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64 MAGAZINE

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PAGE 26 MARIO PARTY



All The Hottest New N64 Games!

STAR WARS: ROGUE SQUADRON

WILL THE FORCE BE WITH YOU?

1999 PREVIEW!
CASTLEVANIA!
CARMAGEDDON!
SMASH BROTHERS!

SOUTH PARK

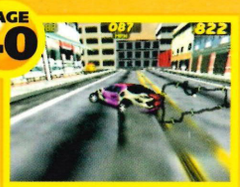
KICK ASS! THE BOYS ARE BACK IN TOWN!

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64 magazine • issue 22 • star wars: rogue squadron • south park • castlevania • smash brothers • rush 2

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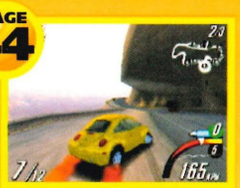
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RUSH 2

LEAVE YOUR HEART IN SAN FRANCISCO AND GET READY TO RACE THE UNITED STATES!

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TOP GEAR OVERDRIVE

IS IT A FERRARI OR A YUGO? FIND OUT ON PAGE 44!



MMPPFF MUPF MUMMFF
MUH MUPF MUMF
MUMFUMFMUH MUMMPF

(WHAT KENNY IS TRYING TO SAY IS THAT SOUTH PARK THE GAME ARRIVES FEBRUARY 1999)

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Goldeneye


Banjo-Kazooie


Forsaken


World Cup '98


Yoshi's Story

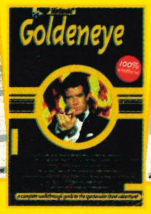

Diddy Kong Racing

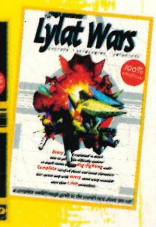

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Mario Kart 64

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42 I'm forever bursting bubbles, pretty bubbles in the air... Mad puzzle addiction that you can't put down!



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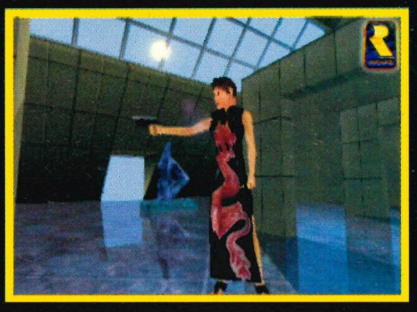
48 Take the knife. Put it pointy-end up on a chair. Sit down on it. You'll still enjoy it more than this game!



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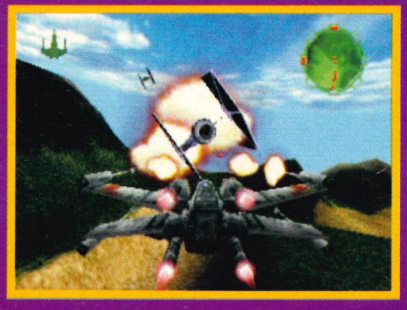
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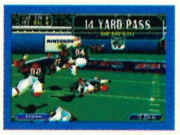
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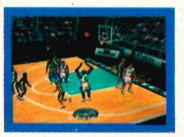
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54 A basketball game based on the antics of those lanky NBA players. What, another one?



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52 American football at its craziest – forget the rules, just concentrate on the violence!



NBA JAM '99
56 A basketball game based on the antics of those lanky NBA players. What, another one?



EDITORIAL

Why is it that that, whenever a sports game with a three-letter acronym beginning with 'N' in the title arrives in the office, everyone starts eyeing the exits and muttering "God, not another one!" under their breath? Even if you strap a wad of cash to the cartridge, people still recoil like Dracula offered garlic bread on a silver platter.

I'll tell you why. It's because everyone is completely sick of American sports games. How many more of the damn things do we need? At the moment, no fewer than *five* different companies offer NBA basketball games – Nintendo, Acclaim, EA Sports, Konami and GT – and barring minor differences in their control systems, *they're all the same*. Same for American football and ice hockey games. Whatever happened to the idea of exclusive licences?

Here's the thing. To Americans, the world is divided into two parts. Part one: America. Part two: a few unimportant countries who want to *be* America. Britain is, after all, a nation the size of Staten Island, with the Queen, Margaret Thatcher and some people with bad teeth who talk like either Hugh Grant or Dick Van Dyke and spend their time oppressing the Irish. It's just next to Australia. And, of course, they like nothing more than playing American football. Doesn't everyone?

Note to Americans. We love your films. We're perfectly happy with your TV shows. We have no problem with your computers. We'll even willingly continue to chow down on your disgustingly unhealthy yet irresistibly tasty fast food and soft drinks. But stop trying to foist your stupid sports on us! We don't understand them, we don't like them and we don't want them. Even five-a-side in the park with jumpers for goalposts draws more of a crowd than any London Monarchs game. The only people over here who buy baseball bats are bailiffs and drug dealers. Isn't your cultural domination of the world enough without forcing us to endure your tedious and incomprehensible advertising opportunities thinly disguised as sporting events? Enough already!

My proposal is as follows. A two-year ban on any games with the acronym NBA, NFL, or NHL in the title. John Madden to be put in a barrel and set adrift. If that doesn't work, we'll have to get tough – American software companies will be set quotas of games based on cricket, snooker and shove ha'penny before they can flog other stuff to us. We'll still be bored, but at least it'll be *our* boredom!

ANDY MCDERMOTT, EDITOR

the 64 showcase

news peripherals advice • hot new items of interest



LET'S GT OUTTA HERE

GT World Tour is looking totally Boss!

Boss Game Studios, creators of the excellent *Top Gear Rally*, have gone back on the road with their latest game, *GT World Tour*. The highly-detailed game will feature a hi-res graphics mode that runs *without* Nintendo's new Expansion Pak (see page 9), and also has a multiplayer mode. As you can see from the shots here, *GT World Tour* certainly looks good, and with 33 different cars to choose from it should offer a lot of challenge! The game should appear early in 1999.

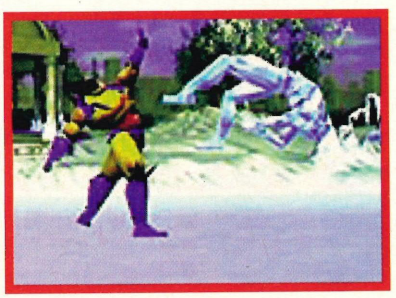








X Rated Fighter!



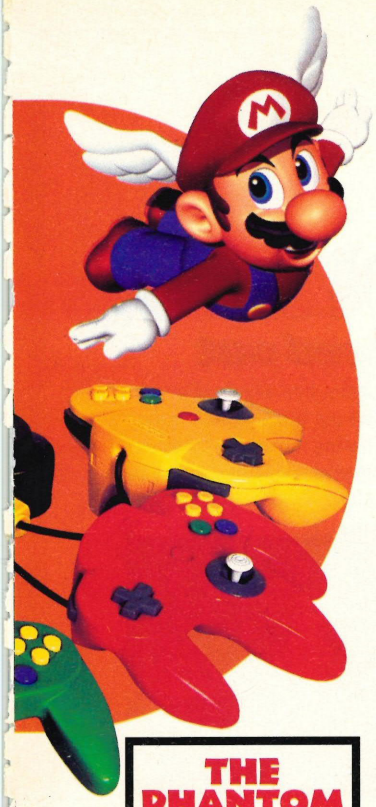
X-MEN BEAT-'EM-UP ON THE WAY!

Mutants ahoy! Activision has enlisted programmers Syrox to create a fighting game for the N64 based on the Marvel *X-Men* comics.

The 3-D beat-'em-up is expected to appear in the autumn, and can only be good news for N64 gamers starved of decent fighting action. Get your adamantium claws ready!



Great for nose-picking.



RAINBOW WARRIORS

Clancey's crack commandos coming to N64

These Men In Black won't bother with erasing your memory – they'll erase your entire brain. With a bullet. Based on the novel by blockbusting author Tom Clancy, *Rainbow Six* puts players in charge of a crack anti-terrorist team. It's up to you to take out threats to civilisation as we know it! *Rainbow Six* will be published by Nintendo in late 1999.





"You ain't seen us, roight?"

THE PHANTOM MENACES

Andy McDermott



Dashing, handsome, heroic, loved by all. And then there's Andy.

Roy Kimber



"I thought that hairy beast would be the end of me!"

Ben Lawrence



Runs around making strange 'neek neek' noises.

Nick Trent

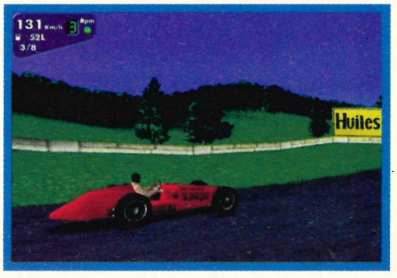


Big bloke with a booming voice and a head of raspberry ripple.

Stormtroopers
Russell Murray
Stuart Taylor
Tom Sargent

A Grand Day Out

MONACO GRAND PRIX READY TO RACE



Ubi Soft is determined to beat Nintendo and Paradigm at the Grand Prix game when it brings out *Monaco Grand Prix*. The name of the game offers a subtle hint as to where the action is focussed, but there are plenty of other tracks, all based closely on the real courses.

Monaco Grand Prix has some unique features that should set it apart from other racing games. On the technical side, the cars' handling and setup can be adjusted in minute detail to squeeze every possible second from each lap, and pit strategies can be decided in advance to take weather conditions and race length into consideration. The most obvious new feature, however, is being able to race in old cars! The bangers of yesteryear have been brought out of retirement to give modern racers a chance to find out what it was like to race in top-heavy old tanks with no crash protection and wheels only marginally wider than a pipecleaner.

The lack of an official F1 licence may put some people off, but the game will almost certainly allow you to rename the drivers. *Monaco Grand Prix* is due out in the spring, and we'll be waving our multicoloured flags at it as soon as it crosses the line!



***Monaco Grand Prix*: twisty.**

Zelda Update

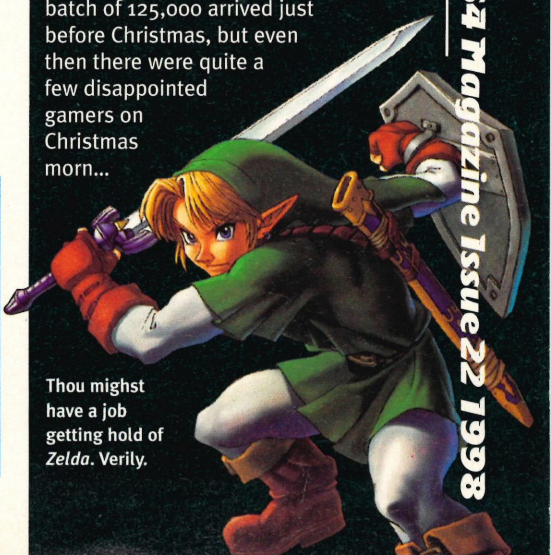
THE LATEST NEWS ON THE GREATEST GAME OF ALL TIME!

Just thought you might want to keep up with the latest *Zelda* news as it happens (well, apart from the obvious time lag caused by printing and other stuff like that).

The Legend Of Zelda: Ocarina Of Time has already broken all sales records in the States, passing the million copies sold mark less than two weeks after it went on sale! This makes *Zelda* the fastest-selling Nintendo title ever, and it stands a good chance of being the fastest-selling game on any format.

Even in Japan, where the N64 has only managed to take a tiny percentage of the games market, *Zelda* went straight to the top of the all-format charts. In terms of sales it even trounced Konami's record-breaking *Metal Gear Solid*, and there has actually been an upsurge in sales of the N64 itself – people are buying the machine just so that they can play Miyamoto's latest masterpiece.

Be prepared for shortages of *Zelda* in the UK, though. Although Nintendo was obviously keen to avoid a repeat of last year's *Goldeneye* fiasco, where the game proved so popular that it was impossible to get hold of, many shops have reported to us that they've been lucky to get half the number of cartridges that they asked for! The initial order of 225,000 UK copies sold out almost immediately, distributors THE Games admitting they wished they'd ordered a lot more. A second batch of 125,000 arrived just before Christmas, but even then there were quite a few disappointed gamers on Christmas morn...



Thou mighst have a job getting hold of *Zelda*. Verily.

NEWS NUGGETS

NO MARIO 2! – Nintendo's top game designer Shigeru Miyamoto, creator of both Mario and Zelda, implied recently that we won't be seeing a sequel to *Super Mario 64* for a while – if ever! Miyamoto recently admitted that game design on *Mario 2* hasn't progressed for a year, and that he's currently tied up with the *Mario Artist* series of activity programs for the not-quite-dead-yet 64DD. So don't hold your breath for the heroic plumber's next platform adventure...

BIT WRONG – *Empire* magazine. Great for films. Not so hot on games. Its January issue described *Zelda* as "the biggest ever on the N64, using a staggering 256 bits of memory." Er, it's just a teensy bit bigger than that...

STOP PRESS! – Nintendo announced on our deadline day that there *will* be a modem for the N64, and it *won't* be part of the 64DD. As yet, there's no other info, but we'll fill you in as soon as we get some!

TOP 10

Spin-off merchandising has become almost as important as the product itself. Nintendo's characters have spawned everything from watches to Beanie Babies, but what of other big names? Get yourself down to Toys-R-Us and take a look at the Top Ten...

DODGY TUROK TOYS

10: BLIND ONE EYE GOUGER SET

9: CHILD CAGE

8: RAPTOR IN MY POCKET

7: SWISS ARMY WAR BLADE (AGES 3 AND UP)

6: EXPLODING HEAD DINOSOID (BLOOD SACHETS NOT INCLUDED)

5: SHAWN THE SHEEP SATCHEL CHARGE

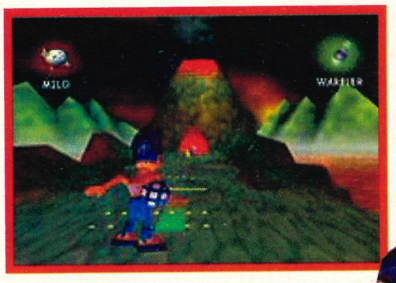
4: FISHER-PRICE FLAMETHROWER

3: BARNEY THE DINOSAUR BAR-B-Q PACK (COMPLETE WITH RIBS)

2: FRAG TAG MONKEY WITH REALISTIC SCREAM

AND AT NUMBER ONE...

1: BLACK & DECKER CEREBRAL BORE





ASTRO NUTS!

Bowling gets spaced out

Here are a couple more screenshots from Interplay's *Milo's Astro Lanes*, the game that takes ten-pin bowling and force-feeds it several tabs of acid. The bowling alleys themselves are built in outer space, meaning that several space aliens can be chosen as players, and the lanes are full of ramps, curves and turbo boosts!

Bowlers can also collect power-ups to make the ball more devastating, or to stop other players from scoring. We'll be donning our silly shoes to review *Milo's Astro Lanes* in the spring.



Nightmarecast!

NOTHING TO WORRY ABOUT... YET

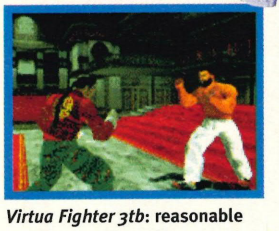


The N64's latest rival, the Sega Dreamcast, finally showed up in Japan. In a lot of ways, its launch was like the N64's – the rabid fans all bought it in the first couple of days on sale before things calmed down drastically, and there were hardly any games.

We've had a Dreamcast in the office (purely in the interests of scoping out the competition, you understand) and Nintendo doesn't have much to worry about, at least for the moment. Only one of the launch games – *Virtua Fighter 3tb* – could be described as any good, and *Godzilla Generations* and *Pen Pen Triicelon* were downright awful. Admittedly, things should heat up when Sega gets *Sonic Adventures* and *Sega Rally 2* out of the door, but Nintendo can bask in the knowledge that *Zelda* topped the charts in the same week that the Dreamcast came out.

We weren't impressed with the Dreamcast's controller, either. Compared to the N64 pad, it's badly lacking in buttons and doesn't feel as comfortable to hold. The Dreamcast itself is quite nice, though – it's even smaller than an N64!

The Dreamcast's graphics and audio *are* better than the N64, but then our machine is nearly three years old. Besides, it's software that counts, and for all Sega's arcade experience, they're unlikely to come up with a *Zelda*-beater any time soon. We'll be observing the enemy closely, though...



***Virtua Fighter 3tb*: reasonable**



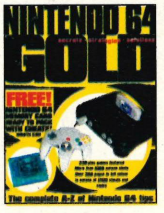
***Godzilla Generations*: crap!**

COMING SOON FROM PARAGON PUBLISHING...

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD

ISBN: 1-873650-47-7

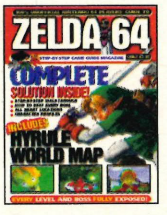
A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card worth £10!



ZELDA 64 SOLUTION MAGAZINE

ISBN: 1873650612

A complete 100 page tips magazine devoted to taking players through every inch of Nintendo's massive new classic game *The Legend Of Zelda: The Ocarina Of Time*. The guide details everything you need to do to save the magical kingdom of Hyrule from the evil Ganondorf, rescue Princess Zelda and become the one true Hero of Time!



TUROK 2 SOLUTION MAGAZINE

ISSN: 1463-7243

Written by our very own Roy Kimber, this fantastic 100 page special costs just £3.95 and takes you through every inch of the massive blood-soaked sequel, as well as featuring the full guide to the first games as a bonus! It's also got two absolutely free *Turok 2* posters for your wall, and will see you through to the very end of the game!



Where we test N64 add-ons to destruction!

GIZMOS & GADGETS

Expansion Pak

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It's here at last! At first planned merely as a plug in for the ill-fated 64DD, popular demand (and the fact that software companies started supporting it whether Nintendo wanted them to or not) has eventually brought about the separate release of Nintendo's N64 booster, the Expansion Pak.

Once plugged in, the Pak doubles the amount of memory in the N64, making hi-res graphics a doddle and dramatically increasing the opportunities for deeper gameplay. Of course, games have to be programmed to take advantage of it, and the chances of any games appearing that will only run with an Expansion Pak installed are just about zero, but it's still a handy addition.

The Expansion Pak comes with an oddly-shaped bit of plastic, the Ejector Tool (fnarr), which is used to prise out the Jumper Pak that lives inside the N64's forward expansion slot. It can also be used to remove the Expansion Pak again, should you want to. One surprise about the Expansion Pak is the massive metal heat sink hiding under its red plastic hat, which makes it weigh twice as much as Datel's Power RAM memory expansion. Obviously Nintendo kept quiet about the amount of heat its hardware pumps out...

So far, the list of games that make use of the Expansion Pak is pretty small – only *Top Gear Overdrive*, *NFL Quarterback Club '99* and *Turok 2* to date. However, the list of titles in the works that have announced Expansion Pak support is growing fast. Over the next few months *South Park*, *Rogue Squadron*, *Michael Owen's World League Soccer* and *Duke Nukem: Zero Hour* will all be able to bask in high-resolution glory. By the end of 1999, expect the majority of games to support the Expansion Pak in some way.

While the presence of the Expansion Pak is unlikely to make much difference to gameplay, at least not for a while, the difference it makes visually is instantly apparent. As of next issue, we'll be noting whether or not a game uses the Expansion Pak in our reviews. If you want to impress your friends, or just see every wart on a monster's face, you should buy one right now!

64 MAGAZINE RATING:





"Widget, a widget it has got."

64 MAGAZINE CHARTS

In association with GAME

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

Chart Comment

Has Mario lost his sex appeal? For the first time we can remember, neither *Super Mario 64* nor *Mario Kart 64* are in the top 20 N64 games! Nintendo probably isn't all that worried, since *Zelda* came straight in at the top and absolutely demolished everything else. *WCW/NWO Revenge* is also performing well, and both *Body Harvest* and *Buck Bumble* have turned out to be sleeper hits. *Goldeneye*'s lustre looks as though it's finally fading – come on 007, pull yourself together!

Chart Compo

No winner this month, unfortunately. *Turok 2*'s non-appearance (hey, don't blame us) threw a lot of people off, and *1080° Snowboarding*'s endurance caught out everyone else. However, next issue's charts should feature both *Turok* and *Zelda*, so get predicting!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	The Legend Of Zelda	Nintendo	98%
2	2	F-1 World Grand Prix	Nintendo	94%
3	3	1080° Snowboarding	Nintendo	80%
4	–	WCW/NWO Revenge	THQ	87%
5	1	F-Zero X	Nintendo	90%
6	–	Body Harvest	Gremlin	85%
7	7	Banjo-Kazooie	Nintendo	95%
8	–	Buck Bumble	Ubi Soft	90%
9	–	NBA Live '99	EA Sports	75%
10	–	XG 2	Acclaim	70%
11	6	Mission: Impossible	Infogrames	48%
12	9	ISS '98	Konami	95%
13	11	WWF Warzone	Acclaim	90%
14	10	World Cup '98	EA Sports	93%
15	14	Goldeneye	Nintendo	95%
16	–	NFL Quarterback Club '99	Acclaim	90%
17	4	Space Station: Silicon Valley	Take 2	87%
18	16	Diddy Kong Racing	Nintendo	86%
19	19	Turok: Dinosaur Hunter	Acclaim	70%
20	–	Mortal Kombat 4	GT Interactive	86%

WIN £50 WORTH OF GAME VOUCHERS

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

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. It's the nature of the beast!

In association with Department 1

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

JANUARY '99

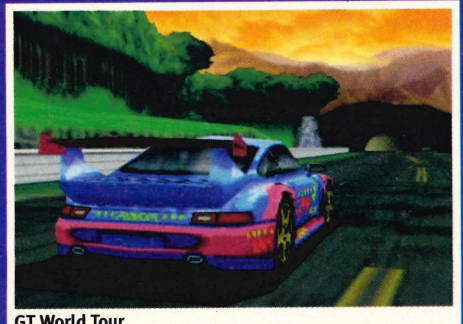
Airboardin' USA	US	Jan
Battle Tanx	US	Jan
Caesar's Palace	US	Jan
F1 Pole Position 2	US	Jan
Hype:The Time Quest	US	Jan
In-Fisherman Bass Hunter 64	US	Jan
Micro Machines 64 Turbo	**UK**	**Jan**
Micro Machines 64 Turbo	US	Jan
NBA In The Zone '99	US	Jan
Penny Racers	**UK**	**Jan**
Pikachu Genki Dechu	Jap	Jan
Quake 2	US	Jan
Rally Racing	US	Jan
Rat Attack	**UK**	**Jan**
Rugrats	US	Jan
South Park	**UK**	**Jan**
Star Wars: Rogue Squadron	**UK**	**Jan**
Survivor: Day 1	US	Jan
Twisted Edge Snowboarding	**UK**	**Jan**
Virtual Pool 64	**UK**	**Jan**
WCW Nitro	US	Jan
Wipeout 64	**UK**	**Jan**

FEBRUARY '99

Blades Of Steel	US	Feb
GT World Tour	US	Feb
Monaco Grand Prix	US	Feb
ODT	US	Feb
Shadowgate 64	US	Feb
Ultraman Battle	Jap	Feb

MARCH '99

All-Star Tennis '99	**UK**	**Mar**
All-Star Tennis '99	US	Mar
California Speed	US	Mar
Castlevania 64	**UK**	**Mar**
Castlevania 64	US	Mar
Duke Nukem: Zero Hour	**UK**	**Mar**
FIFA '99	**UK**	**Mar**
FIFA '99	US	Mar
Hybrid Heaven	**UK**	**Mar**
Hybrid Heaven	US	Mar
Michael Owen WLS '99	**UK**	**Mar**
Rampage: Universal Tour	US	Mar
Rayman 2	US	Mar
Shadowman	**UK**	**Mar**
Vigilante 8	US	Mar
Winback	Jap	Mar



GT World Tour

APRIL ONWARDS

4x4 Mud Monsters	US	Jul
All-Star Baseball 2000	US	Apr
Army Men	US	Sep
Assault	**UK**	**Jun**
Lego Racers	US	May
Re-Volt	**UK**	**Jun**
Snowboard Kids 2	**UK**	**Apr**

NO CONFIRMED RELEASE DATE

40 Winks	**UK**	**TBC**
All-Star Tennis '99	**UK**	**TBC**
Asteroids	**UK**	**TBC**
Banjo-Tooie	**UK**	**TBC**
Castlevania 64	Jap	TBC
Command And Conquer 64	US	TBC
Contra Spirits 64	Jap	TBC
Donkey Kong 64	**UK**	**TBC**
Dragon Sword	**UK**	**TBC**
Duck Dodgers	US	TBC
Duke Nukem: Zero Hour	**UK**	**TBC**
Earthworm Jim 3D	**UK**	**TBC**
Earthworm Jim 3D	US	TBC
Extreme Sports 64	**UK**	**TBC**
Gauntlet Legends	US	TBC
Getter Love!	Jap	TBC
Ghouls & Ghosts	Jap	TBC
Goemon 2	**UK**	**TBC**
Harrier 2001	US	TBC
Hercules	US	TBC
Jet Force Gemini	**UK**	**TBC**
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	US	TBC
Magic Flute	Jap	TBC



Perfect Dark

Mario Artist series	Jap	TBC
Mario Party	**UK**	**TBC**
Mini Racers	**UK**	**TBC**
Monaco Grand Prix	**UK**	**TBC**
Mother 3	Jap	TBC
Need For Speed 64	US	TBC
Neon Genesis Evangelion	Jap	TBC
Nuclear Strike	**UK**	**TBC**
ODT	**UK**	**TBC**
Ogre Battle 3	Jap	TBC
Perfect Dark	**UK**	**TBC**
Pokemon Snap	Jap	TBC
Quake 2	**UK**	**TBC**
Rayman 2	**UK**	**TBC**
Rev Limit	**UK**	**TBC**
Road Rash 64	**UK**	**TBC**
Rollerball	US	TBC
Ronaldo Soccer	**UK**	**TBC**
Sim City 2000	**UK**	**TBC**
Smash Brothers	**UK**	**TBC**
Smash Brothers	Jap	TBC
Space Invaders	US	TBC
Spooky	US	TBC
Star Wars Racing Game	**UK**	**TBC**
Star Wars: The Phantom Menace	**UK**	**TBC**
Superman	**UK**	**TBC**
Survivor: Day 1	**UK**	**TBC**
Tazmanian Express	US	TBC
Tonic Trouble	**UK**	**TBC**
Tonic Trouble	Jap	TBC
Top Gear Overdrive	**UK**	**TBC**
Twelve Tales: Conker 64	**UK**	**TBC**
Twelve Tales: Conker 64	US	TBC
Untitled Rare Game	**UK**	**TBC**
Vigilante 8	**UK**	**TBC**
Wetrix 2	**UK**	**TBC**
Wild Metal Country	**UK**	**TBC**
Xena: Warrior Princess	US	TBC

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N64 CHEATS & TIPS





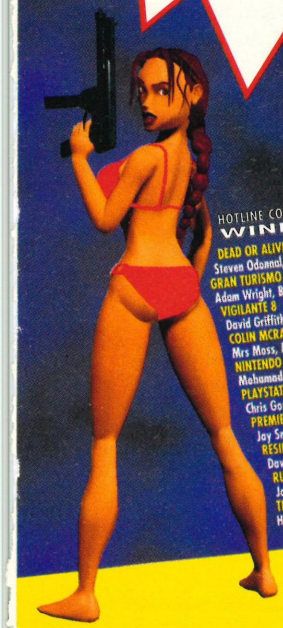
Aero Fighters Assault
Aero Gauge
Air Border 64
All-Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Bio Freaks
Blast Corps
Bomberman 64
Bust A Move 2
Chameleon Twist
Chopper Attack
Cruis'n the World
Cruis'n USA
Dark Rift
Diddy Kong Racing
Doom 64
Duke Nukem 64
Extreme G
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA 98
Fighters Destiny
Forsaken
F-Zero X
Gex
Goldeneye
GT64 Championship Edition
Hexen
Iggy's Reckin Balls
International Super Soccer
ISS 98
Jeopardy
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Major League Baseball: K Griffey Jr
Mario Karts
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Quarterback 98
NHL Breakaway
Off-Road Challenge
Pilot Wings
Puyo Puyo Sun 64
Quake 64
Rampage World Tour
Robotron 64
San Francisco Rush
Shadows of the Empire
SimCity 2000
Snowboard Kids
Super Mario
1080 Snowboarding
Tetrisphere
Top Gear Rally
Turok: The Dinosaur Hunter
War Gods
Wave Race
W. Gretzky's 3D Hockey
W. Gretzky's 3D Hockey 98
WCW Vs NWO World Tour
Wetrix
World Cup 98
WWF War Zone
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Mohamad Ali Abas, Huddlesfield
PLAYSTATION CONSOLE
Chris Goss, Barnsly
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Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into (that includes email, D Forrester!), 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

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Turok 2 Not Crap Shocker!

Dear 64 MAGAZINE,

I couldn't care less if you print this in your mag but you must read it. You gave *Turok 2* 90% just because it wasn't *Goldeneye*, and you gave a crap tennis game 90%. Why?

You said *Turok 2* was *Doom* with dinosaurs. Bollocks! What I am saying is that you can't judge games as *Goldeneye* losers or beaters. Sure, okay, *compare* them, but don't judge them by that. I have played a demo of *Turok 2* and that's what it is, not *Goldeneye 2* but *Turok 2*. It should easily beat *Banjo-Kazooie*, because although *Banjo-Kazooie* is a great game I completed it totally in 21 hours (not straight in one go) and it has nothing to make you want to play it again – you can't even fight Gruntilda. All in all, I respect your decisions but be fair, judge things by their predecessors and compare them to their equals.

Changing the subject, well done on the mag and the tips books!

Tom Hird, Halifax

Hey, a hometown boy! The reason we didn't give *Turok 2* a score of 127% or whatever was because we played it, and we played it, and we played it... and in the end, we got bored. Bored of the same few enemies appearing over and over again, bored of the slogging down miles of corridors. The deathmatch game helped out enormously, but in the end we didn't think *Turok 2* was as good as *Goldeneye*. Obviously it was better than the first *Turok* game, but what's the point of reviews if they don't judge games against their competitors?

Happy, Cute... No Thanks!

Dear 64 Magazine,

Magazines like yours should be an instrument for readers to express their views on Nintendo. Instead of supporting extremely bad magazines, Nintendo should be backing magazines like yours as a means to hear what the public want and don't want. Instead of listening to what we want, they tell us what they think we want, and this is the main reason for the N64's fading in the marketplace.

The N64 targets children with most of its games, when the income earners who are interested in videogames are between 16 and 25. This group of people aren't interested in how cute *Diddy Kong Racing* looks, but how a game like *Final Fantasy VII* or *Resident Evil* plays, looks and feels. It seems that Nintendo is a business out to make money, not to make happy customers, and no matter what they say with their 'quality not quantity' talk, they haven't fooled me. And it's not only that group of high income earners who like games of the same standard as *Goldeneye*, but all the N64 owners out there, young and old, so Nintendo is making huge mistakes in marketing.

To end positively, the future does seem to be looking very good for the N64, with games like *Turok 2*, *Shadowman* and *Perfect Dark* over the horizon. Let's hope Nintendo finally realises

PRIZE WINNER

STAR LETTER

Honesty And Stuff

Dear 64 MAGAZINE,

I've bought 13 issues of your magazine, which cost me over 50 quid. That's enough money to buy *Zelda*, and now I'm going to subscribe and buy another 12. Why have I put my trust in one magazine? (followed by silence...) Because you're honest. Yes, even though I disagree with you for giving The Best Racing Game On Earth (*Diddy Kong Racing*) 86%, and insist on keeping a ScoreZone section where no matter how much you perfect your time/score it's impossible to get anywhere near the best without an Action Replay. Even when less than half of your magazine is full of new stuff and I've spent £3.95 on it... (I'd better stop criticising before this letter becomes the 64 MAGAZINE office loo roll!)

Why I carry on buying your magazine despite all this is because you sacrifice getting early reviews for frank, detailed real reviews. You're capable of giving a Nintendo-developed game a sub-80% score, as well as giving a game hyped for two years a sub-50% score. Oh yes, you're even capable of rating a wrestling game higher than a Nintendo classic. While other magazines wouldn't let another non-Nintendo game score higher than *Super Mario 64*, you let through six. You even kicked The Best Racing Game On Earth out of your top 20 N64 games – okay, that pees me off, but at least you were giving your honest opinion.

The latest and greatest example of your honesty is *Turok 2*. Your preview of *Turok 2* in issue 19 was more detailed than some other magazines' reviews. When you came to review it, you weren't afraid to mention that the one-player game is as repetitive as *Tomb Raider 3*. Clearly you respect your readers and don't lie your way up the magazine sales figure list.

Just a query, what do you mean that *Zelda* is "quite possibly" the best game ever? It is the best game ever! I know that no-one should be rash awarding such a title, but do you think that the repetitive *Tomb Raider*, the dated *Quake*, the unoriginal *Tekken 3* or the realistic but boring *Gran Turismo* could "quite possibly" be better?

Matthew Coombs, Sutton

Actually, I was thinking of *Horace Goes Skiing* on the ZX Spectrum. Now, *there* was a game...

they can make people happy and a lot of profit at the same time.
Josh Wines, Warrnambool, Australia

Speaking for myself, I'm not sure whether Nintendo quite understands that there is a difference between *universal* appeal and *family* appeal. *Zelda* is a game that only the most insanely bloodthirsty and anti-cute could dislike, but Nintendo's upcoming titles shown this issue – *Smash Brothers*, *Mario Party*, *Pikachu* – are aimed squarely at the happy nuclear family with young children, not the hardcore gamer. Still, it's their money.

A Convert Writes

Dear 64 Magazine,
Normally, your magazine is my second choice of Nintendo mag. Don't get me wrong, I think your mag is good, but I usually get *N64 Magazine* as my first choice because it's bigger and costs less. You'll be pleased to hear that I won't be buying it again though. Why not, I hear you ask? Because they conned me!

The game I've been waiting for ever since I got my N64 was *Zelda*. I played the SNES and Game Boy games to death and loved them, and when I heard it was coming to the N64 I couldn't wait! Every time I saw more new pictures of it, it looked better than ever, and I couldn't wait to see the reviews. Could it really be that good?

So I bought the Christmas issue of my usual magazine, which had 'Reviewed! *Zelda*!' in massive letters on the cover. I flipped through the pages, looking for the score... and there wasn't one. It wasn't a review at all, just another preview like the ones everyone's been doing for months. I was gutted. What a rip-off!

When I saw your magazine in the newsagents a week later, I almost didn't buy it in case you hadn't done a real review either. But the big tips book persuaded me to take a chance, and I'm glad I did. I wish you'd been able to do one as big as the *Banjo-Kazooie* review, but you still told me that *Zelda* should be the game on top of my Christmas list! You've converted me, and from now on I'm going to make 64 Magazine my first choice every month. Well done, everyone on the magazine – I'm glad there's someone I know I can trust!
Graham Winner, London

Just goes to show that if you want honest N64 coverage, there's only one magazine to go to, and that's the one you're reading right now. Independent, unbiased and outspoken – that'd be 64 Magazine!

Nitpicking

Dear 64 Magazine,
Oi! McDermott! No! Think you're pretty smart, don't you? But I just got my import copy of *Zelda* and started playing it, and you got some of the details wrong in your review! Ingo's the evil farmhand, not Talon, and if you go back to find Saria (not Seria) right after she gives you the ocarina, nothing happens. You've got to wait until Navi tells you to go back and find her in the Lost Woods before she'll teach you the song. Not so clever now, are you?

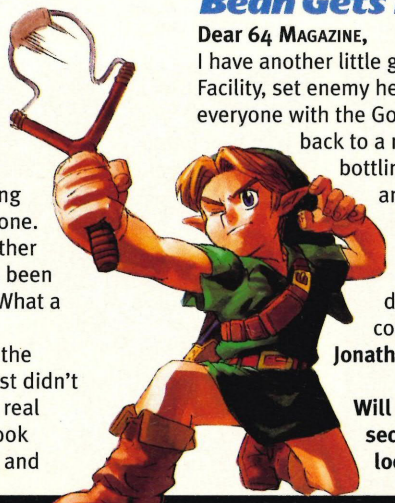
By the way, *Zelda* absolutely kicks ass! I played it until 4am the day I got it, then took a sickie so I could play it all the next day as well!
Michael Stokes, Brighton

That's what happens when you type notes on a Psion in a mad rush and try to make sense of them on the plane back to England. *You* try working out what the hell you were thinking when confronted with "Chco thr, 7. wman thanks. ledge above??? redman." Still, at least I remembered to include a score. And I hope your parents/teachers/bosses/whoever don't see this!

Bean Gets Nasty

Dear 64 Magazine,
I have another little game for *Goldeneye*! In the Facility, set enemy health to maximum, then kill everyone with the Golden Gun before switching back to a normal weapon. Go to the bottling room and shoot Trevelyan, and he should say "How ironic, Golden Boy a traitor," then start shooting at you. It's like two-player deathmatch, but against the computer!
Jonathan Baillie, Holywood

Will *Goldeneye* ever run out of secrets and quirks? Doesn't look like it!



MEMORY CARD LOSERS

It's back! Send in a letter that made us wish we could take back the valuable seconds lost reading it? This is where it'll end up. Since the original reason for the name no longer applies, Memory Card Losers has now got a new meaning. If your letter appears here, *you* have to send *us* a memory card. We'll send our trained gorillas around to collect, if necessary.

Dear 64 Magazine,
Pikachu rules what the heck is you problem? Kill beanie babies. Do not kill Pikachu. Pikachu Rules!!!
We are the Pokemon. You will complie. Resistance is futile.
zoid21, email

Cheers for that eloquent defence of Nintendo's cuddly beast. You owe us a memory card. Kill beanie babies.

Dear 64 Magazine,
Your mag kicks ass! THIS LETTER SHALL BE PRINTED OR WORLD SHALL EXPLODE! REPEAT! THIS LETTER SHALL BE PRINTED OR WORLD SHALL EXPLODE! BEEP! BEEP!
Edward Plant, Burnham

World's still here. Our memory card isn't. Yet. Beep beep.

64ORUM

The bit of the mag where we ask burning questions, and you answer them! Last issue's questions were...

Should magazines avoid giving away 'spoilers' in previews and reviews of the games, or give people as much information as possible?

If something in the game is obviously supposed to be a surprise, magazines shouldn't give it away. Give us the chance to discover it for ourselves!
David Clarke, Rochdale

I think showing readers the ending of a game before they can even buy it is a bad idea. Imagine if *Empire* magazine gave away the ending of all the films they reviewed!
Lisa Pennington, Croydon

Magazines are so keen to one-up each other that they've forgotten ordinary people aren't able to get hold of every game as soon as it comes out. There should be a bigger gap between a game coming out and the full solution being printed.
Yu-Feng Chow, Birmingham

What game should Nintendo write next?

Super Mario 2, and not some stupid kiddie adventure but a proper sequel with a two-player mode where you can finally kill Bowser.
P Burns, email

If they could get just one really great fighting game on the N64, I'd be happy!
Keith Hart, Paignton

METROID! METROID! METROID! METROID! METROID!
Samus Aran [hmm – Ed], email

Who'd win in a fight; Link or Lara Croft?

Link would win easily, because he could chop Lara to pieces before she even got her gun out of its holster.
Karl Daker, Norwich

Lara – she'd shoot Link in the knees, then suffocate him between her huge boobs. But at least he'd die happy!
Evil Pete Clayton, Scarborough

[**Steven Dunne** also sent in a very amusing, but sadly unprintable, comic strip that showed Link winning in no uncertain terms...]

Next issue's topics are...

1: **When we're previewing games, should we offer opinions on the game based on the preview version, or save all critical comment until the review?**

2: **If you could be any character from a Nintendo game, who would it be, and why?**

3: ***Zelda* – best game ever, or what?**

Send in your views to 64orum at the usual address!







South P

Gonna meet some



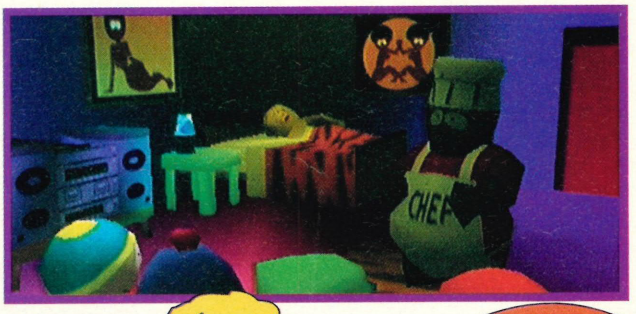
Flatulence. Swearing. Cruelty to animals. Bet you never thought that the wholesome and cuddly Nintendo would let this kind of thing appear on its console, did you?

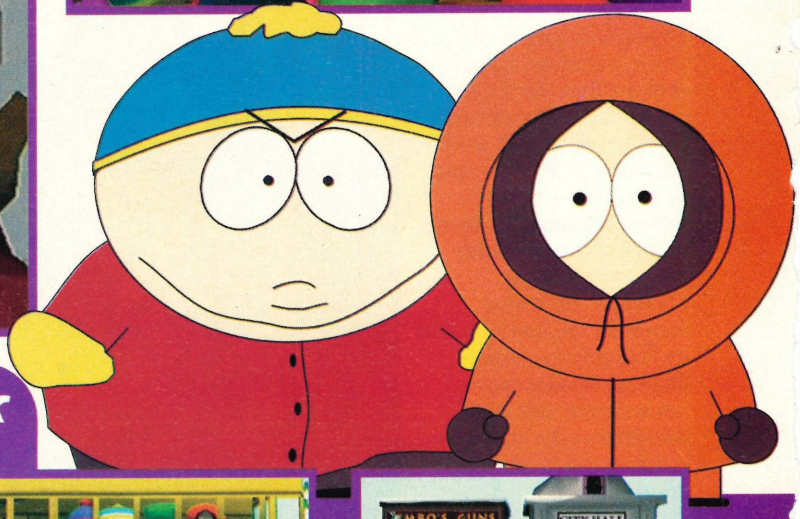
Still, Nintendo can spot a cash cow as well as anyone, and when the cow in question is sliding down over someone's head like something out of James Herriott's worst nightmares you know it could only be *South Park*. The crudely-animated cartoon series is this year's *Tellytubbies*, only with sex, violence and singing turds. Forget your Furbies – get a Killable Kenny with detachable head!

Acclaim snapped up the *South Park* licence earlier in the year, and set Iguana (creators of *Turok 2*) to work on making the game. If a surprisingly short



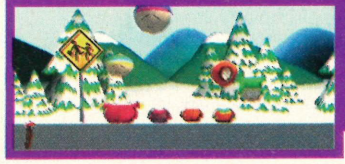
▼ Chef pops up at various points in the game to offer helpful advice to the kids.



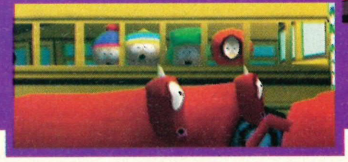


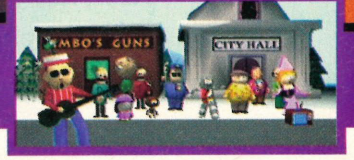
Going Down To South Park

The intro to *South Park* is just like that of the TV show, right down to the music!

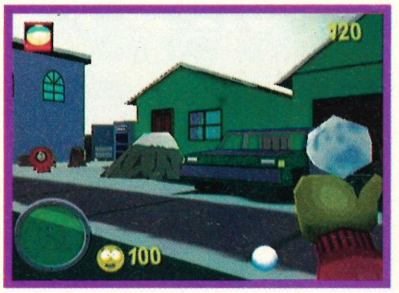












ark friends of mine!

SOUTH PARK

Publisher:	Acclaim
Developer:	Iguana
UK Release:	22 January

amount of time seems to have passed before the game got here, it's because *South Park* is heavily based on the *Turok 2* game engine.

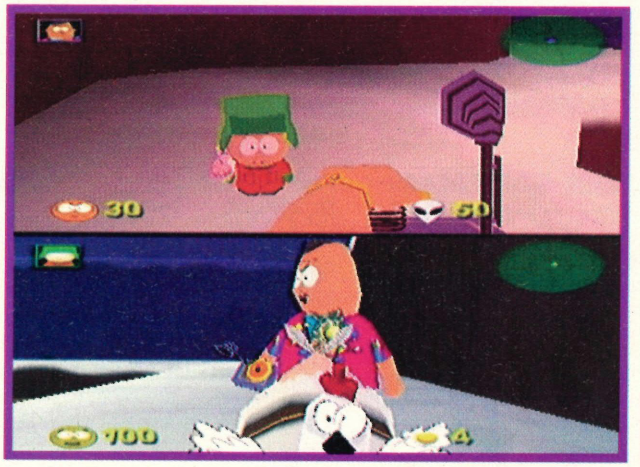
I Fart On Your Grave!

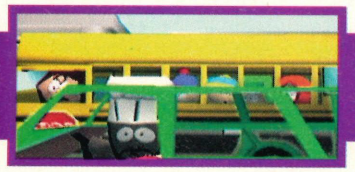
In the one-player game, a comet made from pure evil (hmm, sounds a bit like *The Fifth Element*) is on a collision course with the Colorado town of South Park. The comet's strange powers are affecting everything in the area, and things are getting weird. Well, weirder than normal. Mutated turkeys are trashing the town, evil deformed clones of the residents are wreaking havoc, space aliens are driving the local cows insane and kidnapping the residents and demented robots made from household garbage are running riot. Who you gonna call? Four eight-year-old boys, that's who!

You can choose to be Cartman, Kyle, Stan or Kenny, and then you stay as that boy for most of the game, although to use certain weapons you have to switch to another kid. Kenny also has the inconvenient habit of being killed every so often as well. Like *Turok 2*, players have to battle through large levels and kill all the enemies in order to reach a final boss. There are six levels in all,



◀ Meet the cast! Fight through the entire one-player game and you can play as any of these 20 South Parkians in the multiplayer battle.























Bite Me!

Kenny isn't even safe in the game's opening screens! Just like the TV show, the luckless pauper suffers a horrible fate – and it's not the only time in the game, either...

1: Kenny makes a discovery.
Kenny: "Hmmf! Mmfr hrr!"

2: The other kids arrive.
Cartman: "What do you think it's for?"
Kenny: "Mmfffll hmmfl mflf hffmf mfmffml."

3: They're not alone!
Stan: "What the-?"
Cartman: "Uh-oh."

4: Iguana's mascot suddenly gets a tad peckish.
Kenny: "Aaaaargh! Oohh! Owwaagh ffaaargh!"

5: Everyone else makes a run for it.
Stan: "Dude, this is pretty f[beep]ked up right here."

6: The rats swarm around Kenny's body for a feast.
Stan: "Oh my god, they killed Kenny!"
Kyle: "You bastards!"

STAN MARSH 'THE POPULAR KID'



Stan is the school's star quarterback and the only one of the gang with a girlfriend, even if he gets so nervous about it that he vomits whenever she speaks to him. Has an older sister, Shelly, who frequently beats him up.

Random soundbite:
"Quit it, dildo!"

KYLE BROSLOWSKI 'THE SMART KID'



Kyle is the only Jewish kid in his class, and gets rather defensive about it. The fact that his overbearing mother is always organising campaigns to ban anything remotely fun doesn't help. Once cross-bred an elephant and a pig for a science project.

Random soundbite:
"I've had enough of this crap!"

ERIC CARTMAN 'THE FAT KID'



Calls himself 'big-boned', but to everyone else he's just a big fatass. Cartman is spoiled by his mother, only recently discovered who his father was (and wasn't all that pleased about it) and is the second-most unpopular kid in school.

Random soundbite:
"Your mom's a bitch!"

KENNY MCCORMICK 'THE POOR KID'

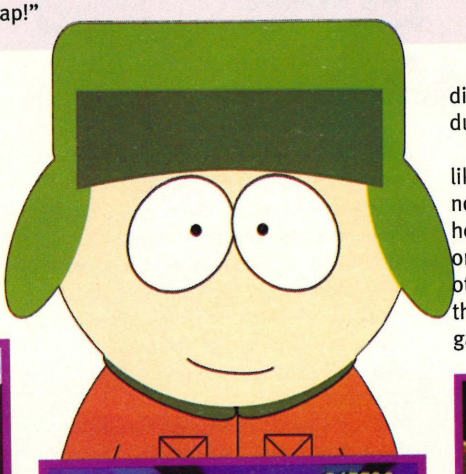


The kid from (literally) the wrong side of the tracks, Kenny is the most foul-mouthed of the gang – luckily, his frequent obscenities are muffled by his huge parka hood. Almost. Dies horribly on a more or less weekly basis.

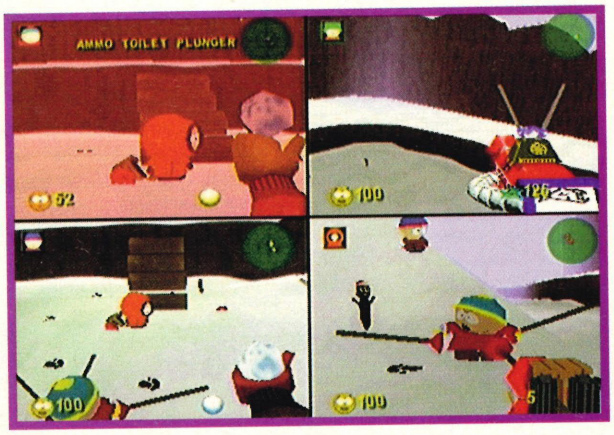
Random soundbite:
"Yff fmmking bfftrdd!"

Crazy Town, Crazy People

South Park has a surprisingly high percentage of dysfunctional residents – it's something like 99 percent! Here are some of the people you can play as in the deathmatch game. Not all of them though – hey, it's only a preview!



▼ Like the arrows in *Turok 2*, toilet plungers stick to people and can be collected after they fall off.





divided into four sections. Get going, dumbass!

The multiplayer game is, again, a lot like that in *Turok 2*. Mind you, Turok was never pelted with Nerf darts or had his head shoved up a cow's arse! Initially, only the four boys are playable, but other characters can be found by playing through the one-player game and gaining passwords.



▲ Kenny lets rip with the sponge dart gun. Most weapons can be powered up, at the cost of a slower firing rate.

MRS CARTMAN



Cartman's mother, who despite her wholesome apple-pie image has slept with just about every man in town, and quite a few of the women as well. Had sex with Bill Clinton in an attempt to make abortion legal up to eight years after birth.

Random soundbite:
"Mommy's going to spank you."

OFFICER BARBRADY



South Park's none-too-thin blue line; the slogan on his police car is "To patronise and annoy." Hobbies include denying all knowledge of anything dubious and clubbing suspects with his nightstick. Once made Cartman into his deputy.

Random soundbite:
"Okay, time for some police brutality!"

MEPHISTO



The town's resident genetic engineer and Marlon Brando soundalike. Believes that nature is sadly lacking in its allocation of anuses, and has made it his life's work to genetically modify life forms to give them multiple asses.

Random soundbite:
"You've just volunteered for my newest five-ass experiment."

PIP



Or Philip Pirrip, to give him his full name. Pip is the only English kid in town, and as a result is even less popular at school than Cartman. Unfailingly polite, even when used as a target for spitting contests, he only gets angry when accused of being French.

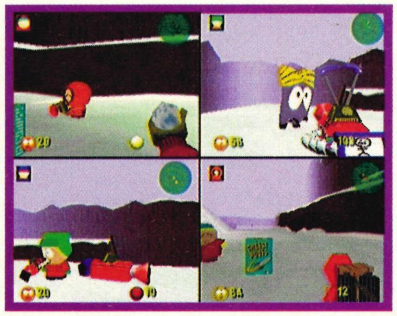
Random soundbite:
"Hurray for the Queen of England!"

UNCLE JIMBO



Gung-ho gun nut and hunter, Jimbo is Stan's uncle and is never happier than when he's downing a few beers and killing things. Fishes with hand grenades and gets around anti-hunting laws by claiming he's doing it to thin out excess animals.

Random soundbite:
"Hey, you made me spill my beer!"



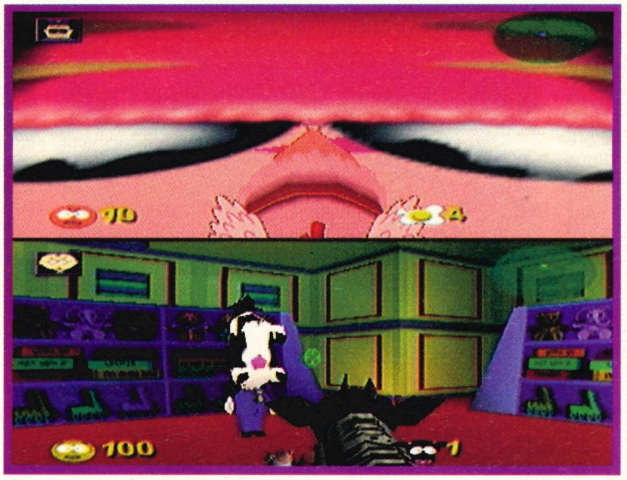
▲ The Warpo Ray weapon has three settings. It can fire piranha fish, shrink its victims or turn them into harmless animals!

Sweet!

A large part of the cartridge is taken up with speech. The show's cast have recorded new dialogue for the game, and unlike something like *Clayfighter*, the same few samples aren't repeated over and over again. Each new level and set of enemies brings a new range of high-pitched insults into play, and even the minor characters from the multiplayer game, like Pip and Ike, have a good selection of comments.

Bizarrely, the characters in *South Park*, the game, are actually better animated than their counterparts in *South Park*, the series! The simplistic art style has been perfectly translated to the N64, and the only real disappointment is the amount of fogging, which at times actually seems worse than *Turok 2*, even though there's less going on. Hopefully, the last couple of weeks before the game is completed will see something done about this.

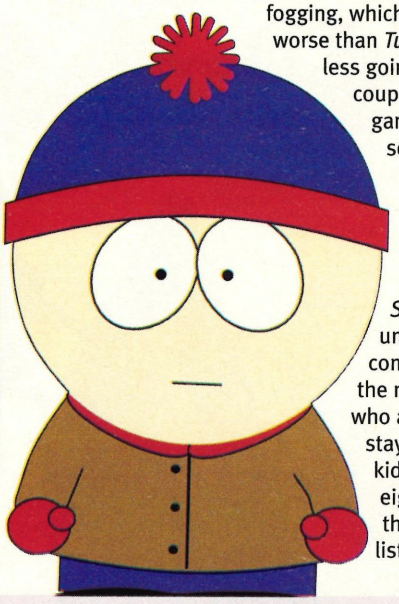
Fans of the series (and let's face it, there are plenty of younger fans who really shouldn't be watching it!) will love *South Park*, and even the undecided may be converted after a few bouts in the multiplayer game. Those who are easily offended should stay well away, though – the kids are as rude as *real* eight-year-olds are when they think no adults are listening!



▲ Barbrady gets a view of a cow that he really didn't want, thanks to the Moo-2000 cow launcher.



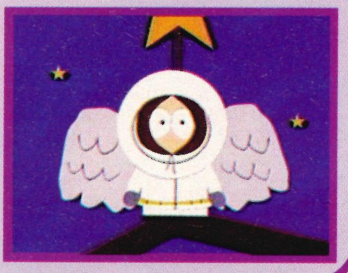
▲ Beefcake! Beeeef-caaake! The Weight Gain 4000 makes players temporarily invincible (and very fat).



Kenny, Let Me Count The Ways

How many times can one small boy die? Quite a lot, if the boy is *South Park*'s Kenny McCormick. Here are just a few of his numerous demises...

- Shot by aliens, trampled by cows, then run over by a police car.
- Accidentally assassinated, then impaled on a flagpole.
- Dismembered by the other team in a game of American football.
- Touched by the hand of Death.
- Pecked to pieces by mutant turkeys.
- Squashed by the Mir space station, reincarnated as a zombie, sliced in two with a chainsaw, crushed by a toppling gravestone then chopped up by an aircraft propeller.
- Throttled in a bizarre swingball accident.
- Run over by a train for the amusement of *America's Stupidest Home Videos* viewers.
- Burst against a wall by Chinese dodgeball players.
- Ripped apart by a crazed talk show studio audience.



South Park © Comedy Central 1998

NED



A Vietnam veteran who lost one arm and his vocal cords in the conflict, Ned spends his time with fellow combat vet Uncle Jimbo, firing heavy weapons at innocent woodland creatures. He speaks through a Stephen Hawking-style voicebox.

Random soundbite:
"(Croak) It's just like Vietnam!"

BIG GAY AL



He's called Al, he's big and he's gay. Big Gay Al runs Big Gay Al's Big Gay Animal Sanctuary, a place where homosexual animals can live without fear of persecution. Helped Stan come to terms with his dog repeatedly humping other (male) dogs.

Random soundbite:
"Ow, that's definitely not disco."

WENDY TESTABURGER



On the surface, a sweet little girl. Beneath it, she's pure evil! Had a substitute teacher kidnapped by Saddam Hussein and fired into the sun when Wendy thought she was moving in on her man, Stan.

Random soundbite:
"You're not supposed to hit girls, you f[beep]ing asshole!"

MR MACKEY



South Park's school counsellor, a very woolly liberal. Once took marijuana into school for an anti-drugs lecture, from where it promptly disappeared, resulting in intrusive body cavity searches for all the kids in the class and Mackey's sacking.

Random soundbite:
"Are you on drugs? Drugs are bad, mmkay?"

IKE BROSLOWSKI



Kyle's two-year-old adopted brother, who, as Kyle was horrified to discover, not only had to have the end of his 'fireman' sliced off for a traditional Jewish ceremony, but (worse yet) turned out to be Canadian. Looks like a football and gets kicked a lot.

Random soundbite:
"Don' kick da baby."





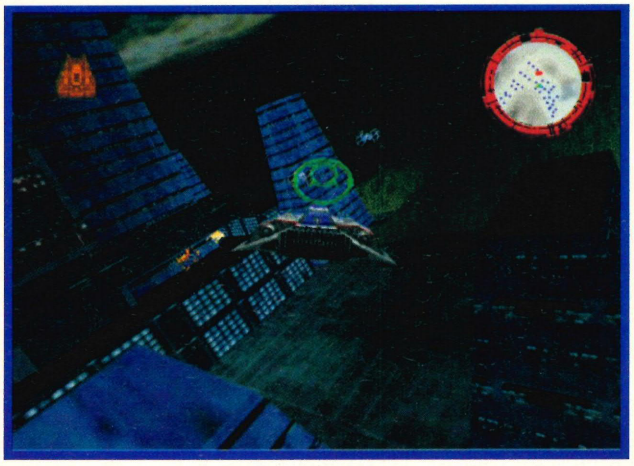


Star Wars: Rogue Squa



STAR WARS: ROGUE SQUADRON

Publisher:	Nintendo
Developer:	Lucasarts/Factor 5
UK Release:	Early 1999



Lock S-foils in attack position!

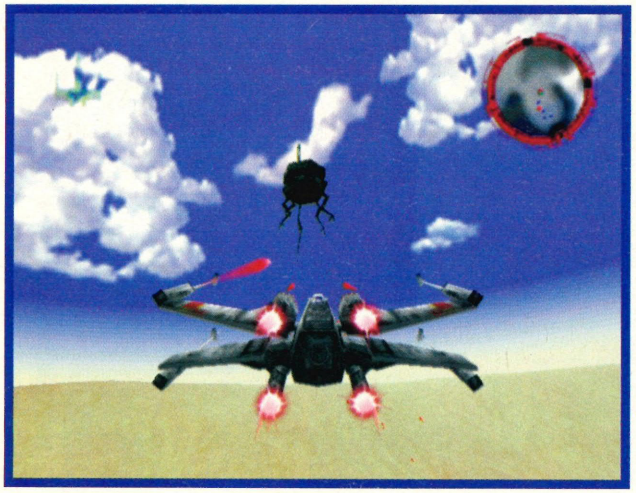
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Join the Rebellion! Fight the Empire! Fly a Y-Wing! Explode into millions of glowing fragments! [NB: Might need better wording for that recruitment ad – Luke.]

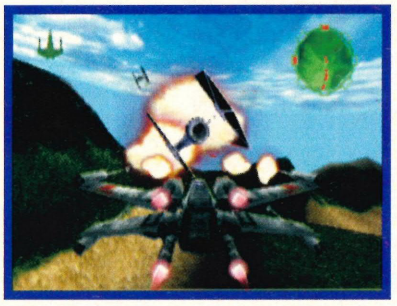
Star Wars: Rogue Squadron is the second *Star Wars* game for the N64, but with two games based on the upcoming new film *The Phantom Menace*, it certainly won't be the last. To the infuriation of all at 64 MAGAZINE, the American version of *Rogue Squadron* comes out just after this issue's deadline, so no review until next month. As Chewbacca might say in a similar situation, "woorraarghhh."

▶ Clomp. Clomp. Clomp. An Imperial Walker tromps across the snow like a giant mechanical donkey.

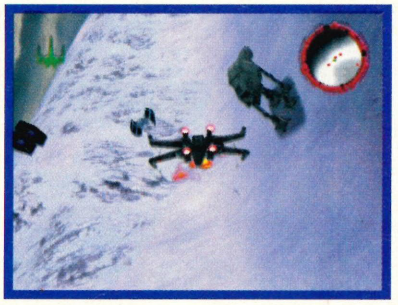
▼ Probe Droids are early enemies. They don't cause much damage, but attack in numbers and are hard to hit.





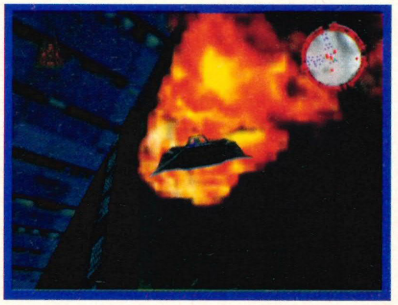


▲ An Imperial TIE Fighter demonstrates the disadvantage of not having any aerodynamic surfaces in an atmosphere.



Rogue Squadron takes the best bits – well, more like the best bit, singular – of the first *Star Wars* game, *Shadows Of The Empire*, and makes an entire game out of it. Ship-to-ship combat is the heart of the action.

Unlike the *X-Wing* and *TIE Fighter* games for the PC, which were set in deep space, all of *Rogue Squadron*'s combat takes place over the surface of planets. Using hugely expensive



▲ Han Solo's home planet of Corellia is marked by huge tower blocks. Somebody's gas oven just went wrong bigtime!

Rogue Gallery

Who are the other members of Rogue Squadron, alongside whom you'll be flying? Get to know your fellow pilots!

LUKE SKYWALKER

A minor character of no real importance.



WEDGE ANTILLES

Survived the attack on the first Death Star, toppled an AT-AT and blew up the second Death Star, whatever glory hog Lando Calrissian may claim. He's either supremely lucky, or a deep-cover Imperial spy. It's the British accent that's the dead giveaway.



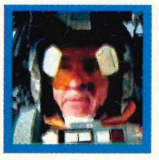
DACK RALTER

Luke's tailgunner on Hoth. Totally useless in combat, completely failing to get off a single shot and blaming his equipment when it was probably his own cowardice. Died when he got a faceful of shrapnel. Serves him right.



ZEV SENESCA

The bloke who rescued Luke and Han from freezing to death on Hoth. And how did he get repaid? By having his snowspeeder blasted to atoms. With him inside. The moral of this story is, "Never be the hero's wingman in a certain death situation."



DEREK 'HOBBIE' KLIVAN

Derek? No offence to readers named after oil-drilling equipment, but with a name like that it's little wonder that he didn't get much screen time. Maybe he survived the Imperial assault on Hoth, maybe not. Who'd notice?



WES JANSON

"Good shot, Janson!"





Star Wars V0.1

Luke Skywalker is a 70-year-old man. Artwo-Detwo can talk. Han Solo has no nose. Princess Leia is 14, yet has a love affair with hero Annikin Starkiller, who has sex with young female officers in supply cupboards. Confused? This is *Star Wars* as it might have been – or, more accurately, *The Star Wars*, since all these people come from the first draft of George Lucas' script. Which... well, isn't very good, to be honest!

Star Wars went through many changes on its way to the screen, all of them for the better. Here are two of the earlier versions, which failed to ignite the interest of studio executives...

THE STAR WARS (1974)

Plot: The Empire seeks to gain control of the planet of Aquillae for its biotechnology. Junior Jedi-Bendu trainee Annikin Starkiller has to get the surviving members of the royal family and 33 compressed scientist brains to safety, and destroy a large space fortress with a rather obvious and stupid design flaw. Along the way, Annikin, Princess Leia, General Luke Skywalker, Han Solo, Artwo-Detwo [sic] and See-Threepio race through the desert on dune birds, fly through an asteroid field, crashland in a jungle, take over a high-tech Imperial base with the help of a bunch of hairy primitives (Wookees, in this case) and blow up the space fortress.

First appearance: Most of the main character names from the films; the 'nature beats technology' battle from *Return Of The Jedi*; Cloud City; Mouff [sic] Tarkin; huge chunks of familiar dialogue.

Not quite there yet: Artwo can talk; Han Solo is green with gills; Luke is an old man; Biggs is Leia's brother; Star Destroyers only have two crew; the Emperor is rather unfortunately named Cos Dashit.

Disastrous dialogue: Annikin – "What is this silly talk of love?"

Interesting fact: A child is brutally killed in the first five minutes and someone is cut in half by a heavy door. From here to the Ewoks in less than a decade – what happened to you, George?

THE ADVENTURES OF THE STARKILLER EPISODE 1: THE STAR WARS (1975)

Plot: Jedi warrior 'The Starkiller' is leading the Rebels against the evil Empire. To win, they need the MacGuffin that is the Kiber Crystal, held by Owen Lars of Utapau. Owen's adopted son Luke takes the crystal, and with the help of con-artist cabin boy Han Solo and hairy mate Chewbacca, they steal a starship. Their destination, Ogana Major, has been destroyed (offscreen), so they go to the prison planet of Alderaan to rescue Luke's brother Deak from Darth Vader. After they escape successfully, the group heads for Yavin, where The Starkiller gets his crystal. Just in time, as the Imperial space fortress arrives to blow up the planet. The design flaw is less obvious this time, and after a huge battle the fortress is blown up by Threepio, leaving only the world's least subtle sequel hint.

First appearance: The Force; Jabba the Hutt; the Dia Noga; Yavin; Jawas; Alderaan.

Not quite there yet: Luke is short and fat; Tuskens are Imperial elite troops; the Force is divided into 'Ashla' and 'Bogan' sides; going into hyperspace is called a 'hyper-skip'; Darth Vader is prone to maniacal fits of laughter.

Disastrous dialogue: Leia – "Father, I think they're a trap, sent by an evil Jawa trading lord, or the dark master of the Bogan, or maybe even the Emperor himself."

Interesting fact: Lucas apparently hadn't quite got the hang of dialogue, as Luke takes three intensely tedious pages in the middle of the script to explain the backstory to his own family!





▲ The Imperial barbeque was rudely interrupted when a group of radical vegetarians strafed it with laser fire.

starfighters as ground attack craft seems a bit odd, but hey, this is *Star Wars*, where it's economically viable to build a space station 100 miles across! There are 15 planets in the game, each of which has a number of sub-missions to be completed. Medals are awarded at the end of each mission, depending on how quickly and efficiently the objectives (which usually involve blowing things up) were met.



▲ No, it's not the same as the shot at the bottom of the previous page. Spot the difference and win an atom.

Rogue Squadron is based on a series of comics, featuring the adventures of the Rebels' eponymous elite attack force. Leading Rogue Squadron is Wedge Antilles, the only minor character to survive all three of the films, helped out from time to time by some farmboy or other. You take on the role of a new recruit to Rogue Squadron, and with a little help from the other members have to do your part to help the Rebellion. Judging from the number of squadron members who died screaming in the second *Star Wars* film, *Rogue Squadron*



X-WING

The ship of choice of Luke and Wedge, the X-Wing offers all-round ability and one of those annoying R2 units behind the pilot.



Y-WING

Sure, it might as well have a bullseye painted on its hull and an open barrel of nitro-glycerine in the cockpit. But it's still cool.



A-WING

Usually found spinning out of control and crashing into the bridges of Super Star Destroyers. Nippy, but a bit fragile.

Man Your Ships And May The Force Be With You!

Rogue Squadron has several craft at its disposal, and considering the amount of damage they take, 'disposal' is probably the right word! Fortunately, the stupid-looking B-Wing is absent. Many missions let you pick a ship of your choice – what's best for you, flyboy?

V-WING

"By your command!" Annoyed at *Battlestar Galactica* ripping off *Star Wars*, Lucas got his revenge by ripping off the Cylon fighter!



SPEEDER

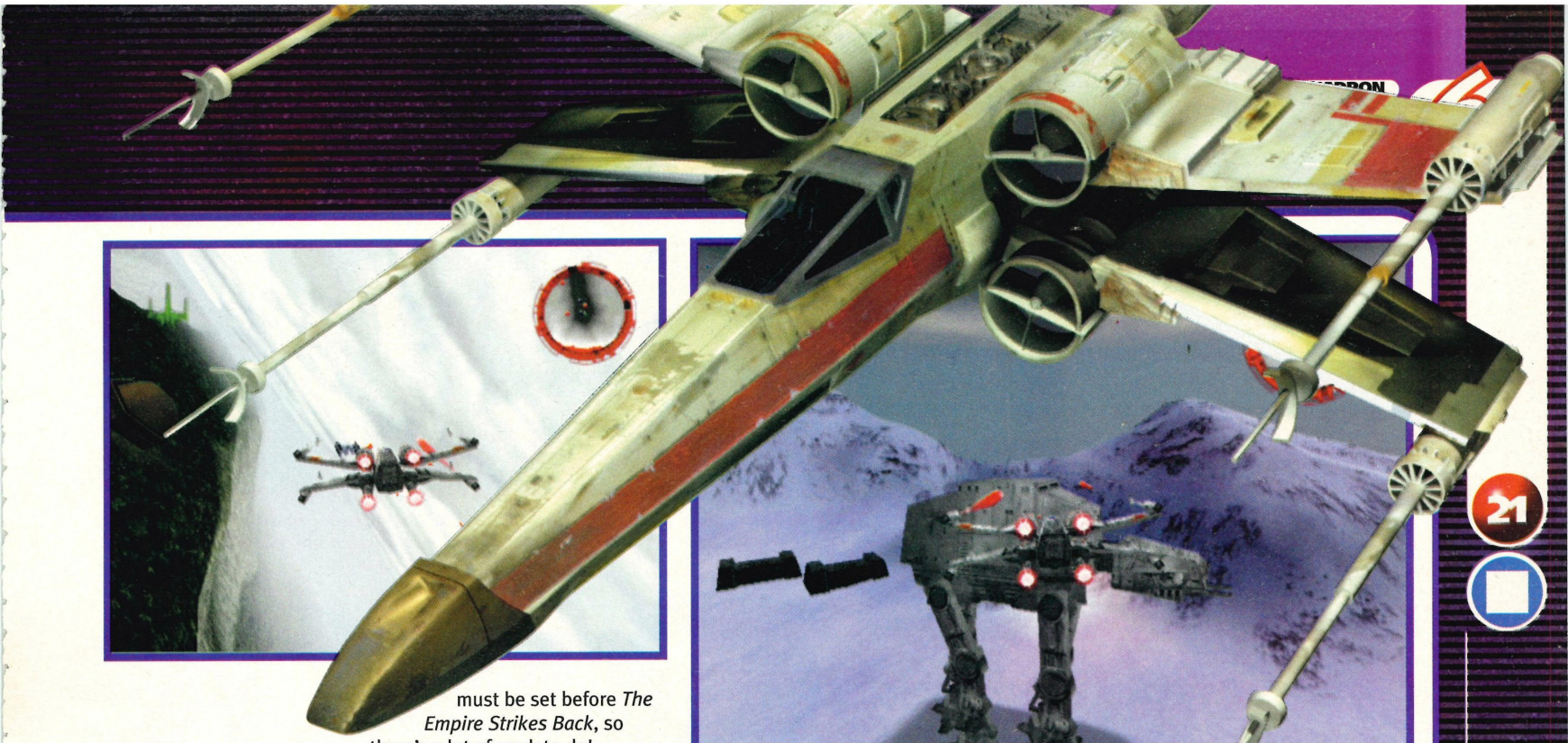
It doesn't just work on snow, y'know. The bad news is that it's got the turning circle of a medium-sized continent. The Rebels' Reliant Robin.



MILLENNIUM FALCON

There, in the hangar, sits one of the coolest starships of all time. And you can't choose it. At least, not to begin with...





must be set before *The Empire Strikes Back*, so there's a lot of work to do!

The 15 worlds take players from Tatooine, which features Mos Eisley, Luke's farm and even the escape pod used by the droids, to planets like Kessel (home of the infamous spice mines), Han Solo's homeworld of Corellia and the watery Mon Calamari world. The Empire is hard at its evil work wherever you go, and it's got a lot of cool new equipment and fighters that it's eager to test on the local populace.

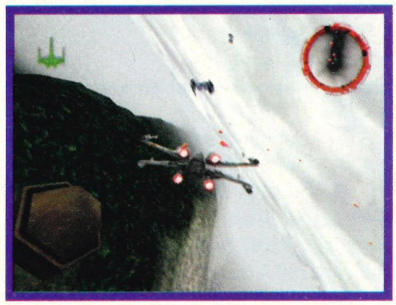


▲ Y-Wings are best suited for the ground attack role, but their speed makes them an easy target for the Imperials.

▲ Walkers can be brought down in the traditional manner with a tow cable, or just blasted until they explode.

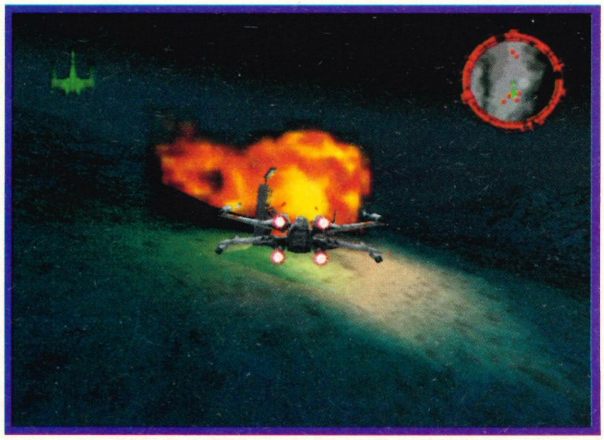
Rogue Squadron supports the Expansion Pak, which gives the visuals a much sharper look than in *Shadows Of The Empire*. There is still fogging, but it's kept fairly unobtrusive, and *Star Wars* nuts can keep themselves occupied by spotting all the background details like landspeeders and skyhoppers, and enthusing over the brand new Imperial weaponry and vehicles. The sound is much improved over *Shadows* as well, with proper stereo music and nearly an hour (!) of speech.

The bad news for UK gamers is that *Rogue Squadron* has been put back until around February 1999. However, next issue we will be able to bring you a review of the import game. Will it be a Jedi Master, or a pile of bantha droppings? Force yourself to find out!









Pants Wars!

It's puerile and childish, but it's somehow amusing. The game is 'pantsing', where words from lines in films and TV shows are replaced by the word 'pants' for very silly comic effect. It's the Internet craze that you can do at home!

"I find your lack of pants disturbing." – Darth Vader

"You can tell that to Jabba. He may only take your pants." – Greedo

"The pants will be with you, always." – Ben Kenobi

"Governor Tarkin. I should have expected to find you holding Vader's pants." – Princess Leia

"Obi-Wan never told you what happened to your pants." – Darth Vader

"Pants not make one great." – Yoda

"You are unwise to lower your pants!" – Darth Vader

"Your feeble skills are no match for the pants of the Dark Side!" – the Emperor





▲ "Normal view, nor-mal view, nor-mal vieeew!" Belmont strikes a pose outside the gates of Castlevania.



▲ Dracula's castle is an ominous place, shrouded in dark, fetid clouds. A lot like Birmingham, really.



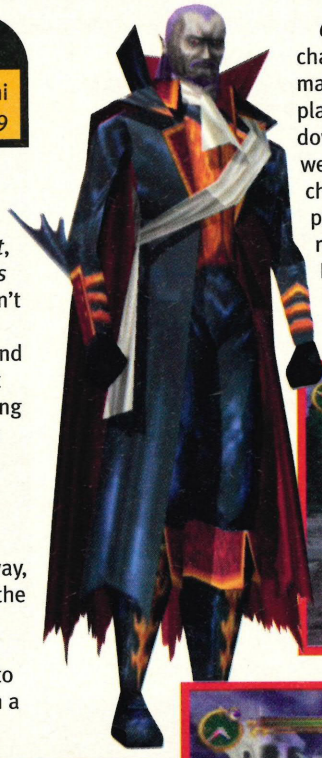
▲ Giant Haystacks suddenly realised that he still had a few scores to settle before he could rest in peace.

Castle

Drac is back!

CASTLEVANIA

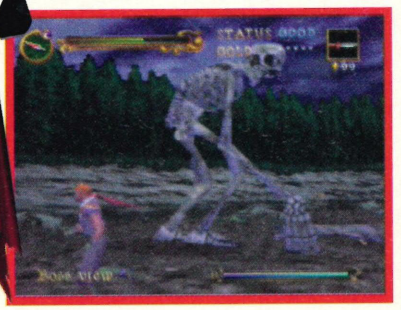
Publisher:	Konami
UK Release:	May '99



Vampires seem to be the in thing. *Ultraviolet*, *Blade*, *Buffy*, *Forever Knight*, *From Dusk Till Dawn*, *John Carpenter's Vampires*, *Razor Blade Smile*... you can't walk around a corner without some creature of the night leaping on you and draining your blood. Well, almost. But with pointy-toothed bloodsuckers being the flavour of the moment, the time is right for N64 owners to get their own little taste of haemoglobin.

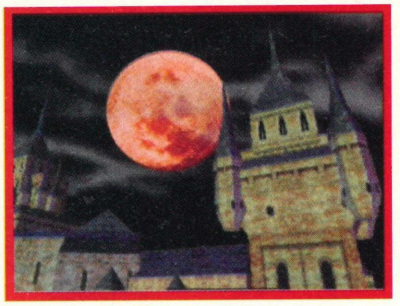
Castlevania is the 14th (!) vampire hunting game from the Japanese company Konami, in a series dating way, way back to the days of the NES. For the first time, the N64 game takes the adventures of the long-suffering Belmont family of vampire hunters into the third dimension, and does so with a lot of class.

Castlevania has undergone a few changes since we reported on it last; the main alteration is that the original four playable characters have been downsized to two. Farewell luckless werewolf Cornell Reinhart, adios chainsaw-wielding loon Kola... but you probably won't be missed. The two remaining characters, Schneider Belmont and Carrie Eastfield (see box) have more than enough vamp-slaying talent between them.

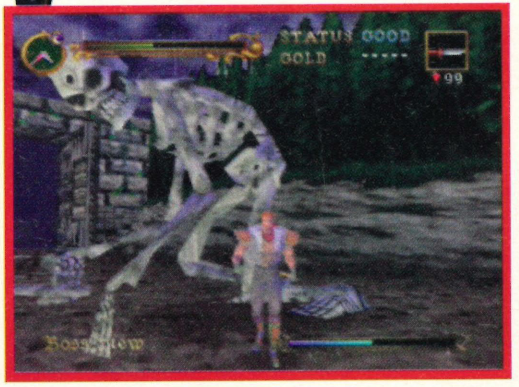


It's the turn of the last century, and despite the rise of Victorian science Transylvania is still riddled with superstitious dread of vampires – and with good reason. The evil Dracula is back! Thought to have been killed forever by one of Belmont's ancestors almost a century before, the Lord of the Undead is rising again. As his power grows, the countryside around Castlevania, his ancestral home, is increasingly plagued by hideous monsters. It's up to Belmont and Carrie to fight their way through Dracula's minions and bang a stake through the Evil One's black heart.

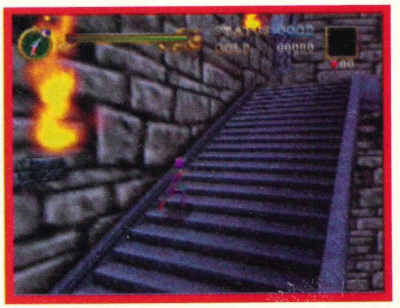
Like its ancestors, *Castlevania* is essentially a platform game, although







▲ The boss in the forest outside the castle is this huge skeleton, who just missed out on the starring role in *A Nightmare Before Christmas*.





▲ Carrie runs into a slight problem; a pack of three-headed hellhounds with flaming halitosis. Er... nice doggy?



▲ It's a funny thing, but wherever you go in the room, the portrait's eyes seem to follow you. Until you gouge them out.

vania

Schneider Belmont

The last of a long line of vampire hunters, Belmont has realised that the increase in supernatural activity heralds the return of Dracula, and he sets out for the vampire's lair to destroy him once and for all. After years of training, Belmont is more than prepared to meet his destiny as a slayer of the undead.

Carrie Eastfield

A young girl with psychic powers, the omens heralding the return of the Dark Lord led the people of her town to label her a witch and kill her mother as she tried to protect her. Now, she seeks out Dracula to discover whether her powers are a blessing or a curse... and to exact revenge on the ultimate cause of her mother's death.



one with numerous puzzles to solve and a lot of combat. The creatures of the night come in all manner of unpleasant forms, and without exception they want you dead! Belmont's weapon, as it has been for generations, is his faithful whip, although he also has a sword for close combat. The physically weak Carrie, on the other hand, has to rely upon her psychic powers for most of the game.

The choice of character makes a difference to the way *Castlevania* is played, making it effectively two games in one. Belmont and Carrie have to follow different routes to reach their goal, so even if you complete the game with one character there are still plenty of obstacles, living, dead and somewhere in between, that you won't yet have seen. Remember, this is a horror game – you never know what decomposing surprises await!

Despite *Castlevania* being mainly a platform game, Konami is incorporating a *Zelda*-style control method for combat. Snapping the heads off skeletons and terminating spider women has never been easier! Although *Castlevania* won't be appearing until Spring, Konami having delayed the game to give its sweating programmers time to make everything perfect, it's definitely going to be one worth waiting for.





▶ Don't go chasing waterfalls! Just because Dracula's the lord of the undead doesn't mean he can't have a nice garden.



▲ The viewpoint changes to give you a better look at certain puzzles, like this bit of cog business.



◀ It'll take more than a bowl of Winalot to placate these future examples of Korean cuisine.



Hybrid Hea

A divine blend of action and

HYBRID HEAVEN

Publisher: Konami
UK Release: Spring '98

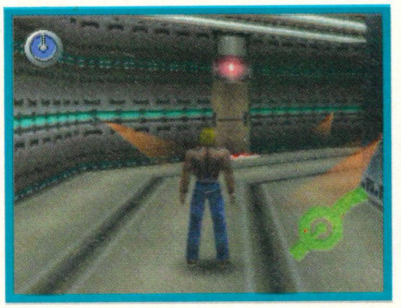
The acronym 'RPG' usually seems to elicit one of two different responses depending on whether you're actually an RPG fan or not. You might visualise hobbits, goblins and trolls, huge medieval armies sweeping across rolling green landscapes, castles, princesses, wizards and magic. You might, on the other hand, envision hours of something these lines – rock monster attacks. He rolls a seven. You take 300 damage. You attack. You throw an eight. You miss. Monster attacks. You take 432 damage. You die.

Whichever category you fit into, be it RPG-fan or RPG-hater, you're unlikely to visualise a futuristic cityscape where armies of genetically engineered half-human freaks terrorise all and sundry while shadowy figures wield powerful high-tech weaponry. When most people think of RPGs they generally have the old Tolkien/Middle Earth kind of thing in mind, when in fact RPGs encompass all kinds of genre. *Parasite Eve* on the PSX brought the console RPG into the present, and *Hybrid Heaven* looks set to send it into the future on the N64.

Set in a futuristic cityscape where the world has changed beyond that which we now know and mysterious forces are running things, *Hybrid Heaven* deals which genetics and conspiracies (of course, mysterious forces could actually be running things now, because if they were mysterious then we wouldn't know, would we?) A few issues back we covered the basic storyline behind the game, so this time we're going to deal with the combat system because anyone who suffered through the truly awful battles in *Holy Magic Century* (sorry Konami, but they were) would be forgiven for feeling a bit dubious upon learning that *Hybrid Heaven* also uses turn-based combat.

However, fear not, because the combat system in this sci-fi adventure looks to have had considerably more though put into it. As with *Holy Magic Century*, battles commence when you enter the vicinity of an enemy. This takes you into Battle mode, where three separate gauges display the power, stamina and hit points of you and your opponent.





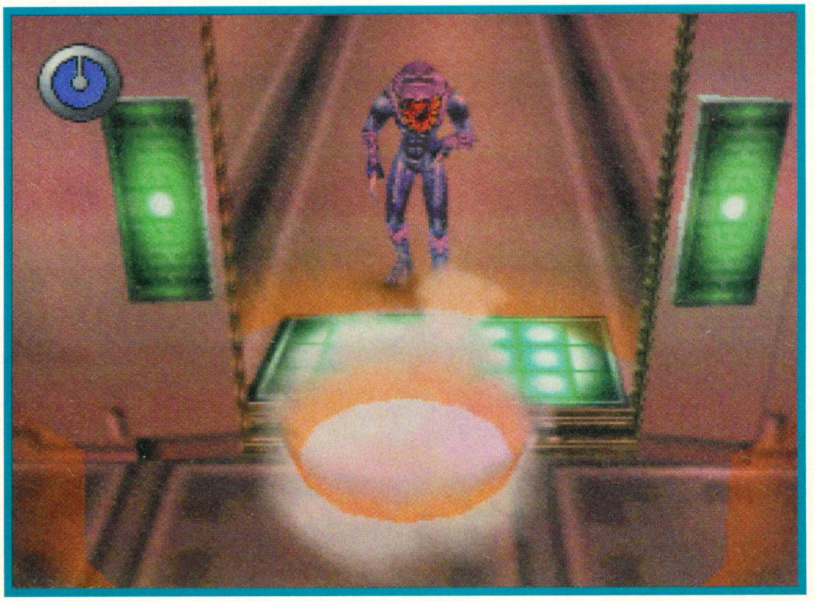
▶ Someone appears to have recognised you. But who is he, and why is he so surprised to see you?



◀ A hideous genetically engineered monster confronts you and tries a snap punch – what do you do, what do you do?

▼ Like the resourceful Miss Lara Croft, Diaz is extremely versatile. Look, he's crawling just like a fully poseable Action Man!



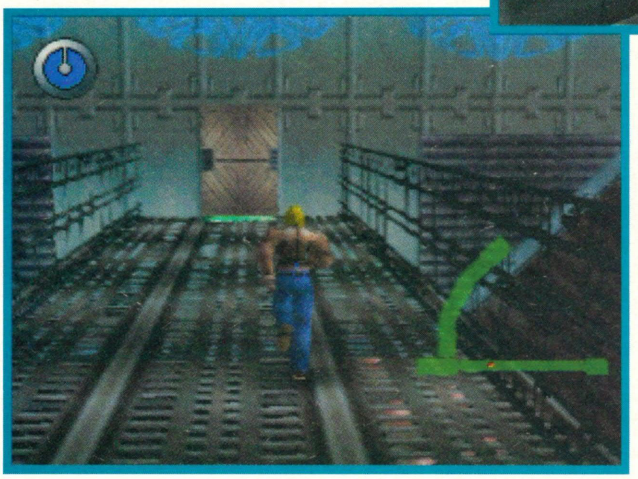


ven

RPG?







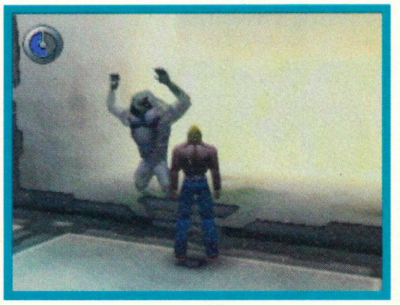
▲ The perspective in *Hybrid Heaven* is reminiscent of *Tomb Raider* on the PlayStation and, more recently, the excellent *Zelda* on the N64.

The power gauge affects the amount of damage that each attack causes, so the higher the gauge the more you hurt them. Stamina has the same influence when performing the various throw techniques. Hit points are obviously the most vital gauge. With each attack the HP total drops, and when it reaches zero, someone dies.

Similar to the aforementioned PSX title *Parasite Eve*, in *Hybrid Heaven* your character can move around during combat. When you want to attack you press A and you then get a choice of different attacks from an on-screen menu. Obviously where you're standing when you choose to attack influences your range of options – you can't grab them if you're standing six feet away, unless you're Reed Richards! Similarly, when an enemy attacks you a menu appears giving you a choice of several different defensive manoeuvres.

New moves can be learned as your character progresses through the adventure, and of course there is a massive range of energy and projectile weapons to collect on your travels. One innovation is that your character's limbs become stronger or weaker depending on how much you use them. If you consistently use your right arm for punching, for instance, then that arm will become stronger than the left one – just like it would in real life!

Quite how well this combat system will fit in with the overall atmosphere of the rest of the game still remains to be seen, but *Hybrid Heaven* looks like it's shaping up as potentially the best turn-based RPG on the N64 so far... although that's not really saying much, is it?

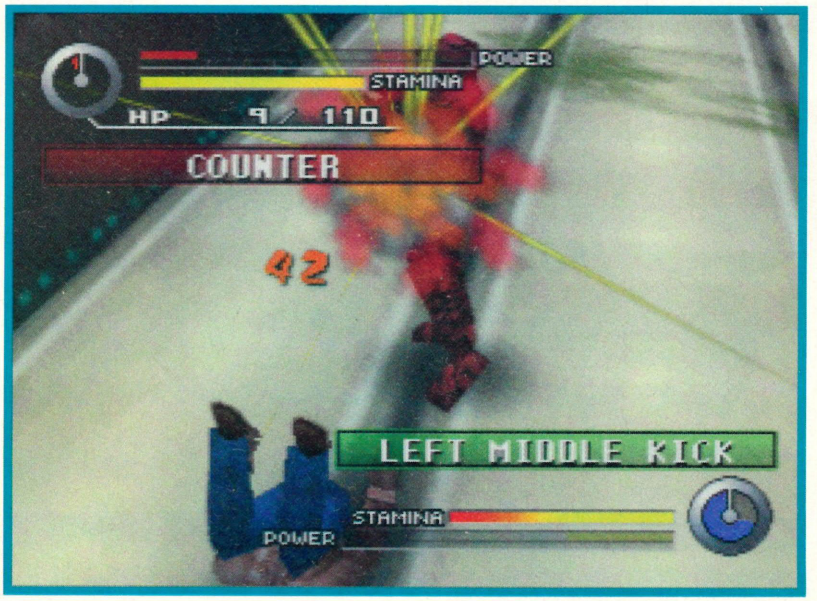


▲ This weird creature is imprisoned behind a translucent wall, which is fortunate since Diaz appears to have forgotten his gun.





▲ You can say what you want about high-tech weapons, but there's a always lot to be said for a good sound kick in the goolies!



▲ This is not what you want to see. Make the wrong choice of attack or take on someone too powerful before you're ready and you get hurt.



▲ The players move around the main board in turn. Many of the circles conceal subgames.



▲ Familiar faces from the boy Mazza's past adventures all come back to haunt him in *Mario Party*.



▲ Four giant Bowsers terrified the female populace of Worthing with their synchronised flashing.

Mario Party

Party like it's 1999! Which it is...



▶ Princess Peach attempts to keep an impromptu orchestra playing in time. Got any Guru Josh?

It's amazing, the size of some celebrities' egos – a little bit of fame and they really think they're something special. Unfortunately, even Mario, the lord of the bottom-bouncers himself, isn't immune to this bizarre ego-disease. It seems that Mario and his chums – Luigi, Princess Peach, Yoshi, Donkey Kong and Wario – are in the midst of a dispute over who is the biggest celebrity.

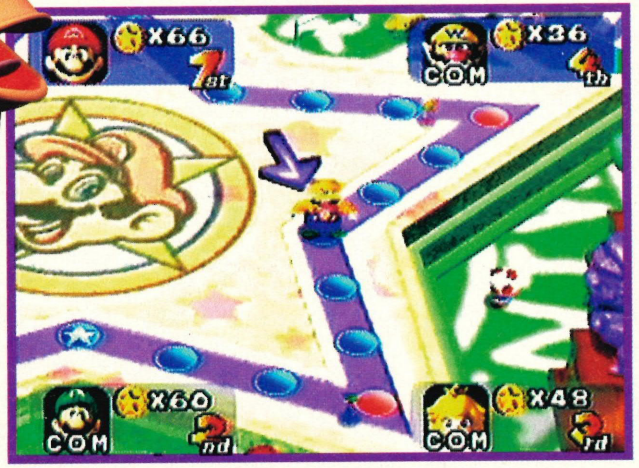
Rather than settle their differences in the time-honoured tradition of knocking seven shades of Koopa kaka out of each other (they save that for *Smash Brothers*) the Nintendo crew has decided to throw a party. Thus runs the wafer-thin plot that is *Mario Party*.

The idea behind *Mario Party* is to adapt the board game genre to the N64, rather like *Tamagotchi World* did with mixed results. Ideally, up to four players will gather around the black box of joy, select a Nintendo character to play with,



▶ The race is on! Mario, Luigi, Peach and Wario run around like fools for some doubtless partytastic reason.

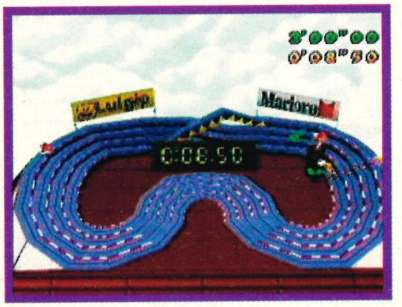




▲ Wario passes the grinning mug of his hated arch-enemy. Computer-controlled players step in if there are fewer than four humans.

MARIO PARTY

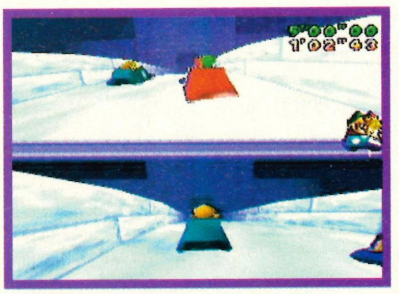
Publisher:	Nintendo
Developer:	Hudson Soft
UK Release:	TBA



▲ *Mario Kart* takes on a party twist as it becomes *Mario Scalextric*. Don't put your tongue on the little metal grooves!



▲ Downhill racing takes on a new twist with the competitors on hoverboards and Thwomps pounding down on the track!



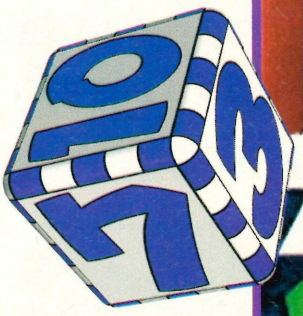
▲ The bobsleigh event divides the players up into two teams for some 'nutters in a tin bath on skates' downhill action.



▲ What kind of party would it be without a cake? (40 cans of Heineken and dodgy bowl of punch just out of picture.)

and roll the virtual die to move around the virtual game board. Although that may not sound particularly exciting, each square on the game board represents one of a staggering 50 different mini-games. The latter are spread across eight different game boards, an example of which is Donkey Kong's Jungle Adventure.

The mini-games include a variation of Simon Says, while another is a two-player bobsled race, and, in what sounds like sick fun, another game involves one player attempting to climb a rope as the other three partygoers do their best to shake him/her off.





The successful completion of each mini-game will earn the player coins and stars, which will allow access to other levels as well as help to determine who is the real Nintendo superstar. *Mario Party* is now available on Japanese import and will be available in the UK sometime during 1999. Bring bottle and bird!

▲ The claw! The claw! This subgame uses a mechanical grabber to collect prizes. Wonder if there's a Buzz Lightyear in there?



◀ Winning at a subgame earns your character stars and coins. Losing means instant death. Not really.



▲ This subgame puts the players on giant beachballs – the aim is to knock your opponents off the island into the sea.



▲ Strolling down a quiet country lane, Mario was surprised to run into Ronan from Boyzone.





▲ It's Pikachu! He's a cross between a chinchilla, a cat and a Van de Graaff generator. Bless!



▲ It's not all happy smiley stuff, though. Yell abuse at him through the microphone and he'll get well narked with you.



▲ Other Pocket Monsters wander in and out of the game, like this... uh, turtle thing. A 'squirtle', apparently. Whatever.

Pikachu Genki Dechu

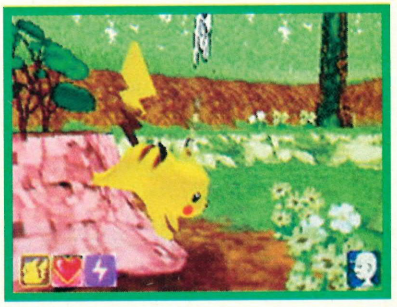
If I could talk to the animals...

PIKACHU GENKI DECHU
Publisher: Nintendo
UK Release: Mid 1999

No! The invasion is upon us! *Pocket Monsters Stadium* (issue 19) was merely the first drop in the deluge of N64 *Pocket Monsters* – or *Pokémon*, for us round-eyed devils – games as Nintendo spreads its Japan-conquering spawn around the world. The next installment of the pant-beast adventures is *Pikachu Genki Dechu*, which means something along the lines of "Pikachu's feeling fine." Although it is in essence a glorified Tamagotchi, *Pikachu Genki Dechu* comes complete with an extra gadget that makes gameplay a little... different.

Remember the Microphone Pak, which we reported on last year from the Space World show in Tokyo? It's finally materialised, as a pack-in with *Pikachu Genki Dechu*, in much the same way as the Rumble Pak and the 64GB were with *Starfox* and *Pocket Monsters Stadium*. Once you don the headset with its fetching yellow foam mike, you can explore the world of the Pocket Monsters and natter away to them.





▶ If you follow Pikachu through his world, you'll encounter all sorts of weird creatures. Grab a few snapshots!

Pikachu Genki Dechu isn't really a game in the way most people expect, as there's no real objective – it's more of a virtual pet sort of thang. While players can interact with Pikachu and his pals 'physically' through the controller (there are all kinds of puzzles and subgames to play) the main method of communication is verbal. Obviously it helps if you know some Japanese, since at the moment *PGD* is aimed solely at the N64's home market, but with *Pokémon* currently being a bit hit in the States a Western version is almost inevitable. Tell Pikachu that he's cute and he'll smile and play games with you, tell him he's an idiot and he'll run off in a sulk.

Pikachu isn't the only Pocket Monster in the game – other creatures are lurking in the landscape. In what seems to be a cut-down version of *Pocket Monsters Snap* (a photo-safari game originally planned for the 64DD) the locals can be photographed, and other subgames include Pokémon identity parades and even a fishing sim. Wonder if it's as good as *Zelda*'s?

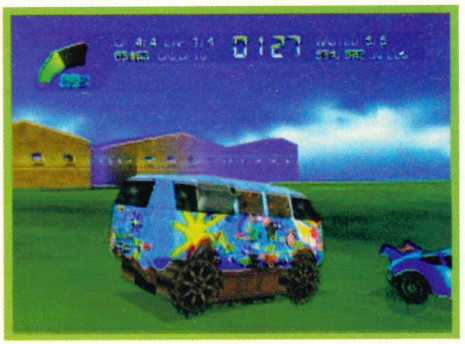
Pikachu Genki Dechu is due out in Japan before the end of the year. As soon as we can bag one of the little blighters, we'll be interrogating it to see just how much it does understand!



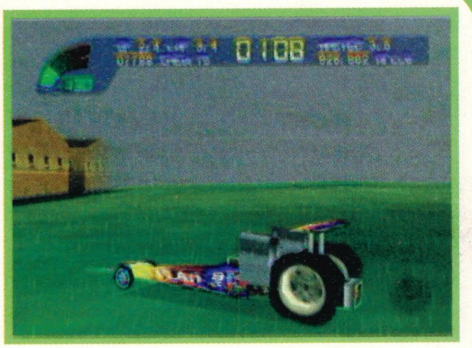
Players can talk to Pikachu with the Microphone Pak, which comes with the game. Like the Rumble Pak, it'll probably work with other games in the future.



▲ Yes! Bite into the onion, you little devil. Bite deeply now. Do it, or I'll be forced to slap you with Mickey Mouse's severed hand.







CARMAGEDDON

Publisher: SCI
UK Release: April '99

Time to rip up the roads!

Carmageddon

After years and years of rising petrol prices, ludicrous insurance premiums, unwashed road protesters and now John Prescott, drivers have had enough. It's time for a bit of revenge!

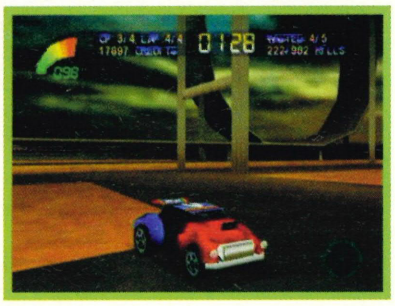
Carmageddon on the PC was one of the most controversial games in years. Hardly surprising, since it involved demented drivers mowing down pedestrians in a shower of blood and body parts for points! Predictably, the tabloids had a field day with their usual 'ban this sick filth now' stories, and the game was almost refused a certificate by the moral watchdogs at the BBFC until the pedestrians were changed to green-blooded zombies. Of course, if you had a modem you could just download a patch program to turn the zombies back to normal, screaming, hot-blooded people...

Sadly, N64 *Carmageddon* is stuck with zombies, but don't let that put you off. The aim of the game remains the same; destroy your rival drivers and grind as many innocent people – sorry, evil members of the undead – as possible under your steel-belted radials. There are ten different vehicles to choose from at the start of the game, including some, like the motorbike/sidecar combination, that are unique to the N64. Each vehicle can be upgraded with more powerful engines, better armour and defensive systems, as well as being kitted out with bolt-on weapons like mines and an electro-ray. Most of the time, though, applied vehicular violence is done the old-fashioned way, by ploughing into things at high speed!

Carmageddon has 37 different levels, spread through ten different environments (including a ski resort – watch out for that snowboarder!) The scenery can be destroyed as the game progresses, and many levels feature puzzles involving lifts, switches and fake walls that need to be solved in order to reach secret areas. There is also a multiplayer game, though only for two players. What madness is this? Still, if *Carmageddon* keeps the innard-ripping gameplay of the PC game, that might not be such a bad thing. Having exploding zombies on four screens at once might be too much even for our nation's censors!

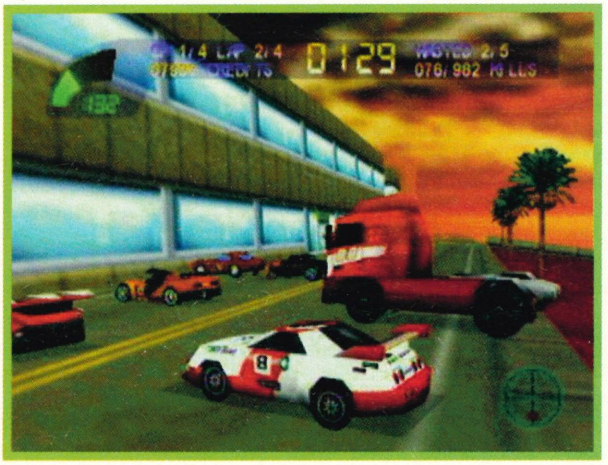


▲ Under a blood-red sky... kind of appropriate, really, since the roads will soon be coloured to match.



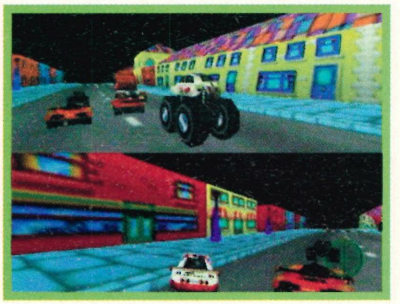
◀ *American Graffiti* was never like this!

▼ Everyone in Essex hurried down to McDonalds' car park for a bit of late-night doughnutting.





▲ The cars on offer range from dragsters to VW Beetles with monster truck wheels! Each vehicle has its own abilities.



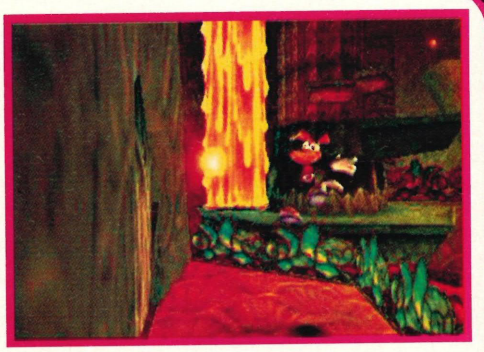
▲ Hell came to Toytown in the two-player head to head game. Noddy's severed head was never recovered...



▲ At several points in the game, Rayman becomes involved in chases – when there's a bomb behind you, you really want to shift!



▲ Bizarre gorilla mummies – well, that's what they look like – are just one type of enemy found inside a haunted house.



▲ "Look at me, mother, I'm skipping!" Rayman isn't defenceless, as he's able to fire off plasma balls at his adversaries.

Rayman 2
The Great Escape
Don't worry, he's 'armless!

RAYMAN 2
Publisher: Ubi Soft
UK Release: March '99

Space pirates ahoy! Bad dudes with bionic eyepatches, robot peglegs and cybernetic parrots (probably) have struck, kidnapping, in a remarkably selective manoeuvre, all of Rayman's friends. Rayman, you may remember, is the mascot character of French softco Ubi Soft, being a sort of radish with limbs floating an unsettling distance from his body. Rayman's mission in *Rayman 2: The Great Escape* is, naturally, to free his captured muckers.

Rayman 2: The Great Escape is a 3-D platformer, very much in the mould of *Mario* and *Banjo-Kazooie*, with a dash of the PlayStation's *Crash Bandicoot* thrown in. Rayman might be short of the odd joint here or there, but he's still a pretty agile performer, able to hurl himself around the lush landscapes like a good 'un. Equipped with his Mario-style double jump and athletic swinging skills (no, he doesn't put his car keys on the table at cheesy suburban parties) Rayman is more than ready to take on anything the world can throw at him, and if he gets into too much trouble he can use his bizarre floppy hairdo as a helicopter!



◀ Ride 'em, cow... thingwithnolimbs! Rayman needs to tame this odd little rocket to escape the level.

▶ Platform action may not be new to the N64, but *Rayman*'s distinctive scenery sets it apart.

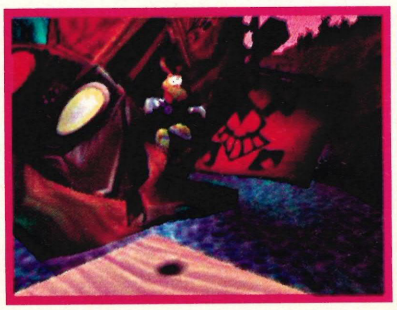


▼ Hello, miss! This blue-haired babe may be in a French game, but she's obviously not French herself – no armpit hair.



Rayman can also take control of all kinds of different vehicles throughout the game. One major vehicle is a rocket, which initially is less than pleased to see Rayman and chases after him. Rayman has to ride the rocket like a bucking bronco in order to tame it; once he's brought the furious firework under control, he can ride it through the level to reach previously inaccessible areas. Other vehicles include boats, which Rayman can simply ride in, or even waterski behind!

The earlier, 2-D *Rayman* games were always characterised by vivid level designs, and *Rayman 2: The Great Escape* keeps the tradition alive with its large and luminous landscapes. There will be something in the region of 30 levels in the final game, all of them full of tricky platform puzzles and wacky enemies to defeat. The final game may even be Expansion Pak compatible, bringing the visuals up to the level of the PC game, which when we saw it earlier in the year was something to behold! Hopefully the Gallic game will be blasting out of the Channel Tunnel on time next spring – we'll be waiting!

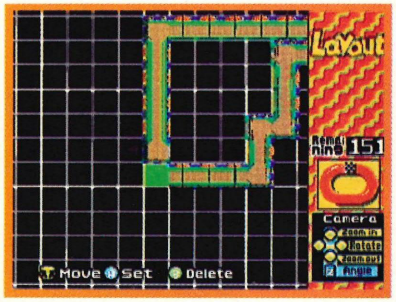


Penny Racers

N64 gamers waiting anxiously for THQ's conversion of the Japanese game *Choro Q* will be disappointed to learn that the release of *Penny Racers* has been pushed back from January to February.

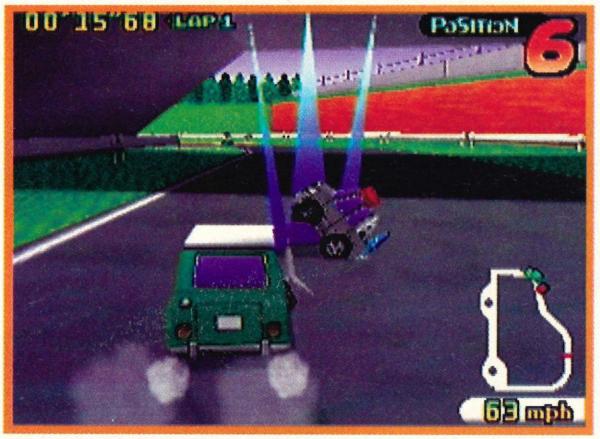
This means THQ have even more time to finish translating all the Japanese text from the import version and to tweak the gameplay for greater playability ensuring that fans get a game of the highest possible quality when they fork out their hard-earned cash.

For those of you with no idea what a Penny Racer is, let alone a Choro Q, they're both names for a range of small pull-back toy cars which used to be popular over here and are still (apparently) wildly popular in Japan. The import version of the game even comes with a special edition toy car so that if you get bored of the game you can play with the real thing! Watch for a review in 64 MAGAZINE very soon!

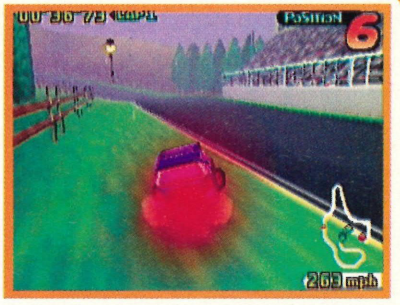


PENNY RACERS

Publisher:	THQ
UK Release:	February '99



▲ All the other cars on the track seem to start out fitted with weapons. Here we see one of them mounting a spin attack.



▶ To give your Penny Racer a bit of a turbo boost, drive over the arrows painted on the track.



All-Star Tennis

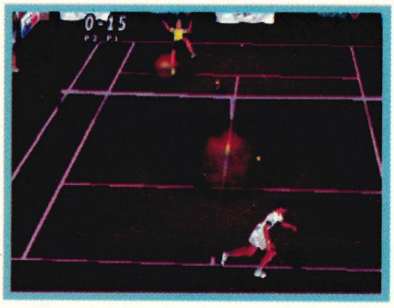
Remember last issue's review of *Let's Smash*, where we said that the N64's future isn't overloaded with tennis games? Whaddya know, another one's on the way! Ubi Soft's *All-Star Tennis* takes a more realistic view of the sport than Hudson's cutesy anime-style game, but still has a few features that you won't find at Wimbledon.

As well as normal tennis, which can be played on a variety of courts, there's an Arcade mode, which speeds things up considerably by swapping tedious rule-following for non-stop bonk-bonk action, adding power moves and teleports (?) Even more wacky is the Bomb Tennis game, which swaps the usual balls for, er, bombs! Explosions rip through the court as the balls bounce, and if your player is caught in the blast, their chances of returning the next shot are somewhat diminished. It's hard to swing a racquet when you're not sure if all your fingers are still attached.

We'll have the review of *All-Star Tennis* soon. New balls, please!

ALL STAR TENNIS

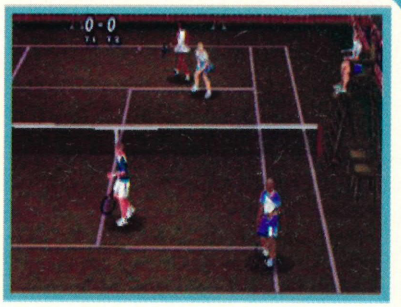
Publisher:	Ubi Soft
Developer:	Smart Dog
UK Release:	March '99

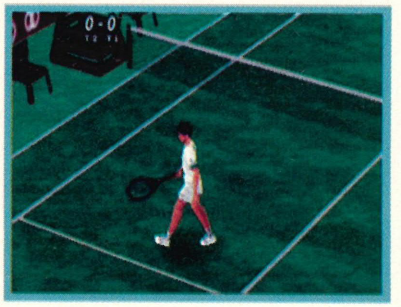


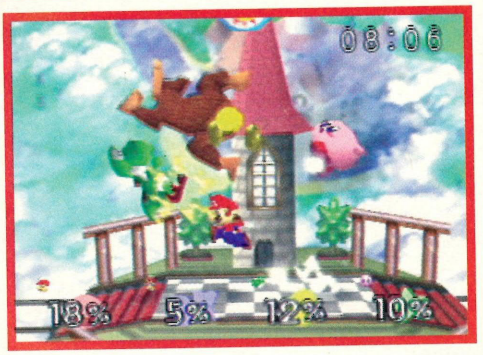
▶ Stitch that, Sampras! The Bomb Tennis game turns the balls into bouncing grenades.



▲ If you're more of a tennis purist, *All-Star Tennis* lets you play according to all the rules you'd find at Wimbledon.



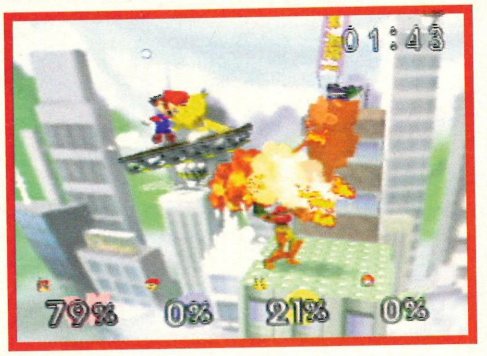




▲ Mario chins Yoshi! Kong headbutts Kirby! It's madness! Madness with four players at once!



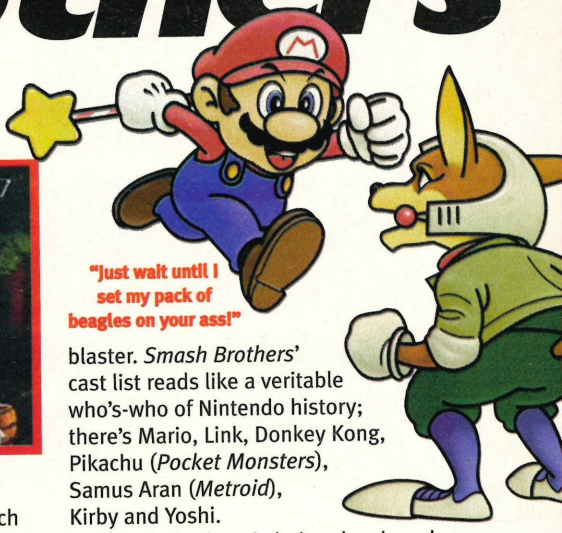
▲ Two of Nintendo's biggest hitters duke it out to see just who really is the ultimate videogame hero.



▲ Some of the battle arenas are high in the air, making things even more dangerous.

Smash Brothers

Mario in S&M shocker!



"Just wait until I set my pack of beagles on your ass!"

SMASH BROTHERS

Publisher:	Nintendo
Developer:	HAL Laboratories
UK Release:	TBA

Nintendo is currently working on a bizarre 3-D beat-'em-up for the N64 that stars some of its best-known characters! Although it will have the long-winded title of *Nintendo All-Star Dai-Rantou Smash Brothers* in Japan, in the West it should go under the more user-friendly name of *Smash Brothers*.

The plot of the game is somewhat similar to the other N64 icon get-together, *Mario Party*, whereby the characters settle their respective differences by competing against each other. While *Mario Party* had Mario and the gang mucking about in a typically vomit-inducing cute manner on giant cakes and the like, *Smash Brothers* gets down to business by demanding that they beat each other to a savage pulp.

Well, 'savage' and 'pulp' may be a bit unlikely... but they do fight! Yes, you can take control of pointy-eared Link and prod Donkey Kong's simian butt with your Master Sword (oo-er). Alternatively, if you are a *Lylat Wars* fan, you can be Fox McCloud and fry Yoshi the cute dinosaur's family eggs with your handy blaster. *Smash Brothers*' cast list reads like a veritable who's-who of Nintendo history; there's Mario, Link, Donkey Kong, Pikachu (*Pocket Monsters*), Samus Aran (*Metroid*), Kirby and Yoshi.

Smash Brothers is being developed for Nintendo by HAL Laboratories, and the aim of the game is to knock your opponent down as many times as possible within a specified time limit. Sounds like typical beat-'em-up fare, but what should set this particular N64 game apart from the rest of the competition (apart from the fact that it's got Mario in it) is that up to four players can take part at the same time. Helping you in your battle are numerous power-ups which boost the force of your attacks.

▶ Eat my fist! Just like in their first encounter in *Donkey Kong*, Mario sends DK plummeting from a great height.

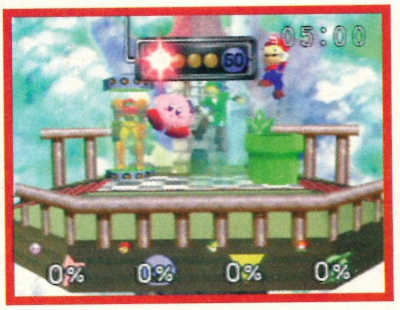




▲ Donkey Kong is obviously a big fan of The Bangles!



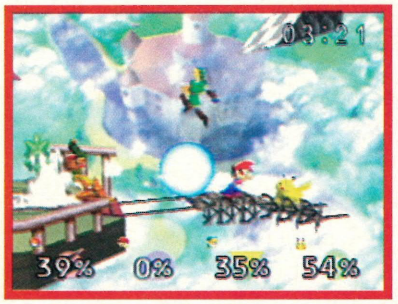
▲ Elf bloke in tights armed with sword versus sci-fi bird in power armour armed with energy weapon. Oddly, it's not a foregone conclusion!





Fighting Farce!

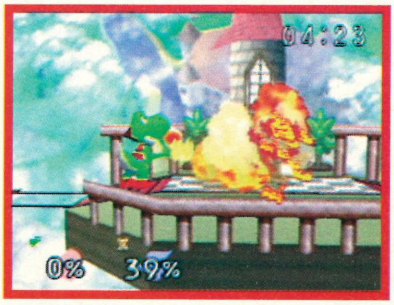
Although there are several hidden characters in *Smash Brothers*, including Mario's brother Luigi, only eight are accessible at the start of the game. Which of these Nintendo bruisers would you put your money on?



▲ The arenas vary in shape, depending on whose stage it is. High above Mario's Stamping Ground, Link jumps into the air like a girl.

Each character will have a specific 3-D fighting arena, which has its own unique features and hidden power-ups. Although the two to four-player multiplayer mode will be *Smash Brothers*' strongest selling point, the one-player mode looks to be no slouch either. The aim of that particular mode is to progress up the tournament ladder by defeating your opponents, until you reach a secret boss at the summit. Bowser? Ganon? Hiroshi Yamauchi? Wait and see.

Although some gamers may get a warped kick from the idea of Mario hammering Kirby, Nintendo states that "when the battle is over, you'll discover that all of the characters are actually good friends." So, there you have it. Nintendo confirms that its once wholesome, family-orientated characters actually enjoy inflicting pain on one another. The headlines are visible already; "Mario In S&M Shocker!", "Pikachu's Peak Of Pain" and "Donkey Kong's Banana Beats". Ouch!



▲ Fox goes up like a monk doused in kerosene as Yoshi treats him to that old dinosaur favourite, the breath of fire.

MARIO

Nintendo's corporate mascot, so obviously he's got the cash to bias things in his favour. Speciality: crushing things under his fat arse.

LINK

Hero of the 'game of the century', no less, and a dab hand with a sword and shield. Speciality: playing elevator muzak.

DONKEY KONG

While you wait for DK to get his own N64 game, go bananas with the manic monkey in *Smash Brothers*. Speciality: eating his own fleas.

PIKACHU

The revoltingly cute star of Nintendo's *Pocket Monsters* games, able to throw lighting bolts. Speciality: putting kids in comas.

FOX McCLOUD

Normally behind the stick of an Arwing starfighter, the bushy-tailed pilot comes down to Earth. Speciality: running from dogs.

SAMUS ARAN

The only girl, but to compensate for her numerical disadvantage she has power armour and a huge plasma cannon. Speciality: flirting.

YOSHI

A cuddly dinosaur of some sort, apparently a hermaphrodite as 'he' can lay eggs. Speciality: driving people insane with toneless warblings.

KIRBY

Small marshmallow-pink blob with stumpy arms and legs. Can withstand anything except toasting forks. Speciality: bouncing.



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Written by: Andy McDermott

Party Like

What games should you be watching out for in the New Year? Here's our list of hot items!

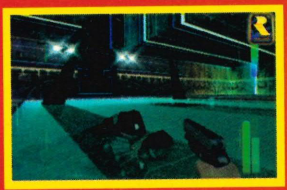
Perfect Dark

RARE • AUTUMN

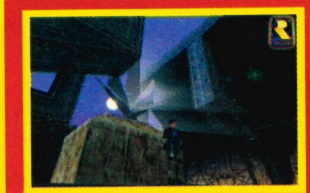
What can we say? This is the game we're all waiting for. No disrespect to any of the other eagerly awaited games in this list, but when the follow-up to *Goldeneye* comes along, you have to wipe the drool from your shoes.

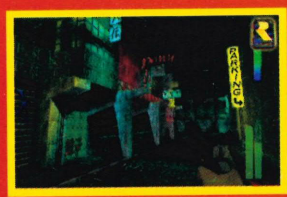
A cart as big as *Zelda*. Futuristic weapons. Aliens. Conspiracies. A heroine who makes Lara Croft look about as handy as Thora Hird. Armies of cannon fodder to gun down. A deathmatch game that should be even better than *Goldeneye*. To quote Rare's website, "As Christopher Lambert once said, 'Heh heh heh'." Can't argue with that.

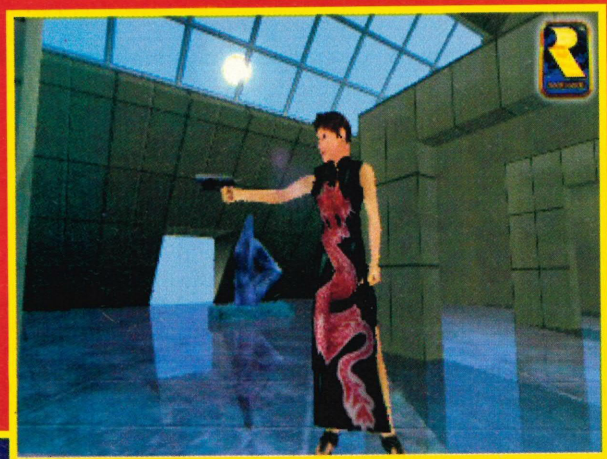












Quake 2

ACTIVISION • TBA

Quake 2 is, of course, one of the most popular games in the world... but that's since players can blast away at dozens of people on the Internet. The N64 is limited to just four. That didn't stop *Goldeneye* from being awesome, mind!

Activision's *Quake 2* should capture all of the PC game's playability, along with brand-new levels (approved by Id, the creators of *Quake*) and loads of new lighting effects, monsters that visibly take damage as you riddle them with bullets and that all-important deathmatch. With *Turok 2* now out, can *Quake 2* uproot the seeds of evil? And how will it fare against *Perfect Dark*?



Micro Machines 64 Turbo

CODEMASTERS • JANUARY

Originally planned for 1998, *Micro Machines* has slipped to the final year of the century. However, there's no reason to believe that its fantastic playability won't survive intact! Up to eight (yes, you read it right, eight) players will be able to take part at once, thanks to a clever bit of controller sharing. Cheats can, of course, try to wrestle the pad from their partner's grip at the critical moments of the race!



Rat Attack

MINDSCAPE • JANUARY

Original arcade-style action is in short supply on the N64, so this British-developed slice of rodent mayhem should redress the balance. The aim of the game is simple enough; stop evil rats from destroying everything.

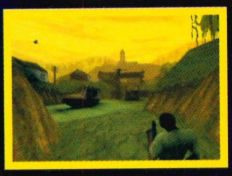
Up to four people can take part, trying to capture their own rats while letting the others run riot and destroy their opponents' property. It's different, and it should be a great laugh – we'll have a review soon.

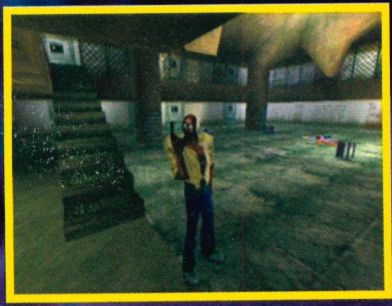


Shadowman

ACCLAIM • MAY '99

The serial killer thriller is still some way from completion, but it looks as though it should once and for all put paid to the idea that the N64 is a console for kids – an 18 certificate is practically guaranteed! Based on an obscure adult comic, *Shadowman* sends the player between the worlds of the living and the dead in order to track down a serial killer, who is committing murder from the Other Side...





It's 1999!

Star Wars: Rogue Squadron

NINTENDO • JANUARY

Hopefully more than making up for the underpowered *Shadows Of The Empire*, *Rogue Squadron* concentrates on what *Star Wars* does best – spacecraft shooting each other! With missions spread over 15 varied worlds and a selection of funky Rebel hardware to choose from, including the Millennium Falcon if you earn enough medals during your campaign, *Rogue Squadron* ought to get you set up nicely for the summer's inevitable *Star Wars* feeding frenzy.

Banjo-Tooie

RARE • WINTER

Second time around for the successful bear-bird combo of Banjo and Kazooie. People are already waiting for this game just so that they can reach the hidden sections of *Banjo-Kazooie* (exactly how is still being kept under wraps) but with a cartridge that could be twice the size of the already hefty *B-K*, *Banjo-Tooie* should have plenty to offer of its own.

Castlevania 64

KONAMI • MAY

Konami's vamp-'em-up looks more impressive each time we see it! The long-running *Castlevania* series may always have the same objective – top Dracula, lord of the undead, and save the world – but the N64 instalment puts the spine-chilling adventure into 3-D to great effect.

Castlevania 64 looks in some ways similar to *Zelda*, but its roots as a platform game are still there – expect lots of leaping from the edges of collapsing ledges, swinging from chandeliers and jumping over bottomless pits. Combat hasn't been overlooked, though, as the somewhat *Zelda*-ish battle system pits the two heroes against an endless army of hellspawn.

Vigilante 8

ACTIVISION • MARCH

A PlayStation conversion it may be, but if the vehicular mayhem is as good as this is expected to be, who cares where it came from? In an alternate 1970s where America has fallen into anarchy, a gang of wild 'n' crazy automotive vigilantes are doing their bit to maintain the American Way by strapping big-ass guns to their big-ass cars, driving too fast and blowing stuff up. Yee-hah!

The PlayStation game supported two players; the N64 will, naturally, bring four people to the party.

Donkey Kong 64

RARE • LATE '99?

Does this game really exist? Rare's only comment has been the usual "no comment," but Nintendo let slip a while back that the game was a goer...

The success of an N64 *Donkey Kong* game would be a no-brainer – the SNES *Donkey Kong Country* games sold by the supertanker, and DK himself is popular enough to have spawned his own TV series! If Donkey Kong does get his own game on the N64, it probably won't be until late in the year, since Rare has got *Jet Force Gemini*, *Twelve Tales: Conker 64*, *Banjo-Tooie* and *Perfect Dark* on its very broad plate. However, there are very strong rumours that there's another game on the go in Twycross – could this be it?

Winback

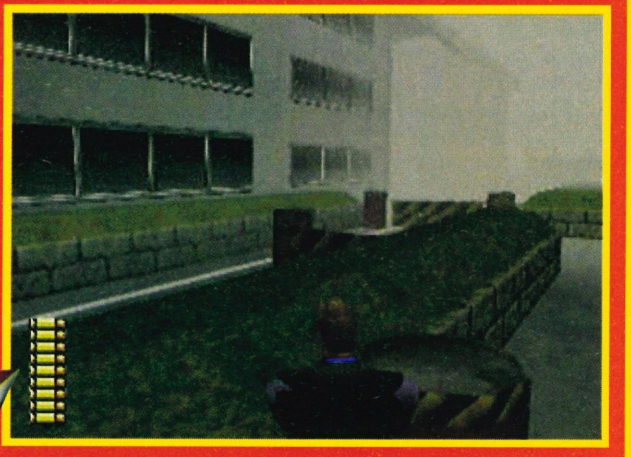
KOEI • SPRING

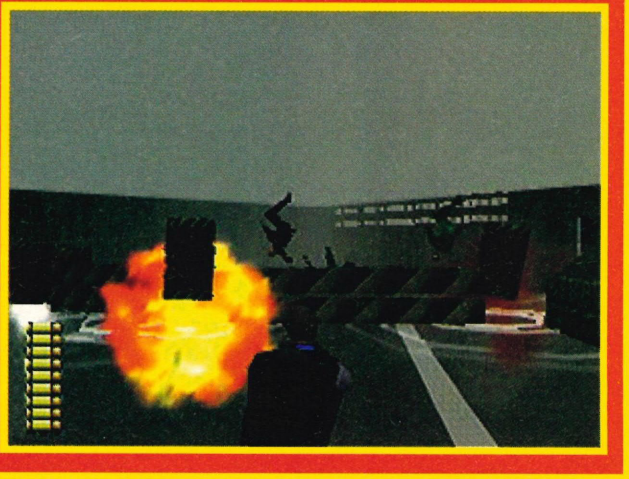
If it can do what everyone hopes, it could be the *Metal Gear Solid* of the N64. If, on the other hand, it falls short, it'll be the biggest disappointment since *Mission: Impossible*. Can little-known software house Koei it pull off?

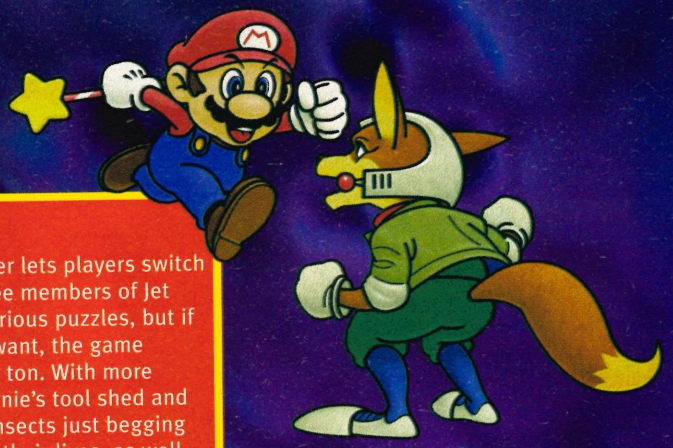
Winback's anti-terrorist storyline does bring *Metal Gear Solid* quite heavily to mind, but it has a few extras not found in Konami's PlayStation cracker. Not the least of these is a multiplayer game!











DON'T HOLD YOUR BREATH!

There are some games that we can't wait to get hold of. Then there are others that... well, we're not exactly trembling in anticipation!

Rev Limit

SETA • TBA

Appeared at the 1997 Space World show in Japan. Promptly disappeared from sight after Nintendo politely but firmly told Seta that it was, in fact, completely pants. The long wait since than has hopefully been used to improve the graphics, sound, handling, physics and gameplay. Hopefully. ▶

Jet Force Gemini

RARE • SPRING

The first Rare game out of the traps in 1999 will be *Jet Force Gemini*, which although overshadowed in terms of press attention by *Perfect Dark* has more than enough promise to get everyone's attention. Malevolent megavillain Mizar is trying to take over the galaxy, as one does, and the only people who can stop him are Jet Force Gemini!

The 3-D shooter lets players switch between the three members of Jet Force to solve various puzzles, but if it's combat you want, the game delivers it by the ton. With more weapons than Arnie's tool shed and millions of evil insects just begging to be relieved of their lives, as well as Rare's usual attention to detail, *Jet Force Gemini* should prove to be a top gun.





Smash Brothers

NINTENDO • TBA

Nintendo and beat-'em-ups don't normally go together – something to do with ugly, wanton violence not being in line with the corporate philosophy of happy family fun. Since nobody else seems up to the task of filling the gap in the market, though, the Big N has stepped in itself with *Smash Brothers* (or *Nintendo All-Star Dai-Rantou Smash Brothers*, to give it its full name).

Yes, Nintendo's characters can at last smash each other in the face! Mug Mario! Punch Pikachu! Lamp Link! The likes of Kirby, Donkey Kong and Samus Aran (*Metroid*) will also appear in this four-player fist-fest.



Goemon 2

KONAMI • SUMMER

After a foray into *Mario*-style 3-D in *Mystical Ninja Starring Goemon*, Konami's legendary Japanese hero is back in the style to which he is accustomed – a side-scrolling platformer. If you're a graphics tart, don't be too dismayed; the gameplay may be traditionally flat, but all the scenery and characters are in 3-D.

In the style of the classic Super NES *Goemon* games, the blue-quiffed outlaw has to run, jump, swing and ride through ancient Japan, this time to sort out of a plague of the irate living dead. The old SNES titles were great fun and extremely varied, with lots of wacky subgames to play – the N64 version should be the same.







Earthworm Jim 3D

INTERPLAY • MARCH

Currently suffering from delays, *Earthworm Jim 3D* is now set for a Spring release. In this latest adventure for the crow-fearing hero, Jim has been knocked unconscious and has to battle through the darkest recesses of his own subconscious mind before he can recover. Since Jim's so dim it's a surprise he's got anything in his mind, but strange stuff there is, and all of it is out to get him. Freud would have a field day with this, er, worm!

Duke Nukem: Zero Hour

GT • MARCH

The boy Nukem goes all Lara Croft, but fortunately without squeezing into a pair of hot pants. The second N64 Duke Nukem game has the Ray-Banned hero travelling through time in a third-person action adventure, up to his usual tricks of annihilating alien scum with a snarled quip and several thousand rounds more ammunition than strictly necessary!







Ogre Battle 3

NINTENDO • TBA

Those of a strategic bent have been short-changed by the N64 to date – the only strategy game so far on the console has been *Sim City 2000*, and if you don't read Japanese you're stuffed. *Command & Conquer* may be on the way, but Nintendo has signed up Quest's *Ogre Battle 3* to ensure a strong attack.

The aim of the fantasy game is to build up armies of magical creatures, then unleash them on your enemies and take over the world! Fancy sending a squadron of dragons into a peasant village or storming a castle with a platoon of wizards? The SNES original was well-received – the question now is how long it will take to release the game in the West.









Star Wars: The Phantom Menace

NINTENDO • MAY

The Phantom Menace? The Cringeworthy Title, more like. That said, Nintendo has blagged the rights to George Lucas' first piece of directorial work in over 20 years, and with just the trailer driving fans into a frenzy it's guaranteed to be a massive hit.

Exactly what the game will include is a mystery, as there will be another *SW:TPM* title coming out around the same time, supposedly a racing game! '*Pod Racer*', as it's been nicknamed, will cover the 'high-speed chases through the canyons of Tatooine' parts of the film. Judging from the trailer, this leaves *The Phantom Menace* with mere trifles like massive space battles and duels with twin-bladed lightsabers...

Twelve Tales: Conker 64

RARE • SUMMER

Nobody's quite sure what's going on with Rare's other animal-fixated platformer. Well, nobody outside Rare. Originally planned to come out last year, *Conker* has slipped to 1999, apparently to avoid any risk of clashing with *Banjo-Kazooie*. The storyline of the game is rumoured to be undergoing some tweaking as well, to give the mad-eyed squirrel a bit more attitude. Just as long as he doesn't end up with a backwards baseball cap!





In-Fisherman Bass Hunter

TAKE 2 • SUMMER

One of two fishing games headed for the N64 (the other being the Japanese RPG *Legend Of The River King*) and one of two fishing games made completely redundant by *Zelda*'s fishing section. Still, if the thought of impaling small-mouthed bass on sharp hooks appeals, you may still want to look out for this.

Rampage Universal Tour

MIDWAY • SPRING

Somehow, *Rampage World Tour* managed to get 80% in these pages, despite being as enthralling as watching tap water evaporate. Now, the monsters are back, and this time they're travelling around the universe smashing stuff. Or something. We can barely contain our excitement.

Harvest Moon 2

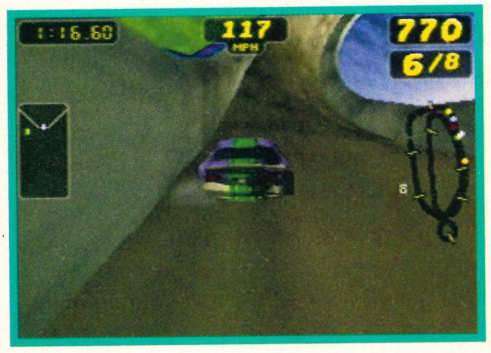
NATSUME • SUMMER

Of all the things to try to simulate on the N64, farming has to be right down there with washing up and going to Asda. That hasn't stopped Natsume from picking up *Harvest Moon 2*, a sequel to SNES *Harvest Moon*. The game is a sort of RPG where you have to run a farm and get yourself a bride at the same time. Sounds, uh... interesting.

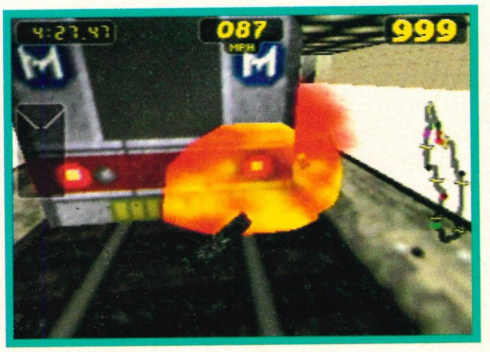
Getter Love!

HUDSON SOFT • SPRING

Getter Love? More like *Getter Life*! The peculiarly Japanese genre of the girlfriend simulator reaches the N64 at last, but unlike the PlayStation and (especially) Saturn versions, the girls in *Getter Love!* keep their kit on. The idea is to get a date by impressing various digital girls. As it's Japanese, the traditional British methods of singing rugby songs, owning an XR3 and saying "How, pet. Y'like fruit?" probably won't work.



▲ The Alcatraz course has a huge loop on one side of the track. It doesn't actually give you a short-cut, but it's fun!



▲ Travelling along the subways is fine... the only problem is that there are subway trains using them too!



▲ Take your car off-road through a cornfield, but keep an eye out for psychotic children when you do.

Rush 2
Extreme Racing USA



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores one and two-player circuits, bonus cars & best times

Forget traditional racing games and kiss goodbye to the laws of physics, because Rush 2 has arrived!

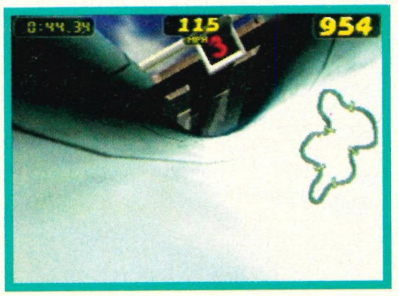
Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

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



▲ The half-pipe track is exactly what the name suggests – one huge circular half-pipe.



$64,000 Question

- ⊕ Massive convoluted tracks
- ⊕ More secrets
- ⊕ Customisable cars
- ⊕ Enhanced car control
- ⊕ Ridiculously huge jumps
- ⊖ Graphics not great
- ⊖ Lots of graphical glitches
- ⊖ No night racing



▲ The secret Alcatraz track from the first game is back! This time it has more loops, more jumps and more secrets than before.

The prequel to *Rush 2*, *San Francisco Rush*, met with a great deal of derision from many people when it first reached the N64 because of its dated graphics, sluggish controls and fairly dull-looking cars. However, those N64 gamers who actually put in a bit of effort and played the game for more than ten minutes soon realised that *San Francisco Rush* had one very important thing going for it – it was damn good fun!

Quite what it was about the first game that made it so enjoyable isn't easy to pin down. It was possibly a combination of the huge gravity-defying jumps, the massive amount of freedom as to where you could drive and the sheer addictiveness of tracking down and trying to collect the numerous keys scattered around each track. *Rush 2* takes the positive elements of *SF Rush* and builds on them while at the same time eradicating many of the negative elements of the original. Er... apart from the graphics.

This Looks Familiar...

For despite early promises, *Rush 2* is – graphically, at least – almost indistinguishable from its predecessor. You *could* point out the shiny new cars, polished to within an inch of their lives and so reflective that clouds are actually mirrored in the bodywork.





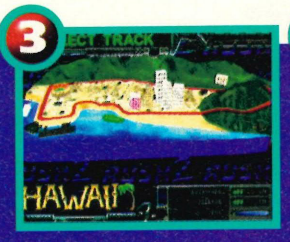
▲ Although the cars steer a lot better than before, you can be sure that there's still loads of room for crashes. You can even crash into the burning hulks!



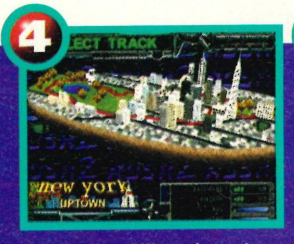
Nicholas Cage tried to leave here. Elvis wrote a song about it. Now you too can visit the gambling capital of the world!



New York turned out to be so big it's been divided into two sections. Downtown is where you'd go if you were Petula Clark.



Famed for its holidays and of course the detective show with the hectic theme music, Hawaii is a must for all mad drivers.



This is where Billy Joel must've got his inspiration for his hit song. No, not *Tell Her About It*. The other one.



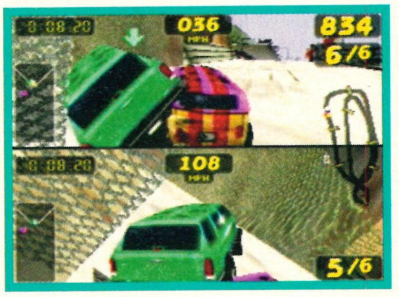
Yet another place that Nicholas Cage tried to leave! Doesn't he get about? Also the secret track from the first game.

Off The Beaten Track

Rush 2 offers you no less than ten huge tracks, with the possibility of more secret ones to come!

But shiny chrome exteriors not withstanding, not much else has changed aesthetically. The cars still look like escapees from a late Eighties coin-op with wheels that from behind – which after all is where you most often view them – look like non-moving charcoal briquettes. The game also has a habit of clipping through walls, buildings and cars if you do something unexpected, which is surprising considering that you're supposed to be able to drive pretty much where you want. You'd think the game engine could handle it.

However, graphics were not what made the first game good, and it has to be said that they're not what counts this time around either. Oh sure, there's bound to be some reality-obsessed techies whingeing about the unrealistic physics, or the lack of proper textures on the cars, but they can spend their lives plugged into *Gran Turismo* on the PlayStation or salivating over the technically excellent but hard-to-get-into *F-1 Grand Prix* on the N64 and stay out of our way!



▲ When cars mate, the male attempts to mount the female from behind in a noisy crash of twisting metal.

Intensely enjoyable racing game?

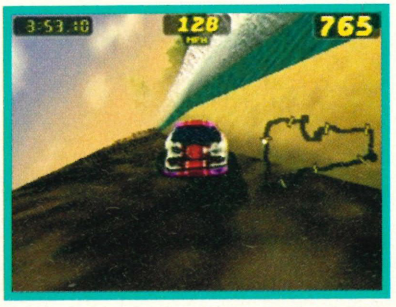


◀ The cruiser is a car to die for with its chrome bodywork – slamming into walls doesn't do much for its resale value though!

More Jumps Than A Soho Brothel!

If you're not fussed about physics and are looking for a crazy, non-stop intensely enjoyable racing game with the nuttiest jumps around, then cast your eyes over *Rush 2*.

SF Rush had seven tracks, all of which were set in fictional cities apart from the seventh secret Alcatraz track. *Rush 2* offers you seven enormous courses which take you through fairly accurately re-created versions of well-known US cities, and also throws in three fictional but downright hairy tracks of its own.



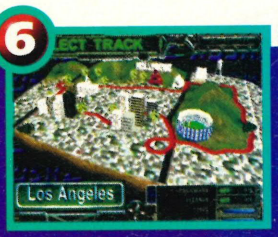
▲ The flood channels of Los Angeles, as featured in films like *Grease*, *T2* and, er, *Them!*, also appear in *Rush 2*.



▲ The Hawaii track lets you take shortcuts across two aircraft carriers stationed just off the coast. Aren't the US Navy nice?



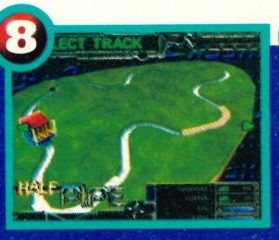
▲ The start of the race is about the only time that you get this many cars together.



Complete with the huge Hollywood sign on the hill, Los Angeles is a place that everyone should visit at least once in their life.



Famous for a radio psychiatrist and further publicised in Hollywood comedy *Sleepless In...* er, somewhere.



The half-pipe track is exactly what the name suggests – one huge, long, unbroken half-pipe. Grab your skateboard!



No prizes for guessing what happens loads on this track! A proliferation of jumps and tight turns challenges the best driver.



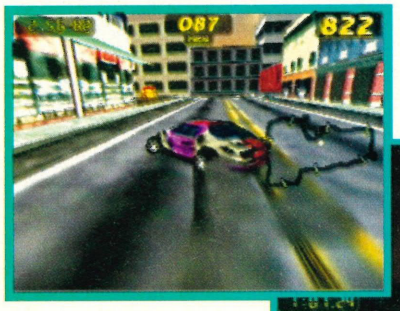
Not really a racing area, this one. The idea is to do as many jumps, twists, flips and rolls as possible within a set time.

Although the game has just ten tracks, all of them can be raced mirrored and/or reversed, making a total of 40 different tracks in all! Curiously, there is also an option to *add* fogging to the game, which seems unusual as the viewing distance in the game is actually very good. The question has to be why would anyone want to add fogging to an N64 game?

The answer comes when you study Circuit mode. As in the first game, you race in circuit mode on all track variations of the first seven tracks (normal, mirrored, reversed, mirrored and reversed). This means that you have a total of 28 races, and presumably someone decided that playing the same track four times would be a bit samey, so the fog was added to make things look a little different and to confound gamers even more.

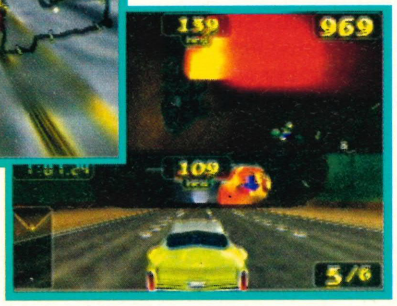
▶ The stunt track is not just a place for big jumps, it also gives you a chance to practice controlling your rolls and two-wheel driving.





▲ The cars slide a lot better than they did in the first game, allowing you to corner properly rather than just bouncing off of walls.

▼ Oops. Player 1 badly misjudges the position of the tunnel entrance and goes up like a petrol can on a barbecue.



Speed Demons Apply Here

The Circuit mode is – like in the last game – bloody difficult. However, it's not impossible and with some thoughtful car choices and careful adjustments it is possible to succeed without using any cheats.

Also as in the first game, the racing is only a part of the gameplay. Each track can also be played in Practice mode and also normal Race mode, where you can set the number of laps and competitors and play around with things like wind speed and fogging. Practice mode is best for exploring the cities, because when you crash the game puts you back on the road close to where you exploded, as opposed to rushing you off up the track like it does in when racing.

If you want to collect the keys then you need to be racing. You don't have to do a circuit, but you do need to be competing against other cars. The best thing to do is to put the laps up to eight so that you have plenty of time to explore.



▲ This time around you can travel down into the subways. These can be used as shortcuts on some tracks and come complete with rats!



▲ Another addition to the game is the plate glass windows that you can drive through to the accompaniment of satisfying shattering noises.

Shame it doesn't support four players

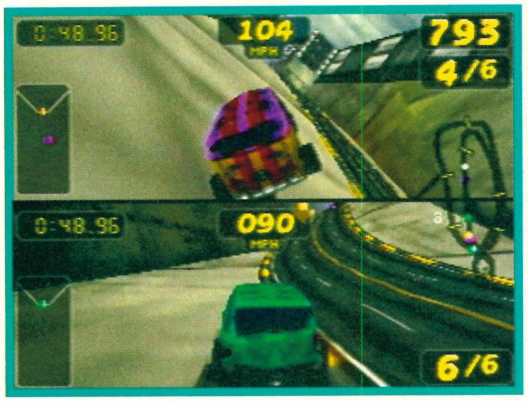
Lime Green With Puce!

The car design facility from *SF Rush* has been vastly improved. Each car now has two different colours to change – a body colour and an 'accent' colour (bumpers, side stripes, etc) and you can add a number of different stripes too. It doesn't stop there though. Players can choose the hubcap designs, the engine sound, the horn and also change various attributes to make the cars faster, more controllable and more durable (essential on the stunt track).

Take a look at the basic car here, for example, along with one of an almost infinite number of variations you could create from it!



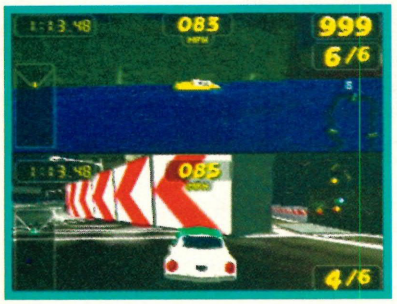




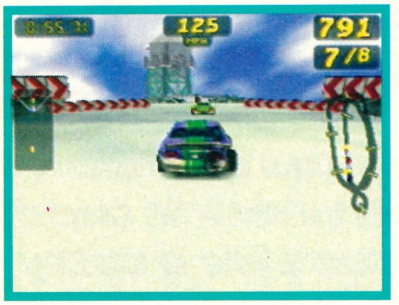
▲ This time it is possible to drive along on two wheels! It takes some careful stick control and a bit of a ramp to start you off.



▲ As before, you need to search the tracks for keys. In addition there are now also some hidden soft drink cans too.



◀ As before, cars can go into water in certain areas. You need to do this if you hope to find all the keys as they're not all in the open.



▶ The roof of the Alcatraz prison building is not really the place you expect to see cars racing – apart from in this game.

Anyone unfamiliar with the first game won't know about the keys. Basically, there are a number of golden keys hidden at various unusual or near-inaccessible points throughout each track. When you collect a certain number of them, you gain an extra car which can be used on that track. These include a taxi and a hot rod, both of which perform far better than the earlier cars.

This time around, there are more keys per track and as a rule they're more difficult to find than they were in *SF Rush*. Often you can see them hanging high in the air, only to find out that you need to make a jump from somewhere totally different to start a sequence of leaps which eventually bring you to the key.

really...

Rush 2 The Shops!

Another addition from the first game are the soft drink cans (Mountain Dew, whatever that is). These are hidden throughout the game like the keys and when collected also grant you a bonus car, the dragster.

Just like *SF Rush*, the most enjoyable part of *Rush 2* is searching the various tracks to find the best jumps and locate all the secrets. However, unlike the first game, this time the racing element itself is extremely playable. Also improved is the two-player mode which ran a bit slow in the original but now contains all the speed and enjoyment of the one-player game and also includes a 'tag' game. Shame it doesn't support four players really...

At the end of the day, *Rush 2* is an incredibly enjoyable game with elements that should keep you going back to it for a long time to come. If you're into technical excellence and top graphics then look somewhere else, but if you're after one of the most enjoyable racing games currently available, then take this for a spin!

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



▶ In stunt mode to get a score you need to perform a trick and land successfully. You only need to be on four wheels for a second to score.

2nd opinion

Although *Rush 2* is better than the first game in terms of car handling, the exploration aspect doesn't seem to be done as well. Some tracks hardly have any hidden ramps or jumps! *Rush 2* is enjoyable for a while, but lacks surprises. ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

SCARS: Ubisoft (£44.99)
Reviewed: Issue 21, 87%
V-Rally '99: Infogrames (£39.99)
Reviewed: Issue 21, 69%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

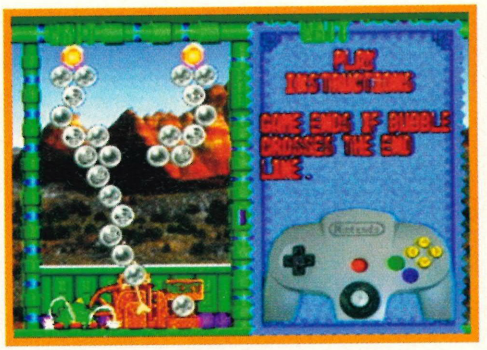
80%

Soundbite

One of the most fun – and definitely the wackiest – race game around!



▲ Not surprisingly, the four-player mayhem that guarantees frayed nerve ends and lost friendships is the best way to pass a few hours.



▲ A handy tutorial explains the rudimentary functions of the game, like bouncing off walls and making the optimum use of special bubbles.



▲ Challenge mode is played under certain conditions for clearing each round. Your gameplay is then evaluated when you clear the stages.

Ninfo

PLAYERS:

CART SIZE: 64 M

RUMBLE:

Publisher	Acclaim
Developer:	Taito
Game Type:	Arcade puzzler
Origin:	UK
Release:	Out now
Price:	£39.99



Memory Options

MEMORY:
None

CONTROLLER PAK:
Saves scores



$64,000 Question

- ⊕ Vibrant colours
- ⊕ Still amazingly addictive
- ⊕ Excellent two and four-player games
- ⊖ It's *Bust-A-Move* again!
- ⊖ Borders
- ⊖ Doesn't push the N64 at all

Bust-A-Mov

Take a mass of bubbles, add a gun and whisk in cuddly characters for a tasty puzzle pie!

Following a six month hiatus from bubble-blowing duty, Bub and Bob, the doe-eyed cuddly dragons of *Bubble Bobble* and *Rainbow Islands* fame, have returned to save Bubble Land again. This is the N64's second incursion into the psychedelic realms of Bubble World, and blow me, it leaves the last one rather deflated by comparison.

We couldn't help but rave about the virtues of the last game, and rightly so; it was poptastic, addictive gaming at its best. *Bust-A-Move 3DX*, it could be argued, is essentially more of the same, but on the PlayStation, number four in the series is proving that the evergreen puzzle-fest is as popular now as it ever was. In other words, if it ain't broke, don't fix it.

That's not to say improvements have been neglected. It's an ongoing tradition with puzzlers to keep the same delicious ingredients that made the original a classic and subtly, almost seamlessly, add new and improved features. This is precisely what Acclaim has achieved with *BAM 3DX*.

Poppers

Unless you've had your head buried in the sand for the last few years, or suffer from chronic amnesia, you'll have heard of the *BAM* series. For the benefit of those five people who haven't, it's a diabolically simple concept. Fire your bubble gun at the stack of multicoloured bubbles before they drop off the 'deadline' at the bottom. And that's it!

There are a few conditions of course, the most important one of which is that you need to connect three or more bubbles of the same colour in order to burst them. This is hardly pushing the N64 to its limits, but just try putting the controller down after you've had a few goes. It's fiendishly addictive – so much so that any semblance of a social life will be left battered and bruised in no time. With six modes of play, *BAM 3DX* keeps a vice-like grip on your attention. Arcade mode is an exact translation of the *BAM3* arcade machine and consists of Puzzle mode, where you're offered a choice of routes for every five rounds, Player

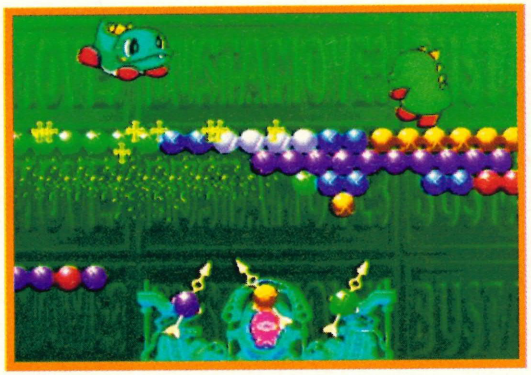


Bubblier than Barbara Windsor!

▲ The appearance of the bubbles changes throughout the game. Here, they're more solid. Coo.



▲ Also new to *Bust-A-Move 3DX* is the massive collection of amateur levels – well over a thousand in fact. Jeez, no rest for the wicked.



▲ You can't help but love 'em. The troublesome twosome are up to their scaly necks in it in the best *Bust-A-Move* yet.



▲ Try to eliminate whole rows, columns or clusters of bubbles. It's a sure-fire way of finishing the level early.

e3DX

versus Computer and Player versus Player. The latter is the most fun – players must eliminate as many bubbles as possible or drop them into their opponent's playfield. The trick is to try and pop a cluster of bubbles high up on the stack, because any others that are tenuously attached below will drop too.

Bubble-icious

It's the inclusion of the all-singing multiplayer mode which catapults BAM 3DX into bubble heaven. It's painful on the eyes though – we felt more like physics students watching little coloured atoms floating around than games journos. Grasping a well-worn cliché firmly by the danglies, it's easy to play but hard to master. *BAM 3DX* just demands to be replayed and the fruits of your labour appear almost subliminally. For instance, angling shots off walls makes a hell of a difference, as does checking which bubble comes next and firing rapidly. The final two modes, Collection and Edit, provide endless hours of entertainment too. The former provides over a thousand amateur screens devised by fans, and the latter is only limited by your imagination. Other than to people who are colour blind, we simply can't recommend *Bust-A-Move 3DX* high enough. It's a puzzle fan's dreams made real and great value at just 40 nicker – it's bubblier than Barbara Windsor!

64 MAGAZINE SIZZLER

2nd opinion

If you like nerve-wracking puzzle games and you don't have *Bust-A-Move 2*, get this. If you *do* have *BAM 2*, *don't* get this – it's the same game! There are some new bits, but the gameplay is identical. Luckily, that means it's enormously addictive! ANDY MCDERMOTT

Rating N64 N64 N64 N64 N64

Pop Stars

Depending on the opposing character, bubble attack combinations vary. Which Pop Tart prefers what? Find out below.

1. BUBBLOON

Or 'Bub' to his pals. A well-balanced character who attacks with a random combination of eight colours.

2. PRETTIO

Persistent and steady. Not very strong on the defensive side, but beware of her rainbow bubble attack.

3. MARINA

An unpredictable character who attacks with a combination of yellow, red and blue bubbles.

4. LUNA

The longer the battle's drawn out, the tougher this character becomes – don't let off on the bombardment of her playfield.

5. TWINKLE

She's tough when the pace of the game becomes frantic. In other words, when you've nearly filled up her screen!

6. SSB

Mixes block bubbles in his attack combinations. A nasty character who leaves little room for counter-attacks.

7. MUSAHI

A strong and steady character who pulls off attack combinations from the top and bottom of the screen.

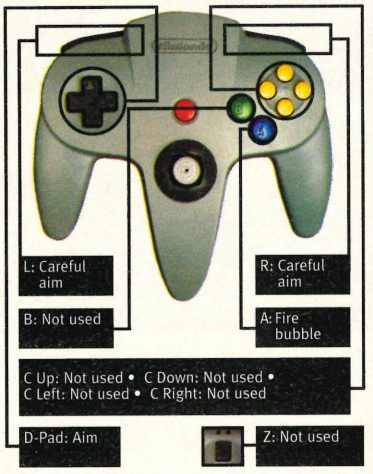
8. JACK

With an attack combination that includes Block and Star Bubbles, this is probably the strongest character of them all.



64 Bottom Line

Controls



Alternatives

Bust-A-Move 2: Acclaim (£49.99)
Reviewed: Issue 15, 91%
Puyo Puyo Sun 64: Compile (Import)
Reviewed: Issue 8, 87%

Rating

Graphics N64 N64 N64 N64 N64

Audio N64 N64 N64 N64 N64

Gameplay N64 N64 N64 N64 N64

Challenge N64 N64 N64 N64 N64

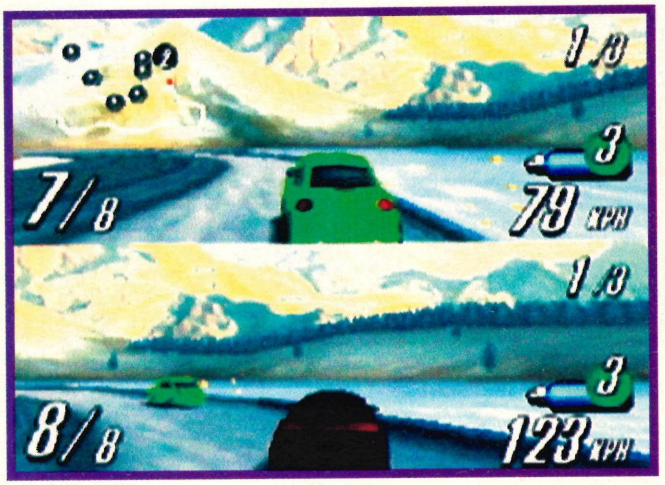
Overall

90%

Soundbite

Unsociably addictive fun of the 'just one more go' variety!

Written by: Stuart Taylor



▲ Things aren't going well in the two-player race, both competitors lagging well behind the leaders.



▲ The Car Select screen is the place to pick your vehicle and see how well (or how bad) it will be on the road.



▲ One of the view options allows you the added bonus of a rear view mirror, so you can see who's about to overtake you.

Top Gea Overdri

Top Gear Rally was good – how does Top Gear Overdrive compare?

Ninfo

PLAYERS:

CART SIZE: 96 M

RUMBLE:

Publisher	Nintendo/Kemco
Developer:	Snowblind
Game Type:	Racer
Origin:	Japan
Release:	Out Now
Price:	£39.99

Along with *Knife Edge*, *Top Gear Overdrive* is another title from Kemco that made its way onto the retail shelves pre-Christmas without even being seen by the specialist review press beforehand. And there's probably a very good reason for that because, like the aforementioned *Knife Edge*, *Top Gear Overdrive* is really a bit crap.

This is a particular shame as the main appeal of *TGO*'s predecessor, *Top Gear Rally*, was its racing simulator qualities. These have been unceremoniously ejected in favour of some pretty poor arcade-style racing. If you're doing something right, why stop doing it, and end up doing something worse in the bargain? It's madness!

Top Gear Overdrive provides only two modes of play. Championship is the main one-player racing event against 11 computer-controlled opponents, but three other players can take part too, while Versus lets up to four players compete against one another, although one player can go up against 11 computer-controlled racers.

Only having two playing modes already limits *Top Gear Overdrive*'s long-term appeal, but the poor gameplayer only makes things worse. Let's start with the one-player Championship mode. First off, you need to choose you vehicle from the two varieties provided, but bear in mind that as you progress further through the Championship – and earn money along the way – more vehicles will eventually become available to you (there are ten in all).

Start Your Engines...

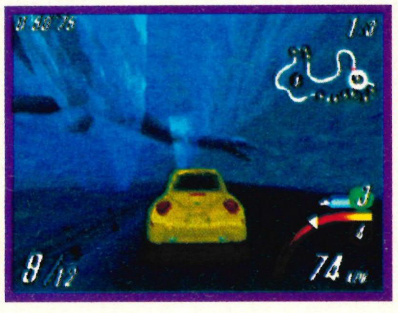
The Car Select screen provides you with a rotating image of your car on the left, with a description of its attributes on the right. Each car is graded on its Handling (how well it stays on the track), Acceleration (how long it takes to hit top speed), Top Speed (how fast the car can actually go) and Braking (whether you can stop in time to avoid that brick wall). The grading is comprised of 12 red-coloured blocks, which go green as the

The multiplayer mode is TGO's slightly redeem

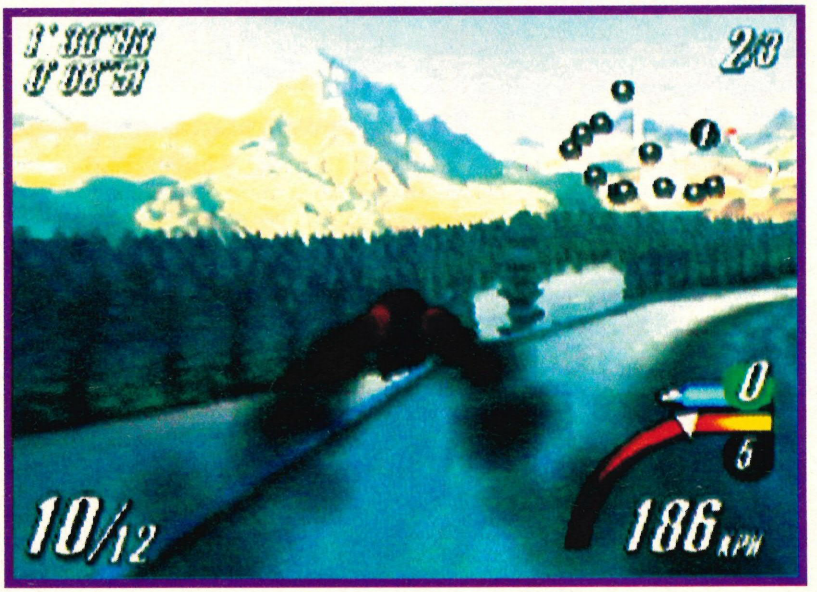


$64,000 Question

- ⊕ Good-looking cars
- ⊕ Vehicle customisation
- ⊖ Horrible handling
- ⊖ Random explosions
- ⊖ Idiotic save system
- ⊖ Lousy music
- ⊖ 'Hi-res' mode isn't



▶ Taking one of the many shortcuts on a track will bring you into contact with dinosaurs, like this one on the Frigid Peaks stage.

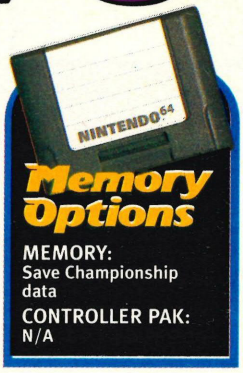


▲ If you drive too fast over a hill, you'll end up going off the track. This is bad!





r
ve



Memory Options

MEMORY:
Save Championship data

CONTROLLER PAK:
N/A

ing feature...

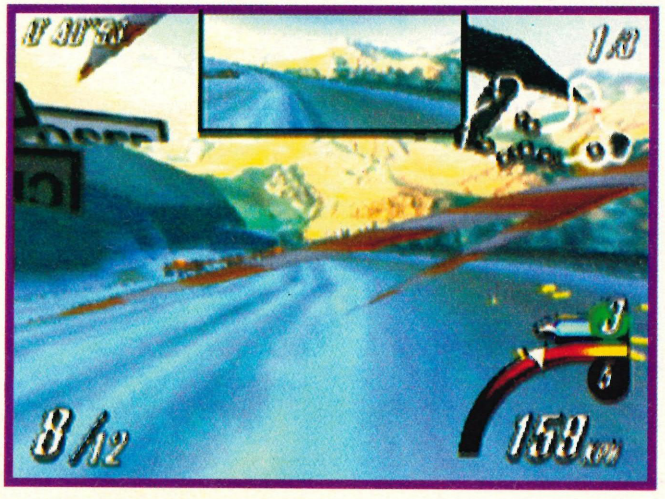
▼ The fragmented polygons on display here are what's left of an inconveniently-placed crash barrier... whoops!

car's performance attributes improve. For instance, a car with six Acceleration green lights is much better than a car with, say, one [no duh – Ed]. When you start off, both of the cars on offer score pretty low in the performance-related stakes, but that will soon change when you start earning money on the Championship circuit.

If you are not happy with your car's colour scheme, simply press Z on the select screen and you are presented with a colour picker palette. Your car can now take on as tasteful – or tacky – a paint scheme as you can imagine... you should have seen some of the monstrosities we initially came up with!

Now you're ready to hit the road, it's simply a matter of choosing a track to race on. There are five tracks in total, and you will eventually get to race them all as you make it through the three racing seasons, and in different weather conditions to boot. Since you start at the beginning (which makes sense, right?) you only have access to Season One and track one, Frigid Peaks.

To progress to the next race in each season, you need to be placed at least in the top four. Sounds simple? Well, after a bit of practice and getting to grips with the difficult control car handling, where



▲ If you don't have an Expansion Pak, you can still enjoy the medium-res visuals in this cinematic widescreen... ah hell, it's still crap.

the tiniest touch of the stick puts you into a 90° turn like Automan's car, you will soon get in the top four. However, nothing will prepare you for the fact that the computer-controlled racers are god's-gift to motor racing, and never seem to slip on the ice, crash, slow down around corners... they are, in fact, cheating gits of the highest order. The most obvious and patently bizarre occurrence of this is at the start of each race. For some reason, only around three or four cars are in your sight from the starting line, with the other racers already long gone when you begin to accelerate. You'll have a devil of a job catching them up, even if you use the car's nitro boost, because as soon as you've reached your top speed they're probably already half way around lap one.

Let's Rawk!

The graphics on *Top Gear Overdrive* appear to be typical of some of the sloppy 'blurrovision' abominations that dog the worst Nintendo 64 games. The colour schemes lack any real depth or vibrance, and all seem to come across as shades of mud. However, the animation is pretty smooth and the speed is commendable too, but that isn't enough to elevate *Top Gear Overdrive* out of the shoddy depths it languishes in.

Even installing the new Nintendo Expansion Pak does little to improve the proceedings, with the fact that it is compatible seemingly being an afterthought – as there are hardly any differences at all as far as the game's appearance goes. The improved graphics aren't actually hi-res, but a halfway house medium-res, which makes you wonder why they bothered. The sound effects are passable, with a standard engine drone noise that doesn't seem different regardless of what vehicle you are driving, but the

Take A Top Gear Tour

There are five tracks on offer in *Top Gear Overdrive*; here's a brief guide to the first three.

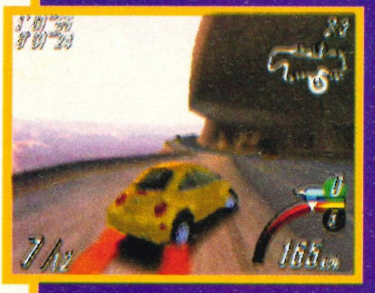
FRIGID PEAKS

This mountain range tends to bit a tad chilly, so be sure to avoid the inconsiderately-placed icicles and crash barriers. Also, keep an eyeout for those sneeky shortcuts underneath the mountain, which can potentially be more hazardous than the main route.



FERTILE CANYON

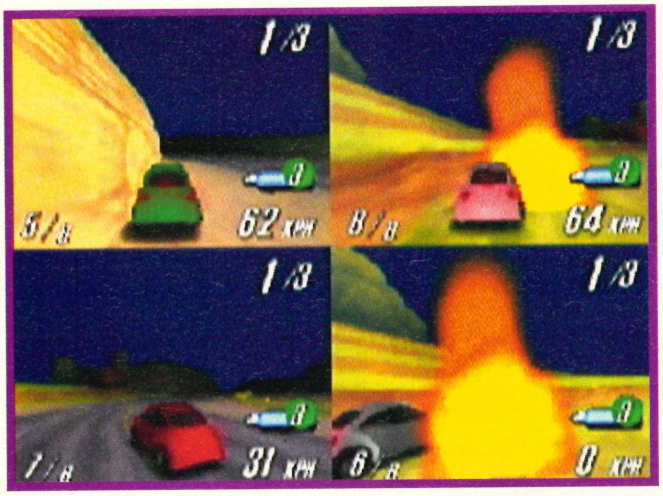
Ah, smell that country aroma! Drive around (not through) the golden fields of corn, being sure to take in the splendid canyon views along the way. Mind out for the tunnels, as they can be sneakily hidden from view around a sharp bend... you don't want to total your motor on a tunnel wall, do you?



SWAMPY DEPOT

As the name might suggest, there are boggy delights awaiting you on this track. Accelerating over hills could land you right in the mud – just don't end up as stuck as the boat in this swamp level. Top tip is to reserve your nitro boosts until you are on a straight, corners can be lethal here.





▲ As player four goes up in flames, player two cold-heartedly drives through the burnt husk of a car intent on gaining pole position.

Explosion!

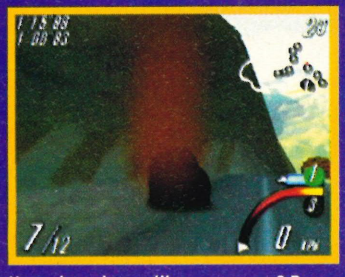
You'll find that your car will explode in the most inconsistent of ways. You may end up a burnt husk after coming off the track (which is understandable) or by simply clipping the side of a tunnel when you're barely even moving... although we've hurtled into brick walls at 130kph and still lived to tell the tale!



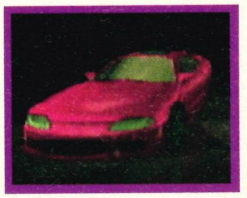
Mind out for that hill, dude!



Woomph! Well, we did warn you.



Hmm, how do you like your racers? Rare or well-done?



▲ As well as showing your car's spec, the Car Select screen will also let you change your car's colour – shocking pink, anyone?

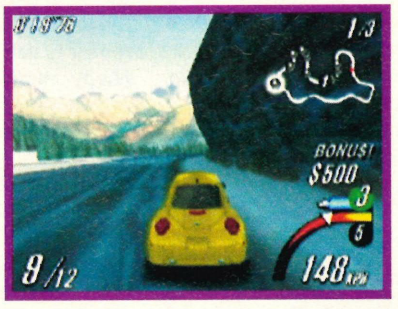
▶ Driving over the Cash Bonus arrows dotted about on the tracks will give your income a welcome boost.



biggest aural evil comes from the rawk! soundtrack. There are six thumpingly awful tracks provided by a band called Grindstone (as in "I've never heard of...") sounding as though it is being played through a waterlogged amplifier – this is *not* CD-quality sound. But don't worry, luckily the options menu will allow you to turn down, or switch off completely, the cheesy rock choons.

The multiplayer mode (up to four can take part) is *Top Gear Overdrive*'s slightly redeeming feature, in that it rattles along at a reasonable speed (but doesn't touch the vertiginous sensations of *F-Zero X*) and is clear enough to follow on a decent-sized TV screen. However, since the controls and gameplay are essentially the same as the one-player mode, it's still pretty naff overall.

After a few hours play, it becomes apparent that *TGO* has been cobbled together rather hastily, with little effort being put into fleshing out the game's potential. If there is going to be a third *Top Gear* title on the N64, let's hope that whoever develops it builds upon the original title and not this pile of cack.



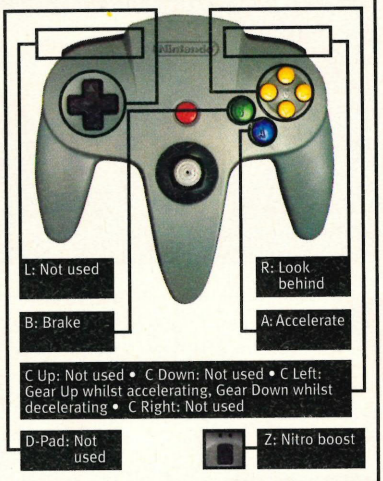
2nd opinion

This is by far the worst driving game I have played in a long time! The cars themselves look nice, but the handling is totally unrealistic. And don't even get me started on the collisions! If you want a fun driving game then try *Rush 2* – this is one to avoid! ROY KIMBER

Rating N N N N N

64 Magazine Bottom Line

Controls



Alternatives

F-1 World Grand Prix: Nintendo (£39.99)
Reviewed: Issue 18, 94%
Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%

Rating

Graphics N N N N N
Audio N N N N N
Gameplay N N N N N
Challenge N N N N N

Overall

65%

Soundbite

Decidedly average with or without the new-fangled Expansion Pak – why buy this when you can get *F-1 World Grand Prix*?

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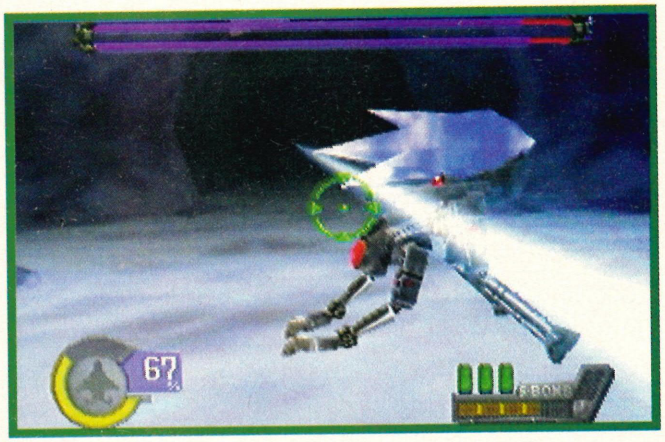
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64 Mag



▲ Bizarrely, the mid-level bosses are far more interesting to look at that their end of level counterparts.



▲ The deserted city that makes up the second level has been overrun by giant robots. It's non-start excitement!



▲ Each stage offers a choice of alternate routes, most of them pretty much identical. You always go through boss areas whichever route you take.

Knife E

Not so much a knife as a wooden spoon!

Light gun shooters, eh? They've always been a stalwart of videogaming. The reason is simple – while holding a joypad in your hands might give you total control over the game, there's just nothing to compare with the sheer macho feel of blasting away at the bad guys with a powerful handgun. *Operation Wolf*, *Virtua Cop*, *Time Crisis*, *Gun Blade*... all games with good, hard, two-word names, next to nothing in the way of plot, simple on-rails gameplay and a succession of enemies popping out of the woodwork for players to blast apart with their weapons. *Knife Edge* fits in nicely alongside them.

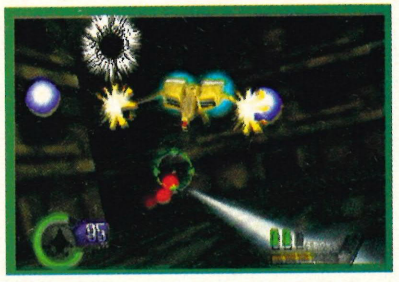
Ninfo

PLAYERS:

CART SIZE: 96 M

RUMBLE:

Publisher	THE Games
Developer:	Boss
Game Type:	Shoot-'em-up
Origin:	USA
Release:	Out now
Price:	£39.99



▶ When the Knife Edge takes a hit, bullet holes appear in the cockpit. Oh no, the air's escaped and the pilot's suffocated in the thin Martian air.

Oh. Hang on a minute. There's just one slight snag... there isn't a light gun for the N64.

Knife Edge's storyline is simplicity itself. It's the next century, Mars has been colonised, and all of a sudden a load of nasty aliens have popped up to register their protest at this rampant imperialism. Time for you, as the pilot of futuristic death machine Knife Edge, to swoop in and riddle the Martians with depleted uranium bullets.

The main game is played out over four levels, which offer numerous alternate routes to prevent the traditional on-rails shooter problem of seeing everything the first time round. There are also Co-operative and Battle modes, although the latter isn't nearly as exciting as it sounds. Four people can take part, but they're not fighting each other, just competing to shoot down the most aliens.



▲ Blasting the blue crystals either recharges your shield or, if it's already at 100%, increases your score.

Rock And... More Rock

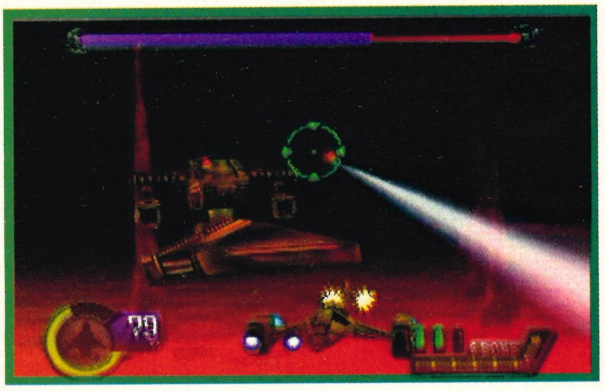
Graphically, *Knife Edge* tries very hard to get a harder-edged *Starfox*/*Lylat Wars* look, and a couple of the enemy aircraft have quite a decent pseudo-Japanese techno feel. Most of the time, though, the bad guys are an incredibly unimaginative bunch. The bosses actually go so far as to be dull, with a giant sphinx being the most striking. Compared to the transforming weirdos from *Lylat Wars*, *Knife Edge*'s ultimate terrors have all the in-yer-face impact of *Driving Miss Daisy*.

The bad guys are an

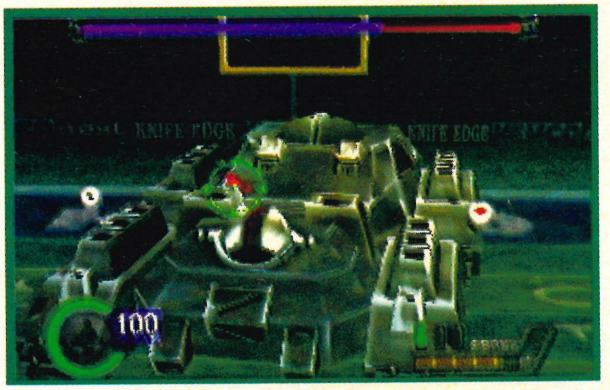


$64,000 Question

- ⊕ Only game of its type
- ⊖ Pointless without light gun
- ⊖ Bland visuals
- ⊖ Tosh sonics
- ⊖ Unskippable text
- ⊖ Boring
- ⊖ Very boring
- ⊖ Very, very boring



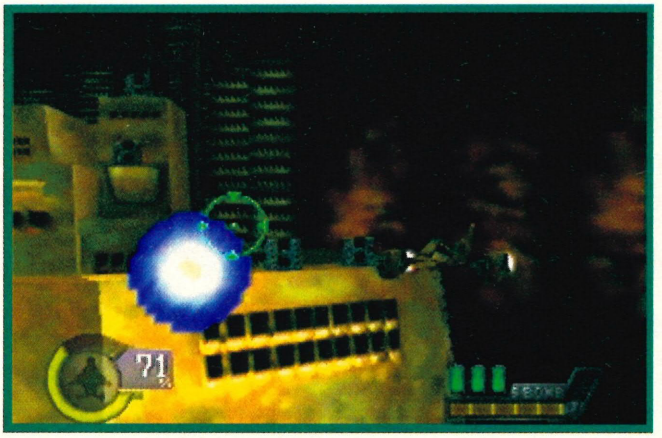
▲ A giant hovering tank blocks your passage through the lava-filled cavern. Shoot it again and again and again and again and... you get the idea.



▲ A huge tank shows its appreciation of American football by driving onto the pitch and showering it with bombs. Hurrah for the Martians!



▲ The first mid-level boss has big claws and, rather strangely, fires little Stealth fighters at you.



▲ The numerous gun turrets on this fortress can be taken out in one shot by a special weapon.

dge

There are five levels in *Knife Edge*, four listed in the manual and a hidden "oh-no-it's-not-really-over" attempt at a shock ending. Whatever the level, the visuals are monumentally tedious. There's none of *Lylat Wars*' variety and imagination, just mile after mile of rock in slightly different colours. Even the level aboard a space station looks like it's made of rock!

Although the C buttons allow you a limited amount of movement off the pre-set course through the game, mainly to dodge incoming fire, you're restricted to following the same route through each section. Even though the manual claims "there are more than 100 routes in Stage 1 alone!" you always end up passing through the same areas, and all the routes are more or less identical anyway. There certainly aren't any surprises hiding in obscure corners.



Non-cerebral Bore

Knife Edge's big problem is that it is so hideously boring to play. The sound effects are insipid farty things – even nuking a boss just produces a kind of wet 'pthfwupp' noise – that do nothing to pep up the blandness on screen. Wafting uncontrollably from place to place, along stupidly twisty courses that make it almost impossible to track targets accurately, provides no entertainment whatsoever.

If the N64 had a light gun, *Knife Edge* might have been passable, if short-lived, fun. As there isn't one, it's a soul-sapping experience that drains your will to live and leaves you struggling toward the kitchen to cane down a mouthful of raw coffee beans and half a pint of boiling water just to bring you back to a state of near-wakefulness. Without a light gun, playing *Knife Edge* makes you wish you had a *real* gun so you could end the pain!

incredibly unimaginative bunch...

Shoot Your Boss

***Knife Edge*'s bosses are a pretty boring lot. You might as well put them in charge of a privatised utility and give them obscene bonuses.**



Dull trilobite thing. Blow off each section in turn until it gets annoyed and starts shooting back.



Spinning thing. Hit the ball in the middle when you can see the red light and dodge the incoming fire.



The ultimate in no imagination! Pointy things pop up and down. Shoot the yellow one. The *hell*?



Sphinx thing. Keep shooting it in the head and dodging the slow-moving blocks it throwzzzzzz.

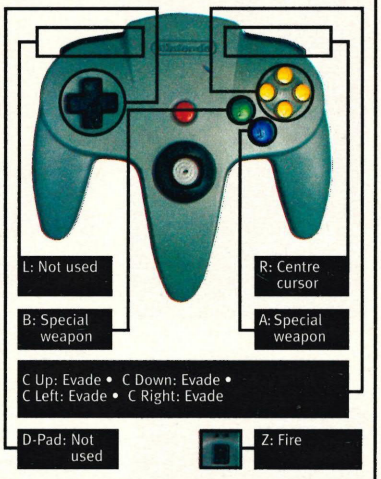
2nd opinion

Ooh, now this is quite horrible. It drags along reluctantly, looks like everything is being viewed through a muddy puddle and should really sod off never to be seen again. An utter insult to the N64 and consoles in general. BEN LAWRENCE

Rating

64 Magazine Bottom Line

Controls



Alternatives

Lylat Wars: Nintendo (£49.99)
Reviewed: Issue 5, 88%
A mug of Horlicks

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

26

Soundbite

Trouble sleeping? Take a copy of *Knife Edge*!

Written by: Roy Kimber

Twisted Edge Snowboardi

If your snowboard has a twisted edge, is that a good thing or a bad thing?

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	Kemco
Developer:	Boss Games
Game Type:	Snowboarding
Origin:	USA
Release:	Out now (import)
Price:	£49.99

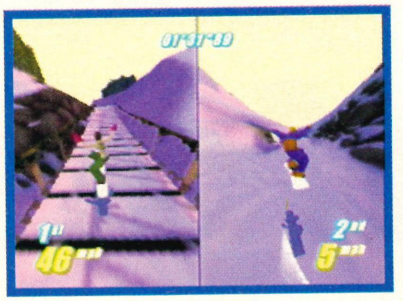
$64,000 Question

- ⊕ Responsive controls
- ⊕ A lot more forgiving than *1080°*
- ⊕ Smooth and fast (once it gets going)
- ⊖ Tendency to clip near edges of the track
- ⊖ Boarders take an eternity to gain speed
- ⊖ No great thrills

Radical dude! Blastin'! Heavy-duty slammin' man! Way to lose it, loser! Er, sorry, but play *Twisted Edge Snowboarding* for too long and you too will find yourself slipping into the puffa jacket vernacular.

Twisted Edge Snowboarding has been thought of as a potential *1080°* beater, and now it's finally arrived. Graphically, it *does* look a lot nicer than *1080°*, although it suffers from some rather bad clipping if your boarders get too close to the edge of the tracks.

Initially you get to choose from four different boarders and four different boards. Each time you complete a stage in the competition mode another boarder and a new board becomes available. You have a rather limited choice of courses to begin with, as these are opened up by playing through the various modes. Mind you, as in *1080°*, there are only a few tracks in total anyway. *Twisted Edge* offers just six competition tracks and one half-pipe. Where it pips *1080°* at the post is on the courses themselves. In *1080°*, as you moved up through the difficulty levels you simply played the same tracks again. In *Twisted Edge*, although you play the same tracks again, they each get longer, and features on the tracks change. More alternative routes open up on each track, allowing you more choice as to which way you go. In addition, more hazards are added as you get better at the game, such as the tunnel on one of the tracks which is fairly nondescript the first time that you play it, but has icicles dropping from the roof the second time around.



▲ Let's face it, no snowboarding game would be complete without a section of the track which runs across a wooden rope bridge, would it?

Duuuude!

The very first thing that becomes apparent about *Twisted Edge* when you first turn it on though is that it's rather lethargic. That is to say, it takes quite a while to get going. Despite the fact that the boarders start the course by dropping from parallel poles, they don't seem to pick up speed very fast.

At first it almost seems like you're missing something – like you're using the wrong button for accelerate or something – but then you notice that the CPU players have the same problem. It takes some time before characters can reach their full speed and even then they don't seem to be moving very rapidly, certainly nothing like as fast as the characters in *1080°*, despite the fact that the speedo at the bottom of the screen announces a speed of upwards of 50mph.

This is because there is no speed control as such in *Twisted Edge Snowboarding*. If you crash on a fairly flat area of the course, it takes



▲ Hazards on the track include the legs of the water tower up ahead. Fortunately you get ample warning to avoid it.

Memory Options

MEMORY: None

CONTROLLER PAK: Stores scores, new boarders, new tracks, ghost.



▲ If any of the other boarders in *Twisted Edge* touch you even slightly you end up on your back, which dramatically slows you down.



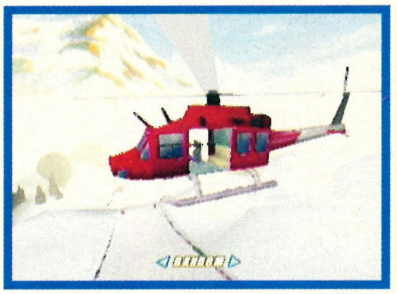


▲ This is where you start from. Strangely the characters don't actually push off from the bars, instead they sort of float off them.



▲ One of plus in *Twisted Edge* is that the game doesn't seem to slow down in two-player. But then it wasn't very fast to start with!

▶ At the beginning of the stunt mode, you begin the course jumping out of a hovering helicopter! Is that mad or what?



ng

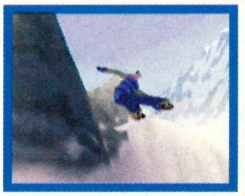
absolutely ages to get going again, and you can pretty much guarantee that any chance of getting a good position has been lost.

Maaaaan!

Generally *Twisted Edge* is a lot more forgiving than *1080°*. The boarders can happily slam their boards against the walls and the barriers and – providing you're tilting your board a little at the time – don't crash. However, this has almost been overdone because in some places it's possible to actually pass whole parts of your character's body – head or arms for example – right through a rock outcropping or metal barrier and keep going.

Stunts in *Twisted Edge* are a lot easier to accomplish than in *1080°* too, although at times too easy! It can be quite annoying when you're trying to take the lead in a downhill race only to have your boarder suddenly perform multiple mid-air backflips because you inadvertently touched a C button.

Two-player mode is well implemented and doesn't seem to suffer any slowdown, and the viewing distance is pretty good. However, the generally slower pace of *Twisted Edge Snowboarding* just makes it much less exciting than *1080°*. Maybe if *1080°* hadn't come out first... but even then,



▲ Massive jumps are the name of the game in *Twisted Edge*. Watch your performance in the après-race replay.

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



▲ *Twisted Edge* does allow you some degree of freedom as to where you go. You can climb right up the walls inside caves.

2nd opinion

1080° was a good game, but it had some problems. So what does *Twisted Edge* do? It adds more problems of its own! The boarders feel like robots, not people, and the painfully slow recovery from even the tiniest mishap quickly gets unbearable. ANDY MCDERMOTT

Rating

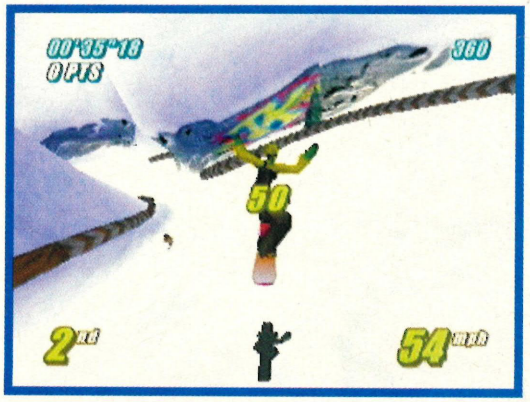




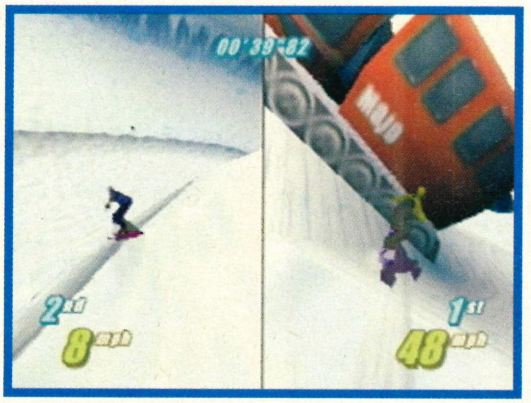
▲ This track starts with a nice flyby from this friendly plane. The camera follows it and then pans around to focus on the boarders.

the boarders in this game would seem slow. Maybe the speed of the characters in *Twisted Edge Snowboarding* is really quite realistic. Maybe that's the speed that people really travel down mountains in real life. But what it means in this case is that *Twisted Edge Snowboarding* just doesn't have the thrills of *1080° Snowboarding*.

Twisted Edge doesn't have the thrills of 1080°...



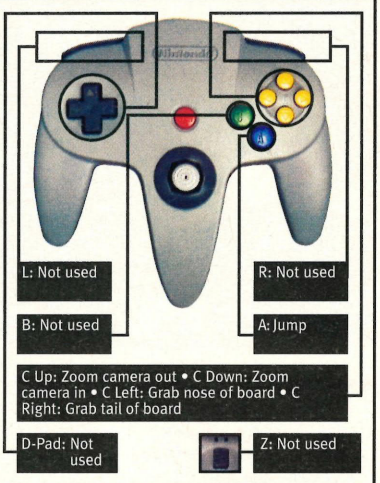
▲ Successful tricks gain you points. And what do points make? Not prizes in this case, in fact in standard racing mode they don't seem to help you at all!



▲ Player one looks to be home and dry as the race nears its final stages. Unfortunately someone parked this bloody great red thing right in the middle of the track!

64 Magazine Bottom Line

Controls



Alternatives

1080° Snowboarding: Nintendo (£39.99)
Reviewed: Issue 21, 82%
Snowboard Kids: THE Games (£39.99)
Reviewed:Issue 11, 83%

Rating

Graphics



Audio



Gameplay



Challenge



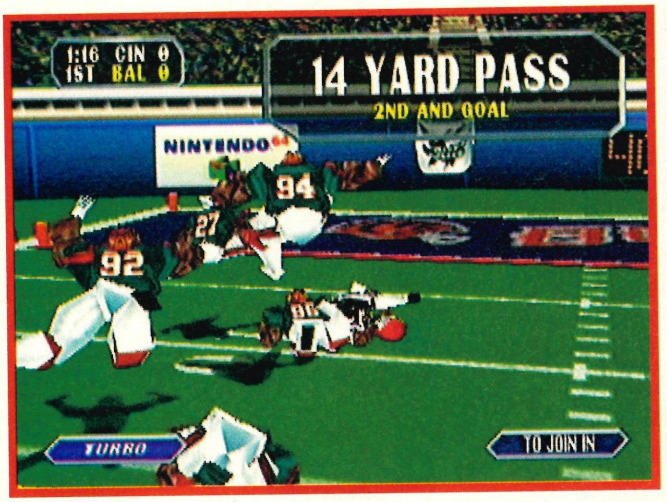
Overall

70%

Soundbite

1080° beater? 'Fraid not!

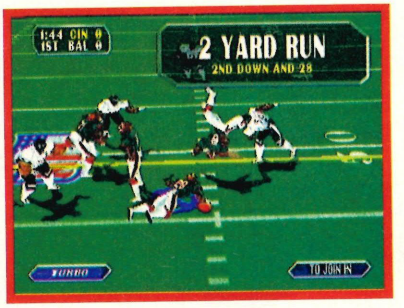
Written by: Roy Kimber



▲ Violence is the order of the day here. When you've taken down the opposing player you can get all your men to bundle him!



▲ Your ball carrier can fend off opposing players with a straight arm, plus you can also make him jump tackles to get those extra few yards.



▲ The ball carrier is down, but that doesn't stop the opposing team from hammering one of your other players – scum!

NFL

GT enter the fray with an over-the-top violence-packed American footie game!

Ninfo

PLAYERS:

CART SIZE: 96 M

RUMBLE:

Publisher	GT Interactive
Developer:	Midway
Game Type:	Arcade Sports
Origin:	USA
Release:	8 January
Price:	£44.99 (TBC)

Depending on how you feel about the sport, American football games are either excellent simulations where you can assume control of your favourite team and lead them to victory... or they're baffling statistic-ridden mazes where you get three seconds of action followed by half an hour wading through acres of menu screens.

Up until now there really hasn't been anything to change this. Far from getting easier to understand for the American football virgin, the various licences (notably *Madden 64* and *Quarterback Club*) have been getting more and more complex to the delight of die-hard fans, the befuddlement of everybody else and the detriment in sales of the games (resulting in EA's recent decision to cancel the release of the latest in the *Madden* series over here).

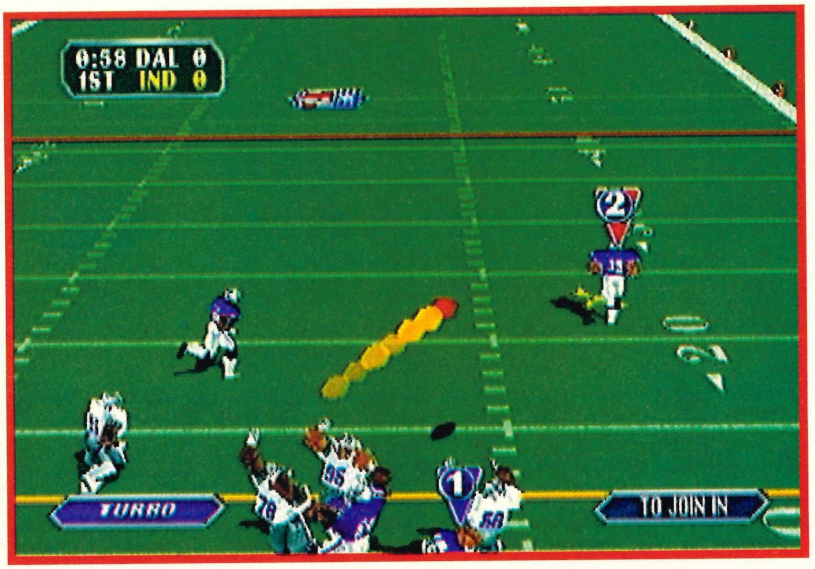
Simplify, Man!

However, all this may be about to change with the release of GT Interactive's *NFL Blitz*. Forget layer upon layer of front-end screens. Forget more controls than it takes to pilot the space shuttle. Forget the numerous play selection screens (most of them anyway). The emphasis in *NFL Blitz* is firmly on pace, action, gameplay and fun.

What GT – or rather Midway, since they developed the game – has done is to reduce all the rules and statistics to a bare minimum, while using the memory this freed up to add extra animations, sound effects and nice graphical touches. And random violence.

A typical game involves choosing a team, looking briefly at a controls screen (there are three buttons to remember, so the more goldfish-like amongst you might require a pencil and paper) and then the game begins! As with other American football games, you need to choose 'plays' in order to let your players know what to do. However, forget offensive and defensive formations, forget wading through hundreds of tactics screens. *NFL Blitz* gives you nine plays to choose from and ten seconds in which to choose. While this ensures that you're not staring at a stats screen for too long, it does mean

The emphasis in NFL Blitz is firmly on



▲ To help you work out what's going on, the ball has a tail on it when it gets thrown, thus helping to predict where it lands.



$64,000 Question

- ⊕ Crisp, clear graphics
- ⊕ Nice animation and animated sequences
- ⊕ Quick, fluid gameplay
- ⊕ Excessively violent action
- ⊖ Time limits on everything
- ⊖ Non-American football fans still might not like it



▶ Tackles in this game are hard. If the players hit each other like this in real life they probably wouldn't last a game, let alone a season!



▲ Poor old number 28 didn't know what hit him that fateful day when the Russian satellite dropped out of orbit...

2nd opinion

NFL Blitz is a good game, although the rules seem to have changed slightly since I last played American football! The action is fast and easy to control, but there are limited choices of plays. Overall an enjoyable game, but not as good as *Madden*. **RUSSELL MURRAY**

Rating

Blitz



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores season standings, custom plays, scores

that if you haven't much idea about the different plays and what they signify – like if you don't know much about the sport – then you don't really have a lot of time to study them. You soon find that you start to pick up what each play means fairly rapidly, however, and the neat thing about *NFL Blitz* is that you can pit an American football expert against a total rookie and get a fairly balanced game out of it. Since the game is based on an arcade machine, the emphasis is firmly on speed and bashing the other players to the ground in the rush for the goal line.

pace, action, gameplay and fun!

Best Of Both Worlds?

Whether or not *NFL Blitz* will take the world by storm is unlikely. The problem is that American footie fans are not going to like the simplified facilities and lack of detailed statistics pages, yet gamers who don't like American football are going to realise that ultimately this is still American football. That said, though, it's a great way for anyone vaguely interested in the sport to get some idea of what's involved without first taking a degree in American sports studies, and it's particularly good fun in two-player. Who knows, perhaps it'll bring the American footie fans and the non-fans just that little bit closer together!

Play With Your Plays!

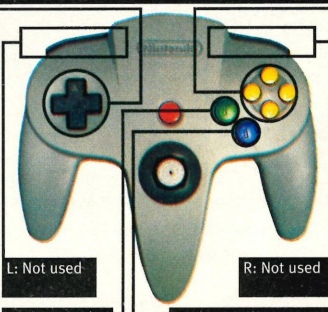
NFL Blitz offers an incredibly simple-to-use play creation facility. For those not in the know, plays are the instructions that the American football players get to tell them where to run, when to throw and catch and who to hit (not like real football players, they run about all on their own and they know exactly who to hit!) Through a very simple menu system you can design all sorts of weird-assed plays which demonstrate exactly what you know about American footie tactics and will have anyone with even rudimentary knowledge of the sport laughing themselves to death. Which might be a tactic to consider! Simply choose your formation then position your quarterback and receivers and tell them where to run. To really confound the enemy you can make your receivers jump, fake and put on a burst of speed. Easy as one, two, three – today *NFL Blitz*, tomorrow the Superbowl!





64 Magazine Bottom Line

Controls



Alternatives

NFL Quarterback Club '99: Acclaim (£49.99)
Reviewed: Issue 21, 90%
John Madden 64: EA Sports (£59.99)
Reviewed: Issue 8, 76%

Rating

Graphics

Audio

Gameplay

Challenge

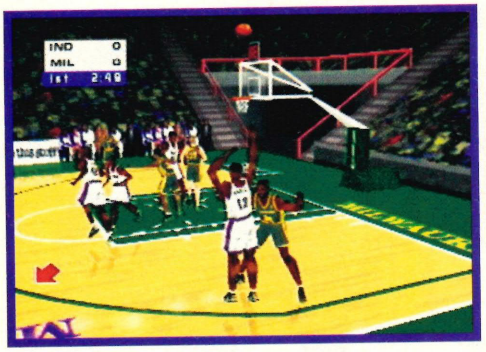
Overall

85%

Soundbite

A nice attempt at making American football more accessible to the ordinary gamer.

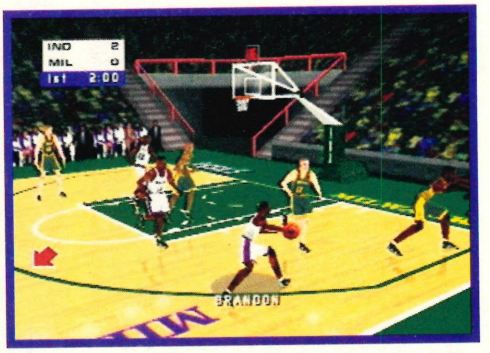
Written by: Ben Lawrence



▲ Shooting just inside the zone will earn you points, but take a step backwards and three of them could be had!



▲ Handy stats pop up every now and then to show you just how you are doing. Just like on TV!



▲ The names of your players will appear if you want, but does it help? Does it hell!

NBA Live

Bugs Bunny once played basketball, it's just a shame he's not in this!

Ninfo

PLAYERS:

CART SIZE: 128 M.

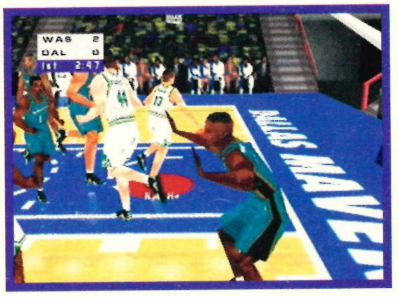
RUMBLE:

Publisher	EA Sports
Developer:	EA Sports
Game Type:	Basketball
Origin:	USA
Release:	Out now
Price:	£49.99

How many basketball games can there be? Loads of different companies keep on churning them out like sausages, but no matter how many times a slam-dunking release creeps on to the shelves, one common theme binds them all together. They're all exactly the same. Choose a team, change it around, play some games and win a trophy. For a revolutionary game to arrive in the basketball market would be like Elvis crash-landing his flying saucer on top of the Loch Ness Monster. We shall continue.

Slam Dunk Junk?

So then, we've established what a game must do to succeed in the saturated sports market. It must perform superbly, offer compelling gameplay and look the dog's danglies. Unfortunately, you get the impression EA isn't really that concerned about quality just so long as the money kept coming in. Aesthetically, *NBA Live '99* is shrouded in that fuzzy haze that we've become used to and all the rainbow hues of the NBA teams just come in a dull soupish colour. Individual players are animated well and are a pleasure to control, but when gathered together under a net the collection of jumping bodies and waving limbs make it hard to distinguish who's who. To help out in that particular sticky situation your team mates are thankfully very intelligent. They call to you to announce their positions, they block the opposition and more often than not they help to slam a basket home with their amazing passing ability. One staggering new aspect that can't be ignored is the AI – it's here in bountiful supply and it works!



▲ They crouch in some funny old angles when blocking. This guy's either being a scarecrow or he needs the toilet. You decide.

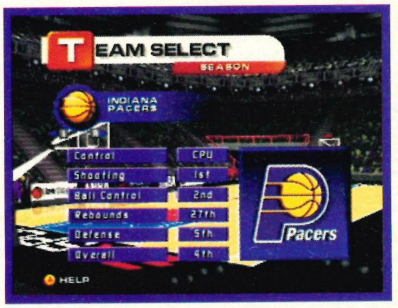
Slam Dunk Hunk?

NBA Live '99 certainly does seem to take itself seriously as a real basketball sim, and not only does it offer a good on-court ball-bouncing experience, but EA has also crammed in every stat and aspect of managing a team you could imagine. We're surprised you don't have to tie their laces before your team comes on to play!



$64,000 Question

- ⊕ Improved AI
- ⊕ Deep involvement for fans
- ⊕ Decent handling
- ⊖ Fuzzy looking
- ⊖ Unfriendly user system
- ⊖ The same as everything else!



▲ One of the simpler menus shows exactly how all the teams fare against each other. The Pacers aren't that bad, obviously!



▲ The ever-present replay function allows you to relive every moment of humiliation for the opposition again and again and again and...



▲ Play some teams, beat them, play some more and finally become the NBA champion... if you can really be bothered.

Virtually the same as everything that

'99



▲ Take a shot, close your eyes and make a wish. The opposition don't really seem to care what you do as they run around the court.

2nd opinion

Another baggy-ball game arrives 'from down town' and as far as I'm concerned, it should have stayed there. Not a patch on Nintendo's *NBA Courtside*, but it has its moments. The effective 'icon passing' system provides a reasonable afternoon's entertainment. TOM SARGENT

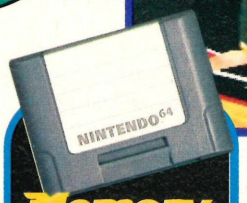
Rating



▲ At the beginning of the game, learn to shoot at every opportunity. You never know, one might just go in... then again...

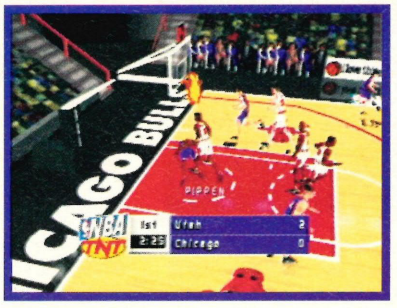


▲ Although they look as if they're all cemented to the spot, these guys will give you the runaround if you're not careful.



Memory Options

MEMORY:
No
CONTROLLER PAK:
Saves only on controller



▶ Pull off a scorcher of a slam-dunk and the net will actually catch fire. Well, doesn't it happen every time you do that?

There are two sides to this coin though, because the menus are so user-unfriendly you end up praying for a quickstart button to save you the task of ripping the hair from your head. Not to worry, if you are a serious basketball fan then finding your way about the menus would probably be a pleasure. If you are a serious fan though, it's likely you will already have an NBA game that satisfies your craving.

The likelihood of anyone rushing to the shops to buy this is slim, because it is virtually the same as everything that has gone before it – the only real difference is the liberal sprinkling of AI dusted on top. If you are yet to get bitten by the basketball bug (and who isn't?) then this should be considered. Remember though, look at all the basketball games on the market before choosing this one. There are so many out at the moment an almost identical title could be picked up at a fraction of the price.

has gone before it...

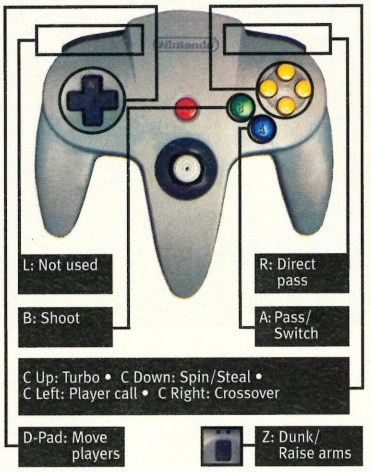
Dave Stewart Joins Basketball Team!

Create your players and make them look like a right bunch of prats. Dave Stewart of the Eurythmics tilts his head in disapproval. We never knew he was so talented!



64 Bottom Line

Controls



Alternatives

NBA Courtside: Nintendo (£49.99)
Reviewed: Issue 16, 85%
NBA Pro '98: Konami (£59.99)
Reviewed: Issue 12, 70%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

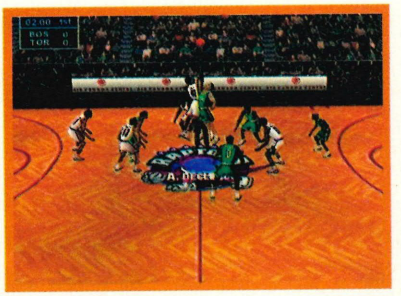
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Soundbite

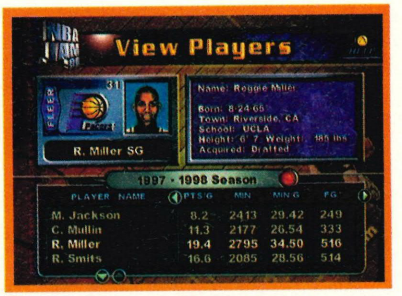
Yet another middle of the road basketballer!



▲ Replay every moment with the instant replay option, and see the camera reflected off the top of his shiny noggin!



▲ As the ref throws in the ball, jump the highest to gain possession. if you don't get it, you'd better start practising... or else!



▲ Unfortunately you can't make your own players, but there are so many real ones we don't see the point in trying!

NBA J

Yet another basketball game! They keep coming thick and fast, don't they!

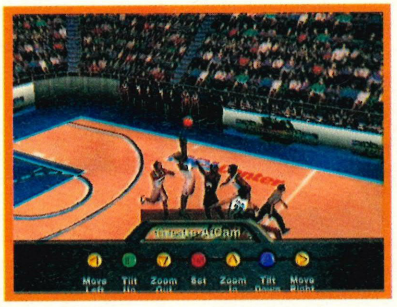
Ninfo

PLAYERS:

CART SIZE: 128 M

RUMBLE:

Publisher	Acclaim
Developer:	Iguana
Game Type:	Basketball
Origin:	USA
Release:	18 December
Price:	£39.99



▲ As you can see, these guys have been frozen in time as we zoom in and out and inspect all of their particulars. Aren't we lucky?

Here's a little list for you. *NBA Courtside*. *NBA Hangtime*. *NBA Pro '98*. *NBA Live '99*. Now, here's *NBA Jam '99*. Deepest joy resonates throughout the land as this cart is slipped into place, the N64's power switch is slid upwards and crowds gather around the screen as it warms up. What has it got in store for us? Our thumbs are twitching, sweat breaks out on our foreheads... our verdict? It's the same as usual. The same! The same! The same! Ahahahahaha, they're coming for us, hahahah!

Beyond A Joke?

Let us recap the finer details of basketball, in case you've been locked in solitary confinement for the past couple of years with nothing but an imaginary friend and a stained bed pan for company. Get ball. Run with ball. Put ball through hoop. Got it? Good! So then, where does this one break the mould and come storming home?

Thankfully, *NBA Jam* is incredibly sharp and the players are not only clearly distinguishable but are animated to such an extent we could clearly tell who was who by their facial animation. Now, that is smart! The players' movement doesn't reflect their pretty little bodies though, because it is slightly treacly. Despite moving in all the right places, they just don't do it quickly enough, which tends to detract any urgency to getting hold of that ball.

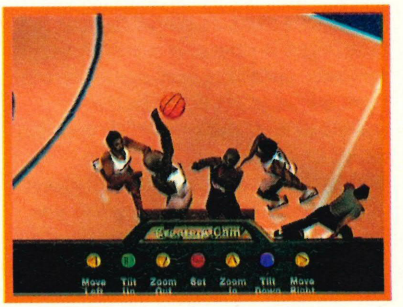
All the in-game menus are extremely accessible and avoid getting bogged down with pointless stats and multiple sub-menus. You simply access what you want, highlight it, then move on. Lo and behold, there's a quickstart option too. Praise Jordan!

Bouncy Balls

The actual physics of the basketball are wonderful. Unlike some games where simply being in the scoring zones ensures the ball goes in, if you are even slightly off-target that baby will certainly



▶ Edwards makes a shot and his neck disappears. The crowd look on amazed whilst the other players turn away in shock.



▲ Not happy with the camera angles you get given? Then simply create your own and position it where ever you want!



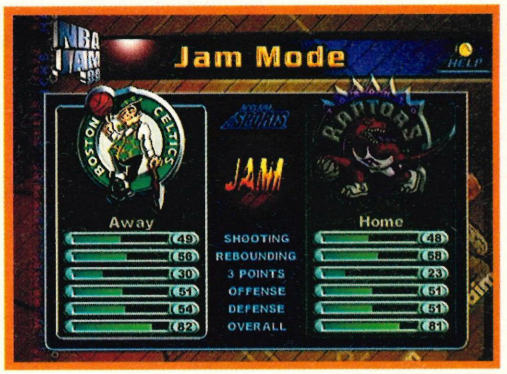
$64,000 Question

- ⊕ Clear, crisp animation
- ⊕ Superb ball physics
- ⊕ Intelligent opponents
- ⊖ Slightly slow
- ⊖ Nothing ground-breaking

Did You Know?



Did you know that the inventor of basketball was American Dr James Naismith, who came up with the idea way back in 1891? Brits of the time noticed his fearsome new sport and allegedly tried many ways of 'discouraging' Dr Naismith, but to no avail. Although confined to the Americas, his evil legacy has prevailed to this very day, constantly waiting to unleash its power on us. Who do you think you are kidding, Dr Naismith...



am '99

▲ Select every aspect you want to experiment with by using these easy to manage menus. Sounds like an advert, doesn't it!

As original as a packet of ready salted crisps...

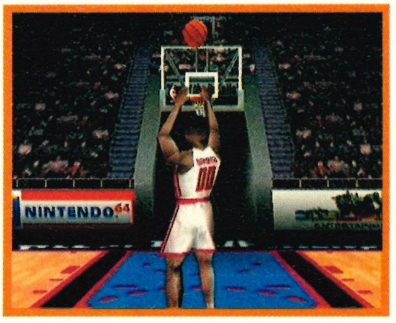
punish you for your inaccuracy. Throw it too hard and it will react exactly as you would expect, bouncing all over the place and probably into the opposition's possession – which isn't a good thing. Their AI makes sure that if you do manage a basket it is well deserved, as they have a tendency to mark your men like flies around... well, you know. The system for communication between your own team is well designed, so learning to use the court and position your guys soon becomes second nature. Simply press the R button to call to one of your men, then pass to him.



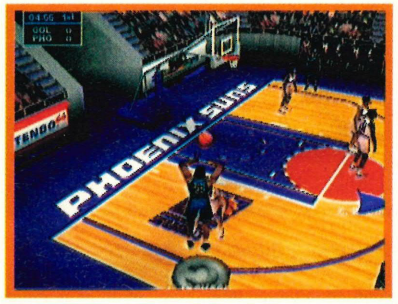
Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves seasons and custom teams



▲ For penalties, this target appears. Simply place the ball in the middle. Easy? Don't bet on it!



◀ The Phoenix Suns, whoever they are, have a lovely court. All blue and wooden and covered in varnish.

As far as being an original entry into the basketball market goes, *NBA Jam '99* is about as original as a packet of ready salted crisps. It neither outshines its rivals, nor is overshadowed by their quality. *NBA Jam '99* is merely another entry that just happens to be slightly better than most of the other recent releases. It is both well designed and well constructed though, so for a first time basketball game buyer, it might be worth a look.



▲ If they all end up hanging around the net, then push someone over. Make sure you've got the foul option turned off, or else you'll pay for it.

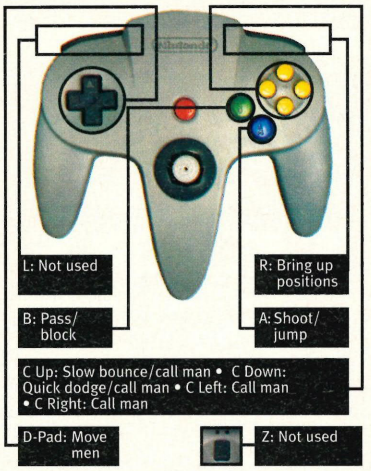
2nd opinion

With so many basketball games on the scene it's difficult to get excited over another one. However, this one plays very well, looks nice and has some realistic action. If you're into basketball then you can't go far wrong. And if you're not... it's still worth a look! ROY KIMBER

Rating 4

64 Magazine Bottom Line

Controls



Alternatives

NBA Courtside: Nintendo (£49.99)
Reviewed: Issue 16, 85%
NBA Live '99: EA Sports (£49.99)
Reviewed: Issue 22, 75%

Rating

Graphics 4
Audio 3
Gameplay 4
Challenge 3

Overall %

83

Soundbite

Better than some of the rest, but it's still yet another basketball game!

cheat central

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

PLAYERS' GUIDES

S.C.A.R.S.

68 Defeat all comers with our handy course maps!



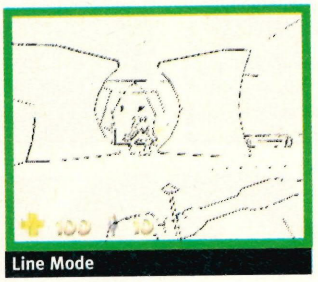
Body Harvest

76 Bash bugs in the first part of our epic walkthrough.





Big Head Mode



Line Mode

TUROK 2 SEEDS OF EVIL

A long time in coming but it's finally here! These codes came in just too late to be included in the cover book, but that's okay because Cheat Central is the only place to find all the latest codes!

Enter the following codes on the Cheat Entry screen, then turn them on and off from the Cheats Screen.

STOMPEM – Big Hands And Feet Mode

UBERNOODLE – Big Head Mode

HOLASTICKBOY – Stick Mode

PIPSQUEAK – Tiny Mode

IGOTABFA – Pen And Ink Mode

WHATSATEXTUREMAP – Gouraud Mode



FLYING DRAGON TWIN

We reviewed this game on Japanese import under the name *Art Of Fighting Twin*. If you've managed to secure an import copy of the US version, then the following information might be of some use to you.

Fight As Bokuchin

Simply take on and defeat Bokuchin during the game to access him as playable character.

Ryumaou Tournament

You need to earn yourself no fewer than nine medals in order to play in the Ryumaou tournament.

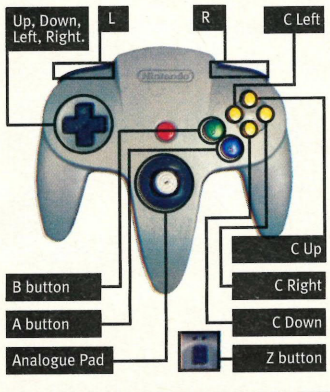
Fight As Ryumaou

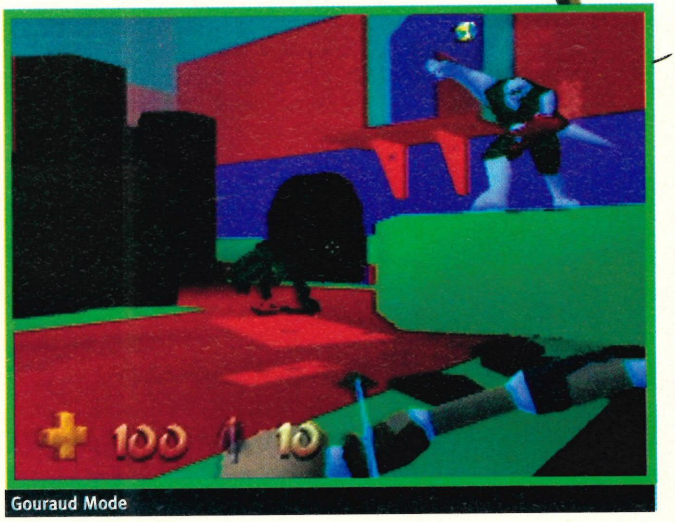
Succeed in the Ryumaou tournament and the character is yours to command!

Difficulty Levels

If the game too tough for you then move the cursor to highlight the "Easy" difficulty option then repeatedly tap Left on the D-pad until "Very Easy" appears.

Pad at a glance





Gouraud Mode

TOP GEAR OVERDRIVE

Reviewed this issue, this game has some very nice looking cars in it. To find some other, equally nice vehicles, follow the directions below.

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars. You should discover the Weenie With Pickle, a special Nintendo car and a moving Nintendo logo on wheels.

RUSH 2 EXTREME RACING USA

The game that all *SF Rush* fans have been waiting for, and those fans should be glad to know that there are at least as many cheat codes and hidden secrets as before! Here are a few to get you started off.

Cheat Menu

Hold down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the setup screen to access the menu. Of course, the cheats aren't active to begin with!

Taxi

Simply collect three of the hidden keys on any track to access this bonus car from the first game.

Hot Rod

Pick up six of the golden keys on any track and the second bonus car from the first game is yours to drive.





Formula 1 Car

Collecting nine keys on any of the tracks gets you a brand new, never before seen bonus car – and it's fast!

Prototype Car

Collect all 12 keys from any track and the ultra-secret prototype car is yours to drive.

Rocket Car And Midway Track

Complete the entire circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find and pick up all four of the Mountain Dew cans on any level to get this exclusive car.

Switch Control Directions

Move the cursor to the "Mirror" selection while on the track select screen, hold down C Left, C Right, C Up and C Down, then push Left or Right while still holding the C buttons to access the "Extreme" option.



ZELDA: OCARINA OF TIME

The greatest game of all time? We think so! There are so many hidden secrets in this game that we're bound to be finding them for quite some time to come. Here's a nice little secret to start the ball rolling.

Hidden Pictures

If you go into Hyrule Castle and make your way to where Zelda is found the first time around, look into the windows around the courtyard. You'll find pictures of other Nintendo favourites like Mario, Yoshi, Princess Peach, Bowser and Luigi!





SCARS

Enter these codes in the Options menu to enhance your gaming karma.

LGSSSX – Crystal cup
CRKKYY – Diamond cup
DZPKKK – Zenith cup
PXPRTS – Master mode, compete with all hidden cars
SDSSRT – Scorpion car
TRTTLL – Cobra car
NRNNRR – Cheetah car
YMSTTR – Panther car
LLLVDD – All codes!

Alternatively, enter the following code on the player select screen to open up everything; Left, Up, Right, Down, Z, R, Down, Left, Up, Right.

DATEL GAME PRODUCTS

The following codes only work with the Action Replay device. Those of you without one can win one every month courtesy of those nice people at Datel.
This month's question: What two HUGE games feature in our HUGE 200+ page cover book this month? Entries to the usual address marked 'Action Replay Giveaway 22' by 28 January 1999.
For up-to-the-minute codes and to purchase your own Action Replay, contact Datel on (01785) 810800, or visit their web site at **www.datel.co.uk.**

BODY HARVEST

Weapon Codes
Unlimited TNT
8004817F 0003
Unlimited Machine Gun Ammo
8004817B 00C8
Unlimited Tri-Spinner Ammo
80048185 0064

Special Codes
Surreal Mode
88159353 0080
Evil Adam Mode
88052AFD 0002
Fat-Legged Alien Mode
8813FD03 0001
Body Count Always At Zero
8004819A 0000
8004819B 0000

SPACE STATION SILICON VALLEY

Infinite Health For Evo (chip form)
801DE085 0080
Infinite Health For Mouse
801DFB51 0080
Infinite Skill A For Power Mouse
801DFCE4 0004
Infinite Health For Fox
801DFF25 0080
Infinite Health For Rocket Dog
801DEC01 0080
Infinite Skill A For Rocket Dog
801E3A24 0004
Infinite Skill B For Rocket Dog
801E3A28 0004
Infinite Health For Bear
801DE459 0080
Infinite Skill B For Bear
801DE5F0 0004
Infinite Health For King Rat
801E19F1 0080
Infinite Skill A For King Rat
801E1B84 0004
Infinite Health For Spitfire Dog
801DE459 0080
Infinite Health For Penguin
801DFF25 0080
Infinite Skill B Power For Penguin, Husky, Fox And Tortoise Tank
801E00BC 0004
Infinite Health For Husky
801DFF25 0080
Infinite Health For Bunny
801DF3A9 0080
Infinite Skill B For Bunny
801DF540 0004
Infinite Health For Rocket Husky
801E1DC5 0080
Infinite Skill B For Rocket Husky
801E1F5C 0004
Infinite Health For King Penguin
801DE459 0080
Infinite Skill A For King Penguin
801DE5EC 0004
Infinite Health For Cool Cod
801E4039 0080
Infinite Health For Tortoise Tank
801DFF25 0080
Infinite Health For Elephant
801DE82D 0080
Infinite Health For Hyena
801DFB51 0080
Infinite Skill B For Hyena
801DF914 0004
Infinite Health For Racing Turtle
801DF3A9 0080
Infinite Skill B For Racing Turtle
801DF540 0004
Infinite Health For Lion
801E02F9 0080
Infinite Skill B For Lion
801E0490 0004
Infinite Health For Armed Desert Rat, Vulture and Boxing Kangeroo
801DEFD5 0080
Infinite Skill B For

DATEL GAME PRODUCTS

Armed Desert Rat
801DF16C 0004
Infinite Health For Camel
801E02F9 0080
Infinite Health For Desert Fox
801E161D 0080
Infinite Skill B For Desert Fox
801E17B4 0004
Infinite Health Boxing Kangeroo
801DE459 0080
Infinite Skill B For Boxing Kangeroo
801DF16C 0004
Infinite Gealth For Full Body Evo
801DE459 0080
Final Euro Eden Level
803F7EC5 0009
Final Arctic Kingdom Level
803F7EC5 0010
Final Jungle Safari Level
803F7EC5 0016
Final Desert Adventure Level
803F7EC5 001D
Big Celebration Parade
803F7EC5 001E
Spacecraft Shoot-'Em-Up
803E7EC5 001F

Note: If you want the animal to be constantly invincible then set the default as on or off. This means however that if you need to kill an animal to possess it you won't be able to as it will be invincible. If this is the case then set the code to Button and each time you lose health press the AR button to make it full again!
Additional Note: Only use one of the level cheats at a time.

F-ZERO X

This game requires the Yoshi keycode!

Must Always Be On
DE067000 0000
Timer Always Zero
812C4BC0 0000
Always First Place
812C4BC2 0001
Infinite Energy
812C4B48 4326
812C4B4C 4326
Infinite Lives
800D8729 0005
Boost From Start
D02C4DA0 003F
802C4925 0050

1080° SNOWBOARDING

Trick Attack
Crystal Lake
Stop Timer
8029F66A 0076
Crystal Peak
Stop Timer
802AC8EA 0076
Golden Forest
Stop Timer
802AAF5A 0076

Time Attack
Crystal Lake
Stop Timer
802A582A 0000
Crystal Peak
Stop Timer
802B2BCA 0000
Golden Forest
Stop Timer
802B135A 0000

Contest
Crystal Lake
Stop Timer
8029C0DA 0076
Crystal Peak
Stop Timer
802A889A 0076
Golden Forest
Stop Timer
802A6D3A 0076

Match Race
Crystal Lake
No Damage
802E091F 004B
Crystal Peak
80291203 004B
Golden Forest
8028FC93 004B

XG2

You'd have to be a really avid *Extreme G* fan to have bought this game, either that or you read the wrong review! However, if you have spent some hard on cash on it, then here are a few cheats to make things a bit more interesting. To deactivate a cheat, just enter the code again.

Wipeout Mode

Select Extreme Contest mode and put in 2064 as your name when you get to the bike selection screen. The word "Extreme" confirms confirm correct code entry. The bikes in the game are replaced with *Wipeout*-style craft, that can go up and down just like the real thing!



Wipeout Mode

Spinning Screen Mode

Enter the word SPIRAL as your name in Extreme Contest mode. As before, the word "Extreme" confirms correct code entry. You now have to contend with a picture which rotates constantly throughout the entire race – let's see you win the race this time!

Overhead View

Put in the word SPYEYE as a name from the bike selection screen before an Extreme Contest. The word "Extreme" confirms correct entry. You can now play the game with a *Micro Machines* overhead view, and it's actually a lot more playable!

Turbo Mode

Enter XXX on the name entry screen while in Extreme Contest mode and listen for the word "Extreme" to confirm correct code entry. Now the game gets faster. Every little helps!

Unlimited Lasers And Shields

Put in your name as XCHARGE when you get to the bike selection screen in Extreme Contest mode. After you hear the word "Extreme" to confirm the code you'll never run out of ammo for your gun or shields for your shield generator.

Unlimited Weapons

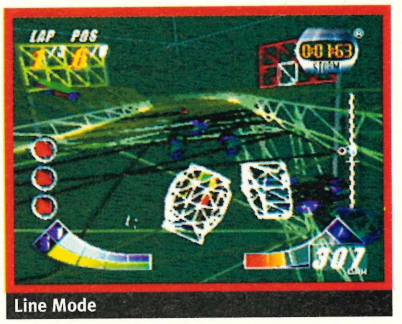
On the name entry screen type in MISTAKE when taking part in an Extreme Contest. After you hear the word "Extreme" you'll get an everlasting supply of bolt-on weaponry.

Unlimited Nitros

Enter NITROID as your name when you get onto the bike selection screen during an Extreme Contest. A whispered "Extreme" confirms that you've entered the code correctly. You can now go faster than everyone with your unending supply of nitros. If you don't win now, you never will!

Blurred Graphics

Why the hell would anybody actually want to make the graphics blurred? Or *more* blurred, for that matter? Oh well, if you bought the game, then anything's possible! Put in the name FLICK from the bike selection screen in Extreme Contest mode and listen for "Extreme" to confirm correct entry.



Line Mode

Pixelated Graphics

Make your N64 look like an old 8-bit machine by putting in PIXIE on the name entry screen during an Extreme Contest. Listen for the word "Extreme" to a confirm correct code entry.

Wireframe Graphics

Enter LINEAR as your name when you get to the bike selection screen in an Extreme Contest. After a whispered "Extreme" the track and backgrounds will be constructed entirely of wireframe graphics suitable for the old BBC Micro.

Tron Mode

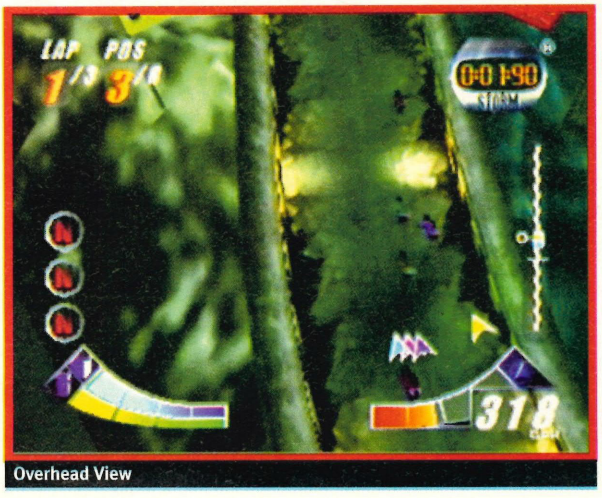
To recreate the light cycle races from this classic sci-fi film, simply put in NEUTRON as a name on the name entry screen when taking part in an Extreme Contest. Once you hear the word "Extreme" the tracks and backgrounds will take on the appearance of those from the film *Tron*. Sadly, the bikes remain the same!

Venom Superbike

To race as Hotra Toxic on the extra special Venom Superbike, simply achieve first place in the Atomic Contest.

Wasp Superbike

Race through contest mode and come first on the Critical Mass difficulty setting to get possession of the Wasp.



Overhead View



Tron Mode

NINTENDO 64 GOLD

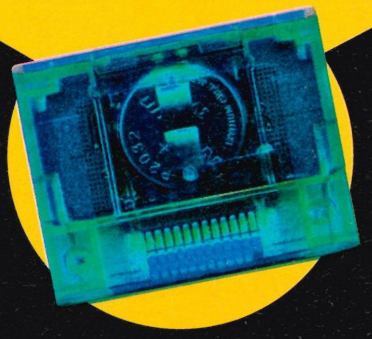
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NINTENDO 64 MEMORY CARD READY TO PACK WITH CHEATS!



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For all the latest N64 news, reviews and tips,

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

● This month the Ultimate Player Award goes to a new entrant, Jan-Erik Spangberg of Sweden for some top *Banjo-Kazooie* times and a range of great scores on a host of other games. Well done!

Enter The Zone!

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

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- 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

F-Zero X

SILENCE
1:14:432 Jeffrey Van Der Aa, The Netherlands

SILENCE 2
1:41:278 Jeffrey Van Der Aa, The Netherlands

BIG HAND
2:40:272 Jeffrey Van Der Aa, The Netherlands

WHITE LAND
1:41:502 Jeffrey Van Der Aa, The Netherlands

WHITE LAND 2
1:15:553 Jeffrey Van Der Aa, The Netherlands

RED CANYON
1:28:724 Jeffrey Van Der Aa, The Netherlands

RED CANYON 2
1:47:876 Jeffrey Van Der Aa, The Netherlands

BIG BLUE 2
1:09:891 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST
1:23:068 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST 2
1:33:754 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST 3
1:25:460 Jeffrey Van Der Aa, The Netherlands

SAND OCEAN
1:16:836 Jeffrey Van Der Aa, The Netherlands

SAND OCEAN 2
1:44:200 Jeffrey Van Der Aa, The Netherlands

PORT TOWN 2
2:02:607 Jeffrey Van Der Aa, The Netherlands

MUTE CITY
1:29:961 Jeffrey Van Der Aa, The Netherlands

MUTE CITY 2
1:21:892 Jeffrey Van Der Aa, The Netherlands

MUTE CITY 3
1:50:495 Jeffrey Van Der Aa, The Netherlands

RAINBOW ROAD
2:23:351 Jeffrey Van Der Aa, The Netherlands

SECTOR ALPHA
1:24:478 Jeffrey Van Der Aa, The Netherlands

SECTOR BETA
1:54:929 Jeffrey Van Der Aa, The Netherlands

FIRE FIELD
1:30:000 Jeffrey Van Der Aa, The Netherlands

WE HAVE A WINNER!

The challenge was to finish every *Goldeneye* 00 level in 60 minutes or less. We weren't sure it could be done until **Michael Williams** from Cardiff sent in his video!

Michael's times:

Dam	2:41	Archives	1:10
Facility	1:12	Streets	2:15
Runway	1:02	Depot	1:56
Surface	2:13	Train	4:14
Bunker	2:09	Jungle	4:03
Silo	3:57	Control Centre	6:56
Frigate	2:07	Caverns	5:37
Surface 2	2:05	Cradle	0:57
Bunker 2	2:36	Aztec	5:23
Statue Park	2:46	Egyptian	1:08

Starfox/Lylat Wars

OVERALL SCORE
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden
2097 kills Adrian Stead, Hull
2096 kills Craig Humphrey, Stifford Clays

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

Banjo-Kazooie

MUMBO'S MOUNTAIN
0:06:47 Danny Dunn, Boston
0:08:38 Jan-Erik Spangberg, Sweden
0:09:49 Ingvar Gunnarsson, Iceland
0:10:03 Simon Tribbeck, Ablington
0:10:28 Andy McDermott, 64 MAGAZINE

TREASURE TROVE COVE
0:11:29 Jan-Erik Spangberg, Sweden
0:20:03 Ingvar Gunnarsson, Iceland
0:22:04 John Brennan, Bicester
0:22:41 Iain Russell, Newbury

MAD MONSTER MANSION
0:14:15 Jan-Erik Spangberg, Sweden
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLEGLOOP SWAMP
0:28:04 Ingvar Gunnarsson, Iceland
0:56:44 Gautam Rishi, Gerrards Cross

CLANKERS CAVERN
0:13:27 Jan-Erik Spangberg, Sweden
0:19:52 Ingvar Gunnarsson, Iceland
0:32:39 Iain Russell, Newbury
0:40:28 Gautam Rishi, Gerrards Cross

CLICK CLOCK WOOD
0:32:25 Jan-Erik Spangberg, Sweden

RUSTY BUCKET BAY
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEEZY PEAK
0:30:51 Ingvar Gunnarsson, Iceland

GOBI'S VALLEY
0:33:25 Iain Russell, Newbury

GRUNTILDA'S LAIR
8:06:56 Gautam Rishi, Gerrards Cross

100 JIGGIES, 900 NOTES
3:09:18 Jan-Erik Spangberg, Sweden
4:46:00 Ingvar Gunnarsson, Iceland

1080° Snowboarding

HALF PIPE TRICK ATTACK
72846 Gautam Rishi, Gerrards Cross
61178 Mark Spowage, Woodhouse

CRYSTAL LAKE TRICK ATTACK
43756 Mark Spowage, Woodhouse
20231 Gautam Rishi, Gerrards Cross

CRYSTAL PEAK TRICK ATTACK
45396 Mark Spowage, Woodhouse
19065 Gautam Rishi, Gerrards Cross

GOLDEN FOREST TRICK ATTACK
37916 Mark Spowage, Woodhouse
13932 Gautam Rishi, Gerrards Cross

MOUNTAIN VILLAGE TRICK ATTACK
30349 Mark Spowage, Woodhouse
12776 Gautam Rishi, Gerrards Cross

DEADLY FALL TRICK ATTACK
30664 Mark Spowage, Woodhouse
7819 Gautam Rishi, Gerrards Cross

CRYSTAL PEAK RACE
1:32:10 Gautam Rishi, Gerrards Cross

GOLDEN FOREST RACE
1:28:90 Gautam Rishi, Gerrards Cross

MOUNTAIN VILLAGE RACE
1:32:03 Adam Charlton, Huntingdon
1:32:43 Billy Smith, Offord
1:44:41 Gautam Rishi, Gerrards Cross

BEST CONTEST SCORE
104735 Gautam Rishi, Gerrards Cross

F-1 WGP

FASTEST LAP MONACO
01:24:74 Russell Murray, Bournemouth

Turok Training Level

2:12 Michael Williams, Exeter
2:58 Ingvar Gunnarsson, Iceland
3:02 Jan-Erik Spangberg, Sweden
3:15 Gavin Deadman, Biggin Hill

Yoshi's Story

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

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

1 MINUTE CHALLENGE
7636 Mans Ericsson, Sweden

HALF FULL DRAIN
1550024 Mans Ericsson, Sweden

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
1:49:86	James Ryland, Yandina, Australia
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, 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
04:50	Jeffrey Van Der Aa, The Netherlands

Ant Land
09:27	Robert Gallagher, Southampton

Fighters Destiny

Record Attack: Fastest
0:20:91	Ben Atkinson, Newcastle-Upon-Tyne
0:33:82	Jan-Erik Spangberg, Sweden
0:35:25	Jon Quarrie, Stapleford
0:36:19	Nicholas Davies, Longfield
0:36:91	Martin Thom, Hook

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, 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
01:05:73	Jan-Erik Spangberg, Sweden
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
01:00:31	Gavin Brennan, Claremorris
01:01:81	Craig Tippins, Mitcheldean
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
01:32:15	Jeffrey Van Der Aa, The Netherlands
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
01:55:71	Jan-Erik Spangberg, Sweden
01:55:76	Rob Pierce, Salisbury
01:56:60	Kevin Seeney, Bury St Edmunds

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
1:11	Stephen Hill, Maidstone
1:12	Michael Williams, Exeter
1:27	Daniel Syversen, Norway

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
0:58	Paul Nicholls, Coventry
0:59	Andrew Jones, Weston-Super-Mare
0:59	Sam Doyle, Glossop
1:00	Danny Dunn, Boston
1:00	Sam Doyle, Glossop

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
0:30	Sam Doyle, Glossop
0:31	Michael Williams, Exeter
0:31	Richard Lovelock, Newbury
0:31	Matthys ten Ham, The Netherlands
0:31	Matthew Stevenson, Bournemouth

Train
1:37	David Hetherington, Coventry
1:38	Sam Doyle, Glossop
1:42	Matthew Stevenson, Bournemouth
1:49	Neil Friedman, Whitefield
1:51	Jon Quarrie, Stapleford

Jungle
1:14	Sam Doyle, Glossop
1:18	Daniel Doyle, Glossop
1:19	Neil Friedman, Whitefield
1:22	Matthew Stevenson, Bournemouth
1:38	Mans Ericsson, Sweden

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
1:10	Daniel Doyle, Glossop

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

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
1:42:218	Jan-Erik Spangberg, Sweden
1:43:173	Ruaidhri Dunn, Enfield
1:45:108	Gautam Rishi, Gerrards Cross

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
1:48:406	Simon Blakeney, Basingstoke
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

Mischief Makers

49 yellow gems James Ryland, Australia
47 yellow gems Robert Gallagher, Southampton

Top Gear Rally

Coastline
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke
03:40:70 Jan-Erik Spangberg, Sweden
03:42:82 Chris Dunn, Boston
03:46:36 Adam Price, Halesowen

Strip Mine
02:52:79 Jason Larosa, Pembroke
02:59:11 Chris Dunn, Boston
02:59:43 Jan-Erik Spangberg, Sweden
03:05:58 Kuljit S Athwal, Dundee
03:06:22 Jason Saunders, Tenterden

Jungle
05:10:74 Jason Larosa, Pembroke
05:14:34 Kuljit S Athwal, Dundee
05:16:30 Adam Price, Halesowen
05:17:98 Chris Dunn, Boston
05:18:86 Kristoffer Thorbjornsen, Scotland

Mountain
06:29:16 Kuljit S Athwal, Dundee

Desert
06:05:43 Kuljit S Athwal, Dundee

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

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

Extreme G

City 1
2:03:91 Sam Doyle, Glossop
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

Desert 1
2:02:88 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
01:22:28 Jamie Eccles, California
01:22:32 Alan Dundas, Arbroath
01:30:42 Danny Dunn, Boston

Koopa Troopa Beach
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California
01:29:27 Edward Peszewski, California, USA
01:30:42 Alan Dundas, Arbroath
01:33:61 Jason Wheatley, Shildon

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
01:07:91 Jan-Erik Spangberg, Sweden

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
01:47:33 Jamie Eccles, California
01:49:89 Mick Smith, Worcester
01:52:90 Aaron Norris, Western Australia

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
01:42:95 Jamie Eccles, California
02:00:28 Russell Auld, Lochwinnoch

Rainbow Road
04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, Boston
05:05:21 Russell Auld, Lochwinnoch

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
01:54:32 Jamie Eccles, California
01:56:23 Mick Smith, Worcester
01:56:41 Alan Dundas, Arbroath
02:00:27 James Eyre, Coalville
02:05:14 Rob Pierce, Salisbury

Bowser's Castle
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:17:71 Rob Pierce, Salisbury
02:22:67 Matthys ten Ham, The Netherlands
02:30:37 Russell Auld, Lochwinnoch

Toad Turnpike
01:57:79 Danny Dunn, Boston
02:05:37 Aaron Norris, Western Australia
02:14:34 David Dennison, Hertfordshire
02:35:50 Kenneth Dundas, Arbroath
02:45:26 James Eyre, Coalville

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
0:30:56 Jan-Erik Spangberg, Sweden

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
2:01:13 Jan-Erik Spangberg, Sweden

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
01:46:63 Jan-Erik Spangberg, Sweden
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

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
0:56 Chris Street, Huntingdon
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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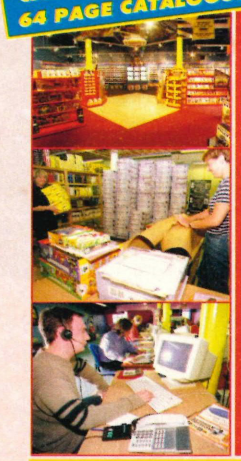
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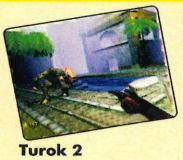
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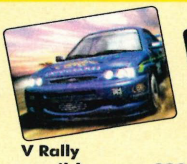
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Written by: Andy McDermott

S.C.A.R.S.

A beast of a game! If you're looking to shave seconds from your lap times, look no further!

General Tips

- Bullets fired by other cars can be evaded by jumping them, activating a shield or – for the truly skilled – shooting them out of the air!
- Most of the weapons can be powered up by collecting more than one before unleashing them. Charged weapons are much more effective!
- For weapons that give multiple shots, charge them up when they only have one shot remaining to maximise your chances of scything through the field.
- Always wait until the last possible moment before getting rid of a Time Bomb – fire it too soon, and it might come right back at you as it explodes.
- The way to get ahead is to make the best use of the shortcuts. Use the maps to see where these are, as they're not always obvious.

Car Wars

There are nine cars within the game, which have varying attributes. Initially there are only five selectable vehicles – the Lion, Mammoth, Rhino, Shark and Mantis. Some of the cars are endowed with a special weapon, which allows them to carry more ammo for that weapon.

LION LK

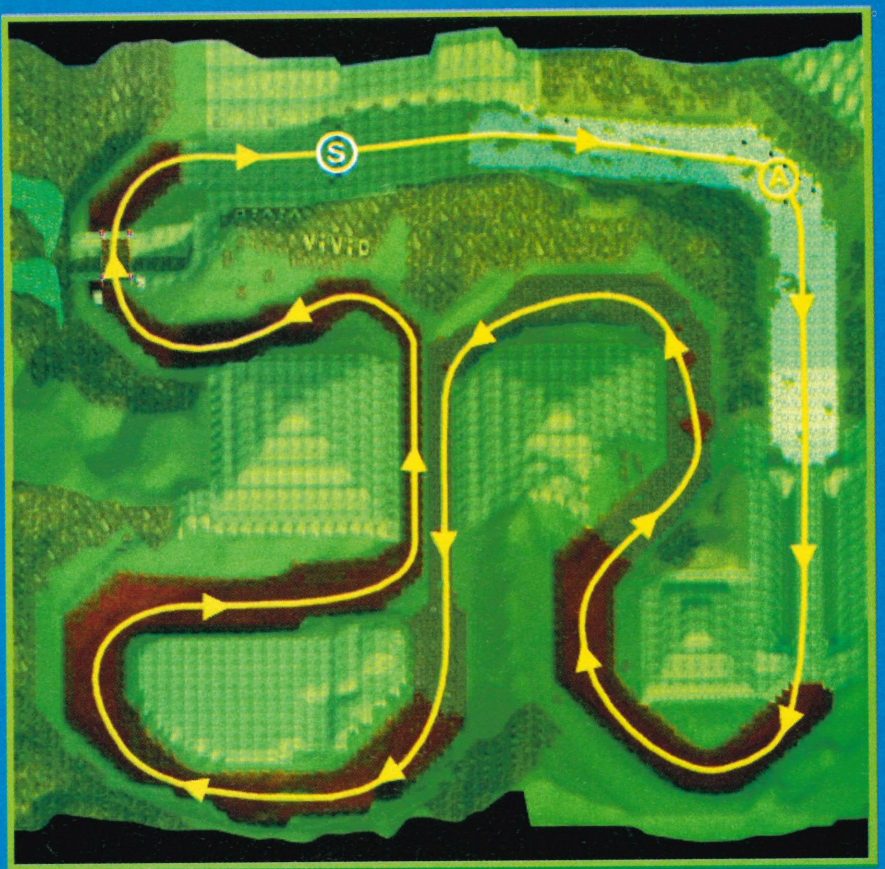
The Lion has strong grip and average acceleration, with top speed, weapons and armour, making this car a good all-rounder for all tracks.
Special Weapon: None

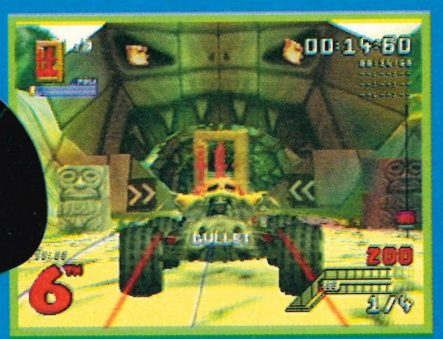


AZTEC

The ancient Aztec ruins provide an ideal racing surface ranging from hard stone to soft mud with long straights and easy corners. This is the easiest track in the game and is perfect for beginners to practice both driving and combat.







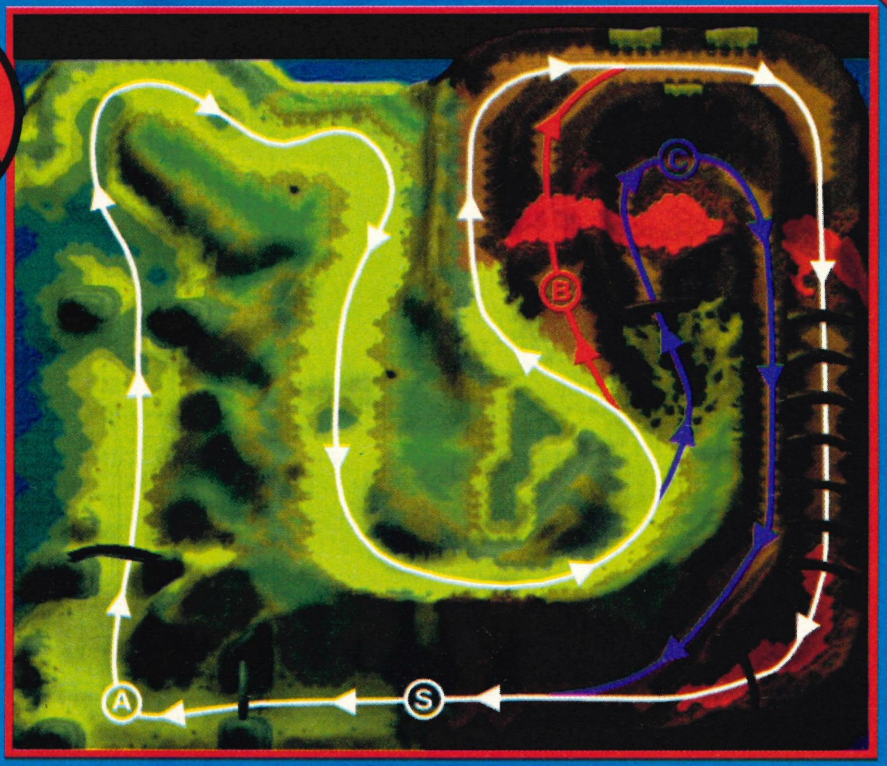




ISLAND

A tropical volcanic island presents many different surfaces, from sand and water on the beach to hard volcanic rock. This track has tighter, more frequent bends, which are more difficult to negotiate than those found in the Aztec track. In addition to this, the Island track supports various alternative routes which can provide an important tactical advantage both in weapons and race position.





SKI

Snow-capped mountains provide a tight and winding course with a lot of hills and troughs. It also has a few hidden routes, which can prove advantageous as some of the more powerful weapons are hidden there. Be careful as the compacted snow provides little in the way of grip. Good use of the handbrake is essential on this course.





MAMMOTH 4X4

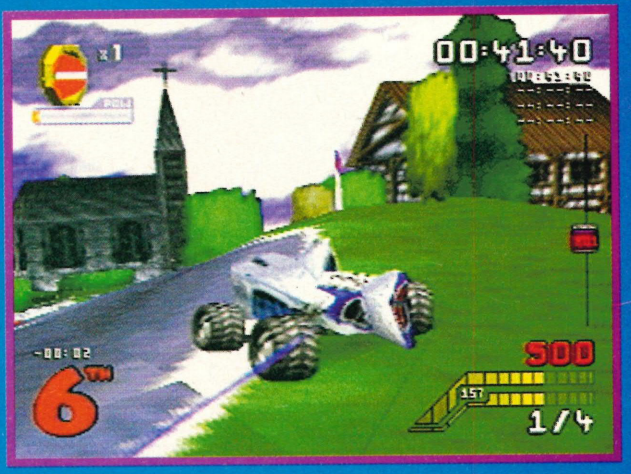
The Mammoth has very good armour and weapon strengths, making this car very effective in combat. However, the additional weight makes it slower.
Special Weapons: Stoppers, Bullets





RALLY

The lush green hills of the European countryside provide an appealing setting. The winding roads provide the ultimate driving challenge, with its tarmac surface providing good grip for the tight corners. However, there are overgrown grassy areas of road on this track, which must be traversed carefully at high speeds.



The rally track takes you through hilly, rural countryside filled with churches and attractive bungalows. You don't have time to sightsee, though!



CANYON

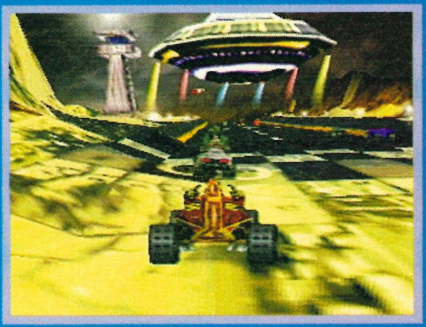
The desert dustbowl provides a low traction sandy surface and some tight bends. The high walls and narrow roads make this a difficult track to negotiate. Look out for the alternative routes as they can drastically improve your position.



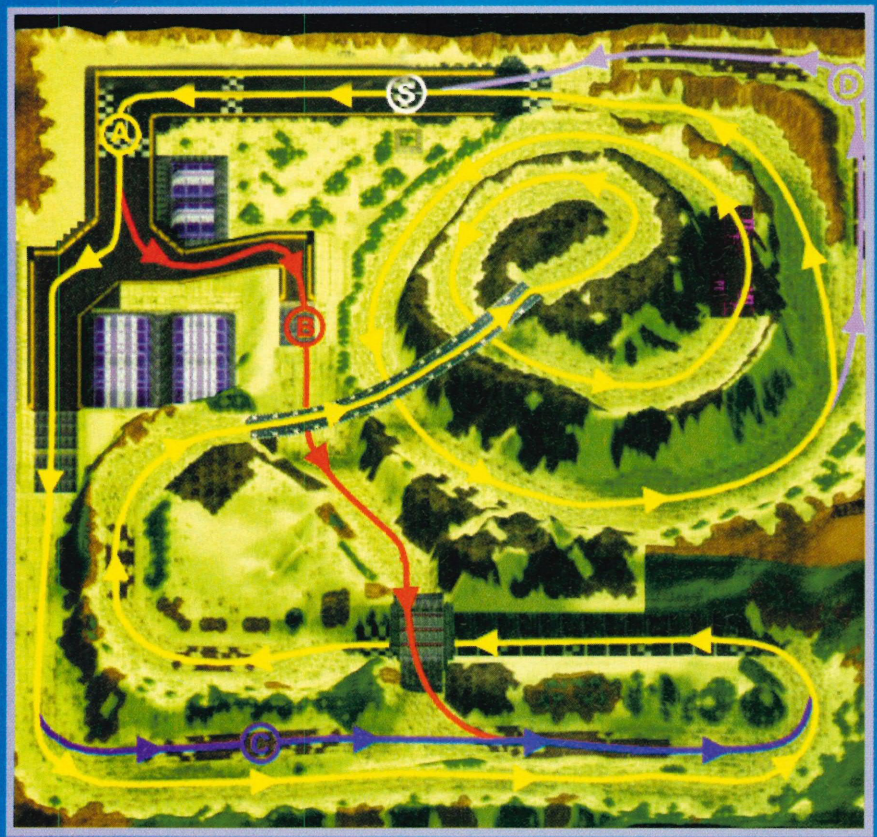


MOUNTAIN

The alien-infested mountain track has reasonable traction, but the bumpy road makes it a little more difficult to negotiate. In addition to this, the track has a variety of corners from 90° turns to long spiralling corners. The alternative routes on this course will challenge the best drivers, but they do have high rewards.



Quite why the mountain track has UFOs all over it isn't clear. Could this be a case for Mulder & Scully?



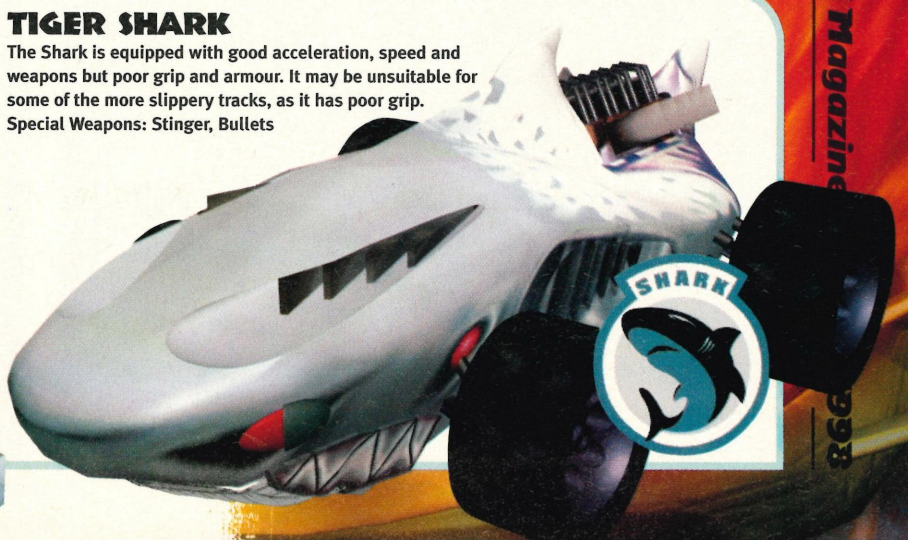
RHINO ROADSTER

The Rhino is a very good defensive car with strong armour and good acceleration, but it lacks the powerful attacking abilities of the Mammoth.
Special Weapon: None



TIGER SHARK

The Shark is equipped with good acceleration, speed and weapons but poor grip and armour. It may be unsuitable for some of the more slippery tracks, as it has poor grip.
Special Weapons: Stinger, Bullets





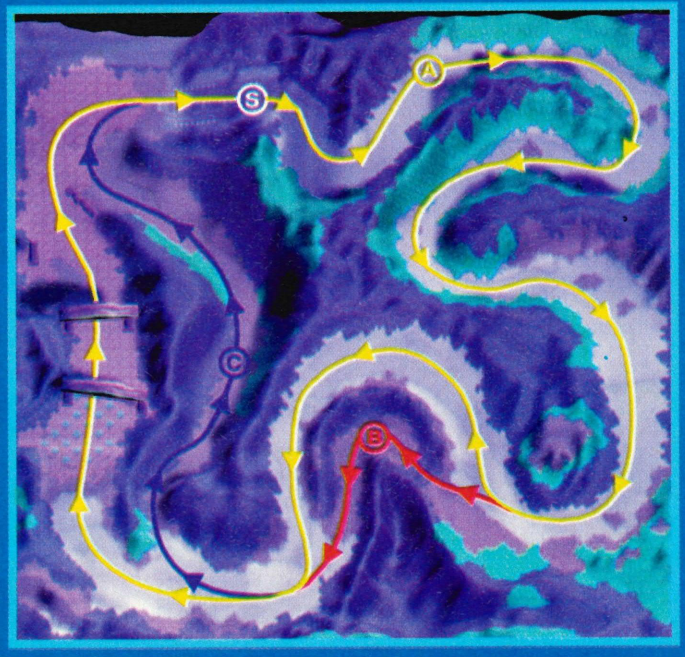
Cars handle a little differently under the water (obviously). Perhaps you could use a fish-shaped one?

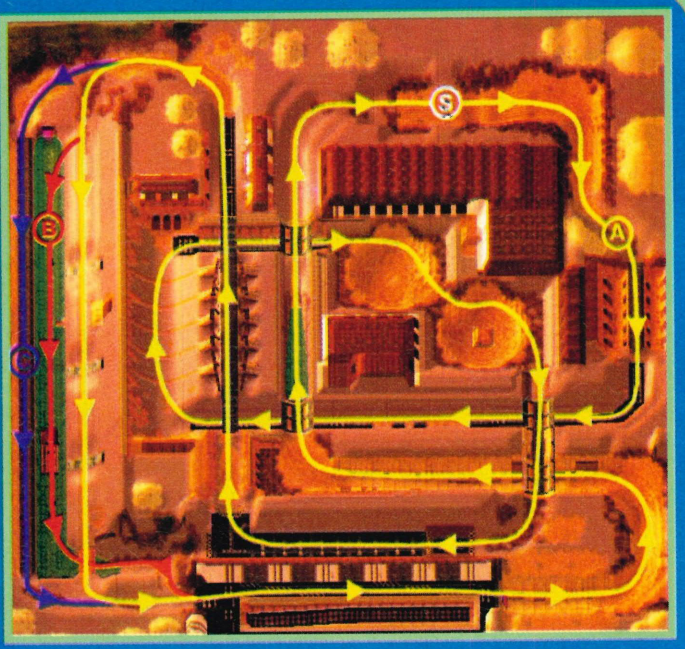


WATER

The underwater reef provides a unique experience as the cars have less weight under water. However, the specially designed wheels ensure adequate propulsion while not in contact with the ground. This is one of the shortest courses in the game, with a couple of alternative routes.



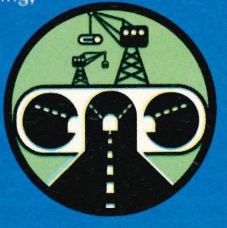




PIPE

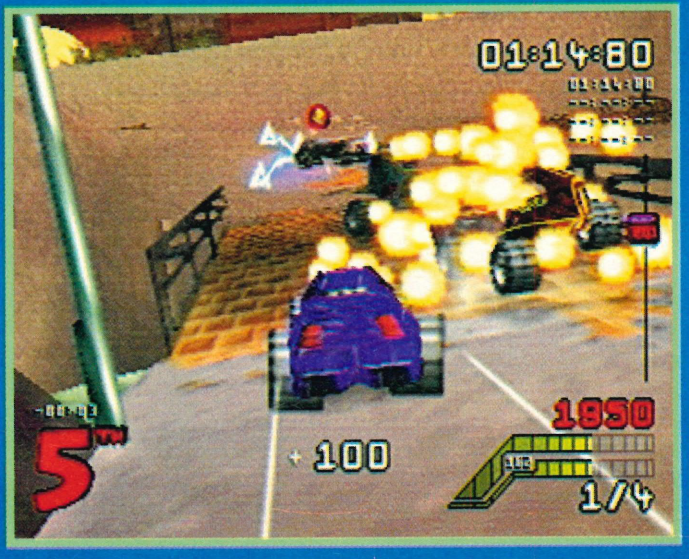
A sandy construction site of half-finished bridges, half-pipes and trenches makes up the hidden Pipe track. This is the longest and hardest track in the game, with tight corners and narrow roads. Despite the difficulty of this track, the collisions are fairly forgiving, allowing the cars to ride up the walls for better cornering and overtaking. The surface of this track is similar to that of the Canyon, but more varied with slippery water sections.





With its tight corners and narrow canyons, this track requires expert handling.

Make good use of your weapons one this track to stay one step ahead.





MANTIS V-TWIN

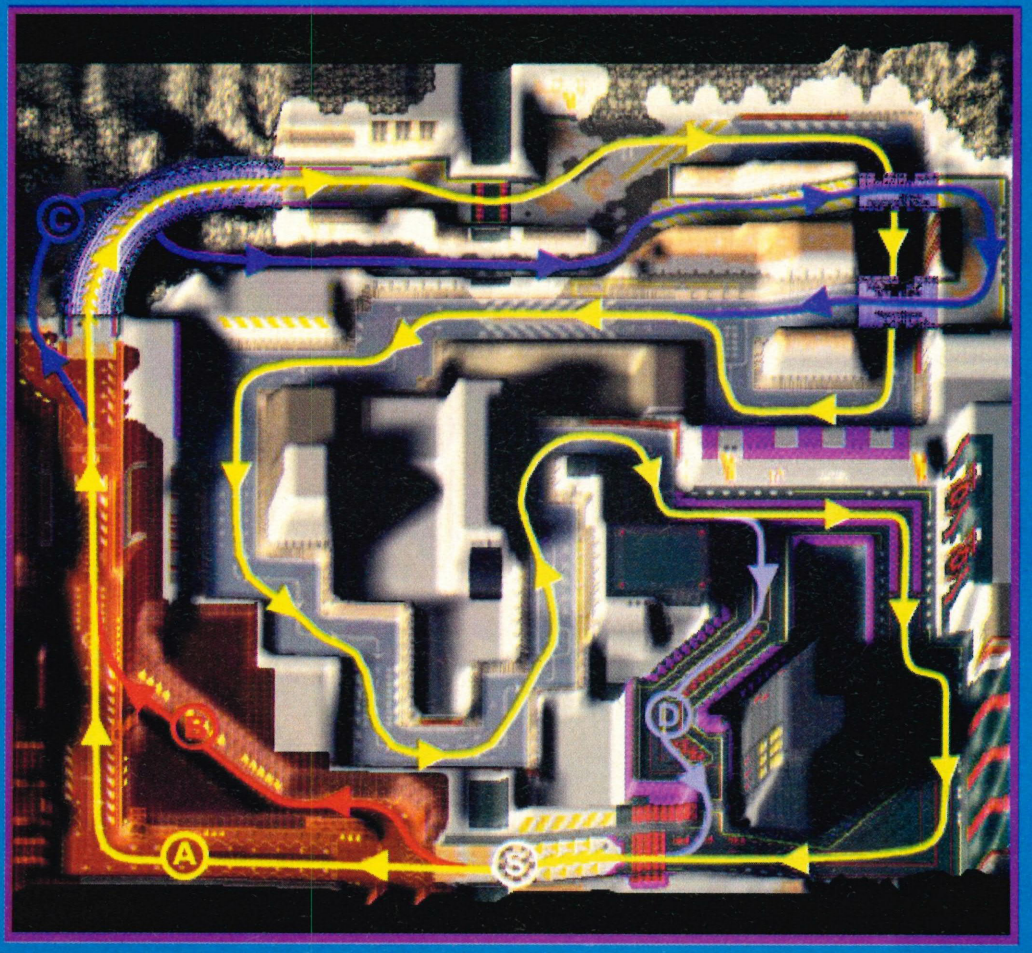
The Mantis is the best car for pure driving as it has very good acceleration and speed, coupled with average grip. Its poor armour and weapons make this car lag in combat.
Special Weapon: Turbo

BLADE

The dark industrial city style of this track provides a unique experience with tight 90° bends in continuous succession – excellent handbrake skills are required to negotiate this tough track. The alternative routes provide a break from the pack, but they tend to be tighter and harder to drive than the main route. This track will provide the best drivers with a tough challenge. The Blade track also affects weapons, as the low bridges can interfere with ground-based weapons like Magnet, Stingers and Stopper.



It cuts like a knife, and it feels so right! This track has absolutely nothing to do with the vampire film with Wesley Snipes.



Extra Cars

SCORPIO X-2

The first of the hidden cars, the Scorpion provides good weapon power coupled with very good acceleration, speed and grip, although it does only have average armour.
Special Weapons: Magnet, Bullets



GT COBRA

The Cobra has less grip than the Scorpion but more speed and weapons, making this car very effective in combat. It only has low grip – watch out on slippery tracks.
Special Weapons: Stinger, Stoppers, Bullets



CHEETAH V12

The Cheetah is a top-spec racing vehicle like the Mantis, but with better acceleration and speed. Unfortunately, it's fairly weak in combat.
Special Weapon: Turbo

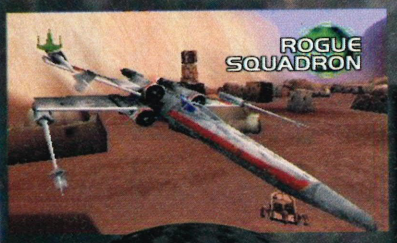


PHANTOM PANTHER

The Panther is the most powerful car available. It has maximum everything, making it the most devastating car available – if you can earn it!
Special Weapons: Stinger, Magnets, Stoppers, Bullets

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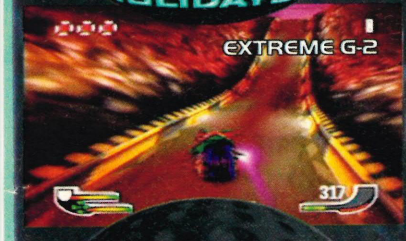
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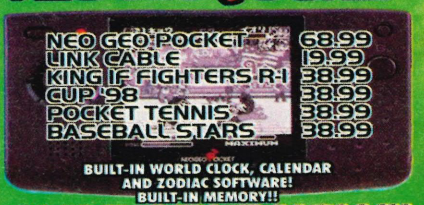
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Written by: Russell Murray

Body Har



They're here! Aliens have been striking at Earth for over a century – it's now time to make them pay!

Greece 1916

STAGE 1

Leave Alpha Command and wander down the track, then head to the right and jump into Nico's supply truck. Drive the vehicle into the village and destroy the aliens that beam into the area, then park the truck and enter the building to the right. Speak to the worried man inside and he will tell you where to find the lever to lower the drawbridge outside. Pull the lever on the wall and then leave the building and drive your truck across the bridge.



▶ Hop into a delivery van to get around the early stages of the game. It's not luxurious, but it'll get you there!



On the far side of the bridge you will have to fight your way through some more alien creatures before you arrive at Trumptonas Town. The fire station is the most notable building here, but you will be unable to get yourself a fire engine just yet. Continue to follow the main track through the village, blasting any aliens in the area, and eventually you will find a large boulder blocking a mountain road. Ignore this huge rock for the moment, and continue along the track until you reach a cave in the side of a mountain. Jump out of your truck and enter the cave to find some Dynamite in a chest, and a lever to open a secret room to your right. Enter the secret room and ignite the candles on the table to give yourself some light, then search the barrels to collect some Fuel and Health. Finally open the chest and pick up the Machine Gun, then leave the cave and return to the blocked mountain path.

Park your vehicle a good distance away from the huge boulder, then use the Dynamite to blast the rock out of your way. If your vehicle is too close it will be destroyed by the blast! Follow the twisty track through the mountains and you will arrive at another cave protected by a large number of aliens. Blast the aliens and then enter the cave to find a Weapon Crystal, Health and Machine Gun ammo inside the chests at the back. Now locate the house with the flagpole on the top and enter to find the key to the hangar.

Continue to roam the mountains until you find Pollstura Suburbs, then help the villagers to kill the first wave of alien attacks. The village has been badly damaged in the fight and there are several building on fire, so quickly grab the motorbike and leap over the river to return to Trumptonas Town. Grab a fire engine and make your way back to Pollstura Suburbs via the track to put out all the burning buildings.

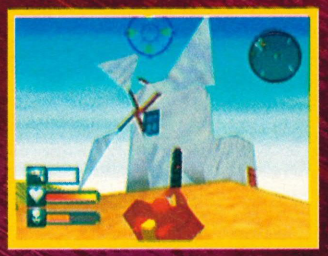


Once you have saved the village from destruction, head back across the bridge to collect the tank from inside the hanger, then check the map to find the location of the Processor. Use the tank to destroy the Processor and Daisy will send you a beacon that allows you to save your progress and open the gates the next stage.



rvest







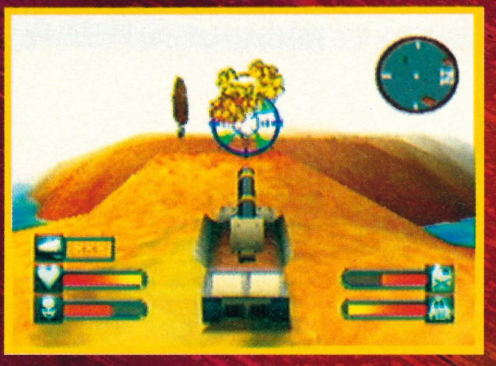
STAGE 2

Head down the track and cross the bridge, then take a little time to explore the monastery on the left. After reading about the local area in the library, head back to your tank and continue along the track to a small village. Destroy the invading aliens in the village and then continue along the road until you discover the Talosous Statues.

In order to open the door in the base of the statue, you must first light the torch in the statue's hand. To do this, you must first find the Sun Shield. Locate the large mountain nearby (not hard, it's the big rocky thing) and battle your way past all the aliens blocking your path, then enter the cave at the very top. Inside this dark and gloomy cave you will find the Sun Shield resting next to a piece of armour by the far wall. Return to the statue and use the Sun Shield to ignite the torch in his hand, then enter the door and walk through the passages to emerge on the far side of the river.

Take out the aliens near the exit, then search the local area to find yourself a vehicle. Take a drive to find a small house with a flagpole on the top, then talk to the Gunner inside and he will tell you where you can find some shells for the Howitzer. Exit the Gunner's house and follow the track to find a boat trapped behind the Watergate (not the one that caused trouble for Nixon!). Enter the building next to the gate and speak with the operator inside – you will find that the gate cannot be opened without a new cog.

Now get back into the Howitzer and locate the path leading to the local windmill, and blast the rocks to reduce the gradient of the climb. Now tackle the slope and blast the windmill's sails to stop the mill spinning, then walk inside to grab the cog and some extra Fuel for the journey.



▲ Use the Howitzer to blast away a small section of the mountain, then climb the hill to reach the windmill.

Return to the Watergate and pass the operator the cog and he will tell you to go south and find a boat. Once you've done this, head through the Watergate and blast the aliens swimming around in the sea. Now turn to the right and sail up the estuary to find Processor Island.

Leave your boat by the shore and climb the hill to destroy the processor. Once the processor has been blown away, Daisy will send you a beacon to save your game and will open the gates to the next area.



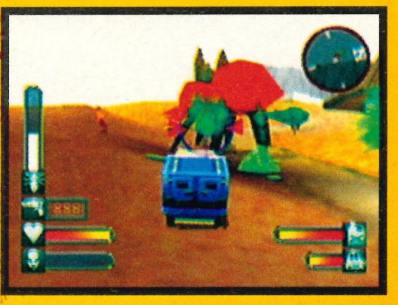
▲ Wander through gate in order to get into the next stage where a new set of missions await you.

BUGS

The bugs that are destroying this world are all controlled by the alien processor, which you will find at the end of each stage. There are many different types of aliens that you will encounter and each has its own separate purpose. All bugs must be destroyed to save this world from destruction, so get blasting.



▲ These flying enemies cruise the skies looking for villages, then inform the rest of the aliens where to find them.



▲ The Harvester sends out green blobs of jelly to capture human prisoners. Shoot this monster before he eats them all!



▲ These fast-moving bugs destroy buildings and scare the inhabitants into running from their homes.



▲ The bugs just get bigger and bigger! Gun Drones are extremely fast moving and very aggressive, they also attack in numbers.

STAGE 3

Jump back into your boat and sail south to find the entrance to stage three, then step through the gate straight into a battle with a few large aliens. Fight your way along the track, killing all the invaders that appear, and then enter a small cave near the Pointer Statues. Speak to the Archaeologist inside and he will explain about his problems and give you the Crank from inside the nearby chest. Leave the cave and head back to the three statues, then look for the small door in the base of the statue on the left. Inside the statue locate the two moveable blocks and use the crank to raise the statues' arms. Once all three are aligned, a temple will rise from the bottom of the sea. As they do.



▶ Return the cog to the Watergate building, then you can jump into this boat and sail the seas!

Run down the track to look at the temple, then return to the statues to fight a wave of aliens that have beamed in. Now jump back into your vehicle and drive to the other side of the island. Enter the boat house to grab some Health, Fuel and Special Weapon Ammo. Now speak to the harbour master and he will give you a lifeboat and tell you how to reach the temple. Sail the boat north, blasting all the alien fish, and then turn to the left and drop anchor on the shores of the temple.

Inside the temple, light the torches on the wall and then pull the lever on the right to open a secret door. Walk down into the dark room to find three chests containing Special Weapon Ammo. Enter the room to the left and grab some Health, then pull the two torch levers to open a secret passage opposite. Enter the passage and open the chest to find a Hieroglyph Map Piece (or Rune Stone, if you prefer). Leave the temple and sail the lifeboat back to the dock, then return to the cave where you found the Crank. Place the Rune Stone into the wall on the left and a door will open to a dark hallway. Wander down the hall and climb the stairs to the right, then exit the cave on the other side of the river.

▼ Turn the crank inside the base of the three statues and they'll raise their arms and point out to sea.





▲ To gain information on your next mission you must refer to the map. Vehicles and your location are also highlighted.

Defeat the welcoming party that the aliens have sent, then look to the right to find yourself a vehicle. Follow the path to the north, then cross the bridge and turn left to collect an Alien Artefact from inside the church. Head up into the mountains to discover a small village under alien attack. Save the villagers and then follow the road to Winthropp Airfield, where you will find Black Adam destroying the planes. Unfortunately he will warp out of the area before you can blow him away, so search the airfield to find a pilot who has been tied up inside the hanger. Release the pilot from his bonds and he will teach you how to fly. Get ready for take off!



Fly the plane around the airfield and shoot down the six balloons as target practice, then land back down on the airfield. There are plenty more planes available in the hanger if you crash and burn, so go for it. Now take off again and head for the airborne aliens attacking the bridge you crossed earlier, and destroy them all before the bridge falls. Next, head over to the nearby village and blast the alien infestation that is crawling all over it. If you still have your plane intact, fly south to find a secret airfield with some more powerful planes to use. If you crashed, you will need to return to Winthropp to grab another plane.

With your new plane, fly over the top of the processor and blast all the aliens emerging from it. Once the processor has been completely destroyed Daisy will open the final area of this level and send you a status beacon.

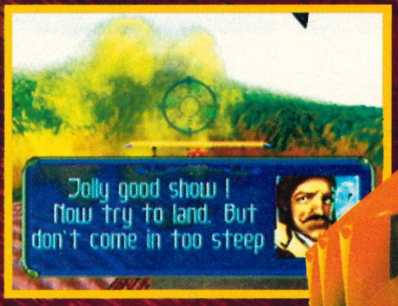


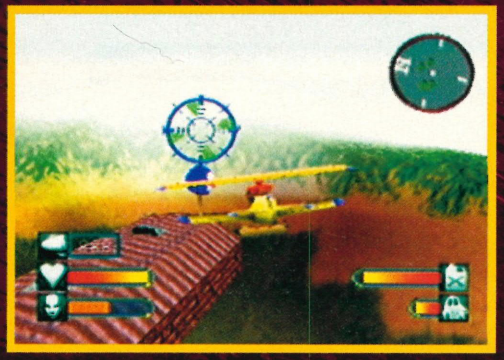
▲ Before heading to the processor, find a small island nearby and change planes. This red one is much faster and more powerful than the green ones from the training airfield.

FLYING LESSONS

Get set, Biggles – you are about to learn how to fly! Once the pilot has been rescued he will take you for a spin in his special plane, and show you how to fly. Accelerate to the end of the runway, and then hold down on the analogue stick to rise into the air. Keep within the confines of the airfield, and then use your machine gun to burst the six balloons around the field. Once all the balloons have been burst you can then gently lower the plane down to land. Take care not to angle the nose of the plane too steeply or you will find yourself nose-diving into the tarmac!

▶ Rescue the pilot from the hanger and he will kindly teach you how to fly an aeroplane.





▲ Fly around the airfield using your guns to destroy the six target balloons.



▲ Once all the balloons have been destroyed, gently angle your plane in to land.

ALIEN SHIELD GENERATOR

Leap back into your plane and fly to the centre of the map to attack the Alien Shield Generator. Quickly destroy the waiting aliens and circle the Shield Generator. Blast the grey rocks on each side to get at the generator in the middle. Once the unit is destroyed, Alpha Command will come to your rescue and another battle will begin!

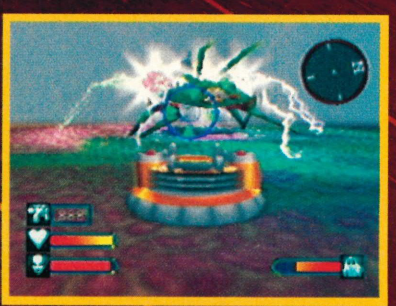
Start the fight by backing away and firing at the boss constantly until you bump into the wall behind you. Now move forward and circle the boss, continuously firing until he dies. If you see a part of his body flashing, this means its vulnerable – concentrate all your fire on this area until it is destroyed. Once the battle is won, you will enter a time warp to arrive at your next set of missions.



▲ Once the Alien Shield Generator has been destroyed, this large crab like boss will appear and attack you, Look Out!

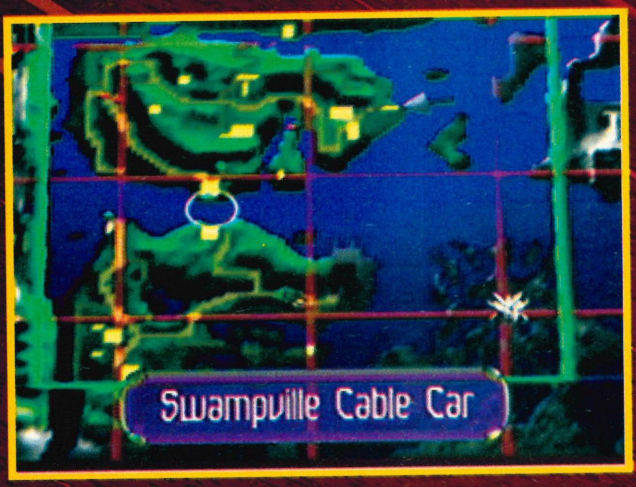






▲ Back away from this large crustacean and keep firing your main weapon until the beast falls down dead!

Java 1941



STAGE 1

At the start, continue to head to the west until you arrive at the village of Swampsville. Quickly blast the Harvester to avoid any human casualties, then blast the remaining aliens to clear the village. Search the houses to find some Health and Ammunition, then enter the large building and speak to the native in the centre who will let you take the Hunting Rifle from the gun rack. Leave the building and jump into the truck outside, then drive down the path to the north to find Bob's Bargain Boathouse.

Splatter the bugs that beam in as you approach the hut, then step inside to speak to Bob about his boat. The boat is out of order at the moment, so grab the Ammo and Health, then return to the truck. Drive along the cliff to find a cable car station, then wander inside to speak with the operator. Grab the extra Ammunition from inside the crates, then leave the building and use the Hunting Rifle to blast the alien holding on to the cable car on the North Island. Quickly blast the two War Scouts, then jump onto the cable car and travel across the water to the North Island.

▼ Speak to the native inside the large building, then grab the Hunting Rifle from the rack on the far wall.







▲ Hop into your armoured car, climb to the top of the hill and then destroy the alien jelly clinging to the electricity pylon.

Leap onto the building on the far side, then battle the two small swarms of aliens that beam in near you. A Harvester wave will now start to attack the village on top of the hill, you need to act quickly so dash down the path to the left and grab the truck. Follow the path until it turns sharply to the right then head up the hill and into the village. Destroy the Harvester first, then concentrate on clearing the village of all the other alien scum. Quickly search the two large houses for some Health and Ammunition, then head to the east where another village is in trouble.

Destroy the bugs in the next village, then search the houses to grab extra Ammunition and Health power-ups. Now head down to the water and enter the boat hut to grab some engine parts to fix the boat on the south island. As you exit the hut, another harvesting wave will beam into the village. Destroy all the invaders, then follow the road back to the cable car station. Unfortunately there is something creating a power drain in the local area and you will be unable to use the cable car until the problem is fixed.

Enter the building and grab the Shotgun from the chest inside, then return along the path to destroy the large Gold Gunners. Explore the island thoroughly blasting all the alien invaders, then climb the trail opposite the electricity pylon to a small hut. Face the pylon and blast the alien jelly stuck to the antenna; this will restore full power to the island and allow you to head back to the south island via the cable car.

Dash around the island killing any alien strays, then return to Bob's Boathouse and have him repair the air boat. Jump into the boat, then head east to find and destroy the alien processor. Once the processor has been demolished Daisy will send you a status beacon to allow you to save your progress and open the gate onto the next stage.



▲ Use the boat to find the ugly alien processor, then destroy it quickly with your machine gun.

STAGE 2







Make your way through the gate, then walk forwards and swim the small channel to reach the landmass on the other side. Read the notice board on the far side of the channel and you will find that you have entered a minefield. Walk as far left as possible, then climb the small hill to gain a reasonable vantage point from where you can obliterate all the alien invaders.



▶ Swim across the small channel, then walk carefully through the minefield keeping to the left.

Once safely across the minefield, enter the village and destroy the harvesting wave before you lose too many civilians. Now follow the road to the east and climb the track into the mountains where you will find another harvesting wave to be destroyed. Once the aliens are dead, enter the hut to grab some Health and Ammunition, then continue along the path to find a Golden Temple at the very top of the hill.

Inside the temple talk to the native, then search the hidden passage to the right to collect the Java Kris Knife. Leave the temple and head back along the path through the first small village and into the mountains beyond. To the right you will find the entrance to the military base, but you will have to sneak in past the heavily armoured sentries. Wait for a truck to drive towards the base, and then quickly drive through the gates behind it.

Once inside the base, blast all the aliens that move in to attack, then enter the main building. Speak to the soldier inside and he will unlock the tank factory for you, and inform you of the large infestation to the north. Search all the side rooms to gather extra Ammunition, then exit this building and get yourself a tank from the factory. Use the tank's gun to destroy the gates blocking your exit, then head north across the bridge, blasting some more gates on the other side.

Follow the road to a small temple and then walk inside to grab some more Ammunition and Health. Now head back down the hill and drive around the edge of the water to find large building with a communications tower. Speak with the radio operator inside and she will explain about the problems with the generator. Set off to find the generator, then blast the alien jelly clinging to the top. Once the generator is back in action the radio operator will contact the main base and have them splatter the large Gold Bugs to the north.

Return to the radio operator then head north along the path blasting all the Gold Bugs that are in your way. Continue to follow the path to a small settlement which is under attack from a large harvesting wave. Clear the village of aliens, then search the bunker to find extra Health and some Grenades.



▲ Make your way inside the Gold Temple and you can find the Java Kris Knife. Only the wisest of the warriors will find it.

Follow the path back to the stone face, then throw a Grenade into one of the eye sockets; this will unblock the tunnel entrance. Proceed through the tunnel grabbing the Health from the barrels, then emerge the far end into a small alien task force. Wipe out the beasts, then jump into the Jeep and drive over the puddles to find a pair of Mantasaurs. Use your Shotgun to down these massive aliens, then follow the road to the right where you will find a small village under attack. Once the village is safe, continue along the track and you'll find the Processor on your left. Destroy the Processor, then Daisy will send you a status beacon to save your game, and will open the gate to stage three.

▼ Blast the alien that is clinging to the generator, then the radio operator can call in the airstrike.



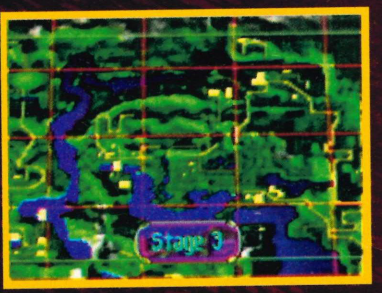




▲ Throw a grenade into the eye socket to unblock the tunnel entrance, the Alien Processor is on the other side.



STAGE 3



Head south-east to find your way back to the road, then look to your right to find a Bulldog armoured vehicle. Now drive north to find the gateway to the next area, then continue along the path to the north to find a village under attack from a Harvester wave. Quickly make your way to the village and blast the aliens that you find, then search the village to find out what's happening in the local area. It appears that a nearby volcano is about to erupt and the villagers of West Rua Rua are in serious trouble.

Quickly get yourself to the neighbouring village on the far side of the lake – there is an air boat behind the large hut. Once inside the air boat, carefully weave your way through the volcanic rock, being careful not to damage your boat on the hot lava. There is a shortcut early on – look for the point where the narrow reef dips into the water. As you approach the village on the far side, all the civilians will leave their homes and make their way to the old freighter.

Quickly destroy the aliens attacking the village, then jump into the freighter and ferry the civilians back to East Rua Rua. Keep to the deep water channels and take your time, and you should make it safely back to dry land. The shortcut is still traversable, so it's worth using. Now enter the large hut again and speak to the gentleman inside to claim your reward for your last mission. In the two chests you can collect a Rocket Launcher and some Rockets, then look behind







▲ Drive the old freighter through the volcanic passage back to East Rua Rua and you can claim a Rocket Launcher from the guy inside the hut.



▲ Use your Machine Gun to quickly destroy the processor and Daisy will send you a beacon to save your game.

the house to find a Bulldog. Drive out of the village to the south and turn left to follow a track leading up the mountain. Stop on the bridge at the very top and battle a few tough flying aliens, then carefully proceed down the slope on the opposite side.

There are plenty of giant aliens here and you need to take them out quickly as a Harvesting wave will land in the village to the north-east. Dash through the puddles to find the village and destroy the Harvester before too many civilians are lost. Once the village is clear, head down to the large building near the water and speak to the Bogart lookalike about borrowing the Javanese



▼ Jump into the Torpedo and sail straight ahead killing some alien snipers blocking your path to the processor.





Queen. He will tell you that you need to bring him the Idol of Rua Rua before he will help you, so raid his chest for Ammunition and exit the building.

Jump into the jeep that you find near the Javanese Queen and drive along the path as fast as you can, jumping over a cliff and landing on a path on the other side. Now follow the red arrow to find another harvesting wave and kill all the raiding mutants. Take the jeep up to the top of the next mountain and leap across the gap, then follow the path through the next village and climb the long winding path that leads up to the Monument on the hill. Near the first peak, Black Adam will taunt you, then send in two waves of aliens to attack. Be careful here, as if your vehicle goes over the edge, it's a long walk to get another. When all the aliens are dead, continue up the path. Once outside the monument, you realise that there is no door in which you can enter, so slide down the slope to the left (behind the statue) and you'll find a tunnel entrance.

Inside the tunnel walk forwards and up a set of stairs, then search the large statue to find the Idol of Rua Rua. Exit the tunnel, then return to the boathouse (there's a shortcut to the right as you emerge from the tunnel) and give the Idol to Captain Bogie – he will let you use the Javanese Queen, which is parked at the end of the pier. Jump into the boat and sail upriver, blasting all the aliens on the shoreside with your boat cannon. After a short while you'll receive a message from Black Adam asking you to give up and join the other side. Ignore this message and continue to sail the Javanese Queen through the passage, killing all the invaders lining up on the shore. Stop the boat when you reach a jetty and then jump out and enter the cabin on top of the hill.

Speak to Colonel Murtz, and he will tell you that he's suffering from Swamp Fever and needs some medicine from the local witch. Leave the hut and dash over the hill to intercept the next harvesting wave, then once the aliens have been wiped out follow the path



around the corner. Take any convenient vehicle (there is a jeep and a truck nearby) and blast up the road, taking out any intruders along the way, until you reach the witch's hut at the end.

Speak to the witch to grab the medicine, then search the chests and barrels to grab some extra Health. When you leave the witch's residence, another harvesting wave will land nearby, so follow the red arrow to the scene and blast the monsters before they do too much damage. Continue to follow the track and eventually you'll arrive back at Murtz's hut, where you can cure his ailment and obtain the keys to the Motor Torpedo Boat. Jump into the new boat and head straight forward until you discover the alien processor (use the boat's torpedoes to take out the aliens in the water) then use your most powerful weapons to blow the beast away. Once the processor is destroyed, Daisy will send you a status beacon to allow you to save your progress, and will open the gate to the next stage.



▲ Speak to the witch and she will give you her special medicine that will cure Murtz's fever, exchange this cure for the Torpedo Boat.





STAGE 4

Cross the channel and enter through the gate, then walk into the small concrete blockhouse to collect some more Health and Ammunition. Leave the building and jump into the jeep, then follow the road to find a village under attack from a harvesting wave. Quickly destroy the harvester and its mutant army, then follow the mountain track to find yourself a tank. Another harvesting wave will land in the next village, and this time the harvester has plenty of protection – you'll need to act quickly to avoid losing too many civilians. After the beasts are dead, search the cove to the east to find yourself an air boat, then head south and skip over the small hill to enter a second waterway.



▶ On the boat open the Fuel lines by twisting this wheel, then the captain will charge the barricade.



Just through the thin passage you'll see an alien clinging to the antenna of the electricity centre. Keep out of the creature's firing range, and use your Hunting Rifle to blow the monster away. Now continue through the water to the south and eventually you will find a huge enemy barricade that is blocking the entrance to the military base. Quickly sail along the waterway opposite the blockage, then park your hoverboat and climb onto the deck of the huge battleship.

Once aboard, locate the small door on the starboard side and wander inside where you can speak to the ship's captain. He will ask you to fix the ship's fuel lines before she will move, so grab the goodies from the chests and enter the next door. Walk through the corridor and pass through another small door until you find a wheel on the wall opposite. Turn the wheel to fix the fuel lines, then return to the captain and he will start his attack on the barricade.

Once the barricade has been destroyed, jump back into your air boat and sail through the passage to the military base. Quickly blast the Harvester that has just landed and then leap into the gun tower to explode the other alien attackers. Once the invaders have been killed, search the buildings to find extra Health and Ammunition.

Use the floatplane to fly to the north and locate the Water Temple situated in the middle of the lake. Land you vehicle in the water just offshore of the temple, then wander inside to grab some Health and speak to the man. Light the candle to your right and extinguish the flame on the left, then walk along the secret passage to collect the Kris Knife Handle from the statue at the end.

Take the floatplane back to the base, and exchange it for the gyrocopter. Take off and fly back to the gate where you entered this stage, then fly through the hole and use the map to locate the Elemental Temple of Fire. Land your plane in front of the temple (be careful!), then wander inside and light the third torch on the table to open a secret door. Climb the stairs to enter the next room, then approach the statue and grab the Kris Knife Hilt.





Now that you have all three parts of the Kris Knife, use the map to find the Great Elemental Temple (back in the previous stage, on the eastern shore of the large lake) and then make your way there in the gyrocopter or floatplane.

Once inside the great temple, speak to the native inside and he will tell you to place the three parts of the Kris Knife into the stone of light. Wander down the passage to the right and place the Kris Knife into the round stone at the end. Now leave the temple and the horrid weather will disperse, leaving clear skies all around. Proceed back through the holes to the military base, and then head south to find the Alien Processor. You have a choice of planes – it's worth taking something tough, as the route south is long and heavily defended. If you're a real masochist, you could try to drive along the long and winding road!

Land your plane near the processor, and blast the massive aliens protecting the shores around it. Once the area is clear fire a couple of rounds at the processor with your Rocket Launcher to destroy it, then wait for Daisy to send you a status beacon. Save the game and then head through the gate to face the Alien Shield Generator.



▲ Jump into the float plane and head towards the entrance to the stage. Fly through the upper hole and locate the elemental temples.







STAGE 5

Jump into the jeep parked on the hill, then drive up the slope to the top. Head to the right and follow the path along the side of the mountains until you reach the gate to the next stage. Through the gate, head to the left and you'll find a few different vehicles ranging from gyrocopters to tanks. Choose a new vehicle from this area, then return across the bridge and turn left again to meet a few alien predators. Once the beasts are dead head forwards into the battle ground to confront the Alien Shield Generator.

As with the generator on the previous level, you must shoot the four grey pillars around the Shield Generator then blast the red turret in the centre. Once this turret has been destroyed, Alpha Command will come to join with you. Once in the Alpha Tank, you must face another enemy boss.

This monster is a giant Scorpion with several high powered weapons. Start by blasting the small electricity firing point at the bottom of the beast, then attack the two claws on either side at the front. Retreat to a reasonable distance and wait for two flying aliens that will join the attack, then kill them off and continue to pummel the boss. The monster will now use a potent laser weapon which you must try to avoid, so reverse away from the beast and continue to fire. Once the laser firing head has been blown away the beast will start to use its tail attack. The boss is unable to move as quickly now, so get stuck in and blast the monster's body until it dies.



▶ Blast the four grey pillars around the Shield Generator, then blast the turret in the centre to destroy it.



▶ Destroy the boss by targeting the eye in the centre that is producing large amounts of electric current.



▲ Over the bridge to the left you will find a wide range of vehicles, take your pick and move on to face the Alien Shield Generator.





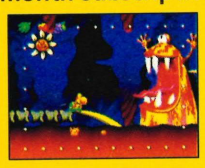
▲ Once the boss slows down move in closer and keep blasting until it explodes and dies. You can now warp to the next level.



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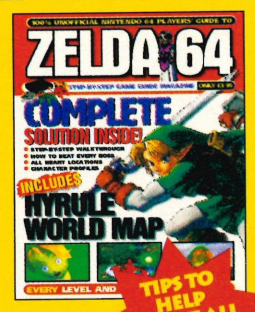

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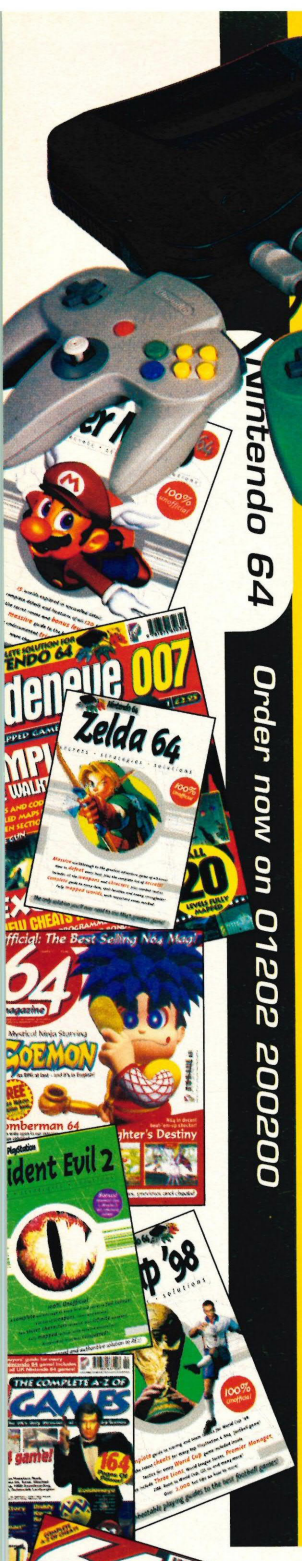
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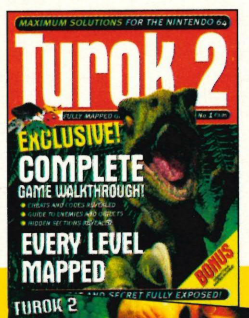
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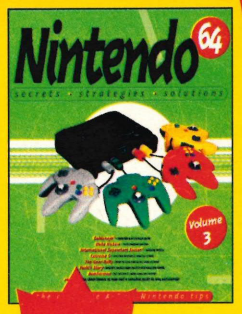
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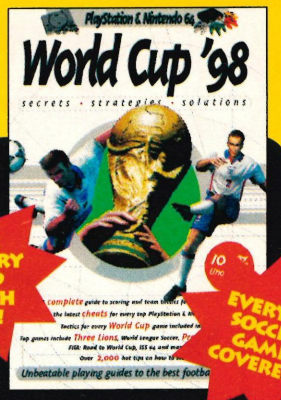


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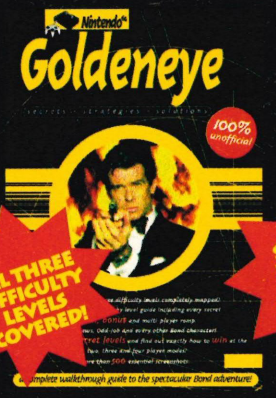


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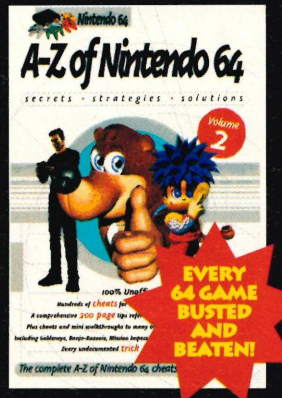


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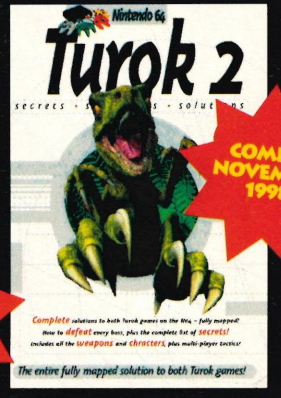


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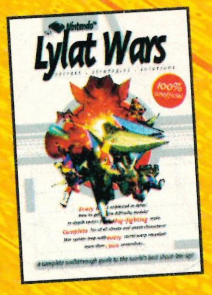

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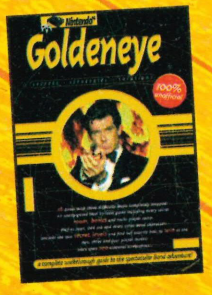

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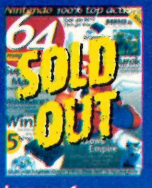
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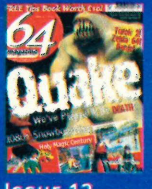

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Want to find out about an older N64 game? The Nindex is the definitive guide to all things Nintendo!

64 nindex

64 MAGAZINE GAME CHARTS

Top Dogs



The best games you can buy for your N64, according to 64 MAGAZINE's definitive ratings!

1	Zelda	Nintendo	98%
2 =	Goldeneye	Nintendo	95%
2 =	Banjo-Kazooie	Nintendo	95%
2 =	ISS '98	Konami	95%
5	F-1 World Grand Prix	Nintendo	94%
6 =	Forsaken	Acclaim	93%
6 =	World Cup '98	EA Sports	93%
6 =	ISS 64	Konami	93%
9	Super Mario 64	Nintendo	92%
10	Bust-A-Move 2	Acclaim	91%
11 =	Turok 2	Acclaim	90%
11 =	NFL Quarterback Club '99	Acclaim	90%
11 =	Let's Smash	Hudson Soft	90%
11 =	F-Zero X	Nintendo	90%
11 =	WWF Warzone	Acclaim	90%
11 =	Gex: Enter The Gecko	GT	90%
11 =	Buck Bumble	Ubi Soft	90%
18	All-Star Baseball	Acclaim	89%
19 =	Lylat Wars	Nintendo	88%
19 =	Quake	GT	88%
19 =	NHL '99	EA Sports	88%

Mangy Mutts



The five stinkiest flea-ridden hounds you should avoid!

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

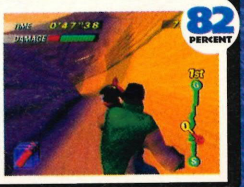
The Gold Medal Award only goes to those few games that you absolutely *must* own!

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!



82 PERCENT

⊕ 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'.



20 PERCENT

⊕ 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.



40 PERCENT

⊕ 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.



80 PERCENT

⊕ 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.



89 PERCENT

⊕ 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*.



72 PERCENT

⊕ 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!



25 PERCENT

⊕ Not as bad as *St Andrews Golf*
⊖ Just about everything

INDEX





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.



68 PERCENT

- ⊕ Fast, four players
- ⊖ Drab, unrealistic handling

BODY HARVEST

Publisher: Gremlin | Price: £49.99 | Reviewed: Issue 20 AM

A tough action-adventure pitting a lone warrior against an army of giant bugs. Great fun, but can get extremely difficult.



85 PERCENT

- ⊕ Lots of action, great aliens
- ⊖ Weak adventure, hard

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.



80 PERCENT

- ⊕ Interesting puzzles
- ⊖ Disappointing multiplayer game

BOMBERMAN HERO

Publisher: Nintendo | Price: £39.99 | Reviewed: Issue 21 RK

Sequel to the above which makes the huge mistake of being even easier and dispensing entirely with a multiplayer game.



49 PERCENT

- ⊕ 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.



65 PERCENT

- ⊕ On-screen move help
- ⊖ Unknown Japanese wrestlers, unresponsive

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!



95 PERCENT

- ⊕ Pretty much everything
- ⊖ You need the sequel to see it all...

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.



90 PERCENT

- ⊕ Lots of action, cool weapons
- ⊖ Horrible fogging

BIO FREAKS

Publisher: Midway | Price: £44.99 | Reviewed: Issue 19 AM

In the future, wars will be fought by androids hacking off each others' limbs. Sounds like a good fighter, and it is...



82 PERCENT

- ⊕ Blood, severed limbs, 3-D combat
- ⊖ Slightly awkward

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!



91 PERCENT

- ⊕ Incredibly playable, lots of options
- ⊖ Brain-melting music

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.



80 PERCENT

- ⊕ Massive destruction, lots of vehicles
- ⊖ Can get frustrating

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.



64 PERCENT

- ⊕ Inventive controls
- ⊖ Useless camera, too easy

64 SCORE Platformers



HIT THE HEIGHTS

1	Zelda 64	98%
2	Banjo-Kazooie	95%
3	Super Mario 64	92%
4	Gex: Enter The Gecko	90%
5	Silicon Valley	87%

SIX FEET UNDER

Doraemon	30%

NINDEX

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.



79 PERCENT

⊕ 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!



08 PERCENT

⊕ 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.



22 PERCENT

⊕ Nothing
⊖ Crap graphics, crap sound, crap gameplay, etc etc

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*

64 SCORE Shoot-'em-ups



HIT THE BULL

1	Goldeneye	95%
2	Forsaken	93%
3=	Turok 2	90%
3=	Buck Bumble	90%
5	Lylat Wars	88%

LOAD OF BULL

Aero Fighters Assault	20%

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

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

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

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

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

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

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

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

F-1 WORLD GRAND PRIX

PUBLISHER: Video System PRICE: £39.99 REVIEWED: Issue 18 ST

Superb Formula 1 simulation based on the 1997 season. Incredibly detailed and realistic, but complex; not for casual players.



94 PERCENT

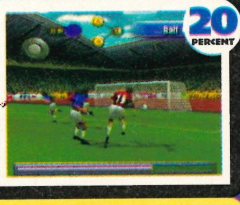
64 MAGAZINE SILVER

⊕ Looks gorgeous, real race events
⊖ Requires lots of practice

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

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

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



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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.

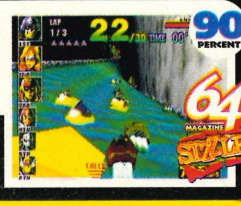


- ⊕ Enemy AI, looks great, loads of weapons
- ⊖ Some short levels

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!



- ⊕ Speed, smoothness, control
- ⊖ Minimalist graphics

GASP!! FIGHTERS' NEXTREME

Publisher: Konami | Price: £49.99 | Reviewed: Issue 21 AM

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky.



- ⊕ Build your own fighters
- ⊖ Poor combat, jerky, seen it all before

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*.

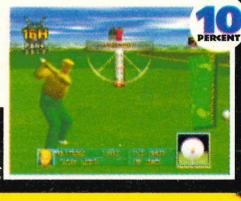


- ⊕ Wisecracks, varied and immersive levels,
- ⊖ Dated feel, dodgy camera

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.

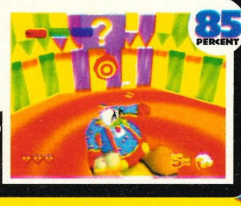


- ⊕ Japanese, so you'll probably never see it
- ⊖ Makes real golf exciting

GLOVER

Publisher: Hasbro | Price: £49.99 | Reviewed: Issue 20 RK

Very appealing combination of platform game and puzzle, the objective being to bounce magical balls to safety.



- ⊕ Great ball control, lots o puzzles
- ⊖ Can get frustrating

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.



- ⊕ Deathmatch, involving missions
- ⊖ Tank chase a bit weak

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.



- ⊕ Cars look quite good
- ⊖ Ponderous, unexciting, lame two-player mode

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.



- ⊕ Some amusing weapons
- ⊖ Tedious beyond belief

HOLY MAGIC CENTURY

Publisher: Konami | Price: £49.99 | Reviewed: Issue 21 BL

Anglicised version of *Quest 64*, which apart from a few name changes is identical. Still suffers from lack of depth and too much tedious combat.



- ⊕ Huge world to explore
- ⊖ Nothing interesting in it!

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.



- ⊕ Lots of tracks, four-player game
- ⊖ Maybe *too* weird

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!

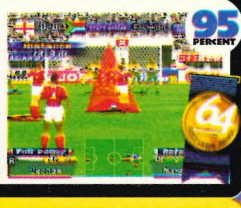


- ⊕ Low price, fab gameplay
- ⊖ PAL version slightly slow, it's not *ISS '98*!

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.



- ⊕ It's just the best!
- ⊖ Player names not real

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.



- ⊕ 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.



- ⊕ 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.

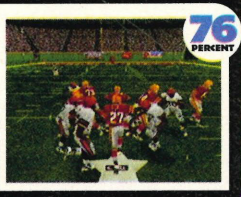


- ⊕ It's not *Going For Gold*
- ⊖ Americans only need apply

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*.



- ⊕ 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.

- ⊕ Looks good, very fast
- ⊖ There's not much skill involved

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LEGEND OF ZELDA: OCARINA OF TIME, THE

Publisher: Nintendo Price: £49.99 Reviewed: Issue 21 AM

Without a doubt the best game on the N64, and maybe even the best game ever. Nintendo's huge adventure is light years ahead of everything else!

98 PERCENT



⊕ Simply the best! ⊖ You'll play it to death!

LET'S SMASH

Publisher: Hudson Soft Price: Import Reviewed: Issue 21 AM

Excellent anime-style tennis game, which looks a bit cute for some but hides a superb game under the cartoony front. Great for four players.

90 PERCENT



⊕ Easy to play, lots of options
⊖ Japanese text

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

64 SCORE Puzzles



CRYPTIC CROSSWORDS

1	Bust-A-Move 2	91%
2	Puyo Puyo Sun 64	87%
3	Wetrix	86%
4	Glover	85%
5	Puzzle Dama	80%

CRAPTIC CROSS WORD

Jeopardy!	30%

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



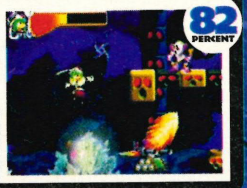
⊕ Bright and fun, good multiplayer game
⊖ CPU cheats

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



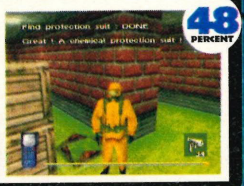
⊕ Lots of variety, humour
⊖ Nothing really visually amazing

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



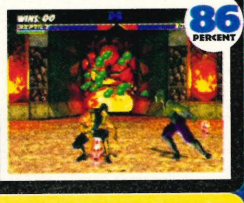
⊕ Music, some nice ideas
⊖ But not nearly enough

MORTAL KOMBAT 4

Publisher: Midway Price: £44.99 Reviewed: Issue 19 AM

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



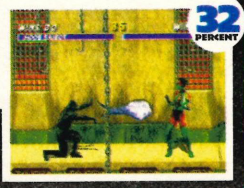
⊕ Sub-Zero fans will like it
⊖ Everyone else will certainly hate it

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

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

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

NASCAR '99

Publisher: EA Sports Price: £49.99 Reviewed: Issue 20 RK

Mix of arcade game and sim that can't decide which to be, and thus fails to be either. A very repetitive racer that even NASCAR fans won't like.

64 PERCENT



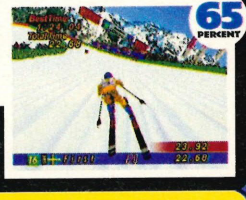
⊕ Real drivers included
⊖ Looks dull, poor feel, moronic commentary

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.

65 PERCENT



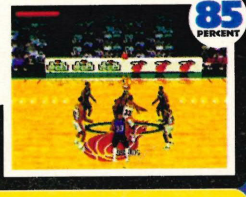
⊕ Good bobsleigh and – yes! – curling
⊖ Hideous skiing events

NBA COURTSIDE

Publisher: Nintendo Price: £49.99 Reviewed: Issue 16 AM

Very playable basketball game with excellent controls, fully customisable camera and a Player Creation mode.

85 PERCENT



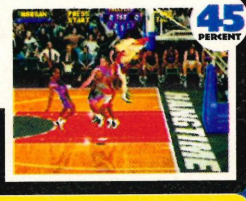
⊕ Best basketball game on the N64
⊖ A little blurry

NBA HANGTIME

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 5 LC

Rubbish arcade basketball game conversion with silly power moves and players with wobbly heads. Well worth a miss.

45 PERCENT



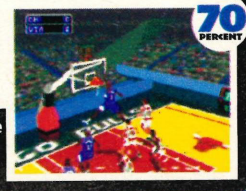
⊕ You can play as a pig
⊖ The game *is* a pig

NBA PRO '98

Publisher: Konami Price: £59.99 Reviewed: Issue 12 RK

The overlooked middle child of Nintendo basketball games, which comes off second-best to *NBA Courtside* in all respects.

70 PERCENT



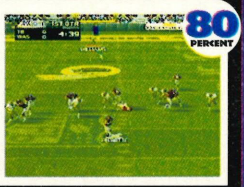
⊕ Atmospheric audio, nice animation
⊖ Clumsy controls, blurry

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NFL QUARTERBACK CLUB '98

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 7 RK

The N64's first hi-res game, and a very respectable game of American football to boot. Unlike *Madden*, it has a full NFL licence.



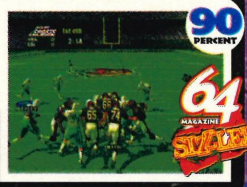
80 PERCENT

- ⊕ Sharp visuals, easy to play
- ⊖ It's American football!

NFL QUARTERBACK CLUB '99

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 21 RB

Updated version of *NFL QBC '98*, with hugely improved hi-res visuals, smarter players and a generally beefed-up pace.



90 PERCENT

64 MAGAZINE SMASHER

- ⊕ Looks great, plays well, official licence
- ⊖ It's American football

NHL '99

Publisher: EA Sports | Price: £49.99 | Reviewed: Issue 20 BL

Currently the best ice hockey game around, with a hi-res mode, very smooth controls and lots of fighting! If you like pucking, this is for you.



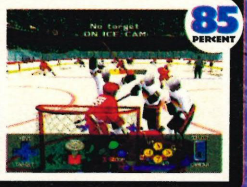
88 PERCENT

- ⊕ Hi-res, camera options, smooth
- ⊖ Large borders

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.



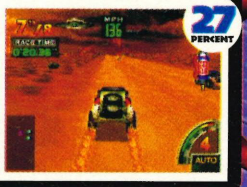
85 PERCENT

- ⊕ Good looking, player creation
- ⊖ Minority appeal

OFF-ROAD CHALLENGE

Publisher: Midway | Price: Import | Reviewed: Issue 17 AM

If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game.



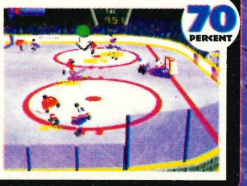
27 PERCENT

- ⊕ Not the tiniest thing
- ⊖ Sucks like a White House intern

OLYMPIC HOCKEY '98

Publisher: Midway | Price: Import | Reviewed: Issue 12 RK

Yet another tepid reworking of the *Wayne Gretzky* engine, this time with an Olympic flavour. If you like ice hockey, get *NHL '99*.



70 PERCENT

- ⊕ Olympic teams
- ⊖ Fewer teams than *Gretzky '98*

PILOTWINGS 64

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 1 GN

Early N64 game where you fly various aircraft over well-detailed landscapes. Looks great, but it's all a bit slow and aimless.



74 PERCENT

- ⊕ Undeniably attractive, lots of missions
- ⊖ Unfocussed, a bit dull

PUYO PUYO SUN 64

Publisher: Compile | Price: Import | Reviewed: Issue 8 AM

Simple but ultra-addictive puzzle game, best with two players but still great with one. May get a UK release as *Carbuncle's Avalanche*.



87 PERCENT

- ⊕ Infinitely playable, cute, Japanese madness
- ⊖ Audio drives you mad

POCKET MONSTERS STADIUM

Publisher: Compile | Price: Import | Reviewed: Issue 19 AM

Strange creatures battle each other in Nintendo's big Japanese hit – which is as dull as ditchwater if you're not a small child.



46 PERCENT

- ⊕ Cute, looks great
- ⊖ Very dull, needs Game Boy game

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

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

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

RAKUGA KIDS

Publisher: Konami | Price: £39.99 | Reviewed: Issue 21 AM

Very strange but playable beat-'em-up, aimed squarely at younger players. Graffiti creations come to life and start fighting. Strange.



79 PERCENT

- ⊕ Fast and colourful, funny to watch
- ⊖ No skill needed

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

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*

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



64 SCORE Sports



CUP WINNERS

1	ISS '98	95%
2=	World Cup '98	93%
2=	ISS 64	93%
4=	NFL Quarterback Club '99	90%
4=	Let's Smash	90%

GOING HOME IN AN AMBULANCE

St Andrews Golf	10%

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SCARS

Publisher: Ubi Soft | Price: £44.99 | Reviewed: Issue 21 | RK

Futuristic racing game with cars based on animals. Good as a multiplayer event, okay for solo players, but it's not that long-lasting.



87 PERCENT

- ⊕ Different, good handling
- ⊖ Few tracks

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.



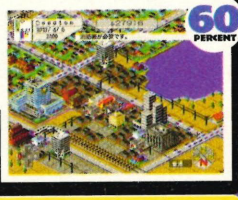
58 PERCENT

- ⊕ Good snowspeeder bit
- ⊖ Other parts pants, embarrassing cutscenes

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

SNOWBOARD KIDS

Publisher: THE Games | Price: £39.99 | Reviewed: Issue 11 | RK

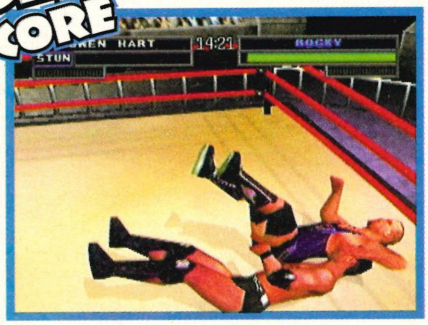
Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons.



83 PERCENT

- ⊕ Imaginative courses, weapons
- ⊖ Fairly short-lived

64 SCORE Beat-'em-ups



BLACK BELTS

1	WWF Warzone	90%
2	WCW Vs NWO Revenge	87%
3	Mortal Kombat 4	86%
4	WCW Vs NWO World Tour	83%
5	Bio Freaks	82%

BLACK EYE

Clayfighter 63⅓	8%

SPACE STATION: SILICON VALLEY

Publisher: Take 2 | Price: £49.99 | Reviewed: Issue 20 | RK

Bizarre but very playable platform/action/puzzle hybrid involving the assimilation of robot animals. Excellent.



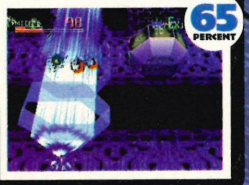
87 PERCENT

- ⊕ Different, lots to do, funny animals
- ⊖ Graphics crude in places

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

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.



92 PERCENT

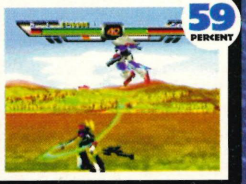
64 MAGAZINE SMASH

- ⊕ 15 worlds, lots of treats
- ⊖ Now looks stark and empty

SUPER ROBOT SPIRITS

Publisher: Banpresto | Price: Import | Reviewed: Issue 20 | RK

Rather poor anime robot beat-'em-up that can be beaten by hitting one button repeatedly. A skill-free zone – avoid it!



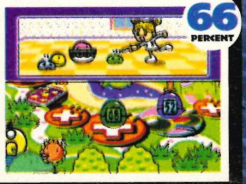
59 PERCENT

- ⊕ A few nice effects
- ⊖ No skill needed, looks unfinished

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

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*

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

TUROK 2: SEEDS OF EVIL

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 21 | AM

Massive sequel to *Turok* and a lot better, with a fantastic deathmatch game and hi-res graphics. Let down slightly by its repetitive nature.



90 PERCENT

64 MAGAZINE SMASH

- ⊕ Hi-res graphics, great deathmatch
- ⊖ Long corridor sections

TUROK: DINOSAUR HUNTER

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 2 | DB

A good blast with excellently destructive guns let down by massive fogging and too much reliance on jumping onto tiny platforms.



70 PERCENT

- ⊕ Excellent weapons
- ⊖ Annoying platform elements, fog

V-RALLY '99

Publisher: Infogrames | Price: £39.99 | Reviewed: Issue 21 | RK

Disappointing PlayStation port that isn't even as good as the PSX original, and still falls a long way short of the ageing *Top Gear Rally*.



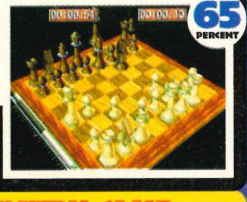
69 PERCENT

- ⊕ Lots of cars and courses
- ⊖ Poor controls, lots of slowdown

VIRTUAL CHESS

Publisher: Titus | Price: £49.99 | Reviewed: Issue 19 | RK

It's a chess game. It's pretty good as a brain-bending pastime, but ultimately, animated pieces aside, it's still a chess game.



65 PERCENT

- ⊕ Plays at a high level
- ⊖ Animated scenes get annoying

WAIALAE COUNTRY CLUB

Publisher: Nintendo | Price: Import | Reviewed: Issue 18 | ST

Revolting golf game based far too closely on *Augusta Masters*, which was also as welcome as a sloppy floater. Absolute garbage.



15 PERCENT

- ⊕ Games can't get that much worse
- ⊖ Where should we start?

NINDEX



WAR GODS

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 6 AM



40 PERCENT

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay.

- ⊕ A few amusing fatalities
- ⊖ Pathetic combat, stupid fighters

WAVE RACE 64

Publisher: Nintendo Price: £59.99 Reviewed: Issue 1 SW



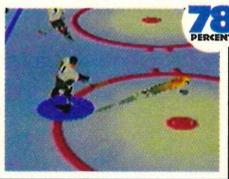
83 PERCENT

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion.

- ⊕ Realistic water action, great control
- ⊖ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 5 DB



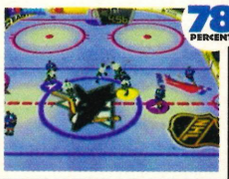
78 PERCENT

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*.

- ⊕ Very fast, easy to get into
- ⊖ It's ice hockey, dated

WAYNE GRETZKY'S 3-D HOCKEY '98

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 10 RK



78 PERCENT

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game.

- ⊕ See first *Gretzky* game
- ⊖ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

Publisher: THQ Price: £54.99 Reviewed: Issue 9 RK



83 PERCENT

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people.

- ⊕ Good multiplayer game
- ⊖ Slightly clumsy, not as good as *WWF Warzone*

WCW VS NWO REVENGE

Publisher: THQ Price: £49.99 Reviewed: Issue 20 BL



87 PERCENT

Updated wrestling game that plays slightly better than *WWF Warzone*, but doesn't look as polished with slightly blocky wrestlers.

- ⊕ Real wrestlers, lots of moves, weapons
- ⊖ Bad music

WETRIX

Publisher: Ocean Price: £39.99 Reviewed: Issue 16 RK



86 PERCENT

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams.

- ⊕ Keeps bringing you back, cool idea
- ⊖ Weak two-player game

WHEEL OF FORTUNE

Publisher: Gametek Price: Import Reviewed: Issue 10 RK



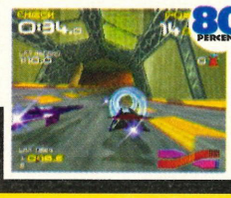
30 PERCENT

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks."

- ⊕ Spin the wheel and the Rumble Pak rattles! Ooh!
- ⊖ American questions

WIPEOUT 64

Publisher: Midway Price: £49.99 Reviewed: Issue 21 RK



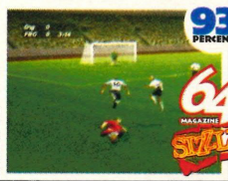
80 PERCENT

Fast-paced PlayStation conversion which works well as a one- or two-player game, but sstruggles after that. Still worth considering.

- ⊕ Great music, superb controls
- ⊖ Pop-up, few tracks

WORLD CUP '98

Publisher: EA Sports Price: £54.99 Reviewed: Issue 14 RK



93 PERCENT

EA finally got it right, but then this was their third attempt. Very good soccer game based around the now-historic 1998 World Cup.

- ⊕ Official licence, sharp controls
- ⊖ We know the Frogs won

WORLD SOCCER 3

Publisher: Konami Price: Import Reviewed: Issue 9 RB



86 PERCENT

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version!

- ⊕ All the playability of the *ISS* games
- ⊖ Loads of Japanese text

WWF WARZONE

Publisher: Acclaim Price: £59.99 Reviewed: Issue 17 RK



90 PERCENT

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people.

- ⊕ The best wrestling game on the N64
- ⊖ It's wrestling...

XG2

Publisher: Acclaim Price: £49.99 Reviewed: Issue 20 RK



70 PERCENT

A very disappointing sequel to *Extreme G*, slowed down far too much and racing through murky, ill-defined backdrops.

- ⊕ Improved deathmatch game
- ⊖ Poor controls, dark, jerky

YOSHI'S STORY

Publisher: Nintendo Price: £49.99 Reviewed: Issue 13 RK



79 PERCENT

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't.

- ⊕ Beautiful graphics, cute
- ⊖ Way too easy, sickly-sweet

64 SCORE Racing



TOP GEARS

1	F-1 World Grand Prix	94%
2	F-Zero X	90%
3	S.C.A.R.S.	87%
4	Diddy Kong Racing	86%
5	Top Gear Rally	85%

BLOWN EXHAUST

Cruis'n USA	22%

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Want to know who wrote the original review? Put a name to the initials here!

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64 MAGAZINE NEXT ISSUE

98 DUKE NUKEM'S BACK – AND HE'S NOT HAPPY!



WANT SOME OF THIS!

Plus reviews of *Star Wars: Rogue Squadron*, *South Park*, *Penny Racers*, *Starshot: Space Circus Fever*, *Nightmare Creatures*, *Micro Machines*, *Fighting Force 64*, *Fox Sports College Hoops* and any other stuff that drops into our lap. That's assuming they don't all get delayed or something. It's a business built on hope, is ours, and we can only pray that... [continued next issue]

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Newsagent information

64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your local wholesaler.

64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

Ninfo!

Mail Address
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Annual Subscription Rates
UK: £30 Europe: £36 Rest of World: £46

Printed by Duncan Web Offset, Passmore Plant, Tovil, Maidstone, Kent, ME15 6XA.
Distributed by Seymour, 1st Floor, 86 Newman Street, London, W1P 3LD. Tel: (0171) 396 8000

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ISSN 1366 6266

Dead pool this issue: Christmas deadlines; waiting until print day for an artwork CD which turns out to be the wrong one; post-*Zelda* game suckage; crowd-surfing Scousers; pushy double glazing salesmen.

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