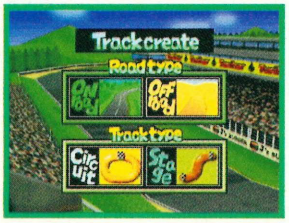
More power for your pennies!

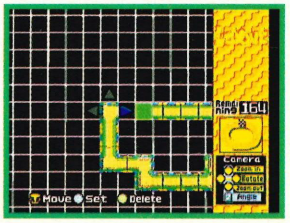
▼ Up to four players can race on the custom-built tracks, which are simple but fun!

PENNY RACERS

Publisher:	THQ
Release Date:	December '98







▲ Creating your own tracks in *Penny Racers* is simplicity itself. Simply choose your terrain and track type, then map out your route and save it.

Some of you may remember the craze which occurred years ago for small pull-back toy cars which did wheelies when you put pennies in the back of them. They were pushed out of the limelight however, by videogames, among other things, so it's ironic that videogames should also be the source of their comeback!

Penny Racers is, not surprisingly, a racing game. Up to four players can choose from a range of super-deformed sports cars and other assorted vehicles – including a dustcart and a fast-food wagon – all of which can be customised using a range of different parts.

Racing modes include one- or two-player championships, three- or four-player versus modes and the game also offers a complete track editor, thus allowing you to create an infinite number of tracks to challenge friends on.

In addition to the usual customisations such as speed, brakes and suspension, players can pick from a variety of weapons and power-ups such as spikes, mines, cannons, turbos and spin attacks.

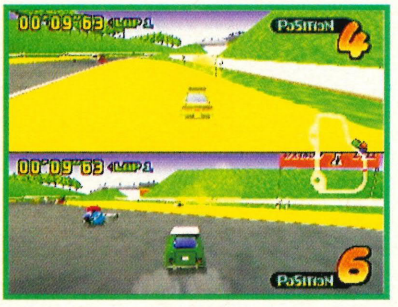
The cars handle very well, although they start off fairly slow, more speed being gained as you win races and move up through the racing classes. Graphically, the game looks very nice and plays extremely well. Keep an eye out for a review – very soon!



▲ Each car performs differently. Once you've played *Penny Racers* a few times you'll have a favourite car, and can work on enhancing it.



▲ One of the coolest cars is the little super-deformed Ferrari which comes – of course – in red. A lean, mean, racing machine!



▲ In two-player mode you can compete in a race season. Any more than two players, however, and you have to use the custom tracks.

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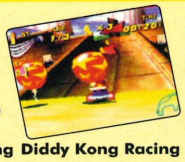
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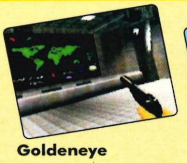
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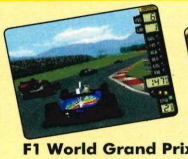
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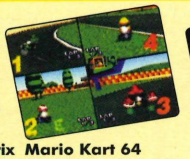

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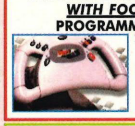
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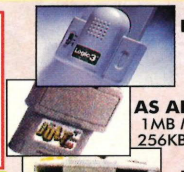


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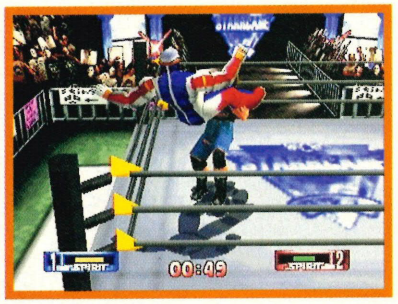
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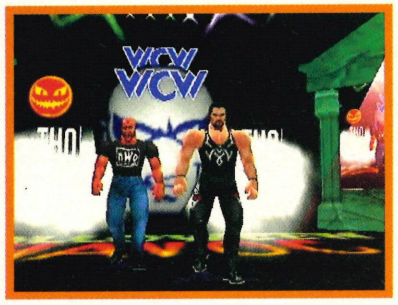
WCW/NWO Revenge

They're big. They're bad. They're back!

WCW REVENGE

Publisher: THQ
Release Date: November '98





Hot on the heels of the excellent *WCW Vs NWO World Tour* comes *WCW/NWO Revenge*, the second offering from THQ.

Their first 'not-really-a-beat-'em-up' was a great success and met with praise from both wrestling and non-wrestling fans alike, but it had its flaws. THQ has set out to correct this with its second game, taking the format that made *WCW Vs NWO* so successful and building on it.

WCW/NWO Revenge offers even more characters, with better detail, better animation, better sound, more detailed arenas and some excellent attention to detail. Wrestlers now enter the ring accompanied by their girlfriends and managers, and these companions stand at ringside to support their beefy combatants. Weapon use – always an essential part of American wrestling – has been improved too, with a much wider variety of weapons available from the crowd.

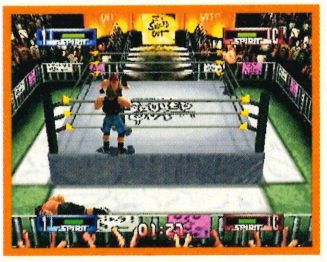
Everything about *WCW/NWO Revenge* has been improved in what is essentially a second-generation wrestling game. Whether the whole package will be enough to challenge the success of *WWF Warzone* still remains to be seen, but one thing *is* for sure – wrestling fans are gonna love this!



▲ There are a lot more elements included in the game to make it more like watching the sport on TV, like seeing the wrestlers out of the ring.



▲ Amongst the many game modes is the multiple wrestler 'Battle Royal'. This basically means that you can have up to four wrestlers in the ring.



▲ Tag team matches are included, and just because a wrestler isn't currently 'in play', it doesn't mean that he can't get thumped!

Rat Attack

You doity rat!

Everybody wants to be a cat, apparently. Mind you, when you see this amount of hassle the Scratch Cats have to put up with, you might want to consider joining a quieter species. Like army ants or lemmings.

In *Rat Attack*, mutant rats from space have invaded Earth. Their mission: total destruction! Dozens of rats pour into each of the game's sixty-odd levels and start to tear the place apart. As one of the cats, you have to trap the rampaging rodents and dispose of them before they wreck the joint. It sounds easy enough, but unlike regular cats, armed with claws and teeth and stuff, the Scratch Cats have gone all hi-tech.

To trap a rat, you need to lay down a crackling electric field (the Eraticator) in a rectangle behind you, then hurry over to the Destructor to kill the squeaking vermin humanely (ha!) once it's trapped. This is made harder than it sounds by the battalions of other rats, though – if they touch you, you lose one of your nine lives, and any rats you had trapped escape to gnaw another day.

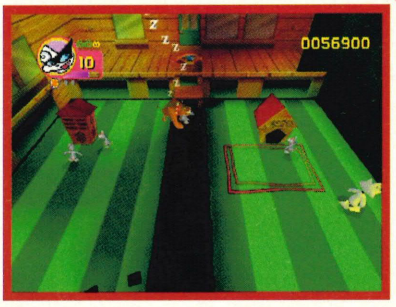
Rat Attack is a crazy arcade experience that's much tougher to play than you think. It gets sweatingly frantic very quickly, and just to make things harder, the rats mutate into vampires, devils and even blobs of protoplasmic jelly as the game advances! Look out for more on this game nearer the end of the year, and make sure you keep your cheese safely locked in the fridge...

RAT ATTACK

Publisher: Mindscape
Developer: Pure
Release Date: December '98

▶ The wobbly rectangle behind the cat is the Eraticator – any rats caught inside it are trapped.

▼ To kill the rats, they must be taken to the Destructor, the pad at the right of the screen.





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Written by: Andy McDermott

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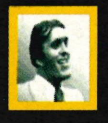
You thought you'd got everything possible out of Goldeneye? Think again!

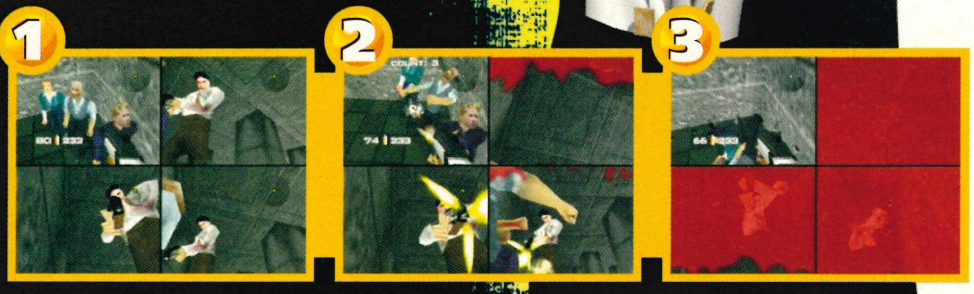
It's getting on for a year old, but *Goldeneye* still has plenty to offer! Back in issue 15, we invited readers to send us their best/funniest/weirdest multiplayer challenges and bizarre one-player oddities. Here are the best of them...

MULTIPLAYER MADNESS

Dah-Dum, Dah-Dum... Jaws!

BEST LEVELS: Library, Basement, Complex
BEST WEAPONS: Remote Mines, Power Weapons
DESCRIPTION: One person plays Jaws, everyone else is a civilian. Put Jaws' health up to +10 (rookie) and everyone else's down to -10 (hero). The aim of the game is for Jaws to get as many kills as possible in five or ten minutes. As the civilians' health is so low, one shot will kill them, so they have to hide or work together to take Jaws down.
SUGGESTED BY: James Kent, Dawlish





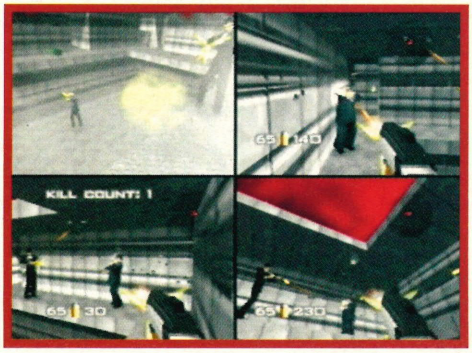
1 Cower pitifully, wretches!
2 Jaws is silent but deadly...
3 ...as this proves!

Get Coltrane!



BEST LEVELS: Basement, Complex
BEST WEAPONS: Power weapons. Or pistols, if you're sporting
DESCRIPTION: One person is Valentin, aka Robbie Coltrane. Everyone else is out to make him pay for *Nuns On The Run* and *The Pope Must Die*. A variant on Capture The Flag, only with a flag that shoots back. And for 'flag' read 'portly Scottish actor'. To make things fairer, should you want to, give Coltrane extra health.
SUGGESTED BY: Andy McDermott, 64 MAGAZINE

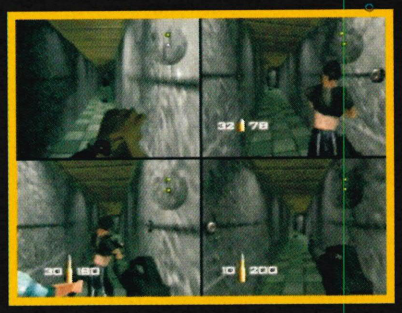




ncible!

Minesweeper

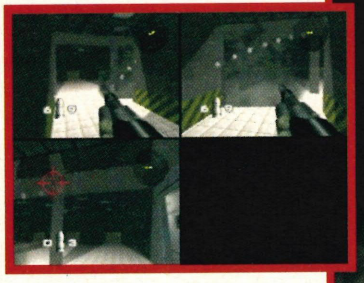
BEST LEVELS: Archives, Basement
BEST WEAPONS: Mines, obviously!
DESCRIPTION: In Licence To Kill mode, players are only allowed to use mines as weapons. There's only one rule – you can't stop moving! The tactics are therefore either to plant mines in strategic areas and try to lure people into them, or run around madly flinging mines at anyone you see and attempting to detonate them before the target runs away...
SUGGESTED BY: John Brewer, Enfield





Grenade Golf

LEVEL: Bunker
WEAPONS: Grenade Launchers
DESCRIPTION: Everybody arms themselves with grenade launchers, then goes to the room with the body armour and stands in an alcove. Each player takes it in turns to bounce grenades off the pillars and support beams – the only rule is that you can't leave your alcove. The winner is the last man standing!
SUGGESTED BY: Philip Kairis, Cockfosters

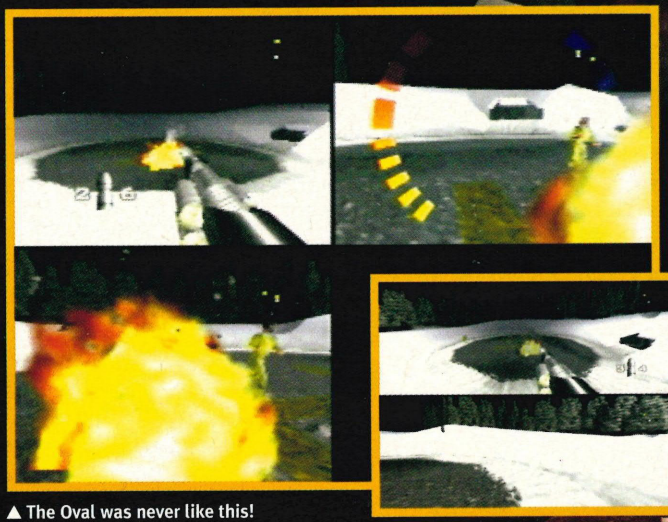




▲ Phoont... ping, ping, ping... buh-koom!

Grenade Cricket

LEVEL: Bunker
WEAPONS: Grenade Launchers
DESCRIPTION: On the Bunker level, select grenade launchers. One player collects a launcher and tools up with ammo, becoming the 'bowler', while the other player is the 'runner'. Go outside, and the player with the grenade launcher stands on the small hill to the left of the door while the runner sprints back and forth between the door and the far side of the arena. The runner is only allowed to run in a straight line, but can stop to avoid explosions. How many runs can he get before the bowler nails him with a grenade?
SUGGESTED BY: Ian Maddison, Redcar

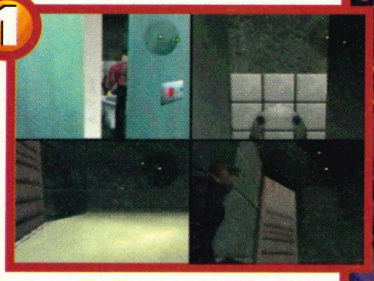


▲ The Oval was never like this!

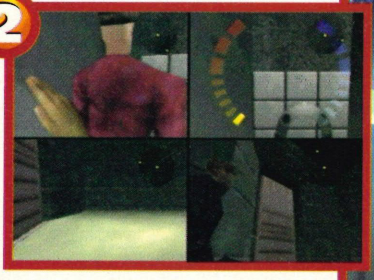
Attack Of The Mutant Dinner Lady

BEST LEVEL: Facility
WEAPONS: Slappers
Rosika the dinner lady is in a bad mood – nobody likes her food, probably because she cooks it in a big vat of poisonous chemicals. She will make them all pay!

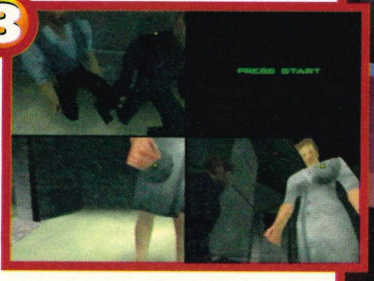
First activate the All Characters cheat, then one player selects Rosika, the dinner lady. As in the Jaws game, give Rosika +10 health and knock everyone else down to -10. After that, it's just a mad slapfest as Rosika tries to beat people to the ground and make them eat her vile food, while everyone else struggles to stay alive for as long as possible. Because the Facility is a small, easily recognisable level, there's nowhere to hide...
SUGGESTED BY: Thomas Burton, Cambridge



"It's rice pudding day, everyone!"



Someone's lunch is about to be ruined.

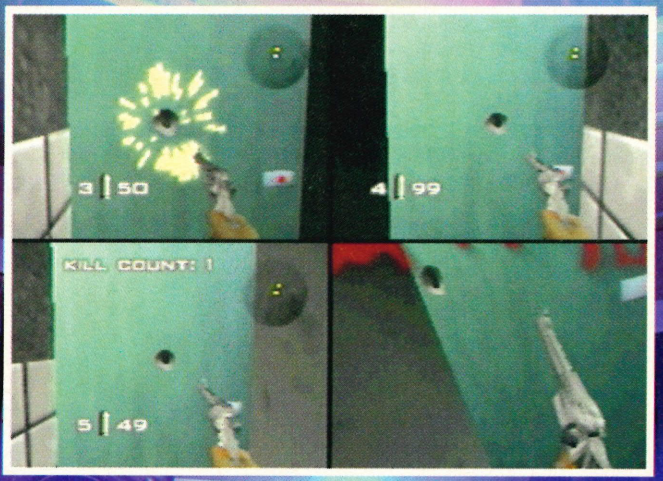


"No! Not the dead fly cake!"

Toilet Roulette

LEVEL: Facility
WEAPONS: Any (bar Slappers)
DESCRIPTION: Select Licence To Kill mode. While the fourth player looks away, three players arm up and head for the toilets, hiding themselves in the cubicle. The fourth player then heads for the dunnies and starts opening doors. If there's somebody inside the cubicle, it's a case of 'fastest shot wins'. The winner hides in another cubicle, while the loser gets ready for the next exciting round of toilet roulette...
SUGGESTED BY: Samuel Edwards, Worthing





Magnum Force

LEVEL: Facility
WEAPONS: Pistols
DESCRIPTION: Everybody needs a magnum for this one. Once all the players are tooled up Dirty Harry stylee, everyone goes to the toilets and takes up residence in a cubicle. On a count of three, start blasting away at each other through the walls and doors! Last person standing wins.
SUGGESTED BY: Damian Butt, Paragon Publishing

SINGLE STRANGENESS

Postal Mode

DESCRIPTION: In the Facility's bottling room, instead of finishing the mission by going through the double doors or the conveyor belt, go up the stairs to the right of the double doors. Take out the guards, then go up the next flight of stairs to a balcony overlooking the bottling plant. From here, you can go totally Lee Harvey Oswald shooting the Russian troops for as long as your ammo lasts. How many kills can you get?
SUGGESTED BY: Adam Tunbridge (588 kills), Bury St Edmunds



Bouncing Soldiers

DESCRIPTION: Open the door to the bunker on Surface 1, setting off the alarm and prompting dozens of troops to come after you. Head for the air vent entrance and shoot out the padlocks to the grille drops, then move round to the other side of the hole in the grating. The pursuing troops should fall into the hole, then keep bouncing back up to the surface.
SUGGESTED BY: Matthew Neill, Rotherham



Nuke The Shuttle

DESCRIPTION: Use the All Weapons cheat on the Aztec level, then, just before you launch the Moonraker shuttle, liberally pepper the spacecraft with remote mines from the catwalk leading to the control panel. Activate the launch sequence, then detonate the mines as the game goes into the takeoff cutscene. If you're unlucky, the game will lock up, but if you're lucky the shuttle will lift off and be engulfed by explosions!
SUGGESTED BY: Andy McDermott, 64 MAGAZINE

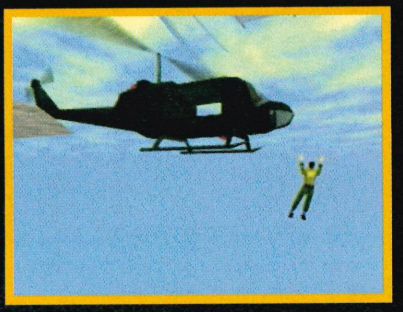
Scientist Tossing

DESCRIPTION: Switch on the Invisibility and Infinite Ammo cheats, then in the Facility select remote mines and drop them at the feet of the scientists. Stand back, and detonate! The objective is to bet on which scientist will be blasted highest into the air by the explosion.
SUGGESTED BY: Andrew Robinson, Stenhousemuir



James Bond–Superman!

DESCRIPTION: Switch on the Fast Animation cheat, then complete the Cradle. After you have killed Trevelyan and completed the level, Bond doesn't bother getting a lift from the helicopter, but instead takes to the air all by himself!
SUGGESTED BY: Wesley Throne, Stonehaven



Just for *Goldeneye* virgins (are there any left?) here's the list of all those elusive Bond cheats...

The built-in cheats are only accessible by completing the one-player levels on certain difficulty levels within a set time limit. Once you've activated any of the cheats, a new menu option appears when you start a game that lets you switch the cheats on and off. Note that if you use a cheat, the game won't let you play any levels that you haven't previously completed the fair way!

LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball	Secret Agent	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	Agent	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket Launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

Hidden Characters

There are two sets of secret characters hidden in the game which can be used in deathmatches. The first set, a collection of famous Bond villains including Oddjob and Jaws, is accessed simply enough by beating the one-player game on Agent level.

The second, larger set requires a cheat! On the deathmatch character selection screen, move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.

Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Left on D-pad and release.
Hold L & Right on D-pad and release.
Hold R & Down on D-pad and release.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Right on D-pad and release.
Hold L & R & C Down and release.
Hold L & Down on D-pad and release.

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker!

Written by: Andy McDermott

Pocket Monsters Stadium



A monster in your pocket? Yeah, that's what they all say! Is Nintendo's cult hit any good?

Ninfo

PLAYERS:

CART SIZE: 96 M.

RUMBLE:

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



Memory Options

MEMORY: Saves championship battles

CONTROLLER PAK: N/A



$64,000 Question

- ⊕ Some amazing visual effects
- ⊕ Amusing characters
- ⊕ Game Boy compatibility
- ⊖ Needs Game Boy games to play properly
- ⊖ Aimed at very young players
- ⊖ Simplistic
- ⊖ Tedious

Incomprehensible Japanese games tend to get fairly short shrift on the coverage front in 64 MAGAZINE, on the not unreasonable grounds that only about six people in the country have the slightest interest in buying them. *Pocket Monsters Stadium*, on the other hand, is getting more attention than the average mix of wibbling anime characters and screen after screen of squiggly Pittmanesque writing. The reason for this is very simple. It's by Nintendo.



▲ This is Pikachu, strobe-eyed scourge of Japanese schoolchildren. Although he's popular, he's actually a bit crap in fights.

More to the point, it revolves around what, if Nintendo gets its way, will be the Next Big Thing™ around the world, following in the footsteps of the *Ninja Turtles* and the *Power Rangers*. Remember them? Pocket Monsters have been a massive hit in Japan, despite zapping dozens of kids into comas, and now Nintendo wants to repeat that success everywhere else. Stranger things have happened. If a fat plumber and a kid with pointed ears can become international cash cows for the Big N, why not a banoffee-coloured chinchilla who fires lightning bolts from his butt?

Pocket Billiards

The various Pocket Monsters have been, in the words of Eighties poncey-haired one-hit wonders Alphaville, big in Japan for quite a while now. Thanks to the runaway success of the Game Boy games, Tokyo is in danger of being crushed by Pikachu dolls, and the rest of the little beasts can be seen staring out from any product capable of having a transfer slapped onto it.



▲ The forces of Satan himself were summoned up by Tony the Tiger to ensure the continued breakfast domination of Frosties.

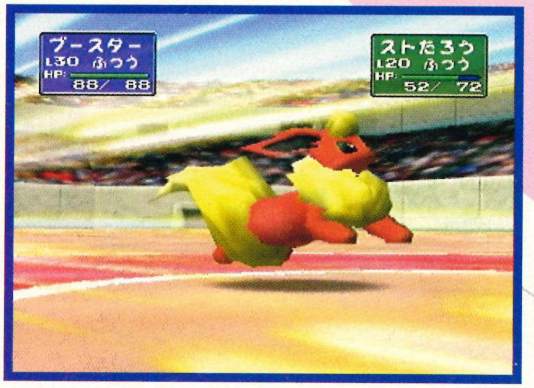
Pocket Monsters Stadium is Nintendo's attempt to rub off some of their animalistic franchise's success on the N64, which in Japan has had the same reception as David Beckham had in England after the World Cup. The game comes with the 64GB (see page 52) through which Game Boy monsters can be loaded into the N64, but for those without the polychromal cartridges, *Pocket Monsters Stadium* also has a set of monsters within it.

Annoyingly, if you don't have the Game Boy *Pocket Monsters* games you can't engage in any of the training options that are a major part of the

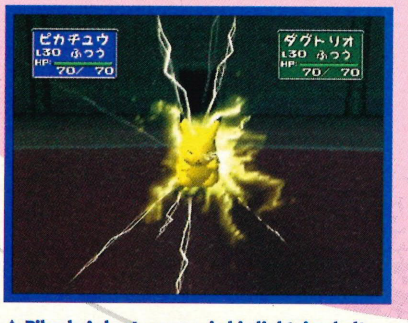
Turns the N64 into



▲ Big Bird screamed and writhed in helpless agony as the flaming petrol seared his crispy skin. Kids today, eh?



▲ Puff the poodle springs to the attack. Ooh, ooh, I'm terrified, you yappy little sod. Killer poodles... some monster!



▲ Pikachu's best weapon is his lightning bolt, fired by selecting the C Up attack. It's even got a classic anime 'bzz-zz-zat!' sound effect.

I've Got A Monster In My Pocket



success of the GB titles. The limited selection of creatures in *Pocket Monsters Stadium* (there are 150 in the GB titles) all have pre-set attacks and special powers, which don't seem to be changeable. Seeing everything the game has to offer is dependent on you owning all of the Game Boy titles.

The combat in the Game Boy games was designed to be fairly simplistic, since a GB link cable isn't exactly up to *Quake 2* plus ISDN levels, and *Pocket Monsters Stadium* follows suit. Once you've selected a team of Pocket Monsters, or Pokemons as they'll be called over here, they enter the arena (there's a massive choice of – gasp! – two! Woo-hoo!) to fight. Although *Pocket Monsters Stadium* claims to support up to four players, only two people can fight at once.

▲ A monstrosity like this three-headed walking palm tree really *deserves* to be consumed by flames, in our opinion.



▲ Each of the C buttons corresponds to a particular attack. The more powerful it is, the fewer times it can be used in a match.

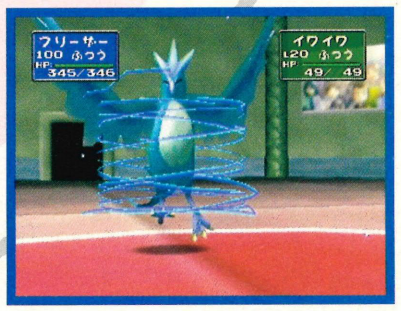
Paper Beats Rock

Saying that the fighting in *Pocket Monsters Stadium* is simplistic is a bit like saying that *Titanic* made a few bob or Noel Edmonds is not widely liked. Even though all the text in the game is in Japanese, it only takes a few minutes to get the hang of what's going on, as all the moves correspond to controller buttons, helpfully shown on-screen. A takes you to the attack moves, selected with the C buttons while holding R, and B lets you switch monsters if you're running low on hit points or facing an enemy that your current choice finds hard to damage.

a Game Boy peripheral?



▲ "You cannot harm me, Hugo A-Go-Go. My spoons are like a shield of steel! Hey, whaddya think of my Bono impression?" Etc.



▲ A Norwegian Blue wishes he had the chance to pine for the fjords, as pretty soon he's going to be an ex-parrot.

In an example of what Nintendo chairman Hiroshi Yamauchi calls "nurturing, trading, collection and addition," or what the more cynical might refer to as "milking the public until their nipples bleed," the Game Boy *Pocket Monsters* games are available in multiple versions. In order to see all the different monsters, you need to buy all the different versions of the game, which to date are Red, Green and Blue, with Gold and Silver on the way.



The Game Boy games are a kind of RPG, where the objective is to explore the landscape and build up your collection of monsters by beating them up when you find them and catching them in your balls. Monster balls, that is. Once you've caught a monster, it can be trained to build up its fighting powers and pitted against other trouser-bag beasts.

For those who can't read Japanese (that'll be most of us) the RPG is barely comprehensible. Although the walking around and fighting parts are easy enough to understand, talking to characters is, unfortunately, a fairly important part of the game. Training up a monster is rather nightmarish as well, with a mystifying series of menus appearing, prompting much random pushing of buttons.

Several hours play, with the help of a guide from one of the many *Pocket Monsters* sites on the Internet, didn't reveal anything terribly thrilling hidden in the game. The whole appeal comes from the two-player fighting aspect and the trading of monsters, and it's hard to imagine anyone over ten getting excited by what is basically technological Top Trumps. If you really want to see what all the fuss is about, it's probably best that you wait until the official launch of the games next year – at least they'll be in English!



▲ Plug a Game Boy cartridge into the 64GB and you get this expanded option screen.



▲ By selecting the Game Boy option, you can play the RPG part of the game on your N64. Wow, 64-bit technology at its finest!

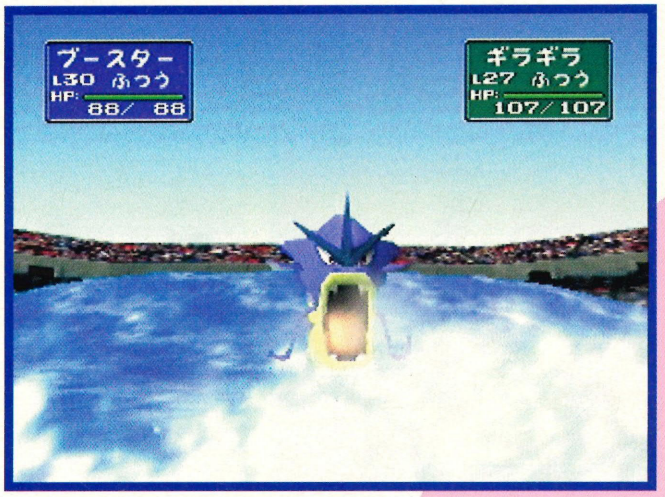
Heebie GB

At first thought to be a Game Boy emulator, the 64GB has – disappointingly – turned out to be nothing more than an adaptor through which Game Boy saved data can be read by the N64. Since ours was on loan we didn't try to pull it apart to see what was inside, but its translucent back gives you a peek at its innards.

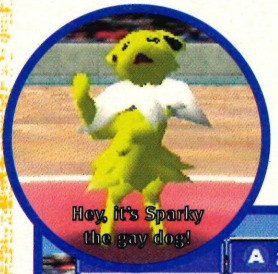
The 64GB does, at least, let you play the RPG part of the Game Boy *Pocket Monsters* games, letting you see (or at least wonder) why *Pocket Monsters* has been such a hit in Japan. If you've got four players, each with a 64GB and their own copy of the Game Boy title, they can pit their own unique collection of monsters against each other. If you're a fan of the game then this'll probably be heaven for you.

However, Nintendo's decision to make the 64GB only compatible with *Pocket Monsters*, and not Game Boy games in general, is truly bizarre. If you want a proper RPG, rather than the junior portion that is *Pocket Monsters*, being able to play *Link's Awakening* on the N64 would have been much better!





▲ One of the most impressive attacks is Fish Bloke's enormous tidal wave, which rolls over the entire arena and drowns his enemies!





▲ It wasn't just his job as leader of the free world that made Bill Clinton irresistible to Monica Lewinsky.



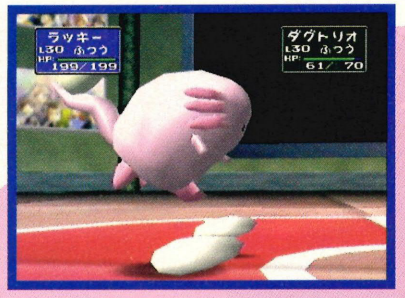
▲ The sinister Clam Bloke gets blasted by a wave of cold. Hey, there's just a slight differential in hit points there...

And that, believe it or not, is pretty much all there is to it. Obviously Western players will need a bit of time to discover what attacks each monster has in its repertoire, but simple trial and error is a fairly good way of doing things.

The attacks, and the monsters themselves, do look very good. Even the basic selection of Pokemons has plenty of variety, and they're all well-animated with a reasonable amount of character. While they're waiting around between rounds they all have their own little jigs, and each attack has its own animation and visual effect. Some of them look pretty spectacular, like the fire breath or the psychedelic energy wave effects. There's practically no character interaction, though. Even when one monster leaps bodily at the other, you never see the two actually hit, just the recipient reeling from the impact.

Combat

What the combat boils down to is a version of 'rock-paper-scissors'. You pick an attack, your opponent picks an attack. If you're lucky, you get to go first and inflict a terminal blow on the other guy. If you don't, you just go back and forth until one of the fighters bites the dust. Once you've seen all the monsters and all the special effects it gets very boring, because that's literally the whole game. Back and forth and back and forth and... snore.



▲ With the help of his sausage-like fingers, the Trent Monster chucks a barrage of explosive eggs into the mouth of the Roy Beast.



▲ This strange chap with a *Blackadder 2* collar and a Polo mint on a string has the power to... oh, we give up. You can see for yourself.



▲ Spoon Guy unleashes his amazing technicolor acid trip attack...



▲ ...and Flying Seal Fella takes a tremendous, yet trippy, pounding.

Now You Will... Sleep!

A very useful attack, if you can get it in first, is the sleep attack. As you might gather from the name, this puts your opponent out faster than a six-pack of Night Nurse or the collected speeches of John Major. Unless the victim can find the attack move that will wake them up, or change to another monster on their team, they just sit there snoring as they get battered.







◀ Fed up with just throwing darts, Bully blasts Jim Bowen with a barrage of electric snot. "Look at what you could've – aaargh!"

Cute 'Til You Puke

Pocket Monsters Stadium most closely resembles the battle scenes of *Final Fantasy VII* (or, if you want an N64 equivalent, *Quest*) but without the tactics, surrounding storyline and exploration that makes the whole thing interesting. While it might be fun for young kids (who, to be fair, are the target audience for the whole Pokemon thang) anybody over the age of ten is going to become very bored very quickly.

The biggest problem with *Pocket Monsters Stadium* is that it essentially



▶ A bizarre kitchen accident results in disaster for the Trent Monster as he's blinded by flying spices. No, not the oregano!

Supplied by: The Joypad
Contact info: (01202) 311611

2nd opinion

Graphics are superb, animation sequences are nice, but there's *no* gameplay! There is no skill involved and the animation soon becomes repetitive. It's an RPG without the storyline and all in all about as intellectually fulfilling as watching paint dry. ROY KIMBER

Rating



turns the all-powerful N64 into the world's most expensive Game Boy peripheral. What seems like the fun part of the whole Pocket Monsters experience – exploring the RPG world, finding and capturing the monsters and then customising them with your own unique set of attacks and powers – requires the Game Boy titles, leaving the N64 to run a subgame which, graphics

boils down to a version of 'rock-paper-scissors'...

aside, could have been written in BASIC on the ZX Spectrum. If this is Nintendo's idea of the brave new future for the N64, I'll stick with Turok blowing the heads off raptors, thank you very much.



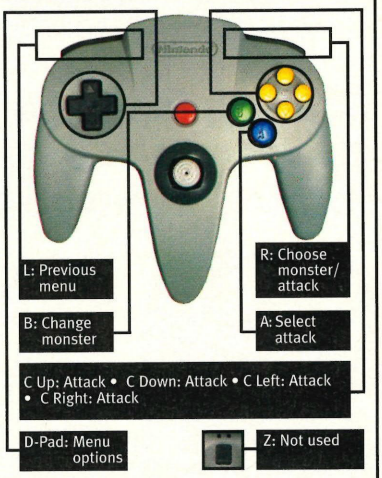
▲ A cunning opponent opens up a scalding geyser beneath Pikachu's feet, and the tubby little beast dies screaming. Aw!



▲ When the *Mad Max 4* role didn't come through, Tina turned instead to the family size tin of Quality Street for comfort.

64 Magazine Bottom Line

Controls



Alternative

Quest 64: THQ (import)
Reviewed: Issue 16, 56%
Yoshi's Story: Nintendo (£49.99)
Reviewed: Issue 13, 79%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

46

Soundbite

Even if you've got the Game Boy games, you're better off keeping your money in your pocket!

Written by: Roy Kimber

Virtual Che

At long last, chess makes its way onto the N64. Should it have bothered?



▲ White pawn takes black pawn – by knocking him over and tickling his feet with a feather until he submits!



▲ It is possible to rotate the board around to get a better angle on things, although this still isn't as useful as the overhead view.

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	Titus
Developer:	Titus
Game Type:	Chess
Origin:	UK
Release:	Out now
Price:	£49.99

Chess is a great game. Millions of children throughout history have been forced to sit down at the familiar chequered board and puzzle over the mystery of "why can the horsey jump while the other pieces can't?" The game was also in the news fairly recently when supercomputer Deep Blue Mk II frustrated Grandmaster Gary Kasparov so much by defeating him that he stormed out of the room in a huff. After playing *Virtual Chess 64*, players may well have some idea of how the stormy Russian felt, as the AI in this game is extremely good – some might even say too good!

The game itself is fairly middle of the road...

Virtual Combat

You are offered a choice of two playing modes 3-D or 2-D. In 3-D mode, you also have the option of switching 'fighting' on or off. Anyone who's played the ancient video game *Battlechess* will know what this option means. For those who haven't, it's where the pieces come to life and beat each other up every time one of them is captured.

In the aforementioned *Battlechess*, all the action took place on the board, but in *Virtual Chess* the two combative characters slug it out in what is basically a cutscene. While some of these scenes are amusing, at least at first, they soon become pretty tiresome and only serve to distract from the gameplay, meaning you inevitably turn them off.

The 3-D mode itself looks very nice, but the angle of the board makes it difficult to plan your strategies properly. You can view from two default positions, black side or white side, and can also rotate the board. However, the controls stay fixed when you rotate, making moving the cursor confusing from most angles. Inevitably you'll find yourself switching to 2-D mode, which is simple but clear.

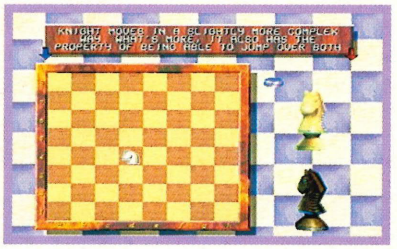
The best feature of *Virtual Chess*, and really the only reason to buy the game, is the Tutorial mode. It starts from the absolute basics, introducing each of the pieces and explaining how they move. There's then the option to learn about all the different rules involved in the game, including the more confusing ones like the en-passant rule and castling. After this it's on to classic tactics, and there is also a selection of games from past history that you can review to learn the tactics of the masters.



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores game in progress



▲ The tutorial mode introduces you to each piece and explains exactly how these are permitted to move.

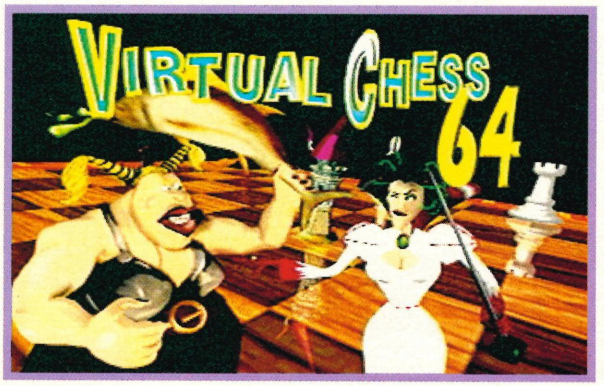


▲ Knight takes rook and their 3-D representations slug it out in a cutscene that becomes dull with repetition.



$64,000 Question

- ⊕ Nice 3-D graphics
- ⊕ Incredibly comprehensive tutorial mode
- ⊖ Awkward to play in 3-D mode
- ⊖ Hardly stretches the N64's capabilities
- ⊖ Considering the price of a real chess set...

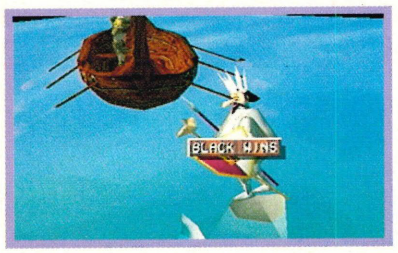


▲ These are the cartoon representations of the two queens. The white queen is smooth and sophisticated while the black queen... erm, isn't.



▲ This is a replay of a game played by a Grandmaster called Spassky. You can learn a lot from it, if you can work out what all the text means!

SS 64



◀ Black wins the game, and the white king is rather unceremoniously dumped on a rock in the middle of some shark-infested water.

▼ In the 3-D mode, computer controlled pieces rise up and float across the board... now *that's* magic!



This tutorial section is well implemented – after explaining each move or technique with illustrations, it then tests you with a few sample situations, for example, 'white to play, mate in two, find the moves'. This is easily the most comprehensive tutorial ever seen in a chess video game, and is ideal for both beginners or for those with more experience of the game.

Better Than The Real Thing?

Sadly, the game itself is fairly middle of the road. One of the fun things about chess is sitting down with a friend and physically moving your pieces around the board to crush their feeble strategies. Doing it on screen takes a lot of the fun out of it, and when you consider that a chess set is a fraction of the price of this game – hell, you could even get a chessboard with built-in computer for the same money – you tend to think, is it worth it?

Virtual Chess 64 is a good chess game, but it's not particularly exciting, and whether it'll appeal to the N64 *Banjo-Kazooie/Goldeneye* cadre is doubtful. If you're a parent and you're trying to get your kids interested in something other than colourful, noisy, mindless fun, then this game might be worth a look. Don't blame us when they trade it in for something more exciting, though!



▲ The pieces leave the board when one is taken in 3-D mode making way for the cutscene. This is distracting when you're plotting strategy.

2nd opinion

The 3-D views may be fancy, but you inevitably turn them off to use the less confusing 2-D one. Most importantly, the CPU opponent offers a real challenge (even if Roy didn't!) while the tutorial mode and classic matches are a bonus. Worth checking out. PHIL KING

Rating

Board Senseless

In 2-D mode you can access not just one, but four differently styled chess sets and boards, which adds a little variety. Some of these sets are weird!



The basic black and white set. Clear and simple, thus easy to see what's going on. The best of the bunch if you're after a serious game.



The animal set. Although colourful, it's difficult to remember what's what, particularly since the animals are different for each colour.



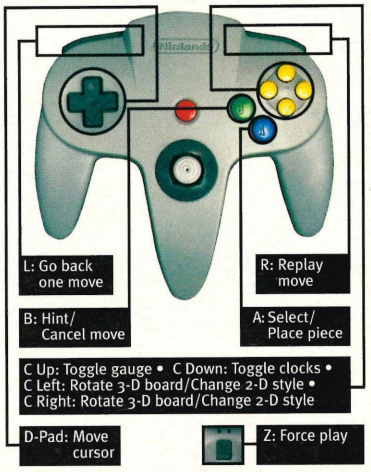
The posh set. With a marble board, this set looks very nice, but isn't as easy to read at a glance as the black and white set.



The fantasy set. This *Dungeons And Dragons*-style set is nice to look at, but again it's easy to forget which pieces are which.

64 Magazine Bottom Line

Controls



Alternative

No alternatives! There aren't any other chess games out at the moment, or even strategy games for that matter!

Rating

Graphics

Audio

Gameplay

Challenge

Overall

65%

Soundbite

Fairly good chess game, although does the N64 really need one?

Written by: Andy McDermott



▲ With a yell of "Come 'ere!" Scorpion spears Raiden and drags him in for a beating, a move familiar to long-term *Mortal Kombat* players!



▲ It's the battle of the babes as Sonya Blade shows off just many carats there are in her engagement ring.



▲ Liu Kang gets treated to a bout of head scissors by Tanya. Not a problem, you might think... until she twists your head backwards!

Saints preserve us, another Mortal Kombat game. What a surprise!

Mortal Komba

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	GT Interactive
Developer:	Eurocom
Game Type:	Beat-'em-up
First Reviewed:	Issue 16
Release:	Out now
Price:	£44.99 (TBC)

Wh-kish! Wh-kish! What's that noise? It's the sound of a deceased horse being soundly flogged, that's what. *Mortal Kombat* has been around in its various guises for most of the millennium's closing decade, and *it hasn't changed a bit*. Sure, more characters have been added, the signature 'fatalities' have been spruced up and made ever more ludicrous with each new incarnation, and now the franchise has made its first steps into the third dimension... but the underlying game itself is all but identical to that in the first arcade version.

Mortal Kombat 4 is the latest, but almost certainly not last, addition to the series. Once again, the evil forces of the Outworld are trying to take over the Earth, the fate of the planet being decided by a bout of fisticuffs in the traditional manner. Familiar faces from the previous games make a comeback, some from beyond the grave, and a few new bugs pop up to make their play for a part in the next sequel. It's basically business as usual.

Karry On Kombat

Anyone who's played any of the previous *Mortal Kombat* games (apart, that is, from the godawful *MK Mythologies*, which made even *Mortal Kombat Trilogy* look good) will be able to get straight in and start playing *MK4*. In fact, even if you've never set eyes on a *Mortal Kombat* game, you'll be able to get straight in anyway, as the gameplay is a model of simplicity. Two punch buttons, two kick buttons, a rarely-used block button and a practically irrelevant run button, and you're away. It's possible to have some fun just by slapping the buttons as quickly as possible to see which fighter goes down first in a haze of blood, but obviously things get more interesting if you learn how to perform the special attacks – acid spitting, spear throwing, teleportation and the like.

It's these special moves that show up just how little the *MK* series has advanced since its early days, because not only do they look the same, they're performed in the same way. You could argue that this lets fans get straight into each new game as it appears. Or, alternatively, you could argue that it saves the designers from having to do any time-consuming and expensive thinking up of new ideas. Even though the game is now in 3-D, with the addition of sidestep functions (which, like the run button, hardly ever get used in play) most of the moves could have come straight from the first *MK* game. All that's changed is the amount of gore.



▲ The fighters have plenty of comedy limb-snapping moves at their disposal. Amazingly, the victim can carry on fighting in moments!



▲ Explosions of blood abound in *Mortal Kombat 4*, the slightest tap producing enough plasma to gorge Dracula.





PAL Performance

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

Borders: Dinky

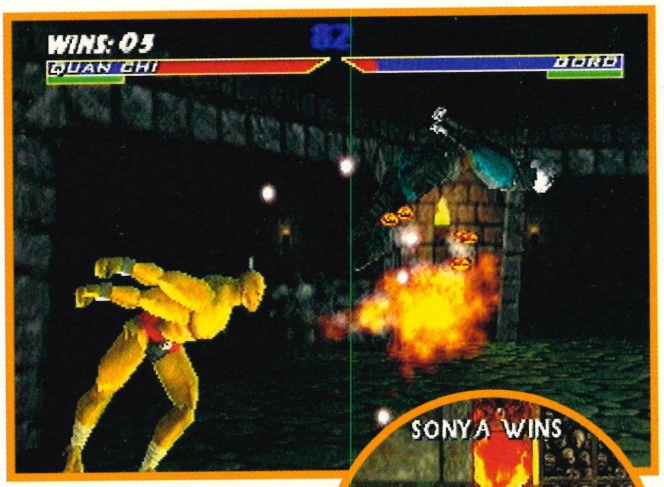
Speed: Pretty much the same as NTSC



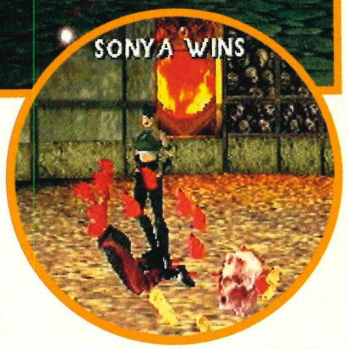
Memory Options

MEMORY: N/A

CONTROLLER PAK: Stores game progress and scores



▲ Goro, four-armed behemoth from the Outworld, is back, now in shiny happy polygonal form. He's still as lethal as ever, though.



▲ Sonya looks on with pride at the remains of the man who confused her with the chirpy Scouse popstrel of the same name.



▲ "Oh my god! They killed Robin!" With a bit of luck, the next *Batman* film will now be on permanent hold!

t4

Killing Joke

To its credit, *Mortal Kombat 4* has added a few minor new features. Each character has a special weapon which can be pulled from a portable hole (or somewhere) during a fight and used to bray the other fighter upside the head, and objects lying around the arenas can be picked up and hurled to painful effect. That's really about it, though. The *Street Fighter* titles, *Mortal Kombat*'s long-term rival, have added things like chargeable power bars, reversals and combo breakers which add to the original gameplay without overwhelming it, but *MK4*'s designers are happy just bending someone's knees the wrong way instead of advancing the game.

Despite its limitations, *Mortal Kombat 4* is actually quite fun to play for a while. The brutal fatalities, now played entirely for laughs, are the kind of thing that appeal to the 14-year-old boy in all of us, and the whole thing is just so ridiculous that not even the most uptight Mary Whitehouse type could possibly find it a moral outrage. It's very fast, it's easy to play, and as a two-player game it can be enormously amusing. However, it's also as shallow as spilt coffee, and if you take out the comedy violence there's not really a lot left. For now, *MK4* is the best beat-'em-up on the N64, but only by default.



The Wet End

As an example of just how daft the fatalities in *Mortal Kombat 4* can get, see what happens when Quan Chi beats Kai...



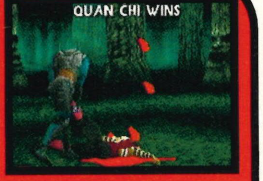
"Okay, let's have a look at those corns."



"Oopsie. Pulled a little bit too hard, I think..."



"Now look! You've got blood all over my tights."



Whomp! Whomp! Whomp! Ow. Spurt.

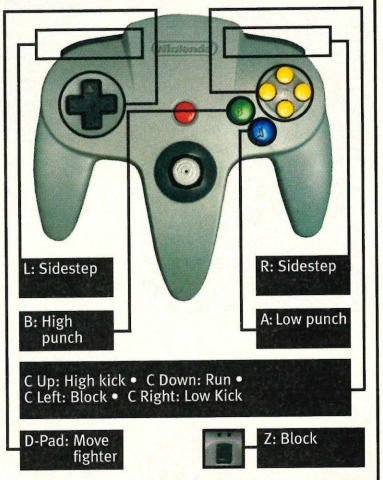
2nd opinion

Mortal Kombat 4 includes many new additions, but still retains the fighting techniques developed in the many prequels. This game is great and cannot be beaten for fun and thrills, all splattered with tons of blood. *MK4* rocks and you'll love it to death! RUSSELL MURRAY

Rating

64 Magazine Bottom Line

Controls



Alternative

Bio Freaks: GT Interactive (£44.99)
Reviewed: Issue 19, 82%
Fighter's Destiny: Ocean (£54.99)
Reviewed: Issue 11, 80%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

86

Soundbite

Short-term mindless fun with more blood than an abattoir!

Written by: Andy McDermott

Ninfo

PLAYERS:

CART SIZE: 128 M

RUMBLE:

Publisher	GT Interactive
Developer:	Saffire
Game Type:	Beat-'em-up
Origin:	US
Release:	Out now
Price:	£44.99 (TBC)



▲ Zipperhead renders Psyclown 'armless. And a good thing too. Everyone knows clowns are evil and sinister.



▲ Pushing back and tapping the fire button raises your fighter's shields, defending against weapon attacks.



▲ Bullzeye gives Delta a taste of his 'Dance, Freak, Dance!' move. This involves shooting people in the knees. Now that's comedy!

Bio Fre

In the not too distant future, androids will hit each other. Hard. Until bits fall off...

In the future, cable TV will beam the exact show you want to watch directly into your brain, tiny robots will give you a full-body workout as you sit in your armchair, and wars will be fought not by resource-consuming armies but by armed androids in one-on-one combat to the death. It's all happening! In the *future*!

Bio Freaks puts you in the synthetic skin of some of these androids, charged by their company overlords (the world is ruled by evil multinationals like Micro-Gene, NewCell Inc and Disney. This kind of thing happens all the time. In the *future*!) to get out there and conquer new territories. Plot aside, it's beat-'em-up action as usual... with a few exceptions.

Firstly, *Bio Freaks* has a distinctive look, through the use of a 'soft-skinning' technique that gives all the fighters, no matter how bizarre, a realism not often seen in fighting games. The technique has now started to be more widely used, but *Bio Freaks* is its most effective showcase to date.

Secondly... well, it's gory. And not just in a *Mortal Kombat* gallons-o'-ketchup way, but in a hilariously sadistic manner that the "but they're only androids, not real people" defence barely covers. Limbs fly, heads roll, bodies are sliced clean in two, with severed arteries helpfully marking the point of impact by spraying huge red geysers into the air (and occasionally onto the camera). Not that this stops the fighting – until they're finished off permanently, the Freaks just keep on going even with limbs missing, like sci-fi versions of *Monty Python's* Black Knight.

It's Just A Flesh Wound

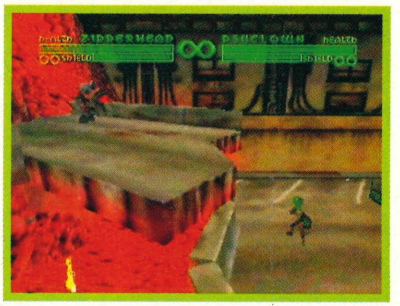
Other additions to the usual fighting formula include aerial combat (all the Freaks are equipped with jetpacks), weapons and shields, but these don't make as much difference to the gameplay as you might think. Shields defend against weapon attacks, but can still be penetrated by slower-moving impacts from blades and fists. Flight allows the Freaks to dodge some attacks and to reach upper platforms of the arenas, though apart from a few



▲ Each Freak has a long list of special moves, like Minatek's missiles, conveniently listed in the back of this very issue.



▲ Spurt. Spurt. Spurt. Whack off an arm or two, or even just inflict a deep cut, and blood will squirt from the wound for the rest of the round.



▲ The multi-level design of some of the arenas means that desperate Freaks can run away and take a breather.



Memory Options

MEMORY: None

CONTROLLER PAK: Saves game progress



PAL Performance

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

Borders: Titchy

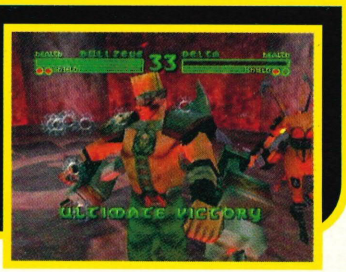
Speed: You can kill with confidence

Now You Die!

Mortal Kombat may have had fatalities, but *Bio Freaks* takes things one step further – you don't have to wait until the end of a fight to kill your enemy! If you're fast enough, you can waste your opponent before they can get off a single punch. Brutal instant deaths range from the good old clefting in twain to firing a yard-long steel bolt into someone's skull, all accompanied by a veritable Niagra Falls of gore.





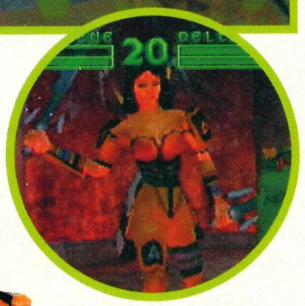




▶ Particularly violent attacks, like this onslaught, splatter the camera with gore!



◀ Oh, the humanity! Certain levels have hazards, like this pool of lava!



aks



▲ The Freaks are some of the best-looking characters on the N64. Well, Delta is.

arenas where a misplaced landing if you run out of fuel can drop you into lava or toxic waste, the tactical value is fairly limited.

Despite the weapons and shields, most of the game is spent going toe-to-toe with the opposing Freaks, so the success or otherwise of *Bio Freaks* comes down to whether the combat flows as smoothly as the blood. In general, it does. Some of the moves are a bit too reminiscent of the *Mortal Kombat* series, which has frequently been criticised for being somewhat jerky and awkward, but it also has a selection of *Street Fighter*-style rolling moves, which are easier to pull off.

However, it's the gore and amputations that are the obvious selling point, and they do actually make a difference to the gameplay – lop off a character's weapon arm and they can't shoot at you, take off both limbs and they're left waving their stumps and trying to kick you to death. All good clean sick fun. For sheer pace, *Mortal Kombat 4* is probably the best N64 fighter, but *Bio Freaks* has enough going for it to make it a worthwhile alternate purchase.

2nd opinion

Bio Freaks still offers some pretty good – extremely gory – action, and doesn't seem to have lost much in the PAL conversion. That said, when you put it up against _Mortal Kombat 4_, it doesn't quite hold it's own. _Bio Freaks_ is good, but _MK4_ is faster, gorier, better. ROY KIMBER

Rating



▼Hot two girl action gets a little hotter as Delta showers the arena with her blood. Don't worry, they're only androids!

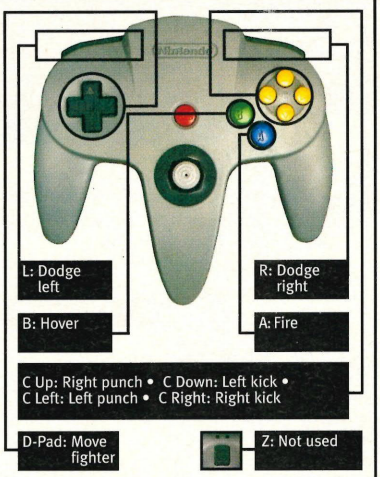


▲ Psyclown's home arena is this perverted version of a circus big top. Get your overpriced candyfloss here!



64 Magazine Bottom Line

Controls



Alternative

Mortal Kombat 4: GT (£44.99)
Reviewed: Issue 19, 86%
Fighter's Destiny: Ocean (£54.99)
Reviewed: Issue 11, 80%

Rating

Graphics



Audio



Gameplay



Challenge

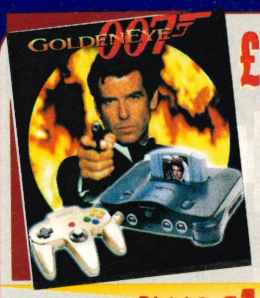


Overall

82%

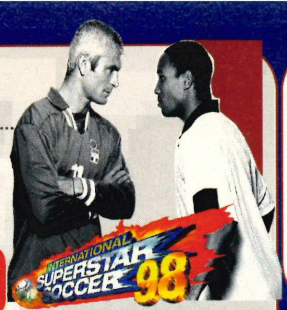
Soundbite

Spurting blood, severed limbs, girls with not much on. Can't go wrong!



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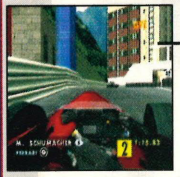
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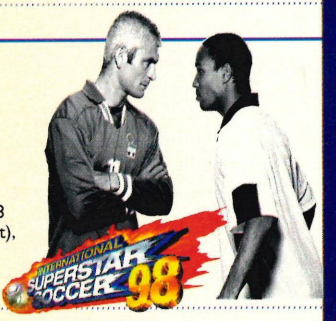
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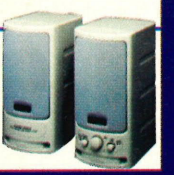
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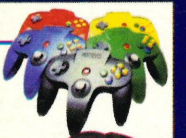


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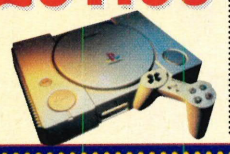
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If you want the very latest N64 cheats, there's only one place to look... 64 Magazine's Cheat Central!

cheat central

PLAYERS' GUIDES

Buck Bumble

68 Take to the skies in the first part of our solution to this buzzin' shoot-'em-up.

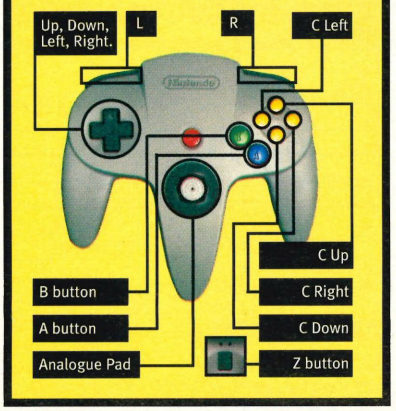


Bio Freaks

76 Severed limbs, mutants, cyborgs... they're all in this complete battle guide!



Pad at a glance



AIRBOARDER 64

We covered this unusual but innovative import game a while back, but never revealed how to get access to the secret characters and extra boards... until now!

Bonus Characters

Do the following to unlock each of the bonus characters:
Finish every level and track in Time Attack mode within the set time.
Achieve an 'A' ranking on every level and track in Street Work mode.
Achieve an 'S' ranking on every level and track in Street Work mode.
Achieve a 'Perfect' ranking on every level and track in Coin mode.





Bonus Boards

Unlock all four bonus characters then at the board selection screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A to get the following bonus boards.

Ika-Chu (gives double jumps)
Father (gives longer air time)
J-B (Press A + B for turbo jump)
J-Arm (gives extra turbos)

WWF WARZONE

We published a whole host of cheats for this top wrestling game last issue. However, here's one we missed out!

Play As Trainer

This has to be one of the easiest cheats ever! Simply enter the training room and select any move. You'll see a message informing you that the trainer is now accessible as a playable character.



AERO FIGHTERS ASSAULT

This disappointing *Afterburner*-esque game gets downright impossible on the later levels, so it's lucky for you lot that we've got a level select cheat, isn't it?.

Level Select

Start a game then press Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L. You'll now be able to access all levels.

Secret Level

Complete every level in the game, including the bonus ones. Beat the Ice Cave level to access a brand new one – the Moon!

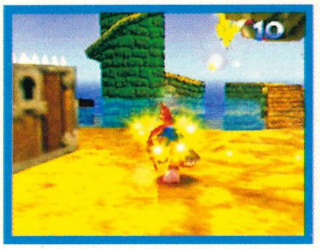




BANJO-KAZOOIE

Yet more secret *Banjo* cheats! Like the ones we printed last issue, the only thing you need to have done to activate these is to open up Treasure Trove Cove. And if you can't do that, then you don't deserve to have them!





Infinite Air

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by GIVETHEBEARLOTSOFAIR. A cow will moo when you enter the letters of CHEAT, but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.

Infinite Gold Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by AGOLDENGLOWTOPROTECTBANJO. You will now have an endless supply of gold feathers.

Maximum Energy

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by ANENERGYBARTOGETYOUFAR. This will give you eight honeycombs on your life bar. Note that if you already have red honeycombs, then this cheat will make you lose them.

Infinite Lives

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by LOTSOFGOESWITHMANYBANJOS. You will now have infinite lives.

BUCK BUMBLE

It's been a while in coming, but *Buck Bumble* has finally left the hive! It's a little tricky though, so here's a couple of codes to help you out if you get stuck.

All Weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left. You can now access all the weapons.



Access All Missions

On the title screen, hold Z and press Right, Down, Down, Right. Then release Z and press Right, Up, Down, Left, Left, Up, Right, Right to open up all the missions.

CHOPPER ATTACK

Re-reviewed last issue, if this 3-D helicopter battle game is giving you trouble, then here's a few codes to make things easier, and a few just for fun!

Level Select

Press C Up seven times when the 'Press Start' message appears on the opening screen.

Debug Mode

Hold Z and press Right, Left, Up, Down, A, B, Start when the 'Press Start' appears on the opening screen.

Shoot Down The President

Press Z and C Up and C Down during the game, then fire a homing cluster at an enemy aircraft.





SUPER ROBOT SPIRITS

This Japanese beat-'em-up has yet to make an appearance in the 64 MAGAZINE review pages! However, for any of you that are really quick off the mark and already have it, here are a few cheats. For obvious reasons, we haven't been able to test all of them, and we take no responsibility for anyone who kills their N64 trying them out (particularly the 'Judecca' one!)

New Colours – Dunbine and Walker Galliam

If you play the game for over 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

Play As Master Gundam

Select Story mode and defeat Master Gundam three times, and he will become accessible as a playable character.



Play As Devil Gundam

Complete Story mode with all the characters, and then use Master Gundam to beat Devil Gundam in 64 mode. You will now be able to select and play as Devil Gundam.

Play As Judecca

If you play the game for over 300 hours, Judecca will appear as a playable character.

Shining Gundam

In Vs mode use Shining Gundam, and defeat 21 opponents. On the select screen, you will now be able to access Shining Gundam, and use him on all game modes.

DATEL GAME PRODUCTS

The following codes will only work with the Action Replay device. For those of you without one, you have the chance every month to win one courtesy of those nice people at Datel. This month's question: What's the name of the third person on the ScoreZone pinboard this month? Entries to the usual address marked 'Action Replay Giveaway 19' by 16 October! For up-to-the-minute codes and to purchase your own Action Replay, contact Datel on (01785) 810800, or visit their web site at: **www.datel.co.uk.**

BANJO-KAZOOIE

Please note: Use *Diddy Kong Racing* keycode.
These codes must be on first:
DE000400 0000
8124C628 1700
812874C4 1700
812D3F80 1300

Infinite Lives
8038696B 0009

Infinite Health
80386963 0008
80386965 0001

Infinite Red Feathers
8038694F 00FF

Infinite Gold Feathers
80386953 00FF

Infinite Eggs
80386947 00FF

Infinite Notes
80386943 00FF

Infinite Air
8038696E 000B

Infinite Jiggies
803869AB 00FF

Infinite Skulls
803869A7 0008

All Notes All Areas
803869D1 0064
803869D3 0064
803869D5 0064
803869D7 0064
803869D9 0064

Note: Due to the limits of the cartridge not all codes can be switched on at once. Please only have the codes that are necessary switched on at one time.

64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

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

- Once again we've been getting some top scores from all of you, but the Ultimate Player Award this month goes to **Darren Simmons** of **Mossley,** with his excellent *Lylat Wars* score of 2217, proving that you don't need loads of scores to win, just one good one! Unfortunately Darren, your handwriting is a little difficult to read, so if you'd like to give us a ring and confirm your address we'll be able to then send out your Logic 3 pad and memory card.

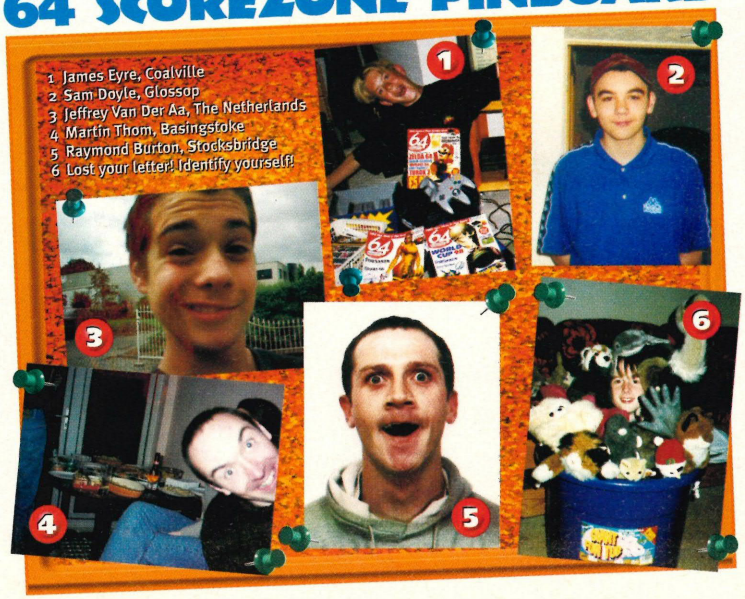
- This month we're looking for more *Quake* times, as that section is currently being monopolised by **Raymond Burton** of **Stockbridge**. We've also got the first of our *Banjo-Kazooie* times. Just to clarify, we're looking for stage times with all notes, jiggies and honeycombs collected; anyone else need not apply!

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

64 SCOREZONE PINBOARD



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!

Banjo-Kazooie

MUMBO'S MOUNTAIN

0:06:47	Danny Dunn, Boston
0:10:28	Andy McDermott, 64 MAGAZINE
0:11:54	John Brennan, Bicester

TREASURE TROVE COVE

0:22:04	John Brennan, Bicester

Top Gear Rally

COASTLINE

02:39:50	Kristoffer Thorbjornsen, Scotland
03:40:42	Jason Larosa, Pembroke
03:42:82	Chris Dunn, Boston
03:46:82	Kuljit S Athwal, Dundee
03:50:10	Richard Dunn, Boston

STRIP MINE

02:52:79	Jason Larosa, Pembroke
02:59:11	Chris Dunn, Boston
03:05:58	Kuljit S Athwal, Dundee
03:06:22	Jason Saunders, Tenterden
03:07:02	Gavin Brennan, Claremorris

JUNGLE

05:10:74	Jason Larosa, Pembroke
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

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, Lochwinnoch
1:53:442	Sam Clifton, Bucks

PORT BLUE

1:30:304	Mick Smith, Worcester
1:44:031	Russell Auld, Lochwinnoch
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
1:40:094	Russell Auld, Lochwinnoch
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

Starfox/Lylat Wars

OVERALL SCORE

2217 kills	Darren Simmons, Mossley
2192 kills	Andrew Robson, Newcastle-Upon-Tyne
2097 kills	Adrian Stead, Hull
2096 kills	Craig Humphrey, Stifford Clays
2094 kills	Taty Luostarinen, Finland

CORNERIA

282 kills	Andrew Robson, Newcastle-Upon-Tyne
282 kills	Craig Humphrey, Stifford Clays
259 kills	Neil Friedman, Whitefield
254 kills	Adrian Stead, Hull
240 kills	Matthew Kagelidis, Greece

METEO

302 kills	Gavin Brennan, Claremorris

SECTOR X

161 kills	Gavin Brennan, Claremorris

KATINA

192 kills	Gavin Brennan, Claremorris

SECTOR Y

166 kills	Gavin Brennan, Claremorris

VENOM 2

227 kills	Gavin Brennan, Claremorris

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

Extreme G

City 1
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton
2:09:65 Karl Watt, Road Side
2:10:53 Shannon Mundy-Castle, Tasmania
2:10:88 Hayeb Kamali, Cardiff

Desert 1
2:02:88 Michael Williams, Exeter

Chameleon Twist

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

Ant Land
09:27 Robert Gallagher, Southampton

Fighter's Destiny

Record Attack: Fastest
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne
0:36:19 Nicholas Davies, Longfield
0:36:91 Martin Thom, Hook
0:38:42 Jeffrey Van Der Aa, The Netherlands
0:56:39 Tom Cordrey, North Yorkshire

Record Attack: Rodeo
6:58:30 Nicholas Davies, Longfield
2:17:29 Jeffrey Van Der Aa, The Netherlands
2:13:76 Gautam Rishi, Gerrards Cross
1:46:36 Ryan McClean, Belfast
1:40:13 Martin Thom, Hook

Record Attack: Survival
229 wins Russell Murray, Bournemouth
93 wins Nicholas Davies, Longfield
47 wins Martin Thom, Hook

Diddy Kong Racing

Ancient Lake
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk
00:44:25 Richard Dunn, Boston

Fossil Canyon
01:06:53 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston
01:12:81 Thomas Ferrari, Norfolk
01:13:73 Danny Dunn, Boston

Jungle Falls
00:43:65 Adam Charlton, Buckden
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury
00:48:75 Jason B, Warwickshire

Treasure Caves
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk
00:49:41 Jason B, Warwickshire
00:50:05 Rob Pierce, Salisbury

Whale Bay
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, Boston
01:03:63 Gavin Brennan, Claremorris

Pirate Lagoon
01:04:36 Rob Pierce, Salisbury
01:13:35 Gavin Brennan, Claremorris

Windmill Plains
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seeney, Bury St Edmunds
02:05:00 Kenneth Dundas, Arbroath

Crescent Island
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:30:76 Neil Friedman, Whitefield

Hot Top Volcano
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield
01:18:76 Kevin Seeney, Bury St Edmunds
01:23:33 Matthew Stevenson, Bournemouth

Haunted Woods
01:05:15 Kenneth Dundas, Arbroath

Frosty Village
01:19:01 Rob Pierce, Salisbury

Boulder Canyon
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, Boston

Walrus Cove
01:36:55 Adam Charlton, Buckden
01:40:95 Richard Dunn, Boston
01:44:15 Rob Pierce, Salisbury
01:46:82 Kevin Seeney, Bury St Edmunds
1:47:30 Neil Friedman, Whitefield

Spacedust Alley
01:34:51 Danny Dunn, Boston
01:44:61 Arthur van Dalen, Netherlands
01:51:05 Rob Pierce, Salisbury
01:53:03 Gavin Brennan, Claremorris
01:54:75 Matthew Stevenson, Bournemouth

Darkmoon Caverns
01:49:03 Richard Dunn, Boston
01:49:75 Adam Charlton, Buckden
01:55:76 Rob Pierce, Salisbury
01:56:60 Kevin Seeney, Bury St Edmunds
01:58:65 Arthur van Dalen, Netherlands

Spaceport Alpha
01:44:60 Danny Dunn, Boston
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands
01:54:53 Gavin Brennan, Claremorris
02:02:85 Kenneth Dundas, Arbroath

Star City
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster
01:38:31 Kevin Seeney, Bury St Edmunds



Goldeneye

Facility – 00 Level!
1:07 Matthew Stevenson, Bournemouth
1:10 Matthys ten Ham, The Netherlands
1:12 Michael Williams, Exeter
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
0:55 Matthew Stevenson, Bournemouth
0:58 Matthys ten Ham, The Netherlands
0:59 Jon Quarrie, Stapleford
0:59 Neil Friedman, Whitefield
1:00 Michael Williams, Exeter

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

Surface 1
1:07 Danny Dunn, Boston
1:11 Matthew Stevenson, Bournemouth
1:13 Matthys ten Ham, The Netherlands
1:13 Neil Friedman, Whitefield
1:14 Michael Williams, Exeter

Bunker 1
0:22 Andrew Jones, Weston-Super-Mare
0:23 Matthew Stevenson, Bournemouth
0:23 Matthys ten Ham, The Netherlands
0:24 Michael Williams, Exeter
0:24 Sam Doyle, Glossop

Launch Silo
1:26 Michael Williams, Exeter
1:31 Matthew Stevenson, Bournemouth
1:32 Alan Dundas, Arbroath
1:33 Danny Dunn, Boston
1:35 Richard Lovelock, Newbury

Frigate
0:34 Adam Tucker, Great Yarmouth
0:35 Matthys ten Ham, The Netherlands
0:35 Matthew Stevenson, Bournemouth
0:35 Michael Williams, Exeter
0:35 Neil Friedman, Whitefield

Surface 2
0:59 Andrew Jones, Weston-Super-Mare
0:59 Sam Doyle, Glossop
1:00 Danny Dunn, Boston
1:00 Sam Doyle, Glossop
1:04 Raymond Burton, Stocksbridge

Bunker 2
0:26 Danny Dunn, Boston
0:31 Michael Williams, Exeter
0:32 Matthew Stevenson, Bournemouth
0:32 Neil Friedman, Whitefield
0:32 Sam Doyle, Glossop

Statue Park
2:38 Danny Dunn, Boston
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:41 Matthys ten Ham, The Netherlands
2:44 David Hanson, Birmingham

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

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, Stocksbridge

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
1:46 Sam Doyle, Glossop
1:49 Neil Friedman, Whitefield
1:52 Michael Williams, Exeter
1:54 Stephen Hill, Maidstone

Jungle
1:19 Neil Friedman, Whitefield
1:22 Matthew Stevenson, Bournemouth
1:25 Sam Doyle, Glossop
1:45 Andrew Jones, Weston-Super-Mare
1:56 Stephen Hill, Maidstone

Control Centre
4:52 Andrew Jones, Weston-Super-Mare
5:07 Michael Williams, Exeter
5:14 Karl Watt, Road Side
5:23 Neil Friedman, Whitefield
5:44 Danny Dunn, Boston

Water Caverns
1:08 Danny Dunn, Boston
1:10 Kenneth Dundas, Arbroath
1:10 Sam Doyle, Glossop
1:11 Michael Williams, Exeter
1:11 Matthew Stevenson, Bournemouth

Cradle
0:54 Sam Doyle, Glossop
0:55 Neil Friedman, Whitefield
1:02 Jon Quarrie, Stapleford
1:04 Matthys ten Ham, The Netherlands
1:04 Sam Doyle, Glossop

Aztec Complex
3:56 James Eyre, Coalville
3:59 Karl Watt, Road Side
3:59 Sam Doyle, Glossop
4:08 Danny Dunn, Boston
4:12 Matthew Stevenson, Bournemouth

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

GOLDENEYE 60 MINUTE CHALLENGE!

The idea is simple. Finish every *Goldeneye* level on 00 difficulty so that your combined times add up to a total of one hour or less.

No entries for this as yet, so we can only assume you're just not up to the task! However, we'll keep the challenge running for another month and see what happens. Get out there and play *Goldeneye*!

We're still looking for ideas for new Zone challenges – so send 'em in!

Turok Training Level

2:12	Michael Williams, Exeter
3:15	Gavin Deadman, Biggin Hill

Wetrix Classic

2874158	Darren Cooper, Anfield
207341	Stephen Henderson, Upminster

Mischief Makers

47 gems	Robert Gallagher, Southampton

Tetrisphere

Rescue

82047300	Gavin Brennan, Claremorris
78621700	Barbet Koolmees, The Hague, Holland
38034300	Zack King, Surrey

Puzzle

4:44	Gavin Brennan, Claremorris

Shadows Of The Empire

Battle of Hoth

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

Escape from Echo Base

0:03:52	Matthew Stevenson, Bournemouth
0:04:04	Hans Lafeber, The Netherlands

The Asteroid Field

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

Mos Eisley and Beggar's Canyon

0:02:49	Matthew Stevenson, Bournemouth
0:04:26	Hans Lafeber, The Netherlands

Imperial Freighter Suprosa

0:03:13	Hans Lafeber, The Netherlands

Skyhook Battle

0:06:50	Matthew Stevenson, Bournemouth

Xizor's Palace

0:07:50	Hans Lafeber, The Netherlands

Yoshi's Story

37424	Danny Dunn, Boston
35998	Richard Dunn, Boston
35460	Bonny Qvistorff, Copenhagen
33234	Steven Dijkerman, The Netherlands
29266	Michael Williams, Exeter

Mario Kart 64

Luigi Raceway

01:21:94	Arthur van Dalen, Netherlands
01:31:30	Taty Luostarinen, Finland
01:38:47	Rob Pierce, Salisbury
01:39:64	Richard Dunn, Boston
01:40:09	James Eyre, Coalville

Moo Moo Farm

01:21:71	James Eyre, Coalville
01:21:80	Mick Smith, Worcester
01:22:32	Alan Dundas, Arbroath
01:31:26	Danny Dunn, Boston
01:33:68	Rob Pierce, Salisbury

Koopa Troopa 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, Lochwinnoch

Mario Raceway

00:54:01	Taty Luostarinen, Finland
00:58:30	Mick Smith, Worcester
01:02:65	Rob Pierce, Salisbury
01:04:79	Richard Dunn, Boston
01:09:90	Matthew Bullman, Castleford

Wario Stadium

00:21:22	Richard Dunn, Boston
00:22:03	Rob Pierce, Salisbury
00:22:17	Danny Dunn, Boston
00:23:52	Neil Friedman, Whitefield
00:26:62	Matthys ten Ham, The Netherlands

Choco Mountain

01:40:71	Rob Pierce, Salisbury
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

Royal Raceway

01:57:53	Mick Smith, Worcester
02:07:54	Rob Pierce, Salisbury
02:10:06	Danny Dunn, Boston
02:22:46	Jeffrey Van Der Aa, The Netherlands
02:23:75	Ingvar Gunnarsson, Iceland

Kalamari Desert

01:36:58	James Eyre, Coalville
01:37:22	Alan Dundas, Arbroath
02:10:76	Danny Dunn, Boston
02:12:16	Rob Pierce, Salisbury
02:13:71	Richard Dunn, Boston

Yoshi Valley

01:11:55	Danny Dunn, Boston
01:13:36	Matthys ten Ham, The Netherlands
01:32:73	Rob Pierce, Salisbury
02:00:28	Russell Auld, Lochwinnoch
02:07:83	Paul Lloyds, Tenderden

Rainbow Road

04:15:95	Alan Dundas, Arbroath
04:40:18	Rob Pierce, Salisbury
04:53:52	Danny Dunn, Boston
05:05:21	Russell Auld, Lochwinnoch
05:12:75	Ingvar Gunnarsson, Iceland

Banshee Boardwalk

01:47:28	Arthur Van Dalen, The Netherlands
02:02:06	Alan Dundas, Arbroath
02:08:77	Rob Pierce, Salisbury
02:20:75	Russell Auld, Lochwinnoch
02:21:03	James Eyre, Coalville

Donkey Kong's Jungle Parkway

00:31:94	Danny Dunn, Boston
00:35:01	Rob Pierce, Salisbury
00:46:29	Richard Dunn, Boston
01:18:67	Matthys ten Ham, The Netherlands
01:35:28	Arthur Van Dalen, The Netherlands

Sherbet Land

01:56:23	Mick Smith, Worcester
01:56:41	Alan Dundas, Arbroath
02:00:27	James Eyre, Coalville
02:05:14	Rob Pierce, Salisbury
02:05:82	Danny Dunn, Boston

Bowser's Castle

02:04:44	Kenneth Dundas, Arbroath
02:17:71	Rob Pierce, Salisbury
02:22:67	Matthys ten Ham, The Netherlands
02:30:37	Russell Auld, Lochwinnoch

Toad Turnpike

01:57:79	Danny Dunn, Boston
02:35:50	Kenneth Dundas, Arbroath
02:45:26	James Eyre, Coalville
03:11:15	Russell Auld, Lochwinnoch
03:27:86	David Dennison, Welwyn Garden City

Snowboard Kids

Rookie Mountain

0:26:43	Rob Pierce, Salisbury
0:26:63	Kenneth Dundas, Arbroath
0:27:33	David Dennison, Welwyn Garden City
0:30:20	Jay Scott, Fort William
0:30:66	Joe Young, Bickerton

Big Snowman

1:37:43	Rob Pierce, Salisbury
1:41:26	David Dennison, Welwyn Garden City
1:41:33	Kenneth Dundas, Arbroath
2:01:73	Joe Young, Bickerton
2:01:76	Mike Brear, Wirral

Sunset Rock

1:38:50	Rob Pierce, Salisbury

Night Highway

1:31:60	Rob Pierce, Salisbury
1:32:66	Kenneth Dundas, Arbroath
1:33:66	Joe Young, Bickerton
1:33:90	David Dennison, Welwyn Garden City
1:37:66	Daniel Syversen, Norway

Grass Valley

1:42:26	Rob Pierce, Salisbury
1:44:86	Kenneth Dundas, Arbroath
1:46:83	Joe Young, Bickerton
1:47:10	Daniel Syversen, Norway
1:50:60	David Dennison, Welwyn Garden City

Dizzy Land

1:36:43	Rob Pierce, Salisbury
1:37:43	Kenneth Dundas, Arbroath
1:37:53	Daniel Syversen, Norway
1:37:53	Joe Young, Bickerton
1:38:50	David Dennison, Welwyn Garden City

Quicksand Valley

01:37:10	Rob Pierce, Salisbury
01:37:83	Kenneth Dundas, Arbroath
01:40:50	Daniel Syversen, Norway

Silver Mountain

01:46:86	Kenneth Dundas, Arbroath
01:47:33	David Dennison, Welwyn Garden City
01:47:80	Rob Pierce, Salisbury
01:48:30	Joe Young, Bickerton
01:49:96	Daniel Syversen, Norway

Ninja Land

0:23:06	Rob Pierce, Salisbury
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

Quake 64

Map 1: The Slipgate Complex

0:30	Michael Williams, Exeter
0:30	Raymond Burton, Stockbridge

Map 2: Castle Of The Damned

0:43	Michael Williams, Exeter
0:44	Raymond Burton, Stockbridge
0:49	John Brennan, Bicester

Map 3: The Necropolis

1:14	Michael Williams, Exeter
1:24	Raymond Burton, Stockbridge

Map 4: Gloom Keep

0:57	Raymond Burton, Stockbridge

Map 5: The Door To Chthon

1:06	Raymond Burton, Stockbridge

Map 6: House Of Chthon

0:30	Raymond Burton, Stockbridge
0:35	John Brennan, Bicester

Map 7: Ziggurat Vertigo

2:41	John Brennan, Bicester

Map 8: The Ogre Citadel

1:09	Raymond Burton, Stocksbridge
1:22	John Brennan, Bicester

Map 9: The Crypt Of Decay

1:27	Raymond Burton, Stocksbridge

Map 10: The Wizard's Manse

2:35	Raymond Burton, Stocksbridge

Map 12: The Underearth

1:13	Raymond Burton, Stocksbridge

Map 13: Termination Central

1:10	Raymond Burton, Stocksbridge

Map 14: The Vaults Of Zin

1:25	Raymond Burton, Stocksbridge

Map 15: The Tomb Of Terror

1:25	Raymond Burton, Stocksbridge

Map 17: Chambers Of Torment

1:27	Raymond Burton, Stocksbridge

Map 23: Azure Agony

3:26	Raymond Burton, Stocksbridge

Map 25: Shub Niggurath's Pit

0:52	John Brennan, Bicester

Mario 64

2088 coins	Ingvar Gunnarsson, Iceland

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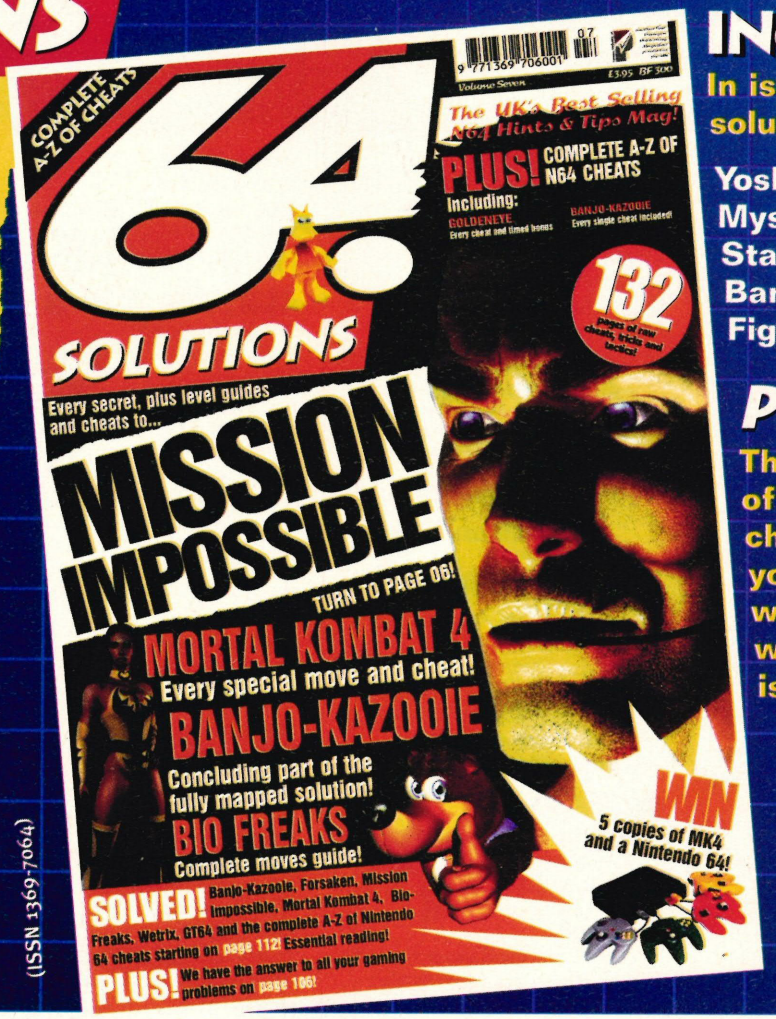
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Written by: Roy Kimber

Buck Bumble

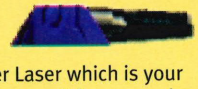


Time to bee a hero? Get down and kick some serious insect butt with the first part of our comprehensive Buck Bumble fly-through!

Weapons

The essential part of Buck's kit – you wouldn't get far without these!

THE STINGER



This is the standard issue wrist-mounted Stinger Laser which is your basic default weapon. It is powered by your beating wings and so never runs out of ammo. It's very dependable in a tight spot and useful when you want to save precious ammo from another weapon.
Range: Long
Rate of fire: Medium
Effective against: Secret walls, mines, switches, Crane Flies.
Ineffective against: Killa-Pillas, rapid firing enemies.

PLASMA PISTOL



This weapon has good all-round capabilities. It has a rapid-firing auto mechanism to take down smaller enemies with ease.
Range: Medium
Rate of fire: Fast
Effective against: Wasps, Louse Guns, Mines, Killa-Pillas.
Ineffective against: Larger enemies such as Scorpion Tanks, Herd Commander.

SPIKER



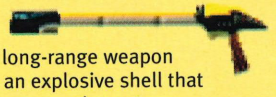
This is a rapid firing gun that shoots a steady stream of red-hot spikes. Firing these spikes into the ground can also act as mini-mines, which can damage enemies if they walk over them.
Range: Medium
Rate of fire: Fast
Effective against: Weevil Cannons, Transporters.
Ineffective against: Scorpion Tanks, Herd Commander.

STUN GUN

This is a special one-off gun used to stun your opponent. It will render them defenceless for a short amount of time.
Range: Medium
Rate of fire: Medium
Effective against: Herdlings.
Ineffective against: All other enemies.



FRAG CANNON



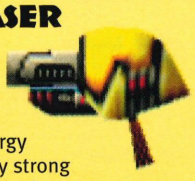
This long-range weapon fires an explosive shell that detonates on impact.
Range: Long
Rate of fire: Slow
Effective against: All ground and some airborne enemies.
Ineffective against: Wasps, Mosquitoes, Fire Flies, Hover Flies.

HGS2000



The HGS2000 is an auto-homing plasma weapon that will eradicate most nearby enemies. It's a good weapon but its rapid firing means that it guzzles ammo. Used wisely, it is a very effective weapon.
Range: Medium
Rate of fire: Fast
Effective against: Swarms of airborne enemies, also Hover Flies, Fireflies, Mosquitoes, Ants, Dragunflies.
Ineffective against: Wood Wasps.

PULSE LASER



The Pulse Laser is a very powerful firearm that shoots quick energy pulses. It is a very strong weapon that demands accuracy.
Range: Medium
Rate of fire: Fast
Effective against: Dragunflies, Killa-Pillas, Louse Guns, The Queen.
Ineffective against: Wood Wasps.

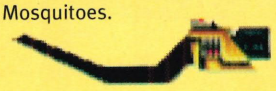
CLUSTER BOMB



The Cluster Bomb disperses small clusters of explosives onto unsuspecting enemies. It is best used against slower moving ground-based enemies.
Range: Medium
Rate of fire: Slow
Effective against: Giz Beetles, Ants and other small ground-based enemies.
Ineffective against: Rapid-moving airborne enemies such as Wasps, Hover Flies, Mosquitoes.

EXO-SECT LAUNCHER

The Exo-Sect Launcher is a weapon that targets the nearest enemy with a powerful missile.
Range: Long
Rate of fire: Medium
Effective against: Killa-Pillas, Herd Commanders.
Ineffective against: Fast moving enemies such as Ants, Hover Flies, Mosquitoes.



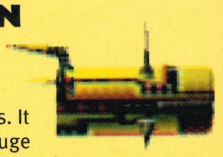
GUIDED MISSILE LAUNCHER

Once fired you assume directional control of the missile. With a bit of practice you will be able to hit your target with accuracy.
Range: Long
Rate of fire: Medium



Effective against: Gun Turrets, Louse Guns, Dragunflies, Killa-Pillas.
Ineffective against: Wasps, Ants, Hover Flies, Fire Flies, Mosquitoes.

FUSION CANNON



The Fusion Cannon is the mother of all weapons. It sends out a huge bolt of energy that destroys most enemies within a fairly large range. Use it sparingly and if possible save it to use on strong enemies and bosses as this weapon can be hard to obtain.
Range: Long
Rate of fire: Slow
Effective against: Everything except the Queen!
Ineffective against: Queen.



ble

Secrets

Secrets in *Buck Bumble* come in the form of weaknesses in walls, which can be shot, or hidden areas accessed though tunnels and teleports. Secrets can also triggered by Buck performing a series of actions such as landing on or flying by a certain object. The secret areas are never predictable. Keep an eye out for them – you will be greatly rewarded!

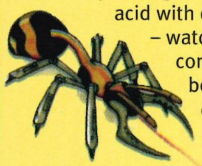


The Herd (Insectapidea)

"Buck, our Bumble Intelligence Unit has collated all known information on the Evil Herd and has put in the Insectapidea File. Take care of this data, Buck. It's TOP SECRET."

ANT

The Ant is an easy target on its own. The problem is that it always moves in numbers so you must be careful. Ants are quick, agile and can spit acid with deadly accuracy – watch out when you confront these because when it comes to the Herd size isn't everything!



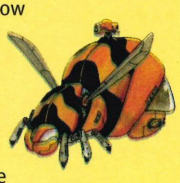
GIZ BEETLE

Giz Beetles aren't the fastest of the Herd ground units, but with heavy armour and a rapid firing acid cannon they can lob a vicious volley to bring you down. Like the Ants, they move in numbers which makes them even more dangerous.



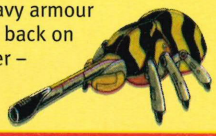
TRANSPORTER

Used to move supplies around, the Transporters will not pose a problem for you. They are slow and aren't very bright but watch out when you destroy them – they're full of some sort of acid mucus that can give you a nasty burn. Their backsides are armour-plated so they will not take damage if shot from behind.



WEEVIL CANNON

These tank-like enemies can blow you out of the air if they get a good aim on you. Like the Transporter, they are slow so move quickly and you'll be able to take them down. They are very accurate shots. They also have heavy armour so don't hold back on your firepower – they can take it.



CRANE FLY

The Crane Fly is the Herd basic reconnaissance unit and shouldn't pose too much of a problem for you to take out. They are quite slow in the air and have no defensive capabilities but they can carry an explosive device which, when dropped, destroys ground targets.



WASP MK1 UNIT

This is the Herd basic air unit, used both defensively and for attacking air targets. The wasp has little or no ground capabilities. Bumble Intelligence believes the Herd may be developing an upgrade to the wasp to make it even more dangerous.



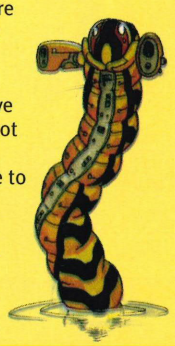
DRAGUNFLY

This enemy might be a bit of a handful but Buck should be up to the task. Heavily armoured and carrying a Pulse Laser, they are a serious threat so take care when engaging this enemy.



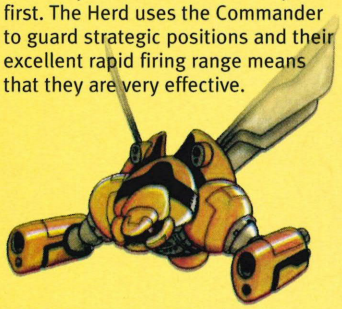
KILLA-PILLA

The Herd Killa-pillas are excellent sentry guards and are found around water. Armed with twin mounted plasma cannons and effective targeting, they are not an easy enemy to avoid. If you do have to take one down, aim for the head – it's their weakest point. But with those cannons you'd better be quick.



HERD COMMANDER

This is a formidable air attack unit, so be extra careful when you encounter these. They are one of the more heavily armoured flying enemies so aren't very agile in the air. As they are armed with twin heavy duty Pulse Lasers don't get in their way without some sort of plan first. The Herd uses the Commander to guard strategic positions and their excellent rapid firing range means that they are very effective.

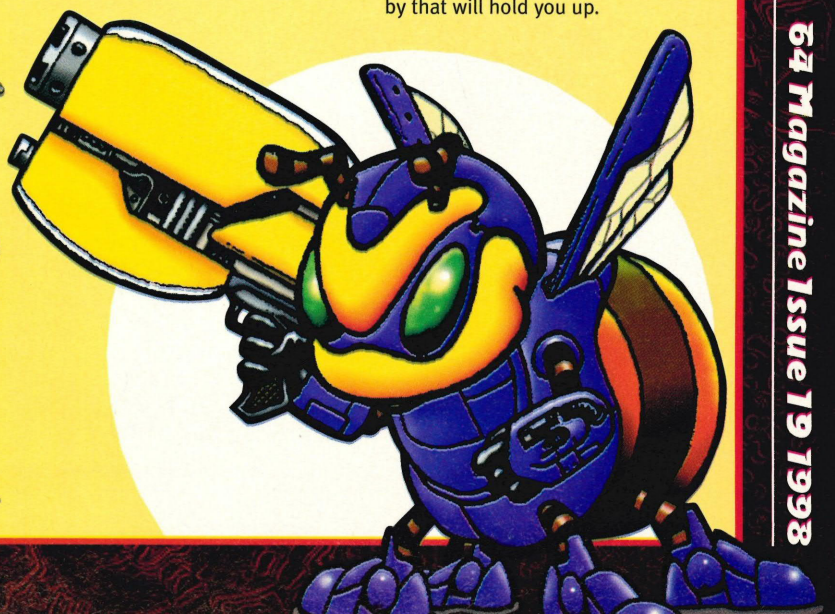


SPOTTER BUG

The Spotter Bug is a long-range reconnaissance unit and as such has no offensive capabilities. Even so this does not make them an easy target as their high top speed and manoeuvrability means they can be quite a handful.

CHAIN MOTH

Armed with a twin chain gun, the Chain Moth has good all-round capabilities and an alarming fire rate. A medium sized air unit normally found in dark areas



BLOCKER BUG

This bug is exactly that, a blocker. The Herd has specially designed this insectoid to get in your way and it's very good at it. The best strategy against them seems to be a long-range attack but we know in the heat of battle that may not always be possible.



MOSQUITOES

These small flying enemies are usually found in swarms. The Mosquitoes have no weapons but are ultra quick, which can make it hard to get a good aim. If threatened they will dive-bomb you.

HOVER FLY

This well-camouflaged enemy may prove to be a bit of a problem. They are very fast and manoeuvrable, making them a hard target, and with their fiery spike offensive weapon they can do considerable damage – watch out, Buck!



SPIDER

This venom-spitting ground enemy is very quick and agile while being quite heavily armoured. Watch out for webs when flying in enclosed areas, there's always a Spider close by that will hold you up.







▲ Herd mines and mushrooms should be avoided at all costs. Get too close and they explode, taking a chunk of your energy with them.

MISSION ONE:
Shock Strike

"A forward Herd scout unit has been sighted. Teleport from base and eliminate all the enemies you find in the area. Good luck!"

The tactics in this mission are simple: Kill everything!

You start off in your base. Collect the pick-ups on top of the bridge and on the hedges. There are also pick-ups on the mushroom and inside the tubes and you should collect the nectar from the flower. Once you're done here, it's time to fly over the hedge (collecting the pick-ups) through the hole in the wall and into the teleport.



Go through the teleport fly left and into the section with four Crane Flies. Crane Flies are pretty harmless, so a few shots with your Stinger should do the trick. The small tube on the ground contains a 100 point pick-up and on the small stone near the path is a Plasma Pistol. You can use this on the Crane Flies though it's best to save it for the Wasps.

Once you've destroyed the Crane Flies the Herd gate opens and Wasps pour in through the gate. Destroy them and collect the Plasma Pistols they drop. If you lose any health you can find some nectar near the teleport.

Fly through the Herd gate. On the ground to the right is a Transporter. On the mushroom next to it is the Frag Cannon which is perfect for destroying the heavily armoured insects. Fly around to the front of the Transporter and fire the Frag Cannon. It's pointless to shoot the insect from behind as it has an armour-plated rear. Back off when the Transporter explodes as it spews out green acid which saps your energy.



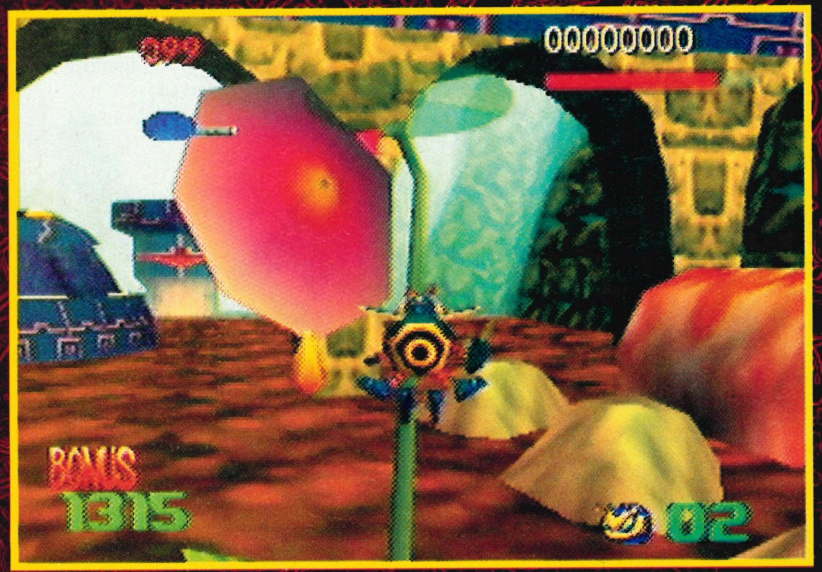
▲ Herd Gates are everywhere. They are opened in one of three ways: by killing everything, by blowing up a switch and by finding a multipart key.

Destroy all the other enemies in the area and fly towards the tap, being careful not to set off the mines and the exploding mushrooms. Destroy the last two Crane Flies and the Transporter and don't forget to collect the points pick-ups from on top of the garden urns.

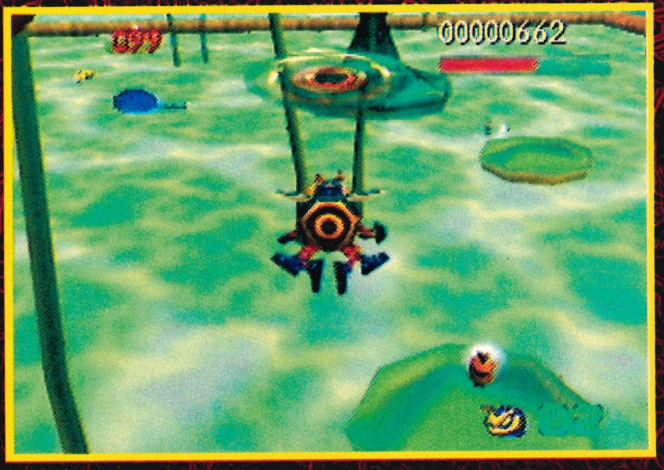
Secret One: After you have flown past the line of mines and exploding mushrooms, you will see a little red mushroom in the left-hand corner in front of you. Fly over it and back to the raised pond where three points pick-ups will have appeared on the lily pads.

▶ This red mushroom will grant you some pretty hefty firepower if you fly over it.





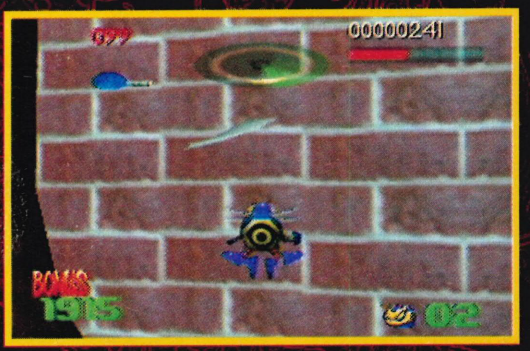
▲ The flowers are one of the most important elements in the game as they supply you with energy. Simply fly under them and grab the nectar.





▲ Activate a switch by shooting it, and you'll set off a chain reaction in the conduit leading from it which will open the Herd Gate.





▲ The mark on this wall is a weak spot in the brickwork. Shoot it to blow a hole in the wall and access a secret area.



MISSION TWO:

Radar Run

"The Herd seems to have radar that pinpoints our position. Three satellite uplinks must be destroyed for our location to remain a secret. We understand that one of the radar dishes is hidden beyond a secret passage!"

This mission involves destroying all three radar dishes. You beam in in front of a switch. Shooting the switch destroys the conduits and opens the Herd Gate, so blow it!

Secret One: In the area behind you where you start, look up and you'll see a mushroom on a ledge of the dirt wall behind you. Land on the mushroom and Spikers appear on the other mushrooms near the switch.

Pass through the Herd Gate to find the first radar dish. Destroy it and search the area collecting all the points pick-ups, Plasma Pistols and Frag Cannons. In this area is another switch attached to a conduit. Shoot the switch and follow the conduit over and between the stone columns.





Secret Two: Examine the wall behind the switch to find a slight weakness in it. Shoot the wall at this point to open a secret area behind the wall. Inside you'll find three flower pots. The first has a 500-points pick-up, the third a Spiker. The middle flower pot has no pick-up as yet. (See Secret Three.)

In the next small section collect the Plasma Pistol from the lily pad and proceed through the yellow Herd door that you just opened. The second radar dish is ahead of you. Destroy it but watch for the swarm of Wasps. It's easier to take them out before destroying the dish. In this area is a Wheelbarrow. Inside the Wheelbarrow are two points pick-ups and a Full Health pick-up.

Secret Three: Collect the Full Health nectar pick-up from the wheelbarrow and return to secret area two. The centre flower pot will now have a Fusion Cannon sitting above it.

▲ Two of these pots contain something when you first enter this area. The third item, a Fusion Cannon, appears later.

▼ The Weevils are a nasty enemy. They're fast moving, rapid firing, and deadly accurate. Take them out as fast as possible!



Secret Four: Look for the green hedge. Fly over it and follow the pick-ups to a teleport. Through the teleport are three Spikers, a Full Health pick-up and some Wasps. Collecting the health also makes Wasps appear in the area near the wheelbarrow.

Next to the wheelbarrow are some small Herd Barracks. Blow them up to reveal a secret passage and don't forget to collect the points pick-up from the flower pot before you go down it.

As you go down the passage you're told to "kill the Weevils." The best weapon for this is the Frag Cannon, which is on the flower pots to your left as you fly in. The trick is to stay well back from the Weevils and keep moving because their fire is very accurate. Next check around the sides and behind the raised brick flower beds for valuable points pick-ups.

The Weevils drop Frag Cannons, so make sure you collect these before proceeding through the red Herd Gate, which opens when you kill them all. If you're running low on nectar after your encounter with the Weevils, turn 180° as you exit the gate for a Full Health pick up.

First task now is to destroy the Louse Gun Emplacement. There is also a points pick-up on the tennis ball but you have to destroy the Giz Beetles guarding it first. To aid you in doing this there are Cluster Bombs on the lily pads. Make sure you also destroy the mines before approaching the teleport.

Through the teleport in the last section is the final radar dish. It's best to destroy the Wasp and Giz beetle nest first as the beetles are very good at knocking you out of the sky and then trampling you! The nest is vulnerable when it opens, so hover at a height and pick off some of the beetles which will make the nest open to spawn more and take it out! All that remains then is to clean up the remaining insects and take out the radar dish.





MISSION THREE:

Return Fire

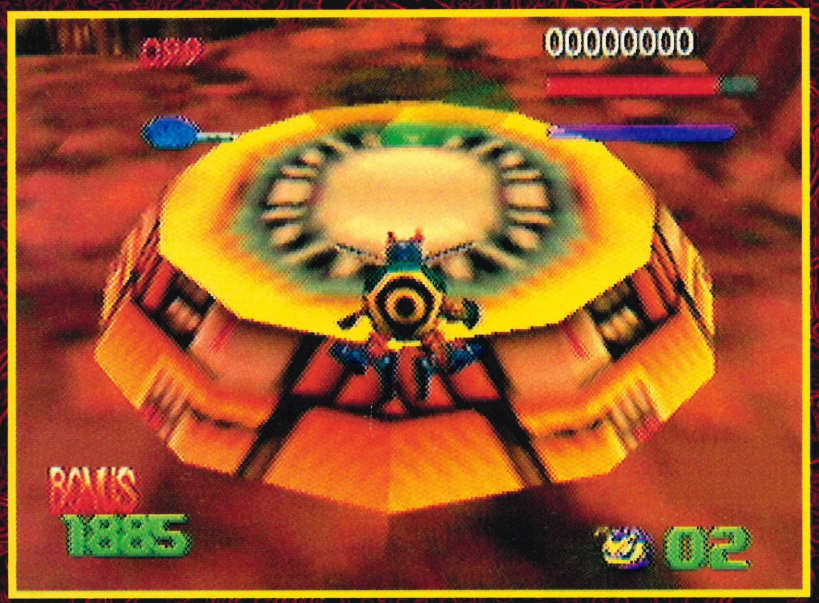
"Even with the destruction of the radar, the Herd has located our base and sent an attack squadron to destroy us. Come back to base quickly and eliminate this squad before our HQ is destroyed. Hurry!"

To start with, look down and examine the pad you're standing on as you will later need to place a bomb here. You should notice a new blue bars under your red health bar. This is the health of your home base and depletes as the base is damaged. If it reaches zero your mission will then be a failure.

From the start fly straight ahead and to your right where there is a line of small points pick-ups. Follow these round carefully as the first section is full of Exploding Mushrooms, Gun Turrets and Louse Guns. As you pass the first corner you can see a yellow Herd Gate. Keep following the line of pick-ups, collect the Cluster Bombs and continue to the switch which is guarded by Giz beetles and a Giz Beetle nest. Destroy or avoid these and blow the switch to open the Herd Gate.

Fly back and through the gate, grab energy if you need it then dive through the teleport before the turrets pummel you! The teleport takes you back to base where members of the Herd are quickly reducing it to rubble. Look left as you emerge from the teleport and you'll find some Cluster Bombs. Before you continue, blow the three mines ahead of you up. This will help you later on.





▲ This pad is both your start and your finish point. You need to bring the explosive that the Herd insects drop in your base back here for safe detonation.



▲ This narrow alley has Louse Guns and mines at the side, and gun turrets at the end, making it quite a hazardous route, but one that you have to take!

◀ This Weevil is a nightmare as his rapid fire quickly damages your base. Use a Cluster Bomb to take him out.

▼ Giz Beetles are part of the force attacking your home base. If you can't find them, have a look on the sections of the bridge that are still standing.

You need to take out every enemy in this section before your base is destroyed. Focus on the Crane Flies carrying the bombs to begin with. Use your radar to locate any Herd member you can't see. Once you've cleared the level, you'll get this message:

"ALERT! One of the Herd ground units has managed to place a nuclear explosive device in this sector. Pick up the device and take it to the drop pad at the start, where it will detonate safely."

You now have one minute 30 seconds to collect the bomb and return it to the start point (the pad you started on). Carefully pick up the bomb by flying over it. If you knock the bomb against anything on your way back it will explode and take you with it, so you need to navigate swiftly but carefully to succeed. This is where blowing the mines up earlier comes in. If you haven't done it, then you will have a problem getting past them safely. When you reach the start pad, gently lower the bomb onto it.





▲ The shield generators are destroyed by concentrated fire on the flashing blue energy ball situated near the base of the device.



▲ A Plasma Pistol is on a ledge by this small pond, however you'll need to deal with some angry Wasps while you collect it.

MISSION FOUR:

The Sonar Tower

"We know now how the Herd is able to detect our base despite the neutralisation of their radar. They use a hidden, heavily protected, tower to co-ordinate their assaults. You must destroy four shield generators before you can annihilate the tower."

You start this mission directly in front of the first shield generator. Blow it up and follow the line of pick-ups and broken conduits, keeping low to avoid the mines and rising to avoid the exploding mushrooms. Where the hedge turns into dirt wall, look to your left for a points pick-up nestled in a gap.

Keep going forwards to an area with a tiny pond, above left of which is a Plasma Pistol on a ledge. Go on to the second shield generator which is protected by a Wasp generator. Blow both and follow the broken conduits and points pick-ups up and over the dirt wall to the next shield generator.

Secret One: Land on the mushroom situated high on the dirt wall next to the spade. This triggers three points pick-ups worth 300 points on the dirt wall ledge just before the mushroom.

Keep following the small points pick-ups past a proliferation of mines to the last shield generator and the Sonar Tower. This is protected by Wasps and a Wasp generator. Destroy the Wasp generator and as many wasps and Giz beetles as you can then destroy the shield generator. Collect the Frag Cannon on the flower pot next to the Sonar Tower, and finally, blow the tower!

► The tower is the ultimate goal of this mission. Once you've taken out the shield generators it shouldn't be too difficult to reduce the structure to rubble.





◄ One of the targets you need to pay particular attention to is the Wasp generator. If you don't take this out, you'll be continually besieged by an unending supply of the deadly pests.

To bee continued!

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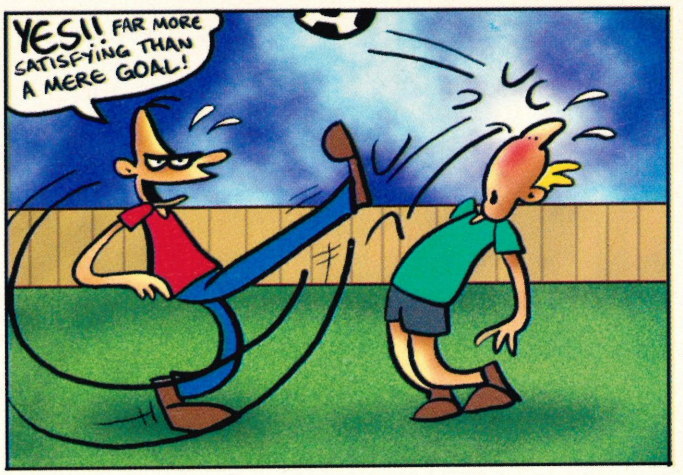
HotLine

COMPUTER EXCHANGE

Presents...

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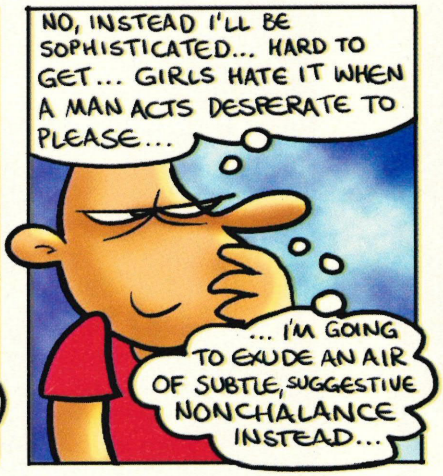


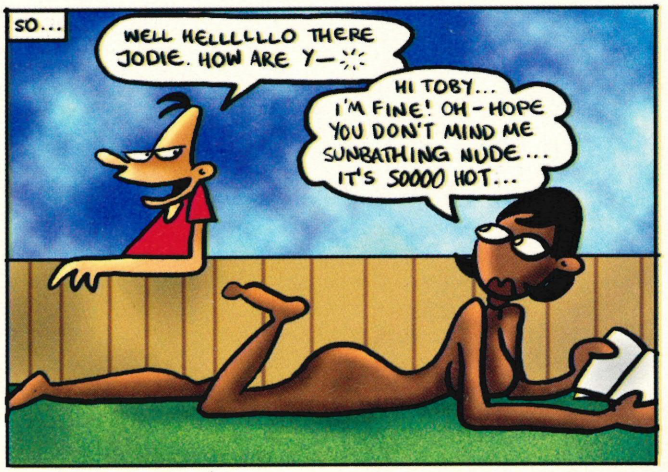




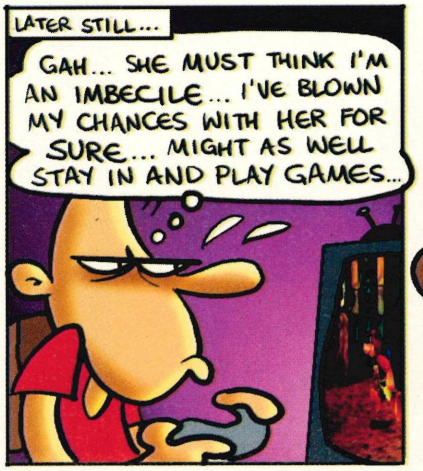












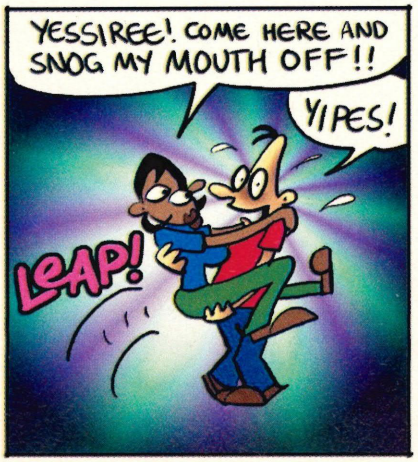








CHARLIE BROOKER..







Written by: Lou Wells

Bio Fr

Freak out! In the future, wars are decided by one-on-one combat – last one with any limbs remaining wins!

Out Come The Freaks

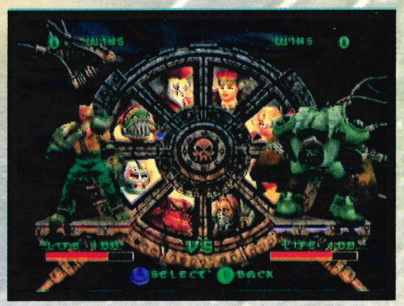
So what's a Bio Freak, then? Biological Flying Robotic Enhanced Armoured Killing Synthoids, to give them their full name, are bred in laboratories and have peak strength and agility. They are controlled through a bio-drive that allows them to download combat skills and strategies.

There are three types of Freak.

SYNTHOID:
Have tissue regrowth abilities

RETROS:
Regrowth for a limited period – cybernetic enhancements are then attached.

DOZERS:
Apart from the brain, all body parts are artificial.



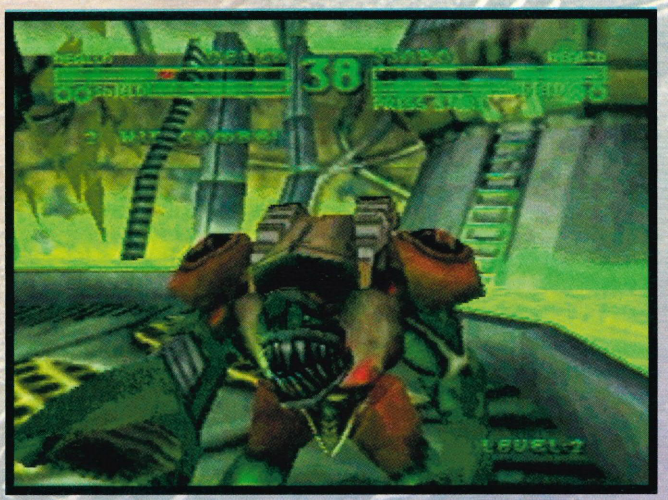
I Like To Move It, Move It!

You want to fight? You need to know the moves! The list below assumes that your fighter is facing to the right – the moves should be reversed if you're facing to the left.

Jump	↑
Crouch	↓
Block, Autoshield	←
Walk Forward	→
Jump Punch	↑ + LP or RP
Jump Kick	↑ + LK or RK
Jump Shoot	↑ + FR
Hover Charge	→ →
Dash Back	← ←
Arena Throw	→ + LP + LK
Crouch Punch	↓ + LP or RP
Crouch Kick	↓ + LK or RK
Get Up Attack	LP when down
Get Up Shoot	FR when down
Back Punch	LP or RP with back to opponent
Back Kick	LK or RK with back to opponent
Shoot Up	LP + FR
Dodge Left	↓ ↓ or Dodge Left
Dodge Right	↓ ↑ or Dodge Right
Activate Shield	← + FR
Taunt	LP + RK

First-Person Perspective

During a fight, hold Away on the D-pad and press Start, in order to get right up close to your opponent. To switch back, hold Down on the D-pad and press Start.



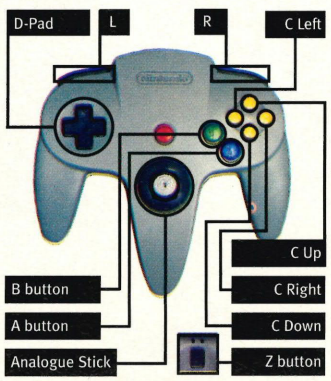
One-Hit Fatalities

If you're the dirty cheating type (which, let's face it, we all are) then you might just appreciate these useful moves!

MINATEK	Towards, Away, C Left + C Down
ZIPPERHEAD	Towards, Away, Away + C Right (three times)
SSAPO	Towards, Away + C Up + C Right
SABOTAGE	Towards, Away, Away + C Up (three times)
BULLZEYE	Towards, Away, Away + C Up
DELTA	Towards, Away, Away + C Down
PURGE	Away, Towards, Towards + C Up + C Right



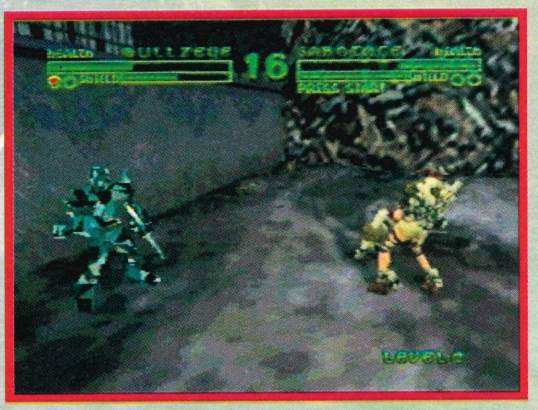
CHARACTER CONTROLS



Analogue Stick	Control character
D-Pad	Control character
A	Fire (FR) – it might not be sporting, but blasting away with your weapons can help you to victory!
B	Thrust – bored with the ground? Fly up and take them from the air.
C Left	Left Punch (LP) – get in close and spill some blood.
C Right	Right Kick (RK) – if you want to keep your distance, plant a kick.
C Up	Right Punch (RP) – go in with a few hits and reduce their energy.
C Down	Left Kick (LK) – use kicks to full advantage when you land a combo.
L	Dodge Left – move out of the way of those left hooks, if you want to preserve your shield.
R	Dodge Right – those right hooks come in just as fast, jump around and keep your energy.

eaks

BULLZEYE



FREAK CLASSIFICATION: Synthoid
SPECIALITY: Drive to win
BACKGROUND: Created by Micro-Gene as a solider clone he has fought many times in the Battle Pits. He can overcome any opponent and is proud to be the best – even though he harbours a desire to be human.

Aerial Attacks

Left Aerial Grenade	← + LP
Right Aerial Grenade	← + RP
Aerial Skull Bomb	← LK + LP

Special Moves

Triple Grenade	→ ↘ ↓ ↙ ← LK + LP
Hi-Low Attack	← ↙ ↓ ↘ → RP + LP
Plasma Rain	↑ RP + LP
Rocket Climb	← ↙ ↓ ↘ → FR
Dive, Roll and Shoot	← → FR
Skull Bomb	→ ↘ ↓ ↙ ← RK
Charge Forward and Shoot	← → RP + LP
Energy Drain	→ ← LP
Slide Away and Shoot	← ← RP + LP
Air Chop Gun Attack	↓ ↑ RK + LK
Left Grenade	← LP
Right Grenade	← RP
Shoulder Charge	← → LP
Plasma Storm	↓ ↑ RP + LP
Nuke Bomb	→ ← ↙ ↓ ↘ → RP
Strafe Shoot Right	↓ ↓ FR
Strafe Shoot Left	↓ ↑ FR
Dance Freak Dance	→ ← LK
Foot Stomp	← ↙ ↓ ↘ → RK
Jump Back and Shoot	← ← FR

Mutilations

Rolling Arm Chop	← ↙ ↓ ↘ → LP
Double Feature	← ← → LP + RP
Spin and Decap	→ ← RP

Combos

RP RP LP
RK RK LP
RP RP RK
RP RK RK
LP RK RK
LP LP RP
LK LK RK
RK RK RK RK LK RK RK

Juggle Combo

↓ ↓ + RP RK LP RP







MINATEK



FREAK CLASSIFICATION: Dozer
SPECIALITY: Weapons and armour
BACKGROUND: One of Micro-Gene's first Synthoids, his age now means many parts of him have been replaced with cybernetic weapons. He has a wish to join the underground, but has been reprimanded for these thoughts.

AerialAttack

Aerial Ground Shockwave	← RP + LP

SpecialMoves

Jet Uppercut	← → LP
Mouth Cannon Barrage	LK + RP + LP
Guided Salvo	← ← ↙ ↓ ↘ → LP
Spinning Hammer	→ ↘ ↓ ↙ ← RP
Rocket Salvo	RP + LP ↓
Single Guided Missile	← ↙ ↓ ↘ → FR
Rocket Slide Attack Left	↓ ↑ FR
Wrecking Ball	→ ← RP
Ram and Slide	← → FR
Triple Shot Battle Cannon	← f ↓ d → LK
MRV	RK + LK ↓
Ground Shockwave	← ↙ ↓ ↘ → RP
Nuke Canister	→ ← ↙ ↓ ↘ → FR
Mace Cannon	← → RP
Chain Sweep	← ← → → RP
Gas Breath	← → RP + LP
Charge and Ram	→ ← ↙ ↓ ↘ → LP
Target and Fire (then FR)	→ ← ↙ ↓ ↘ → RK
Bull Bellow	← → RK + RP
Spinning Shockwave	← → RK + LK
Rocket Slide Attack Right	↓ ↓ FR
Chain Sweep	← ← ← ← RP
Gas Breath	← → RP + LP
Charge and Ram	← → ↘ ↓ ↙ ← LP
Target and Fire (then FR)	← → ↘ ↓ ↙ ← RK
Bull Bellow	← → RK + RP
Spinning Shockwave	← → RK + LK
Rocket Slide Attack Right	↓ ↓ FR

Mutilations

Get Spiked	→ ← LP +L K
Bite Nite	← ← LP

Combos

LK LK RP
RP RP LK
RK LP RP RP RP
RK LP LP RP FR
RK LP LP RK LP
↓ + RK LP RP RK LP

JuggleCombo

↓ ↓ + RP LK RP

















▼Minatek's energy blasts are powerful, but won't affect shielded players.







DELTA

FREAK CLASSIFICATION: Synthoid
SPECIALITY: Speed
BACKGROUND: One of the fastest Freaks, Delta (created by Detroit's General Genetics Gi-Corp) has won many championships. She lost her arm to Minatek, but chose not to opt for an enhanced weapon. Although Delta has links with the Resistance, she's a valuable asset.

Aerial Attack

Hover Track Shot	← RK + LK (then FR)

Special Moves

Razor Spin	→ ↘ ↓ ↙ ← LP
Rising Turbo Top	← → RK
Sword Spout	← ↙ ↓ ↘ → FR
Energy Demon	← ← RK + RP
Energy Stab	← → RP + LP
Scissor Sword	← → LP (then RP)
Turbo Top II	← → RP
Plasma Dome	RP + LP ↓
Spirit Fire	→ ← → LP
Raised Sword Attack	← → FR
Fly By Wing Attack	← ← RP + LP
Spin Strike	← ← RK + LK
Laser Swipe	← → ← LP
Mystic Rumble	← ↙ ↓ ↘ → LK + LP
Planted Pounce	RK + LK ↓
Back Strike	↓ → RK + RP
Life Stealer	← ← LK + LP
Laser Spin	← ↙ ↓ ↘ → RK + LP

Mutilations

Body Breaker	→ ← LK
Spinner	← ← RP

Combos

RP RP LP
LK RP RK
RP RP LK RP + LP
LP LP RP RK ↑ + LP
LK RP LP LP RP + LP
LP LP RP RK LP RP

Juggle Combo

↓ ↓ + RP LP LP RP RK LP RP



















PSYCLOWN

FREAK CLASSIFICATION: Synthoid
SPECIALITY: Enhanced senses
BACKGROUND: Rumours abound that this Synthoid, who is constantly on an adrenaline rush, is a clone of the dead son of Duplications Unltd's CEO. Psyclown is out to punish the man responsible for his creation.





Aerial Attacks

Aerial Shield Throw	← → + LP
Balloon Mines	← + RP + LP

Special Moves

Bouncing Ball	→ ↘ ↓ ↙ ← + RP
Shield Skip	→ ← + LP
Head Tracker-Crouched	RP + LP + ↓ FR
Hammer Uppercut	↓ ↑ + RP
Zorrocut	→ ↘ ↓ ↙ ← + RP
Sliding Flea Trail	← → + RK + LK
Big Wheel Slide	← + RK + LK
Foot Smash	↓ ↓ + RP
Hammer Glove	RK + RP + LP
Shield Throw	← → + LP
Chattering Teeth	↓ ↑ + LP
Flea Attack	→ ↘ ↓ ↙ ← + LP
Boomerang Shield	← ↙ ↓ ↘ → + LP
Hammer Throw	← → + RP
Golf Swing	→ ← + LK
Dyno Balloons	→ ← + RK

Mutilations

Zorro Cut	→ ↘ ↓ ↙ ← + RP
Buzz Cut	→ ← + LP + LK

Juggle Combo

→ ← ↙ ↓ ↘ → + RP LK LK RP

Combos

RP RP LP
LK RP RK
RP RP LK RP + LP
LP LP RP RK ↑ + LP
LK RP LP LP RP + LP
RP RP RK LK RP
LP LK RK LP LK + RP
RK LP RK LK RP
LP LP RP RK LP RP







PURGE



FREAK CLASSIFICATION: Retro
SPECIALITY: Fearlessness
BACKGROUND: Created by NewCell Inc, Purge has one of the best bio-drives going. This character is one of the fiercest and his loyalty to the games is impeccable.

Special Aerial Move

Carpet Bombing	RP + LP

Special moves

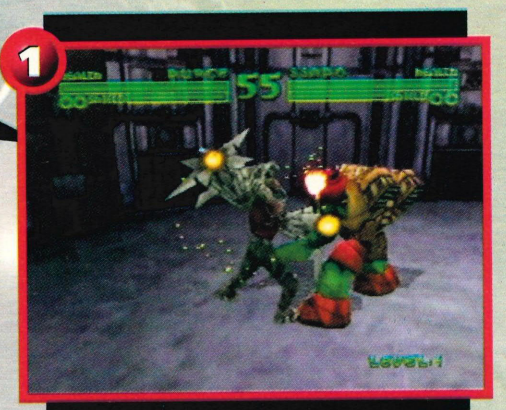
Flame Pillars	← → LP
Phoenix Attack	← ↙ ↓ ↘ → RP + LP
Blender	RK + LK ↓
Fire Ring	FR ↑
Burning Top	← → FR
Flame Blast	← ↙ ↓ ↘ → FR
Fan Deflect	→ ← RK + RP
Cutting Top	→ ↘ ↓ ↙ ← RP
Multi-fire Balls	← LK LP
Fan Stumble	← RP LP
Napalm Canister	← → RP + LP
Fan Charge	→ → LP
Fanning Flames	← → RK
Lawn Mower	← → RP
Hand Fan	← ← LP
Ground !?!	← ↙ ↓ ↘ → RK
Hi-Low Burn	↓ ↑ FR

Mutilations

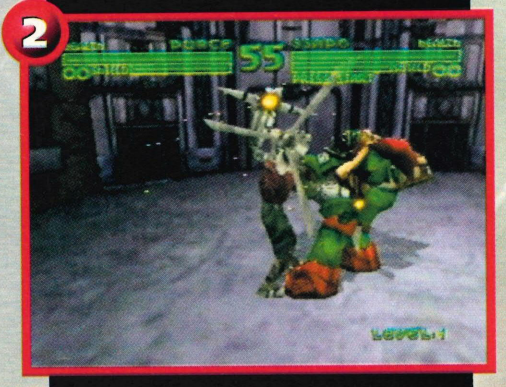
Time Killer	← → RP + RK
Fan Blades	→ ↘ ↓ ↙ ← RK

Combos

LP LP LK
RP RP LP
LK LP RK
RK LK ↓ + RK
LP RP RP LP RP + LP



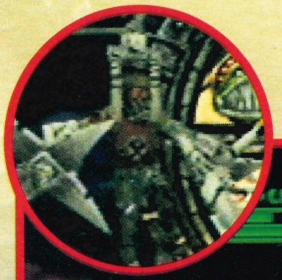


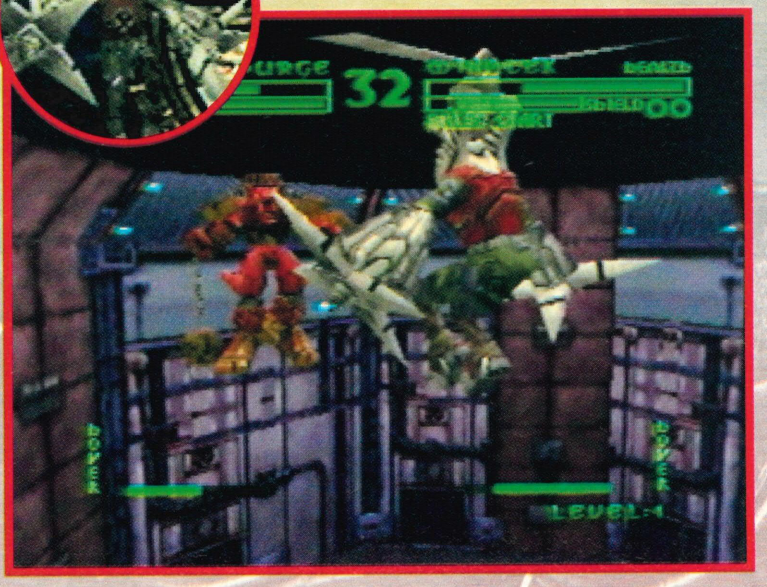






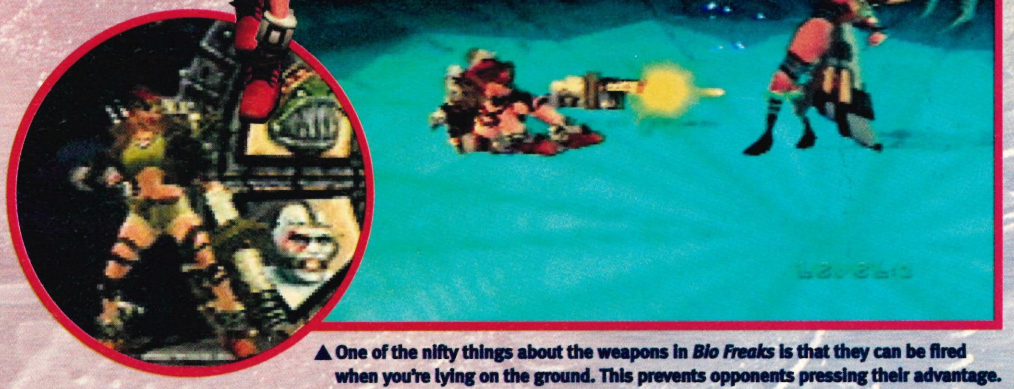






SABOTAGE

FREAK CLASSIFICATION: Unknown
SPECIALITY: Agility
BACKGROUND: As a bounty hunter for the Chief Games Commissioner, Sabotage has had a great deal of experience in tracking rebels. She was enhanced for the Violent Crime Department when she served for the police.



▲ One of the nifty things about the weapons in *Bio Freaks* is that they can be fired when you're lying on the ground. This prevents opponents pressing their advantage.

Aerial Attacks

Air Homing Mine	← + RP + LP
Aerial Electric Snare	← + RK + LK
Aerial Javelin	← → + RP

Special Moves

Tazer Shot	→ ↘ ↓ ↙ ← + RP
Teleport	RK + LK + ↓
Dodge Left n' Shoot	↓ ↑ + FR
Dodge Right n' Shoot	↓ ↓ + FR
Javelin Toss	← → + RP
3 Javelin Toss	→ ← ↙ ↓ ↘ → + RP
Spinning Bolas Shot	→ ← + RP + LP
Back Defence	FR
Floating Mines	← + RK + RP
Poison Dart	→ ↘ ↓ ↙ ← → + LP
Blind Slug	← → + FR
Flame Ammo Change	← ↙ ↓ ↘ → + FR
Short Circuit	← → ← + LP
Shield Breaker Ammo Change	↓ ↑ + RP + LP

Mutilations

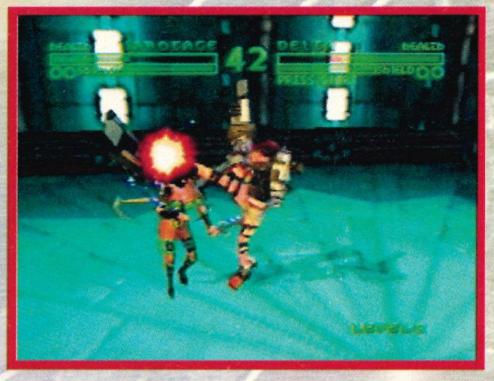
Exploding Javelin	→ ← + RP
Head Spike	← ← + RP + RK

Combos

RP RP LP
LK RP RK
RP RP LK RP + LP
LP LP RP RK ↑ + LP
LK RP LP LK RP + LP
RP RP RK LK RP
LP LK RK LP LK + RP
RK LP RK LK RP
LP LP RP RK LP RP

Juggle Combo

→ ← ↙ ↓ ↘ → + RP LK LK RP

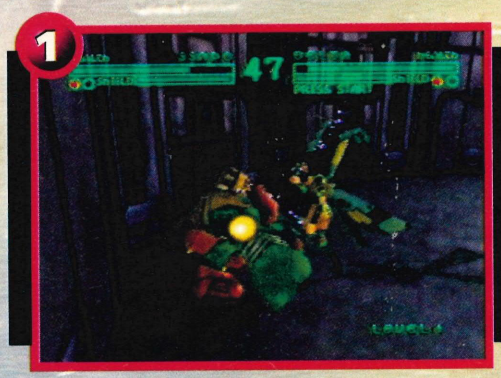
















SSAPO

FREAK CLASSIFICATION: Retro
SPECIALITY: Cybernetic Weaponry
BACKGROUND: Created by an underground group in New Mexico, it was the intention that Ssapo would be the ugliest and meanest of creatures with enormous killing power.



Aerial Attacks

Aerial Harpoon	← + RP + LP
Aerial Puke Fireball	RK + LK

Special Moves

Gas Bubble	← ← + LK + LP
Swamp Attack	↓ ↑ + FR
Swamp Teleport	↓ ↑ + LP
Stink Attack	LK + RP + ↓
JAWS	← → + RP
Energy Spread	→ ← + LK
Puke Fireball	← ↙ ↓ ↘ → + FR
Fire Blast	← → + FR
Bad Breath Attack	← → + RK
Triple Shockwave	RK + LK + LP
Electrical Shockwave	LK + RP + LP
Cannon Puke Fireball	→ ↘ ↓ ↙ ← + RK
Maul Attack	← → + RP + LP
Sinister Stomp	RK + LK + ↓
Foot Shockwave	← ↙ ↓ ↘ → + LK
Crippling Harpoon	→ ← + RP
Bouncing Ball	← ↙ ↓ ↘ → + RK

Mutilations

Harpoon Chain	→ ← + LP
Head Chomp	→ ← + RP + RK

Combos

LP LP RK
RP RP LP
LK LK RP
LP RP RP LP RP + LP
LK RK RP RK RP

Juggle Combo

↓ ↓ + LP RP LP LP





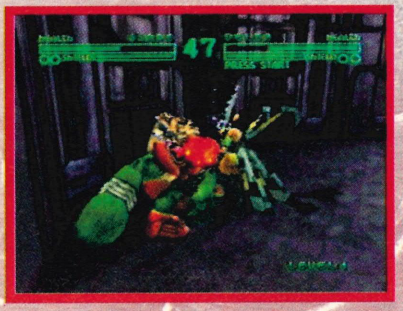




▲ Ssapo is one of the uglier characters, but also one of the toughest.



▲ Ssapo's club-like hands can cause some serious damage if he gets close enough to hit!









ZIPPERHEAD



FREAK CLASSIFICATION: Retro
SPECIALITY: Independent thought
BACKGROUND: After losing both forearms in a battle with Bullzeye, Zipperhead experienced a breakdown. His limbs were then replaced with cybernetic weaponry, and now he's a killing machine!

Aerial Attacks

Air Triple Grenade	← → + FR
Aerial Stunt	RK + LK

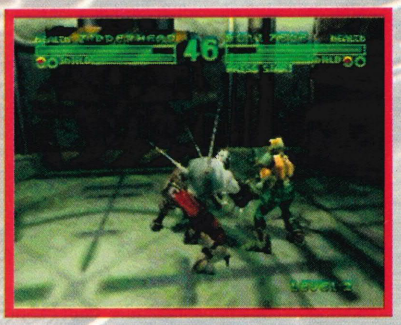


▲ Zipperhead has some very dangerous attacks. Like this 'shockwave', for example.

Special Moves

Tornado Vortex	→ ← + LK
Triple Buzzsaw	↓ ↓ + FR
Gunfighter	↓ ↑ + FR
Boot Leg	→ + RK + LK
Buzz Strafe	← → + RK
Mitt Shockwave	LK + RP + LP
Dive, Slide, and Shoot	RK + LK
Double Whammy	← + RK + RP
Ram and Slam	← → ← + LP
Running Clothesline	← ↙ ↓ ↘ → + RP
Twist Again	← + LK + RP
Foot Hurricane	→ + RK
Tumble and Slam	← ↙ ↓ ↘ → + LP
Spike Grenade	← → + FR
Maul Attacker	→ ← + RK
Spinning Top	← → + LK





Mutilations

Arm Chop	← → + RP + LP
Spike Punch	→ ← + RP

Combos

RP RP LP
LK RP RK
RP RP LK RP + LP
LK RP LP LP RP + LP
RK LK RP LP RP
LK RK RK LP RP
LP LP RP RK LP RP
LP LP RP RK ↑ + LP

Juggle Combo

↓ ↓ + RP RP LP RP





CLONUS

FREAK CLASSIFICATION: Unknown
SPECIALITY: Mirror opponent's form
BACKGROUND: Clonus is the only creation of Edisson Extractions' founder, Professor Raymond Deux and was bred purely for experimentation purposes. So secret was this experiment that only the professor knows the full extent of this Freak's abilities.

When faced with fighting Clonus you'll notice that he has the unique ability to mirror his opponents, not only in form but also in their actions – obviously this is an added advantage when in battle as it confuses opponents.



▲ Clonus is represented by a mysterious question mark on the fight intro screen.





▲ Clonus is very difficult to defeat. You should expect to see this screen fairly often!





MUTILATOR

FREAK CLASSIFICATION: Dozer
SPECIALITY: Gruesome Weaponry
BACKGROUND: This veteran of the battle ring is one of the most experienced fighters of all time. Coming up against this mean mutha is going to be tough – what with her chest cannon, missile launchers, wrecking ball and other macabre weapons which now make up her entire body. The only original organic part left of Mutilator is her brain, but that is now fully controlled by her makers at Micro-Gene.











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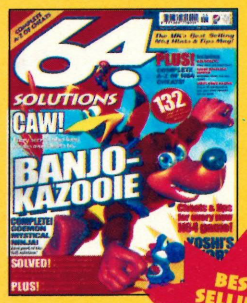
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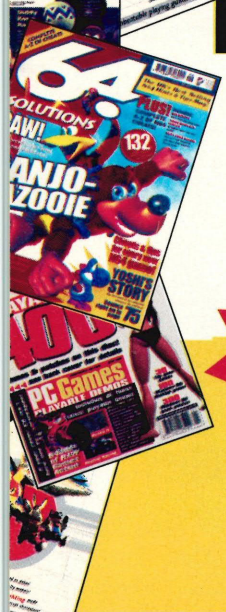
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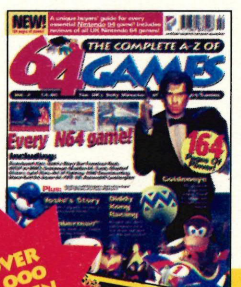
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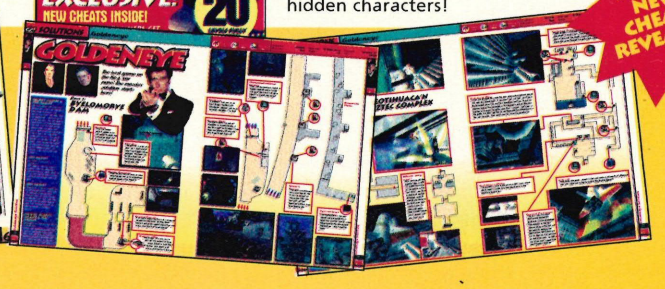


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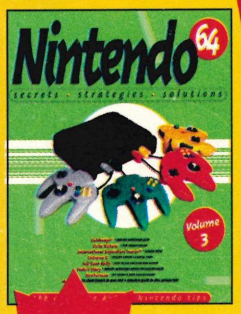
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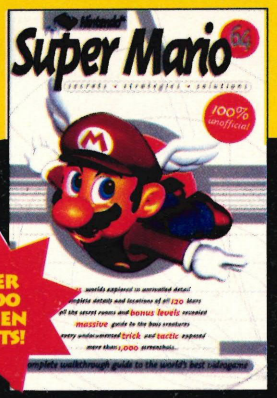
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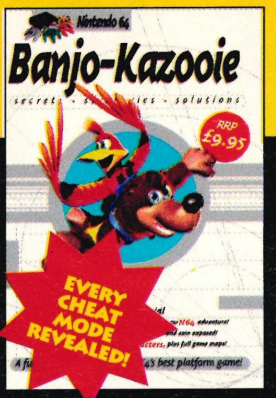


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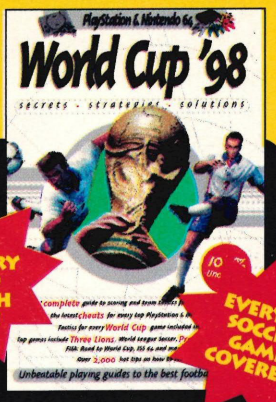


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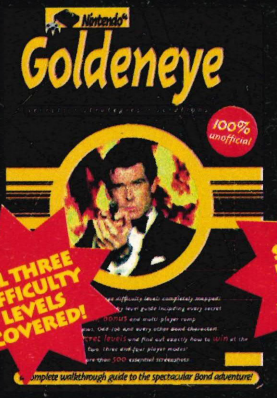


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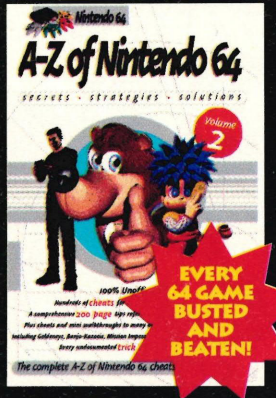


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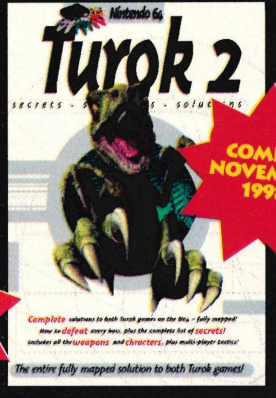


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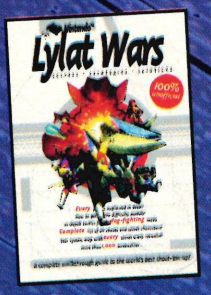

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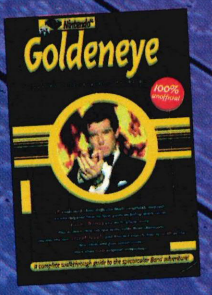

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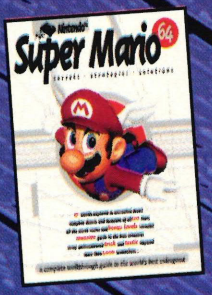

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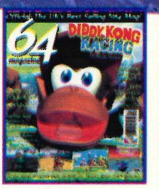


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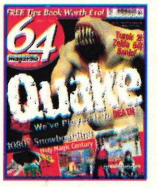
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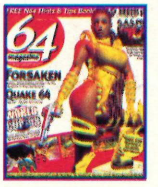
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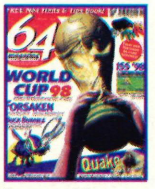
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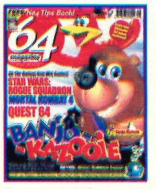
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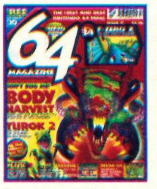
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64 nindex

64 MAGAZINE GAME CHARTS

PRAISE THE LORD! Our ranking of the top 20 (or thereabouts) games you can buy for your N64, in order of excellence!

1=	Goldeneye	Nintendo	95%
1=	Banjo-Kazooie	Nintendo	95%
1=	ISS '98	Konami	95%
4	F-1 World Grand Prix	Nintendo	94%
5=	Forsaken	Acclaim	93%
5=	World Cup '98	EA Sports	93%
5=	ISS 64	Konami	93%
8	Super Mario 64	Nintendo	92%
9	Bust-A-Move 2	Acclaim	91%
10=	Gex: Enter The Gecko	GT	90%
10=	Buck Bumble	Ubi Soft	90%
10=	F-Zero X	Nintendo	90%
10=	WWF Warzone	Acclaim	90%
14	All-Star Baseball	Acclaim	89%
15=	Lylat Wars	Nintendo	88%
15=	Quake	GT	88%
17	Puyo Puyo Sun 64	Compile	87%
18=	Diddy Kong Racing	Nintendo/Rare	86%
18=	Mortal Kombat 4	GT	86%
18=	Wetrix	Infogrames	86%
18=	World Soccer 3	Konami	86%

DAMN THEM TO HELL! The five worst N64 stinkers that you should avoid at all costs!

3=	FIFA 64	EA Sports	20%
3=	Dual Heroes	Hudson Soft	20%
3=	Aero Fighters Assault	Video System	20%
2	St Andrews Golf	Seta	10%
1	Clayfighter 63 1/3	Interplay	8%

90% and above
If a game gets a 64 Sizzler, then it's a game that's well worth buying.

64 MAGAZINE SIZZLER

95% and above
The Gold Medal Award only goes to those few games that you absolutely *must* own!

64 MAGAZINE GOLD MEDAL AWARD

1080° SNOWBOARDING

Publisher: Nintendo | Price: Import | Reviewed: Issue 17



Playable and polished snowboarding game from the *Wave Race* team which looks great and plays extremely well. Try a little powder! RK

⊕ Superb control method
⊖ Few courses, dodgy AI

AERO FIGHTERS ASSAULT

Publisher: Video System | Price: £59.99 | Reviewed: Issue 15



Abysmal airborne shoot-'em-up with borders as big as Soviet Russia and not even the tinest amount of that thing called 'fun'. AM

⊕ Nice planes
⊖ Slow, boring, jerky

AERO GAUGE

Publisher: ASCII | Price: £59.99 | Reviewed: Issue 15



A feeble clone of *Wipeout*, rendered totally pointless by *F-Zero X* and the real *Wipeout 64*. Massive pop-up and low speed don't help. LC

⊕ Not a whole lot
⊖ Pop-up, crap controls, slow, few tracks

AIRBOARDER

Publisher: Human | Price: Import | Reviewed: Issue 14

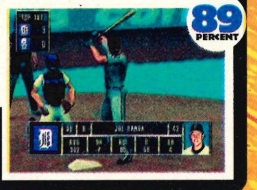


A *Back To The Future*-style hoverboard 'sim' combining racing and stunts. An acquired taste – you might try it and like or hate it. RK

⊕ Something different
⊖ Annoying controls

ALL-STAR BASEBALL '99

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 16



Baseball might not be everyone's cup of tea, but the superb visuals could just persuade you to give this very playable sim a try. ST

⊕ Fantastic graphics, smooth gameplay
⊖ Prone to crashing

ART OF FIGHTING TWIN

Publisher: Culture Brain | Price: Import | Reviewed: Issue 10



Not a bad fighting game, with two modes – normal and super-deformed. It's like a cut-down, cut-rate *Virtua Fighter 2*. AM

⊕ Fast, easy to play
⊖ Simplistic

AUGUSTA MASTERS '98

PUBLISHER: T&E Soft PRICE: Import REVIEWED: Issue 18

Ghastly golf game that puts you right off trees, grass and healthy walks. Lousy controls, worse graphics, and the gameplay? Ptui! LC



⊕ Not as bad as *St Andrews Golf*
⊖ Just about everything

AUTOMOBILI LAMBORGHINI

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 8

Arcade-style racer featuring real supercars which is some fun with four players but lacks speed and excitement otherwise. RK



⊕ Fast, four players
⊖ Drab, unrealistic handling

BANJO-KAZOOIE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16

One of the very best games on the N64 – or anywhere – thanks to Rare's attention to detail. Fantastic platform action that you must own! AM



⊕ Pretty much everything
⊖ You need the sequel to see it all...

BIO FREAKS

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 15

In the future, wars will be fought by androids hacking off each others' limbs. Sounds like a good fighter, and it is... RK



⊕ Blood, severed limbs, 3-D combat
⊖ Slightly awkward

BLAST CORPS

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3

Unusual game that defies categorisation – it's a sort of racer-puzzle-adventure thing. Entertaining but not that long-lasting. AM

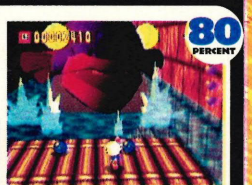


⊕ Massive destruction, lots of vehicles
⊖ Can get frustrating

BOMBERMAN 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 9

A *Mario*-style adventure which involves throwing bombs instead of jumping on platforms. A likeable, if easy, diversion. RK



⊕ Interesting puzzles
⊖ Disappointing multiplayer game

BOMBERMAN HERO

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 15

Sequel to the above which makes the huge mistake of being even easier and dispensing entirely with a multiplayer game. AM

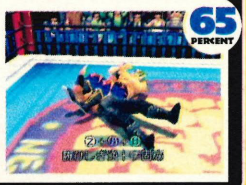


⊕ Variety of levels
⊖ Far too easy, some frustrating sections

BRAVE SPIRITS WRESTLING

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 12

Japanese wrestling game that pales in comparison to the likes of *WCW Vs NWO* and *WWF Warzone*. Not really worth getting. RK



⊕ On-screen move help
⊖ Unknown Japanese wrestlers, unresponsive

BUCK BUMBLE

PUBLISHER: Ubi Soft PRICE: £49.99 REVIEWED: Issue 18

Mission-based shooter with a cyborg bee as hero. Plenty to do and nice characters, but not as frantic as it could have been. RK

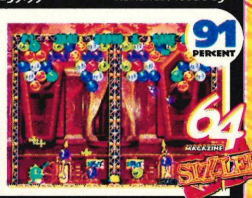


⊕ Lots of action, cool weapons
⊖ Horrible fogging

BUST-A-MOVE 2

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 15

A simple action-cum-puzzle game that doesn't look like much but is so addictive you need methadone to get away from it! RK

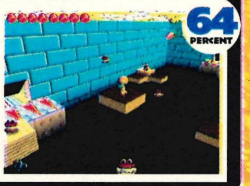


⊕ Incredibly playable, lots of options
⊖ Brain-melting music

CHAMELEON TWIST

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 10

A simple platformer, its only real innovation being the main character's use of his tongue in order to move himself around. RK



⊕ Inventive controls
⊖ Useless camera, too easy

CHOPPER ATTACK

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 18

An attempt to create a *Desert Strike*-style game for the N64, let down by awkward controls and plodding gameplay. RK



⊕ Wide range of hardware
⊖ Slow, dated visuals, awful music

CLAYFIGHTER 63 1/3

PUBLISHER: Interplay PRICE: £59.99 REVIEWED: Issue 8

Absolutely the worst game on the N64! There isn't a single good thing about this game – if you see it, alert the authorities! AM

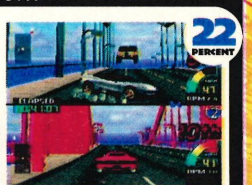


⊕ Nobody's making you buy it
⊖ Everything about it

CRUIS'N USA

PUBLISHER: Nintendo PRICE: £34.99 REVIEWED: Issue 10

Pathetic driving game that's fun only for those with half their brain kept in a jar by the bed. Avoid at all costs. You've been warned. RK



⊕ Nothing
⊖ Crap graphics, crap sound, crap gameplay, etc etc



64 SCORE Platformers



HIT THE HEIGHTS

1	Banjo-Kazooie	95%
2	Super Mario 64	92%
3	Gex: Enter The Gecko	90%
4	Mystical Ninja	85%
5	Mischief Makers	82%

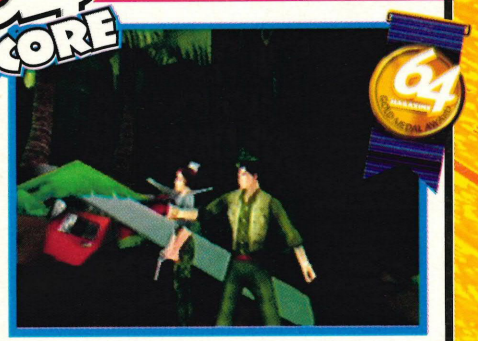
SIX FEET UNDER

Doraemon	30%

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64 SCORE Shoot-'em-ups



HIT THE BULL

1	Goldeneye	95%
2	Forsaken	93%
3	Buck Bumble	90%
4	Lylat Wars	88%
5	Quake	88%

LOAD OF BULL

Aero Fighters Assault	20%

CRUIS'N WORLD

Publisher: Nintendo Price: £49.99 Reviewed: Issue 17

Sequel to *Cruis' n USA*, which despite being made two years later is just as bad as the original. Nintendo, sort yourselves out! AM



⊕ Four-player game
⊖ See *Cruis'n USA*

DUKE NUKEM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 7

Rattling good fun with the quip-spewing antihero. Straightforward *Doom*-style gameplay, done with imagination and humour. AM



⊕ Tough challenge, bad jokes
⊖ Blurry enemies

DARK RIFT

Publisher: Vic Tokai Price: £59.99 Reviewed: Issue 4

Identikit beat-'em-up with absolutely nothing of interest about it. Every last detail is taken from other, better, fighting games. LC



⊕ Looks quite decent
⊖ Boring, boring, boring

EXTREME G

Publisher: Acclaim Price: £49.99 Reviewed: Issue 7

Futuristic bike game with weapons and rollercoaster tracks. Sometimes sheer speed makes you rely on luck, not skill. AM



⊕ Fast, impressive visuals
⊖ Duff Battle mode, often uncontrollable

DIDDY KONG RACING

Publisher: Nintendo/Rare Price: £49.99 Reviewed: Issue 7

Combination of racing game and adventure with Rare's usual flair. Excellent multiplayer game with lots of hidden secrets. AM



⊕ Great visuals, lots to do
⊖ Loses appeal when you've seen everything

F1 POLE POSITION

Publisher: Ubi Soft Price: £59.99 Reviewed: Issue 6

An early attempt to do an N64 Formula 1 game, with poor visuals and terrible car handling. Lapped by *F-1 WGP* in all respects. RK

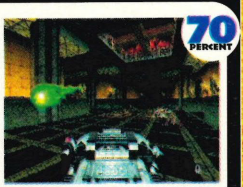


⊕ Speedy gameplay
⊖ Unrealistic, out of date

DOOM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 1

Graphical update of the classic PC game with new N64-only levels. Now feels dated, but very good for no-nonsense killing action. JM



⊕ Grim atmosphere, classic gameplay
⊖ Very dark and hard to see

F-1 WORLD GRAND PRIX

Publisher: Video System Price: Import Reviewed: Issue 18

Superb Formula 1 simulation based on the 1997 season. Incredibly detailed and realistic, but complex; not for casual players. AM



⊕ Looks gorgeous, real race events
⊖ Requires lots of practice

DORAEMON

Publisher: Epoch Price: Import Reviewed: Issue 3

Very simple *Mario* knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear. AM

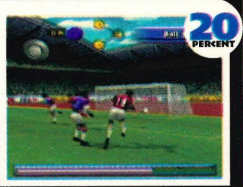


⊕ Multiple characters
⊖ Japanese text, aimed at young kids

FIFA 64

Publisher: EA Sports Price: £29.99 Reviewed: Issue 2

Abysmal travesty of a football game with jerky animation, moronic players and graphics so blurry they're singing *Parklife*. PK



⊕ It's cheap
⊖ As is *ISS '98*, so get that instead

DUAL HEROES

Publisher: Hudson Soft Price: Import Reviewed: Issue 9

Get your scrapers ready, because here's the barrel! Eye-pokingly bad beat-'em-up that requires no skill whatsoever to defeat. AM



⊕ Hasn't killed anyone – yet
⊖ You might as well burn your money

FIFA: ROAD TO WORLD CUP '98

Publisher: EA Sports Price: £59.99 Reviewed: Issue 9

A massive improvement on *FIFA 64*, but almost immediately rendered obsolete by *World Cup '98*, its own sequel. AM



⊕ Management options
⊖ *World Cup '98* is better



64 SCORE Puzzles



CRYPTIC CROSSWORDS

1	Bust-A-Move 2	91%
2	Puyo Puyo Sun 64	87%
3	Wetrix	86%
4	Puzzle Dama	80%
5	Tetrisphere	70%

CRAPTIC CROSS WORD

Jeopardy!	30%



FIGHTERS DESTINY

Publisher: Ocean | Price: £54.99 | Reviewed: Issue 11

Not-bad attempt at a fighting game, with some original ideas and a welcome emphasis on skill instead of special attacks. RK



80 PERCENT

⊕ A slightly different kind of beat-'em-up
⊖ Fighters lack brains

GLORY OF ST ANDREWS, THE

Publisher: Seta | Price: Import | Reviewed: Issue 3

Horrid golf sim that tries to duplicate golf strokes with the analogue stick and fails miserably. Master System graphics and zero realism. AM



10 PERCENT

⊕ Japanese, so you'll probably never see it
⊖ Makes real golf exciting

FORSAKEN

Publisher: Acclaim | Price: £59.99 | Reviewed: Issue 14

Underground *Descent*-style shooter with flashy lighting effects and tough, intelligent opponents, as well as a very good multiplayer game. AM



93 PERCENT

⊕ Enemy AI, looks great, loads of weapons
⊖ Some short levels

GOLDENEYE

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 5

If you only buy one N64 game, make it this! Unmatched multiplayer action and superb one-player game – you *are* James Bond. AM



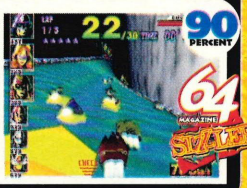
95 PERCENT

⊕ Deathmatch, involving missions
⊖ Tank chase a bit weak

F-ZERO X

Publisher: Nintendo | Price: Import | Reviewed: Issue 17

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator! AM



90 PERCENT

⊕ Speed, smoothness, control
⊖ Minimalist graphics

GT 64 CHAMPIONSHIP EDITION

Publisher: Ocean | Price: £59.99 | Reviewed: Issue 16

Second-rate bash at a saloon car racing game, with few tracks, sparse visuals, low frame rate and completely nightmarish controls. AM



64 PERCENT

⊕ Cars look quite good
⊖ Ponderous, unexciting, lame two-player mode

GASP!! FIGHTERS' NEXTREME

Publisher: Konami | Price: Import | Reviewed: Issue 13

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky. RK



70 PERCENT

⊕ Build your own fighters
⊖ Poor combat, jerky, seen it all before

HEXEN

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 5

Risible port of a feeble PC *Doom* clone, in the running for a 'Most Blurred Graphics' award. Trudging gameplay and dull enemies. AM



30 PERCENT

⊕ Some amusing weapons
⊖ Tedious beyond belief

ISS 64

Publisher: Konami | Price: £34.99 | Reviewed: Issue 3

Fantastic football game now available at a budget (ish) price. The second best soccer sim that money can buy – only its sequel is better! AM



93 PERCENT

⊕ Low price, fab gameplay
⊖ PAL version slightly slow, it's not *ISS '98*!

GEX: ENTER THE GECKO

Publisher: GT Interactive | Price: £49.99 | Reviewed: Issue 18

Film-spoofing platformer starring a mouthy lizard. Amusing and well done, but not up to the standards of *Banjo-Kazooie*. RK



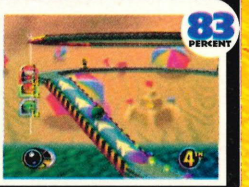
90 PERCENT

⊕ Wisecracks, varied and immersive levels,
⊖ Dated feel, dodgy camera

IGGY'S RECKIN' BALLS

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 17

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it. RK



83 PERCENT

⊕ Lots of tracks, four-player game
⊖ Maybe *too* weird

ISS '98

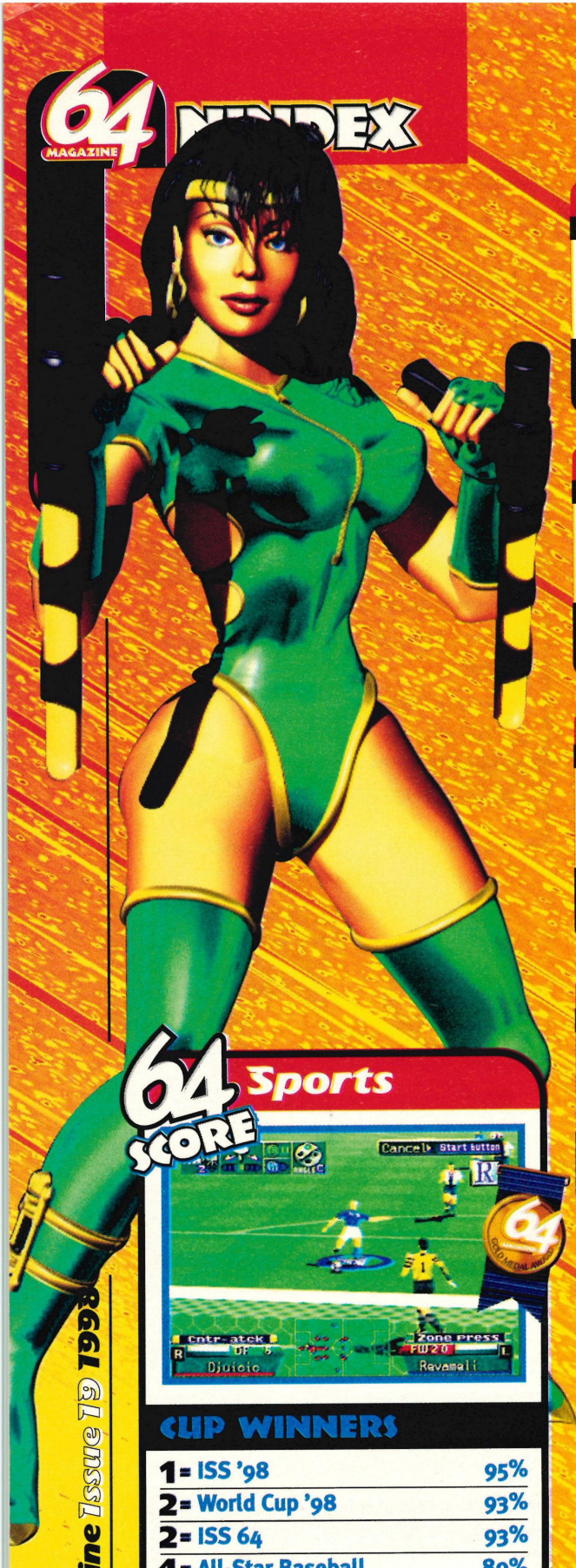
Publisher: Konami | Price: £39.99 | Reviewed: Issue 18

The best football game written for any machine – ever! Sheer soccer style that you'll be playing for years to come. PM



95 PERCENT

⊕ It's just the best!
⊖ Player names not real



64 Sports SCORE

CUP WINNERS

1=	ISS '98	95%
2=	World Cup '98	93%
2=	ISS 64	93%
4=	All-Star Baseball	89%
5=	World Soccer 3	86%

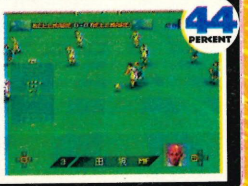
GOING HOME IN AN AMBULANCE

St Andrews Golf	10%

J-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer Price: Import Reviewed: Issue 6

Desperately average football game with comedy players and a limited selection of kicks and tackles. Dismiss it from your mind. RK



⊕ Moves smoothly
⊖ Not a patch on *ISS*

J-LEAGUE ELEVEN BEAT 1997

Publisher: Hudson Soft Price: Import Reviewed: Issue 8

Another J-League game with stumpy comedy players, though marginally better than *Dynamite Soccer*. Still not very good, though. RK

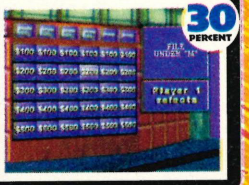


⊕ Mildly amusing
⊖ Not a patch on *ISS* either

JEOPARDY!

Publisher: Take 2 Price: Import Reviewed: Issue 14

Transfix yourself with a spear! It'd be more fun than this screamingly bad American gameshow that nobody in Britain watches. RK

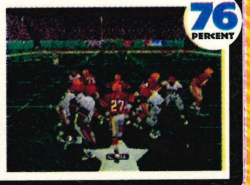


⊕ It's not *Going For Gold*
⊖ Americans only need apply

JOHN MADDEN 64

Publisher: EA Sports Price: £59.99 Reviewed: Issue 8

The portly Shatner lookalike puts his name to a decent American football game, but it loses out visually to the hi-res *Quarterback Club*. MW



⊕ Very good player AI
⊖ Grainy visuals, for fans only

KILLER INSTINCT GOLD

Publisher: Nintendo Price: £59.99 Reviewed: Issue 3

A fighting game where speed and demented combos are the key. Button-bashing, rather than actual skill, is what counts for most. AM



⊕ Looks good, very fast
⊖ There's not much skill involved

LYLAT WARS/STARFOX 64

Publisher: Nintendo Price: £59.99 Reviewed: Issue 5

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time. AM

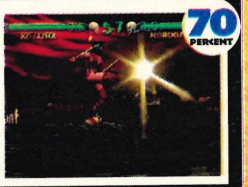


⊕ Spectacular, great audio, all-action
⊖ Short-lived

MACE: THE DARK AGE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 7

Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary. RK



⊕ Fast, interactive scenery
⊖ Jerky animation, gets repetitive

MARIO KART 64

Publisher: Nintendo Price: £49.99 Reviewed: Issue 3

People moan about our score, but *MK64 isn't* as good as the SNES version, and the cheating racers *do* spoil things. So nur! AM



⊕ Bright and fun, good multiplayer game
⊖ CPU cheats

MISCHIEF MAKERS

Publisher: Nintendo Price: £49.99 Reviewed: Issue 7

Old-style 2-D platformer that makes up for being a dated genre with inventiveness and strange Japanese charm. Maybe a bit easy. RK



⊕ Lots of variety, humour
⊖ Nothing really visually amazing

MISSION: IMPOSSIBLE

Publisher: Infogrames Price: £39.99 Reviewed: Issue 18

A dreadful disappointment considering the time spent on it. Pitiful visuals and stupid illogical puzzles ruin a potentially great license. AM

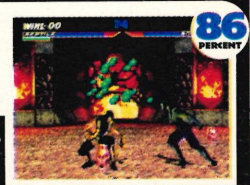


⊕ Music, some nice ideas
⊖ But not nearly enough

MORTAL KOMBAT 4

Publisher: Midway Price: Import Reviewed: Issue 16

The long-awaited 3-D update of *MK* is the N64's best fighter to date. Loads of gore and manic gameplay, but the joke is wearing thin. RK



⊕ Blood-soaked fatalities, a great laugh
⊖ Same old *MK* stuff

MK MYTHOLOGIES: SUB-ZERO

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9

Diabolically dumb attempt to cross *Mortal Kombat* with a platform adventure. Even *Super Hunchback* was better. Avoid! 46



⊕ Sub-Zero fans will like it
⊖ Everyone else will certainly hate it

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 3

Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look. LC



32 PERCENT

- ⊕ Every *MK* character
- ⊖ Grotesquely inept gameplay

MYSTICAL NINJA STARRING GOEMON

Publisher: Konami | Price: £59.99 | Reviewed: Issue 13

Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens! RK



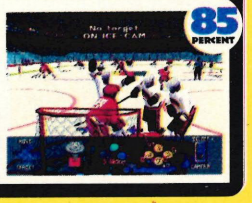
85 PERCENT

- ⊕ Huge landscape, lots of puzzles
- ⊖ Evil 3-D jumps required

NHL BREAKAWAY '98

Publisher: Acclaim | Price: £59.99 | Reviewed: Issue 12

Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay. RK



85 PERCENT

- ⊕ Good looking, player creation
- ⊖ Minority appeal

MULTI RACING CHAMPIONSHIP

Publisher: Ocean | Price: £59.99 | Reviewed: Issue 5

Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around. AM



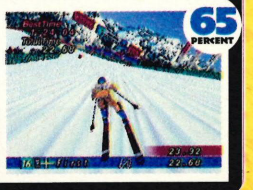
52 PERCENT

- ⊕ Two hidden cars, wow!
- ⊖ Way too easy, not many tracks

NAGANO WINTER OLYMPICS

Publisher: Konami | Price: £59.99 | Reviewed: Issue 10

Mixed bag of events from the 1998 Olympics. Ultimately, the bad or average events outweigh the good, so it's a bit of a snow job. AM



65 PERCENT

- ⊕ Good bobsleigh and – yes! – curling
- ⊖ Hideous skiing events

OFF-ROAD CHALLENGE

Publisher: Midway | Price: Import | Reviewed: Issue 17

If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game. AM



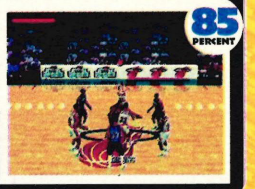
27 PERCENT

- ⊕ Not the tiniest thing
- ⊖ Sucks like a White House intern

NBA COURTSIDE

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 16

Very playable basketball game with excellent controls, fully customisable camera and a Player Creation mode. AM



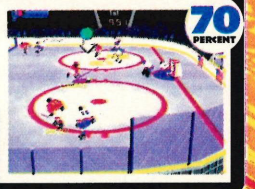
85 PERCENT

- ⊕ Best basketball game on the N64
- ⊖ A little blurry

OLYMPIC HOCKEY '98

Publisher: Midway | Price: Import | Reviewed: Issue 12

Yet another tepid reworking of the *Wayne Gretzky* engine, this time with an Olympic flavour. If you like ice hockey, get *NHL Breakaway*. RK



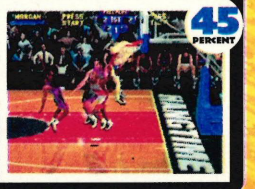
70 PERCENT

- ⊕ Olympic teams
- ⊖ Fewer teams than *Gretzky '98*

NBA HANGTIME

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 5

Rubbish arcade basketball game conversion with silly power moves and players with wobbly heads. Well worth a miss. LC



45 PERCENT

- ⊕ You can play as a pig
- ⊖ The game *is* a pig

PILOTWINGS 64

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 1

Early N64 game where you fly various aircraft over well-detailed landscapes. Looks great, but it's all a bit slow and aimless. GN



74 PERCENT

- ⊕ Undeniably attractive, lots of missions
- ⊖ Unfocussed, a bit dull

NBA PRO '98

Publisher: Konami | Price: £59.99 | Reviewed: Issue 12

The overlooked middle child of Nintendo basketball games, which comes off second-best to *NBA Courtside* in all respects. RK



70 PERCENT

- ⊕ Atmospheric audio, nice animation
- ⊖ Clumsy controls, blurry

PUYO PUYO SUN 64

Publisher: Compile | Price: Import | Reviewed: Issue 8

Simple but ultra-addictive puzzle game, best with two players but still great with one. Due for a UK release as *Carbuncle's Avalanche*. AM



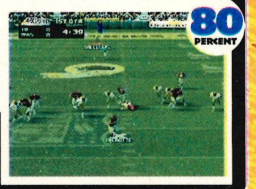
87 PERCENT

- ⊕ Infinitely playable, cute, Japanese madness
- ⊖ Audio drives you mad

NFL QUARTERBACK CLUB '98

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 7

The N64's first hi-res game, and a very respectable game of American football to boot. Unlike *Madden*, it has a full NFL licence. RK



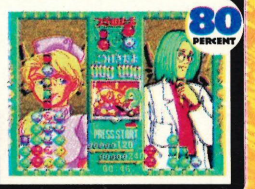
80 PERCENT

- ⊕ Sharp visuals, easy to play
- ⊖ It's American football!

PUZZLE DAMA

Publisher: Konami | Price: Import | Reviewed: Issue 16

Similar idea to *Puyo Puyo*, though relying more on chance and therefore not as addictive. Most fun as a two-player game. RK

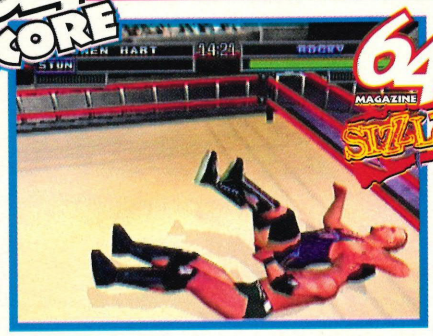


80 PERCENT

- ⊕ Simple to grasp, amusing subgames
- ⊖ Random elements



64 SCORE Beat-'em-ups



BLACK BELTS

1	WWF Warzone	90%
2	Mortal Kombat 4	86%
3	WCW Vs NWO World Tour	83%
4	Bio Freaks	82%
5	Fighters Destiny	80%

BLACK EYE

Clayfighter 63⅓	8%



RAMPAGE WORLD TOUR

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13

Arcade conversion where giant monsters trash buildings and eat people. Sounds fun, but is repetitive and mind-numbing. RK

80 PERCENT



- ⊕ Lots of levels
- ⊖ Infinite continues sap replay value

STAR SOLDIER: VANISHING EARTH

Publisher: Hudson Soft Price: £59.99 Reviewed: Issue 17

The first 'traditional' scrolling shoot-'em-up for the N64. Unfortunately, it's rubbish. Get *R-Type 3* and a SNES for less. RK

65 PERCENT



- ⊕ Fast-paced
- ⊖ Stupidly easy, tiny levels, boring enemies

ROBOTRON 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 17

Crude-looking but throughly playable update of a classic arcade game. Don't be fooled by the looks – give it a try if you like blasters. RK

82 PERCENT



- ⊕ Non-stop action
- ⊖ Looks crude, easier than original *Robotron*

SUPER MARIO 64

Publisher: Nintendo Price: £49.99 Reviewed: Issue 1

The game that started it all! Although it is technically eclipsed by *Banjo-Kazooie*, *Mario 64* still offers plenty for gamers to discover. SW

92 PERCENT



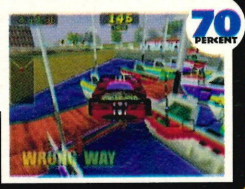
- ⊕ 15 worlds, lots of treats
- ⊖ Now looks stark and empty

SAN FRANCISCO RUSH

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9

Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover. RK

70 PERCENT



- ⊕ Freedom of movement
- ⊖ Skanky control method, looks clunky

TAMAGOTCHI WORLD

Publisher: Bandai Price: Import Reviewed: Issue 11

Tamagotchis were yesterday's fad, so a computerised board game based on them probably won't grab you. Moderate fun for a while. AM

66 PERCENT



- ⊕ As cute as regular Tamagotchis
- ⊖ Jap text, few sub-games

SHADOWS OF THE EMPIRE

Publisher: Nintendo Price: £59.99 Reviewed: Issue 1

Farty *Star Wars* tie-in made up of numerous subgames, most of which are crap. Even Lucas fanatics should think twice about it. MW

58 PERCENT



- ⊕ Good snowspeeder bit
- ⊖ Other parts pants, embarrassing cutscenes

TETRISPHERE

Publisher: Nintendo Price: £39.99 Reviewed: Issue 10

Technically interesting attempt to update the classic *Tetris*, but maybe a bit too clever for its own good and hard to get into. LC

70 PERCENT



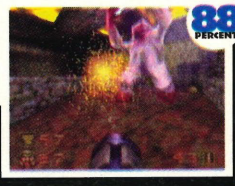
- ⊕ Tough puzzle options, different game modes
- ⊖ Not as intuitive as *Tetris*

QUAKE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13

Decent fist of a PC conversion, keeping all the original's labyrinths and gore, but falling down on the weak two-player game. ST

88 PERCENT



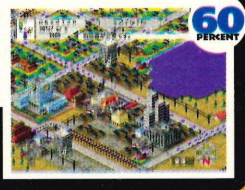
- ⊕ Fast action, spooky atmosphere
- ⊖ No advances over PC

SIM CITY 2000

Publisher: Imagineer Price: Import Reviewed: Issue 12

Ill-advised console conversion of the complex PC urban development sim. Japanese text doesn't help unless you've played the original. LC

60 PERCENT



- ⊕ Something different
- ⊖ Dated, almost incomprehensible

TOP GEAR RALLY

Publisher: THE Games Price: £54.99 Reviewed: Issue 7

Until *F-1 WGP*, the best N64 racer. Excellent car handling, large and detailed courses and 'paint shop' for custom cars. AM

85 PERCENT



- ⊕ Realistic controls
- ⊖ Other cars not much competition

QUEST 64

Publisher: THQ Price: Import Reviewed: Issue 16

Should have been a great RPG, but ended up so simplistic and challenge-free that it is actually rather a bore to play. AM

56 PERCENT



- ⊕ Expansive landscapes
- ⊖ No puzzles, tedious combat

SNOWBOARD KIDS

Publisher: THE Games Price: £39.99 Reviewed: Issue 11

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons. RK

83 PERCENT



- ⊕ Imaginative courses, weapons
- ⊖ Fairly short-lived

TUROK: DINOSAUR HUNTER

Publisher: Acclaim Price: £39.99 Reviewed: Issue 2

A good blast with excellently destructive guns let down by massive fogging and too much reliance on jumping onto tiny platforms. DB

70 PERCENT

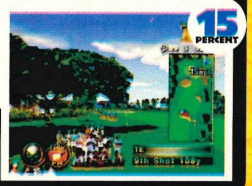


- ⊕ Excellent weapons
- ⊖ Annoying platform elements, fog

WAIALAE COUNTRY CLUB

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 18

Revolting golf game based far too closely on *Augusta Masters*, which was also as welcome as a sloppy floater. Absolute garbage. ST



⊕ Games can't get that much worse
⊖ Where should we start?

WAR GODS

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 6

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay. AM



⊕ A few amusing fatalities
⊖ Pathetic combat, stupid fighters

WAVE RACE 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion. SW

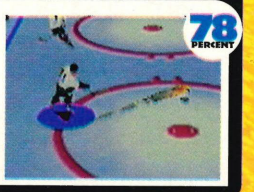


⊕ Realistic water action, great control
⊖ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*. DB



⊕ Very fast, easy to get into
⊖ It's ice hockey, dated

WAYNE GRETZKY'S 3-D HOCKEY '98

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 10

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game. RK



⊕ See first *Gretzky* game
⊖ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

PUBLISHER: THQ PRICE: £54.99 REVIEWED: Issue 9

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people. RK



⊕ Good multiplayer game
⊖ Slightly clumsy, not as good as *WWF Warzone*

WETRIX

PUBLISHER: Ocean PRICE: £39.99 REVIEWED: Issue 16

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams. RK



⊕ Keeps bringing you back, cool idea
⊖ Weak two-player game

WHEEL OF FORTUNE

PUBLISHER: Gametek PRICE: Import REVIEWED: Issue 10

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks." RK

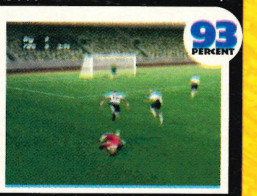


⊕ Spin the wheel and the Rumble Pak rattles! Ooh!
⊖ American questions

WORLD CUP '98

PUBLISHER: EA Sports PRICE: £54.99 REVIEWED: Issue 14

EA finally get it right, but then this is their third attempt. Very good soccer game based around the now-historic 1998 World Cup. RK



⊕ Official licence, sharp controls
⊖ We know the Frogs won

WORLD SOCCER 3

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 9

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version! RB



⊕ All the playability of the *ISS* games
⊖ Loads of Japanese text

WWF WARZONE

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 17

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people. RK



⊕ The best wrestling game on the N64
⊖ It's wrestling...

YOSHI'S STORY

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 13

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't. RK



⊕ Beautiful graphics, cute
⊖ Way too easy, sickly-sweet

64 SCORE Racing

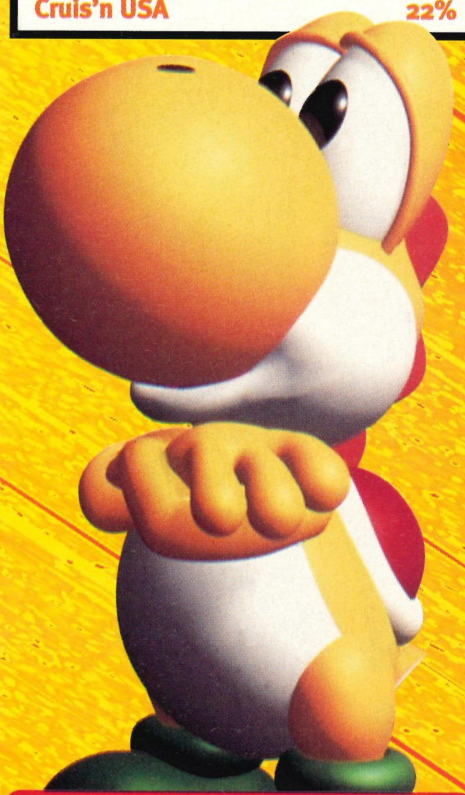


TOP GEARS

1	F-1 World Grand Prix	94%
2	F-Zero X	90%
3	Diddy Kong Racing	86%
4	Top Gear Rally	85%
5	Wave Race	83%

BLOWN EXHAUST

Cruis'n USA	22%



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Want to know who wrote the original review? Put a name to the initials here!

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DB	Damian Butt	PK	Phil King
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64 MAGAZINE

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ISSN 1366 6266

Dead pool this issue: Stuff that will "be there tomorrow" every day for two weeks; blatantly biased 'impartial' commentators; whoever put all the controllers on the Nintendo ECTS stand on metal arms that get you right at crotch height; the Stepford PR people with their orange tans; the (quite literal) turd burglar who nicked the knackered old office video and Nick's bike.

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Key Dates

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Oct 28	Brian Lara Cricket	PSX
Nov 13	Tomb Raider 3	PSX
Sept 25	Mission Impossible	N64
Oct 2	1080 Snowboarding	N64
Oct 16	Fighting Force 64	N64

Release dates may be subject to slippage



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351 Gloucester Road (A38), BRISTOL. 1 ½ miles from the City Centre and just up from Kwik Save. **0117 924 5000**

168 High Street, EGHAM, SURREY. Near Windsor and Staines. Just 1 mile off junction 13 on the M25. **01784 473444**

The Maltings, Station Road, SAWBRIDGEWORTH, HERTS. Not far from the M11, over the road from the train station. **01279 600399**

GREAT WEB SITE — **There's lots more at http://special.reserve.co.uk** — MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 18/09/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.



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