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64 MAGAZINE

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PAGE 56 WCW VS NWO REVENGE



IT'S A KILLER!

BODY HARVEST

Festival of carnage arrives at last!

TUROK 2

All-new hi-res shots: more blood than ever!

MICHAEL OWEN'S WORLD LEAGUE SOCCER '99

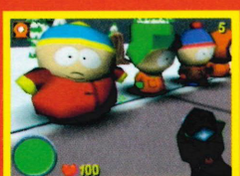
DUKE NUKEM: ZERO HOUR

SAN FRANCISCO RUSH 2

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ROBOT SHEEP, FLYING RABBITS, SKIING DOGS MADDEST GAME EVER?

64 magazine • issue 20 • body harvest • turok 2 • south park • silicon valley • glover • michael owen



No known side-effects... as yet

Acclaim STUDIOS

STORM

November 98

PC CD

NINTENDO 64

probe ENTERTAINMENT

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Subscribe to 64 MAGAZINE now, and you can not only get 12 issues of the UK's best-selling N64 magazine for over £17 less than you'd pay in the shops, but also get one of the eight fantastic Nintendo games listed below for just £35!

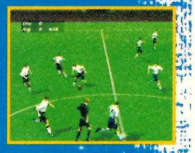
As if that wasn't enough, we're also throwing in your choice of the N64 *Secrets, Strategies & Solutions* books –*Banjo-Kazooie*, *Lylat Wars* or *Goldeneye* – completely FREE! That's a total saving of up to an incredible £42!

THE GAMES


Goldeneye


Banjo-Kazooie


Forsaken


World Cup '98

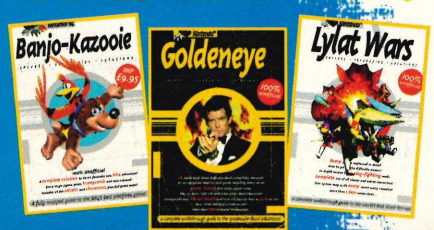

Yoshi's Story


Diddy Kong Racing


Mario 64


Mario Kart 64

THE BOOKS





Turn to page 88 to subscribe!



Issue 20

64 MAGAZINE

04

WIN! TUROK 2!

14 There are 15 copies of Acclaim's forthcoming hit for you to win!



BODY HARVEST

40 It's taken, quite literally, a bloody age to get here. Was the insect-ridden carnage-fest worth the wait?

FAQ this!

36 We answer all those Frequently Asked Questions all in one go. Now let us never speak of them again!

REVIEWS

BODY HARVEST

40 Big bugs tear humans apart. With their mandibles. It's up to you to travel through time and stop them!



SPACE STATION: SILICON VALLEY

52 Visit Silicon Valley. See robotic animals. And kill them!



XG2

44 The first game was far too fast. The second game has somewhat overcompensated!



WCW VS NWO REVENGE

56 More sweaty gusset action from big men with bad hair. Is it better than *WWF Warzone*?



GLOVER

48 A glove with four fingers. Must be in the Yakuza! Let's have a big hand for cutesy puzzle action.



NHL '99

58 Ice hockey. Sport of men with no teeth. Why not join in? A hockey game that isn't Wayne Gretzky!

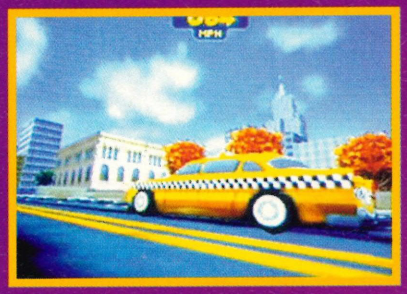


ntents

64SIGHT

16 Turok 2: Seeds Of Evil
What, another preview? 'Fraid so. It's *still not finished*, you see.





20 South Park
Kiiiiiiick ass!

22 Rat Attack
Evil rats. Good cats. Fight!

24 Virtual Pool 64
Get the pints lined up – time for a game!

26 Roadsters '98
Cane some convertibles!

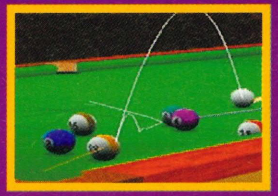
27 Rush 2: Extreme Racing
The sequel to *SF Rush* – at last, you can steer!

28 Rakuga Kids
Andy vs Roy in strange art conflict.

30 FIFA '99
FIFA fo fum!

32 Michael Owen's World League Soccer '99
Some footballer, apparently.

34 Holy Magic Century
Quest 64 - Brian = new RPG!







REGULARS

06 64 Showcase
All kinds of things of a Nintendoular nature for you to, well, read.

12 When I'm 64
Dodgy cheats, games on telly and crap players – it's another letters page!

88 Subscriptions
Now even better value! Save even more money! Yes!

90 Nindex
The full-on alphabetical listing of all the N64 games ever reviewed!

98 Next Issue
Our crystal ball broke, so we just make stuff up now.

GAME BUSTERS

70 Cheat Central
New cheats for *Body Harvest*, *F-1 WGP*, *Goldeneye* and more!

74 ScoreZone
Think you're good at games? Check out your competition here!

78 Buck Bumble
Part two of our complete guide. Let's get ready to bumble!

SUPER ROBOT SPIRITS

60 Well, it's got robots in it, so at least one word is accurate! Too bad about the 'super' part, though.



F-1 WORLD GRAND PRIX

UK 64 Yup, it's still the best racing game on the N64. Go buy it. Now.



NASCAR '99

62 Round and round and round and round and round and round and round and round and round...



WAIALAE COUNTRY CLUB

UK 66 Golf can be quite enjoyable. But not, apparently, on the N64.



EDITORIAL


Turok 2: better late than... on time?

One of the most infuriating things in the games industry, whether you're a journo or a regular buyer, is when software companies tell you that the incredible Game X is going to come out on a certain date, working you up into a frenzy of anticipation, and then the date arrives and Game X is conspicuously absent. Not only that, but it's now a good six months away! What's going on?

'Slippage' has become the number one bugbear in gaming. Few games seem immune, but the N64 seems especially prone to it. The number one offender is Nintendo itself – *Zelda 64* is now over a year late – but there are plenty of other culprits. Like *Turok 2*.

Part of the reason for slippage is down to software company marketing men, who decide that the company has to have a game out on a certain date to meet a quarterly sales target. This is bad news for the programmers, who then have either to release a game before it's finished (don't laugh, it's happened), or else go to their bosses and tell them that it's just impossible to get the game finished in time, resulting in a delay. The end result is that the programmers are unhappy at being rushed, the company is unhappy that it won't have a game out when it wanted; the magazines are unhappy because they can't review the game, and the players are unhappy because they can't buy the megagame everyone's been raving about.

But what's the alternative? Does anyone really *want* substandard, bug-ridden, unfinished games? The fact that companies like Nintendo and Acclaim are willing to take the time (and money) to get their games right can only be a good sign. Sure, waiting can be a pain, but the end result makes it worthwhile!

Andy McDermott, Editor

the 64 showcase

news peripherals advice • hot new items of interest



FREE MARIO! FREE BOND!

N64 now comes with game - free!

Last month it was the price of the games, this month – as predicted – Nintendo has taken decisive action to challenge the PlayStation over Christmas. The company hasn't cut the price of the machine – instead, it's done something even better for new buyers. It's including a game for free!

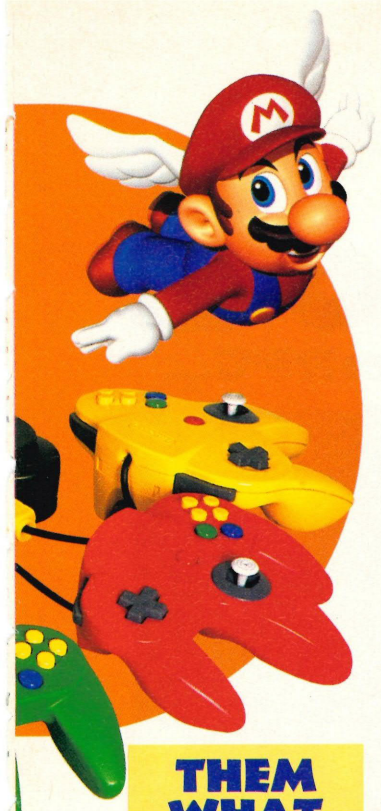
By the time you read this, all new N64s will, for the not exactly Visa-snapping price of £99.98 (yes, you read it right – that's *98*, a whole penny cheaper than the PlayStation!), come packaged with either *Super Mario 64* or *Goldeneye* absolutely gratis. As Nintendo was more than happy to point out, both games were voted Game Of The Year for 1997 and 1998 respectively, so whether new buyers plump for primary-coloured plumber adventures or murderous secret agent action, they're guaranteed to get a quality game.

Hell, we're tempted, and we've already got N64s. If you don't own an N64 yet and are looking for an excuse, just tell yourself that you can get the best console in the world with the best game in the world chucked in for bobbins. Then, with the money saved by not getting a PlayStation, you can buy a penny chew!





▶ *Super Mario 64* – yours for the sum of nought pounds, nought pence!



Big Bang Theory

TELSTAR'S ASSAULT COMING TO N64

PlayStation shooter *Assault*, which garnered itself a handy 80% in *Play* magazine, is being brought to the N64 by publishers Telstar. The *Contra*/*Probotector*-style game stars a pair of kick-ass space marines, Major Kelly Doyle and Sergeant Reno J Washington, who collect dozens of insanely destructive weapons as they run around and blow up giant space insects. Plot? That's yer lot!

A release date for the two-player blastathon hasn't been set yet, but nothing's likely to show up until next year. When we get more info, you'll be the first to know!



Major Doyle doesn't dress like this in the game itself, surprisingly.



Assault: run, jump, shoot. And then shoot some more. And some more.

Testing Time

INTERPLAY WANT YOU TO TEST GAMES!

Ever wanted to be involved in the development of a game? This could be your chance! Interplay, publishers of the upcoming *Earthworm Jim 3D*, are looking for people aged between 14 and 26 to test their latest games and let them know what they think!

This is the first time that a company has asked for the involvement of Joe Public in game testing. Interplay hopes that by getting actual players involved at an early stage, they'll be able to "make the kind of games that you want to play."

Interested? Then call Interplay's special hotline number – (01628) 423775 – and leave your name, address, phone number and age. Interplay will then contact you the next time a testing opportunity comes up, and your opinions may influence the shape of the next blockbuster game! You'll even be given a free copy of the finished game when it comes out – what more could you want?



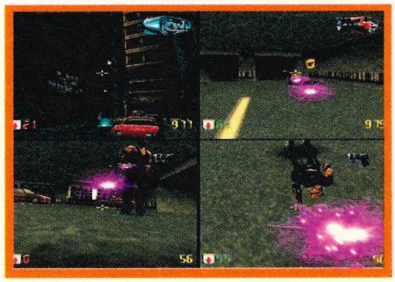
▲ *Earthworm Jim* – you could have a say in its follow-up!

IT'S ZERO HOUR!

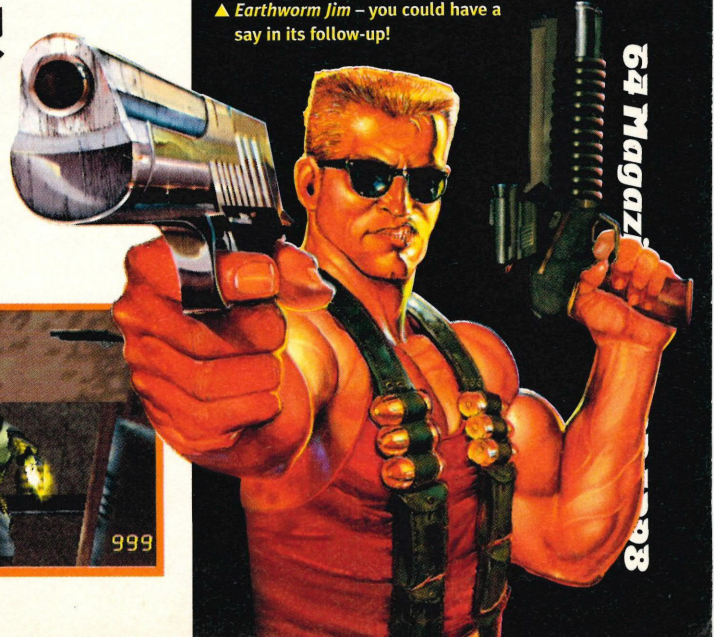
DUKE'S BACK IN ACTION!

Da Dook is back! Duke Nukem returns to chew more bubblegum and kick more ass (and he's all out of bubblegum) in *Duke Nukem: Zero Hour*.

Our granite-gargling hero is travelling through time to eradicate the alien menace, and if that's too easy, there's a great new Dukematch game! We'll have an exclusive first look next issue!







THEM WHAT DONE IT

Andy McDermott



He's camera shy, so he sent his twin brother to pose for him instead.

Roy Kimber



Oh dear god, what is he doing now? The man has no shame!

Ben Lawrence



Ben is the New Bloke™ with a refreshing lack of cynicism. It won't last.

Nick Trent



The man who made squeezable cheese in a tube fashionable again!

Featuring the musical talents of **Stuart Taylor** on vibes **Russell Murray**

NEWS NUGGETS

CARMA CHAMELEON – SCI's subtle blend of mirror-signal-manoeuvre and extreme violence, *Carmageddon 64*, will be toned down (slightly) by changing the luckless pedestrians that players are supposed to mow down into zombies. Which of course makes everything all right...

FORCE FOLDS – After last month's announcement that *Fighting Force 64* had been delayed until 1999, it now looks as though the game will never be released in the UK at all! Eidos seems to doubt the game will have enough of an impact with British gamers – however, the American release is still imminent...

SNAP SHOT – Nintendo's *Pocket Monsters Snap*, a photo-safari game with Pikachu and chums, looks as though it has been transferred to cartridge from the 64DD. The game is now due in Japan this December...

TOP 10

In the part of the magazine blatantly stolen from David Letterman, it's time for this issue's top ten...

GAME LICENSES WE CAN LIVE WITHOUT

10: THE VIRGIN TRAIN GAME

9: DAVID BECKHAM'S WORLD CUP '98

8: PIT-FIGHTER FEATURING MICHAEL SCHUMACHER

7: MANCHESTER UNITED (KIT DESIGNER AVAILABLE SEPARATELY)

6: RECKIN' ZOE BALL

5: MINK: THE GREAT ESCAPE

4: THE NEVER-ENDING TORY

3: WILL CARLING'S FAMILY FORTUNES

2: ALL-STAR DARTS '99

AND AT NUMBER ONE...

1: MONICA LEWINSKY'S SHOOTING GALLERY

IT'S SURE TO SUCCEED!

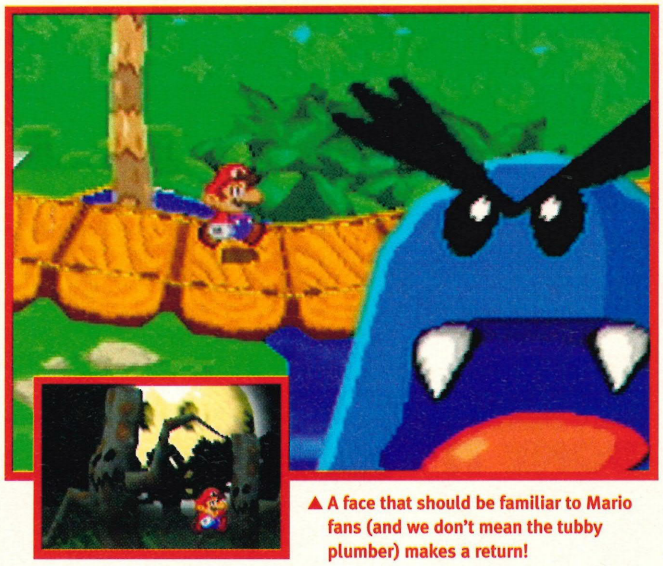
SUPER MARIO 2!

Now coming to cartridge – but it's an RPG...

First announced at last year's Space World show in Japan as a 64DD title, Nintendo's *Super Mario RPG 2* has now apparently been transferred to cartridge. That banging sound you hear is another nail being beaten into the 64DD's coffin...

The game features the same kind of imitation 3-D as parts of *Mischief Makers*, with flat sprites moving across 3-D backgrounds. *Super Mario RPG 2* is being designed to appeal to younger players, like *Yoshi's Story*. Oh dear. *Body Harvest*-like levels of challenge are presumably not on the cards.

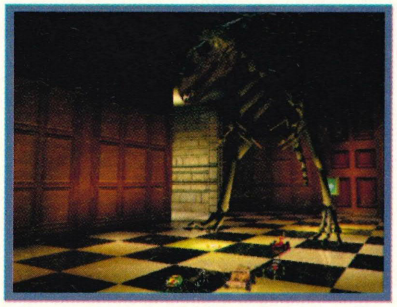
Nothing has yet been revealed about the game's plot, but the presence of the usual Nintendo suspects probably suggests more princessnapping. The release date is also vague, but it's unlikely to appear before next summer.



▲ A face that should be familiar to Mario fans (and we don't mean the tubby plumber) makes a return!

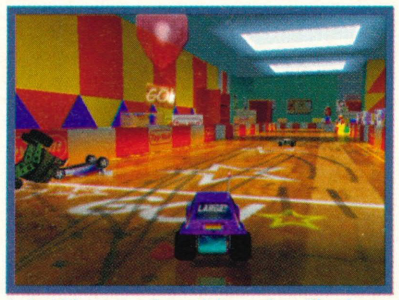
Re Volt-ing!

CRAZY MODEL CAR ACTION!



▲ Race model cars around 65 million-year-old relics without fear of prosecution!

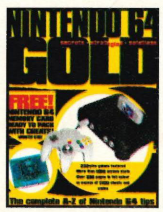
Acclaim's *Re-Volt* is coming along nicely, and we've got the latest batch of freshly laid screenshots for you! The radio controlled car racing game is heavy on realistic physics and suspensions, so the cars bounce all over the place just like the real thing, but light on seriousness – you can race your cars through places like the Natural History Museum! *Re-Volt* is due out early next year, and we'll have more on this promising game soon. Hint to Acclaim – we'd really like some real radio controlled cars to play with...



▲ *Re-Volt* accurately models crashes, like the clumsy oafs on the left.

COMING SOON FROM PARAGON PUBLISHING...

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD
ISBN: 1-873650-47-7
A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card worth £7.95!



MAXIMUM SOLUTIONS: TUROK 2
ISSN: 1463-7243
A complete 100 page tips magazine devoted to beating Acclaim's latest prehistoric tour de force, and including the original *Turok* solution. Full walkthroughs to every level, plus in-depth combat tactics, level maps and the last word on winning in the multiplayer deathmatch. If you want to beat *Turok 2*, this is an essential purchase!



TOTAL GAMES NETWORK
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Relaunched for the new millennium is the Total Games Network (TGN) web site. An all-singing, all-dancing interactive experience giving you the latest news, previews, reviews and tips for all the latest games on PC, PlayStation, N64, Game Boy Color and Dreamcast. Constantly updated, TGN is the ultimate on-line gaming magazine!



Where we test N64 add-ons to destruction!

GIZMOS & GADGETS

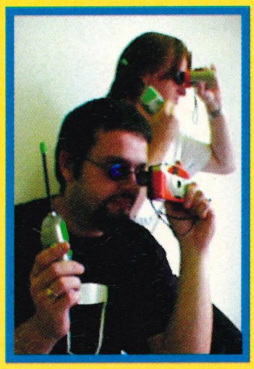
SOMETHING A LITTLE DIFFERENT...

Nintendo Things

EXCITEMENT DIRECT • (01993) 844885

Those of you who thought that Nintendo only licensed consoles and video games, think again! A whole range of 'Nintendo related' products are hitting the market, all officially endorsed by those console kings themselves!

First products in the range are a Nintendo 64 clock radio, a pair of N64 walkie-talkies and a binoculars and camera set.



▲ Russell and Roy demo the Nintendo products and don't look daft. At all.



All the products are made of sturdy, durable plastic in the Nintendo colours, and although they obviously don't perform as well as their 'adult' counterparts (you show us a pair of binoculars for a fiver and we'll show you a pair of cheap binoculars!) they are nevertheless, pretty good fun.



If you found Ocean's *Mission: Impossible* a bit disappointing, how about staging your own real-life 'impossible mission' with the walkie-talkies, camera and binoculars? Erm... and you could use the alarm clock to make your own *Mission: Impossible* bomb (or use it to ensure you get up in time for those important missions).



These Nintendo products and others in the range are available from Excitement Direct on (01993) 844885. The binoculars and camera pack is priced at £9.99, the walkie-talkies will cost you £10.99 for the pair whilst the clock radio retails for £22.99.

Blast Corps Big Comic



IT'S NEWS TO RARE!

Dark Horse Comics has released a one-shot comic based on Rare's *Blast Corps*, which follows the game's plot closely – nuclear missile out of control, heroes blow stuff up to clear its path, etc. The comic was news to Rare, though – when asked about Dark Horse's project, they admitted it was the first they'd heard about it!

64 MAGAZINE CHARTS

In association with GAME

Call (0181) 974 1555 for your nearest GAME store!

Check out the Web site at www.game-retail.co.uk

Chart Comment

Nintendo continues its domination of the N64 charts as *1080° Snowboarding* comes straight in at the top, usurping *F-1 World Grand Prix*. *Mission: Impossible* lumbers into third place – obviously people don't read the reviews!

Hot tips for next issue include *F-Zero X* and *Body Harvest*. Don't expect to see *Turok 2* there, though – it's been put back until December so that the programmers can finish the deathmatch game!

Chart Compo

This issue's winner is Kevin Olding of Bournemouth, who for correctly predicting this month's top three games wins himself a £50 voucher to spend as he pleases at his local branch of GAME. If you want to win next month, send your top three predictions to us by November 13!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	1080° Snowboarding	Nintendo	80%
2	1	F-1 World Grand Prix	Nintendo	94%
3	–	Mission: Impossible	Infogrames	48%
4	3	Banjo-Kazooie	Nintendo	95%
5	12	WWF Warzone	Acclaim	90%
6	2	ISS '98	Konami	95%
7	–	Waialae Country Club Golf	Nintendo	15%
8	–	All-Star Baseball '99	Acclaim	89%
9	4	Goldeneye	Nintendo	95%
10	5	World Cup '98	EA Sports	93%
11	7	Diddy Kong Racing	Nintendo	86%
12	9	Yoshi's Story	Nintendo	79%
13	–	Mortal Kombat 4	GT Interactive	86%
14	6	Mario Kart 64	Nintendo	78%
15	11	Shadows Of The Empire	Nintendo	58%
16	–	NBA Courtside	Nintendo	85%
17	15	Lylat Wars	Nintendo	88%
18	8	Turok: Dinosaur Hunter	Acclaim	70%
19	19	NFL Quarterback Club '98	Acclaim	80%
20	13	Iggy's Reckin' Balls	Acclaim	83%

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*!

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. Don't blame us – we only work here!

In association with Department 1

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

NOVEMBER '98

64 Oozumo 2	Jap	TBC
Body Harvest	**UK**	**13**
Buck Bumble	Jap	TBC
Bust-A-Move 3	**UK**	**30**
Charlie Blast's Challenge	**UK**	**TBC**
Charlie Blast's Challenge	US	17
Disney's Magical Tetris	US	20
Earthworm Jim 3D	**UK**	**30**
Fox Sports College Hoops '99	US	10
F-Zero X	**UK**	**06**
Glover	**UK**	**TBC**
Glover	US	03
Knife Edge	**UK**	**TBC**
Madden '99	**UK**	**TBC**
Micro Machines 64 Turbo	**UK**	**20**
Micro Machines 64 Turbo	US	25
Milo's Astro Lanes	US	11
NBA Jam '99	US	25
NBA Live '99	**UK**	**20**
NFL Quarterback Club '99	**UK**	**30**
NHL Breakaway '99	US	18
NHLPA Hockey '99	**UK**	**TBC**
Nightmare Creatures	US	11
Onegai Monsters	Jap	TBC
Rally Racing	US	19
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**	**06**
SCARS	US	17
Sim City 64	**UK**	**TBC**
Space Station: Silicon Valley	**UK**	**TBC**
Starshot	**UK**	**13**
Superman	**UK**	**TBC**
Superman: The Animated Series	US	17
Survivor: Day 1	US	20
Tonic Trouble	**UK**	**13**
Tonic Trouble	Jap	TBC
Top Gear Overdrive	US	17
Turok 2: Seeds Of Evil	US	TBC
Twisted Edge Snowboarding	US	11
V-Pool 64	US	24
V-Rally 64	**UK**	**27**
V-Rally 64	US	06
WCW Vs NWO Revenge	**UK**	**27**
Wipeout 64	US	16
XG2	**UK**	**30**
Zelda: Ocarina of Time	US	24
Zelda: Ocarina of Time	Jap	14



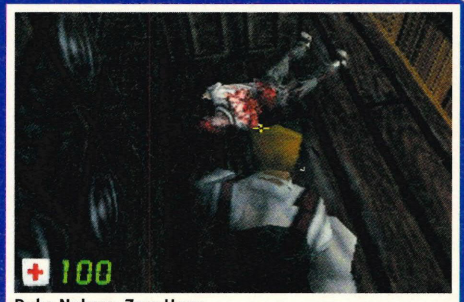
Body Harvest

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
Earthworm Jim 3D	US	16
FIFA '99	US	09
Fighting Force	US	17
Holy Magic Century	**UK**	**TBC**
NBA Jam '99	**UK**	**31**
Penny Racers	US	04
Quake 2	US	09
Rakuga Kids	**UK**	**Dec**
Rat Attack	US	20
Roadsters '98	US	20
Shadowgate 64	US	16
Shadowgate 64	Jap	TBC
South Park	**UK**	**TBC**
South Park	US	02
Star Wars: Rogue Squadron	**UK**	**TBC**
Star Wars: Rogue Squadron	US	08
Tonic Trouble	US	16
Top Gear Rally 2	**UK**	**31**
Turok 2: Seeds Of Evil	**UK**	**TBC**
Wipeout 64	**UK**	**31**
Zelda: Ocarina Of Time	**UK**	**11**

1999

4x4 Mud Monsters	US	Jan
All-Star Baseball 2000	US	Apr
All-Star Tennis '99	US	Mar
Battle Tanx	US	Jan
Caesar's Palace	US	Jan
Castlevania 64	**UK**	**Mar**
Castlevania 64	US	Jan



Duke Nukem: Zero Hour

Duke Nukem: Zero Hour	**UK**	**Mar**
F1 Pole Position 2	US	Jan
FIFA '99	**UK**	**Mar**
FIFA '99	US	Mar
Hybrid Heaven	**UK**	**Mar**
Hybrid Heaven	US	Mar
Hype:The Time Quest	US	Jan
In-Fisherman Bass Hunter 64	US	Jan
ODT	US	Feb
Penny Racers	**UK**	**Jan**
Penny Racers	US	Jan
Quake 2	US	Jan
Rally Racing	US	Jan
Rayman 2	US	Mar
Rugrats	US	Jan
Survivor: Day 1	US	Jan
Twelve Tales: Conker 64	US	Jan
Vigilante 8	US	Mar

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**
Rev Limit	**UK**	**TBC**
Road Rash 64	**UK**	**TBC**
Survivor: Day 1	**UK**	**TBC**
Top Gear Overdrive	**UK**	**TBC**
Twelve Tales: Conker 64	**UK**	**TBC**
Twisted Edge Snowboarding	**UK**	**TBC**
Vigilante 8	**UK**	**TBC**
Wetrix 2	**UK**	**TBC**
Wipeout 64	**UK**	**TBC**



TUROK 2 SEEDS OF EVIL

THE MONSTER AWAKENS NOVEMBER 1998

NINTENDO 64 PC CD GAME BOY

Acclaim

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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!

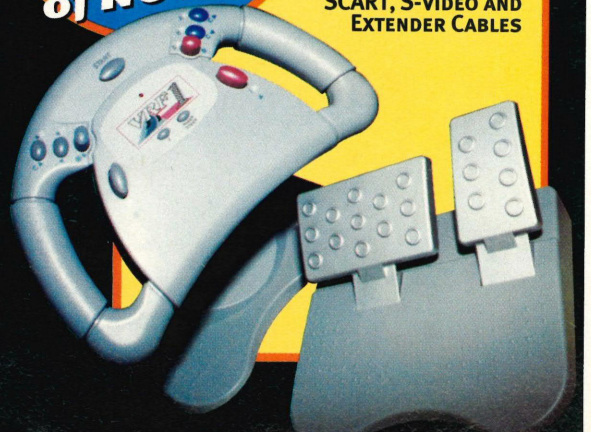
STAR PRIZE

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



Falling Star

Dear 64 MAGAZINE,

I hate people saying in their letters how ace or mint your magazine is. Your mag is very good, but people try to suck up to get their letter printed – and it works! In issue 11 in the Memory Card Losers section, one person said "please print my letter in your Star Letter slot". I thought cheeky or what, and you must have too, but you still printed his letter. I am also writing about the Star Letter in issue 19. Andy Taylor, who wrote the letter, basically said that he didn't like the new look of your mag and that it was falling down to the standards of other mags. For this, you gave him £170 of N64 kit! I'm sure you get thousands of letters, and I thought that the Star Prize could have gone to a letter more deserving than his.
Michael Smith, Stafford

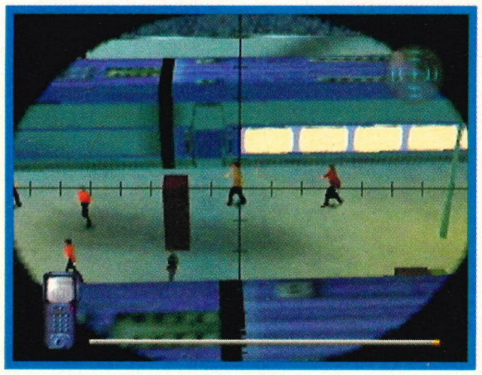
Yeah, it's funny the way the Star Letter works, isn't it? It's almost as if it were decided completely on a whim. But of course, hours of painstaking thought go into its selection. Really.

Cheats Chunder

Dear 64 MAGAZINE,

I regularly read all of the N64 magazines and yours is clearly the best. No other magazine has the same mix of quality and laugh-out-loud humour, and your reviews always clearly spell out whether a game is worth forking out for, more so than any other magazine.

A case in point is *Mission: Impossible*. The official magazine had seven pages of screenshots with little bits of text telling you what was going on, but nothing was said about whether the game was any good or not until a tiny little box right at the end said that *M:I* was a bit of a disappointment. Your hilariously scathing review of *M:I* made it clear from the very first sentence that *M:I* was no good.



▲ *Mission: Impossible*: disappointing.

It's not just reviews, your magazine has the best news, previews, everything. I do have one gripe, however, and that's with Cheat Central. Do you actually sit down with the games and try the cheats for yourselves before printing them in the magazine? How are you supposed to enter 'NOCLIP' as a password in *Quake* when there are no vowels on the password screen? You also said that if you defeat any of the secret characters in *Forsaken* then you can play as them, well I have defeated all eight of them in the one-player

PRIZE WINNER

STAR LETTER

Telly Saddicts

Dear 64 MAGAZINE,

I have been a gamesplayer since the age of the Spectrum and the dawn of the Amiga, and I have seen consoles come and go along with the magazines that support them. But I have never seen a decent, professionally produced games programme on TV to date!

The main reason for this is because the games industry is just not taken seriously – people think that videogames are for sad bastards with no social life. This is just not the case – with newer, more realistic games for older players and the birth of *Goldeneye*, gaming has never been more social.

So why the lack of a decent games programme? Take *Gamesmaster*. For a start, it was not interesting enough – I mean, who wants to watch other people play games? I certainly don't! Next came *Bad Influence*, a group of children reviewing games and presenters who were overacting adults, who thought they knew what they were talking about. Both useless attempts at what could be a bloody good, informative games programme.

There are loads of decent games magazines out there with people behind them who all know what they are talking about, so surely someone could attempt it. It's a potentially huge project – I mean, what kids don't like videogames?

So come on, someone, take that step. Go for it, Paragon, take a chance, step into the world of television. You know your stuff, give the people what they want!
James Winn, Chelmsford

To date, TV coverage of games has been done in one of two ways. Option 1: noisy wackiness with annoying presenters and games 'reviewed' in a soundbite (*Gamesmaster*, *Games World*, *Bad Influence*). Option 2: young children called upon to 'review' games in a soundbite, because everyone knows videogames are for kids (*The Net*). Both options suck.

Until TV producers realise that not all gamers are shrieking delinquents with miniscule attention spans, things are unlikely to change. Who knows though, maybe someone, somewhere, is developing *Game '98* or *Top Game*...

game, yet I can't select them in any of the game modes. While I expect no better from some of the other magazines, I really don't expect your magazine to print bogus cheats. This really is the only letdown in the best N64 mag on the market.
Michael Williams, Cardiff

We test out cheats before printing them whenever possible – sometimes, though, we don't have a copy of the game available before we go to press and have to take things on faith. And then we get caught out by duffers. Doh! If there's actually a picture of a cheat in action, you can be sure it works. And yes, that includes the extra characters cheat for *Goldeneye*.

Banbridge Bloke Thinks He's Hard

Dear Andy,
I am not sure if it was you who wrote the intro to your column Ask Andy in issue 18, but whoever it was is an idiot. It clearly says you know what's what, ask and you will deliver. Well, I will ask the question that has every N64 owner baffled and I guarantee you won't be able to answer. So without further stalling, "how do you access the secrets in *Banjo-Kazooie*?"
Ryan O'Reilley, Banbridge

You think I'm an idiot, huh, fart-face? Huh? Huh? Well kiss, as they say, my ass. To access the secrets in *Banjo-Kazooie*, you need to... buy *Banjo-Tooie* next year. Ha!

Silver Screen

Dear 64 Magazine,
I would like to know how you get such brilliant screenshots, as I took photographs of my achievements in *Goldeneye* using a Polaroid camera. However, they turned out crap! My photos all showed a blank TV screen even when I changed the amount of light in the room. How can I get better screenshots in the future so I can send you my fastest times?
The Incredible No-Name Man, Glasgow

If you want to take photos of your TV screen, you need to make sure that the camera's flash is turned off. Being able to adjust the exposure to longer than 1/50 of a second helps ensure a useable picture.

Confessions Of A Game Lamer

Dear 64 Magazine,
I write to you in despair, because I feel that I am appallingly bad at all computer games. Now I know your letters page is not designed to be an agony aunt section for people with 'emotional problems', but I would like to know if you believe some people are simply no good at games, like some people are tone deaf or can't spell. Having never completed a game in my life in any shape or form (the nearest I've come being the last level of *Sonic The Hedgehog* on the Game Gear – no, don't laugh!) I believe this could be true, or maybe it's just me.

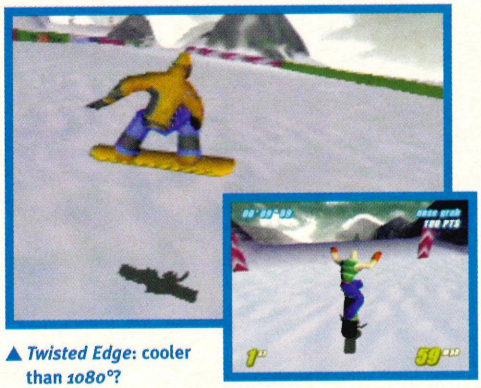
Take *Goldeneye*, for example, which I play a lot with my friends. I know the multiplayer levels like the back of my hand, but I always lose. Maybe the computer is against me!

I'm sure there are other people out there who are just as bad as me. Maybe, as well as the ScoreZone, you could also have the Not So Good Zone. If a person sent a video showing how bad they were, as long as they looked like they were generally bad then their score would be registered. You never know, you could also do a new agony page for moaners like me!
Steven Lloyd, Cowfold

PS: Do you believe that *Twisted Edge Snowboarding* is or will be better than *1080° Snowboarding*?

Some people are naturally better than others at games, which is very annoying if you're playing *Goldeneye* against them. A good rule of thumb is that the squarer you are, the worse you will be at videogames. High court judges, Conservative politicians, slipper wearers and people who complain about all the sex and swearing on television probably wouldn't even be able to deal with *Tetris*. If you're none of these, there's still hope for you. Keep practising!

Based on what I've seen so far, *Twisted Edge* will probably not be better than *1080°*. It looks good, but the controls didn't have the fantastic feel of Nintendo's game.



▲ *Twisted Edge*: cooler than *1080°*?

It's Him Again!

Dear 64 Magazine,
I am writing to ask how you can justify slagging off people who take the trouble to write in to your magazine asking genuine questions, or have concerns about what is happening in the world of N64. I can't believe you have the nerve to do this to people who fork out £3.95 to read your magazine.
Chris Edwards, Hexham
PS: What has happened to Memory Card Losers? It was always very funny.

Does not compute! Does not compute! (Head explodes)

For anyone foolish enough to miss last issue, Chris asked a *Banjo-Kazooie* question and got one of our patented smart-arse answers. But he's now found the cauldron, so everything's okay again.

LETTERS



ASK ANDY

The man with a bombsite for a desk answers your questions. Those that he can be bothered to deal with, anyway. It's been a tough month.

Dear Andy,
1: I bought *Mission: Impossible*. I tried out the cheats that you published and they didn't work. Do you have any suggestions?
2: If the 64DD comes out, would it be worth buying it?
3: Have you heard of any new exciting adventure games coming out with some blood and gore?
4: Is there any confirmed date that *Win Back* will be released?
5: Is *Gex* actually worth buying? It looks like it is just a copy of *Banjo-Kazooie*.
6: The Sony PlayStation is pathetic. Sony are trying to keep up with the N64 with the double-joystick controller. They are making more and more really sad games, and nobody buys them.Why are they doing this?
Guy Mannerings, e-mail

1: Exchange the game for something better? But seriously, the cheats should work – they did for us! Keep trying.
2: It depends entirely on the games, but Nintendo have yet to release a console without some good titles to go with it. Well, apart from the Virtual Boy.
3: *Shadowman* should do you just fine next year.
4: No firm date has been set at the moment – all we know is that it'll be sometime next year.
5: Given a choice between the two, I'd go for *Banjo* every time.
6: Because it makes them lots and lots of MONEY!

Dear Andy,
1: In 64sight (issue 18) you featured *Quake 2*. I was just wondering if those were actually N64 shots or PC *Q2* shots? The one with the headless guy appears exactly the same as the one on the box of *Q2* for the PC.
2: Are there any plans for *Unreal* to appear on the N64? It is a great game for the PC and I'd like to see it happen.
3: Thirdly, and probably the most important of all, is Lara Croft ever going to grace the screens of N64 owners? I want her and her peaks to join us!
Joe Utichi, Jersey

1: They came on a disk from Activision, in a folder labeled 'N64', so that settled it for us...
2: Not at the moment.
3: Sadly, no – Ms Croft is in bed with Sony until the year 2000.

Dear Andy,
1: Where can I get a copy of *The Complete A-Z Of 64 Games Volume 1*?
2: I have noticed at least twice that instead of text, "asdf asdfasdf" is written at certain points in the mag. One example of this is in the top-left corner of page 8 in issue 17. What is this?
3: Is NTSC a Japanese or American N64?
Glyn Pritchard, Gwynedd

1: Bung £4.95 (includes postage) to our subscriptions department with a letter asking for a copy. The address is on page 89.
2: It's a secret code that we use to pass on messages to the CIA. If you wear special prismatic glasses, the text is descrambled.
3: Both.

64ORUM

64orum is a new section where we ask the burning questions of the day, and invite you, the readers, to answer them! To kick things off, what are your opinions on the following questions? Let us know, and we'll print the best responses!

1: Should Nintendo scrap the 64DD altogether and concentrate all their efforts on cartridges?

2: Are videogames now socially acceptable, or does Joe Public still think they're just for kids?

3: And finally, should 64 Magazine reinstate the Memory Card Losers section of the letters page?

64 MAGAZINE COMPETITION







WIN!

TU

15 COPIES OF TUROK 2: SEEDS OF EVIL UP FOR GRABS!



Well, the release date of *Turok 2* may have been put back to December... but that's good news for 15 lucky 64 MAGAZINE readers, because they'll be getting copies of the game crashing through their letterboxes as soon as it reaches the nation's shelves!

Acclaim has got 15 copies of *Turok 2: Seeds Of Evil* to splash about like a particularly good aftershave, and one of them might just be splashing onto you! If you get your competition entry in sharpish, you might even be able to play the game before it goes on sale, Acclaim's postman permitting. Not bad, eh?

So, you're probably wondering just how you go about benefitting from Acclaim's largesse. How do you get your eager hands on those heavy, stylishly black, dinosaur-filled cartridges? How? *How?* Well, it's a doddle.

No, really. It's easy. All you have to do is answer a few dead simple questions, bang 'em over to us, and if your entry is one of the 15 plucked from the office barrel of Spam, the job's a good 'un. Told you it was a doddle.







TOK

Questions Of Evil

1: Which Acclaim game is described in this issue's Nindex as having 'brain-melting music'?

2: Which weapon from *Turok 2* drills out its target's brains?

3: In *Turok 2*'s Frag Tag multiplayer game, the player who is 'it' turns into an animal. But what kind of animal?

Got the answers? No? Well, read this issue properly and try again. Go on, *now*. Got them? Yeah? Cool.

All you have to do now is put your answers on a postcard, and send them to *Turok 2 Compo, 64 Magazine, Paragon Publishing, Paragon Hose, St Peter's Road, Bournemouth BH1 2JS*. Better get a move on, though – if your entry doesn't reach us before November 30, it'll be fed to the raptors!

64sight

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



Turok 2: Seed

Still not finished... but worth

TUROK 2

Publisher:	Acclaim
Developer:	Iguana
Release Date:	December

What madness is this? Another *Turok 2* preview? Shouldn't we be reviewing it by now? Well, that would have been nice, but unfortunately the game *still* isn't finished! By the time this issue is on the shelves, the final version of *Turok 2* should hopefully have been completed, so we will – fingers crossed, wood touched, magpies saluted and so on – have the first *real* review of the 100% complete game next issue.



▲ **Ecosystems at work! Some of the creatures in *Turok 2* have as many problems with other monsters as with you.**

The delays in finishing off the game, especially the multiplayer side of things, have sadly meant that *Turok 2*'s release date has been put back until December. On the other hand, the version of the game we're previewing this issue is a massive improvement on the one we had last issue, even with only playable four levels out of six, and we're expecting the completed game to be even more awesome!

Changes since the last version of the game include a more stable hi-res mode, which is why these pages are liberally splattered with super-sharp pictures that show off just why you should set a few quid aside for an Expansion Pak, a full-on deathmatch game that is so fantastic it might turn out to be even better than *Goldeneye*,



Never Eat Shredder Wheat

***Turok 2: Seeds Of Evil* isn't just a fantastic action game, it's also a great aid to slimming. Here we see a Blind One losing several stones in half a second flat!**







▲ It doesn't matter how big the bad guys are, they all fall over dead if blasted for long enough with your Firestorm Cannon!



▲ Primagen's genetic factories churn out an endless supply of biomechanical monsters with only one goal – to kill Turok!



▲ Completely gibbed! Enemies in this new version don't just bleed, they even have polygonal flesh gobbets when they explode.

s Of Evil

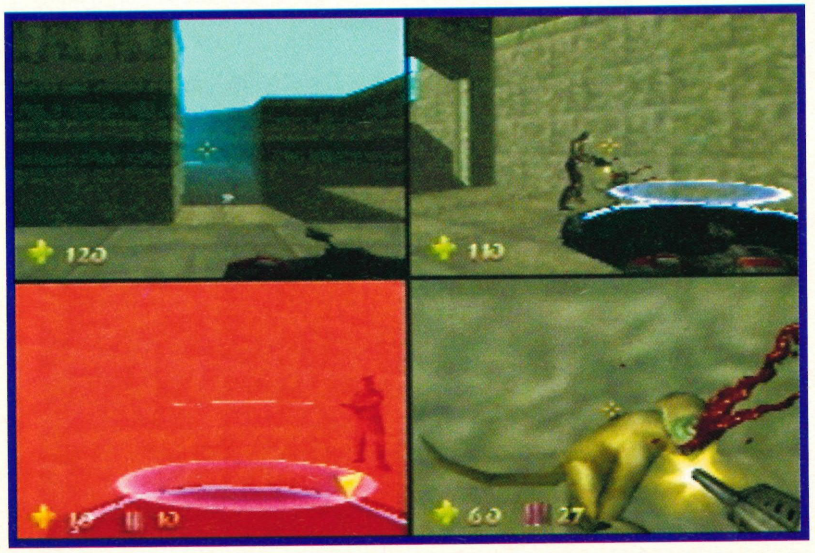
the wait!

cool new graphics for the weapon selector, even crazier laser ricochets for the Shredder, the apparent replacement of the Tranquiliser Gun with the Harpoon Gun and Torpedo Launcher for underwater battles (yes, underwater) and a whole load of stunning new enemies, several of which are being shown here for the first time anywhere. The Nuke now works as well. What does it do? Without wanting to spoil the surprise, let's just say that anything hit by it could be used on the barbeque afterwards...

There's still more to come. Developers Iguana have something special in mind for the multiplayer game, something which, as yet, they're still keeping secret. Not even Acclaim know what it is yet, but they've been promised something that will "revolutionise multiplayer gaming". We can't wait!



▲ Mantid eggs. They come in different sizes, like Russian dolls, and the largest ones hold a nasty surprise when shot...



▲ See the monkey run! See the other three players gang up and ruthlessly execute him! Good job we had the October 10 version of the game, or we wouldn't have seen the hilarious Frag Tag game.

Multiple Maniacs

There are three different multiplayer games in *Turok 2*. At the moment, co-operative play is the last thing on anybody's mind – *Turok 2*'s designers know full well that people, frankly, want to kill their friends. And small animals.

BLOOD LUST



Good, old-fashioned head-to-head action in the traditional deathmatch stylee. The aim is simply to kill or be killed, preferably the former! The compact arenas mean that you're rarely more than a few seconds away from running into somebody, and the presence of underwater sections and multiple levels make *Turok 2*'s deathmatches more like PC *Quake 2* than *Goldeneye*. *Turok 2* could well be the game that usurps *Goldeneye*'s long-standing title of best multiplayer game ever!

FRAG TAG



Remember the monkey from the first *Turok* game? Annoying little sod, wasn't it? Now it's time to make the simian sucker pay!

One player, selected at random, is the monkey, armed only with an irritating screech (in other words, nothing). The objective for the monkey is to reach a safe area marked by a teleport. The objective for the other players is to hunt down the monkey and kill it. Repeatedly. If the monkey reaches the safe area, then another player is turned into the monkey, and then becomes the target. The winner is the person who 'tags' (in other words, brutally kills) the monkey the most.

TEAM BLOOD



Are you red-blooded or blue-blooded? That's the choice you make in Team Blood – up to four people can play, dividing into red or blue teams. The characters are colour-coded on screen so you can spot your team-mates instantly. It's like playing Quasar. But with assault rifles.



Spank The Monkey!

Frag Tag is just so entertaining, it's astonishing that Acclaim has kept it a secret until now. It's right up there with a round of Get Coltrane on *Goldeneye*! Here we see three sadists cornering the helpless monkey...



Eeeek. Begging won't help you now!



Cerebral Bore... lock and launch!



▲ There is an Energy Totem on each world – Turok has to defend it from destruction by Primagen's allies.

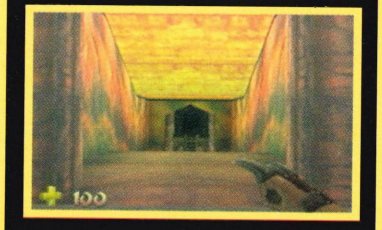
▼ I don't see two guys with big swords. I see two complete jerks who are about to die!

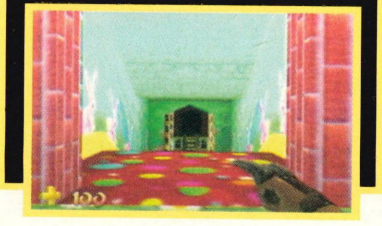


Wonder Walls

The deathmatch arenas aren't just limited to boring grey stone walls – there are nine different texture options. If you want, you can change the textures from normal, to brown, to wood, to... well, see for yourself!





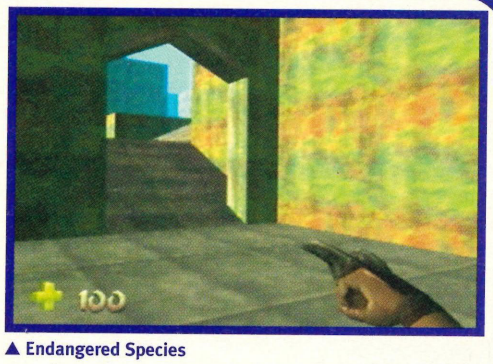


Mean Arenas

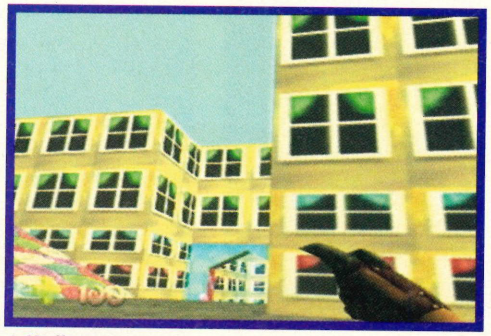
There are 13 deathmatch arenas in *Turok 2*. Unlike *Goldeneye*, which mainly used modified versions of the one-player levels, *Turok 2*'s arenas are custom-built, small and packed with opportunities for sneaking up on opponents and smacking them in the back of the skull with a Cerebral Bore. Deathmatch games also get a few extra weapons that don't appear in the one-player game, like the Assault Rifle and Crossbow.

The lucky 13 are called Experimentata, Moonlit Mayhem, Close Quartered, Vulcan's Forge, Teleportastic, Mirrororrim, Fish In A Barrel, H 2 Whoa!, Escheria, Mosh Crypt, Squares Cubed, Crazy Eight and Bullseye. There's even a random option, so you won't know what to expect until you arrive in the arena.

Since we had a version of *Turok 2* with a level select option, we also found three other arenas hidden in the game – Endangered Species, Madhouse and an unnamed level. Will they be in the final game? We'll have to wait and see!



▲ Endangered Species



▲ Madhouse



▲ Unnamed – secret level!



That's a lot of brain matter!



"This monkey's gone to heaven..."





▲ Sometimes, it is actually possible to have too *much* detail! Damn you, hi-res mode!



▲ The regular enemies are often on the huge side, but bosses can be massive!

PRIMAGEN!

This is the ultimate bad guy, the cause of all the trouble in the world. Primagen is huge, and rock hard into the bargain. It'll take you a long time to reach him – and even longer to kill him!



Beastly Behaviour

Turok 2 boasts a whole bestiary of utterly hostile enemies. These are just a few of the new ones, and there are still plenty more to come!

GIANT WASPS

Infesting the Death Marshes, these insects are more annoying than dangerous. Just swat them aside.

SAND SNAKE

There you are, just walking along peacefully when bam! This monster pops up and starts giving you a tongue lashing.

SPIDERS

When you least expect it, dozens of these hairy horrors emerge from holes in the rocks and start biting you. Get stamping!

GIANT SPIDER

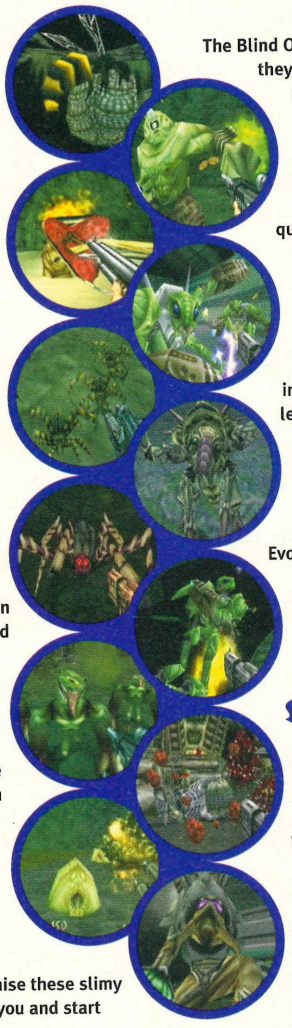
And you thought the little ones were bad! Pop a few dozen rounds into its octuple eyes and its webbing days are over.

SILLY COMEDY ENEMY

Okay, so these things are more likely to produce laughter than terror. But they flob nasty acid spit at you, so keep your mouth shut.

GIANT MAGGOTS

Fans of *Doctor Who* will recognise these slimy nightmares, which ooze up to you and start ripping at your flesh!



BLIND ONE

The Blind Ones may not see too well, but they can hear your heartbeat from miles away. Deafen them with your gun!

MANTIDS

Invade their Hive, and you'll quickly be met by the Mantids – man-sized insects with brains and heavy weapons!

BRUNDLEFLY

The Hive of the Mantids is infested with these fast-moving leftovers from *The Fly*. You need to be quick to pick them off.

FLYING MANTID

Evolution obviously passed these guys by in the wing department, so to make up for it they've started using jetpacks!

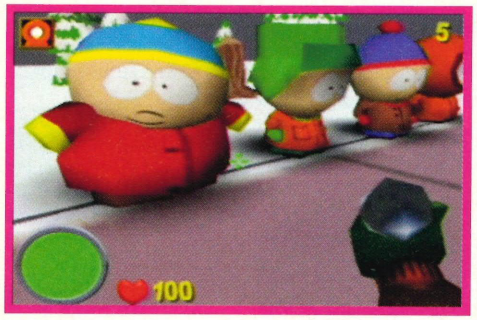
STUPID WHEEL THING

Like an anime refugee crossed with *2000AD*'s Ro-Jaws, this biodroid has a wheel and looks stupid. Hence the name.

BIODROID

Mass-produced in factories, these cyborgs are everywhere in Primagen's ship, and are as tough as they are ugly!

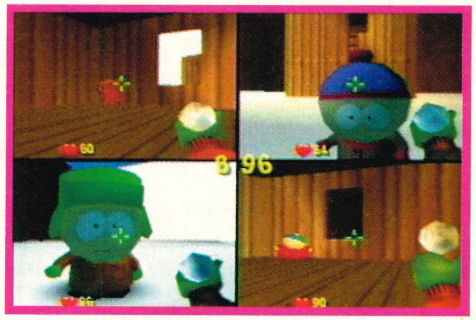




▲ The kids are shown in all their shiny new 3-D glory. Cartman, as you might expect, is a bit more 3-D than anyone else.



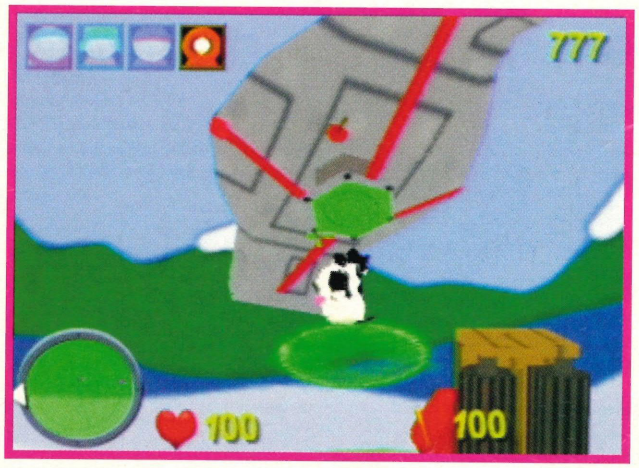
▲ In the one-player adventure, you get to choose which of the gang to play as. The much under-rated Kyle is probably going to be last choice.



▲ At the moment, all the players have got Kyle's arms, but *South Park* purists can be sure everyone's gloves will be the right colour in the end!

South Par

Cartoons - and games - kick ass!



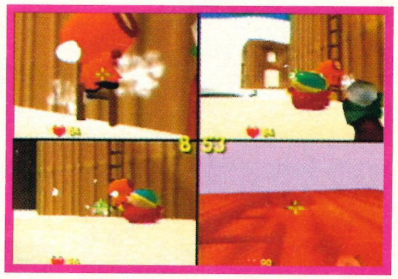
▲ The Visitors are here, and they're up to their old cow-mutilating tricks. Shoot them down before any more cows are turned inside out!

As America is made an international laughing stock by the cigar-related antics of its President and fish-lipped Monica the human humidor, it must come as a great relief to its citizens that the country is still very good at producing things that are *supposed* to be laughed at. *South Park* is the best recent example, being a show that everybody, the odd managing editor aside, loves.

South Park, the game, comes from Iguana, Texas-based creators of *Turok*. The game engine is actually based on that of *Turok 2* – if making a game based on cardboard cutouts using an advanced 3-D engine sounds weird, you needn't worry. Had *South Park* creators Matt Stone and Trey Parker had the dosh to animate the series on Silicon Graphics computers, this is what it would have looked like!

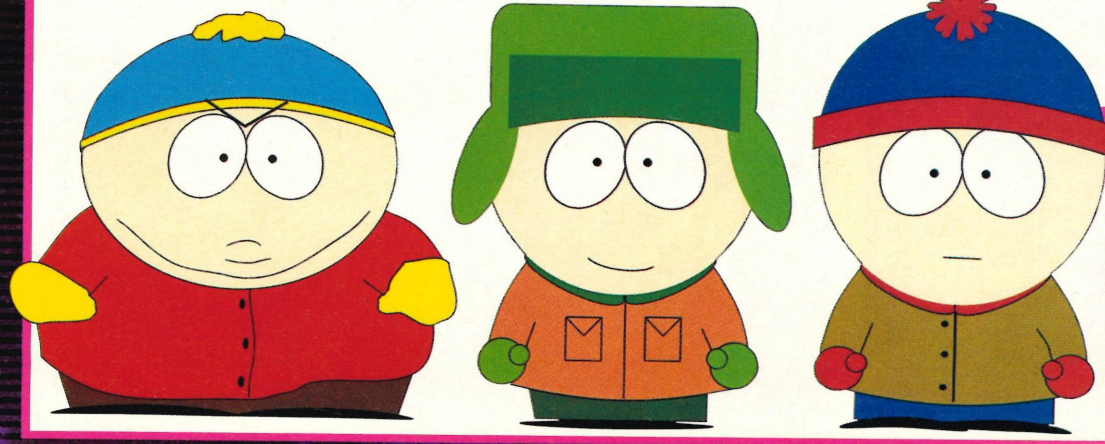
SOUTH PARK

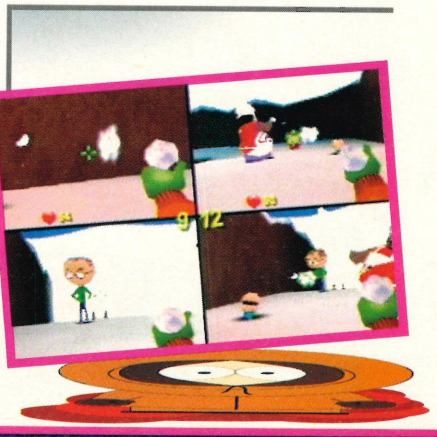
Publisher:	Acclaim
Developer:	Iguana
Release Date:	December '98



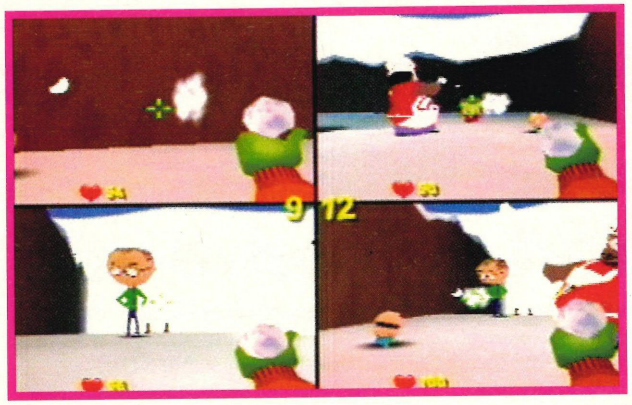
▲ Kenny tries to climb a ladder to escape his friends' murderous attacks, a hint of *South Park*'s *Turok*-based origins.

South Park has a multiplayer game that could turn out to be even more popular than *Goldeneye* (more about that later) but it's also got a one-player game. As usual, South Park is being menaced – this time, the culprit is a comet on collision course with Colorado's crummiest city. The comet's

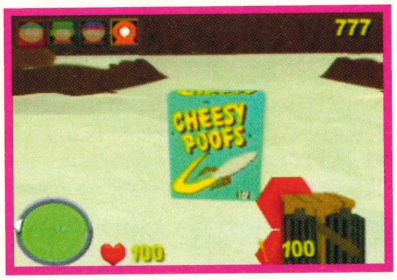




South Park © 1998 Comedy Central



▲ "This is the four-player game, mmkay? I'm not condoning child violence but you've got to boot the small boy, mmkay?"



▶ Fuel for junior South Parkians! Grab the Cheesy Poofs and regain any lost energy.

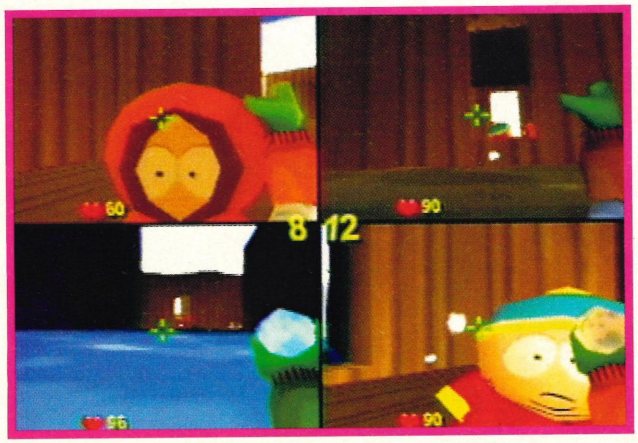
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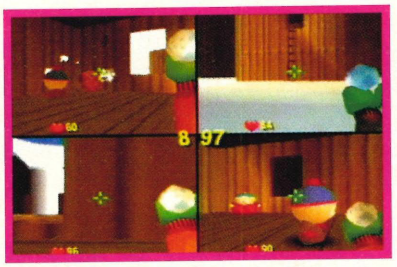
impending arrival has prompted the local turkeys to revolt, *Braveheart*-fashion, Skuzzlebutt – the local monster with celery for a hand and Patrick Duffy for a leg – is on the rampage, robots are running riot and aliens have kidnapped Cartman's mother, who'll probably enjoy their probing no end. Just another ordinary day! There are six 'episodes' in the one-player game, and you can take the role of Stan, Kyle, Cartman or poor doomed Kenny to complete the adventure and save the town.

It's the multiplayer game that's got everybody excited, though. Sure, we all like to be James Bond (or Xenia, if that turns you on) from time to time, but the prospect of smacking Cartman on the side of his fat head with a snowball and hearing a shriek of "You son of a bitch!" in response sounds even better!

▶ The leader of the mutant turkeys is this Braveheart type, who isn't planning to end up as anyone's Thanksgiving dinner.

▼ Kenny and Cartman battle it out face-to-face, oblivious to Kyle and Stan sneaking up on them.





▲ Snowballs are the default weapons. Stick them down your pants and they come out rock-hard... and yellow!



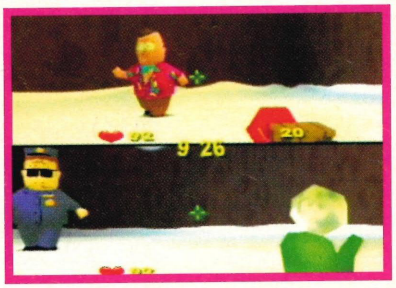
▲ Fortunately, we should be spared Kenny's explosive diarrhoea attack. Or maybe that should be 'hopefully'!



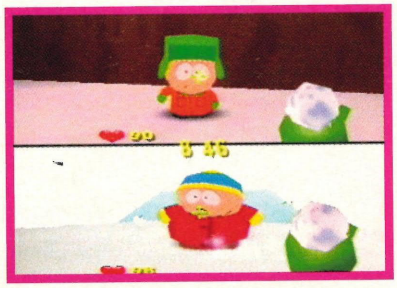
The characters in the deathmatch game should be familiar to all *South Park*ies, with Chef, Big Gay Al, Mr Garrison and Mr Hat, Uncle Jimbo and more popping up to torment each other. As well as the basic snowballs – South Park being perpetually shrouded in Rocky Mountain snow – weapons include eggs fired from the backside of a terrified chicken, sucker dart guns, fart dolls, cow launchers (that shoot a whole cow onto a target, burying them down to their ankles inside its rectum) and (ecch) Mr Hankey the Christmas Poo.

With hundreds of new *South Park* soundbites included in the game, fans of the series will be in heaven, and the undecided can discover whether they're going to crack up or throw up. Acclaim intend to have *South Park* on sale for Christmas – let's hope they do!

Wow... we just got through two whole pages of *South Park* without saying "Oh my god! They killed Kenny!" Whatever next?



▲ Collectible weapons add to the fun. Barbrady has a dart gun, which is probably better than trusting him with a real gun!



▲ "I'm not fat... I'm festively plump." If that's true, then how come Cartman is twice as inviting a target as anyone else?

Rat Attack

'Eraticate' rodents in mad cat combat!

RAT ATTACK

Publisher:	Mindscape
Developer:	Pure
Release Date:	Early 1999

A long time ago, in a galaxy far, far away... hang on, wrong intro. A long time ago, there was an arcade game called *Qix*. The object of the game was to guide a small blob round a black screen, drawing a line to make a square and thus turn everything inside it a specific colour whilst avoiding the pursuing Qix. Simple but fun.

Now, many years on, a new game emerges. In *Rat Attack* the craft has become a cartoon cat, the black screen has become a furniture-filled room, instead of drawing a line you stretch a square and the Qix is replaced by a whole bunch of cartoon rats. Not quite so simple, but just as fun!

The storyline to the game is that that you're a cat in charge of guarding a room against marauding rats. The rats emerge from holes in the wall and proceed to set about destroying all the furniture they can get their stinky little mitts on. To stop them, you need to drag your 'eraticator' (that's the stretchy square thing) around the rats to trap them, then haul ass to a *Ghostbusters*-style holding device which you must then jump on to 'eraticate' them for good.



▲ In the multiplayer game, it's possible to capture competitors' rats, thus hindering their rat total.



▼ On this level, the television near the centre of the room shows a miniature version of the action.





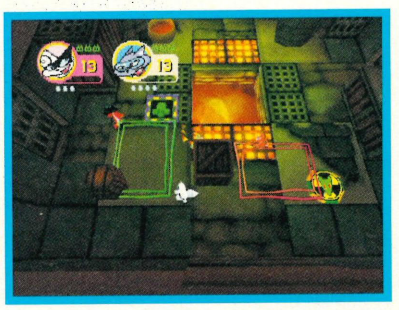


▲ One of the hazards in the game is a sleeping bulldog. You're safe until the rats wake him up.

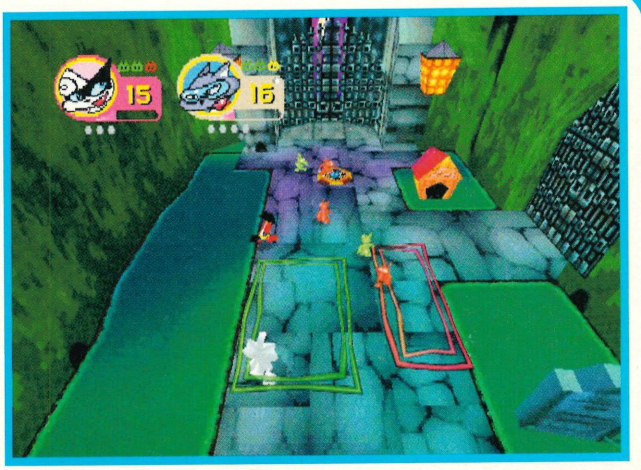




▲ When you've trapped some rats with your eraticator, you need to run over the destructor button to finish them off once and for all.



▲ On this level the fiery area in the centre of the floor is hazardous to your health. This makes it a lot more tricky to round up the rodents.



▲ The mice in the multiplayer game are colour-coded to match the cats' eraticators.

▼ Some of the levels in the game are set outside, and these are susceptible to weather.

The game offers a choice of a number of different cats with differing abilities. Some of them are particularly fast, but to balance that they only have small eraticators (and we all know how embarrassing *that* can be). Other cats are slower but have large eraticators and so can trap rats over larger area.

Initially the rooms you must protect are situated in a house, so you can expect to find the usual sort of household items – chairs, baths, televisions, lava lamps and the like, but as you progress through the levels, which include a factory, a funhouse, a haunted house and a museum, your surroundings and the furniture you must protect become a lot more unusual.



▲ The circle on the floor is a rat duplicator. When rats run over this, they clone themselves, causing players double trouble!

At first the only rats you have to deal with are ordinary ones. However, things soon change as you encounter mutant rats who can transform into hideous super-powered rodents that rapidly destroy the furniture you're protecting. These rats are themed to the level, so you get a vampire rat on the haunted house level, and a 'brain' rat on the factory level who can destroy furniture with just the power of his mind (eat your heart out Uri Geller!)

Where *Rat Attack* is likely to really come into its own, though, is in multiplayer mode. Up to four players take control of a cat each, the objective being to be the first to capture a set number of colour-coded rats while encouraging the rats of the other players to trash the joint. What this comes down to is a frenetic, fast-paced action game with every player trying to outwit the others within a tightly confiend area. The result could only be described as 'chaotic', and promises to be incredibly addictive. A game for cat-lovers and rat-haters alike! Oh, and there's a dog in it somewhere too...



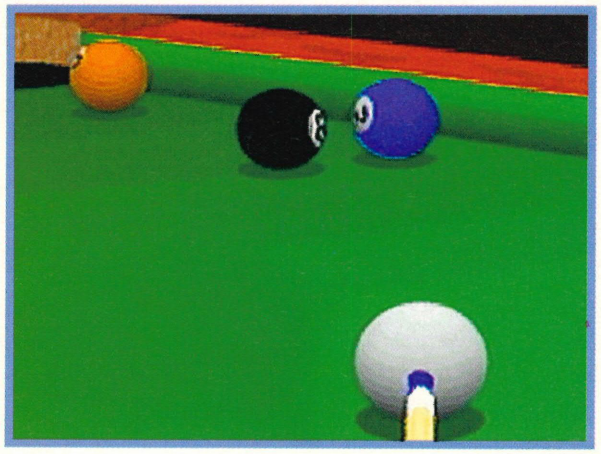


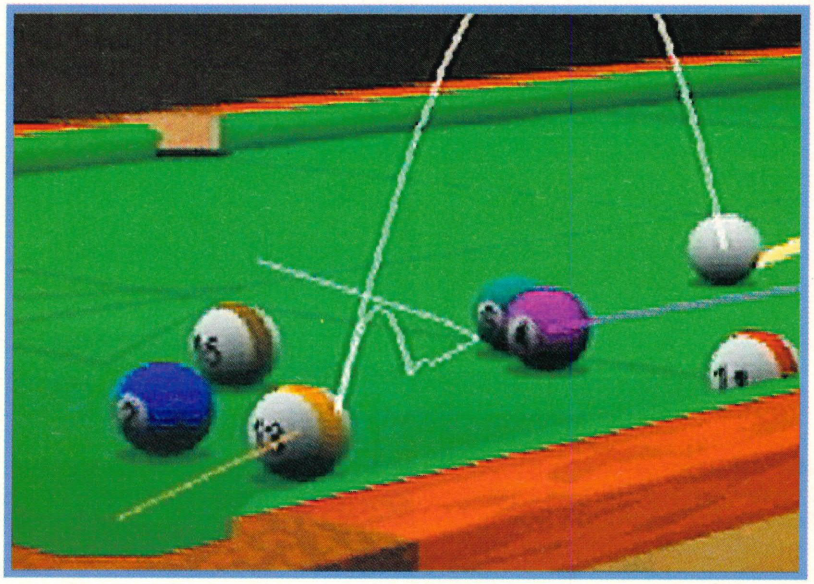
▲ You can store as few or as many rats as you like in the destructor. The more rats you destroy together, the more points you get, however if you're struck with rats still in it they all get out.



▲ This is one of the Haunted House levels. The large figure near the top of the screen is a vampire rat, one of the mutants you need to watch for.

▼ *Virtual Pool 64* allows players to get right down onto the table to judge the best possible angle for a shot.





▲ If you need a little help, you can see the trajectory the balls will take in the shot. That's quite a jump the cueball will be making!

Everybody get ready to hustle!

Virtual Pool 64

Pool. Paul Newman in *The Hustler*. Tom Cruise in *The Color Of Money*. Sport of giants.

Okay, so in reality pool is more like Fat Harry and Reg Combover down the boozer than Hollywood superstars playing for the highest stakes imaginable. But it's good to dream, isn't it? And with Interplay's *Virtual Pool 64*, you can at least pretend to sing *Werewolves Of London* while twirling your cue without running the risk of flicking a bag of pork scratchings into somebody's face or being barred.

VIRTUAL POOL 64

Publisher: Interplay
Release Date: December '98

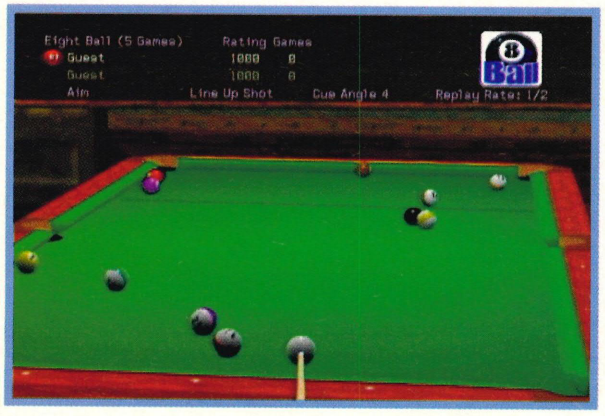
Virtual Pool 64 has everything you need for an evening's ball/pocket interfacing bar the bloke standing behind you muttering "Ooh, you won't make it from that angle, mate." There are nine different versions of the game to try, including nine and eight ball variants, and different rules ranging from American Bar to English Pub. All that's missing is somebody putting a stack of 20 pence pieces down on the edge of table in the middle of your game.

Virtual Pool 64 boasts that it has, to quote the press release, the "most accurate physics model ever created for a sports game," and who are we to argue? The action of the balls certainly looks realistic enough, and it's easily one of the best-looking pool simulations ever done, with real-time lighting effects on the balls as they move around the table, and even pool hall backgrounds behind the table itself. Very nice!

The controls make full use of the N64's analogue stick, so there's no more of the "left a bit, right a bit" digital tomfoolery of previous pool games. Now you can line up the shot and make the pot with all the slickness of a stick of butter on a bald man's head.

Naturally, budding pool sharks can take on their mates at the game, and keep track of in-game statistics so that they can wave their success in opponents' faces. Hell, *Virtual Pool 64* has even got Rumble Pak support. *Feel* the gentle snick of cue against ball!

We'll be bringing you a full review of *Virtual Pool 64* next issue. Get the pints in!



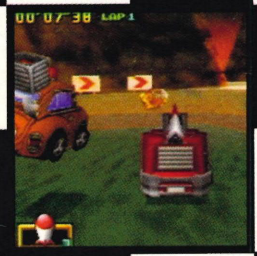
◀ Polished wood, low lighting... all that's missing is *Shine On You Crazy Diamond* on the jukebox!

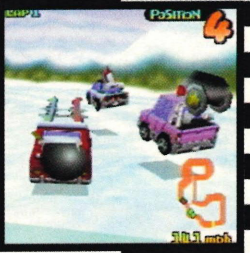


▶ Making the break in a game of eight ball. The table can be customised to your liking for the perfect pool game.

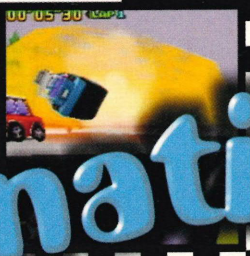
Endless Variations...

PENNY RACERS









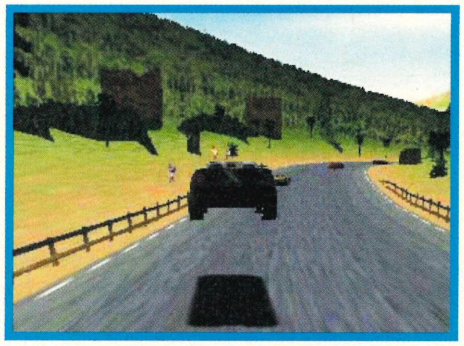
Limited only by your imagination

NINTENDO 64

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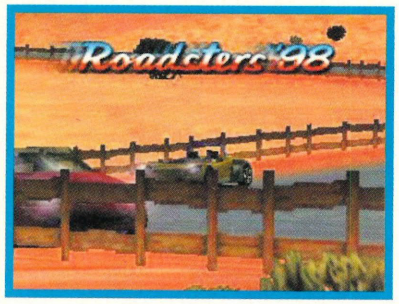

Roadsters '98

Titus slams on the brakes!

Top French software house Titus, has announced a delay in the release of their forthcoming race game and potential *Top Gear Overdrive* rival, *Roadsters '98*, pushing the title back from November to late December. Doh!

ROADSTERS '98

Publisher:	Titus
Release Date:	December '98



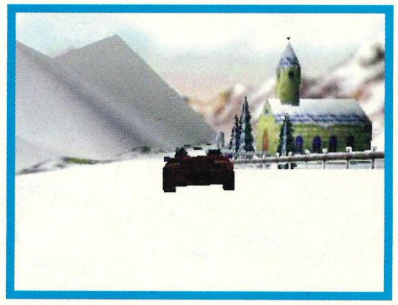
The game, from the people who brought you *Automobili Lamborghini*, offers you the chance to drive 20 different convertible roadsters at high speed around ten different tracks, including a tropical island, a busy city, mountainous countryside and a fast-paced racetrack.

Titus promises that *Roadsters '98* will feature 'realistic special effects' including skid marks, snow and smoke, with each track offering players new and different challenges. This will doubtless be welcomed by gamers who found *Automobili Lamborghini's* tracks a little 'samey' and dull.

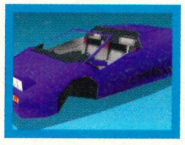
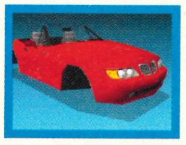
As with *Lamborghini*, *Roadsters* will allow up to four players to race simultaneously on every track, and an instant replay feature will allow you to view your driving mistakes in detail and thus learn from your errors. Let's see that ag- [enough – Ed]

Another aspect which Titus have taken pains to perfect is the handling of each of the cars. To ensure that players won't become frustrated with difficult-to-control vehicles, there will be the option to define the steering parameters yourself, presumably similar to the different steering set-ups you were offered in *Top Gear Rally*.

The most interesting of the tracks – at least in principle – has to be the city track. Titus describe it as featuring the "mad rush of downtown city traffic," which suggests a tumultuous crush of assorted vehicles, although there are no screenshots as yet to illustrate this. It will be very interesting indeed to see whether the final game lives up to its advance propaganda!



▶ So far it appears that fogging has been kept to a minimum, so we just have to hope that this doesn't affect the speed.




◀ The island track certainly looks very attractive. The sort of place you might like to go for a holiday, perhaps?



▶ Fancy getting your self on telly? The outside broadcast crew has set a camera up for the next edition of *Police Stop!*

Drive like a loony and get away with it!

Rush 2
Extreme Racing USA

It had lousy graphics. The cars cornered like they were on rails – rails that went in a straight line with no turns, that is – and had a nasty habit of exploding on impact. And yet *San Francisco Rush* turned out to be seriously good fun!

Which is why the sequel, *Rush 2: Extreme Racing USA* is one of the most eagerly awaited N64 games of the moment! (Okay, okay. After *Zelda*. And *Turok 2*... yes, and *Perfect Dark*.)

The new game promises 12 tracks set in various well-known cities across the US. To take you through these cities you have no fewer than 16 immediately selectable vehicles, plus five bonus cars. In addition, we're promised a custom car option for those who really *care* about how their ride looks.

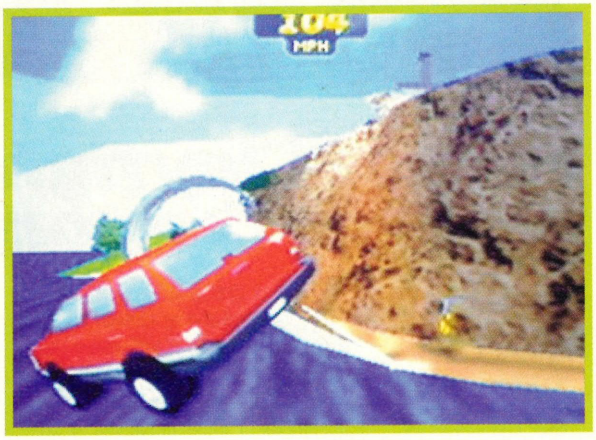
Graphically it has to be said that so far the game doesn't look that much different from its predecessor, although enhancements are definitely promised in the final version. However, the gameplay has definitely been improved!

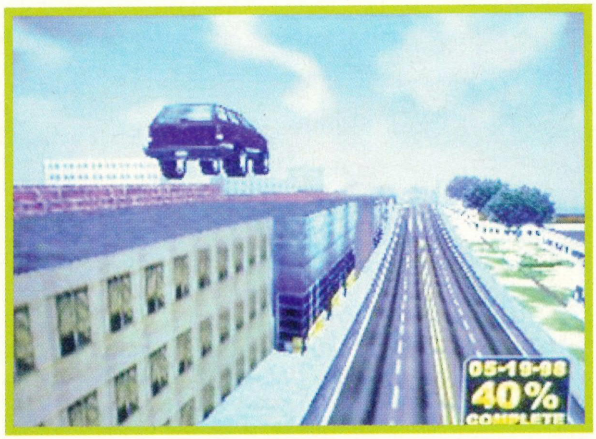
RUSH 2: EXTREME RACING USA

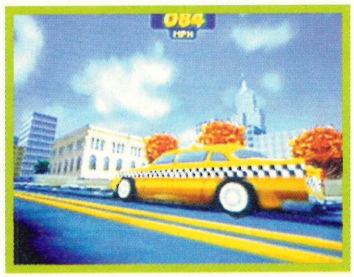
Publisher:	GT Interactive
Developer:	Atari Games
Release Date:	TBC

Rush 2 puts more emphasis on racing than the original game, while at the same time leaving plenty of room for the ridiculously over-the-top jumps and the myriad hidden secrets that were scattered like hundreds and thousands throughout every level of *San Francisco Rush*. Added to this is an 'enhanced physics engine' which allows far more control over the cars than in the first game. There are still loads of handbrake slides and extravagant fishtailing, but it's now possible to take corners properly without having to resort to the handbrake every time. Atari claims that with a bit of practice and a reasonable sprinkling of luck, players will even be able to flip the cars up and drive them on two wheels – just like in the movies!

Rush 2 looks set to delight old fans and perhaps attract some new ones who may have been turned off by the lousy handling and lack of real racing in the original. Whatever it does though, you can be pretty sure it'll be totally mad!

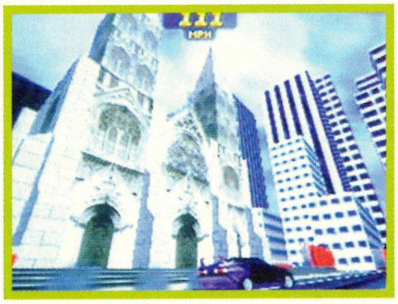




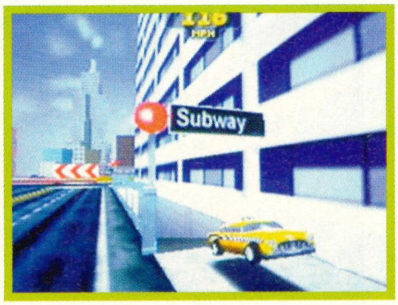


▲ As you can see from this shot, the ludicrously huge gravity-defying jumps from the first game are back – with a vengeance!

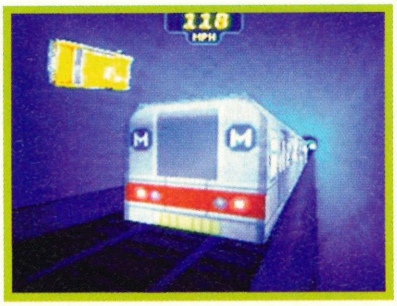
▼ I can feel a *Wizard Of Oz*-type pun coming on. No! Mustn't... ngh... must resist... urg... mustn't make pun... phew!



▲ Some of the graphics seem to have improved since the first game. Check out the cathedral on the left of this shot.



▲ This shot seems to suggest that it's going to be possible to race down in the city subway system...



▲ ...And sure enough, we find that taxi again, this time auditioning for the part of the roof-hugging LTD from *Men In Black*.



Rakuga Kid

Forget Clayfighter, make way for Crayonfighter!

At first glance, *Rakuga Kids* looks very similar to the strange PlayStation title, *PaRappa The Rapper*. However, if you were one of many that found that outlandish PSX musical title a little too weird to be fun, don't let this put you off. *Rakuga Kids* is actually a beat-'em-up with 2-D graphics and the weirdest combatants you're ever likely to see outside of professional wrestling!

The story goes something like this: a group of six children, known collectively as 'The Tinkles Gang' go exploring some old ruins near their village one day (as you do) and discover an ancient box containing eight crayons. Rather than immediately contacting the local museum with their earth-shattering evidence that ancient man not only had tools, but had developed complicated manufacturing processes as well, the kids instead all take a crayon each and put the others somewhere for safe keeping...

Before you can say 'what would a kid want with one crayon?' a big bully called Val comes along and steals the remaining two crayons. It's then that the kids discover something magical – anything they draw with the crayons comes to life! And so they set out to bring to the world a whole new breed of two-dimensional superheroes.

Now, before you start poo-pooing the 2-D graphics and cartoonish characters, pay attention: this game might possibly turn out to be the best beat-'em-up on the N64!

Rakuga Kids goes down the same road as *Clayfighter* – it aims for comedy action rather than blood 'n' guts. Unlike *Clayfighter*, however, it succeeds! All the characters have a wide range of hilarious attacks, and some suitably over-the-top special moves too.

Most important as always, though, is the gameplay. The characters all respond extremely well to the controls, which consist of three punch buttons, three kick buttons, a magic (special move) button and a taunt. A lot of care has obviously gone into getting this right, which is good because it was where *Clayfighter* fell down.

▼ Marsa has a rather electrifying experience at the hands of Robot CHO! Kids – don't try this at home!



▼ When I was at school, I used to have friends who found reading painful, but not quite as bad as this!

RAKUGA KIDS

Publisher: Konami
Release Date: December '98

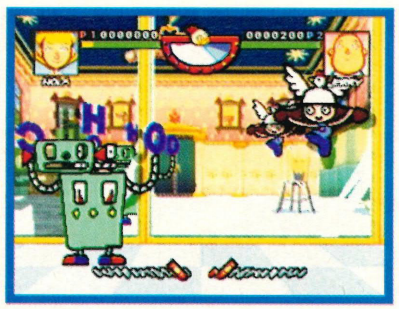




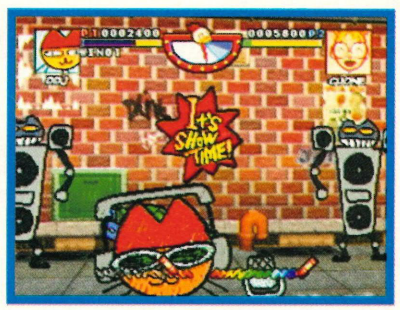
▲ Every character has a special attack which can be used once they've gained a crayon. Cools Roy's is to trigger a cartoon bull charge!



▲ Captain Catkit has a bizarre 'taunt' move, where he transforms into a maraca shaking, afro and star-shades clad Seventies dancer!

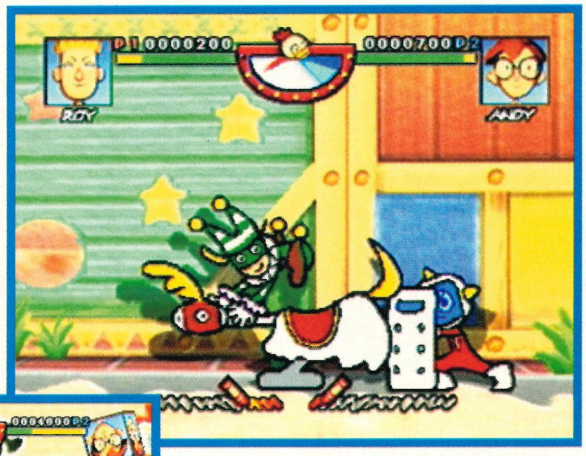


▲ One of the levels has a very nice mirror along the back wall. This is another example of the attention to detail that's gone into the game.

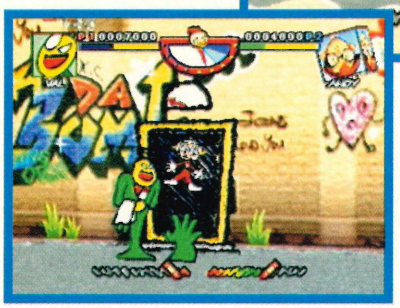


▲ Catkit's special attack consists of bringing in two huge robotic speakers and pelting his opponent with deadly musical notes.

S



▼ Mamezo has a special 'doorway' move, which sucks his opponent in and then drops a huge cartoon bomb on them!



▲ Even the normal attacks in *Rakuga Kids* are strange! Here Cools Roy attacks Astronots with his patented 'bucking bronco' move.



▲ The weird chap with a copy of himself growing out of his back is Mamezo. Note the shadows on the nicely drawn wall.

Everything in the game reflects the amount of attention that has obviously been paid to detail. The characters, although two-dimensional, are bright, very colourful (which is a welcome relief in an N64 title) and extremely amusing.

The backgrounds in the game contrast with the cartoon drawings of the characters, having been beautifully crafted to appear almost photographic in quality, and elements like shadows, reflections and perspective changes are all stylishly handled.

It would be easy to glance briefly at *Rakuga Kids* and dismiss it as cartoon rubbish for young kids, but once you play it you realise how much care has gone into it, and just how much fun it really is. The version we had in the office wasn't quite ready for review, but if the finished version is anything like as good as the preview one, then Konami are onto a winner!



▲ The player characters in *Rakuga Kids* are decidedly weird – in fact, just the kind of thing you'd expect young kids to draw!



▲ If one of the characters lands a blow on Robot CHO, he turns into a garbage can – in fact, you could say he gets 'trashed'!

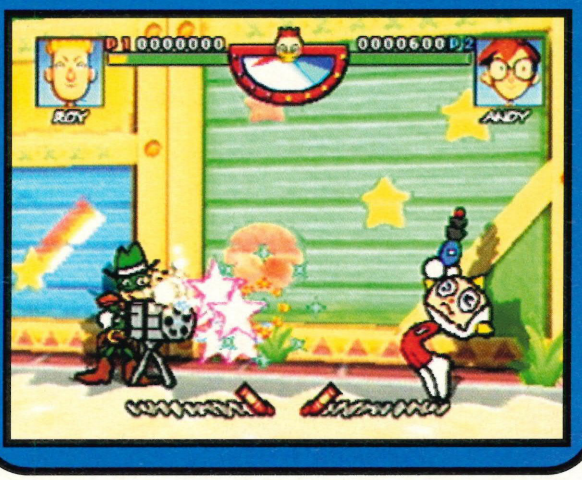


▲ The stage select screen is very nice. You can choose from a variety of stages, each of which is beautifully drawn.

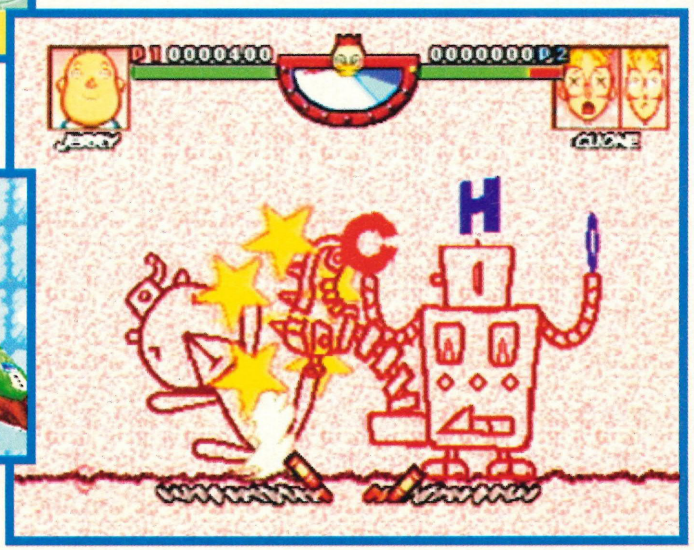


Grudge Match!

With a character called Andy and one called Roy in the game, it was inevitable that a grudge match would be on the cards. After all, how often is a staff writer able to machine-gun his editor and get away with it? [Never. The other way round is perfectly legal, though! – Ed]



▼ As well as 'Crayon mode', Rakuga Kids also has a 'Sketch' mode, which allows you to fight with line-drawn characters. But why?





▲ The goalie's unfeasibly long arms gave him an unfair advantage when it came to defending his goal. Maybe he's an orang-utan!



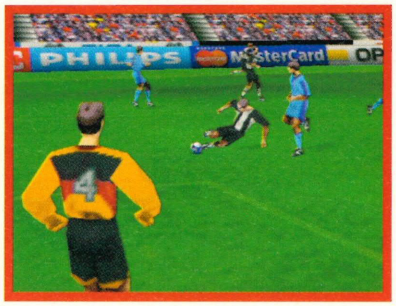
▲ In the words of Nintendo's *F-1 World Grand Prix* advert, "Let's see that again! Let's see that again!" What a crap and annoying ad that was.



▲ Although number 14's attack seemed unstoppable, he abruptly stopped and wandered off to buy a chocolate bar. Wonder what prompted that?

FIFA '99

What next? FIFA 2000?



▲ Player animations in *FIFA '99* are improved over earlier versions, players now able to change tactics at any time.

There was once a TV series called *The Ascent Of Man*, which charted humanity's progress from bone-waving knuckle-draggers with fleas to orthodontically perfect specimens who watch satellite TV from their Lay-Z-Boys. A similar show could be written called *The Ascent Of FIFA*, charting the progress of EA Sports' football franchise from blurry headache-inducer with players possessed of all the fluid animation of *Roobarb And Custard* to top-class soccer sim that can stand up alongside *ISS '98* as one of the finest footy games ever.

FIFA '99 is EA Sports' fourth N64 football game, following in the studded footsteps of *FIFA 64*, *FIFA: Road To World Cup '98* and, er, *World Cup '98*. Each new game has been better than the last (not hard considering how bad the original *FIFA 64* was!) and *FIFA '99* looks set to continue the trend.

There are 220 different teams to choose from, including all 20 of the English Premier League clubs, and even a Fantasy Football element with the inclusion of the European Dream League that pits 20 of Europe's top teams against each other. There are a whole load of cups to compete for and competitions to enter, and you can even set up your own leagues and cups. Fancy pitching Halifax Town against Jueventas in the first round? Now's your chance.

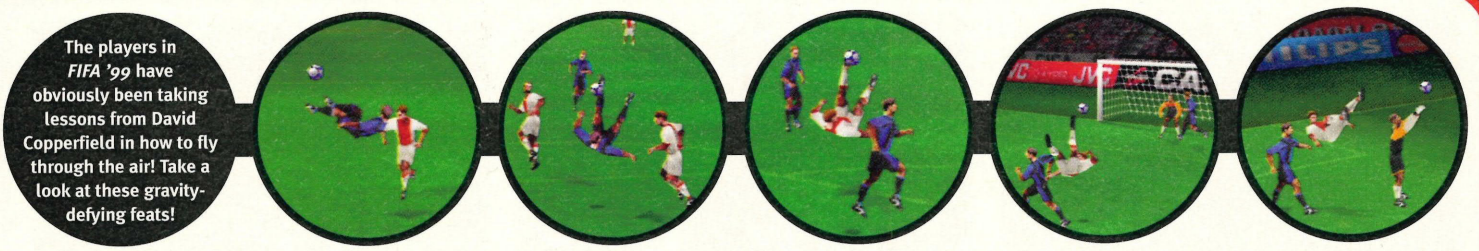


▶ 'Spike Hand' Simmonds soon proved to be a bad choice as goalie.

FIFA '99

Publisher:	EA Sports
Release Date:	March '99

The players in *FIFA '99* have obviously been taking lessons from David Copperfield in how to fly through the air! Take a look at these gravity-defying feats!







▲ The camera can be positioned almost anywhere to get the best view. This one is inside Rab C Nesbitt's navel.



The most important changes are in the gameplay. Gone are the days of having to wait for a player to grind his way through a predefined animation sequence before you could regain control – players now respond instantly. There are also loads of new moves and tricks – players can use chest traps, dummies, sliding kicks and even run in and boot the ball out from under the goalie's feet if he hasn't picked it up!

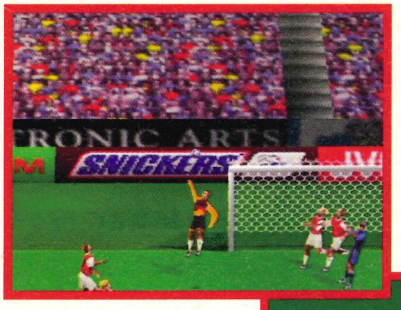
The speed of the game has been ramped up, so that as well as the game averaging 30 frames per second for a nice smooth feel (much better than the older *FIFA* games) the players themselves can reach a flat-out sprint a lot quicker than before. To compensate for all this fancy improved player control, the AI of *FIFA '99* has also been suitably boosted. No more chipping it past the goalie from a 40° angle every time!

FIFA '99 is set to emerge from the tunnel next March, giving the developers plenty of time to vivisect *ISS '98* and make their own game even better. We'll have our magic sponges at the ready!

▲ Ryan Butt, editor of *Play* magazine and occasional 64 MAGAZINE contributor, watches a performance of the Riverdance in horror.



▲ Moments later, Tucker and Nobbo burst into tears when they realised their mates had run off and left them.



▼ Hoof the ball skywards, and all the players move their heads to watch it glide through the heavens.



▲ "Is that a camera? Hey, hey, I'm on telly! I get £10 million a year and I'm boffing one of All Saints... oi! Where'd the ball go?"





▲ *Michael Owen's World League Soccer '99* doesn't skimp on the action – and it's in hi-res!



▲ Now *that's* scary. It's like having a football team made up of the Baldwin brothers!



▲ The player control and AI is supposed to be some of the best around – but will it be better than *ISS '98*?

Michael Owen's World League Soccer '99

England's star striker gets his own game!

Michael Owen is, according to some, the best football player in the world. That's certainly what Eidos is saying, but since they've just signed up the Liverpool striker to endorse *Michael Owen's World League Soccer '99*, it's not really surprising!

Any new football game on the N64 has some extremely tough competition to beat, in the form of Konami's all-but-perfect *ISS '98*, but Eidos are confident that the combination of the Owen name (which certainly seems to set some of the female hearts in the office all a-flutter) and an enhanced version of the well-received PlayStation *World League Soccer '98* engine should stand a chance of punching a hole through Konami's defences.

Michael Owen's World League Soccer '99 will have what is supposed to be one of the best artificial intelligence systems of any sports game, as well as apparently boasting high-resolution graphics. There's no word yet about whether the game will make use of Nintendo's Expansion Pak, but we wouldn't be at all surprised.

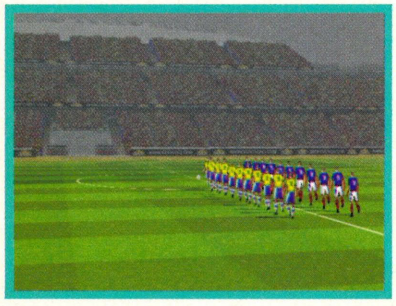
Annoyingly, although PC and PlayStation types will get to play *Michael Owen's World League Soccer '99* before Christmas, Nintendo owners are going to have to wait until next April before they can put their virtual studs on the pitch. This does mean that the developers have plenty of time to make sure that the N64 version is the best of the lot, though, so the wait should be, as they say, well worth it!



▶ Number 99 – well, one of them – makes a graceful gazelle-like leap for the ball.

MICHAEL OWEN'S WORLD LEAGUE SOCCER '99

Publisher:	Eidos
Developer:	Silicon Dreams
Release Date:	April '99



▲ The teams line up for the kickoff. Having everybody on the team as number 99 should make the commentator's life a nightmare!

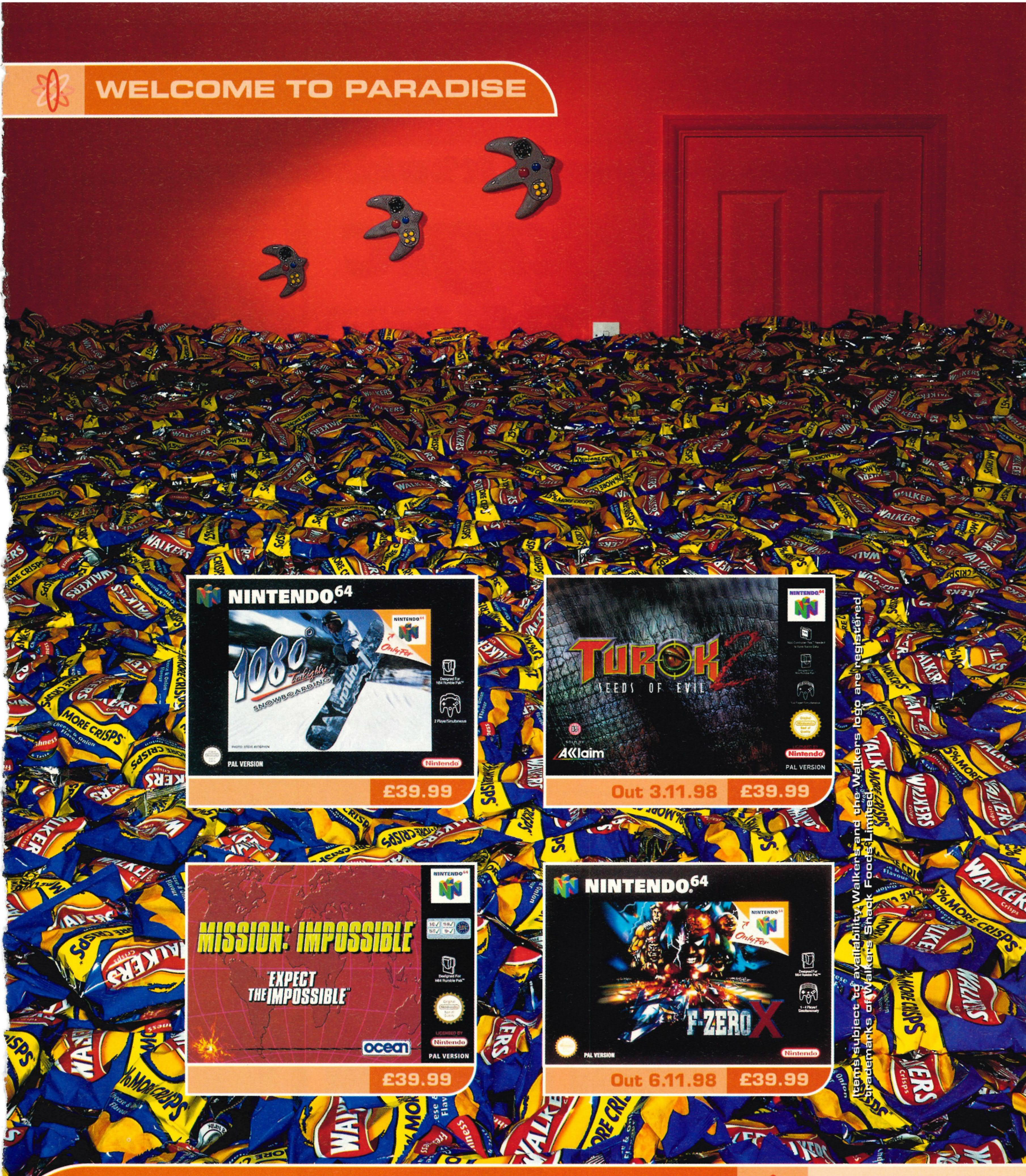


▲ Fogging in a football game? Hopefully *MOWLS '99* is just trying to simulate Liverpool!



▲ Play commences. Maybe both teams are being sponsored by an ice cream company...

WELCOME TO PARADISE



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We've got all the latest Nintendo releases

WOOLWORTHS

Holy hundred years! It's a kind of magic...

Holy Magic Century

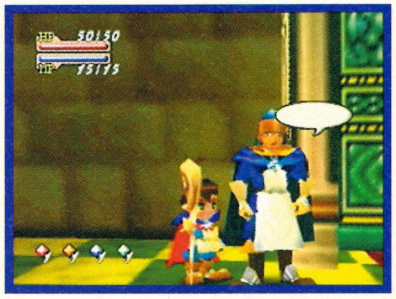


▶ Poor old Aryon has to put up with living in the shadow of his dear old dad. Must be frustrating for one so short!

Holy Magic Century is the title of the UK incarnation of the N64 RPG *Quest 64*. Usually when a game is converted for the British market, it stays pretty much the same, albeit with slightly fuzzier graphics.

With *Holy Magic Century* however, Konami have taken the opportunity to tweak a few aspects of the game, which is good news for gamers as the import version wasn't exactly met with a huge fanfare by the majority of reviewers.

One of the biggest problems was with the travelling from place to place. This was irritating for two reasons; one, there was a lot of distance to cover between towns; and two, you couldn't go five steps without a monster appearing and forcing you into combat. Whilst this combat was important for building experience points, battle nevertheless occurred far too often, making travel a total pain.



▲ Aryon (what was the matter with Brian anyway?) tries to chat with a guard, but the poor man is speechless!



▲ All the weird monsters from the import version of the game are still in this incarnation. Which should keep RPG fans happy.

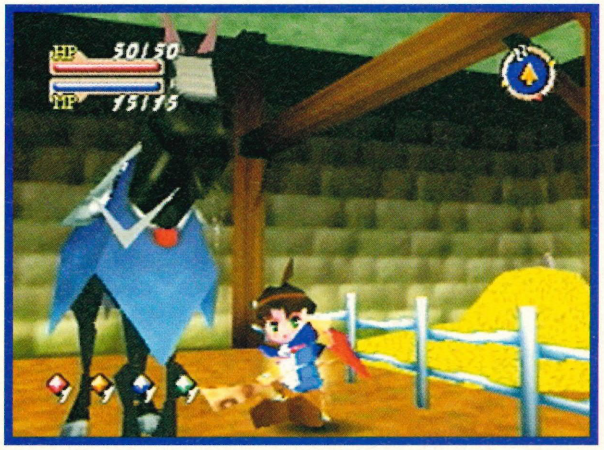
RPG fans will be pleased to learn that this aspect of the game has been changed. The monsters still attack, but now do so far less often, thus allowing you to cover distance more easily.

The other change that's readily apparent is in the text of the game. Some of the characters' names have changed, including the hero, who used to be called Brian but is now operating under the moniker of 'Aryon'. It's not clear exactly why this was done, perhaps he had problems with the Inland Revenue or something...

Watch out for the full review of *Holy Magic Century*, very soon!

HOLY MAGIC CENTURY

Publisher:	Konami
Developer:	Interplay
Release Date:	November '98



▶ A horse, a horse, my kingdom for a... oh, there it is. Bugger, there goes my kingdom again!



▲ *Holy Magic Century* has lost none of the wonderfully-polished graphics of the import version. But how will it play?





▲ In the British version of the game, Brian changed his name to Aryon... except nobody seems to have told the narrator. Doh!


An Adventure of Epic Proportions
Holy Magic Century
KONAMI®
The First RPG EVER For The Nintendo 64
NINTENDO 64

Written by: Andy McDermott

FAQ this!

At 64 MAGAZINE, we get a lot of letters. A lot of these letters ask questions. The same questions. These Frequently Asked Questions have been put together in an FAQ for your convenience... so now you can stop asking them!

Q My PlayStation-owning mate says the N64 only has four megabytes of memory, but I've got a 128 megabyte cartridge. What gives?

A Sorry, but your mate is right – your cartridge is 128 mega*bits*, or 16 mega*bytes* (eight bits to a byte). The N64 can only hold 4Mb of those 16 at once in its own memory, and has to shuffle data in and out, which is why you sometimes get 'loading' messages even on a cartridge game.

On the other hand, your mate's PlayStation only has 2Mb of memory, so that should wipe the smile off his face.

Q So how come cartridges are measured in megabits?

A Because it makes them sound bigger. It really is that simple.

Q What's this memory expansion thing all about?

A Nintendo's Expansion Pak adds an extra 4Mb of memory to the N64, bringing the total to 8Mb. It allows games that have been programmed to take advantage of it to use, for example, high-resolution graphics (*Turok 2*) or improved artificial intelligence (*NHL Quarterback Club '99*). If you don't have an Expansion Pak, you can still play the game – you just won't be able to see certain special features.

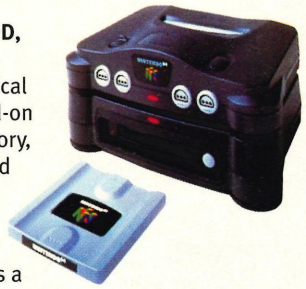


The Expansion Pak makes no difference whatsoever to a game not designed to use it. Some people will tell you that plugging in an Expansion Pak automatically gives any N64 game, even old ones, better graphics and sound. These people are called morons.

Q How much does a game cost to make?

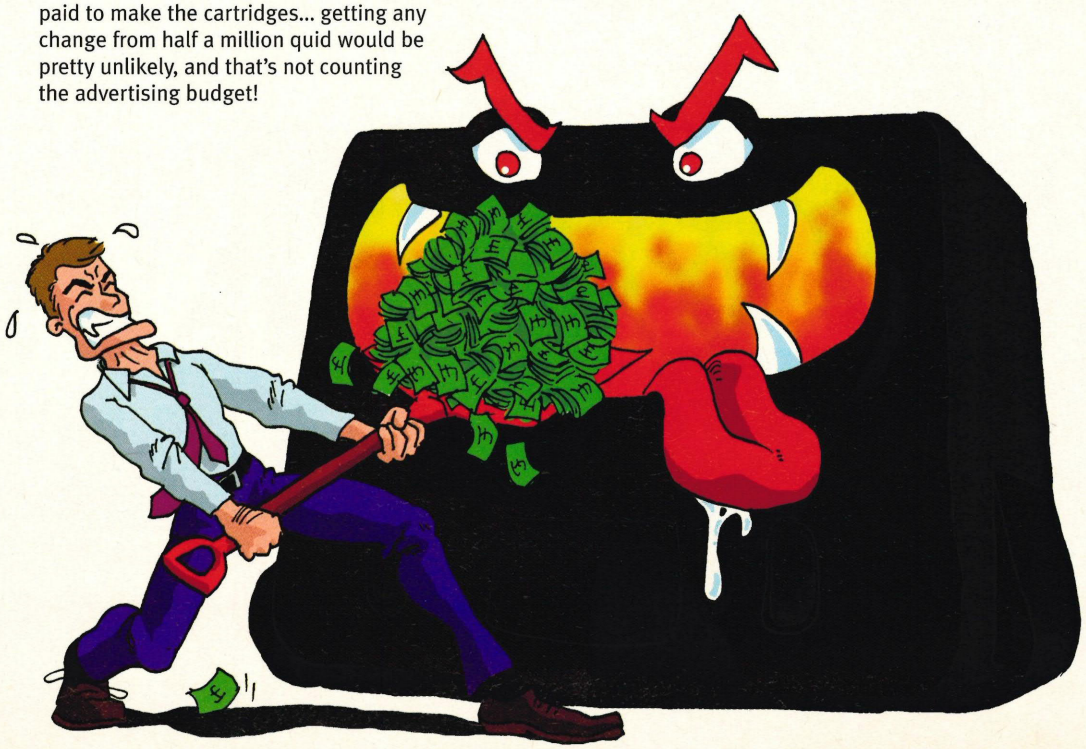
A The actual cartridges vary in price – the cheapest are the 64 megabit variety, for which Nintendo charges other companies about £14. As for actual development costs, companies are obviously unwilling to discuss actual figures, but a typical programming team would have four or five people working for 18 months on a bunch of expensive Silicon Graphics and high-spec PC hardware, at the end of which Nintendo has to be paid to make the cartridges... getting any change from half a million quid would be pretty unlikely, and that's not counting the advertising budget!

Q What's the 64DD, then?



A The near-mythical 64DD is an add-on disk drive that, in theory, lets you play large and complicated games that until now have been restricted to the PC. In practice, it's a piece of vapourware that won't appear even in Japan until two years after it was originally planned – if it *ever* appears!

The idea behind the 64DD is sound; although cartridges and Controller Paks can only have a small amount of memory for saving games in progress due to cost, the 64DD's disks could hold up to 32 megabytes of player data, the same as



128 Controller Paks. However, larger cartridges (like *Zelda* and *Turok 2*'s 256Mbit whoppers) have taken away a lot of the 64DD's advantages, and there aren't many games that actually *need* 32Mb of player data. As a result, almost all 64DD games have been moved onto cartridges, leaving the 64DD's future in doubt...

Q When is the 64DD coming out? Will we ever see it in the UK?

A In Japan, the present word is June 1999 – but the constantly shifting release date has never been nearer than six months from the present for the whole of the N64's life! As for a UK release, our opinion is that you'd be better off putting your money on seeing Elvis riding the Loch Ness Monster out of a UFO, than on being able to buy the 64DD before the end of the century.

Q Why don't the Ns on your reviews add up to the final score?

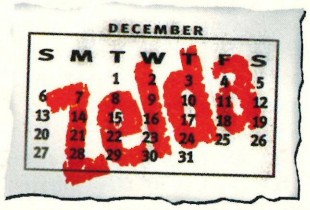
A Because then a game would only be able to score 20%.

Q Oh, ha bloody ha. How very, very amusing. I'm serious.

A Okay then, it's because the final score isn't directly related to the Graphics, Audio, Gameplay and Challenge score. *Bust-A-Move 2* did badly on the first two, but because it's so dementedly playable it scored 91%. The Gameplay score usually bears the closest resemblence to the final percentage. Except when it doesn't. This isn't rocket science.

Q How come [game] didn't come out when you said it would?

A Because software companies are prone to changing release dates without telling us, or telling us too late – the gap between us finishing an issue and it going on sale is over two weeks. Nintendo games suffer especially badly from this – there probably isn't a single N64 game that has come out when originally planned. Apart from *Diddy Kong Racing*, that is, and that was only because Rare didn't tell anyone it existed until just before it went on sale!





▲ *The Legend Of Zelda: The Ocarina Of Time* – not out yet.

Q How do I make room on my Controller Pak when it gets full?

A Easy – just hold down Start on the controller when you switch on the machine and it should take you to the memory manager screen. From here, you can delete any unwanted files on the Controller Pak. You'd be amazed just how much space some games take up!



Q How can I enter certain cheat codes that are printed in your magazine when there isn't an 'F' button on my controller?

A You can't, dummy. What you're looking at is an Action Replay code, for which you actually need to buy an Action Replay.

Q Okay then, smartass, what's an Action Replay?

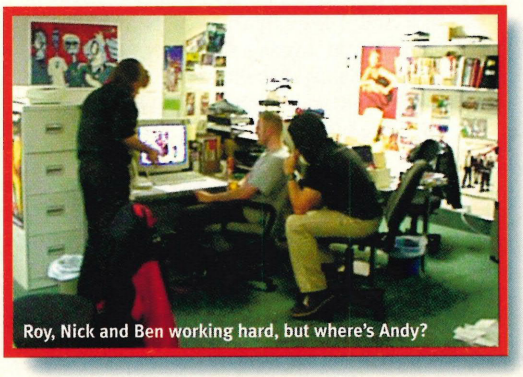
A Commonly known as a 'cheat cartridge', it's a gadget made by Datel (01785 810800) that fits between the N64 and the game and lets you fiddle with game information as it passes from one to the other. Typically, a cartridge would tell the N64, "Hey, the player just ran into an enemy – knock off some energy." The Action Replay would intercept the message and change it to "Let's leave that energy bar alone, okay?"



Q How does 64 Magazine get put together every month?

A At the start of every issue, the team walks into the office and claps their hands, at which the magic pixies emerge and set to work. By 11AM, the whole magazine is completed, leaving plenty of time for extended boozy lunches, hard drugs and Roy abuse.

Actually, that's a lie. A typical issue involves many hours on the phone to software companies trying to persuade them to send games to us, much cursing of whoever invented voicemail, way too much time



Roy, Nick and Ben working hard, but where's Andy?

WTF?

Acronyms, jargon, industry-speak – what do they all mean? For the benefit of the uncertain, here's a complete(ish) list of all those words and phrases you've never been quite sure about...

AI – Artificial Intelligence. The way a game simulates intelligent behaviour in the creatures/ships/whatever controlled by the N64, or, more often than not, simulates pretty stupid behaviour.

Anti-aliasing – technique used by the N64 to make games look more realistic by blurring the edges of objects, to avoid a harsh step-like effect on diagonal lines. Some early N64 games didn't quite get this right, and instead just blurred *everything*.

Bits – the building block of all computers and computer programs, kind of like DNA. The processing power of a computer is gauged in part by how many bits it has – usually, a 64-bit machine like the N64 is more powerful than a 32-bit machine like the PlayStation. Unfortunately there are other factors as well, so don't get all smug just yet.

Borders – the black spaces at the top and bottom of the TV screen when playing a game. Many British N64 games are afflicted with these because of the difficulties of converting games from the Japanese **NTSC** television format.

Boss – a large and powerful enemy, usually found at the end of a stage, who takes a lot more punishment than normal enemies and generally has to be killed with a special technique or by hitting vital spots.

Byte – eight bits.

Cart – short for cartridge. You know, that grey thing you plug into the top of your N64.

Cutscene – a (usually) animated sequence that fills in the story, provides warning of upcoming dangers, or just shows a boss exploding spectacularly.

Engine – the name of a piece of programming that runs a particular part of a game. The part that displays a game's graphics is called – yes! – the 'graphics engine'. Smart/lazy programmers, depending on how good the engine is, use the same engine in different games to save them having to write a new one.

Fade-in – a slightly less obvious version of **Pop-up**, where objects in the distance start out transparent and gradually become more solid as they get closer.

Fogging – to disguise pop-up, many games create the illusion of a fog from which objects appear as the player gets closer.

FMV – Full Motion Video, basically video footage running within a game. Because of the N64's limited cart memory, very few games have used it. Animated cutscenes are often (incorrectly) referred to as FMV.

Hi-res – on the N64, a game that runs with a screen size of 640 x 480 pixels, instead of the usual 320 x 240, giving a sharper picture. Acclaim tries to spell it 'hi-rez' so they can trademark it. Just ignore them.

K – short for kilobyte, or 1024 **Bytes**. A Controller Pak can store 256 kilobytes of player info.

Mb – short for megabyte, or 1024 **Kilobytes**. PCs measure game sizes in megabytes – Nintendo doesn't. See **Mbit**.

Mbit – short for megabit, or 1024 **Bits**. Cartridge games have always been measured in megabits to make them sound bigger. To find out the size of a cartridge game in **Megabytes**, just divide by eight.

Mip-mapping – early reviews of N64 games used to witter on endlessly about mip-mapping and how brilliant it was. Basically, it makes a **Texture** more detailed the closer you are to it. Ooh.

NES – Nintendo Entertainment System, one of the N64's distant ancestors.

NTSC – the television standard used by America and Japan. Although it's inferior to the **PAL** system used in Britain, it's actually better suited to consoles because they don't have to do as much work to fill the screen.

PAL – the British television system. It has 100 extra horizontal lines over **NTSC** televisions making up its picture – good for TV viewers as they get more detail, but bad for UK N64 games as they have to run slower, use **Borders** or (very rarely) be reprogrammed to run faster.

Pixel – the 'dots' that display a game on a TV screen. The more there are, the sharper the picture. The N64 usually displays 76,800 pixels (320 x 240), but can show more in **Hi-res** mode.

Platform Game – a game where the player's character spends a lot of time leaping from, well, platforms, onto other platforms. Think *Super Mario 64* or *Banjo-Kazooie* in 3-D, or *Mischief Makers* in 2-D.

Polygon – the basic object from which all N64 3-D games are created. Polygons in games are usually triangles or squares, which when put together in large numbers and covered with **Textures** can create characters and worlds.

Pop-up – even the N64 can't draw all the parts of a huge level at once without slowing everything down, so it has to pull them in in chunks. If they're drawn too close to the player, they seem to pop up from nowhere. Hence the name. See also **Fade-in**.

Port – a game that comes to one machine after already appearing on another.

Power-up – an object in a game that, when collected, increases the player's health, speed or weapons power.

RAM – short for Random Access Memory, the amount of space a machine has to run programs and store data. The N64 has 4**Mb** of RAM, although with an Expansion Pak fitted it will have 8Mb.

RPG – Role Playing Game. Usually used to refer to adventure games such as *Zelda*, *Holy Magic Century* or, on the PlayStation, *Final Fantasy VII*. Some games that you might think could be called RPGs, like *Body Harvest*, aren't. Nobody knows why, although the absence of elves is probably the reason.

SGI – Silicon Graphics Inc, the company that designed the N64's graphics chips and also developed the machines on which most N64 games are written.

Shoot-'em-up – a game that involves mass destruction of enemies. By shooting 'em.

Sim – abbreviation of 'simulation'. Refers to a game that puts the player in charge of complex strategic operations. The N64 is currently rather short of sims.

SNES – Super Nintendo Entertainment System, the imaginatively-named successor to the **NES** and immediate ancestor of the N64.

Sprite – a 2-D object that can be moved around on screen. 2-D games like *Mischief Makers* or (urgh) *Clayfighter* use sprites to create their characters.

Texture – a picture that can be applied to a **Polygon** to make it look more realistic.

Triple-A – just game publisher jargon for a really good game. Most publishers like to pretend that all their games are Triple-A titles, even when they know damn well that they aren't.

Z-buffering – another bit of jargon much over-used in the N64's early days. Simply put, if two **Polygons** cross over each other, the N64 knows which is drawn in front of the other – unlike the PlayStation, where a polygon behind one object can show up in front of it.





▲ *Yoshiharu Habu's Japanese Chess*: one of those games that will never, ever be reviewed.

spent converting screenshots to printable formats and writing unnecessarily lengthy captions, working evenings and weekends, extended boozy lunches, hard drugs and Roy abuse. Occasionally we even get to play games for fun. Occasionally.

Q How do I play American and Japanese games on my British N64?

A There are two ways to play import games. The brute force approach is to buy an American or Japanese N64 from an importer, which should cost about £130. You'll also need to buy a transformer to convert the British power supply to one the import machine can deal with, unless you already have a UK N64 (Nintendo's power blocks work with any machine). You'll also need a multi-standard TV – any decent modern set should work.

American machines can't play Japanese games, or vice versa, unless you open the machine up and physically remove the small plastic pegs blocking the cartridge slot. Of course, we would never condone anyone buying a 4.5mm gamebit screwdriver and an X-Acto knife.

The other method is to buy a universal adaptor like the SFX V3 for your British N64, which uses a UK game to fool the machine into thinking it's running a pukka British game. However, Nintendo is wise to this trick, and constantly changes its cartridges to prevent adaptors working. If you want to risk it, it's well worth insisting that you see the import game running through your adaptor on a UK N64 before you buy the game.

Q Why haven't you reviewed [obscure Japanese game] yet?

A Probably because we haven't been able to get hold of it. Since we flat-out refuse to use an illegal cartridge copier like the Doctor V64, all of our Japanese and American games come to us courtesy of friendly importers and game shops like Department 1 and The Joypad, and this can take a while. If a game is so Japanese that only about three people in Britain would have even the slightest interest in buying it, shops are reluctant to import them. *Super Robot Spirits*, reviewed this issue, is an example.

Q How do I become a games reviewer on your fabulous magazine?

A Every year, we send out five golden tickets hidden inside the magazine. The lucky recipients are then taken on as reviewers and given Ferraris.

Actually, that's another lie. To become a reviewer, you need good English skills, the ability to work long hours for little pay, a tolerance for boring and/or crap tasks assigned by the editor, the absence of a bad attitude (that privilege is for editors) and the good luck of being in the right place at the right time when we're hiring. Gameplay skills also help, but less than a quarter of a reviewer's time is spent actually *playing* games...

Q Why did [game] get one score in 64 Magazine, and a completely different score in all the other Nintendo mags?

A Snide answer: because all the other mags suck.

Polite answer: because it was reviewed by different people with different tastes – no two people will see a game in exactly the same way. This is how *Mission: Impossible* can be compared favourably to *Goldeneye* by some magazines, and to something you'd scrape off your shoe by us. Ultimately, reviews depend on factors like personal preference, discussions with the editor, size of software company bribes and whether the reviewer got any hot monkey lovin' the night before.

NB: Some of the above factors are untrue. For starters, reviewers *never* bother to discuss scores with the editor.

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For all the latest Game Boy Color news, reviews and tips,

Written by: Andy McDermott

Ninfo

PLAYERS:

CART SIZE: 96 M

RUMBLE:

Publisher	Gremlin
Developer:	DMA Design
Game Type:	Shoot-'em-up/ adventure
Origin:	UK
Release:	November 13
Price:	£49.99



▲ Some vehicles, like this Bulldog armoured car have their own heavy guns. Well, might as well make the most of 'em!



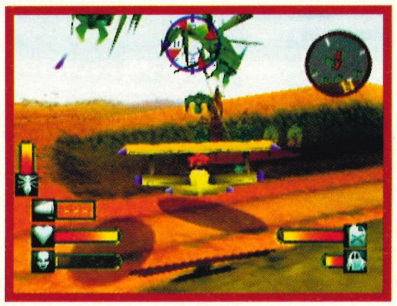
▲ The huge spurt of blood is a subtle indicator that Adam should hoof it pronto before the Harvester's toxic turds overwhelm him!



▲ If Adam can kill a Harvester before it digests all its victims, they come flying out and – occasionally – survive their ordeal.

Body H

There's going to be a harvest for the world – and we're it!



▲ Adam gets to take to the air – the first chance is in this 1916 biplane. Too bad the Bugs are already up there!

Body Harvest was one of the very first games announced for the N64, and now, nearly two years later, it's arrived. Based on what we'd already seen of it, it looked as thought it was going to be awesome. Is it?

Well, yes... and no. *Body Harvest* is big, different enough to stand out among the clutter of *Mario* clones, and ambitious in a way that very few N64 games dare to be. However, it's not without a few problems.

First, the plot. Evil Big Alien Bugs™ in their comet-like mothership have been swinging past Earth every 25 years for the past century or so, each time dropping in and eating people. By the year 2016, they've snacked upon just about everybody except lone survivors Adam Drake and Daisy Hernandez aboard their space station. Said space station is handily equipped with a time machine. As the EBABs make their final assault, Adam and Daisy hop aboard and head back in time to swat the Bugs from history. Hooray for our side!

With stops in Greece 1916, Java 1941, America 1966, Siberia 1991 and the alien mothership in 2016, our heroes have their work cut out for them. Sensibly, Daisy remains inside the time machine while despatching the slab-chinned Adam into the alien-infested yonder to do all the hard work.



▲ The last obstacle before the boss of each world is the heavy-defended shield generator.

The Bugs look fantastic!



▲ As the mission starts, Adam is given an objective. These are updated as he progresses through the level.

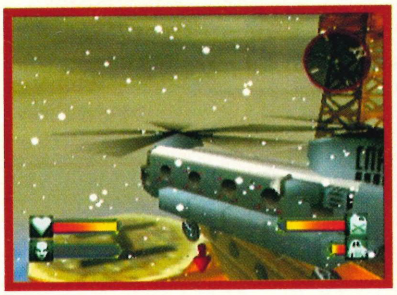
$64,000 Question

- ⊕ Huge landscapes
- ⊕ Excellent enemies
- ⊕ Heaps of vehicles
- ⊕ Big explosions
- ⊕ Loads of action
- ⊖ Fogging
- ⊖ A lot of trudging about
- ⊖ Simple puzzles
- ⊖ Can get frustrating

Memory Options

MEMORY:
Three save game slots

CONTROLLER PAK:
N/A



▲ This rusting oil rig, way out to sea off the coast of Siberia, can only be reached by air. Did you remember your pilot's licence?



▲ Part of the Java mission sees Adam sailing a rickety boat down a volcano-stricken river to bring these refugees to safety.

arvest

From Omega To Alpha

Space Station Omega is humanity's last, best hope for survival. Only it's just been taken over by giant insects. Luckily Alpha Command, a time capsule, manages to get away in the nick of time...



▲ The bosses get bigger, nastier and extremely bizarre as the game progresses. This fella is only from the second world!

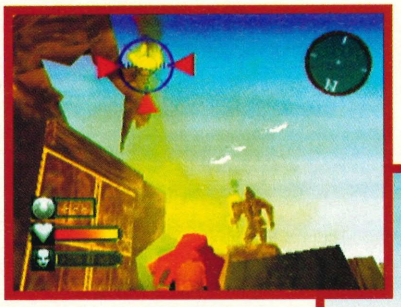
Into The Outdoors With Gun And Camera

Body Harvest's stages are structured affairs; each world has been divided up into sections by alien forcefields that prevent the Bugs' lunch from escaping. The overall aim in each section is to disable the alien forcefields and move on to the next area, but in order to do this there are numerous tasks that have to be carried out first.

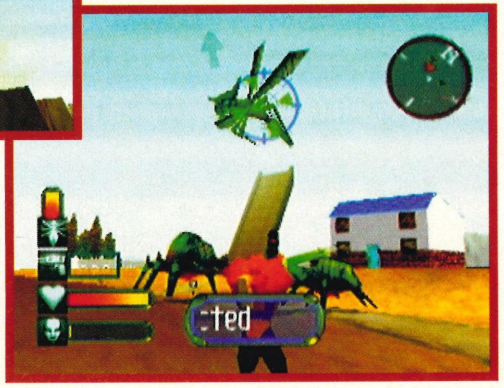
These tasks vary from the obvious (kill the Bugs before they eat everyone) to more complex puzzles. Most of these involve finding a specific object and taking it to a certain person, where you'll be rewarded with the keys to a new vehicle or access to a previously sealed area, but there are more imaginative tasks. Early in the game, Adam has to commandeer a fire engine to stop a town from burning to the ground, and later in the game he has to get a group of children to safety before the Bugs destroy their school.

Although Adam can roam freely most of the time, things are set up so that certain objectives have to be met to reach new areas. Impassable scenery restricts Adam's wanderings until he can locate a particular vehicle or object; in some ways this helps the game, as you know that the means of escape has to be somewhere nearby, but at times you can't help but wish that Adam wasn't stopped dead by any obstacle more than a foot high.

A major feature of *Body Harvest* is the number of different vehicles scattered over the landscape – according to creators DMA, there are over 80 different forms of transport for Adam to find. The vehicles are pretty close copies of real ones – the Edsel (sorry, 'Edzil') on the American stage should be instantly recognisable to American car buffs – and each has its own distinct abilities. The variety of different vehicles means that the control system has to be flexible enough to cope with Adam controlling a boat one minute and a helicopter the next. *Body Harvest* actually manages this very well. By paring the controls down to the bare minimum (left-right, forwards-backwards) the game lets players switch between vehicles with the minimum of confusion. The vehicles themselves all handle differently, and it doesn't take long to work out that it's better to trundle around the levels in an armoured car than in a bread van.



▲ Adam uses the Sun Shield, an ancient weapon of great power, to light a torch and open up a secret passage. Don't fry the gulls!



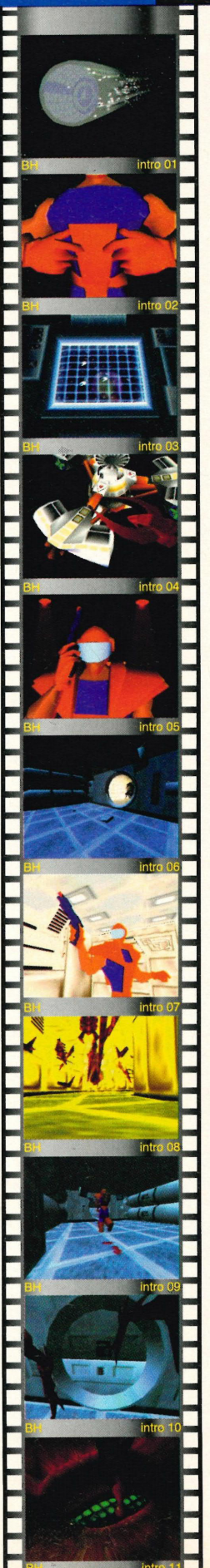
▲ First contact with the Bugs takes place in a small Greek village. The 1916 Bugs are fairly weak, but they don't stay that way.

Adam Pant

It's Adam's own controls, ironically enough, that are the most troublesome. Even at his fastest, he lumbers around like an elephant with piles, and turns with all the speed of a supertanker, which can be fatal in combat. Granted, he's meant to be wearing armour, but players who are used to the instant response of *Mario* or *Banjo* are going to have to make some adjustments.

If they don't, they're going to be in trouble. The terrain can often be the biggest danger for our clod-hopping hero, and whether he's in a vehicle or not, Adam has the worrying habit of being magnetically drawn over precipices. On the Java levels, death was caused less by the Bugs than by vehicles accidentally skidding into deep water, from which Adam couldn't swim before the weight of his armour dragged him to a waterlogged doom.

The hair-tearing factor is increased when this forces you to return to the start of a large level over and over and *over* again because your vehicle slipped one inch below what the game considers the point of no return. This point is usually on a slope that wouldn't tax someone waiting for a heart transplant.



Famous Faces

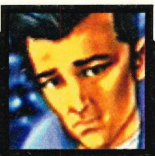
Being a British game, and thus possessed of a sense of humour, *Body Harvest* has a number of almost familiar faces who pop up during Adam's adventures. Any of these chaps look familiar? Answers at the bottom of the page!


Tally ho, chaps! Cabbage crates at ten o'clock!


Is that a Bogey on your nose?


Keep away from me with that butter!


Hol' yo ass, boah!


Heeeyyyyyyyyyyyy, Cunningham!

Death Of A Bug

We're not kidding when we say that some of the Bugs are huge. Fortunately, they die as big as they live!


1 Adam takes potshots at this Scorpion from the 'safety' of his car.


2 Got him! The huge purple beast explodes from within...


3 ...his claws go flying and his head bursts apart...


4 ...and finally, revolting fluids spurt out. Eat it, carapace boy!

▼ The giant Harvesters feed off humans, send out slimy parasites and blast Adam with lightning bolts. Only one thing to do... "Kill them all!"





▲ "Next up on *Celebrity Death Match*, it's B J Harvester versus Vladacar! Oh, and there goes Vladacar, destroyed with one punch!"

Even on foot, Adam gets in trouble, as he has the unerring talent of leaping heroically from a vehicle – and plunging straight over a cliff. Doh!

The adventure side of the game, added when *Body Harvest* was a Nintendo project, is interesting but not especially taxing. Once inside a structure, whether a mud hut or a secret underground complex, the action outside is frozen and no harm can befall Adam. As a result, exploration merely requires you to walk around and examine everything for useful items, clues or ammo. About the trickiest puzzle you'll encounter is finding a disguised switch.

There are plenty of people for Adam to talk to, though they're not likely to be invited to engage in witty repartee at the Algonquin Round Table. Conversation tends to be limited to clues on how to proceed, or plain whinging about the Bugs. However, you might just spot a familiar face or two... (see boxout)

Bug Off

Visually, although there's a lot of variety and imagination (the Bugs look fantastic) *Body Harvest* often has the look of an early N64 game, with repetitive textures and a *lot* of fogging. If you're in an aircraft, navigation has to be done almost entirely by map and compass because you quite literally cannot see the ground 50 yards ahead.

It's very satisfying to sit with your finger welded to





▲ Siberia is where human hardware starts getting all kick-ass. Land that ersatz Harrier and you can take the wheel of a Scud launcher!

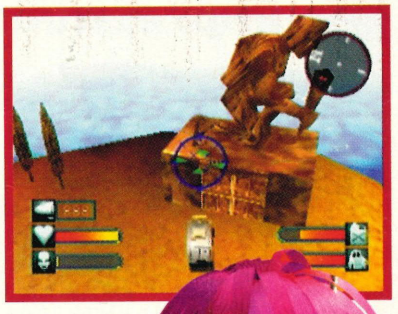
Answers – 1: Biggles. 2: Humphrey Bogart. 3: Marlon Brando. 4: The fat redneck sheriff from *Live And Let Die*. 5: The Fonz



▲ In accordance with the Boss Luminescence Effect (see issue 6) vulnerable bits helpfully glow red when hit!



▲ Ultra-powerful weapons are hidden around each level, as the unlucky victim of Adam's lightning gun has just discovered.



▶ The Summit of Light marks the secret passage linking one Greek island to the next. Just one problem – how does Adam get in?

This is a pity, because the Bugs themselves are superb. Each time zone has its own breeds of giant insect – although they do the same jobs, they evolve with the passage of each quarter-century. They're all brilliantly animated – their legs even take account of slopes as they walk – and when a Bug dies, it screeches and bursts apart in a shower of limbs, carapace and gross bodily fluids.

The feeling of destruction is one of the best things about *Body Harvest*. There are times when the game turns into flat-out action, hundreds of Bugs dying messily under the weight of your firepower. If you're in a vehicle with heavy weapons, it's very satisfying to sit with your finger welded to the trigger and gun down wave after wave of shrieking insects.

Sadly, these *Starship Troopers* moments aren't as common as they should be, as the game's structure often ensures that the frequent Harvester waves (thankfully nothing to do with the restaurant chain) beam in when you're either on foot or in a vehicle with limited armaments. While the adventure aspects add some depth, you tend to wonder what an all-action *Body Harvest*, as per the original plan for the game, would have been like.

the trigger!

The Long Walk

Body Harvest's biggest, and easily most frustrating, problem comes from the save/restart points, or rather the lack of them. It's one thing to make a game with a huge playing area, but another thing entirely to force players to slog across every inch of it repeatedly – especially if death was caused not by alien attack, but by Adam blundering to his doom. Sure, it's the player's fault, but if Adam were more controllable or the slopes more forgiving it wouldn't feel so bad.

If Adam dies near the end of a stage, it can take 20 minutes – or longer – to cover the ground again. This gets extremely tedious even by the second time it happens, but when you're on the fourth or the fifth or the twentieth attempt, your eyes start flicking between the cartridge and the nearest convenient blunt instrument. Isn't it time that a law was passed banning restart points from being more than ten minutes apart? Come on, Blair, forget all this economic and social reform crap and concentrate on the things that *really* matter.

Ultimately, *Body Harvest* is a fantastic idea for a game, let down by some minor but cumulatively annoying flaws. It's a huge shame, as *Body Harvest* had the potential to be one of the best games on the N64, but as anyone who's seen insects like termites at work will know, little bugs can bring great structures crashing down.



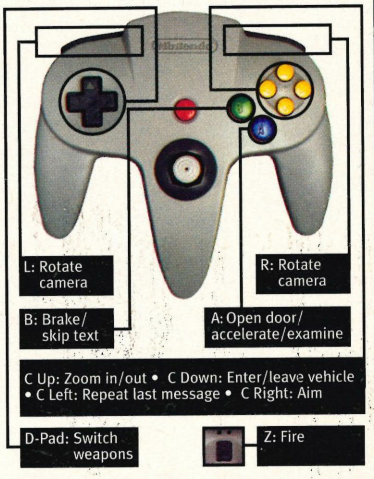
2nd opinion

So much has gone into this game it's almost unbelievable! It's one of those games that you can only get into after considerable play, though, so it might not appeal to those who only like mindless shoot-'em-ups. If you like in-depth games, then buy this! ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternative

Buck Bumble: Ubi Soft (£49.99)
Reviewed: Issue 18, 90%
Duke Nukem 64: GT (£59.99)
Reviewed: Issue 7, 84%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

85

Soundbite

Very big, very tough, slightly flawed, but a great challenge!

Written by: Roy Kimber

XG

Extreme-G was fast, furious and fairly impressive for the time. XG2 isn't...

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

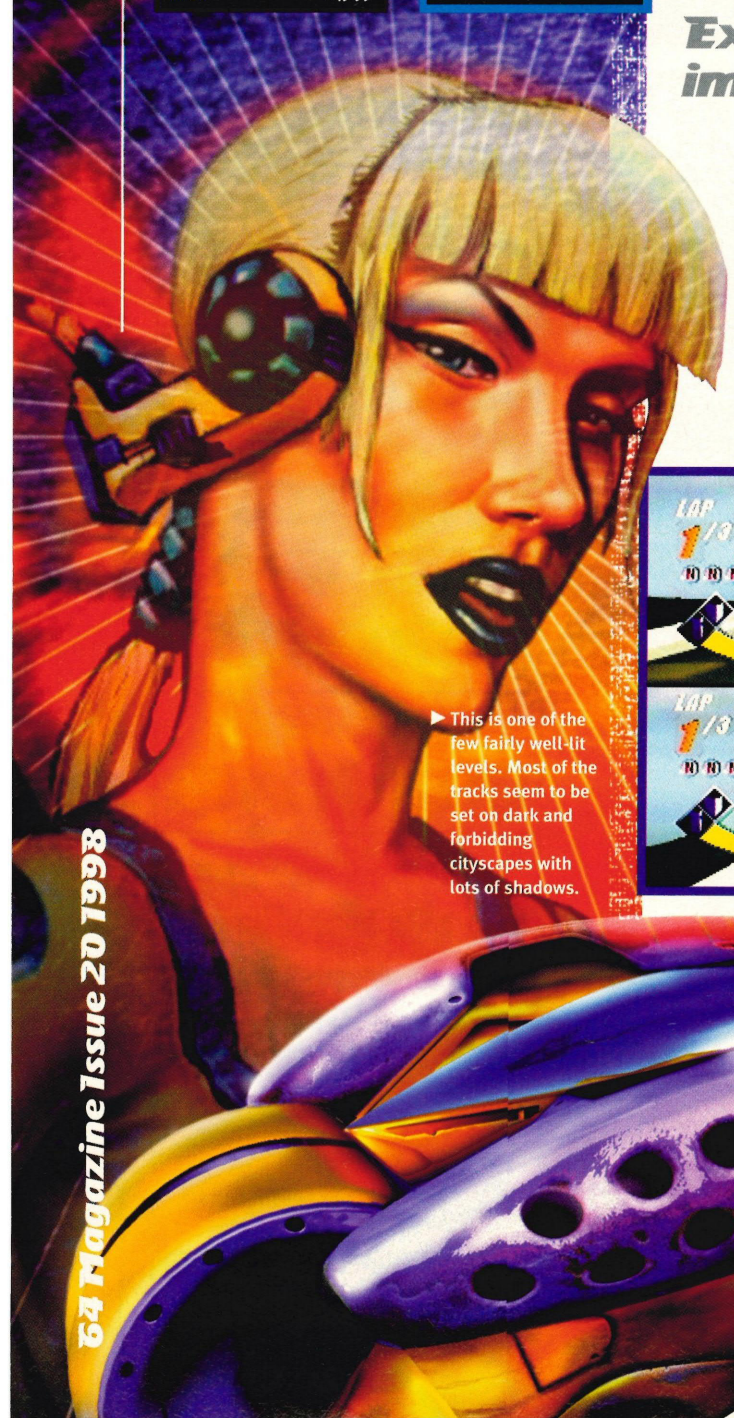
Publisher	Acclaim
Developer:	Probe
Game Type:	Racing
Origin:	UK
Release:	November 1
Price:	£49.99

$64,000 Question

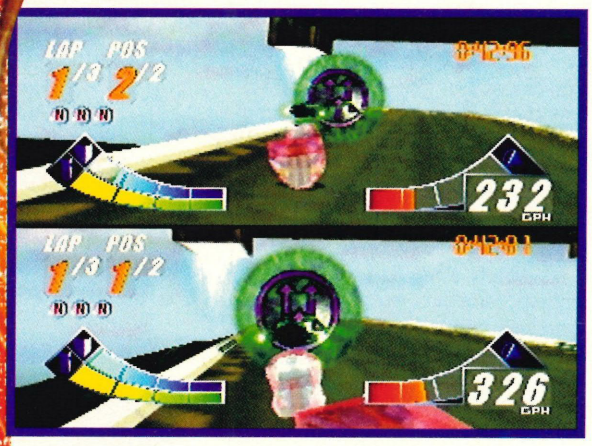
- ⊕ Nicely designed bikes
- ⊕ Over-the-top weapons
- ⊕ Handles better than the first one
- ⊖ Often runs jerkily, particularly on detailed tracks
- ⊖ Many of the tracks very similar

The first thing you notice about *XG2* is the speed at which the game runs. In *Extreme G*, the original game, the speed was such that most people said it was too fast. With *XG2*, Probe appears to have over-compensated. This isn't strictly true for all the bikes, just the majority of them, but you may find yourself wondering just when exactly the 'extreme G-forces' inferred by the title are going to make an appearance.

As usual with such games, there is a storyline which runs behind *XG2*, explaining exactly why you're racing assorted vehicles around the various tracks. We could go into that, but let's face it, with this kind of game it just doesn't matter. When you're racing around loops of track, all you care about is whether it's fun. The fact that the character on the blue bike that just raced past you might once have stolen your character's Weetabix just doesn't matter. Leave the storylines to the games where they matter.



▶ This is one of the few fairly well-lit levels. Most of the tracks seem to be set on dark and forbidding cityscapes with lots of shadows.





▲ One of the best weapons is the railgun. It locks onto the nearest bike and fires constantly, to devastating effect!

At times it almo



It's time to go bike to the future!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores game progress, open tracks, bonus bikes

2



▲ At the start of each race, your bike is held in a tunnel which opens up to reveal the track. When the claws release you it's time to race!



▲ Every track has a regeneration pool which will recharge your maxi-bolt if you go through it. Usually it's at the top of a ramp.

Extremely Slow

Storyline aside then, the object of *XG2* is to compete in several 'Extreme Contests' by riding one of a number of powerful futuristic motorbikes around a selection of tracks, competing against seven other CPU-controlled players. As with the original game, to help and/or hinder both yourself and your opponents you have access to a number of weapons. Aside from the basic cannon – called a maxi-bolt – which can be fired rapidly or charged up for a larger, more damaging blast, every bike can collect a number of different bolt-on pick-ups ranging from homing missiles through shields to a simple headlamp, which allows you to see on otherwise dark sections of the track.



▲ When you fire a rear-aimed weapon, a window opens at the bottom of the screen to show the weapon's progress.

The game boasts 36 tracks in total, but in actuality these are actually 12 distinct tracks on which the route is varied a little each time to make another 24 'different' tracks. This is done by way of blocks which seal off different forks and turnings on the track and then are removed or added to change the route the next time around.

Initially you can choose from one of ten different bikes in the game. Each bike has different handling, top speed, acceleration, weapons and shields, and the five attributes are balanced so that a fast bike, for instance, might not have very good firepower or shields.



▲ On the bike select screen, the different attributes are depicted by coloured bars, which allow you to choose the best bike for you.

Extremely Frustrating

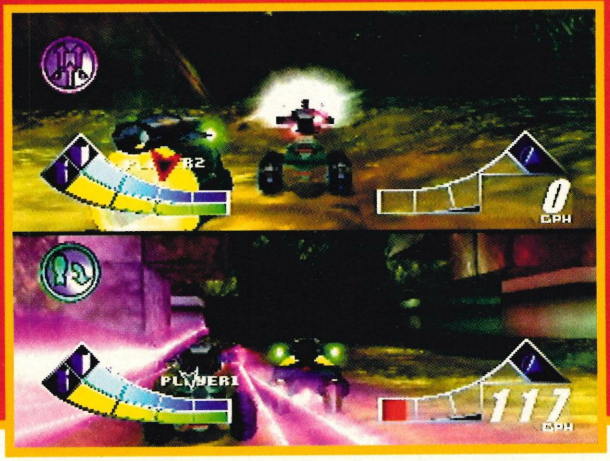
In addition to these standard bikes, there are also some hidden superbikes which you can access by completing the different tracks. You can't, however, qualify for the next set of tracks if you use a superbike to complete the previous set, so their use is fairly limited if you want to progress at all through the game. The most annoying thing is that you're not told at the start when you receive the superbike that it can't be used to qualify – the game waits until you actually come first and *then* tells you to try again without it!





Tanks For The Memory

The one redeeming feature of *XG2* is the deathmatch battle game. Players can choose one of several different manga-style tanks in which to battle it out over six different arenas. In the first *Extreme G* game, the battle mode was, frankly, rubbish. The bikes were too fast, making it difficult to target anyone, and the arenas were either too small so that you tapped the accelerator and promptly hit the wall, or so big that you could never find your opponents. The tanks, however, move at just the right speed, and the arenas have been better thought out this time around. It's just a shame about the rest of the game!



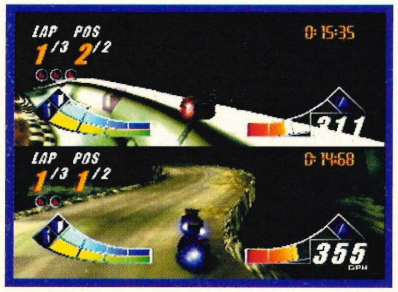
st seems you're watching a slide show...



▲ In addition to the three nitros that your bike carries, some levels also have nitro boosts on the track to give you an extra burst of speed.

As mentioned earlier, most of the bikes seem fairly slow, and initially at least the game itself does seem a lot slower than the original *Extreme G*. Later levels *do* run faster, but this is often accompanied by jerky animation which can be so bad that at times it almost seems you're watching a slide show.

Fogging doesn't seem to be too bad, but this appears to have been accomplished by making the tracks so winding and mountainous that you can never see very far in front of you. This makes it difficult to anticipate the bends.



▲ On certain parts of the track, it's possible to climb the banks at the edges in order to take corners at speed.

For those of you who hated the way the bikes handled in the first game, the good news is that Probe have added a button for sharp turns. The bad news is that if you use the button your bike will usually turn so sharply that it'll end up pointing the wrong way. This also happens far too often when your bike clips the side of the track. Although, on some parts of certain tracks, there are banks which allow you to ride up on corners, other corners have no banks and usually if you touch the sides of the track at any speed your bike will spin around and face the wrong way, losing you valuable time. It's also quite difficult to right a reversed bike, which can be frustrating.

Extremely Naff

As well as the Extreme mode, you have various other racing options. Practice and Time Trial modes are fairly straightforward, allowing you to race over any of the previously-opened tracks. Arcade mode sounds like a good idea, but is in fact pretty naff. All you do is race round and round the tracks shooting at some very graphically-unexciting drones. Hardly fun at all.

Multiplayer mode is, on the whole, disappointing. For a start, you can't have human and CPU players on the track at the same time, so if there's just two of you playing, then there are only two bikes on the track. The three and four-player modes are also fairly jerky, particularly on the more detailed tracks.



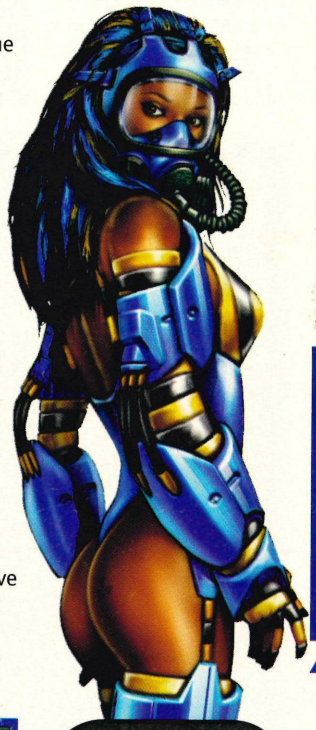
▲ To vary the routes you can take on each track, you'll find blocks in place at strategic points. Usually you won't spot them till you hit them!

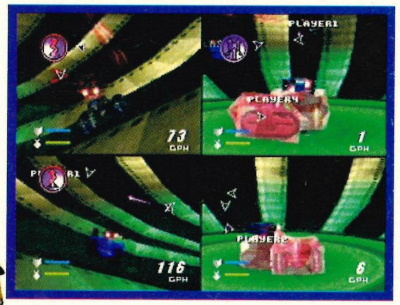


▲ The start is probably the only time you'll see this many bikes together on the track! The rest of the time they'll be either far ahead of you or way behind.

The one redeeming feature of the multiplayer mode is the deathmatch-style game. Instead of facing each other on bikes, players take control of tanks, and this mode is surprisingly playable. Perhaps Probe should have forgotten the bikes altogether and just gone with the tanks?

All-in-all it has to be said that *XG2* is something of a disappointment, and hardly an improvement on the original game at all, despite the nicer graphics. If you've never tried the original, then it might be worth a look, but you're far better off waiting a little while and getting *Wipeout 64* when it finally arrives.





▲ One of the head-to-head tank levels is a huge 'wall of death' arena filled with homing missiles and railguns.

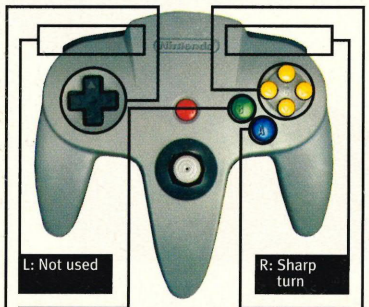
2nd opinion

The only thing about *XG2* that is an improvement over the original is the battle game. Apart from that, it's a disappointment. Dark, indistinct graphics, all-or-nothing steering and a surprising lack of speed mean there's no force to this G. ANDY MCDERMOTT

Rating 3

64 Magazine Bottom Line

Controls



Alternative

Extreme G : Acclaim (£49.99)
Reviewed: Issue 7, 80%
F-Zero X: Nintendo (import)
Reviewed: Issue 17, 90%

Rating

Graphics 3
Audio 3
Gameplay 2
Challenge 3

Overall %

70

Soundbite

A fairly average sequel, redeemed slightly by a decent deathmatch mode.

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- Top Gear Rally
- Wave Racer

SHOOT 'EM UPS

- Aero Fighters Assault
- Chopper Attack
- Doom 64 (UK)
- Duke Nukem
- Forsaken
- Goldeneye
- Hexen
- Lylat Wars
- Mission Impossible
- Quake 64
- Robotron 64
- Shadows Of The Empire
- Turok

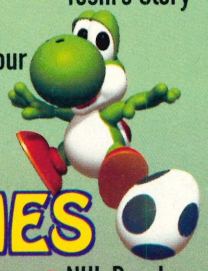




PLATFORM GAMES

- Banjo Kazooie
- Bomberman 64
- Bust a Move 2
- Chameleon Twist
- Jeopardy
- Mario 64
- Mischief Makers
- Puyo Puyo Sun
- Rampage World Tour
- Tetrisphere
- Wetrix
- Yoshi's Story





BEAT 'EM UPS

- Bio Freaks
- Clayfighter 63 1/3
- Dark Rift
- Fighters Destiny
- Killer Instinct Gold
- Mace
- Mortal Kombat 4
- Mortal Kombat: Sub Zero
- Mortal Kombat: Trilogy
- Mystical Ninja

SPORTS GAMES

- All Star Baseball '99
- FIFA '98: Road to the World Cup
- I.S. Soccer 64
- Madden 64
- Major League Baseball
- Mike Piazza's Strike Zone
- Nagano '98
- Nagano Olympic Hockey
- NBA Courtside
- NBA Hangtime
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Written by: Roy Kimber

Glov

A walking glove and a crystal that turns into a ball - what are these game design blokeys on?

A long, long time ago, many years before the birth of that miraculous creation we have all come to know as the N64, there was a game called *Marble Madness*. The object of the game was to guide a small round ball – the marble – through numerous levels filled with cunning obstacles and marble-mangling hazards. Gamers loved it, and nothing since has come close to matching it... until now.

Glover takes the best bit about *Marble Madness* – the marble – and adds something... a glove. But this is no ordinary glove, oh no. You see (warning, *Jackanory* moment approaching) once upon a time there was a peaceful land known as the Crystal Kingdom. The kingdom was made up of six unique worlds ruled over by a good wizard from his castle situated in the hub of the worlds. Upon this castle were mounted the seven crystals which gave the kingdom its name. Then one day one of the wizard's spells went wrong, and in the subsequent explosion the wizard was turned to stone and the seven crystals were scattered into the surrounding lands, turning them dark and evil.



▶ The Carnival bonus game is a shooting gallery. Like most of the bonus stages, it's practically a game in itself!



▲ You start in the hub world, which is where you'll find the first of the lost crystals/balls. This gives you a chance to practice moving it.



▲ The cause of all the trouble is a daft old wizard. When the game starts, a cutscene explains how things went wrong in the once peaceful Crystal Kingdom.

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	Nintendo/Hasbro
Developer:	Interactive Studios
Game Type:	Puzzle Adventure
Origin:	UK
Release:	November (TBC)
Price:	£49.99

$64,000 Question

- ⊕ Very nice cartoon graphics
- ⊕ Massive array of puzzles
- ⊕ Realistic physics on the ball
- ⊕ Original boss levels/bonus games
- ⊖ Puzzles and bosses can be frustrating

Memory Options

MEMORY:
Six save game slots
CONTROLLER PAK:
N/A

er



▲ A blast from the past crops up on the Carnival level – Glover can take control of a living space hopper to bounce over things!



▲ The Atlantis boss is three huge creatures on top of one another. Take out the bottom one with the ball and then fist slam the other two.

To cut a long story short, one of the wizard's magic gloves finds himself outside the castle and must track down the missing crystals and return them home in order to save the Crystal Kingdom.

All's Fair...

Which is where the game starts. Your task is to help Glover find all the crystals and bring them back to the cave on the hub world. Fortunately, the crystals are no longer crystalline, having been transformed into small bouncy rubber balls by Glover when the castle exploded to prevent them from shattering. This means that the balls can be bounced, thrown, whacked, and pushed around by said little white glove in order to get them through the six different worlds and back safely to the hub.



▲ The best bonus level has to be the Atlantis one. Cross-Stitch turns you into a frog and it's time for a 3-D game of *Frogger*!

Glover is definitely not an easy game

Basically, *Glover* is a 3-D puzzle game. As you progress through the six different worlds, you will encounter all manner of different obstacles which must be dealt with in different ways. Some will require you to activate switches, either with the ball or with Glover himself. Other obstacles might require you to use the ball as a missile, or to transform it into something else.

For the ball doesn't stay in just the one shape, oh no. With Glover's magic you can turn it from the standard rubber ball into a huge bowling ball which can smash through walls, into a magnetic ball which will stick to certain surfaces or back to the original crystal.

The different states of the ball, combined with the number of things that Glover can do with the ball (throwing, bouncing, and so on) mean that there are a massive number of different factors that the game designers have been able to use to create the puzzles.

One of the results of this is that *Glover* is definitely not an easy game. The ball itself moves incredibly realistically, bouncing, rolling and flying just like a real ball would – it even picks up snow if you roll it through a snowdrift. The simple fact that it has inertia makes the game a joy to play, but also means that, for example, when you're negotiating your way along narrow platforms it is all too easy to underestimate the ball's movement and plunge to your doom.



▲ The bonus level on Fear is a maze game in which you must guide the ball around without Glover. It's slightly reminiscent of *Pac-Man*.

...In Glove And War!

Fortunately this sort of thing has been anticipated and strategically stationed throughout the levels are checkpoints. After you've just completed a particularly tricky puzzle or negotiated some hazardous platforms for instance you'll usually find the welcoming glow of one of these, which stops you from going mad when five seconds later you destroy the ball, Glover or both in a foolishly rushed manoeuvre.

I Like To Move It, Move It!

Glover and his ball are extremely versatile. Here are a few of their more unusual moves :



CARTWHEEL



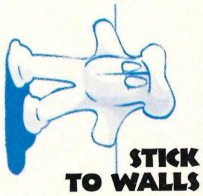
CAST SPELL



FIST SLAM



THROW



STICK TO WALLS



▲ On the Carnival boss stage, Glover finds himself (itself?) on a rotating disc, and must throw the ball at targets on the wall to defeat a huge clown.

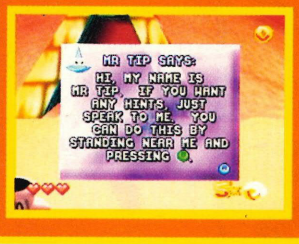


◀ Fraaaankie! Do you remember me? Cross-Stitch the evil glove brings 'Frankie', the Fear end-of-level boss, to life.



Mr Tip, Meet Miss Hint!

To help you get around in *Glover*, there's a small fellow called Mr Tip. He explains how to control the ball and occasionally gives you clues to certain puzzles. He's not the first such help character in a an N64 video game though... in the excellent 2-D platformer *Mischief Makers*, the main character was aided by none other than Miss Hint. Perhaps someone should set the two characters up on a blind date, and they could get together, settle down, get married and have lots of little Tints and Hips!





The six worlds in the game are all beautifully designed and cunningly thought out. The levels all adhere stridently to the theme of the world they are set in as do the enemies that you encounter on your travels. Emphasis seems to have been placed on both humour and gameplay equally, which is a pleasant surprise as it was beginning to seem that with the N64, a game that was funny couldn't be fun, and vice versa.

You'll Glove It!

Each of the worlds in the game has three normal levels, plus a boss level and a bonus level. The bonus levels can only be accessed by collecting all the small yellow and red tokens that proliferate on every level of the game. It's worth making the effort to go back and find them all though, because each of these bonus levels is effectively a game in itself and should provide endless hours of fun.

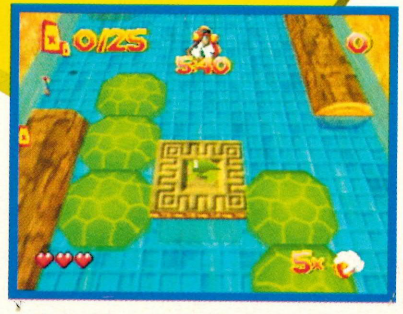
On the whole, *Glover* is an extremely playable and very challenging puzzle adventure, which should take even the seasoned gamers out there some time to finish completely. That said, some people might be turned off by the difficulty level, which is a lot more like what you would have expected to find in computer games some years ago than the 'finished-by-lunchtime' level of play the majority of games seem to have now. Fortunately for anyone who might be put off by this there *is* an easier level of difficulty for the gaming wimps amongst you, the only restriction being that you can't access the bonus levels from it.

No matter what kind of games you're into, give *Glover* a try and experience what a *real* video game is like!



▶ When Glover is thrown out of the castle, the other glove falls into the magic cauldron and becomes the evil glove, Cross-Stitch.





▲ The best bonus level has to be the Atlantis one. Cross-Stitch turns you into a frog and it's time for a 3-D game of *Frogger*!



▲ When you get onto the Prehistoric level the ground shakes to some incredible roars. It turns out to be this minuscule T-Rex.



▲ One of the weirdest enemies in the game is this love-struck Triceratops with a handbag, who throws herself on top of you!

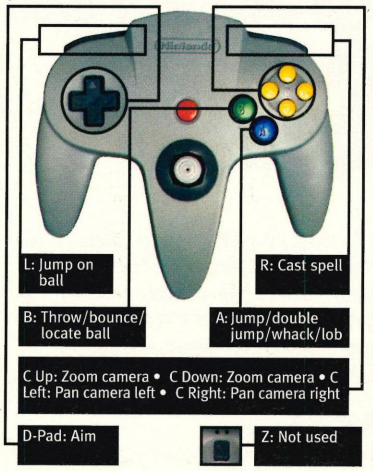
2nd opinion

An overload of cuteness? Maybe. A hugely entertaining action-puzzle romp? Definitely! Like *Silicon Valley*, also reviewed this issue, *Glover* attempts to do something different, and succeeds. The problem now is which one do you buy? ANDY MCDERMOTT

Rating NN NN NN NN N

64 Magazine Bottom Line

Controls



Alternative

Space Station: Silicon Valley: Hasbro (£39.99)
Reviewed: Issue 20, 87%
Banjo-Kazooie: Rare (£49.99)
Reviewed: Issue 16, 95%

Rating

Graphics NN NN NN NN N

Audio NN NN NN NN N

Gameplay NN NN NN NN N

Challenge NN NN NN NN N

Overall %

85

Soundbite

A beautifully conceived and stylishly produced 3-D puzzle adventure game.

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Written by: Roy Kimber

Ninfo

PLAYERS:

CART SIZE: 96 M.

RUMBLE:

Publisher	Take 2
Developer:	DMA Design
Game Type:	Puzzle/adventure
Origin:	UK
Release:	November
Price:	£49.99



▲ One of the fastest animals in *Silicon Valley* is the 'racing mouse'. To give him his turn of speed he's been fitted with wheels.



▲ Holding Z will lock the camera behind you. If you look carefully, you can just see the wall of the space station in the distance.

Space Statio

Robotic sheep. Foxes with wheels. Walruses with propellers. This is one weird game!

If you've seen the film *Event Horizon* then you'll be familiar with the basic storyline behind *Space Station: Silicon Valley*. A huge, state-of-the-art space vehicle that vanished into deep space some time ago has returned suddenly from the depths of nowhere, and the governing forces on Earth want to know why.

It's at this point that the two storylines diverge a little. In *Event Horizon*, the government send a crack rescue team in a multi-billion dollar spacecraft to investigate the problem, encounter living embodiments of their own worst nightmares and ultimately end up in the seventh level of Hell .In *Silicon Valley*, the government sends out 'heroes for hire' Dan Danger and his robot sidekick Evo in their craft, which is the spacegoing equivalent of a second-hand Morris Minor, to deal with a load of slightly loopy robotic animals.

Not surprisingly Dan and Evo cock things up and manage to crash their craft on the station, destroying Evo's body and crushing a lovestruck robotic sheepdog in the process. With a flash of inspiration, Evo's cerebral chip takes refuge in the body of the defunct dog



▲ One of the earliest missions involves penning some robotic sheep. To do this, you need to use a robotic sheepdog to round them up.



▲ 'Walrace 64' is the second bonus game in *Silicon Valley* and is very reminiscent of *Wave Race*!



▲ You've heard of Rommel, the Desert Fox? Well, meet another desert fox – and this one's packing some heavy firepower!

Memory Options

MEMORY:
Four save game slots
CONTROLLER PAK:
N/A

$64,000 Question

- ⊕ Massive range of playable characters
- ⊕ Vast array of 3-D puzzles
- ⊕ Huge range of environments
- ⊕ Funny
- ⊕ Imaginative animals
- ⊖ Camera angles often a pain



▲ Taking control of an extremely heavy animal, the pink hippopotamus, you can sink below the water to trigger a switch...



▲ ... which sets the logs on the water moving. Then all you need to do is switch back to the hyena, and it's time for a mini-game of *Frogger*!



n: Silicon Valley

and he sets out to find the necessary means to repair himself, their craft and the space station while at the same time attempting to discover what happened to the station crew.

Body-Snatching Bot

You assume control of Evo's chip just after he's parted company with his head and the first order of business is to hop into the body of the defunct robotic sheepdog. This is one of the innovative features of *Silicon Valley*. Evo has the ability to transfer his consciousness into any dead robot that he wishes, and this concept is what the majority of the puzzles that make up each level of the game are based around.

The idea is to move from level to level activating, deactivating, repairing and destroying various station systems along the way. To assist Evo in his quest, Dan offers helpful (and not so helpful) advice from the safety of their grounded

▼ No desert would be complete without a camel. The camel's main armament is, of course, projectile spitting.





▲ Intrepid hero Dan elects to let Evo do all the work while he sits safely in the cockpit of their spacecraft. What a brave chap!

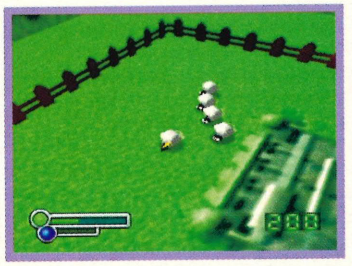


▲ On one level, you have to find and retrieve the frozen severed heads of the station scientists – who says this game is for kids?

There's a lot of fun in butchering innocent penguins!

Ramming Speed!

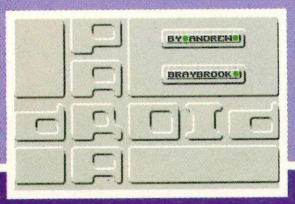
Take control of a ram, and you gain a posse of sheep! Although the sheep are actually fairly useless in this respect, on later levels you can take control of the penguin and rat kings, who have their own little army of followers that will attack on your command.

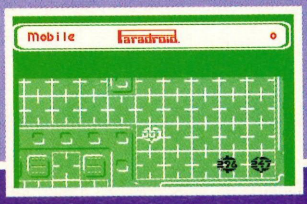




Paranoid Droids

Space Station: Silicon Valley isn't actually the first video game to use the idea of possessing robots as a gaming element. Back in the days of the old Commodore 64, a classic shoot-'em-up called *Paradroid* did exactly the same thing, albeit with far simpler, less outlandish robots.







▲ The penguin is one of the cutest of the animals, and you'll meet him on the second environmental stage.





▲ Every time you take control of an animal, you get a futuristic statistics screen that explains all the functions of that particular robot.



▲ *Silicon Valley* gives a literal meaning to the term 'dogfighting'. You control a dog with the body of a plane in this first bonus level.

ship. It's then up to Evo to assume control of the various robotic animals he encounters in order to complete various tasks – the only catch being that he must kill the animals first.

As a result, a lot of the gameplay in *Silicon Valley* involves beating, shooting, squashing or otherwise maiming a whole host of weird, cute, cuddly animals. If this seems a little sick, it is! At the ECTS show, one of the guys who worked on the game explained that DMA deliberately decided all the animals should be robots for the very reason that they could then do all manner of unspeakable things to them.

Robots they may be, but a robotic cute bunny still looks like a cute bunny! Those of you with a slightly warped sense of humour are going to love the visual gags in this game. Those of you of a more sensitive disposition might be a little disturbed by it all, but after a while you'll come to understand the fun involved in butchering innocent penguins and launching rocket attacks on bunny rabbits with helicopter rotors for ears.



▲ On later levels of the third stage you'll meet a second-generation camel. This one has a gun turret on his back!

Worlds Within Worlds

The levels in *Silicon Valley* – 30 in all – are divided into four distinct environmental sections; European, Ice, Jungle and Desert. Each environment has its own terrain and its own environment-specific wildlife.

Puzzles in the game start off fairly simple and get progressively more complex as you move through the game. On the first level for instance, the two tasks are to find a sheep (in other words, kill and possess it) and to locate some energy, neither of which should present much of a problem. On later levels, however, the puzzles become far more complex.

You can't just go around killing everything either. While you're initially fairly safe annihilating pretty much any animal you see and taking control of them for a bit of driving and weapons practice, on subsequent levels it becomes imperative that you don't kill the wrong ones. On one level, for instance, several small penguins hold notes that you need to complete a tune. The penguins will only give up the notes to the right animal and if you inadvertently kill any of them you won't be able to finish the mission.

Turbo Tortoise Action!

Silicon Valley is fairly non-linear in nature. Within a level, the various missions can usually be completed in any order, although sometimes you'll need the result of one mission to finish a different one – you might need to activate a computer as one mission objective and then make use of that

An attempt at an innovative game that actually works!

Outlandish Animals

Some of the animals in *Silicon Valley* are fairly ordinary-looking, such as the penguins, and the standard bunny rabbits. Others have been somewhat 'enhanced' however, and as a result, look a little strange. These include a 4WD racing fox, a bunny with rotor blades for ears, an extremely strange rocket-launching husky on skis, a propeller-powered walrus, a flying dog – for 'dogfighting'... geddit? – and a polar bear with caterpillar tracks who fires shells from his nose and drops mines from his butt!



▲ The elephants are one of the biggest animals in the game. To get control of this one though, you've got to kill it with your racing tortoise.



▲ Audio is another innovative element. The closer you get to the speakers in the game, the louder the music gets.



computer for a second objective. As far as the stages themselves go, you only need to complete some of the levels in the first stage to open the first level in the second stage. This means that you can start a new environment before you finish the previous one, thus (hopefully) preventing you from getting stuck on one level and the whole thing becoming too frustrating.

The final level of each environmental stage is a bonus game and the reward for the winner is a piece of Evo's original robot body – after all, he couldn't very well go back home and visit the local heroes' club wearing a sheep, could he? These bonus games are nicely thought out, and the final one is almost a game in itself!

▲ Assume control of a vulture or any of the other flying robots, and you can take to the skies for some flying practice.



R-Evo-lutionary Gameplay

Silicon Valley is unusual in that it's an attempt at an innovative game that actually works. The variety of different animals that you control with their widely differing control methods and abilities means that the game never gets boring, and the fact that it's possible to go from an elephant to a flying parrot to a swimming fish – all of whom have unique control characteristics – means that each level can be totally different in gameplay to the previous one.

The puzzles in *Silicon Valley* are varied and fun, preventing the whole thing from just becoming a matter of repeatedly killing things, and this is yet another factor which keeps the interest going. The learning curve is well thought-out – you should breeze through the first few stages fairly easily, giving you a chance to get used to handling the first animals you encounter, but pretty soon everything becomes a lot less obvious and you'll find yourself needing to put a lot of thought into the game. This isn't a game you're going to finish overnight.

If you like cute cartoon animals and mind-boggling puzzles then you're going to love this game. At the same time, if you hate cute cartoon animals then you're going to enjoy being able to massacre them. So, something for everyone!

Would You Like Chips With That?

Evo's cerebral chip can actually move around without a body to a limited extent. However, this isn't recommended as the chip is fragile and loses health the longer it is sans body.



2nd opinion

You've got to admit, *Silicon Valley* is different! It's also extremely playable, and surprisingly tough in places. The numerous animals have loads of character, and having to switch between them to solve puzzles will keep your brain buzzing for ages. ANDY MCDERMOTT

Rating 4



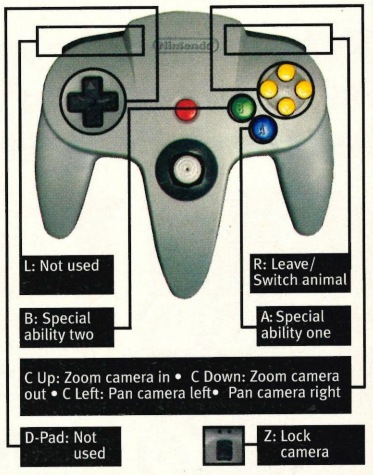
▶ The final bonus game is a boxing match. You start off facing a 'useless camel' but soon come up against some far more handy opponents.



◀ The crazy bears are hilarious. The way they walk is brilliant to watch, but don't let them get too close or... they go crazy!

64 Magazine Bottom Line

Controls



Alternative

Banjo-Kazooie: Nintendo (£49.99)
Reviewed: Issue 16, 95%
Glover: Nintendo/Hasbro (£39.99)
Reviewed: Issue 20, 85%

Rating

Graphics 4
Audio 4
Gameplay 5
Challenge 4

Overall %

87

Soundbite

Weird, sick, quirky, innovative 3-D arcade puzzler.

Written by: Ben Lawrence

WCW Vs NWO

Where do they sell those horrible coloured XXXL leotards? We want some!

Ninfo

PLAYERS:

CART SIZE: 128 M

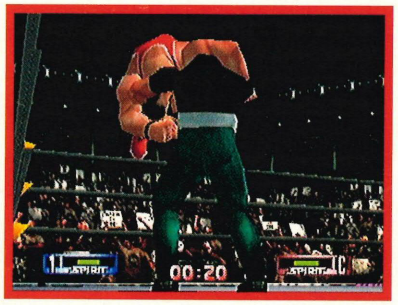
RUMBLE:

Publisher	THQ
Developer:	THQ
Game Type:	Wrestling
Origin:	USA
Release:	November '98
Price:	£49.99

Those nutty Americans just love to watch bearded, tattooed men throwing each other about in a ring. They also love taking the part of those hairy giants, and another wrestling game has arrived to prove it. Big Daddy would be doing clotheslines in his grave.

They're All Mad!

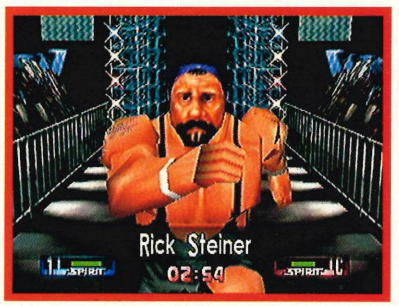
THQ made their N64 debut with a well-received wrestling game (*WCW Vs NWO World Tour*). Because they obviously hit upon a good thing, they have produced another spandex covered sweatfest.



▲ Lift your opponent by his neck, raise him high into the air and slam him down hard to the floor. Then apologise quietly in his ear as he squirms.



▲ The look on the British Bulldog's face says it all. Lets hope his opponent isn't too scared, or else the Bulldog is in for a hearty treat!



▲ Give one opponent enough of a licking and another will bound towards you with their deformed face. Arghh! Run away, run away!

The first thing that struck us about *Revenge* was the gorgeous chunkiness and animation of the wrestlers. Although some of the bigger guys are fairly blocky, the movement and execution of grips and manoeuvres are beautiful. The wrestlers can clothesline each other, jump from the corners, bend limbs into origami birds and everything else you would expect to see from the overweight circus clowns. These qualities come with every wrestling game, but where *Revenge* excels is not only the ability to fight outside the ring (like other games) but you can allow the crowd to join in! Yes, these psychotic soda-slurping spectators will gladly hand you a dustbin to clobber your opponent with. Thank you, very handy.

When you do pull off a killer move, of which there are loads, the camera automatically replays a quick burst of the action from the best angles – an excellent new addition. It also makes the game more of a televisual experience, as does the heavy metal soundtrack, but be prepared to grab the mute button if you're not into that type of music. The choice of wrestlers could also fill a home shopping catalogue. The old favourites are here, which means Hulk "I want to be Arnie" Hogan gets the chance to tear some t-shirts, but there are also a pack of completely original wrestlers, all of whom can be customised to your specifications. THQ Man looks like a Marvel superhero, and fights like one too. We wonder why that is?

Giant Haystacks

There are numerous arenas, as well as styles of wrestling match. From one-on-one exhibition fights to world championship, all tastes are catered for. Options like tag teams and the Battle Royal mode, where up to 40 fighters queue up to slug it out, all give *Revenge*

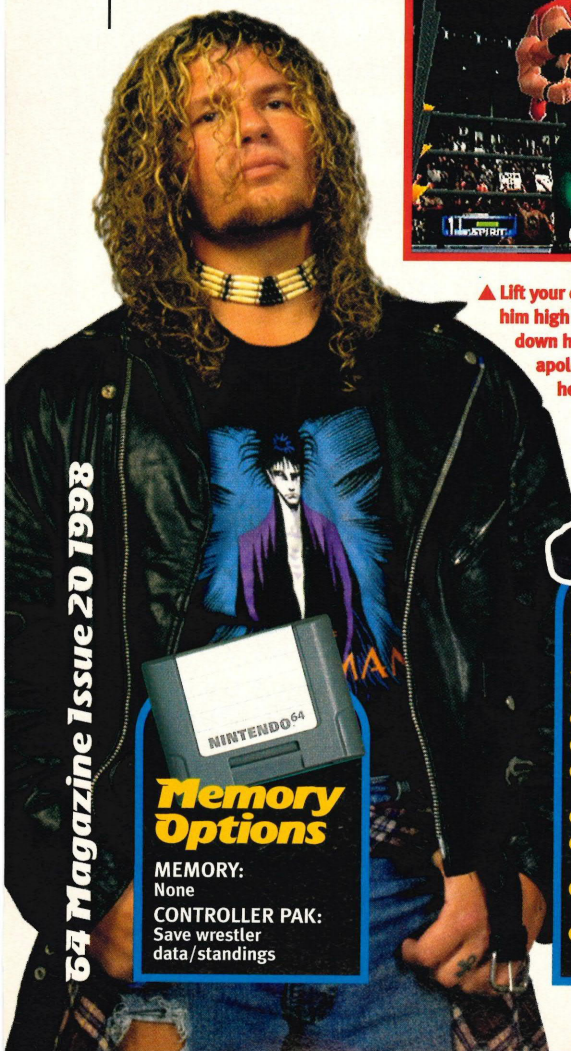
The choice of wrest





▲ Sit on the poor guy and tickle him. This will have him giving up in next to no time and laughing as he does it.

◀ The tag team option allows your wrestlers twice the fun. It also means twice the amount of bruises they can endure.



Memory Options

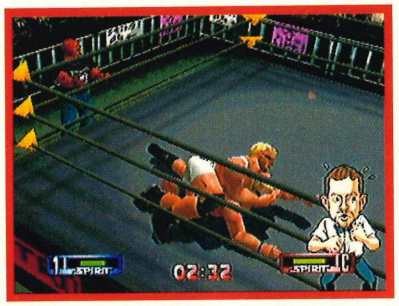
MEMORY:
None

CONTROLLER PAK:
Save wrestler data/standings

$64,000 Question

- ⊕ Tons of wrestlers
- ⊕ Huge amount of moves
- ⊕ Superb camera angles and replays
- ⊕ Weaponry included!
- ⊕ Customise your own wrestler
- ⊖ Heavy metal soundtrack
- ⊖ Slightly dodgy fighter recognition

Revenge



▲ He's not heavy, he's my bearded nemesis. The look on his face suggests the hard floor doesn't look that appetising.



longevity. You can even get out of the ring and start beating up your rival's manager if you like.

The main thing worth noting is the combat system. Although the moves are superbly carried out, once a lock on to your opponent is established, getting there is a bit problematic. This normally occurs during a Battle Royal style bout when there is more than one wrestler to have a go at. You may find your wrestlers standing looking menacingly at each other rather than carrying out the Boston crab. After a quick slap across the chops though, your opponent soon realises that it is him you want to start on, so they are more than happy to oblige you! Another strange thing we noticed was the way the wrestlers slid across the canvass when in close contact with others rather than moving their legs.

These criticisms are hardly that substantial, because it serves up so many arm twisting dollops of variety that if *WCW Vs NWO Revenge* were a confectionery, Quality Street would be put out of business! A worthy contender in the completely unrehearsed world of wrestling. Worth a peek if you're a fan.

▲ The t-shirt ripping, gremlin-threatening Hulkster is still in the biz. He must be coming up to his 80th birthday soon.

▼ Look at the struggle etched on the wrestler's face. Can he continue knowing he's got a huge rip in the seat of his pants?



lers could fill a catalogue!

▶ The skeleton was on his way to a fancy dress party when he got bullied into doing this. He now regrets not hiring the naughty schoolgirl uniform.



2nd opinion

With the new characters, better animations and weapons in the ring, this is a definite improvement on the first *WCW* game. Although graphically *Revenge* isn't quite as good as *WWF Warzone*, it just pips it at the post for gameplay, making it an essential buy! ROY KIMBER

Rating

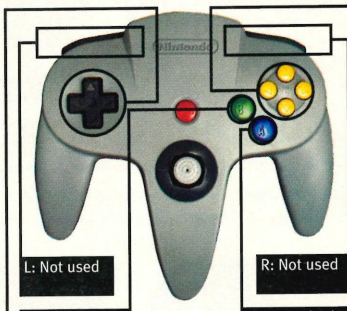
The Head Quaver?

This is THQ's wrestler. He's one mean piece of lycra-covered leaping lunacy! He puts up quite a struggle, so selecting him is one way of learning his moves. To outsmart him, pull the hood over his eyes and blow a raspberry. That should do it.



64 Magazine Bottom Line

Controls



Alternative

WCW Vs NWO World Tour: THQ (£54.99)
Reviewed: Issue 9, 83%
WWF Warzone: Acclaim (£59.99)
Reviewed: Issue 16, 90%

Rating

Graphics

Audio

Gameplay

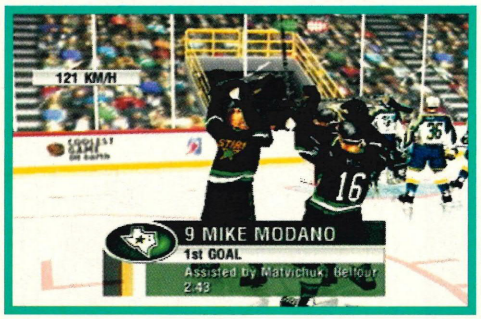
Challenge

Overall %

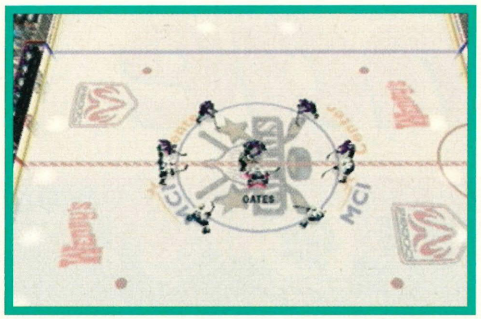
87

Soundbite

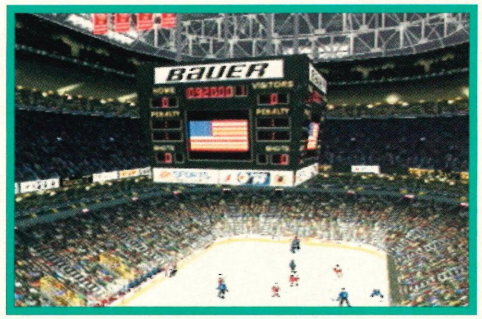
Leotard wearing loonies on top form!



▲ Smacking them home, your players then jump around like loonies and wave their sticks in the air. Bless 'em.



▲ Itsy Bitsy Teeny Weeny little fellas all playing ring-a-ring-a-roses... with body armour and face shields.



▲ This place is huge! At one point we thought we saw Jean Claude Van Damme swinging from the scaffolding.

NHL '99

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	EA Sports
Developer:	EA Sports
Game Type:	Sports sim
Origin:	US
Release:	Out Now
Price:	£49.99 rrp

Ice skating? For sissies, surely? Not when you've got a puck in your privates!

There have been quite a few ice hockey games on the N64 and some have looked surprisingly samey. No, we're not looking at you, *Wayne Gretzky*. Oh all right then, we are... and we're pointing. Hang on though, sliding across the ice in slow motion comes something else. The crowd is cheering, the tannoy is bursting with over excited commentators and someone's dropped their hot dog. EA's *NHL '99*, the long distant cousin of the Sega Mega Drive's *NHL* game (which we so fondly remember) has just entered the rink. Torvill and Dean, get off and let us watch some serious action.

NHLovely

Unfortunately, ice hockey isn't that hot over here in Blighty but is apparently the fastest growing indoor sport, which means those eager to get beaten up on a solidified pond should well take a look at this. Featuring all the NHL teams and top international sides, all superbly animated in hi-res, you can then play any match (is that what they're called?) that the NHL recognises. Selecting any team you want, it's basically business as usual, undertaking friendlies, tournaments and championships. Only more so.

The controls are devastatingly simple and the analogue stick literally pirouettes about in its socket when used. The players seem to take pleasure in being controlled, sliding about and thumping each other with the most graceful right hooks you've

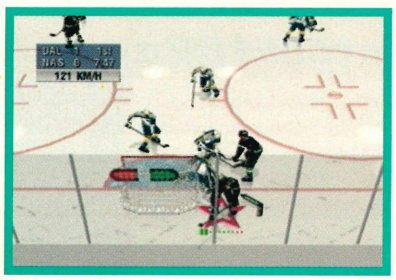


$64,000 Question

- ⊕ Hi-res
- ⊕ Easy to control
- ⊕ You can fight!
- ⊕ Numerous teams and camera angles
- ⊕ As smooth as a vaseline sandwich
- ⊖ Large borders
- ⊖ It's ice hockey
- ⊖ England are rubbish



▲ Face off! Concentrating on the opposition, noting their positions and thinking tactfully. Alternatively just ram them off the ice!



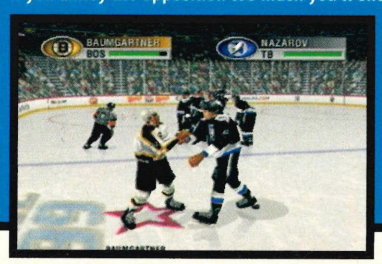
▲ So eager to put the puck in the goal, a huge bundle takes place ending in shattered bone, blood, and loud cheering from the crowd.

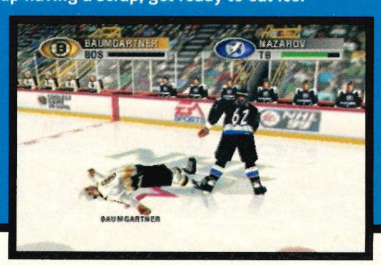


▲ The choice of team is outstanding, meaning you can play England as well – if you're really that daft.

I'll Tear Your Face Off!

If you annoy the opposition too much you'll end up having a scrap, get ready to eat ice!



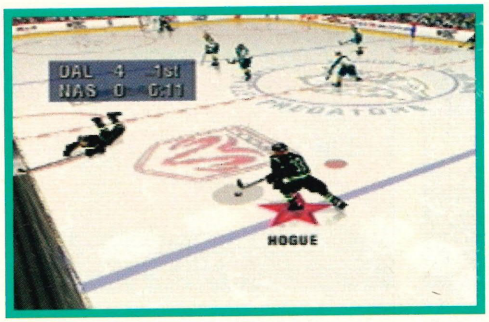




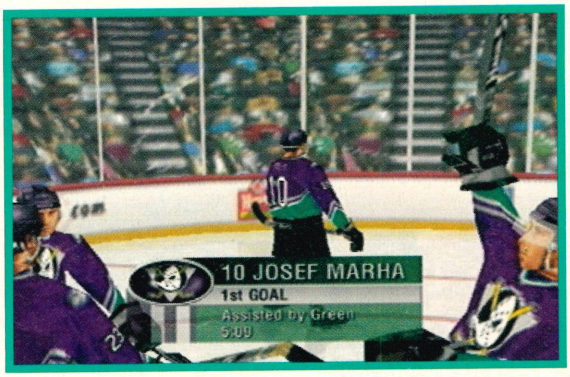
Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves leagues, custom teams, stats



▲ Taking too many knocks, the players then lay down for a bit and let everyone else get up to mischief.



9

ever seen. Yes, something we are all glad to see are the one-to-one fisticuffs that take place on the ice. They're no *Mortal Kombat* contenders, but hockey wouldn't be hockey without a good punch up.

Every aspect of ice hockey has been included, ranging from penalty time off rink, shootouts and the annoying organ music to the commentators urging people to buy their souvenir programmes. If it were any more realistic you'd need mittens!

NHLooks

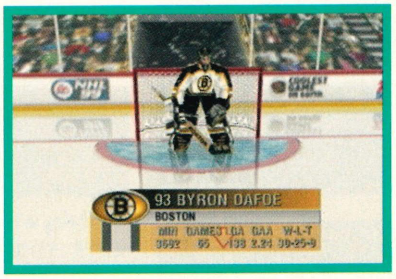
The attention to detail was a major thing that got us rubbing our sweaty palms – well, Roy rubbed his sweaty palms, we rubbed our dry palms. The ice rink looks, sounds and would probably smell like real ice if we could get close enough and with numerous camera angles it is possible to get any decent view imaginable. The atmosphere generated by the crowd comes across so well too, that they boo if the away team starts scoring. Juicy! The players react to goals and other characters just as you would expect, and even the ref can be skated through so he doesn't interfere with play. Even juicier!

▲ The Stepford Ice Hockey Players. They all look the same, all sound the same and are probably robots underneath.

One rather spooky thing was that the texture-mapped faces of the players. They all looked the same. This is either down to cloning, or they are all from a large interbreeding family. No worry though, simply customise your own team complete with their own faces, numbers, weight and height. A word of advice though, a team of four foot players weighing over 300lbs aren't going to win.

If you already own an ice hockey game the chances are you not going to be skipping off down the shops with a fat wad of money for this one. If, however, you don't own one yet, and are interested in learning the delicate art of arguing over a flat carbon disk with other fully grown men... on ice, give *NHL '99* a once over. It's the best ice hockey game on the N64, it's just a pity hardly anyone cares about the sport in England.

▶ This guy is going to have to use all that padding just to remain standing. It looks like he drew the short straw.



2nd opinion

This game is fast, smooth and responsive, with a massive range of options and excellent graphics. When the camera pans round the arena at the start you could mistake it for real video. Against the other hockey games available it's easily the best of the rest! ROY KIMBER

Rating





If it were any more realistic you'd need mittens!

64 Magazine Bottom Line

Controls



Alternative

Wayne G's 3-D Hockey '98: GT (£59.99)
Reviewed: Issue 10, 78%
NHL Breakaway: Acclaim (£59.99)
Reviewed: Issue 12, 85%

Rating

Graphics



Audio



Gameplay



Challenge

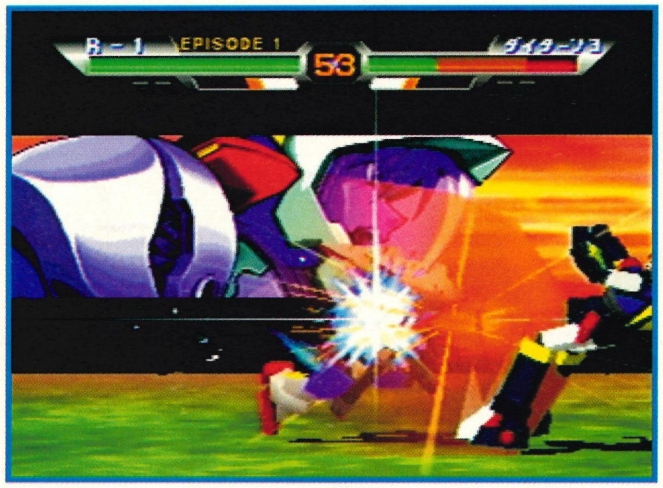


Overall

88%

Soundbite

If you are after an ice hockey game, *NHL '99* is the best of the bunch!



▲ Every robot has a devastating super-special attack. When you activate this, the screen darkens and pilot of the robot appears.



▲ Okay, you've got a bloody great laser cannon, so you shoot him in the head, right? Nope, you trip the guy up – he didn't expect that!



▲ The only problem with Devil Gundam comes if he manages to get into the air. At this point he becomes very difficult to hit.

Super Ro

Ninfo

PLAYERS:

CART SIZE: 64 M.

RUMBLE:

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

It's not super, it doesn't have spirit, but it does have some robots!

Occasionally, a game appears that can only be described as 'ahead of its time'. This happens all too seldom. Unfortunately, far more often a game appears that can only be described as 'behind its time.' *Super Robot Spirits* fits into the latter category.

If this game had come out around the time that the N64 was first released, about two years ago, then everyone would doubtless have raved about the 'massive polygon action' and the 'awesome special moves'.

As it is, following on the heels of beat-'em-ups like *Mortal Kombat 4*, *Bio Freaks* and *Mace: The Dark Age*, *Super Robot Spirits* drops into the category of 'nice idea, shame about the game'.

One Punch Wonders

The plot behind *Super Robot Spirits* will be familiar to anyone who's a fan of Japanese anime and more specifically, *Robotech*. In the future it seems, all combat will be taken on by giant robots. In this way, when war breaks out, rather



▲ This rather nice visual effect signifies the fact that Master Gundam is about to kill you.



▶ This is one of Judecca's attacks. She morphs into a giant scorpion and attacks with her tail.



▲ Fighting in water is a change from fighting on land – except for the fact that the gameplay is exactly the same.



Famous Five



Remember that classic cartoon *Battle Of The Planets*? For those that don't, it was a violent Japanese anime cartoon cleaned up for the UK market by the clever plot device of declaring all the bad guys who died by the busload every episode to be robots. The heroes were G-Force, which consisted of a heroic leader (Mark), an angry rebel (Jason), a girl (Princess), a fat bloke (Tiny) and an androgynous kid (Keyop). Anyone who wondered what happened to G-Force when the series ended, take a look at the team piloting giant robot Voltes V. Look familiar?



This game just holle



▲ In the future (apparently) robots will be an awful lot more athletic than they are now – this one could do his own exercise video!

2nd opinion

What the producers were trying to do with *SRS* was give it clean, anime-style visuals. Unfortunately, it just looks like they couldn't be arsed to finish the graphics! You can also beat the game on your first go using only one button. One for the scrapyard. ANDY MCDERMOTT

Rating



▲ One way to avoid a nasty attack is to take off. You can then hover above your opponent and shoot down at them.

bot Spirits

Supplied by: Department 1
Contact info: (0171) 916 8440





$64,000 Question

- ⊕ Excellent anime sounds and music
- ⊕ Quite nice animation
- ⊖ Only a few combatants
- ⊖ Too easy to complete

rs 'average'!



Memory Options

MEMORY: Stores top scores and times
CONTROLLER PAK: N/A

than millions of people getting slaughtered, a couple of robots get a bit dented. Civilised or what?

When *Super Robots Spirits* was seen at Space World last year, there were comments that it'd look very nice once they put the textures in. Sadly the textures had apparently already been put in. Because of this, the game looks a lot like an early Saturn product.

The proof of the pudding however is in the playing, and if *Super Robot Spirits* had top-notch gameplay then maybe the fairly middle-of-road graphics could be overlooked. Unfortunately it doesn't.

Some thought has obviously gone into the game as each robot – of which there are ten in all, although only seven are initially playable – has a wide range of moves and some fairly impressive special attacks. The sad thing, though, is that you can beat every robot using just one punch.

The arenas in the game are nicely detailed but totally barren, with inert scenery that doesn't have any affect on the combat at all. The only innovative part is the air combat, where the robots take off and hover at a set height. It's then possible to shoot down at opponents, or, if they take off too, continue the fight aloft with slightly different moves.



▲ The giant robot wheelbarrow race looked to be a walkover for last year's champions, until it all went horribly wrong.



▲ The final robot, Judecca, is huge and has a vast array of deadly special attacks. Punch her several times though and she's history.

Unfortunately this was done better in *Bio Freaks*. The aerial combat is basically the same as fighting on the ground but with fewer moves. And it's important to mention that if the CPU player takes off first you're hard pressed to beat them, as they knock you down every time you attempt to fly.

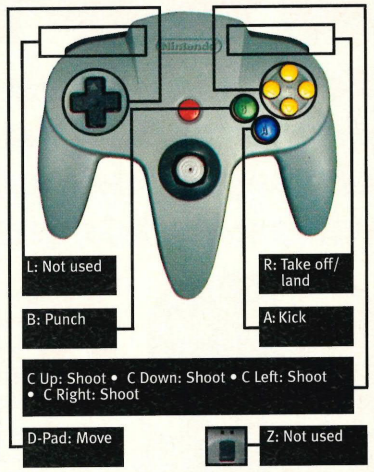
Spirits? Mine's A Whisky!

It's possible that fans of giant robot cartoons might be attracted to the 'robot battle' aspect of this game, but it has to be said that on screen they play much like characters in any other beat-'em-up, only less responsive. Now if it had tanks and buildings with small men running and screaming from the devastation the robots caused, then that'd be something, but it doesn't.

This game just hollers 'average'. You can almost see the game the designers were trying for, but they haven't quite succeeded. You might like it if you're an anime robot obsessive, otherwise stick to *MK 4*.

64 Magazine Bottom Line

Controls



Alternative

Mortal Kombat 4: GT Interactive (£44.99)
Reviewed: Issue 19, 86%
Bio Freaks: GT Interactive (£44.99)
Reviewed: Issue 19, 82%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

49

Soundbite

Average beat-'em-up that would've been okay a few years ago on the Saturn.

Written by: Roy Kimber

NASCAR '99

Some would say that driving round and round in circles is boring. NASCAR fans would disagree...

Ninfo

PLAYERS:

CART SIZE: 96 M.

RUMBLE:

Publisher	EA Sports
Developer:	Stormfront Studios
Game Type:	Racing Sim
Origin:	USA
Release:	Out now (import)
Price:	£49.99

Not many people in Britain know a lot about NASCAR stock car racing. Although it's shown on British television very occasionally, such as when Nigel Mansell tried and, er, failed, most people's experience of NASCAR will probably come from the Tom Cruise film *Days Of Thunder*.

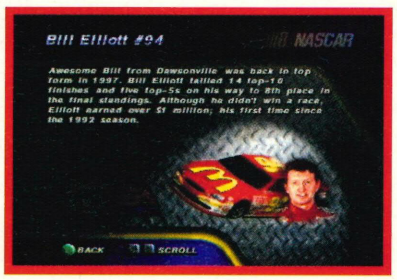


▲ The in-car view is nicely done, with a responsive steering wheel and moving hands. Unfortunately it limits your view of the track.

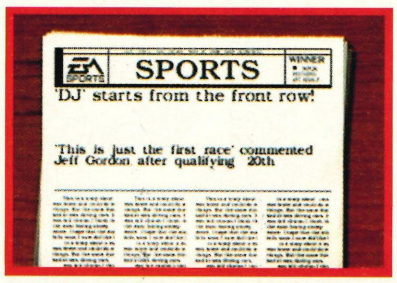


$64,000 Question

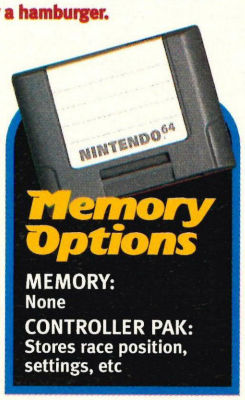
- ⊕ Very fast
- ⊕ Tinker with all car specifications
- ⊖ Racing in a circle becomes repetitive
- ⊖ Tracks fairly boring to look at
- ⊖ No lasting appeal unless you're a NASCAR fan, and even then...



▲ Fans of the sport can find out the latest info on their favourite drivers. Hmm... I have the sudden urge for a hamburger.



▲ After each race you'll get a newspaper, the headline of which depends on how you did. Try to control your excitement.



Memory Options

MEMORY: None

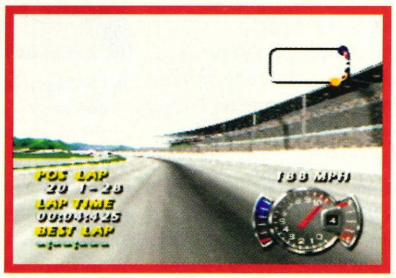
CONTROLLER PAK: Stores race position, settings, etc

In the film (and indeed, on TV) the sport is fast, dangerous and exciting. These elements are what any NASCAR videogame needs to make it a success. Sadly *NASCAR '99* doesn't quite pull it off. In fact it comes across about as dangerous as a game of Scalextric, and a lot less exciting.

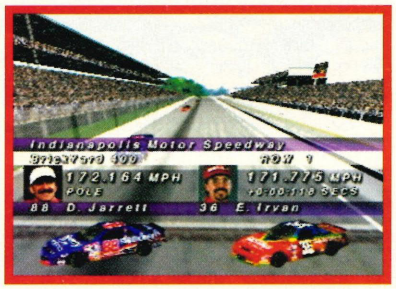
For those that don't know, in NASCAR the cars are all fairly similar. They have to be based on one of a few 'stock' designs (hence the name) with similar engines and chassis. This means everyone starts off fairly equal and it's skill alone that decides the winner, with maybe a little bit of luck.

Get Your Motor Running...

NASCAR '99 offers a massive range of options, which isn't surprising as EA are renowned for their front-end



▲ The full-screen view is extremely fast, and the best view for getting a real 'racing' feel. It also emphasises the 'fade in', though.

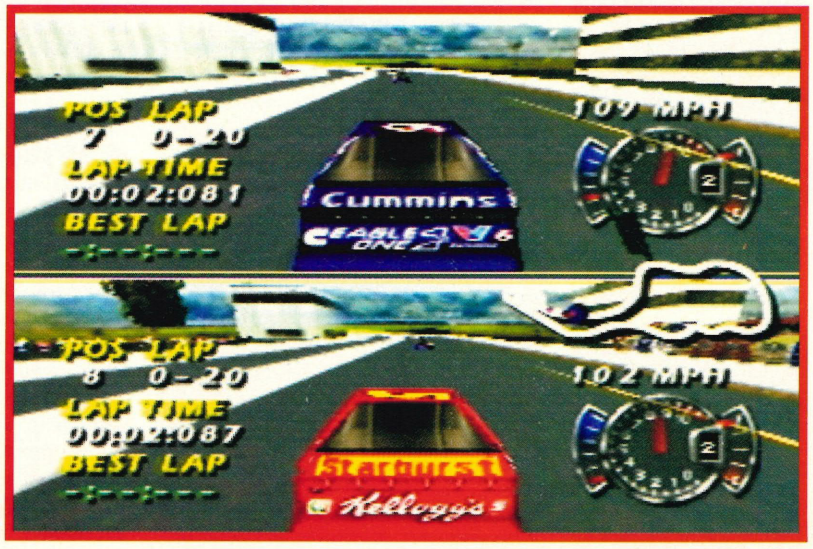


▲ At the beginning of a championship race you get statistics on the drivers and their cars in grid order. Ooh.

Less exciting than a

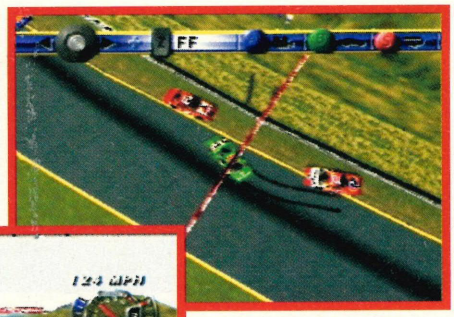
presentation. Adjustable features include the car setup and handling, the strength of the opponents, car damage and the laps per race – from one to four hundred! All the options screens are easy to read, and there's a quickstart option included for those who just want to get straight into it.

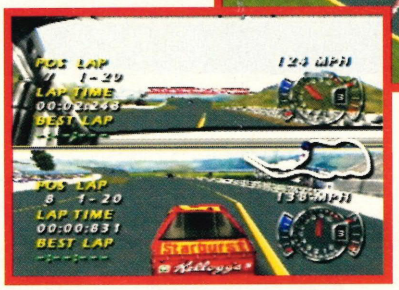
The speed of the game is pretty quick, a lot better in fact than the disappointing *GT 64*, and the cars are nicely detailed. If you elect to have damage switched on, then colliding with other cars or track walls can result in wings breaking, bonnets buckling and even wheels falling off. This is fun at first but quickly becomes irritating, because your car falls behind the pack if it takes too much damage. To prevent



▲ Unfortunately *NASCAR '99* doesn't support more than two players. The two-player split-screen is still fairly fast, but the level of detail is lower.

9





▲ The two-player mode does, rather unusually, include an in-car view. However, it's a very simplified one.

▲ This is quite a cool view; unfortunately you can only access it in replay, not actually play it. Which is a shame.

2nd opinion

NASCAR is noisy, repetitive and ultimately boring... so it's just like the real thing! It looks dated, the controls are appallingly wooden and the commentators should be strung up by their testicles. With barbed wire. Even the frequent crashes are lame! ANDY MCDERMOTT

Rating



game of Scalextric!

this you can turn the damage off, or there's the option for limited damage so you can watch bits fly off without inhibiting your performance too much.

Roundabout Racing

Fairly quickly you'll notice one thing about the game. Nearly all the tracks are oval in shape, meaning that you're constantly turning left – and nothing else! There are two tracks of a less regular shape, but even these aren't very challenging when compared to your average rally or F1 track.

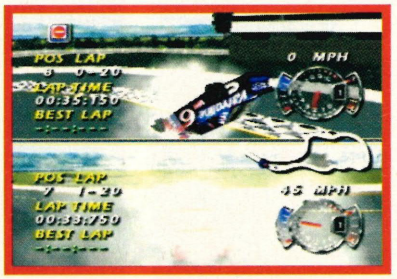
This is the thing about *NASCAR '99*. If you're into NASCAR racing, and like the thought of driving in a circle hundreds of times doing very little apart from admiring the scenery – of which there isn't much – then this game might be for you. If, however, you like your driving a bit more varied, then you're not going to be impressed.



▲ Although flipping the car out is pretty good fun, it's not advisable to do it in a serious race, otherwise you'll end up way behind.

It has to be said that even NASCAR fans might not like this game because although it does run fairly fast, it doesn't capture the thrill of the real thing. Although there's no pop-up, the background instead fades in, which is a bit naff considering that there's not much to it!

Two-player mode is okay, although the sparse scenery is further simplified. If you *are* a NASCAR fan, then perhaps give this a look, but you're likely to just be disappointed. Again. Just what *is* it about the N64 and racing games?



▲ Here both player 1 and player 2 are in trouble – as you can tell from the amount of smoke on both screens.

Own Your Own Race Track!

NASCAR '99 really *isn't* as exciting as the popular 'racing-small-models-cars-around-a-loop-of-track' hobby that is Scalextric. And when you consider that for £50 – the price of *NASCAR '99* – you could get a very nice set... well, there's just no contest really!

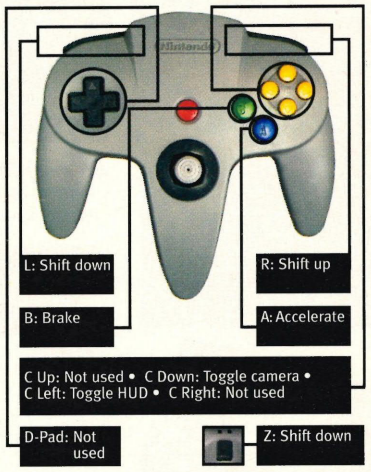
To save you spending even that though, Hornby Hobbies has generously supplied us with a top of the range Le Mans Scalextric set, featuring the Porsche 911 GT1, to give away! To win it and become the envy of Scalextric fans everywhere, simply tell us what NASCAR stands for!

Answers to the usual address marked 'Scalextric compo' by 3 December 1998.



64 Magazine Bottom Line

Controls



Alternative

GT 64: Ocean (£59.99)
Reviewed: Issue 16, 64%
F-1 WGP: Nintendo (£39.99)
Reviewed: Issue 20, 94%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

64%

Soundbite

An average racing game that'll probably only appeal to NASCAR fans.

Written by: Stuart Taylor

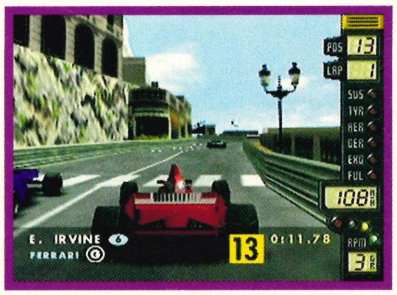
Ninfo

PLAYERS:

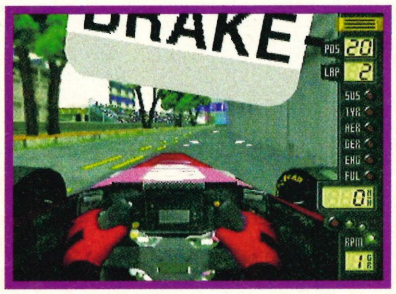
CART SIZE: 128 M.

RUMBLE:

Publisher	Nintendo/ Video System
Developer:	Paradigm
First Reviewed:	Issue 18
Origin:	USA
Release:	Out Now
Price:	£39.99



▲ Could this be unlucky 13 for Eddie Irvine as he hurtles around the twisty-turny streets of sunny Monaco?

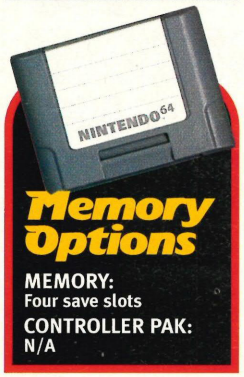


▲ Just before you leave a pit stop you're given a none too subtle warning message – can you guess what is?



▲ Now that's got to hurt! Crashing into a barrier results in a veritable shake-a-rama if you've got your Rumble Pak plugged in.

F-1 World G



Memory Options

MEMORY: Four save slots

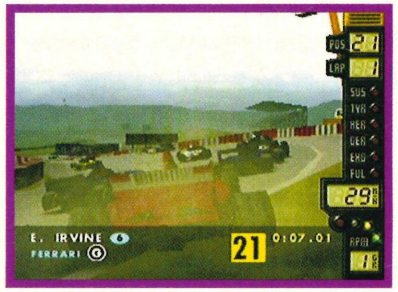
CONTROLLER PAK: N/A

The best N64 racer finally hits the UK, leaving the competition in the pits!

Unless you don't have a television, you couldn't have missed Nintendo's aggressive marketing of *F-1 World* "Let's see that again!" *Grand Prix*. As unusual as it may seem, this time the hype is worth it. The US version of the game was reviewed in issue 18 (94% – Sizzler) and you'll be pleased to know that there are no apparent differences with the UK conversion. Unlike the previous Paradigm N64 conversion, *Pilotwings 64*, *F-1 World Grand Prix* is practically borderless – a lesson for converters everywhere.

All the elements of the American edition of the racer are here; five modes (Exhibition, Grand Prix, Challenge, Time Trial and two-Player head-to-head); varying skill levels; a choice from the 11 1997 teams and their 22 drivers; and, of course, the 17 countries and their respective courses.

F-1 is a rewarding racing experience, if you have the patience for it. Let's make no mistake here, the game is very difficult to get the hang of (even in Rookie mode) and initially your control pad will probably end up smashed up against the wall as often as your Formula 1 motor. If you haven't already got one, we here at 64 MAGAZINE would seriously advise investing in a decent steering wheel if you're going to play *F-1*. It's not impossible to play without one, but it is darn sight easier and – let's fact it – a hell of a lot more realistic.



▲ Eddie Irvine thumps heavily over the kerb and onto the grass. "Let's see that again! Let's see that again!"



▲ Here we have David Coulthard basking in the glory of a win – although you'd have thought he would have preferred a bottle of bubbly?



PAL Performance

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

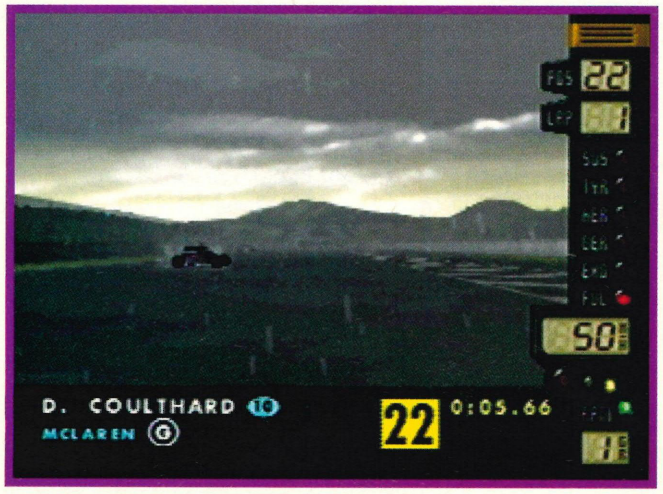
Borders: None

Speed: Same speed as import

Speed Racer

If your dream involves fast cars, oil, pit stops and hairpin corners, then you'll be in your element playing *F-1*. However, if you are not a huge racing fan, *F-1* will

F-1 is a rewarding racing experience,



▲ And you thought bombing around town in the rain was bad enough...



▲ Just one of the Grand Prix tracks on offer that have been realistically simulated into a few inches of grey plastic cart.



▲ The Time Trial mode allows you to try out the Grand Prix tracks on your own, without the added hassle of competing racers.



▲ If you really want to, you can be Damon Hill... which is nice (although you don't get his salary into the bargain).

64 MAGAZINE SIZZLER



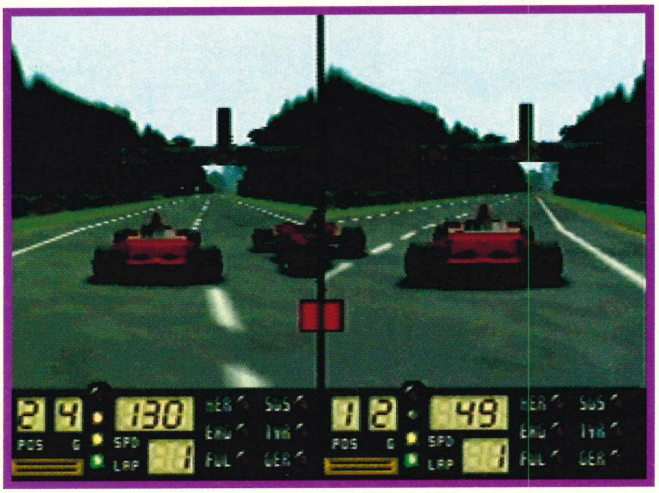
▲ The top Action Replay mode allows you to watch your last lap (although if you've come in 21st, it's not something to shout about!).

rand Prix

probably leave you standing in the pits wondering what all the fuss is about.

The graphics are simply stunning, and the variable camera modes allow you to really put yourself in the place of a Formula 1 driver. The only fault graphically is that sometimes a little bit of fogging is noticeable, but it's not as bad as *Turok* or *Fog* – sorry – *Buck Bumble*. Oh, and slowdown is a very rare occurrence – and forgivable considering the fact that Paradigm has bravely attempted to replicate the real courses in almost perfect detail.

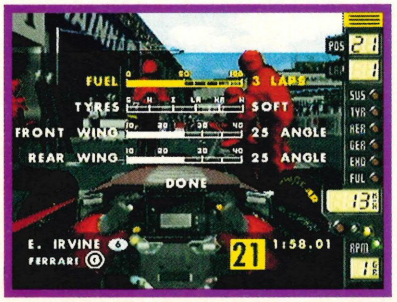
It is a pity that *F-1* does not include a four-player option, but considering the detail of the aforementioned track simulation, we should be grateful that there's a two-player option in the first place! The latter is guaranteed to get the pulse going, as you attempt to beat your friend to the finishing line. Although there are a veritable ton of options to enhance the game's realism and longevity, it would have been a wise move to include an Arcade mode, allowing players to jump in without having to navigate through umpteen menus and options.



▲ Friendships will be ruined if you take *F-1*'s two-player mode too seriously, but if your mate can't take a sound beating...

In fact, the latter point is probably something that will alienate *F-1* from the casual purchaser or non-motor racing fanatic. With *F-1* being released in Nintendo's £39.99 'budget' line, you are getting a much better deal for your money. The wide variety of courses and additional features such as the Challenge modes (and a secret track of course) also mean that you'll be playing *F-1* for a very long time. Here's hoping that the quality of this title is indicative of future N64 releases.

if you have the patience for it



▲ You can make a pit stop during a Grand Prix race, which will allow you to alter your tyres and get a fuel top-up.

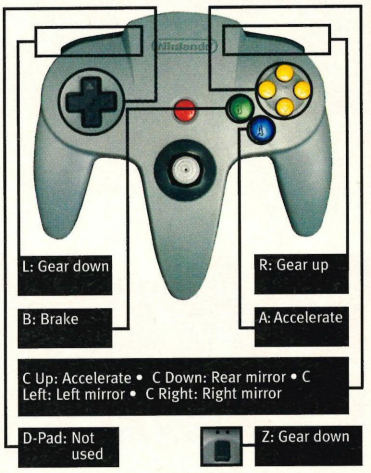
2nd opinion

Apart from slightly faded colours, which usually happens with PAL games anyway, *F-1 WGP* is a spot-on UK conversion, keeping all the speed and playability of the import game. If you want to buy an N64 racer, this is your boy! ANDY MCDERMOTT

Rating

64 MAGAZINE Bottom Line

Controls



Alternative

F1 Pole Position: Ubi Soft (£59.99)
Reviewed: Issue 6, 63%
Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%

Rating

Graphics

Audio

Gameplay

Challenge

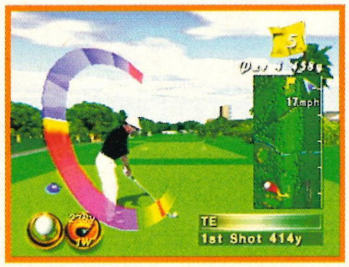
Overall %

91

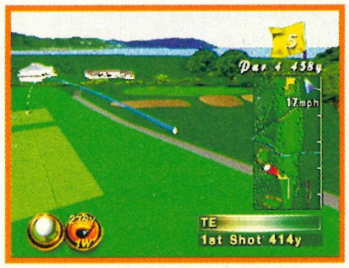
Soundbite

If you're serious about motor sports, you'll get a lot of mileage from *F-1*!

Written by: Andy McDermott



▲ This circular gauge shows the power of the shot. The red section at the top gives the most power, but risks making a bad shot.



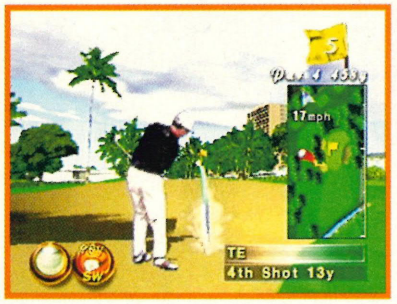
▲ When the ball is in flight, you can select from a number (three, to be exact) of different viewpoints. This one is 'exciting'. Apparently.



▲ Our hapless golfer has gone and got himself stuck in the trees. There's never a mute Korean caddy around when you need one!

Waialae Country Club

Even a seal club is more fun!



▲ Arse! Putting the ball in a bunker is an all-too-common occurrence, and can be a real pain to recover from once stuck.

Golf games on the N64 haven't been all that good – the first one to appear, Seta's *The Glory Of St Andrews*, is one of the lowest-scoring games ever to appear in 64 MAGAZINE. *Waialae Country Club*, despite having somehow got Nintendo's logo slapped on it for its UK release, isn't much better.

The nasty, blurry, jerky graphics and ear-scraping sound (the music sounds like something from an early Eighties gameshow) could be forgiven – after all, one of the best computer golf games ever was *Leaderboard*, which being on the Commodore 64 looked like someone's stomach lining after St Patrick's Day. What makes *Waialae* truly terrible is its control method.

The control system – a kind of wheel-shaped power bar affair, which determines the strength of the shot – isn't that different from other golf games, and in theory should work reasonably well. Where it falls down, badly, is in its complete lack of any precision. Hitting the ball at full strength, no problem – just take it up to the top and let fly before it gets into the red. Hitting the ball at less than full strength... that's where the problems start.

You'd expect a shot halfway round the power bar to go roughly half the distance of a full power shot. You'd be wrong. Sometimes a powerful swing ends up like something thrown by a toddler, other times a tiny precision chip hoiks the ball skywards at escape velocity. The closer you get to the green, the more infuriating this problem gets, especially when your careful putt ends up further from the hole than when it started.

Had it a sensible control system, and graphics that don't have a spaz attack whenever the camera moves, *Waialae* could have been quite a decent game. But it doesn't. So it isn't.

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	Nintendo
Developer:	T&E Soft
Game Type:	Golf
Origin:	Japan
Release:	Out now
Price:	£39.99



PAL Performance

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

Borders: None

Speed: Same as ever (golfer-speed)



Memory Options

MEMORY: Saves tournament rankings and scores

CONTROLLER PAK: N/A



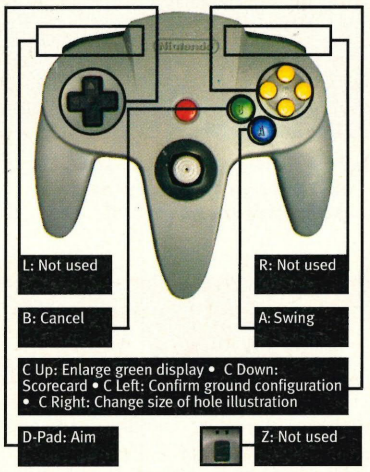
▲ When putting, a grid is laid over the green to show you the lie of the land. Even Joey Deacon could get this shot in, though.



▲ Get the ball into the hole in the prescribed number of shots and you get this thrilling congratulatory message.

64 MAGAZINE Bottom Line

Controls



Alternative

The Glory Of St Andrews: Seta (import)
Reviewed: Issue 3, 10%
A round at the municipal links in the fresh air and sunlight

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

15

Soundbite

A horrible, horrible, horrible, horrible, horrible, horrible, *horrible* game!

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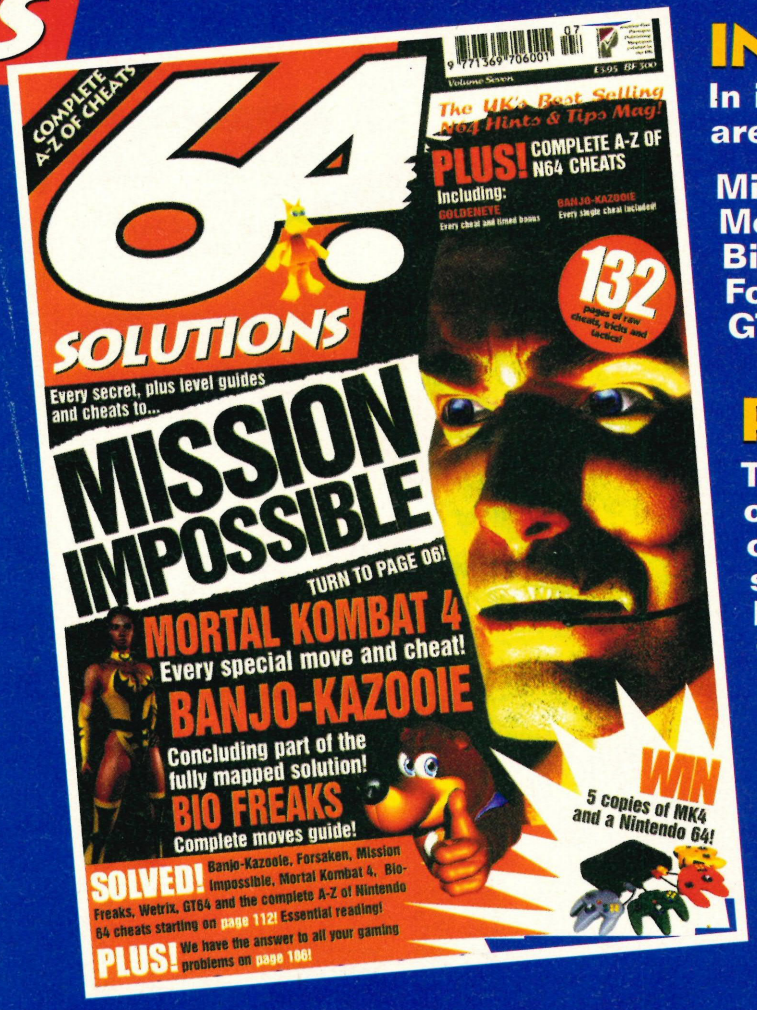
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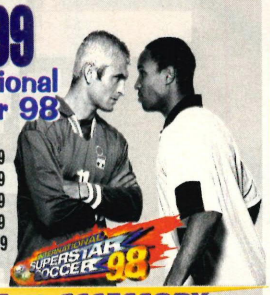
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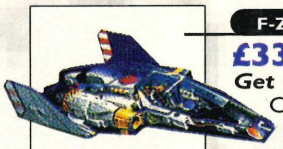
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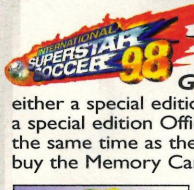
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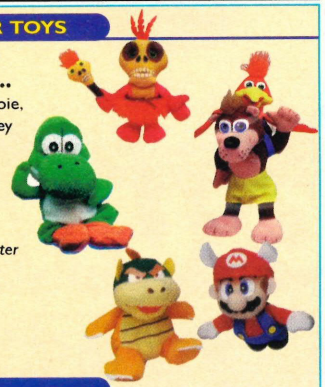
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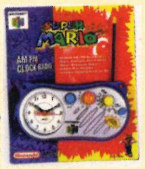
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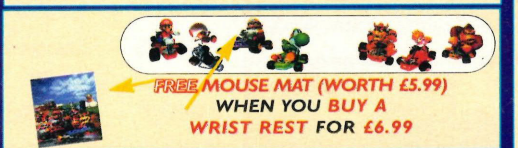
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64 Mag

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cheat central

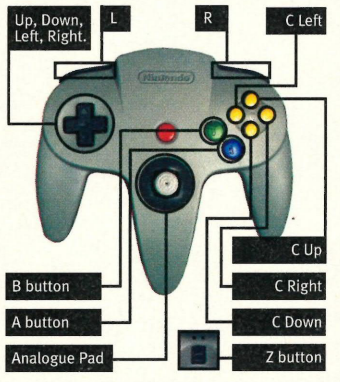
PLAYERS' GUIDES

Buck Bumble

78 Oh, for Buck's sake! It's the second part of the complete guide. Buzz.



Pad at a glance



GT64

CHAMPIONSHIP EDITION

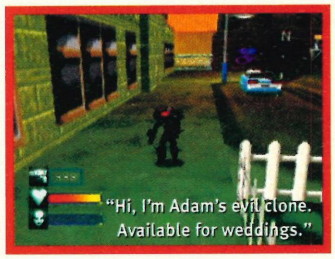
Superb. Exciting. Fluid. Realistic. These are just a few of the words that *don't* describe this racing game from the late Ocean. For those of you who bought it though, here's how to get a jump on your competitors.

Turbo Start

Press the Accelerate button as the start light turns yellow.

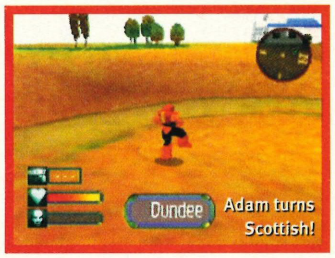
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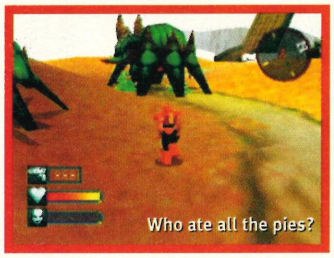
This futuristic gore-fest is anything but easy, so here are a few cheats that might help a little – but only a little! By the time you've entered the code, the Bugs will probably have eaten you!



Enter ICHEAT as your player name at the start then during the game enter the following cheats for the listed effect:

ANNUL	Destroys nearby aliens (doesn't affect bosses)
ARSENAL	Gives Adam all weapons available on that level
DURABLE	Fully repairs and refuels the current vehicle





SNUFFLE	Replaces Adam's weapons with some serious firepower
SNARED	Freezes aliens
FREED	Unfreezes aliens
SUFFUSE	Generates some Alpha power-ups
SURREAL	Makes objects go weird
BLEED	Destroys current vehicle or kills Adam
SUFFER	Creates a mutant
WEASEL	Changes Adam model to evil Adam model
USEFUL	Gives Adam all alien artefacts
BANANA	Tall Adam
DWARF	Short Adam
DUNDEE	Scottish dance!
LARD	Fat alien legs
FEEBLE	Weakens boss

For code entry, each button on the controller corresponds to a letter:

A = A button
B = B button
N = C Up
S = C Down
E = C Right
W = C Left
F = Z button
U = Up
D = Down
L = Left
R = Right

GASP/DEADLY ARTS

'Not really a GASP, more a YAWN' was what we thought of this fighting game, although the custom fighter option went some way towards redeeming it, thank goodness!

Fight As Gouriki

From the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Alternate Costumes

On the character selection screen hold the L button down and press Left or Right at the character selection screen then, without releasing L, select a character.





SIM CITY 2000

Bonus Map

On the title screen press C Up, C Up, C Down, C Left, C Left, C Right, C Right, C Up, C Right, C Left, C Down, Start to start a special state map with $5,000,000.



IGGY'S RECKIN' BALLS

One of the weirdest 'racing' games ever seen. Now you can make things even weirder with these equally strange cheat codes! Press R and Z on the Start screen to open up the cheat menu, then enter the codes.

Passwords

HAPPYHEADS
Unlock all secret characters

THE UNIVERSE
Unlock all secret worlds

JUMPAROUND
Enable level select (pause game to access)

SWOPSHOP
Mix 'n' match character hair, glasses, etc

ROLFHARRIS
Pencil sketch mode

TOOMUCHPIE
Fat balls!

MICROBALLS
Small balls!

2ROKTOO
Cool lighting cheat

LIGHT,WOW!
Uses *Turok 2* 'dynamic' code

ICEPRINCESS
All surfaces ice

GOOEYGOOGOO
All surfaces slime

BOMBERBALL
Only bombs for power-ups

1HITWONDER
One hit and you're out!

TOOMUCHFUN
Bizarre bouncy physics on your balls!

IMALLOUT
No Power-ups

NONSTOP
Permanent turbo action

NOGOODIE
Power-ups are replaced with bombs

2TIMES
Double length turbo roll

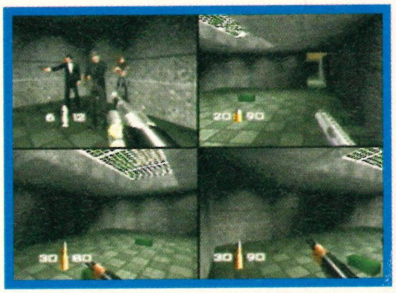
SHOOTSHOT
Blue projectiles for all power-ups

OHMY
Obnoxious particle FX

GOBABY
Full turbos

GOLDENEYE

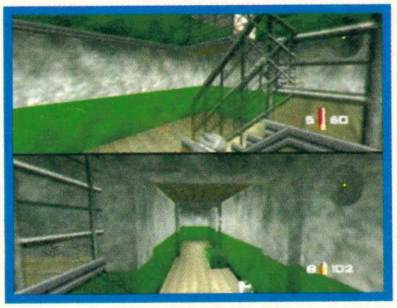
And the cheats keep coming! Just when you thought there couldn't be any more cheats, along comes another one! Sadly, this one is only accessible with an Action Replay, but it's such a cool one, we couldn't leave it out!



Predator Mode

Enter the code 800585A6 0002. When game has loaded, go to the cheat select screen and there will be a new cheat called 'NO NAME'. Select it, and start a multiplayer game. All the players will now be almost totally invisible, apart from a vague Predator-style blur when you get close to them. Unfortunately, when a player dies they are reincarnated fully visible, but this means that the ones still invisible have an advantage! Try playing the Jaws game from last issue this way!





▲ Predator mode is really quite spooky - particularly when only one person is left invisible.

F-1 WORLD GRAND PRIX

The best F1 game ever? We certainly think so! Sadly these two cheats aren't that exciting, but we're nothing if not thorough.

Gallery Option

Choose Exhibition mode and select Driver Williams, then change his name to MUSEUM and return to the Start screen. Select the new Gallery option to view the cars.

View Credits

Choose Exhibition mode and select Driver Williams, then change his name to CREDITS and return to the Start screen. You'll now have an option to view the programmers.





NASCAR '99

A dodgy attempt at a racing game that probably won't appeal to most. Avid fans can access their favourite drivers though with the following codes.

Race As Bobby Allison

Select Charlotte as the track, highlight "Select Car" and enter the following code in less than four seconds: Up, A, Left, A, Down, A, Right, A, L, R , L, R, A, A.

Race As Davey Allison

Select Talladega as the track, highlight "Select Car" and enter the following code in less than four seconds: Up, A, Left, A, Down, A, Right, A, L, R, A, L, R, L, R.

Race As Alan Kulwicki

Select Bristol as the track, highlight "Select Car" and enter the following code in less than four seconds: A, A, A, A, A, A, A, A, R, R, A.

Race As Benny Parsons

Select Richmond as the track, highlight "Select Car" and enter the following code in less than four seconds: Up, A, Right, A, Down, A, Left, A, A, A, A, L, A, A.

Race As Cale Yarborough

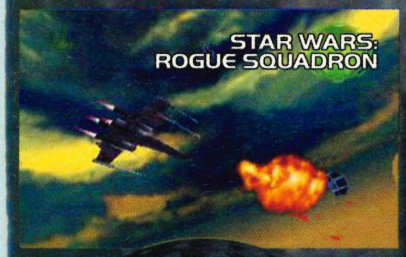
Select Darlington as the track, highlight "Select Car" and enter the following code in less than four seconds: L, R, L, L, L, R, R, A.

Race As Richard Petty

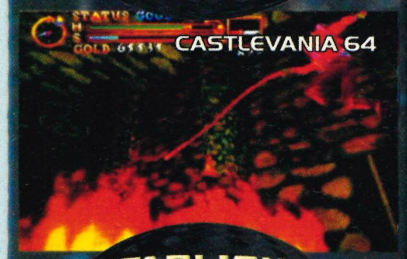
Select Martinsville as the track, highlight "Select Car" and enter the following code in less than four seconds: Up, A, A, Down, A, A, Left, A, Right, A, Left, A, Right, A, L, R.



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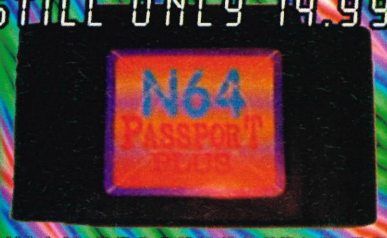
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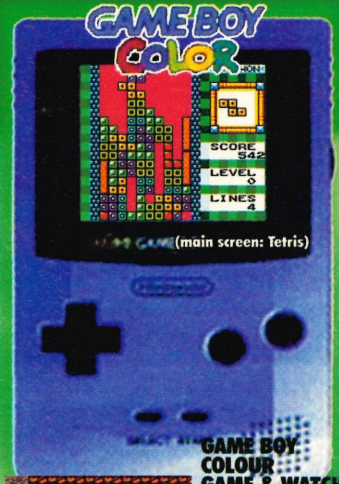
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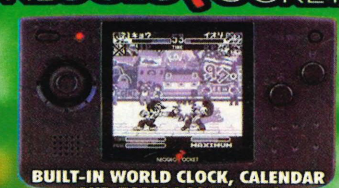
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STARFOX 64 WITH RUMBLEPACK	£10.00	£13.00	£20.00
TUROK DINOSAUR HUNTER	£12.00	£16.00	£25.00
WAVE RACE 64	£10.00	£13.00	£20.00
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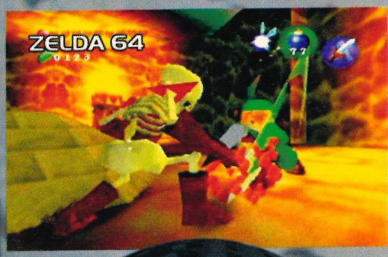
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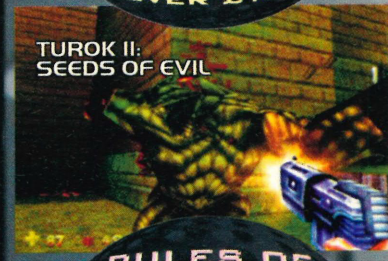
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64 Magazine ScoreZone

IN ASSOCIATION WITH Logic 3

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

- The Ultimate Player Award this month was a very close thing indeed! Last month the top score for *Wetrix* in Classic mode was a very respectable 2,874,158 from Darren Cooper of Anfield. Imagine our surprise therefore, when we received a score of 42,171,264 – that's more than *14* times David's score – from Christine Allum of Rickmansworth. It looked like Christine was the outright winner, until, at the very last minute, we got a late entry from **David Baker** of **Great Knowley** with the phenomenal 48,104,283, making him this months Ultimate Player! One question: Christine and David, do you ever *sleep*?

- A quick note on the *Goldeneye* challenge we set two issues back. As we've had no entries yet, we can only assume you're all foxed by it. So to make things a bit more attainable, we'll knock out the two secret levels. This means that what we're after is a total time on 00 setting of 60 minutes or less. That's over all the levels up to and including the Cradle.

Mug Zone

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

Enter The Zone!

Follow these easy steps for achieving entry to the 64 Magazine annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera *or* a video to record your time
- Send the proof of your prowess to *64 ScoreZone, 64 Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS*
- Include an SAE if you want your photos/videos back

Banjo-Kazooie

Mumbo's Mountain
0:06:47 Danny Dunn, Boston
0:09:49 Ingvar Gunnarsson, Iceland
0:10:28 Andy McDermott, 64 Magazine
0:11:25 Sam Doyle, Glossop
0:11:54 John Brennan, Bicester

Treasure Trove Cove
0:20:03 Ingvar Gunnarsson, Iceland
0:22:04 John Brennan, Bicester

Mad Monster Mansion
0:26:09 Ingvar Gunnarsson, Iceland

Bubblegloop Swamp
0:28:04 Ingvar Gunnarsson, Iceland

Clankers Cavern
0:19:52 Ingvar Gunnarsson, Iceland

Rusty Bucket Bay
0:28:38 Ingvar Gunnarsson, Iceland

Freezeezy Peak
0:30:51 Ingvar Gunnarsson, Iceland

100 Jiggies, 900 Notes
4:46:00 Ingvar Gunnarsson, Iceland

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
1:15:919 Ruaidhri Dunn, Enfield
1:16:144 Danny Dunn, Boston
1:16:916 Paul Leah, Stockport

Sunset Bay
1:03:925 Alan Dundas, Arbroath
1:11:620 Mark Bonnes, East Kilbride
1:23:506 Ruaidhri Dunn, Enfield
1:24:256 Richard Dunn, Boston
1:24:808 David Newson, Cumbria

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
1:31:245 Ruaidhri Dunn, Enfield

Glacier Coast
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:43:173 Ruaidhri Dunn, Enfield
1:45:108 Gautam Rishi, Gerrards Cross
1:49:446 Jon Quarrie, Stapleford

Port Blue
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield
1:44:031 Russell Auld, Lochwinnoch
1:44:037 Gautam Rishi, Gerrards Cross
1:45:563 Yvo Van Der Smock, Holland

Southern Island
1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:31:904 Ruaidhri Dunn, Enfield
1:38:079 Jon Quarrie, Stapleford
1:40:094 Russell Auld, Lochwinnoch

Twilight City
1:47:538 Ruaidhri Dunn, Enfield
1:51:806 Jon Quarrie, Stapleford
1:52:164 Gautam Rishi, Gerrards Cross
2:03:365 Gavin Deadman, Biggin Hill

Marine Fortress
1:27:854 Ruaidhri Dunn, Enfield
1:33:918 Gautam Rishi, Gerrards Cross
1:36:064 Jon Quarrie, Stapleford
1:43:500 Gavin Deadman, Biggin Hill

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

1080° Snowboarding

Half Pipe Trick Attack
61178 Mark Spowage, Woodhouse

Crystal Lake Trick Attack
43756 Mark Spowage, Woodhouse

Crystal Peak Trick Attack
45396 Mark Spowage, Woodhouse

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
2:10:76 Jon Quarrie, Stapleford

Desert 1
2:02:88 Michael Williams, Exeter

Mischief Makers

47 gems Robert Gallagher, Southampton

Starfox/Lylat Wars

Overall Score
2217 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
50:46 Jon Quarrie, Stapleford
51:34 Simon Moorhouse, Doncaster
52:60 Peter Bell, Kent
53:85 Stu Heath, Kent

Alpine Skiing
1:19:91 Jon Quarrie, Stapleford
1:20:13 Simon Moorhouse, Doncaster

Speed Skating 1500m
1:49:19 Jon Quarrie, Stapleford
1:49:98 Joe Hamid, Mitcheldeen

Championship Score
1363 pts Jon Quarrie, Stapleford
1338 pts Simon Moorhouse, Doncaster

Tetrisphere

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

Puzzle
4:44 Gavin Brennan, Claremorris

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
0:35:25 Jon Quarrie, Stapleford
0:36:19 Nicholas Davies, Longfield
0:36:91 Martin Thom, Hook
0:38:42 Jeffrey Van Der Aa, The Netherlands

Record Attack: Rodeo
6:58:30 Nicholas Davies, Longfield
5:26:35 Jon Quarrie, Stapleford
2:55:24 Paul Culshaw, Welwyn Garden City
2:17:29 Jeffrey Van Der Aa, The Netherlands
2:13:76 Gautam Rishi, Gerrards Cross

Record Attack: Survival
229 wins Russell Murray, Bournemouth
93 wins Nicholas Davies, Longfield
63 wins Paul Culshaw, Welwyn Garden City
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
01:02:11 Raymond Burton, Stockbridge
01:03:53 Jon Quarrie, Stapleford
01:03:63 Gavin Brennan, Claremorris

Pirate Lagoon
01:04:36 Rob Pierce, Salisbury
01:11:35 Jon Quarrie, Stapleford
01:13:35 Gavin Brennan, Claremorris
01:14:60 Raymond Burton, Stockbridge

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
01:24:90 Jon Quarrie, Stapleford
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
01:18:61 Jon Quarrie, Stapleford
01:18:76 Kevin Seeney, Bury St Edmunds

Haunted Woods
00:57:41 Jon Quarrie, Stapleford
01:03:56 Raymond Burton, Stockbridge
01:05:15 Kenneth Dundas, Arbroath

Frosty Village
01:19:01 Rob Pierce, Salisbury

Everfrost Peak
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth

Snowball Valley
01:01:56 Raymond Burton, Stockbridge

Boulder Canyon
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, Boston
01:40:80 Raymond Burton, Stockbridge
01:45:63 Sion Griffiths, Aberystwyth

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
01:52:31 Jon Quarrie, Stapleford
01:53:03 Gavin Brennan, Claremorris

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
01:54:86 Jon Quarrie, Stapleford

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
0:23 Jon Quarrie, Stapleford
0:24 Michael Williams, Exeter

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
1:01 Jon Quarrie, Stapleford

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
1:51 Jon Quarrie, Stapleford
1:52 Michael Williams, Exeter

Jungle
1:19 Neil Friedman, Whitefield
1:22 Matthew Stevenson, Bournemouth
1:25 Sam Doyle, Glossop
1:38 Mans Ericsson, Sweden
1:45 Andrew Jones, Weston-Super-Mare

Control Centre
4:49 Jon Quarrie, Stapleford
4:52 Andrew Jones, Weston-Super-Mare
5:07 Michael Williams, Exeter
5:14 Karl Watt, Road Side
5:23 Neil Friedman, Whitefield

Water Caverns
1:08 Danny Dunn, Boston
1:09 Jon Quarrie, Stapleford
1:10 Kenneth Dundas, Arbroath
1:10 Sam Doyle, Glossop
1:11 Michael Williams, Exeter

Cradle
0:54 Sam Doyle, Glossop
0:55 Neil Friedman, Whitefield
0:59 Danny Dunn, Boston
1:02 Jon Quarrie, Stapleford
1:04 Matthys ten Ham, The Netherlands

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

64 MAGAZINE CHALLENGE

F-1 World Grand Prix

The *Goldeneye* challenge still stands, but this month we've got a new task for you. *F-1 World Grand Prix* is possibly the best Formula 1 game ever, and now's your chance to prove that you're the best F1 *driver* ever.

We're looking for your fastest lap times for each track, and the staff writer for *64 Solutions*, Russell Murray, has kicked things off with a time (1:24:74) for one of the most difficult tracks in the game, Monaco.

So gentlemen (and ladies)... start your engines!

Turok Training Level

2:12	Michael Williams, Exeter
2:58	Ingvar Gunnarsson, Iceland
3:15	Gavin Deadman, Biggin Hill

Wetrix Classic

Classic

48104283	David Baker, Great Knowley
42171264	Christine Allum, Rickmansworth
3127208	Mans Ericsson, Sweden
2874158	Darren Cooper, Anfield
207341	Stephen Henderson, Upminster

Pro

644326	Mans Ericsson, Sweden
576238	Phillip Winterhalder, Portsmouth

1 Minute Challenge

7636	Mans Ericsson, Sweden
6050	Greg Holman, Cambridge

Half Full Drain

1550024	Mans Ericsson, Sweden

F-1 WGP

Fastest Lap Monaco

01:24:74	Russell Murray, Bournemouth

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
01:30:42	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
01:44:13	Danny Dunn, Boston
01:49:89	Mick Smith, Worcester
01:52:90	Aaron Norris, Western Australia
01:55:22	Kenneth Dundas, Arbroath

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, Beringe, Netherlands
02:23:75	Ingvar Gunnarsson, Iceland

Kalamari Desert

01:36:58	James Eyre, Coalville
01:37:22	Alan Dundas, Arbroath
02:09:38	Danny Dunn, Boston
02:12:16	Rob Pierce, Salisbury
02:13:71	Richard Dunn, Boston

Yoshi Valley

00:35:19	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's Turnpike

01:57:79	Danny Dunn, Boston
02:05:37	Aaron Norris, Western Australia
02:35:50	Kenneth Dundas, Arbroath
02:45:26	James Eyre, Coalville
03:11:15	Russell Auld, Lochwinnoch

Snowboard Kids

Rookie Mountain

0:26:43	Rob Pierce, Salisbury
0:26:63	Kenneth Dundas, Arbroath
0:27:23	Jay Scott, Fort William
0:27:33	David Dennison, Welwyn Garden City
0:30:66	Joe Young, Bickerton

Big Snowman

1:37:43	Rob Pierce, Salisbury
1:39:30	Jay Scott, Fort William
1:41:26	David Dennison, Welwyn Garden City
1:41:33	Kenneth Dundas, Arbroath
2:01:73	Joe Young, Bickerton

Sunset Rock

1:37:63	Jay Scott, Fort William
1:38:50	Rob Pierce, Salisbury

Night Highway

1:31:60	Rob Pierce, Salisbury
1:32:66	Kenneth Dundas, Arbroath
1:33:30	Jay Scott, Fort William
1:33:66	Joe Young, Bickerton
1:33:90	David Dennison, Welwyn Garden City

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
1:47:26	Jay Scott, Fort William

Dizzy Land

1:36:43	Rob Pierce, Salisbury
1:37:33	Jay Scott, Fort William
1:37:43	Kenneth Dundas, Arbroath
1:37:53	Daniel Syversen, Norway
1:37:53	Joe Young, Bickerton

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
01:47:70	Jay Scott, Fort William
01:47:80	Rob Pierce, Salisbury
01:48:30	Joe Young, Bickerton

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
0:30	Jon Quarrie, Stapleford

Map 2: Castle Of The Damned

0:38	Jon Quarrie, Stapleford
0:43	Michael Williams, Exeter
0:44	Raymond Burton, Stockbridge
0:49	John Brennan, Bicester

Map 3: The Necropolis

1:12	Jon Quarrie, Stapleford
1:14	Michael Williams, Exeter
1:14	Raymond Burton, Stockbridge

Map 4: Gloom Keep

0:46	Jon Quarrie, Stapleford
0:56	Raymond Burton, Stockbridge

Map 5: The Door To Chthon

0:54	Jon Quarrie, Stapleford
1:03	Raymond Burton, Stockbridge

Map 6: House Of Chthon

0:29	Raymond Burton, Stockbridge
0:29	Jon Quarrie, Stapleford
0:35	John Brennan, Bicester

Map 7: Ziggurat Vertigo

2:41	John Brennan, Bicester

Map 8: The Ogre Citadel

0:58	Raymond Burton, Stocksbridge
1:22	John Brennan, Bicester

Map 9: The Crypt Of Decay

1:18	Raymond Burton, Stocksbridge

Map 10: The Wizard's Manse

2:27	Raymond Burton, Stocksbridge

Map 11: The Dismal Oubliette

5:06	Raymond Burton, Stockbridge

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

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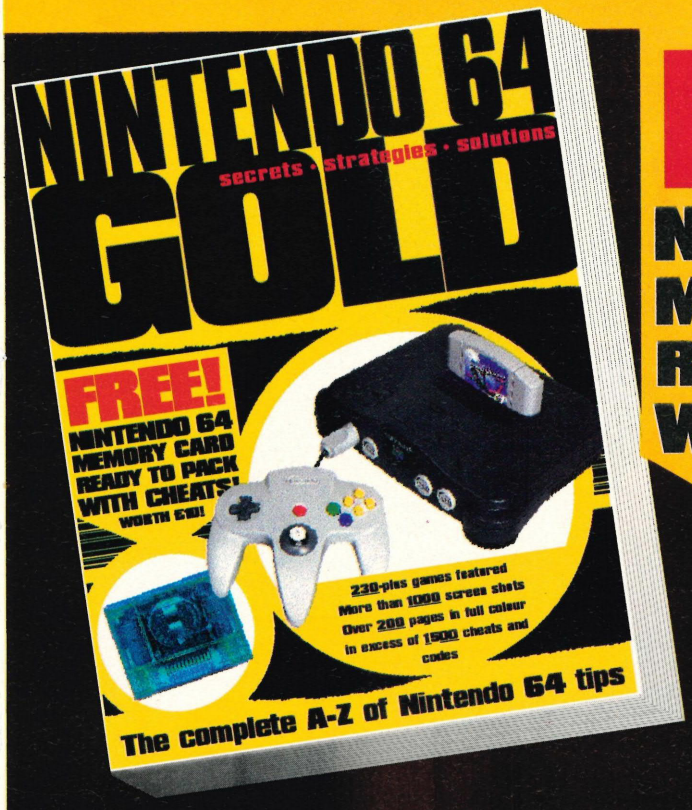
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NINTENDO 64 GOLD

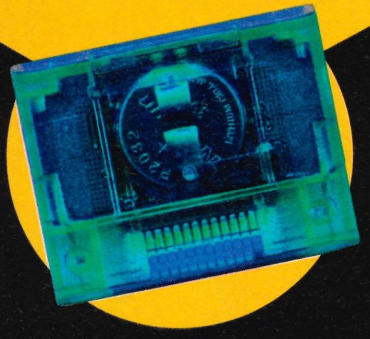
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For all the latest N64 news, reviews and tips,

Written by: Roy Kimber

Buck Bumble

Take on the massed forces of the Evil Herd and win with our comprehensive playing guide!



MISSION FIVE:
Big Blips

"We're detecting some large objects headed towards our base. Beam out to the location and extinguish any possible threat to the base. Good luck."

You begin this level back at base. Gather any nectar you need now as you can't return once you go through the teleport. There's a Plasma Pistol in the tube near the tree and points pick-ups worth 510 points in the other tubes. As you fly over the gap in the hedge, collect the two points pick-ups worth 1000 points and go through the teleport.

Upon exiting the teleport you are confronted by two Killa-Pillas. As you fly into this section look on top of the two small square brick columns for a Plasma Pistol and a Spiker.

Killa-Pillas are only damaged by a blast to the head and their rate of fire is rapid, so keep dodging around them and focus your fire on one of them at a time. At the rear of the arena on the right and left are two more Plasma Pistols.

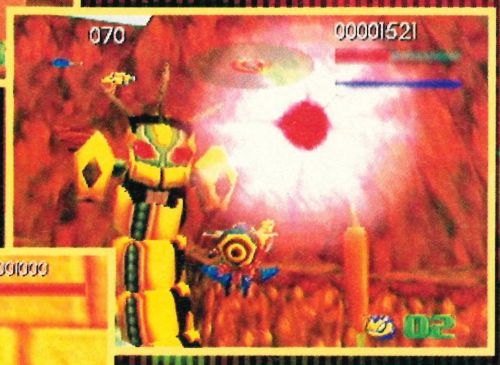
When you finish off the Killa-Pillas, the Killa-Kommander will emerge. He is also only vulnerable to direct head shots and takes more hits to kill. His firepower is stronger and faster and he sinks back down into the water to pop up elsewhere so you need to stay alert.



▲ The first thing you'll notice when you emerge from the teleport is the two Killa-Pillas in the water. Focus your fire on them one at a time.



▲ Check the tube near the tree for a Plasma Pistol before you enter the teleport. You're going to need all the firepower you can get!





▲ The Killa-Kommander doesn't emerge from the water until you've taken care of his henchmen. He's a bit tougher with heavier firepower.



▲ Scattered around the arena housing the Killa-Pillas you'll find several weapons. Unless you stocked up on earlier missions, you'll need them!



ble



◀ Fly over this blue pad which is situated on the left in the first area and you'll get some useful bonus items.



▶ When you're carrying the bomb, a stray shot or grazing a wall could set it off, so you need to have as clear a path as possible.

MISSION SIX:
Short Fuse

"A radar control centre has been pin-pointed to sector 42. This command centre is very well armoured, so we have provided you with explosives to place under the structure. Collect the explosives from the protective beam and drop them under the target."

You begin this level facing a bomb guarded by a Phase Column, which is an energy beam that saps your health if you go near it. Get too close and strands of energy leap out and drag you in to your death. You need to blow the switch that turns off the beam in order to access the bomb.







Secret One: From your start point fly up and left and examine the dirt wall. There is a small blue landing pad. Fly over it to make a Spiker gun and four points pick-ups worth 400 points appear.



◀ The Command Centre is heavily defended. If you can, take out everything in the area including the turrets before you get the bomb.



▲ This Killa-Pilla is stationed close to a tunnel you'll need to bring the bomb through so it's advisable to kill him before you pick it up.

Although you need to take the bomb with you, it's best initially to leave it and clear a route first. Find the yellow Herd door, then locate the switch which is guarded by Giz Beetles and Mosquitoes. Avoid or destroy the guard insects and blow the switch.

Near the switch is a silver birch stump with a Plasma Pistol on top. Next to this is a small fenced area and on top of the fence is a Frag Cannon and a points pick-up. Another points pick-up is behind the large silver birch in the fenced-off area.

Exit the fenced area and turn left to find a Spiker in the corner, then proceed through the now-open Herd gate and follow the line of points pick-ups. In the first flower-bed is an Exo-Sect Launcher.

A Killa-Pilla guards the tunnel to the next section. You could avoid it but as you need to come this way later with the bomb it's best to destroy it. The Killa-Pilla's demise triggers a wave of Wasps and you need to wipe these out too.

In the tunnel watch out for the Giz Beetles at the other end. Blow as many of them away as you can from inside the tunnel before exiting to finish off any survivors. The tunnel also supplies you with a full-health pick-up.

Continue through the green hole and into the sewer, then follow the sewer round until you see the Killa-Pilla. In a large rusty pipe in the wall on your left is an Exo-Sect Launcher, which you should use to dispatch the snake-like insect from a safe distance.

In the alcoves on the left and right are points pick-ups, and if you examine the green pipes in the ceiling there are two more worth 200 points.

Follow the trail of small points pick-ups round the sewer to a junction. Straight ahead is a closed Herd Gate, to your right a small passageway and a route also leads left. The right passageway is a dead end containing a points pick-up and an Exo-Sect Launcher. Collect these and fly back to the junction, then turn left and use the Exo-Sect Launcher to destroy the Killa-Pilla waiting there. Fly past its remains and turn right to find the switch. Blow the switch and head through the now-open Herd Gate. Keep an eye out as there is another Killa-Pilla just through the gate.





Secret Two: Destroying the Killa-Pilla behind the Herd Gate triggers the appearance of two more Killa-Pillas, a host of points pick-ups, a Fusion Cannon and a Plasma Pistol. If you don't want the points and weapons, it's easier just to avoid the first Killa-Pilla.



On your left is a small passageway with two Frag Cannons and points pick-ups worth 640. Your objective is through the hole in the wall ahead. Go through and clear out all the enemies in the area, starting with the Wasp generator, and ensure that you remove all the gun turrets.

Once the area is clear make your way back to the start, get the bomb, bring it back and drop it on the pad under the Command Centre.





▲ When you take out the Transporter, be alert for incoming Homing Maggots, which will do you serious damage if they hit.



▲ The Phase Columns are beams of energy which zap you if you get within range and suck you in if you get closer. Stay clear of them!

MISSION SEVEN:
Outpost

"The Herd have constructed an outpost just beyond our perimeter. Now that you have weakened their surveillance capabilities, sneak in through the sewers and take out the Herd outpost. This will give the enemy a shock! Good luck!"

On the hedge behind your start position are two Plasma Pistols, an HGS 2000 and a points pick-up. There are also some Cluster Bombs on the garden urn which are good for dealing with ant infestations.

Collect the pick-ups, destroy the Grade II Transporter (it now has a gun turret) and stay well back because when it explodes two Homing Maggot missiles fly out of it. Fly along the bridge and destroy any hostiles you encounter.





▼ The Grade II Transporter is a lot more dangerous than its predecessor. It's also just as armoured.

Secret One: Under the bridge are some points pick-ups worth 700 points. Don't touch the water!

In this first small area on the hedge to your left are points pick-ups worth 200 and a Plasma Pistol. Also look on the stepping stones for more points pick-ups, worth 700.

You need to approach the exploding Mushrooms and Mines with care and there is also a Blocker Bug to destroy before you proceed. This done, fly up and over and check the urn on the left for a Plasma Pistol.

Secret Two: Look at the hedge near the urn to see a gap. Fly through the gap into a very small secret area with a Frag Cannon and a Full Health pick-up.

Secret Three: As you exit the gap in the hedge, examine the wall ahead of you near the spade for a weakness. Shoot the wall and inside are points pick-ups worth 500, an Exo-Sect Launcher and an HGS 2000. There are also two nectar-giving flowers.

Check the flower pot for a Plasma Pistol and follow the line of small points pick-ups under the gate where there is also another Blocker Bug to destroy. Don't hang around near the base of the gate for too long as there is a Weevil Cannon on the other side blasting at you. There is also a Louse Gun Emplacement on the wall to the right. In this section you have to blow two switches to turn off the Phase Columns.

Secret Four: As you enter this section, fly directly to your right and examine the wall behind the tree for a weakness. Shoot the wall. Inside is a small area with points pick-ups worth 1300, a Plasma Pistol, Cluster Bombs and a Pulse Laser.

Blow the two switches and head for the door previously blocked by the Phase Columns. The door itself is shielded so you need to blast it, but first take out the Weevil Cannon and Louse Gun Emplacement.

The door leads into the sewers. On a ledge to the left is a Full Health pick-up, an HGS 2000 and a 100 points pick-up. Make your way through the sewers destroying the swarms of Fireflies and Wasps until you reach the Weevil Cannon. Behind it, on the small cobbled wall, is a Spiker gun, on the ceiling in the pipes is an HGS 2000, on the ledge are pick-ups worth 200 and a Plasma Pistol and in the rusty pipe is a Pulse Laser.

Continue through the pipes and past the Killa-Pilla to a door. Destroy the Blocker Bug, collect the HGS 2000 from the small wall and pass through the door into the last section.

On your left as you fly in is a small structure with a red energy mass above it which is your objective. Before you can destroy it though you need to take out the five shield generators protecting it. It's also best to clear the area of enemies first.

Secret Five: Examine the brick wall near the raised flower bed with ivy trailing down it to find a weakness in the wall on the left as you enter. Shoot the wall. Behind it is a Fusion Cannon, points pick-ups worth 600 and a Full Health.

As you take out the shield generators, look low between the hedge and the raised flowerbed for two points pick-ups worth 200 and a Plasma Pistol. On the urn are some Cluster Bombs which are excellent for dispatching Giz Beetles.





▲ Keep an eye out for weak spots in walls signified by a scratch. Shooting these can gain you some useful bonuses.



MISSION EIGHT: Sewer

"After your last mission the Herd are really on the run... We have discovered that a large number of air units evacuated the outpost and are now regrouping in the sewers. Get in there and destroy all the wasp and wasp generators once and for all."

From the start point rise up and collect the Spiker. Fly forwards and look down to find another one. To your right is a Weevil Cannon and there is an HGS 2000 above it. Continue forwards and you will find another Weevil on the hedge to your left with a Plasma Pistol behind it. Fly towards the wooden beams and destroy the Weevil under them. This allows you safe passage through without destroying the mines above.

Secret One: After flying under the wooden beams, fly to your right towards the hedge and the end of the wall. On top of the hedge is a Pulse Laser. Fly to your left for points pick-ups worth 2500 points, an Exo-Sect Launcher and a Plasma Pistol. There are also three nectar-giving flowers.

Fly back to the pond. Use the Exo-Sect Launcher to destroy the Louse Gun Emplacements and the Killa-Pilla, then destroy the shield on the door and fly into the sewers – but be careful, as there are two Weevils behind the door and they are very accurate shots.

In the rusty pipe directly ahead is a Full Health pick-up. Continue round the sewer into an open area with Fire Flies and two Weevil Cannons. Use your HGS 2000 to take them out.

Secret Two: On your right is a small passageway leading to a dead end in which there is a Fusion Cannon and an HGS 2000.

In this area there is a passageway to your left and one to your right. Remember this area as you need to come back to it later. Take the passage on the left (characterised by a set of ledges on either side of the wall) to a set of pipes blocking a passageway on your right. Slip between the bars and follow the line of pick-ups into a small area with two Giz Beetles on the floor. Destroy the Beetles and look up to see some pipes on the ceiling on top of which is a points pick-up worth 500 and a Full Health pick-up.

Fly down and through the opening and continue down the passageway to a set of small cobbled walls on either side of the sewer wall. Go round the corner, destroy the Wasp generator first and then the Wasps, collect the Full Health pick-up and head back to the main area.

This time, take the passage on the right and navigate your way through the various pipes and beams, destroying any enemies you find. You will eventually come across a small cobbled wall going along the sewer ahead with two Louse Gun Emplacements, Mines and Giz Beetles around it. Destroy these from a distance with the HGS 2000 or Fusion Cannon. There is a Full Health pick-up above the cobbled wall.

Go cautiously left watching for Homing Mines as you turn the corner and destroy the Wasps and Wasp Generator which drops a Full Health pick-up. Collect the Spiker on the ledge then head back to the cobbled wall and straight on and round the corner. Destroy the last Wasp Generator and clean up any remaining Wasps to finish the mission.

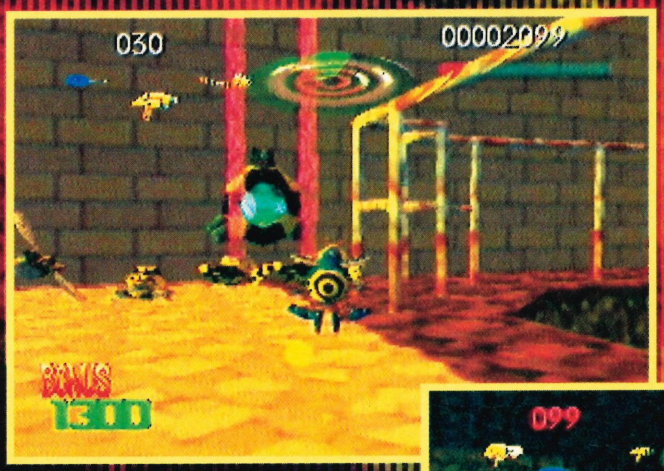




▲ It's worth exploring every nook and cranny you can find. These overhead pipes conceal a couple of very tasty pick-ups.



▼ Homing Mines are very nasty indeed. They'll drift towards you when you get within a certain distance, and if they get too close it's goodnight Buck!







▲ Weevils are fairly nasty opponents, as they move pretty quickly, have a rapid rate of fire and are far too accurate!



▲ This easy-to-find area houses some very useful pick-ups that you're going to need if you want to finish the mission in one piece.



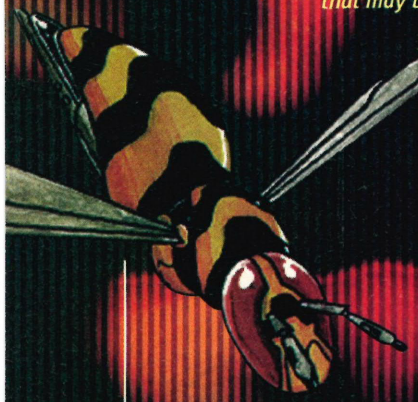




▲ You'd be well-advised to follow this advice. The Flak Slugs fire rapid, random bursts of fire that can do you some serious damage.

MISSION NINE:
Clean Up

"At last we can attack! During the strategic preparations, your job is to find any other forms of Herd equipment which may cause us further problems. Explore the area and seek out any information that may be useful to our cause."



From your start point fly forwards noting the closed Herd Gate on the left. This is a key Gate and needs three key pieces before it opens. Obey the "DANGER KEEP LOW!" message to avoid getting hit by the Flak Slugs. The best way to do this is to keep to the water, so drop into the ravine and fly along it, keeping an eye out for pick-ups on ledges higher up.

Continue flying low and straight ahead until you reach a small Herd building. Blow it up for the first key piece. Piece two is gained by destroying the lone Killa-Pilla next to the tree stump, while piece three is dropped by one of the Wasps in the swarm flying above the tree stump.

On a small island in the middle of the water is a Spiker, a Frag Cannon, and a Herd barracks with 500 points inside. Also, look on top of the log to find a pick-up worth 500 points.

Having collected all three parts of the key, head back through the Herd Gate to an empty teleport. Get the Plasma Pistol from on top of the urn and kill all the enemies in the area to activate it.

Upon exiting the teleport keep low and select the HGS 2000 to destroy the Mosquitoes before they bombard you.





▲ This key piece is obtained by eliminating the swarm of Wasps you'll find circling among the Flak Slugs.

The area is full of gun turrets, so keep moving to the next teleport. You are transported to an arena with a Herd Commander so make sure you pick up all the weapons you need before you go.

"Oops, there's been a mistake. Our beaming units have been scrambled and you've been teleported deep behind enemy lines. Destroy any hostiles in your vicinity before we can use the emergency beam to get you out of there!"

Keep behind the Herd Commander to prevent him hitting you and pummel him. When you hit him enough times, he takes off, but the same tactic still works. The Pulse Laser is the most suitable weapon to use.

▶ The teleport in this area is inactive at first. To get it working you need to destroy every enemy in the surrounding area.





◀ The Herd Commander is initially a bit of a sitting target, tied as he is to a column. Hit him from behind.



▶ Once you've scored enough hits on the Herd Commander he'll take off. Continue to attack his rear!



MISSION TEN:

Scramble Pylon

"We have discovered the reason for that last teleport error. A Herd pylon is scrambling our teleport information. This pylon must be destroyed at all costs if we are to continue our campaign."

You start this mission facing the Herd Gate, which requires five switches to open. Each switch is attached to a conduit. Look inside the log you start on for a points pick-up worth 500, a Cluster Bomb and an HGS 2000. In the large log nearby is a Guided Missile Launcher which takes practice to master but is one of the most valuable weapons.

Follow the two conduits on your left. The first switch is fairly easy to blow up, just be careful to avoid the Explosive Mushrooms. The second is in a body of water and is trickier because of a Gun Turret behind the switch and a Water Boatman that shoots spikes at you. Use the Guided Missile Launcher to blow the switch then nip in and collect the HGS 2000 and the Plasma Pistol from on top of the log.







Go back to the start point and right, collecting the Cluster Bombs from on top of the mushrooms. The next switch is nestled in a gully guarded by an army of Ants. Bomb the Ants and blow the switch then fly back to the start point and on towards the gate. Near the left of the gate is an HGS 2000 pick-up.

There are still two more switches to go. Starting with the left one, follow the conduit to the switch which is guarded by Killa-Pillas. Blow the switch, collect the Spiker from the mushroom and the HGS 2000 from behind the tree stump then fly back out to the water and collect the Plasma Pistol from on top of the mushroom.





▲ Grab the Guided Missile Launchers when you find them. It's one of the best weapons, allowing you to attack from around corners.

Secret One: Take a look at the two trees close together with the leafy plant beneath next to the pool of water with the first two Killa-Pillas. If you look carefully, you can see a tunnel. Through this is a secret area with an HGS 2000, points pick-ups worth 2600 and four nectar flowers.

Follow the last unbroken conduit through a narrow area full of Gun Turrets and Louse Guns. The trick is to weave around the logs and keep low. Try and pick off the Blocker Bugs from a safe distance or they will slow you right down, leaving you vulnerable to shots from the Louse Guns and Gun Turrets. Blow the switch and return to the start point, collecting the three Plasma Pistols from on top of the logs, fly through the Herd Gate, take out the three Killa-Pillas, the Water Boatman and the Pylon.







▲ The Water Boatman is a pest, as he surfaces, fires homing shots, and submerges. Take out the Killa-Pillas first then wait for him to appear.



▲ The best way to take out this switch is with a Guided Missile. Settle down somewhere out of harm's way and guide it in!



▲ The Pylon is a fairly easy target once you've neutralised the Herd defence forces. Shoot at the glowing blue orb to destroy it.







MISSION ELEVEN:

Herdling Research

"To learn more about the enemy, it is vital that we collect some specimens for study. We will transport you to a quiet forest sector where there have been sightings of semi-mutated Herdlings. As these Herdlings are relatively harmless, you are ordered to capture three different breeds and return them to the drop basin one by one. You will need to find and use the stun gun to be able to pick-up the Herdlings."

There are three different types of Herdling to collect, yellow, red and green ones. When you collect a Herdling, be careful not to scrape it against anything or it will be destroyed.

From the start point next to the drop basin, collect the Cluster Bombs and the Guided Missile Launcher and follow the yellow path. Just left of a barrel on a ledge you will find the Stun Gun on a blue pad. Collect it and go back down the path clearing the area of all enemies first as they will hinder you.



▲ To capture a Herdling, you'll need to first stun them using this, the Stun Gun. They'll only be out for a few seconds, so grab them quick.





▶ This is where you need to take the Herdlings once you've stunned them. To deposit the baby insects, simply fly over it.

Stun a Herdling and take it back to the start point. As you pass over the drop basin, the Herdling will be stored. You now need to find three key pieces to unlock the Herd Gate by the ruined house.

Key piece one is in the Gun Turret next to where you found the Stun Gun.

Key piece two is in the ruined house with the chequered floor (enter through the small holes).

Key piece three is in one of the Transporters near the silver birch by the Herd Gate.



▼ These green Herdlings are the last ones you need to find. They're roaming around a picnic area in the last section.



Through the Gate you're faced with two more. One is red and opens when you kill all the insects in the area, the other Gate is opened by blowing a switch. Kill all the enemies and proceed into the next section, then collect the Guided Missile Launcher from the mushroom on your right.

You'll find the red Herdlings behind the Killa-Pilla. Blow up the Herd barracks and the Gun Turret for Frag Cannons and points pick-ups worth 500, then blow the switch to open the other Herd Gate.

More wasps will have spawned in the area with the two Herd doors so be careful if you're carrying the Herdling. Go through the yellow Herd Gate into the last section. The Green Herdlings are in the picnic area. Return one of them to finish the mission.



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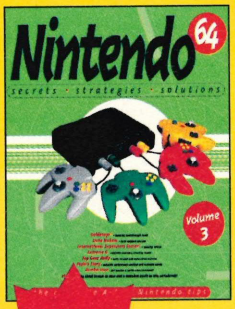
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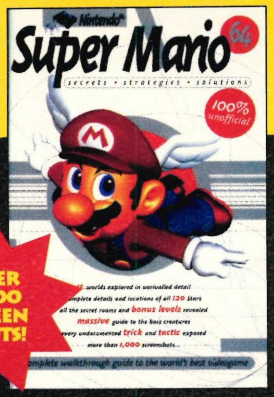
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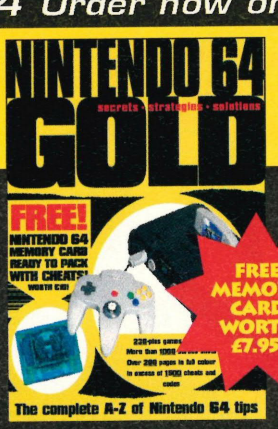


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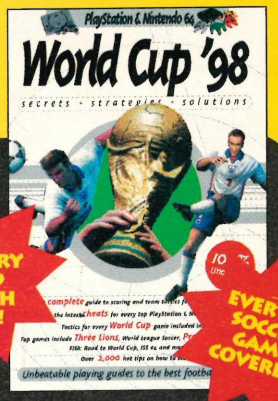


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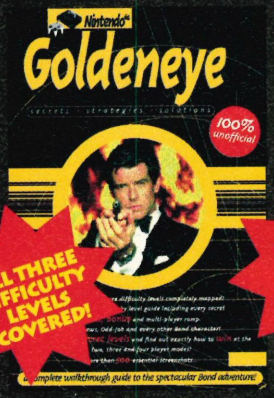


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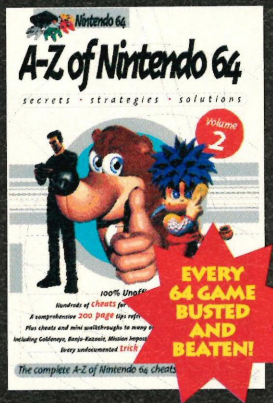


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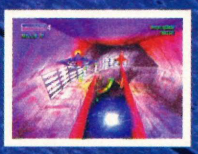
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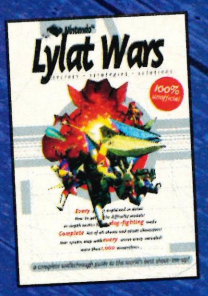

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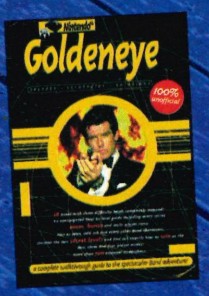

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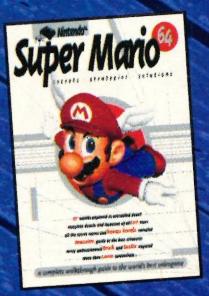

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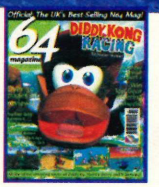


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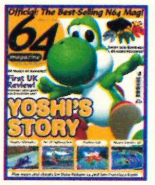
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15=	Quake	GT	88%
17	Puyo Puyo Sun 64	Compile	87%
18=	Diddy Kong Racing	Nintendo/Rare	86%
18=	Mortal Kombat 4	GT	86%
18=	Wetrix	Infogrames	86%
18=	World Soccer 3	Konami	86%

DEAD ON THE JOHN



Counting down to the worst of the worst!

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

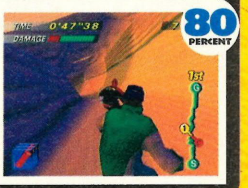
The Gold Medal Award only goes to those few games that you absolutely *must* own!

64 MAGAZINE GOLD MEDAL AWARD

1080° SNOWBOARDING

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 17 RK

Playable and polished snowboarding game from the *Wave Race* team which looks great and plays extremely well. Try a little powder!

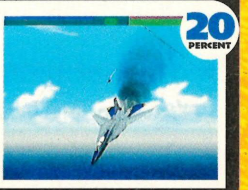


⊕ Superb control method
⊖ Few courses, dodgy AI

AERO FIGHTERS ASSAULT

PUBLISHER: Video System PRICE: £59.99 REVIEWED: Issue 15 AM

Abysmal airborne shoot-'em-up with borders as big as Soviet Russia and not even the tinest amount of that thing called 'fun'.



⊕ Nice planes
⊖ Slow, boring, jerky

AERO GAUGE

PUBLISHER: ASCII PRICE: £59.99 REVIEWED: Issue 15 LC

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.



⊕ Not a whole lot
⊖ Pop-up, crap controls, slow, few tracks

AIRBOARDER

PUBLISHER: Human PRICE: Import REVIEWED: Issue 14 RK

A *Back To The Future*-style hoverboard 'sim' combining racing and stunts. An acquired taste – you might try it and like or hate it.

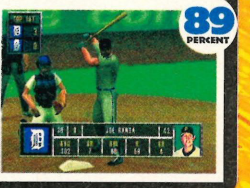


⊕ Something different
⊖ Annoying controls

ALL-STAR BASEBALL '99

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 16 ST

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.



⊕ Fantastic graphics, smooth gameplay
⊖ Prone to crashing

ART OF FIGHTING TWIN

PUBLISHER: Culture Brain PRICE: Import REVIEWED: Issue 10 AM

Not a bad fighting game, with two modes – normal and super-deformed. It's like a cut-down, cut-rate *Virtua Fighter 2*.



⊕ Fast, easy to play
⊖ Simplistic

AUGUSTA MASTERS '98

PUBLISHER: T&E Soft PRICE: Import REVIEWED: Issue 18 LC

Ghastly golf game that puts you right off trees, grass and healthy walks. Lousy controls, worse graphics, and the gameplay? Ptui!



⊕ Not as bad as *St Andrews Golf*
⊖ Just about everything

AUTOMOBILI LAMBORGHINI

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 8 RK

Arcade-style racer featuring real supercars which is some fun with four players but lacks speed and excitement otherwise.



⊕ Fast, four players
⊖ Drab, unrealistic handling

BANJO-KAZOOIE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16 AM

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!

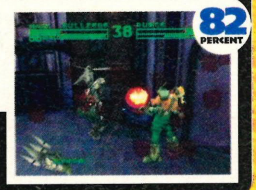


⊕ Pretty much everything
⊖ You need the sequel to see it all...

BIO FREAKS

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 15 RK

In the future, wars will be fought by androids hacking off each others' limbs. Sounds like a good fighter, and it is...

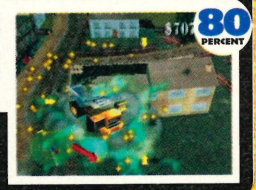


⊕ Blood, severed limbs, 3-D combat
⊖ Slightly awkward

BLAST CORPS

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3 AM

Unusual game that defies categorisation – it's a sort of racer-puzzle-adventure thing. Entertaining but not that long-lasting.

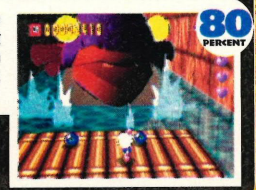


⊕ Massive destruction, lots of vehicles
⊖ Can get frustrating

BOMBERMAN 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 9 RK

A *Mario*-style adventure which involves throwing bombs instead of jumping on platforms. A likeable, if easy, diversion.



⊕ Interesting puzzles
⊖ Disappointing multiplayer game

BOMBERMAN HERO

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 15 AM

Sequel to the above which makes the huge mistake of being even easier and dispensing entirely with a multiplayer game.



⊕ Variety of levels
⊖ Far too easy, some frustrating sections

BRAVE SPIRITS WRESTLING

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 12 RK

Japanese wrestling game that pales in comparison to the likes of *WCW Vs NWO* and *WWF Warzone*. Not really worth getting.



⊕ On-screen move help
⊖ Unknown Japanese wrestlers, unresponsive

BUCK BUMBLE

PUBLISHER: Ubi Soft PRICE: £49.99 REVIEWED: Issue 18 RK

Mission-based shooter with a cyborg bee as hero. Plenty to do and nice characters, but not as frantic as it could have been.



⊕ Lots of action, cool weapons
⊖ Horrible fogging

BUST-A-MOVE 2

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 15 RK

A simple action-cum-puzzle game that doesn't look like much but is so addictive you need methadone to get away from it!

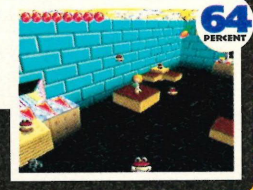


⊕ Incredibly playable, lots of options
⊖ Brain-melting music

CHAMELEON TWIST

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 10 RK

A simple platformer, its only real innovation being the main character's use of his tongue in order to move himself around.



⊕ Inventive controls
⊖ Useless camera, too easy

CHOPPER ATTACK

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 18 RK

An attempt to create a *Desert Strike*-style game for the N64, let down by awkward controls and plodding gameplay.



⊕ Wide range of hardware
⊖ Slow, dated visuals, awful music

CLAYFIGHTER 63 1/3

PUBLISHER: Interplay PRICE: £59.99 REVIEWED: Issue 8 AM

Absolutely the worst game on the N64! There isn't a single good thing about this game – if you see it, alert the authorities!



⊕ Nobody's making you buy it
⊖ Everything about it

CRUIS'N USA

PUBLISHER: Nintendo PRICE: £34.99 REVIEWED: Issue 10 RK

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.



⊕ 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%

INDEX



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%

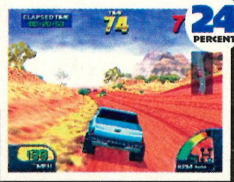
LOAD OF BULL

Aero Fighters Assault	20%

CRUIS'N WORLD

Publisher: Nintendo Price: £49.99 Reviewed: Issue 17 AM

Sequel to *Cruis' n USA*, which despite being made two years later is just as bad as the original. Nintendo, sort yourselves out!



24 PERCENT

⊕ Four-player game
⊖ See *Cruis'n USA*

DUKE NUKEM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 7 AM

Rattling good fun with the quip-spewing antihero. Straightforward *Doom*-style gameplay, done with imagination and humour.



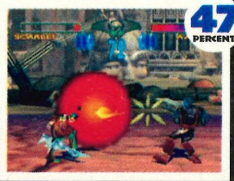
84 PERCENT

⊕ Tough challenge, bad jokes
⊖ Blurry enemies

DARK RIFT

Publisher: Vic Tokai Price: £59.99 Reviewed: Issue 4 LC

Identikit beat-'em-up with absolutely nothing of interest about it. Every last detail is taken from other, better, fighting games.



47 PERCENT

⊕ Looks quite decent
⊖ Boring, boring, boring

EXTREME G

Publisher: Acclaim Price: £49.99 Reviewed: Issue 7 AM

Futuristic bike game with weapons and rollercoaster tracks. Sometimes sheer speed makes you rely on luck, not skill.



80 PERCENT

⊕ Fast, impressive visuals
⊖ Duff Battle mode, often uncontrollable

DIDDY KONG RACING

Publisher: Nintendo/Rare Price: £49.99 Reviewed: Issue 7 AM

Combination of racing game and adventure with Rare's usual flair. Excellent multiplayer game with lots of hidden secrets.



86 PERCENT

⊕ Great visuals, lots to do
⊖ Loses appeal when you've seen everything

F1 POLE POSITION

Publisher: Ubi Soft Price: £59.99 Reviewed: Issue 6 RK

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.



63 PERCENT

⊕ Speedy gameplay
⊖ Unrealistic, out of date

DOOM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 1 JM

Graphical update of the classic PC game with new N64-only levels. Now feels dated, but very good for no-nonsense killing action.



70 PERCENT

⊕ Grim atmosphere, classic gameplay
⊖ Very dark and hard to see

F-1 WORLD GRAND PRIX

Publisher: Video System Price: Import Reviewed: Issue 18 AM

Superb Formula 1 simulation based on the 1997 season. Incredibly detailed and realistic, but complex; not for casual players.



94 PERCENT

64 MAGAZINE SILVER

⊕ Looks gorgeous, real race events
⊖ Requires lots of practice

DORAEMON

Publisher: Epoch Price: Import Reviewed: Issue 3 AM

Very simple *Mario* knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear.



30 PERCENT

⊕ Multiple characters
⊖ Japanese text, aimed at young kids

FIFA 64

Publisher: EA Sports Price: £29.99 Reviewed: Issue 2 PK

Abysmal travesty of a football game with jerky animation, moronic players and graphics so blurry they're singing *Parklife*.



20 PERCENT

⊕ It's cheap
⊖ As is *ISS '98*, so get that instead

DUAL HEROES

Publisher: Hudson Soft Price: Import Reviewed: Issue 9 AM

Get your scrapers ready, because here's the barrel! Eye-pokingly bad beat-'em-up that requires no skill whatsoever to defeat.



20 PERCENT

⊕ 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 AM

A massive improvement on *FIFA 64*, but almost immediately rendered obsolete by *World Cup '98*, its own sequel.



80 PERCENT

⊕ 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 | RK

Not-bad attempt at a fighting game, with some original ideas and a welcome emphasis on skill instead of special attacks.



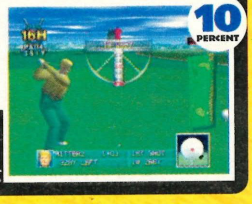
80 PERCENT

⊕ A slightly different kind of beat-'em-up
⊖ Fighters lack brains

GLORY OF ST ANDREWS, THE

Publisher: Seta | Price: Import | Reviewed: Issue 3 | AM

Horrid golf sim that tries to duplicate golf strokes with the analogue stick and fails miserably. Master System graphics and zero realism.



10 PERCENT

⊕ Japanese, so you'll probably never see it
⊖ Makes real golf exciting

FORSAKEN

Publisher: Acclaim | Price: £59.99 | Reviewed: Issue 14 | AM

Underground *Descent*-style shooter with flashy lighting effects and tough, intelligent opponents, as well as a very good multiplayer game.



93 PERCENT

⊕ Enemy AI, looks great, loads of weapons
⊖ Some short levels

GOLDENEYE

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 5 | AM

If you only buy one N64 game, make it this! Unmatched multiplayer action and superb one-player game – you *are* James Bond.



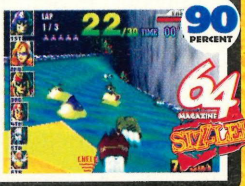
95 PERCENT

⊕ Deathmatch, involving missions
⊖ Tank chase a bit weak

F-ZERO X

Publisher: Nintendo | Price: Import | Reviewed: Issue 17 | AM

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator!



90 PERCENT

⊕ Speed, smoothness, control
⊖ Minimalist graphics

GT 64 CHAMPIONSHIP EDITION

Publisher: Ocean | Price: £59.99 | Reviewed: Issue 16 | AM

Second-rate bash at a saloon car racing game, with few tracks, sparse visuals, low frame rate and completely nightmarish controls.



64 PERCENT

⊕ Cars look quite good
⊖ Ponderous, unexciting, lame two-player mode

GASP!! FIGHTERS' NEXTREME

Publisher: Konami | Price: Import | Reviewed: Issue 13 | RK

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky.



70 PERCENT

⊕ Build your own fighters
⊖ Poor combat, jerky, seen it all before

HEXEN

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 5 | AM

Risible port of a feeble PC *Doom* clone, in the running for a 'Most Blurred Graphics' award. Trudging gameplay and dull enemies.



30 PERCENT

⊕ Some amusing weapons
⊖ Tedious beyond belief

ISS 64

Publisher: Konami | Price: £34.99 | Reviewed: Issue 3 | AM

Fantastic football game now available at a budget (ish) price. The second best soccer sim that money can buy – only its sequel is better!



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 | RK

Film-spoofing platformer starring a mouthy lizard. Amusing and well done, but not up to the standards of *Banjo-Kazooie*.



90 PERCENT

⊕ Wisecracks, varied and immersive levels,
⊖ Dated feel, dodgy camera

IGGY'S RECKIN' BALLS

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 17 | RK

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it.



83 PERCENT

⊕ Lots of tracks, four-player game
⊖ Maybe *too* weird

ISS '98

Publisher: Konami | Price: £39.99 | Reviewed: Issue 18 | PM

The best football game written for any machine – ever! Sheer soccer style that you'll be playing for years to come.



95 PERCENT

⊕ It's just the best!
⊖ Player names not real

64 MAGAZINE INDEX



64 SCORE Sports

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%

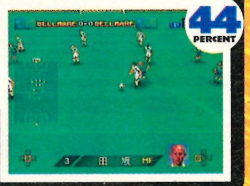
GOING HOME IN AN AMBULANCE

St Andrews Golf	10%

J-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer Price: Import Reviewed: Issue 6 RK

Desperately average football game with comedy players and a limited selection of kicks and tackles. Dismiss it from your mind.



44 PERCENT

- ⊕ Moves smoothly
- ⊖ Not a patch on *ISS*

J-LEAGUE ELEVEN BEAT 1997

Publisher: Hudson Soft Price: Import Reviewed: Issue 8 RK

Another J-League game with stumpy comedy players, though marginally better than *Dynamite Soccer*. Still not very good, though.



60 PERCENT

- ⊕ Mildly amusing
- ⊖ Not a patch on *ISS* either

JEOPARDY!

Publisher: Take 2 Price: Import Reviewed: Issue 14 RK

Transfix yourself with a spear! It'd be more fun than this screamingly bad American gameshow that nobody in Britain watches.



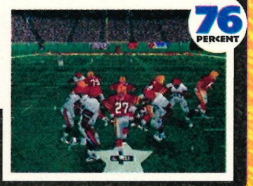
30 PERCENT

- ⊕ It's not *Going For Gold*
- ⊖ Americans only need apply

JOHN MADDEN 64

Publisher: EA Sports Price: £59.99 Reviewed: Issue 8 MW

The portly Shatner lookalike puts his name to a decent American football game, but it loses out visually to the hi-res *Quarterback Club*.



76 PERCENT

- ⊕ Very good player AI
- ⊖ Grainy visuals, for fans only

KILLER INSTINCT GOLD

Publisher: Nintendo Price: £59.99 Reviewed: Issue 3 AM

A fighting game where speed and demented combos are the key. Button-bashing, rather than actual skill, is what counts for most.



70 PERCENT

- ⊕ Looks good, very fast
- ⊖ There's not much skill involved

LYLAT WARS/STARFOX 64

Publisher: Nintendo Price: £59.99 Reviewed: Issue 5 AM

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time.



88 PERCENT

- ⊕ Spectacular, great audio, all-action
- ⊖ Short-lived

MACE: THE DARK AGE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 7 RK

Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary.



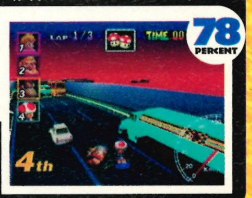
70 PERCENT

- ⊕ Fast, interactive scenery
- ⊖ Jerky animation, gets repetitive

MARIO KART 64

Publisher: Nintendo Price: £49.99 Reviewed: Issue 3 AM

People moan about our score, but *MK64 isn't* as good as the SNES version, and the cheating racers *do* spoil things. So nur!



78 PERCENT

- ⊕ Bright and fun, good multiplayer game
- ⊖ CPU cheats

MISCHIEF MAKERS

Publisher: Nintendo Price: £49.99 Reviewed: Issue 7 RK

Old-style 2-D platformer that makes up for being a dated genre with inventiveness and strange Japanese charm. Maybe a bit easy.



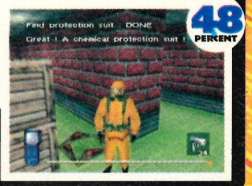
82 PERCENT

- ⊕ Lots of variety, humour
- ⊖ Nothing really visually amazing

MISSION: IMPOSSIBLE

Publisher: Infogrames Price: £39.99 Reviewed: Issue 18 AM

A dreadful disappointment considering the time spent on it. Pitiful visuals and stupid illogical puzzles ruin a potentially great license.



48 PERCENT

- ⊕ Music, some nice ideas
- ⊖ But not nearly enough

MORTAL KOMBAT 4

Publisher: Midway Price: Import Reviewed: Issue 16 RK

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.



86 PERCENT

- ⊕ Blood-soaked fatalities, a great laugh
- ⊖ Same old *MK* stuff

MK MYTHOLOGIES: SUB-ZERO

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9 RK

Diabolically dumb attempt to cross *Mortal Kombat* with a platform adventure. Even *Super Hunchback* was better. Avoid!



46 PERCENT

- ⊕ Sub-Zero fans will like it
- ⊖ Everyone else will certainly hate it

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 3 LC

Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look.



32 PERCENT

- ⊕ Every *MK* character
- ⊖ Grotesquely inept gameplay

MYSTICAL NINJA STARRING GOEMON

Publisher: Konami Price: £59.99 Reviewed: Issue 13 RK

Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens!



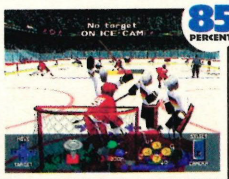
85 PERCENT

- ⊕ Huge landscape, lots of puzzles
- ⊖ Evil 3-D jumps required

NHL BREAKAWAY '98

Publisher: Acclaim Price: £59.99 Reviewed: Issue 12 RK

Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay.



85 PERCENT

- ⊕ Good looking, player creation
- ⊖ Minority appeal

MULTI RACING CHAMPIONSHIP

Publisher: Ocean Price: £59.99 Reviewed: Issue 5 AM

Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around.



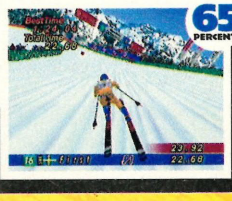
52 PERCENT

- ⊕ Two hidden cars, wow!
- ⊖ Way too easy, not many tracks

NAGANO WINTER OLYMPICS

Publisher: Konami Price: £59.99 Reviewed: Issue 10 AM

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.



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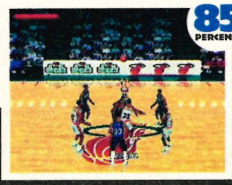
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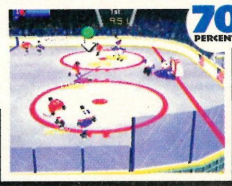
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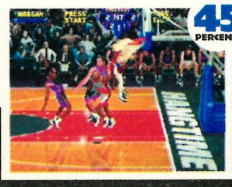
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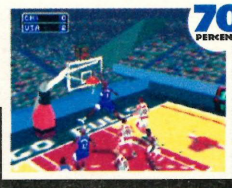
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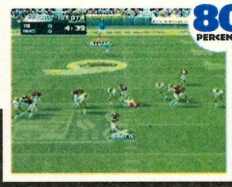
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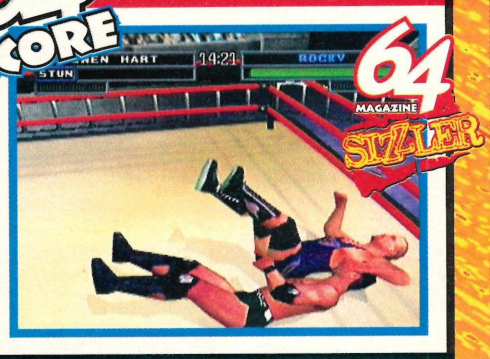
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46 PERCENT

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64 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%



QUEST 64

Publisher: THQ Price: Import Reviewed: Issue 16 AM

Should have been a great RPG, but ended up so simplistic and challenge-free that it is actually rather a bore to play.



56 PERCENT

- ⊕ Expansive landscapes
- ⊖ No puzzles, tedious combat

SNOWBOARD KIDS

Publisher: THE Games Price: £39.99 Reviewed: Issue 11 RK

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons.



83 PERCENT

- ⊕ Imaginative courses, weapons
- ⊖ Fairly short-lived

RAMPAGE WORLD TOUR

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13 RK

Arcade conversion where giant monsters trash buildings and eat people. Sounds fun, but is repetitive and mind-numbing.



80 PERCENT

- ⊕ Lots of levels
- ⊖ Infinite continues sap replay value

STAR SOLDIER: VANISHING EARTH

Publisher: Hudson Soft Price: £59.99 Reviewed: Issue 17 RK

The first 'traditional' scrolling shoot-'em-up for the N64. Unfortunately, it's rubbish. Get *R-Type 3* and a SNES for less.



65 PERCENT

- ⊕ Fast-paced
- ⊖ Stupidly easy, tiny levels, boring enemies

ROBOTRON 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 17 RK

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.



82 PERCENT

- ⊕ Non-stop action
- ⊖ Looks crude, easier than original *Robotron*

SUPER MARIO 64

Publisher: Nintendo Price: £49.99 Reviewed: Issue 1 SW

The game that started it all! Although it is technically eclipsed by *Banjo-Kazooie*, *Mario 64* still offers plenty for gamers to discover. SW



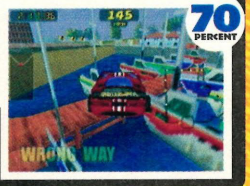
92 PERCENT

- ⊕ 15 worlds, lots of treats
- ⊖ Now looks stark and empty

SAN FRANCISCO RUSH

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9 RK

Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover.



70 PERCENT

- ⊕ Freedom of movement
- ⊖ Skanky control method, looks clunky

TAMAGOTCHI WORLD

Publisher: Bandai Price: Import Reviewed: Issue 11 AM

Tamagotchis were yesterday's fad, so a computerised board game based on them probably won't grab you. Moderate fun for a while.



66 PERCENT

- ⊕ As cute as regular Tamagotchis
- ⊖ Jap text, few sub-games

PUZZLE DAMA

Publisher: Konami Price: Import Reviewed: Issue 16 RK

Similar idea to *Puyo Puyo*, though relying more on chance and therefore not as addictive. Most fun as a two-player game.



80 PERCENT

- ⊕ Simple to grasp, amusing subgames
- ⊖ Random elements

SHADOWS OF THE EMPIRE

Publisher: Nintendo Price: £59.99 Reviewed: Issue 1 MW

Farty *Star Wars* tie-in made up of numerous subgames, most of which are crap. Even Lucas fanatics should think twice about it.



58 PERCENT

- ⊕ Good snowspeeder bit
- ⊖ Other parts pants, embarrassing cutscenes

TETRISPHERE

Publisher: Nintendo Price: £39.99 Reviewed: Issue 10 LC

Technically interesting attempt to update the classic *Tetris*, but maybe a bit too clever for its own good and hard to get into.



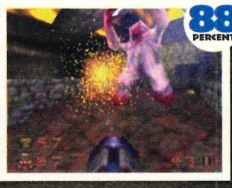
70 PERCENT

- ⊕ Tough puzzle options, different game modes
- ⊖ Not as intuitive as *Tetris*

QUAKE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13 ST

Decent fist of a PC conversion, keeping all the original's labyrinths and gore, but falling down on the weak two-player game.



88 PERCENT

- ⊕ Fast action, spooky atmosphere
- ⊖ No advances over PC

SIM CITY 2000

Publisher: Imagineer Price: Import Reviewed: Issue 12 LC

Ill-advised console conversion of the complex PC urban development sim. Japanese text doesn't help unless you've played the original.



60 PERCENT

- ⊕ Something different
- ⊖ Dated, almost incomprehensible

TOP GEAR RALLY

Publisher: THE Games Price: £54.99 Reviewed: Issue 7 AM

Until *F-1 WGP*, the best N64 racer. Excellent car handling, large and detailed courses and 'paint shop' for custom cars.



85 PERCENT

- ⊕ Realistic controls
- ⊖ Other cars not much competition

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 3 LC

Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look.



32 PERCENT

- ⊕ Every *MK* character
- ⊖ Grotesquely inept gameplay

MYSTICAL NINJA STARRING GOEMON

Publisher: Konami Price: £59.99 Reviewed: Issue 13 RK

Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens!



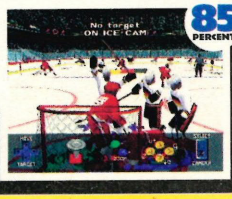
85 PERCENT

- ⊕ Huge landscape, lots of puzzles
- ⊖ Evil 3-D jumps required

NHL BREAKAWAY '98

Publisher: Acclaim Price: £59.99 Reviewed: Issue 12 RK

Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay.



85 PERCENT

- ⊕ Good looking, player creation
- ⊖ Minority appeal

MULTI RACING CHAMPIONSHIP

Publisher: Ocean Price: £59.99 Reviewed: Issue 5 AM

Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around.



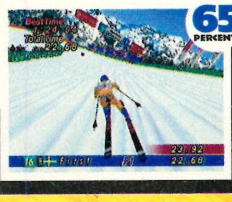
52 PERCENT

- ⊕ Two hidden cars, wow!
- ⊖ Way too easy, not many tracks

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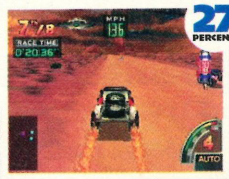
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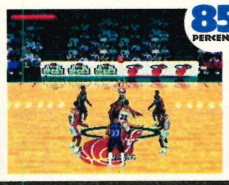
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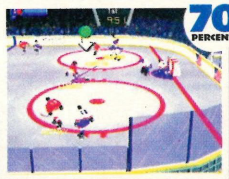
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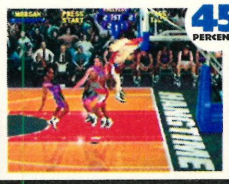
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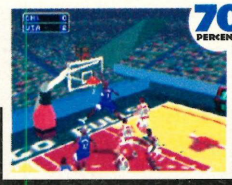
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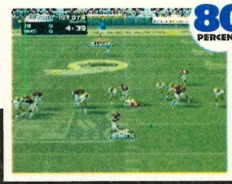
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TUROK 2

THE FIRST REAL REVIEW!



Plus *Duke Nukem: Zero Hour*, *Wipeout 64*, *South Park*, *NFL Blitz*, *Micro Machines*, *Let's Smash Tennis*, *Quarterback Club '99*, *SCARS*, *Rayman* and all the other stuff we didn't have room for this time!

(And maybe... just maybe... *Zelda 64*!)

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ISSN 1366 6266

Dead pool this issue: Ker-razee people who don't know the first thing about the games they're flogging; whiners who can't take the heat; the *F-1 World Grand Prix* ad.

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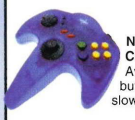
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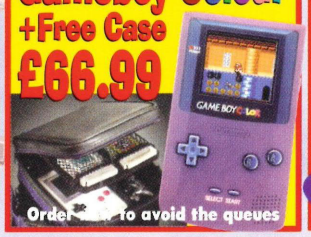
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