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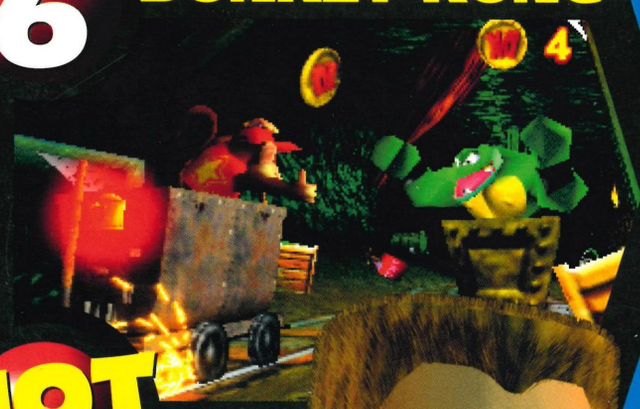
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64 MAGAZINE

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PAGE 6 DONKEY KONG



HOT NEWS!

EXCLUSIVE

DUKE NUKEM ZERO HOUR

Guns, shades and crap one-liners – the Duke is back for more!



STAR WARS ROGUE SQUADRON

HUGE review and MASSIVE strategy guide!



All The Biggest New N64 Games!

MICRO MACHINES

8-player miniature madness!

PLUS!

PAGE 38



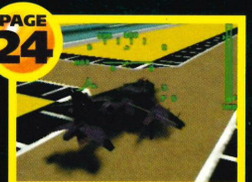
SOUTH PARK
REVIEWED: IS IT FUNNY, OR A JOKE?

PAGE 23



MARIO GOLF
GO GOLFING NINTENDO-STYLE!

PAGE 24



HARRIER 2001
TAKE TO THE AIR AND KILL SOME TERRORISTS!

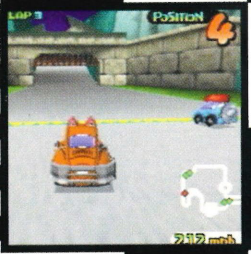
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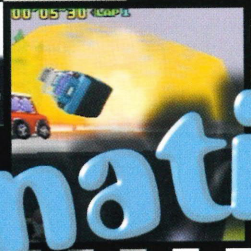
Endless Variations...

PENNY RACERS









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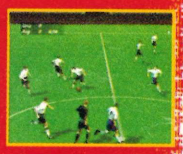
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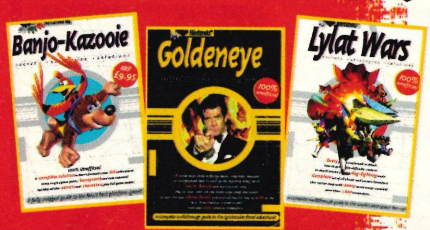

Yoshi's Story


Diddy Kong Racing


Mario 64


Mario Kart 64

THE BOOKS



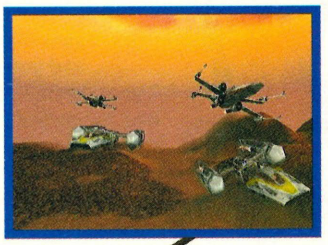


Turn to page 88 to subscribe!

Issue 23

64 MAGAZINE







You Rebel scum! Throw sand in Darth Vader's respirator and do your part to restore freedom to the galaxy...

30 STAR WARS: ROGUE SQUADRON

64 MAGAZINE SIZZLER



REVIEWS

SOUTH PARK

38 Oh my God, they killed Kenny's reputation! When the laughter stops, what's left?



MICRO MACHINES 64 TURBO

46 Madcap fun if you've got seven friends to play with. That's Andy disqualified, then.



CHAMELEON TWIST 2

44 The first game was far too easy and its hero didn't look anything like a chameleon. What about the sequel?



PENNY RACERS

50 Another tiny car racing game! Is it worth your pennies, or is it more of a 'spending a penny' experience?



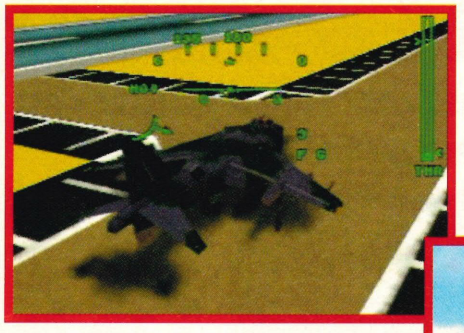


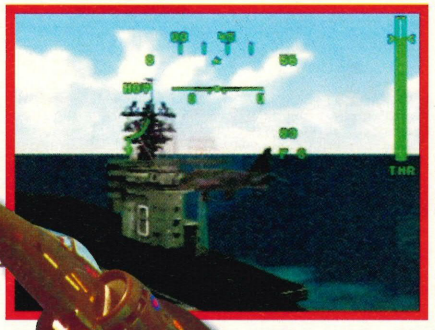
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FEATURE

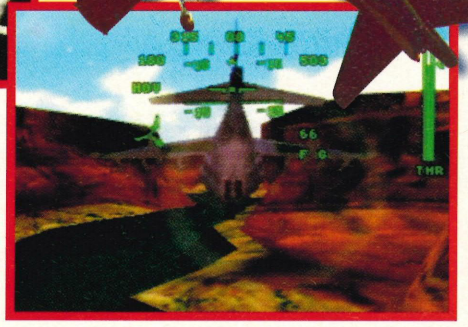
PARADIGM SHIFT

24 Behind the scenes with sim specialists Paradigm!









REGULARS

06 **64 Showcase** *Donkey Kong 64* confirmed! New *Jet Force* shots! *Perfect Dark* snippets! Yay!

12 **When I'm 64** Write to us about horses and watch us ignore you in favour of N64 stuff.

88 **Subscriptions** A whole bunch of ready-saving special offers and the like.

90 **Nindex** All the games we've ever reviewed ground down into a thick meaty paste.

98 **Next Issue** Astoundingly, we actually know what we'll be doing next month!

GAME BUSTERS

52 **Cheat Central** Three packed pages of trickery.

56 **ScoreZone** High scores ahoy! Are you one of the world's best N64 gamers?

62 **Rogue Squadron** Part one of our massive complete guide to every mission!

72 **Body Harvest** The end is in sight – just a few million bugs to kill first!



64SIGHT

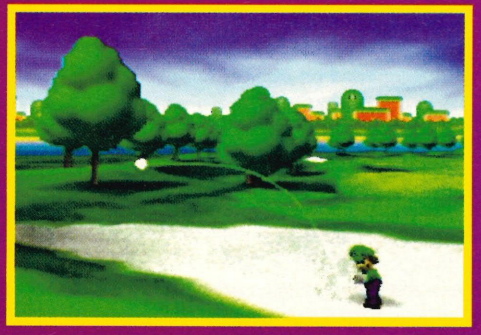
16 **Duke Nukem** Zero Hour approaches, and only the Duke can stop it!

20 **Tonic Trouble** Vomiting alien causes trouble. Quite.

22 **All-Star Tennis** Women with short skirts (but beefy legs) hit balls.

23 **Mario Golf** Stumpy Italian plumber dons plus-fours.





EDITORIAL

As I write, it's the first week back in the office after the New Year, and already things are looking grim. I don't mean Roy's sweating, flu-ridden face or having to return to office coffee after getting used to the good stuff over the holidays either.

What I'm talking about is the game situation. Where are they? There was the pre-Christmas rush of big names (*Zelda*, *Turok 2*) followed by the January flurry of hold-overs that weren't quite ready for the holiday season (*Rogue Squadron*, *South Park*). Beyond that...

There are definitely some big and much-anticipated games due to reach the N64 this year, not least no fewer than five titles from British übercoders Rare. Other games on the hotlist are *Quake 2*, *Shadowman* and a brace of *Star Wars* games to tie in with the approaching Episode 1 (please god, don't let it be called *The Phantom Menace*!) But these games are all spread out thinly across the year, and in between comes a raft of stuff that it's hard to imagine would light anybody's fire. Is anyone really gnawing their nails down to the bone in anticipation of *Twisted Edge Snowboarding*? For that matter, does the mere presence of Mario make anyone require a change of pants at the thought of *Mario Party*?

You might argue that it doesn't really matter – after all, how many people regularly buy more than one game a month even at the best of times? As long as there's at least one top-notch new title available, players should be okay. But that's not really the point. Look at the PlayStation, with its 300-odd games. Obviously a lot of them are going to fit in with Sturgeon's Law – "90 percent of everything is crap." But the ten percent that aren't crap consist of a much larger number of titles than on the N64. They're not all *Zelda*, but then nor are the N64's top games either.

The routine goes as follows. Buy *Zelda*. Play it to death. Buy *Rogue Squadron*. Play it to death. Buy, er... what? What's the next must-buy game, and when does it come out? Easter is when the next batch of biggies is due, and that's quite a wait.

It's an old problem – games tend to be released in clumps around the holiday seasons, which is bad for the N64 because the smaller number of games means a lot of very barren patches. Doh!

Still, at least we in the office have a good idea of when *Perfect Dark* is due out (can't tell you just yet – sorry!) We'll be counting the seconds until then...

Andy McDermott, Editor

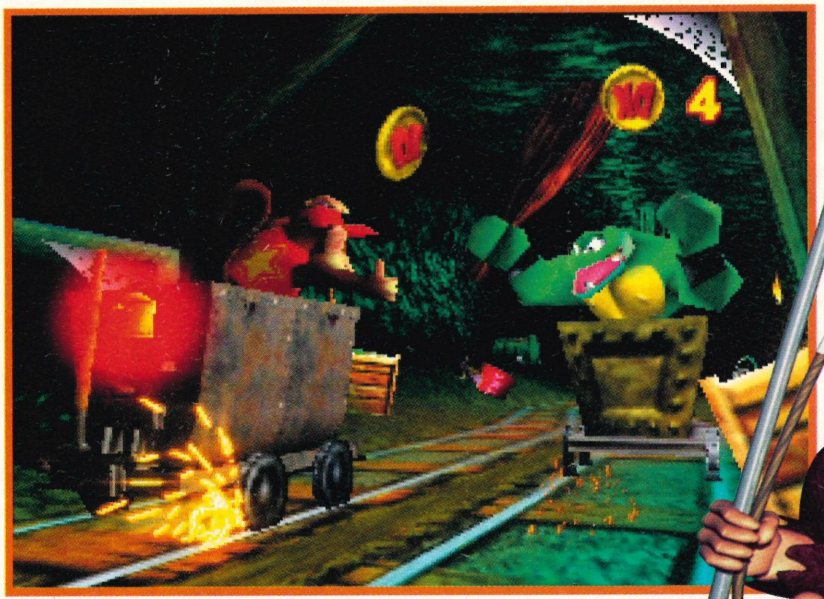
the 64 showcase

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KONG IS KOMING!

Rare finally confirms Donkey Kong 64 is on the way - but won't say exactly when...



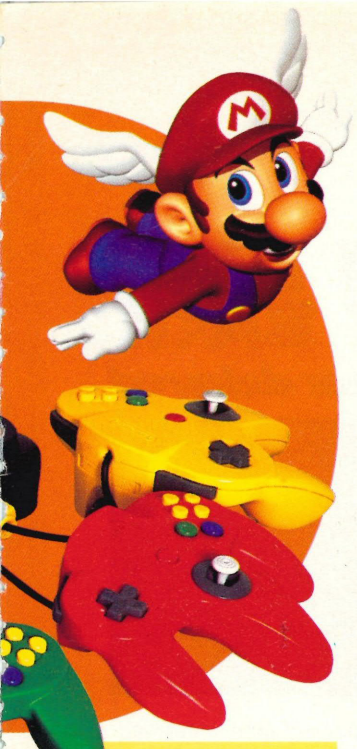


Donkey Kong 64: minecarts are back in fashion!

They could deny it all they wanted, but everyone knew that Rare's creative bods were secretly cracking away on *Donkey Kong 64* – hell, they let it slip to us way back in issue 5! Finally, the reclusive company has officially confirmed the worst-kept secret in N64 gaming – *Donkey Kong 64* exists!

Apart from that, though, Rare is still keeping the details to itself. No release date has been set (since they've got four other games – *Jet Force Gemini*, *Perfect Dark*, *Banjo-Tooie* and *Twelve Tales: Conker 64* – due out this year, they're already a bit busy) and there has only been one screenshot made public.

Donkey Kong 64 will be coming out under Nintendo's name, rather than being a Rare product, so in all likelihood Nintendo will be hoping to release the game just before Christmas so that it will be this year's *Zelda*. Having said that, both Nintendo and Rare are notorious for their perfectionism, meaning that if they don't think the game is ready, they won't release it. Sound familiar?



US BY US

In which the 64 Mag Massive was forced to draw self-portraits...

Andy McDermott



Our cartoonist (the cheating git!) gets his expression dead right.

Roy Kimber



We ask you, is that the face of a future serial killer, or what?

Ben Lawrence



Pablo Picasso's grandson does a very accurate rende!

Nick Trent



It's Desperate Dan meets Vyvian – just like real life!

Plus! Russell Murray
Adam Boussada

Get Set For Jet

New Jet Force Gemini screenshots

Fresh from Rare is this new batch of *Jet Force Gemini* screenshots. We're just going to let them speak for themselves...













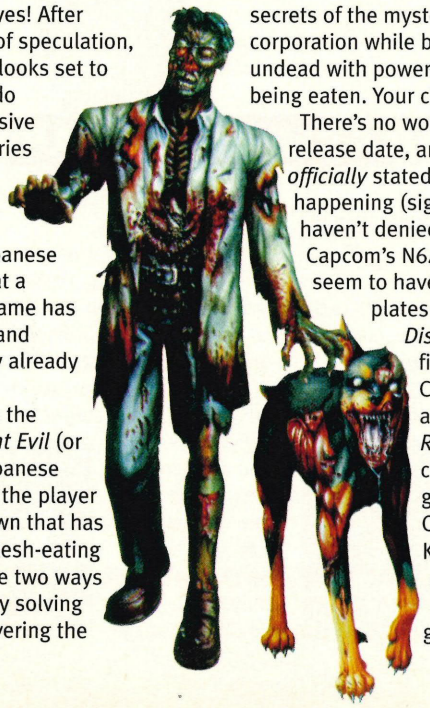


HATEFUL DEAD

RESIDENT EVIL COMING TO THE N64!

Yes, yes, yes! After months of speculation, Capcom looks set to unleash a Nintendo version of its massive PlayStation hit series *Resident Evil*. Capcom bigwig Yoshiki Okamoto confirmed in a Japanese N64 magazine that a scenario for the game has been completed, and programming may already be under way.

For those not in the know, the *Resident Evil* (or *Biohazard*, the Japanese name) games see the player dropped into a town that has been overrun by flesh-eating zombies. There are two ways to leave – either by solving puzzles and uncovering the secrets of the mysterious Umbrella corporation while blasting apart the undead with powerful handguns, or by being eaten. Your choice!



There's no word yet on a possible release date, and Capcom hasn't *officially* stated the game will be happening (significantly, they haven't denied it either) but since Capcom's N64 programmers don't seem to have much else on their plates now that *Magical Disney Tetris* has been finished, it's possible Capcom may be aiming to have *Resident Evil 64* clawing out of the grave in time for Christmas. What with Konami's *Castlevania* and now this, 1999 may turn out to be a good year for horror!

Zelda Big Sella

MIYAMOTO MEGAGAME MAKES MILLIONS!

As expected, Nintendo's *The Legend Of Zelda: Ocarina Of Time* did massive business over Christmas. By Christmas Eve, the game had sold over 220,000 copies! This means that in just two weeks, *Zelda* had sold nearly as many copies as *Goldeneye* had in nine months.

Zelda grossed a total of £12 million by Christmas. To put this in perspective, if *Zelda* had been a film, it would have been the second-biggest film in Britain in 1998 – only *Titanic* made more. In the States, *Zelda* sold 2.5 million copies and raked in a staggering $150 million (about £96m).



Strangely, *Zelda* didn't seem to encourage people to buy the N64. The console (packaged with either *Super Mario 64* or *Goldeneye*) only sold 77,000 units around Christmas, compared to 84,000 the year before, and only about half the number of PlayStations that Sony flogged during December. While *Zelda* is a big name among Nintendo owners, it's not so well-known among the general public – unlike *Goldeneye*, which was the big game for Christmas 1997 and probably helped shift more than a few N64s.

The message for Nintendo is clear – it needs to stop treating the British market like an afterthought and start putting some real money into advertising. There's no point having the best games in the world if nobody knows about them!

PERFECT DARK TINY SNIPPET

The rustling grapevine brings us *Perfect Dark* news, which Rare won't confirm (but then it never does). *Perfect Dark* apparently *will* support the Expansion Pak, and *will* have a two-player co-operative mode as well as the four-player deathmatch. In which you can ride the hoverbikes into battle. Ooh!

NEWS NUGGETS

ON THE UP – N64 sales in Japan rocketed in the wake of *Zelda's* release, with nearly a ninefold increase in the number of machines shifted per week. When *Pikachu Genki Dechu* appeared, though, *18 times* more machines than usual were sold...

WE'RE GOING BALLISTIC! – At one time a Microprose game, before the sim specialists decided to give consoles a miss, *Top Gun* is now going to buzz the N64's tower thanks to Titus. At least the film was a bit better received than the inspiration for the French company's other big movie game, *Blues Brothers 2000*...

SNAP SHOT – Yet another 64DD title heads for cartridge, as Nintendo's *Pocket Monsters Snap* moves away from the Dark Side. The 64DD's future, even in Japan, has never looked bleaker...

WIPED OUT – Midway's *Wipeout 64* has been delayed after reports of bugs in the French version of the game. The problem shouldn't be present in the UK, since it appears to be linked to the slightly different French TV system, but Midway wants to be safe. The game will now ship sometime in February...

RUMBLED – An N64 controller was spotted pretending to be a hi-tech gadget in weird sci-fi series *Lexx*. Are the producers clever – or cheap?

TOP 10

Mario's a bit busy! Not content with just Mario Kart, he's now also doing Mario Party, Mario Golf and doubtless many more. So here are our suggestions for the Top Ten...

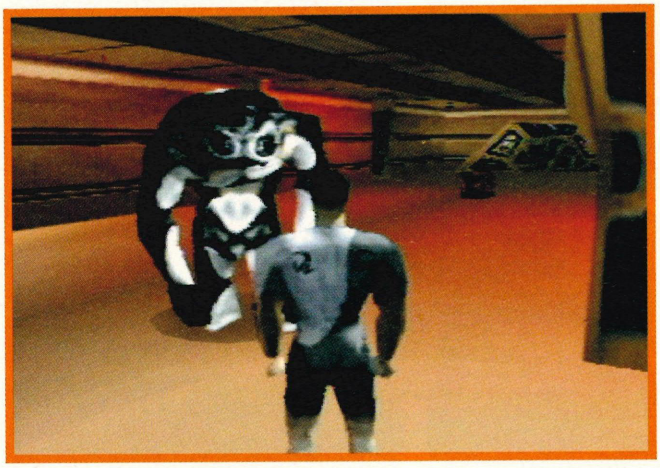
NEW MARIO GAMES

10: MARIO WRESTLING
9: MARIO ANN SUMMERS PARTY
8: MARIO CLEANING UP AFTER PARTY
7: MARIO TRAINSPOTTING
6: MARIO NUKEM
5: MARIO LOAN SHARKING
4: MARIO ARMAGEDDON
3: FULL MONTY MARIO
2: MARIO DOES DALLAS
AND AT NUMBER ONE...
1: MARIO GOES POSTAL

Survivor Croaks

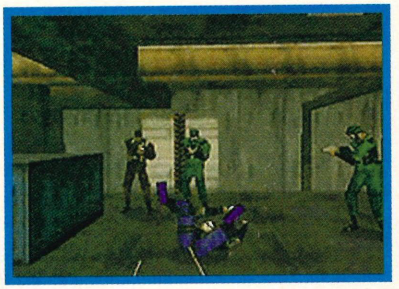
KONAMI KILLS AMERICAN GAME

Konami has quietly cancelled its first American-programmed game, *Survivor: Day 1*, which was planned for release this summer. *Survivor*'s fate was sealed when Konami's Japanese bosses decided that its development was progressing too slowly, and the game as it stood failed to promise anything groundbreaking. Preview versions seen at the E3 and ECTS shows last year suggested a *Mission: Impossible*-style game, which would be enough to put anyone off!



WIN BACK PUT BACK

Actioner delayed



Koei's anti-terrorist shooter *Win Back*, which was planned to have its Japanese release in the spring, has been sent back to boot camp for retraining. The game is now more likely to appear this summer.

The reason for the delay is that Nintendo has seen the game and decided that it's got the potential to be the N64's *Metal Gear Solid*, so is offering some technical help and recommending a bigger cart!

WE'VE GOT WORMS

Team 17 brings invertebrate carnage to N64

Good news for fans of multiplayer gaming – Yorkshire software house Team 17 has confirmed that it will be bringing *Worms: Armageddon* to the N64.

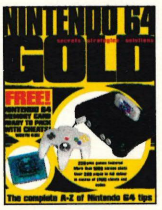
The original *Worms* was a multiplayer classic, an updated version of the ancient *Tank Battle* computer game where players had to fire shells over mountain ranges. *Worms* took this idea to the limit, each player controller a team of tooled-up invertebrates which can make use of a massive range of weapons, from ordinary grenades to exploding sheep.



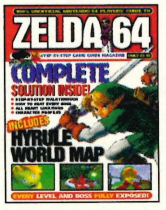
Worms: Armageddon adds improved graphics and a whole load of new weapons like the French Sheep (which runs around in flames) and the Indian Nuclear Test. A release date hasn't been set for the game yet, or even a publisher, but we're keeping our ears to the ground (and hoping nothing crawls into them).

ALSO AVAILABLE FROM PARAGON PUBLISHING...

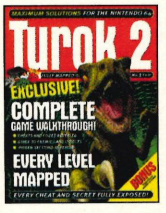
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TUROK 2 SOLUTION MAGAZINE
ISSN: 1463-7243
Written by our very own Roy Kimber, this fantastic 100 page special costs just £3.95 and takes you through every inch of the massive blood-soaked sequel, as well as featuring the full guide to the first game 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!

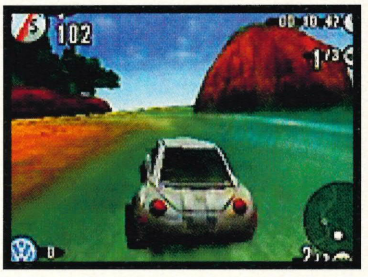


GIZMOS & GADGETS

Is on holiday in Bali, and will be back next issue!

BEETLE DRIVE

Need For Speed? That's all Volks!



Electronic Arts' long-running *Need For Speed* series is finally going to be driving onto the N64 – but it won't be called that any more. Instead, get ready for *Beetle Adventure Racing*.

EA has got an official licence from Volkswagen to fill its game with what has turned out to be one of the hottest things on four wheels, the new VW Beetle. Those hoping for the usual *Need For Speed* garage full of Ferraris, TVRs and the like may be disappointed, but the good news is that the game is being programmed by Paradigm, creators of the spectacular *F-1 World Grand Prix*. The game promises exploration as well as racing (hence the name) and is set in weird environments like a prehistoric island!

Not much else is known about the game as Paradigm weren't allowed to say a lot about it (see the feature on page 24 this issue) but as soon as the veil of secrecy is lifted, we'll bring you all the news we can on *Herbie: The Next Generation...* er, *Beetle Adventure Racing*!

Dragon Fly

NEW FIGHTING GAME HITS THE UK



If you're desperate for a beat-'em-up for your N64, Interplay may have just the thing for you. February sees the release of *Flying Dragon Twin*, a kind of two-in-one fighting game.

One half of *Flying Dragon Twin* is your standard 'hard blokes and birds bash each other about' kind of thing, while the other half is a bit weirder. Super-deformed characters bash each other about, but there's a sort of RPG aspect as the fighters try to obtain special items that increase their fighting skills.

If this all sounds somewhat familiar, it's because *Flying Dragon Twin* is a PAL conversion of the Japanese game *Hiryu No Ken Twin* (aka *Art Of Fighting Twin*), which we reviewed when the universe was somewhat smaller than it is now, a long time ago in issue 10. We'll have a review of the newly-translated UK version next issue.



64 MAGAZINE CHARTS

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Chart Comment

Zelda not at number one shocker! While everyone in the world wants the game, there's a slight problem in that there aren't enough copies to go around – *Zelda* quickly sold out! This allowed the freshly-stocked *Turok 2*, which had suffered last month from a delayed launch, to sneak past and take number one with a bullet. Well, many bullets. And a few anti-personnel rockets. Nintendo's games made a strong showing over Christmas, with oldies like *Wave Race* and *Pilotwings* making a return thanks to seasonal discounts.

Chart Compo

Almost everyone expected *Zelda* to be number one, and the lone entry that didn't failed to get the rest of the top three correct, so no winner this issue. Better luck next time!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	Turok 2: Seeds Of Evil	Acclaim	90%
2	1	The Legend Of Zelda	Nintendo	98%
3	–	V-Rally	Infogrames	69%
4	3	1080° Snowboarding	Nintendo	80%
5	2	F-1 World Grand Prix	Nintendo	94%
6	4	WCW/NWO Revenge	THQ	87%
7	5	F-Zero X	Nintendo	90%
8	7	Banjo-Kazooie	Nintendo	95%
9	6	Body Harvest	Gremlin	85%
10	11	Mission: Impossible	Infogrames	48%
11	–	Mario Kart 64	Nintendo	78%
12	18	Diddy Kong Racing	Nintendo	86%
13	–	Wave Race	Nintendo	83%
14	17	Space Station: Silicon Valley	Take 2	87%
15	15	Goldeneye	Nintendo	95%
16	13	WWF Warzone	Acclaim	90%
17	12	ISS '98	Konami	95%
18	–	Pilotwings	Nintendo	74%
19	8	Buck Bumble	Ubi Soft	90%
20	–	Lylat Wars	Nintendo	88%

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WORTH OF GAME VOUCHERS

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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

FEBRUARY '99

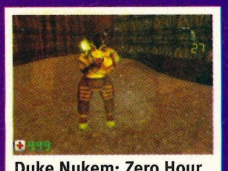
Battle Tanx	US	Feb
Blades Of Steel	US	Feb
Doraemon 2	Jap	Feb
GT World Tour	US	Feb
Hype:The Time Quest	US	Feb
In-Fisherman Bass Hunter 64	US	Feb
Mario Party	**UK**	**Feb**
Monaco Grand Prix	US	Feb
ODT	US	Feb
Rat Attack	**UK**	**Feb**
Shadowgate 64	US	Feb
Twisted Edge Snowboarding	**UK**	**Feb**
Ultraman Battle	Jap	Feb
Wipeout 64	**UK**	**Feb**

MARCH '99

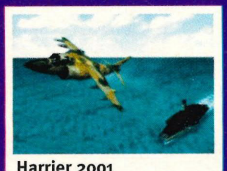
All-Star Tennis '99	**UK**	**Mar**
All-Star Tennis '99	US	Mar
California Speed	US	Mar
Castlevania 64	**UK**	**Mar**
Castlevania 64	US	Mar
Duke Nukem: Zero Hour	**UK**	**Mar**
FIFA '99	**UK**	**Mar**
FIFA '99	US	Mar
Hybrid Heaven	**UK**	**Mar**
Hybrid Heaven	US	Mar
Michael Owen WLS '99	**UK**	**Mar**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

APRIL ONWARDS

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



Duke Nukem: Zero Hour



Harrier 2001

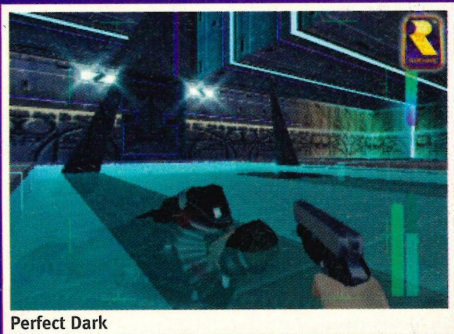
NO CONFIRMED RELEASE DATE

40 Winks	**UK**	**TBC**
All-Star Tennis '99	**UK**	**TBC**
Animaniacs Ten Pin Alley	US	TBC
Asteroids	**UK**	**TBC**
Banjo-Tooie	**UK**	**TBC**
Battlezone	US	TBC
Castlevania 64	Jap	TBC
Command And Conquer 64	US	TBC
Contra Spirits 64	Jap	TBC
Daikatana	US	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
Gex 3: Deep Cover Gekko	US	TBC
Ghouls & Ghosts	Jap	TBC
Goemon 2	**UK**	**TBC**
Harrier 2001	US	TBC
Hercules	US	TBC
Jeff Gordon XS Racing	US	TBC
Jet Force Gemini	**UK**	**TBC**
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	US	TBC
Magic Flute	Jap	TBC
Mario Artist series	Jap	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
NFL Blitz 2000	US	TBC
Nuclear Strike	**UK**	**TBC**
ODT	**UK**	**TBC**
Ogre Battle 3	Jap	TBC
Perfect Dark	**UK**	**TBC**
Pokemon Snap	Jap	TBC



Jet Force Gemini

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**
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
Vigilante 8	**UK**	**TBC**
War: Final Assault	US	TBC
Wetrix 2	**UK**	**TBC**
Wild Metal Country	**UK**	**TBC**
Xena: Warrior Princess	US	TBC



Perfect Dark

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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, even if you include an SAE, so don't!

STAR PRIZE

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

STAR LETTER

WIN! £170 of N64 kit!

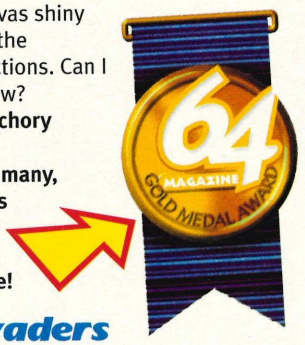
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Reflections In A Canvas Mirror

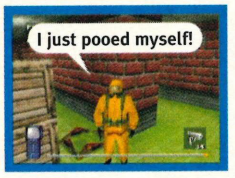
Dear 64 MAGAZINE,
I am writing to tell you what the 'polished cheat' in *WWF Warzone* is, in reply to Jonathan Magill's question in issue 21's Ask Andy column. It makes the ring and canvas shiny so you can see the wrestlers' reflections. Can I get my medal now?
Graeme Sharp, Banchory

Graeme was one of many, many wrestling fans who answered the question. Here's your medal, Graeme!



Space Invaders

Dear 64 MAGAZINE,
I'm writing to ask why the hell do crap games like *Mission: Impossible* get six-page reviews and top quality games like *SCARS* and *WCW/NWO Revenge* only get a measly two pages?



Also, are there any ways to access any other characters on *Revenge* besides the ones on Champion mode? By the way, top class mag.
James Broadbent, Pudsey

The number of pages a game gets is allocated at the start of the month according to A: how big it is (in terms of expectations) and B: how many games we expect to get in. If more games than planned arrive for review, the ones that arrive last get the least space because the other review pages are already finished.

Great, another wrestling question I can't answer! Readers? Help?

German Gorehound

Dear 64 MAGAZINE,
I'm writing all the way from Germany and I am a big fan of gory games like *Mortal Kombat*. The problem is that games like *Duke Nukem*, *Mortal Kombat*, *Quake* and *Doom* aren't allowed in Germany. Games like *Turok* and *Turok 2* are allowed only because the gore has been cut out. In the first *Turok* game they went so far as to replace everything that bleeds with stupid robots, which made the game a bit boring. *Goldeneye* hasn't even been released and German magazines aren't allowed to print anything about it. Only because of bloody stains on the enemies' trousers!

How come gory games aren't allowed? It's stupid! Do the people responsible for this think that a child who plays *Duke Nukem* will run into school next day armed with a shotgun and kill his teachers? It just isn't fair to German shoot-'em-up fans.

These were the reasons why I subscribed to your mag. The first one is that your mag is better



Turok 2: **splat burst eek. Except in Germany.**

than any other magazine that you can buy in England or Germany. (By the way, do you know the German magazine *64 Power*? Almost everything in it looks like your mag. The only difference is that there isn't a guide in every issue and there isn't anything that even looks gory.) The second one is it's the only way for me to get information about games like *Duke Nukem: Zero Hour*.

I still have some questions. Is it still possible to get hold of a game guide for *Duke Nukem*? The second question is, is *Sim City* coming out in the UK? I've seen it listed in mail order adverts, but I thought it was only being released in Japan.

Keep up the good work!
Peter Burbidge, Oelde, Germany

And we thought we had a patronising, mollycoddling, reactionary system of institutional censorship in Britain! There's a certain irony in the best-selling N64 game in Europe (*Goldeneye*) being banned in the country that is home to Nintendo's European division...

There has never been any kind of link proven between videogame violence and real-life violence, yet politicians and tabloid editors love to pick on videogaming because it's a convenient scapegoat which middle-class, middle-aged voters and readers don't understand and therefore fear. Government is all about making people believe you're the only defence against the horrors threatening their way of life. That most of these horrors don't really exist makes the job of defending against them even easier.

Phew. Little bit of politics there!

For a complete *Duke Nukem* guide, you could try ordering issue 11 from our back issues department, although we only have a couple left, so be quick! Infogrames are supposedly going to release *Sim City 2000*, although we've had no news of a date.

***64 Power* is a licenced version of 64 MAGAZINE – we've got foreign language editions all over the world, y'know!**

Preview Pains

Dear 64 MAGAZINE,
Whenever you do a preview on a game, you obviously play an unfinished version, otherwise you would have placed it in the review section of your mag. What I want to know is, after playing a game from an early stage of development all the way through until it's finally completed, doesn't it



make reviewing the game very difficult? I mean, if you do a preview on a game like, for example, *Wipeout* at a very early stage, there are three ships available, only one track and a lot of pop-up. Now obviously you're not going to write that in your preview! You're going to say "What we can determine from what we've seen is that with some tweaking and a lot of work *Wipeout* may be the game to snatch the racing crown from *F-Zero X*." It's not your fault, as the version you are playing is very early in development, but when it comes to reviewing the game and it still has not really improved it must be very annoying. So please tell me, is that one of the reasons you gave *Wipeout* the low score or am I just out on a limb?
Aliraza Rajan, Harrow
PS: Answer me this one question. Should Nintendo worry about the Sega Dreamcast or not?

We expect preview games to have shortcomings, bugs and problems – after all, they're not finished. As long as they're working enough for us to get an idea of what they'll be like when they are finished, we can live with that. If we get the final version of the game and it still has the same problems as the preview version, that's not so acceptable. *Wipeout* was improved over the preview version, but still had flaws that could have been dealt with, hence the score (which wasn't *especially* low).

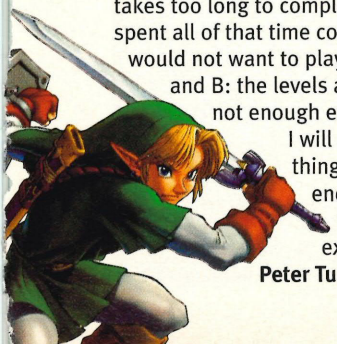


As for the Dreamcast, Nintendo needn't worry... yet. When more Dreamcast games come out things might change, but the opening line-up was nothing special.

The Man Who Doesn't Like Zelda

Dear 64 Magazine,
I have recently been reading all of the reviews in all of the N64 magazines about the so-called 'game of the century', *Zelda*. I agree that it is far superior in its category of a 3-D puzzle adventure sort of game. I am concerned that even before *Zelda* came out it was declared the best 3-D puzzle adventure game on the N64. This made me quite annoyed because no-one had even played the game and all they had to go on were pictures, peoples' opinion of the pictures and the creators' opinion of the game.

Do you think that *Zelda* really is the best game on the N64? My view is that it is not because A: it takes too long to complete and after you had spent all of that time completing the game you would not want to play it again for some time, and B: the levels are too long and there are not enough enemies.



I will credit the game for three things – there are tremendous end-of-level bosses, you can ride a horse and it has excellent graphics.
Peter Turner, Woodford Green

That's probably the first time anyone's ever criticised an N64 game for having *too much* gameplay. May we therefore recommend *Star Soldier: Vanishing Earth* to you?

Respect Me! Worship Me!

Dear 64 Magazine,
I want my name in your mag because I want my friends to be jealous. I want to be known around the world, so whoever reads this, take note of my name and respect it!
Matt Elgar, Devon

I've had my name in the mag for nearly two years and *I* don't get any respect, so don't expect people to bow down before you in the street.

How Many Times Do We Have To Tell You?

Dear 64 Magazine,
I know your magazine is the best of the best but it could be improved by bringing out demos every month, or at least every three months. If this is not possible, why don't you make a CD compartment to put where the games cartridge goes and sell CD demos like the PlayStation?

I have five questions to ask you and I hope these won't be Ask Andy questions.

1: When is the 64DD coming out? And how much will it cost?
2: Is the Interactor Feel The Force worth getting?
3: Are there any cheats for *Lylat Wars*? If so, can you tell me them?
4: When *Zelda 64* comes out will it be better than *Banjo-Kazooie*?
5: How do you become a games reviewer? And how old do you have to be?

I would finally like to say carry on with the review pages, even if they are reviews of rubbish games. Keep me reading to the last word and finally, keep up the good work.
Louis Oliver, BFPO 31

Not sure that Nintendo would approve of us dishing out easily pirateable demos to run on the Doctor V64 cartridge copier, really...
1: It ain't.
2: If you like the vaguely nauseating feeling of being punched repeatedly in the kidneys by a feeble dwarf, then maybe.
3: No, so, er, no.
4: Yes.
5: The fickle finger of fate reaches down from the sky and touches you. You can be any age to review games, but if you're a professional it does help if you're old enough to be legally employed!

PRIZE WINNER

STAR LETTER

Grim Future?

Dear 64 Magazine,
By the time this letter gets published (if this letter gets published) *Zelda* fever will have engulfed the world. Everyone will have a copy (including myself) and Nintendo will have sold five copies for every N64 owner and three for every N64 sold or whatever, but I urge you to look to the future.

Nintendo have released *F-Zero X* and *Zelda* this Christmas with excellent third-party games like *Turok 2*, *Silicon Valley*, *V-Rally* and *Wipeout* also being released. But then in '99 we get a few decent titles such as *Castlevania*, *South Park*, *Rogue Squadron*, *Shadowman* and *Zero Hour* spread over four to six months, and then we get a big gap until *Mario 2*, *Donkey Kong 64* and *Perfect Dark*. During this time, all we have to look forward to are games like *Snowboard Kids 2*, *Rat Attack* and a bunch of American sports sims.

What I'm saying is, this all resembles the demise of the SNES with the arrival of 'Project Reality'. And with the Dreamcast and ever-increasing rumours of the fast development of the PlayStation 2 threatening Nintendo, will the big N be planning some new console next year? It will have to be revolutionary – just take a look at PC games which are increasing in popularity again. *Turok 2* on PC doesn't look half as good as *Sin*, *Unreal* or *Half-Life*!

Summing up, I am basically worried about the lack of revolutionary N64 games next year apart from *Perfect Dark* and the amount of time THE Games take to release a Nintendo game. Completely ignoring the ill-fated 64DD I just want you to assure me of the N64's future and that Nintendo won't give up next year due to the lack of games and produce another run of the mill console.
Joe Young, Bickerton

The party line on this would normally be "oh no, Nintendo have got loads of awesome stuff up their sleeve, you just wait and see." However, you've got a point. The number of games that I *personally* am excited about for '99 can be counted on the fingers of one hand – much of the rest falls into either the could-be-good-but-let's-wait-and-see category, or the oh-god-not-another-bloody-sequel/clone category. But I'm a depressive pessimist, so what do you expect?

Still, the N64 will keep going – its success in America assures us of that. The chances of a new Nintendo console appearing before the year 2001 are almost zero. As long as there are still really great games coming up for the N64 – and let's face it, the very best N64 games kick the arse of everything else – there's still hope. It's just a pity there aren't more of them!

64 Mag Goo Goo Ga Ga

Dear 64 Magazine,

I have been a subscriber to your magazine for a year now, after finding yours to be the best available. I appreciate the policy of always having a full version of a game before reviewing it, as you meticulously pointed out about *Turok 2* with your own brand of unique humour. I just have one point about your new look.

I can understand that magazines have to refresh their pages from time to time, but I thought that your previous look was much more professional and less, well, childish. There were a lot of letters in your early issues praising your adult look. However, your new view uses too many colours bunched together and less writing with more screenshots. I would rather hear about a game's ups and downs than look at shots which will spoil the game for me if I end up buying it. I can understand a few, but please ease up!

One more thing, and one which I have always wanted to find out about, is how does a company piece an N64 game together? Perhaps a feature on stage by stage of game creation would be nice. I know that Nintendo sends out developers' kits, but what happens then? What does a developers' kit contain? Before you say anything, I know you do not make the games yourself, but in your infinite superiority you must have a contact inside a gaming company that could tell you. I have always wanted to join a gaming team and create my own game, and I'd just like to know what goes on. How much does it cost to make an average game? For example, how much did *Goldeneye* cost to produce, and to which areas did the money go?

Congratulations and a great magazine, keep up the good work!

Joe Utichi, St Lawrence, Jersey

64orum

Christmas may come but once a year, but it's still damned inconvenient when it lands right on the most critical part of your deadline. As a result, we haven't had any responses to last issue's 64orum questions! Just to fill up a bit of space, we'll repeat them here – the world wants to know what you think!

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!

Nick, the art bloke, flew into a rage on hearing this, yelling something about how much he loved the overwhelming blacks of the old design and his loathing of the new Aeroplane font used for titles. He also added something like "They made me do it!" Still, that's the wacky world of market research for you.

Devkits (to throw in a completely gratuitous piece of industry jargon) vary depending on how rich the developers are. Well-heeled companies are kitted out with flashy purple Silicon Graphics machines for all, along with boards that connect them to an N64 for testing, while smaller teams often make do with one SG machine for handling Nintendo's development tools and a bunch of (much cheaper) high-spec PCs for working on level designs, music and the like. A couple of obscenely expensive flash ROMs, for showing off works in progress to the press, are also handy.

The End Of The Universe

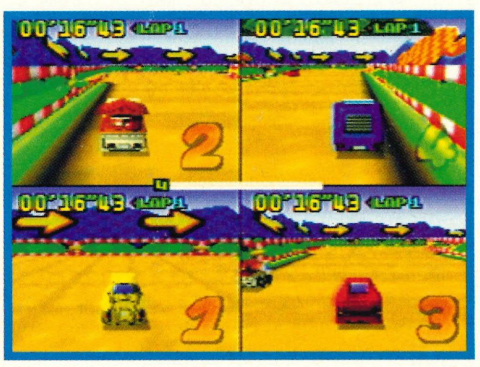
Dear 64 Magazine,

Now that *Zelda* has been released and reviewed, you're going to find yourself with a lot of magazine space to fill up. You might as well discard the whole 64sight section, because people don't want to read about *Survivor: Day 1* [not that they will any more – Ed] or *Penny Racers*. So, let's have a think about what's going to be there instead (no, you can't just cut a few pages out or stick in an *XG2* playing guide). You could have a Game Ideas page, where readers can write in and express their potentially *Zelda*-beating ideas. Or, preferably, where readers can mock other game ideas. There are plenty of other possibilities.

Secondly, I think you're too harsh on highly anticipated games, like *Turok 2* and *F-Zero X*. Even though they still got good marks (90%) you seemed to moan a lot throughout the reviews, discouraging readers from buying them. I rented *F-Zero X*, and thought it was excellent. You will not fully appreciate it until you realise it's five to one in the morning and you haven't blinked since six o'clock... I mean let's put things in perspective – you're telling me that *Bust-A-Move 2* is better than *F-Zero X*?

Andrew McNeill, Jordanhill

When the universe finally succumbs to entropy, the last words to be spoken will be "*Bust-A-Move 2* is better than *Zelda*, honest... aaarghh!"



***Penny Racers*: someone doesn't want to hear about it.**

Memory Card Losers

Everyone's fave part of the mag, unless they're in it! MCL is the dump for letters we'd rather you hadn't bothered sending us. Appear here and you owe us a memory card. And be sharp about it – we need to store our *Turok 2* saves somewhere...

Doesn't Grasp Business 1

Dear 64 Magazine,

Why don't you get together with all the other Nintendo magazines and create one big magazine that has everything in it? It would save everyone from having to spend lots of money on different magazines.

Peter Brainerd, Nottingham

Because they're our bitter rivals with whom we're locked into a circulation battle to the death? You know, capitalism and stuff.

Doesn't Grasp Business 2

Dear 64 Magazine,

Get rid of all those adverts! I'm fed up of you wasting pages that could be used for games with stupid crap that I don't want to buy. What kind of moron would spend 60p a minute on a phone cheats line or buy that stupid 'tidy cabinet'?

Jason O'Rourke, Stockport

Adverts keep the magazine's finances healthy and the management in Jeep Cherokees. You don't *have* to buy the stuff that's being advertised...

On The Scrounge

Dear 64 Magazine,

I didn't get any new games for Christmas. You must have loads that you don't play any more, so I think you should do your part to make one of your underprivileged readers happy and send me your spare games.

Ross Haynes, Gloucester

Oh boo hoo hoo. I bet you didn't get a camcorder either, but I'm not going to give you mine. What do you think, readers – should we punish Ross by sending him the worst game we've got in our cupboard?

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All-StarBaseball 99
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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
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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
Yoshi's Story

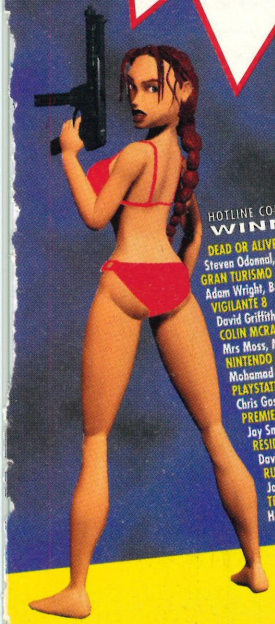


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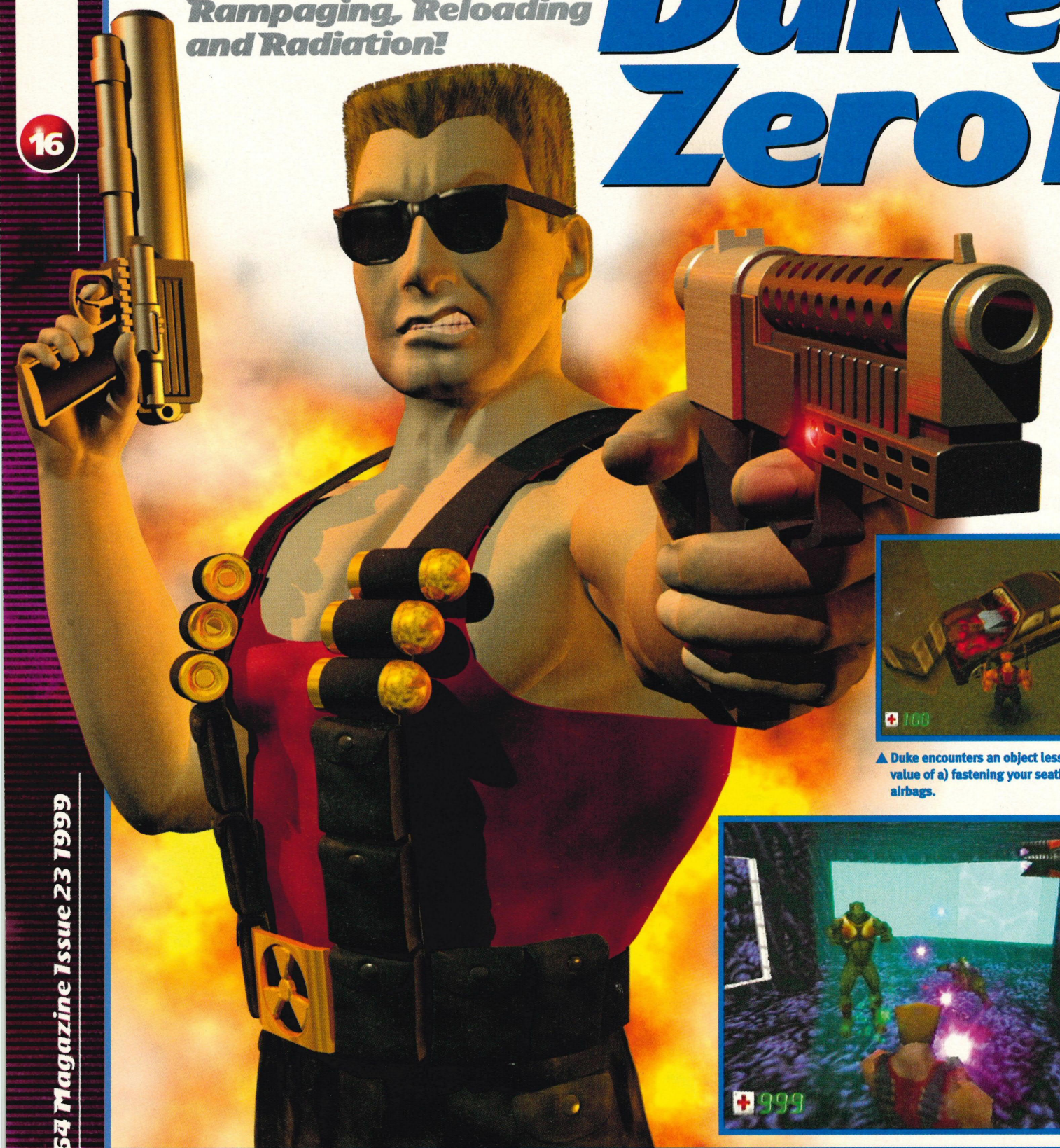
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INTERACTIVE TELCOM

Get ready to learn the three Rs, Duke-style – Rampaging, Reloading and Radiation!

Duke N Zero H





▲ Duke encounters an object lesson in the value of a) fastening your seatbelt, and b) airbags.



lukem: our

Who makes Bruce Willis look like Bruce Forsythe? Who makes Arnie look like Annie? Who makes Sylvester Stallone look like Sylvester the cat? Who makes Wesley Snipes look like Wesley Crusher? Who makes [enough – Ed]. Duke Nukem, that's who!

If you've been living down a mine for the past ten years, which is pretty unlikely as they've all been closed down, you might not have heard of Duke Nukem. He's a combination of just about every over-the-top action hero you can think of, a gun-toting hunk with a perfect flat-top haircut, who shrugs off injuries like being pierced through the chest by a girder as just a flesh wound and has a cheesy wisecrack ready on his sneering lips for every time he kills a bad guy. That's a lot of wisecracks.



▲ A later enemy is this giant lizard bloke with rotary machine guns where his hands should be. Bet he can't eat a Chinese meal with them.



DUKE NUKEM: ZERO HOUR

Publisher:	GT Interactive
Developer:	Eurocom
UK Release:	March '99



In case you were wondering, Duke's creators were taking the mick. That hasn't stopped Hollywood, that fabulous land of No Irony, from signing up the movie rights to *Duke Nukem*...

Aw, Does It Hurt?

Duke Nukem: Zero Hour is Duke's second visit to the N64. Originally called *Duke Nukem: Time To Kill* and planned to be similar to the PlayStation game of the same name, Duke's developers thought they could do better than the grey box's *Tomb Raider* in spades. So they have!

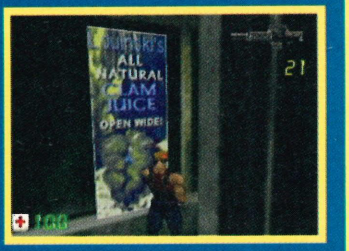




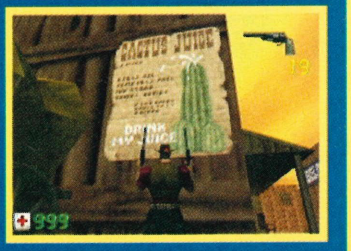
▲ What action game would be complete without a crashed helicopter or two? Hey look, there's Mike Smith!

Fnarr! Fnarr!

The developers of *Duke Nukem: Zero Hour*, being British, haven't missed a single opportunity for puerile double entendres. Good for them! Shop names, adverts, posters... Duke can hardly take a step without the flaring-nostrilled spirit of Kenneth Williams haunting him. But will Nintendo be quite so amused?











▲ A tank helps out by shooting at enemies – unfortunately, it's all too easy to be caught in the blast when the shells explode.

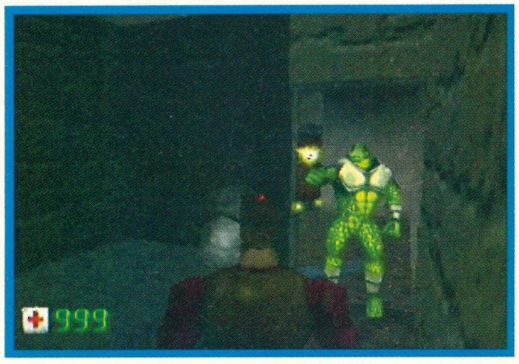




The only thing that the N64 and PlayStation games have in common is a time travel theme. The usual evil aliens have attacked Earth and kidnapped its babes, as they do, and to make sure that Duke Nukem can't foil them this time they've sent their forces back in time to conquer the planet before he was even born. Well, Duke isn't going to stand for this, so he follows them back into the past to introduce them to some friends of his – Mr Smith and Mr Wesson.

Duke Nukem: Time To Kill on the PlayStation turned Duke into Lara Croft, but with a slightly smaller chest – loads of leaping from platforms, solving puzzles and climbing things. N64 Duke naturally sneered at this and chose instead to kill lots of bad guys with heavy ordnance. There is some climbing about and the occasional key to locate, but most of Duke's time is spent running around with the comforting feel of a gun bucking in his hands. That's the way he likes it, baby!

Duke uses the *Turok* control system – C buttons to move, analogue stick to aim – but unlike Acclaim's feather-headed hero, Duke is visible on the screen at all times. The boy Nukem can run in one direction while shooting in another,





Golden Who?

Duke Nukem: Zero Hour's multiplayer mode has had some additions since the last time we saw it. On the usefulness front there's now a radar, which shows the direction of the other players with coloured dots that rotate around the edge of each player's display. There are also some extra multiplayer arenas in which Duke can riddle his doppelgangers with hot lead. There are three different multiplayer modes – Dukematch (kill 'em all), Last Man Standing (the survivor wins the round) and King Of The Hill (fight it out against the clock).



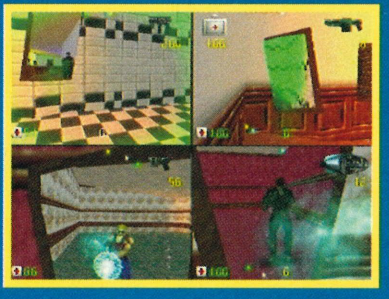
▲ Very cheeky! *Goldeneye* players might find that the Goldenguy level reminds them very strongly of the Stack...



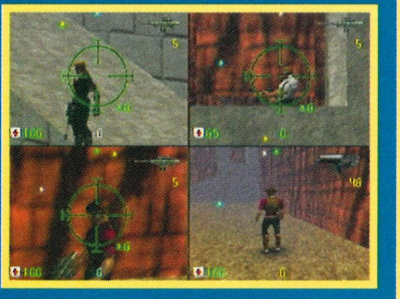
▲ Hive 8 has walls covered in pulsating tendrils and folds of brain – Yellow Pages? It's time I hired a cleaner!



▲ Castlemania takes place inside a spooky old castle, soon to be even spookier as new ghosts are created!



▲ There's some weird stuff going on in Mind Funk, as the fixtures and fittings slide around of their own accord.



▲ Rocky Knoll is perfectly designed for the use of sniper rifles, with plenty of sneaky vantage points.



twisting at the waist as he clumps along in his mighty DMs. With a gun in each hand, he's a veritable god of destruction!

Did I Break Your Concentration?

Duke's temporal travels begin in the present, where New York has fallen under alien attack, and quickly take him forward to a post-apocalyptic future where not even a nuclear winter can make our hero wear anything more warming than a t-shirt. A jaunt back to the Wild West pits Duke against the familiar Pig Cops, now dressed as cowboys and indians, then it's just a short hop to the fog of Victorian London. For some reason, the cobbled streets are rife with zombies, but they explode into bloody chunks when hit by high explosive ammo just like anyone else!

The last set of levels sees Duke head for the alien base to treat them to his special brand of peace talks – not so much "surrender or die!" as "surrender *and* die!" When the ultimate boss is destroyed, the world will be safe for Duke to grind out his gravel-voiced quips to appreciative babes once again.

Duke Nukem: Zero Hour will be punching its way onto the N64 in March – stay with 64 MAGAZINE for the full two-fisted review next issue!



Those boys at Eurocom – what cards! Near the end of the first level is a department store with some familiar-looking dummies in its window display...

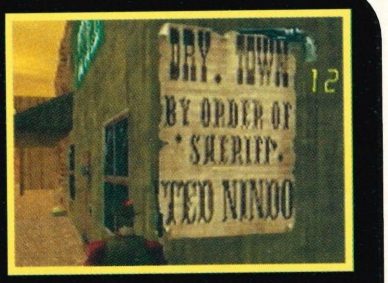




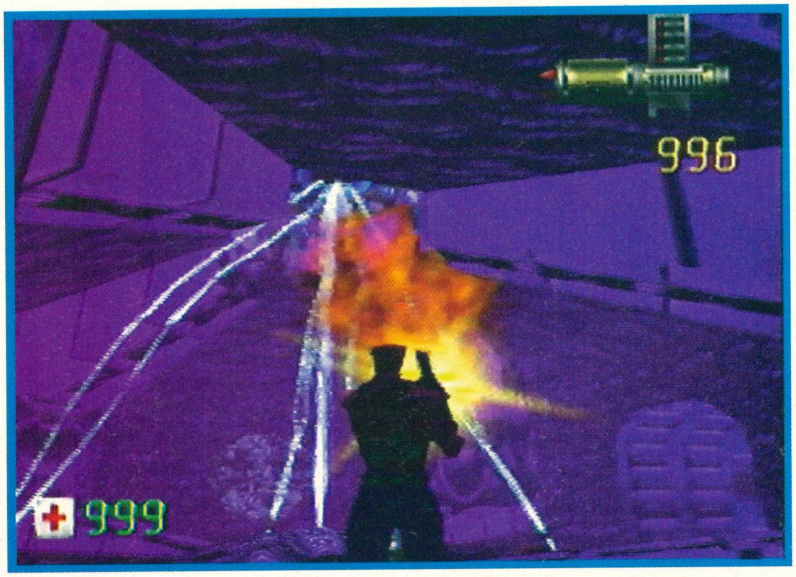


Alcohol Free

The town in the first Wild West level has this poster on the wall as Duke arrives, a reference to Nintendo's banning of any suggestions of alcohol consumption from the first *Duke Nukem* game on the N64. The prohibition still stands – about the strongest thing on offer in *Zero Hour* is lemonade. Blasting off someone's head in a shower of bloody chunks is perfectly fine, though!







OSRB!

When tired and unimaginative games journos are struggling for one more boxout, there's one old favourite they can always rely upon – the Obligatory Sniper Rifle Boxout™. Showing off the multiple magnifications of a lethal weapon can always be guaranteed to fill out a page in style. Hey, whaddya know?



▲ Gits in gasmasks bombard Duke with radium cyanide gas grenades.

▼ Select the sniper rifle and pull the trigger once for a better look.





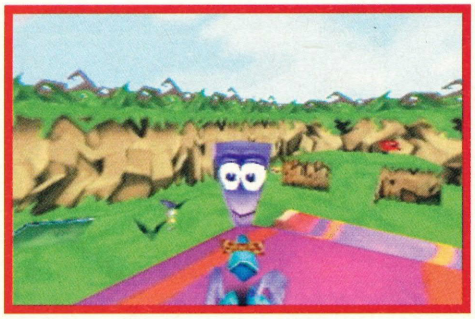
▲ Each click of the R button doubles the magnification factor.

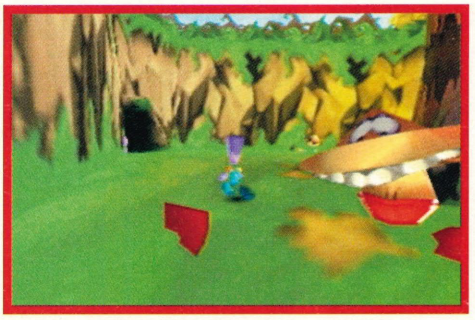
▼ Let's try to get him right between the eyes. Come on, pig boy!

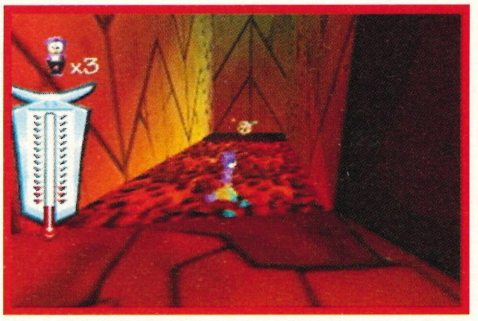




▲ Absolutely bang on! John F Piggedy's head goes back and to the left.

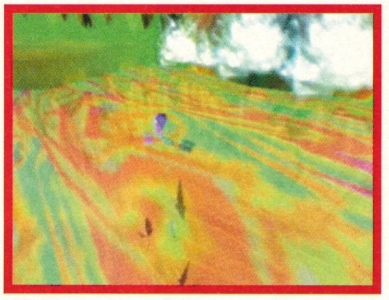






Tonic Troub

Pep yourself up with a tonic!



TONIC TROUBLE

Publisher:	Ubi Soft
UK Release:	March '99

Now most people would say that a tonic was a good thing. It's what old people talk about when you're ill to make you well again. However, if Ubi Soft is to be believed, then a tonic is a very bad thing. Not at all helpful. Nothing but trouble, in fact.

The plot behind *Tonic Trouble* is that a strange, armless (but not handless) alien called Ed accidentally spills – well, spews, actually – a strange unworldly tonic onto the unsuspecting planet Earth, which his spacecraft just happens to be passing. This tonic has all sorts of strange affects on the local flora and fauna, none of them good.

As Ed watches in horror from the safety of his spacecraft, previously harmless vegetables turn into psychotic monsters and the landscape transforms into a treacherous vista dotted with deadly pitfalls. Fortunately (or unfortunately, depending on how you look at it) Ed is a somewhat junior alien and when his bosses find out what he's done, they send him down to Earth immediately to put right the damage he's caused. Of course this is far easier said than it is done.

Fairly soon Ed realises that putting things back the way they were before the unfortunate spillage is going to be far from easy! It turns out that a chap called Grögh has taken some of the tonic and become Grögh the Hellish – an evil megalomaniac who wants the world to stay exactly as it is and isn't keen for Ed to change things back.

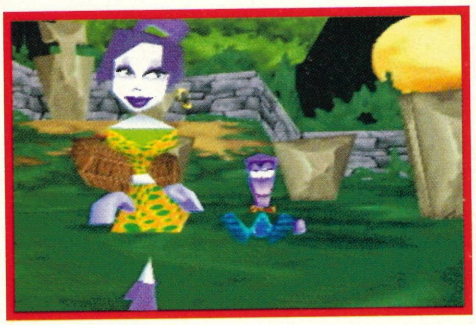


▼ Certain sections of the game require Ed to fly. Fortunately he's got some rather nifty polka-dot wings!



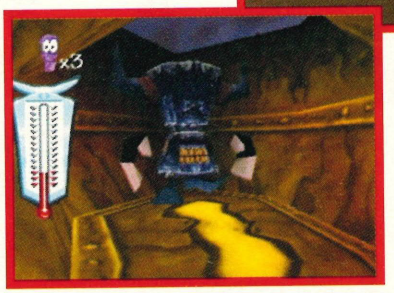


▲ Yet more proof that game designers – particularly French ones – aren't all on quite the same planet as the rest of us; a flying mammoth!

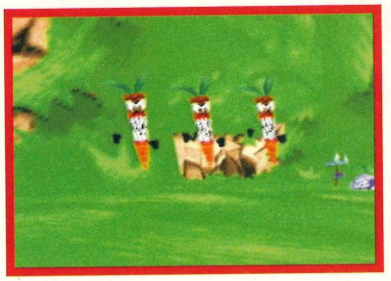




le



▲ The game begins with an amusing cut-scene in which Ed knocks the tonic down on the Earth and looks on in horror.



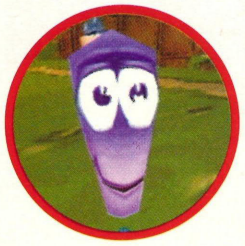
▲ You've heard of mad cow disease, but mad carrot disease? Vegetarians beware, the veggies are out for revenge!

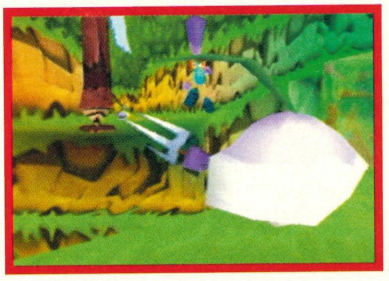
In addition, Ed has to deal with all manner of strange mutant creatures who aren't keen for Ed to change *them* back either. Manic carrots, battling beetroot, flying toast and a screaming robotic suitcase are just a few of the dangerous inhabitants of the transformed planet that Ed must deal with on his troublesome quest.

Visually, *Tonic Trouble* is a 3-D platform adventure in the same vein as *Bomberman 64*. Your task is to guide Ed across ten different worlds through all manner of strangely altered environments and weird sub-games as he strives to return the planet to normal. To accomplish this huge task he has to solve many strange puzzles and complete numerous strange sub-games, for which he's going to have to enlist the help of some very colourful characters indeed.

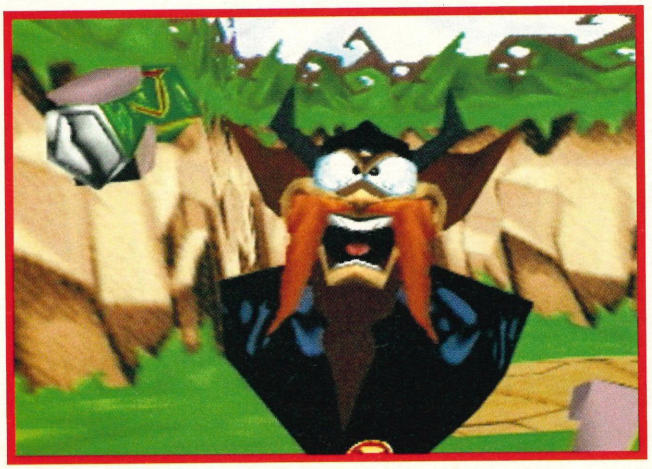
Fortunately for Ed (and for you, since he isn't going to be able to do this by himself!) Ed can pick up loads of different powers along the way like flight, chameleon colour-blending abilities and the facility to take on the strength of ten men – well, ten small, strange-shaped aliens, at least!

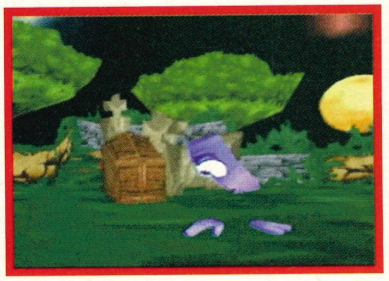
If the characters in the preview version are anything to go by then *Tonic Trouble* could possibly turn out to be the weirdest N64 title yet!





▼ Grögh the Hellish looks like quite a friendly character until he drinks the tonic – then everything changes!





Teleport Trouble

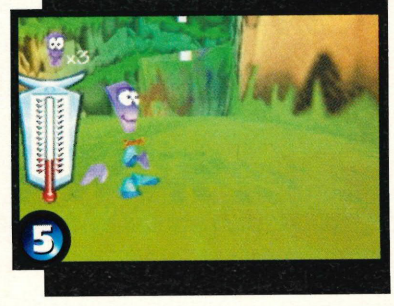
Even the teleports that get Ed from one area to the next are trouble! Rather than simply walking through Ed gets sucked through piece by piece and dumped in a heap on the other side where he must then reform himself!

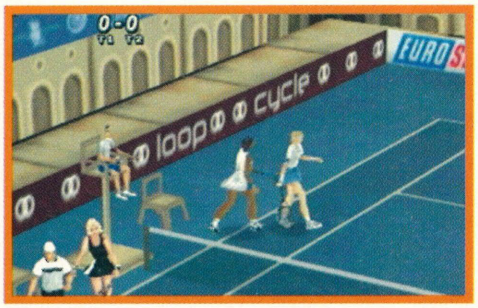


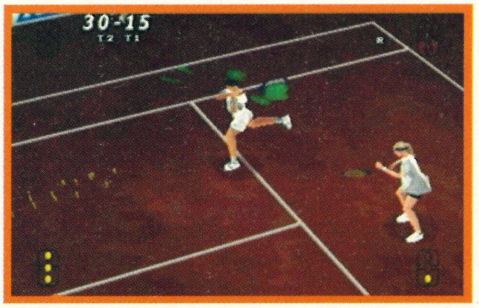














All Star Tennis '99

Anyone for tennis?

Anyone who read last issue's editorial might have noticed that Andy is rather against American sports games! However, to keep the Andys of this world happy we have yet another game based on a truly British sport (ie, one that we invented but aren't actually any good at). We're talking of course about tennis.

All Star Tennis '99 from Ubi Soft is all about simulation. The game looks and feels like a real match, rather than several super-deformed midgets waving frying pans. However, Ubi Soft are obviously out to cater to everyone, because fans of the weird and wonderful will be kept happy with some special options in the game. You can elect to access two special shots, the teleport shot and the fireball shot, plus a whole new play mode – bomb mode, where each time the ball strikes the floor an old-style spherical bomb appears and explodes soon afterwards. If one player gets caught in the explosion then they lose the point – amongst other things!

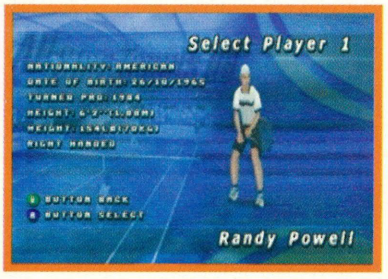
At last look *All Star Tennis '99* was just about finished, so watch for a review next issue!

ALL STAR TENNIS '99

Publisher:	Ubi Soft
UK Release:	March '99



▲ Suddenly someone in the ground started playing the Bangles classic *Walk Like An Egyptian*. The effect was instantaneous.



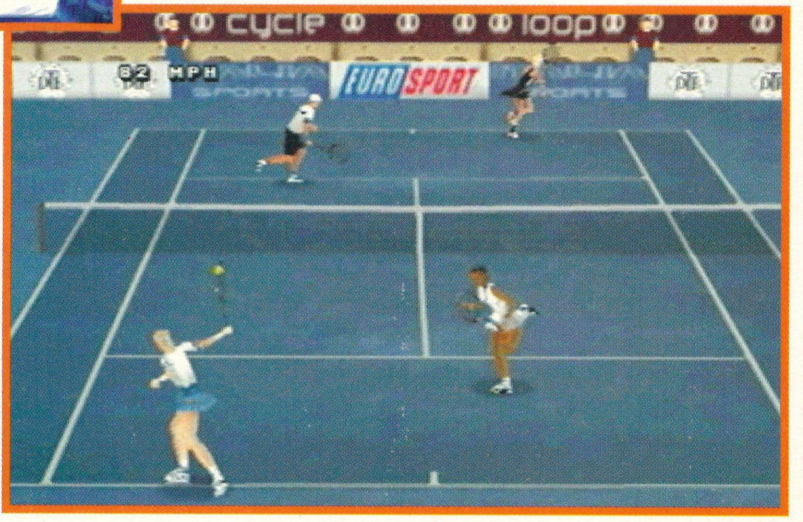
▲ Some of the players in the game have rather unusual names. I mean, who'd want to play with someone called Randy?

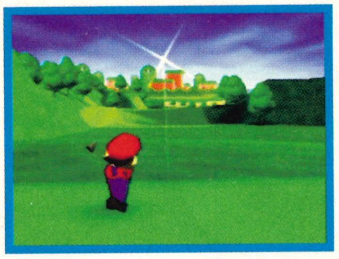


▼ Build up your power bar and you are able to access the power shots. These are extremely difficult to return.



▲ Forget normal tennis, bomb tennis is the wave of the future! Give it ten years and Wimbledon will be just like this!







See you at the 19th-a!

Mario Golf

MARIO GOLF

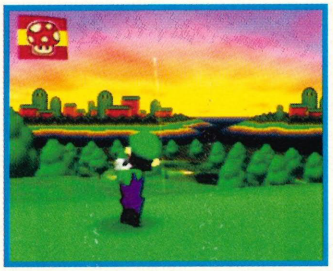
Publisher:	Nintendo
Developer:	Camelot
UK Release:	TBA

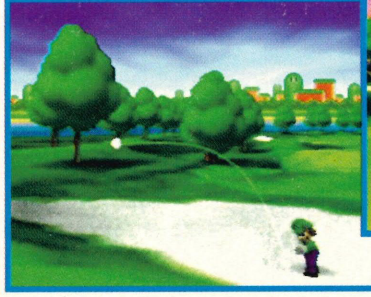
Golf and the N64 so far haven't mixed that well. There's been the travesty that was *The Glory Of St Andrews*, then the horrid double whammy of *Augusta Masters* and *Waialae Country Club*, which were basically the same game in slightly different chequered trousers. Nintendo did itself no favours by letting its name be used on the latter, which gave the average score of its games a nasty knock.

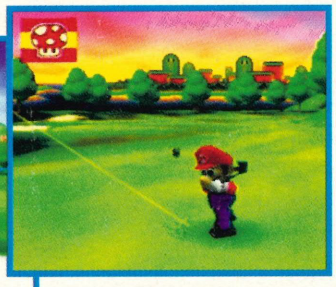
Now, though, Nintendo is going to atone for its mistake by doing a golf game of its own. First mentioned in these pages way, way back in issue 5, *Mario Golf* has finally wandered out of the clubhouse to stand blinking in the bright sunlight. Starring Samus Aran of *Metroid* fame [are you sure about that? – Ed] *Mario Golf* should combine realistic physics and well thought-out controls with familiar Nintendo characters and environments.

Mario Golf will feature six courses, all of them based on different worlds from the various *Mario* games. Take a gentle stroll through the calm green expanses run by the macrocephalic likes of Toad, or if you like a bit more of a challenge, try your luck at chipping shots through Bowser's domain. Mario is obviously one of the characters you can choose to play as, along with the eternally unpopular Luigi, but other famous Nintendo faces like the Princess and Bowser will also be waiting at the 19th hole.

Mario Golf is being programmed by Camelot (not the lottery people). According to *Play* magazine they also developed PlayStation golf game *Everybody's Golf*, which wasn't at all bad, so hopes are high on the playability front. At the moment, no exact release date has been decided, but we'll bring you more on *Mario Golf* when news reaches the 64 MAGAZINE clubhouse.







▲ Mario. Almost certainly doesn't drive an Audi.

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Written by: Andy McDermott

Paradigm

Big brains alert! Sim specialist Paradigm is working on a slew of N64 games – we get the lowdown!

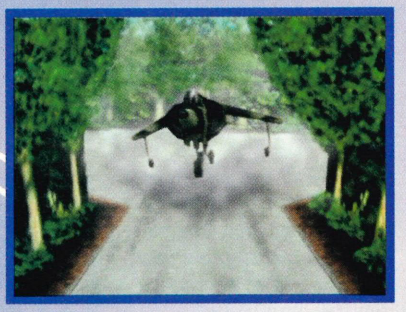
How do you move from helping the military blow things up to videogames? If you're Paradigm Entertainment, it's an easy enough progression. The company began life as a division of military flight simulation specialists Paradigm Simulation, before splitting off as a separate company in 1997. With an N64 track record including *Pilotwings* and *F-1 World Grand Prix* (we'll keep quiet about *Aero Fighters Assault*) Paradigm has proven that the N64 more than has what it takes to handle the kind of simulation stuff more usually associated with PCs, and there's plenty more to come.

64 MAGAZINE quizzed Paradigm's Gary Bandy on the company's upcoming N64 games, most specifically the air combat simulation *Harrier 2001*. We also asked him about the road from military matters to Nintendo fun...

64 What brought about the move into video games?

We started pursuing entertainment-related projects as early as 1992 – they were a natural extension of the work we had been doing. With the continued slowing of defence industry spending and the ever-increasing graphics capability of PCs and home consoles like the N64, it was a planned step for us to migrate in that direction.

Our first entertainment applications were for location-based entertainment centres on high-end Silicon Graphics systems where we had a wealth of experience. When Nintendo and SGI got together for the Ultra 64 (as it was originally called), our real-time 3-D graphics and SGI systems experience made it a natural fit for us.

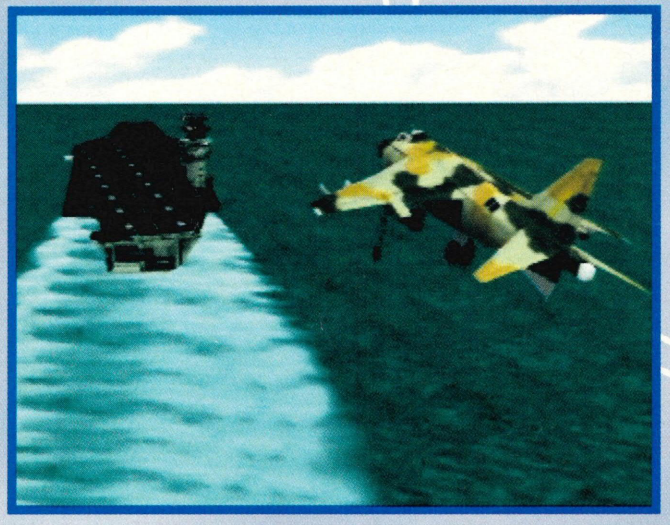


▲ Part of the Harrier's combat effectiveness is that it can take off and land in very tight situations, like in a woodland clearing.

64 Was there a lot of pressure when you learned that you would be developing *Pilotwings*, one of the N64's launch titles?

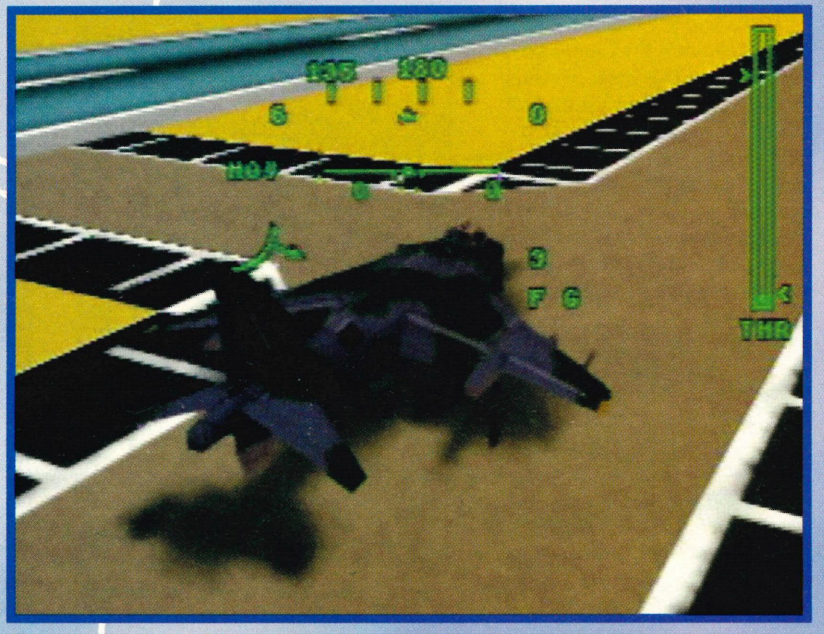
That was an interesting period. Paradigm was part of Nintendo's 'Dream Team' of developers and we had never created a console game before! But we did have a wealth of experience in the technology, and Nintendo was providing the gameplay design – that's a nice combination.

As one of the artists on *Pilotwings 64*, a vivid memory for me was our mantra, "Failure is not an option." We were very



▲ The US Marines operate Harriers from aircraft carriers. Good to go!





▲ Flight information is still visible even in the external views.

Shift



focused on having the game ready on time and the entire team put in an incredible amount of effort. Our success in creating a great game and getting it done on time has been very beneficial to us as a company.

64 How far do you think the N64 is from reaching its limits?

I believe there is still a good deal of room for exploitation of the N64. If you look at the current crop of games and compare them with the early games, the technical improvements are considerable. And this trend should continue for a while. The PlayStation is a good example of this, as the early releases are almost no match for the technical quality of the new games.

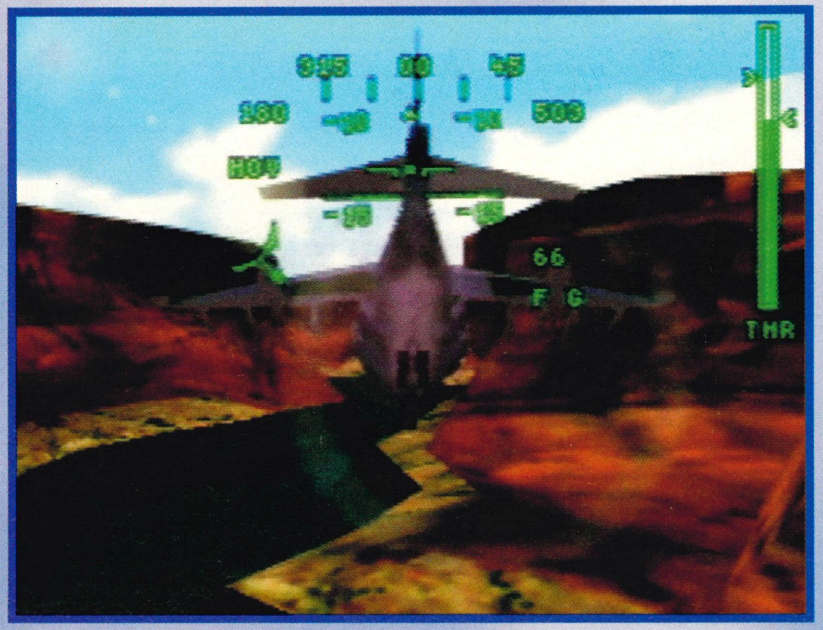
Paradigm is currently working on five N64 games – *Harrier 2001*, *Duck Dodgers* and another three that they couldn't talk about because of annoyances like non-disclosure agreements. That didn't stop us from finding out that one of them is EA's *Beetle Adventure Racing*, though! Something for next time, perhaps...

HARRIER 2001

Even its most fervent fans have to admit that the N64 is rather short of simulation games. Paradigm plans to redress the balance – it's already had stunning success with the excellent *F-1 World Grand Prix*, and is heading back onto its home turf of flight sims with *Harrier 2001*, for Video System.

In the not-too-distant future, as the title suggests, a coalition of numerous unpleasant forces – drug lords, terrorists, ousted dictators and crime bosses – known as the Brotherhood has seized control of a small island chain called Vahita. The archipelago is the only known source of a new element, prodinium, which has the potential to make an H-bomb look like a roman candle.

While world leaders and the United Nations dither, one man decides to help out the Vahitan resistance. Retired US





Whatever Happened To...

Pilotwings 64 was a big hit, and a sequel seemed like a dead cert – so what happened to it? There were rumours circulating for some time that work had started on the game. Gary explains, "Those stories are partly true – we did perform some technical experiments related to a possible *Pilotwings 2* sequel, but in late 1997 Nintendo made the decision not to proceed with development of the game. They cited a lack of internal resources to devote to the game as the primary reason for putting the project on indefinite hold."

Will *Pilotwings 2* ever appear? As Gary says, "There is always a chance, but I'm not going to hold my breath..."





DUCK DODGERS

Paradigm's other big game (that they were willing to talk about, anyway) is *Duck Dodgers* for Infogrames. Based on a classic Daffy Duck cartoon, *Duck Dodgers In The 24th And 1/2 Century*, the game marks a radical departure for Paradigm in that it's completely removed from their usual simulations. Bright lights were shone in Gary Bandy's eyes until he confessed.

64 A game based on a cartoon character seems an odd choice for a company associated with simulations. How did it come about?

We were actively looking for opportunities to do games other than simulation to expand our technology and our opportunities as a company. Character-based games were particularly appealing as that segment of the game market is too large for us to ignore. We first discussed doing a different Looney Toons-based game with Infogrames first before deciding on the *Duck Dodgers* idea.

64 What is the game about?

I am very excited about *Duck Dodgers*! The working title is *Duck Dodgers In The 3rd And 1/2 Dementia*. It features Daffy Duck as Duck Dodgers, and Daffy will be chasing his nemesis, Marvin the Martian, throughout the universe in an attempt to thwart Marvin's quest to destroy the Earth. We finished a prototype of the game this past summer and it looks hysterical! We expect to have the game completed for release in late 1999.

64 Are you actually designing the gameplay, or did Infogrames come to you with a design document of what they wanted?

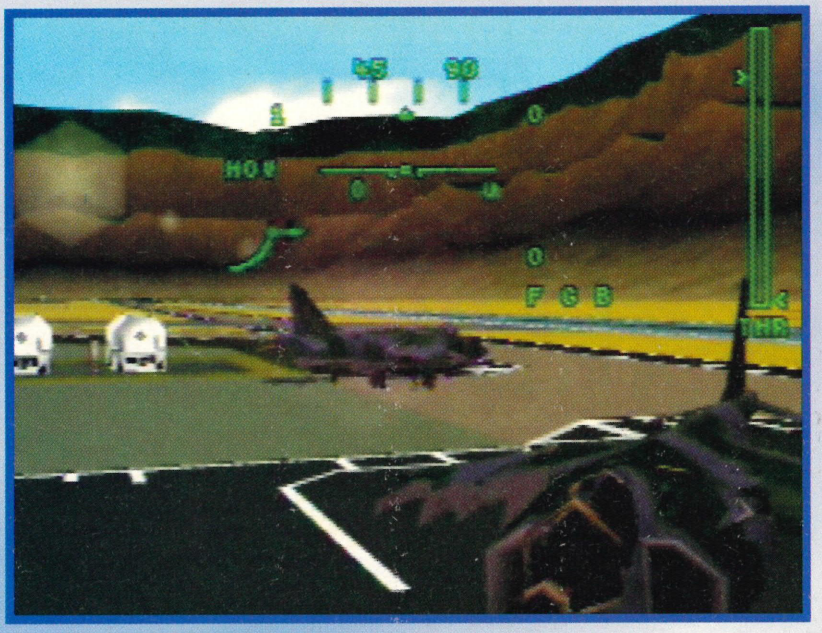
That is another element that I am very excited about – the game design is ours! Of course, Infogrames has their say, as does Warner Brothers, but our designer and the rest of the team have an excellent relationship with both companies and everybody is genuinely pleased with the progress of the game.

64 Does using a well-known character place any limitations on what you're allowed to do in the game, or is Warner Brothers giving you freedom?

Warner Brothers has an interest in seeing a good job done with their characters and have been very helpful in providing information about the characters, their actions and personalities. The limitation is that everybody already knows Daffy and the rest of the characters – so the real challenge for us is to ensure that the game captures their unique and individual personalities. For example, one of Daffy's traits is that he is sneaky, so we have a 'sneaky' walk mode in the game where he slowly tip-toes upon his target. Our team has done an outstanding job of portraying the various personality traits.







Marines pilot (now a mercenary) Jake Cross has a personal grudge against the Brotherhood – they killed his best friend, and he wants to get even! Oh, and restore peace and freedom as well. Being an ace pilot, Cross takes to the skies in an AV-8B Harrier and takes on the Brotherhood personally!

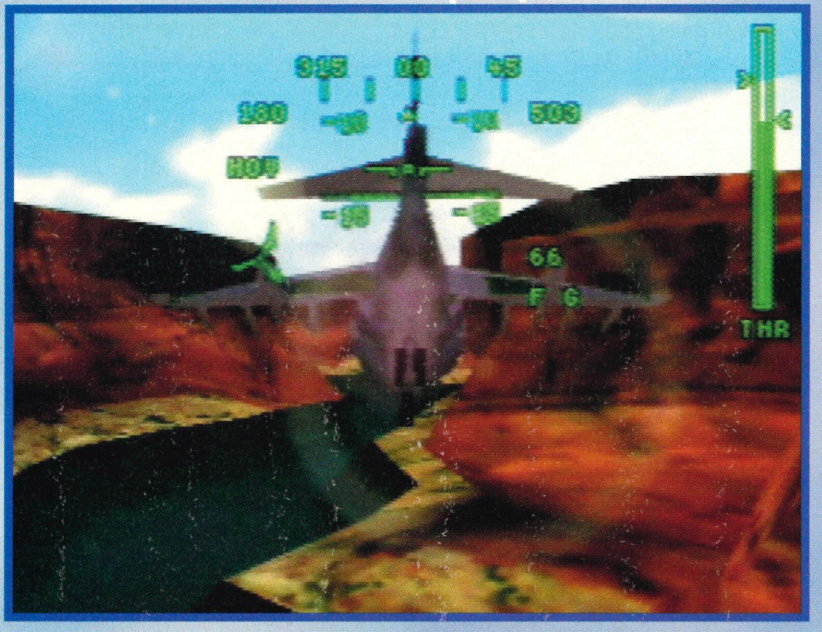
Harrier 2001 has 50 missions, and aims to model the flight and weapons systems of a Harrier as realistically as possible while still keeping in mind that it's taking part in a fast, exciting game. We quizzed Gary Bandy about the game that on the N64 could do for aircraft what *F-1 World Grand Prix* did for motor vehicles...

64 Is *Harrier 2001* a full-on flight sim, or does it have arcade elements?

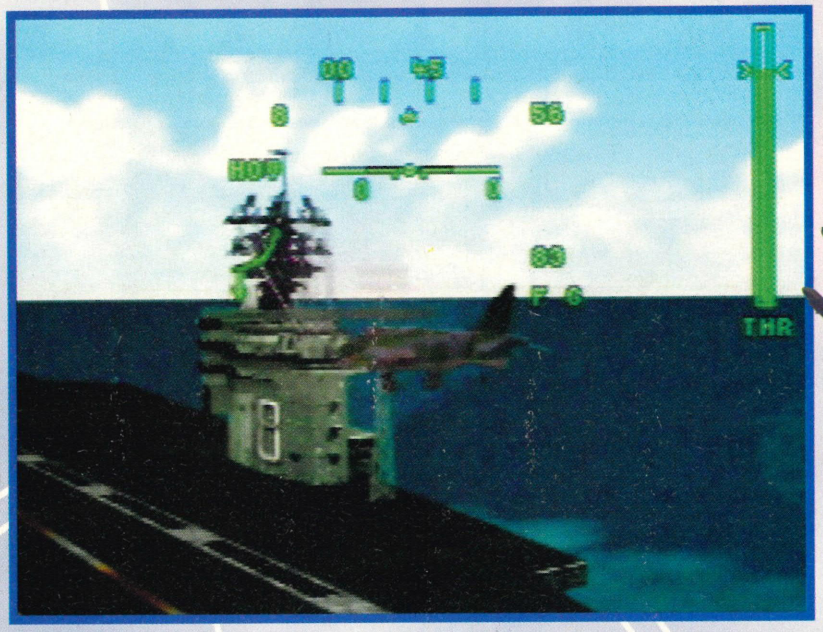
It will be a little of both – a full-up flight sim for the N64 has not been done yet, but arcade elements will be included for more casual flight-game fans.

64 How hard was it to model the Harrier's unique flight characteristics?

The Harrier's vertical flight is challenging to model, but I also believe that is part of its appeal – the N64's joystick controller is made for a game and a plane like this! We are also fortunate to have on the game team a



▲ The 50 missions in *Harrier 2001* take players over (and through) all kinds of terrain on their mission to destroy the threat from the Brotherhood.



▲ The aircraft carrier acts as a mobile base of operations during some missions. Landing is easier than in a conventional plane – as long as you can keep the Harrier balanced!

programmer who worked on the Harrier at British Aerospace – he is quite keen to apply his knowledge.

64 Is the Harrier the only aircraft you can fly in the game, or are there others?

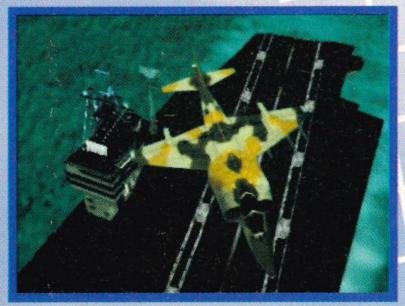
The current plan is to fly the Harrier and concentrate all of our efforts on that plane and do that very well.

64 Will *Harrier 2001* support the Expansion Pak for hi-res graphics?

No, but we are developing some new techniques for textures and models to maintain a very high level of detail in the graphics.

64 Does *Harrier 2001* use any code from *Pilotwings*, or are you using the experience gained from that to build a new game engine from the ground up?

Actually, we use the same base technology in all of our games. As the first developer on the N64 hardware besides Nintendo, we were fortunate to develop a very strong suite of tools for offline development and real-time rendering. Our technology has a very open and flexible design that allows us to quickly get our applications running, and then to adapt to the particular game challenges. For example, culling algorithms are used decide what game elements to process or not to process for the sake of performance. This code is very different for a flight-based game compared to a track-based game – we are able to easily replace the culling module to optimise it for the specific game.



64 What is the number one objective you've set for yourselves in programming *Harrier 2001*? Realism, speed, action?

All of the above! Realism makes it appealing, speed and action keep players involved in the game.

64 Why the change in name from *Harrier 2000* to *2001*? That's not the release date, is it?

(Laughs) Actually, the game has had several names, being originally called *Aces Of The UN*! The game design was not finalised until recently when work on the game began in earnest. The name changes were the result of changes in the design.

64 When is the game likely to be completed?

We expect a late Spring 1999 completion.

***HARRIER 2001* IS EXPECTED TO GO ON SALE THIS SUMMER. WE'LL BE WAITING ON THE RUNWAY!**

Turning On A Digm

Here's the rundown on Paradigm's other N64 games to date...

PILOTWINGS



Along with *Super Mario 64*, *Pilotwings* was an N64 launch title, and like its Super NES predecessor had a variety of aircraft and challenges to perform. The initial response from players was very good, as it showcased the N64's graphical superiority over the PlayStation in a way that the cartoony *Mario* couldn't match. However, the PAL conversion was sluggish with huge borders, and it suffered to some extent from being a bit unfocussed.

64 MAGAZINE RATING: 74%

AERO FIGHTERS ASSAULT



An arcade-style shoot-'em-up from the creators of *Pilotwings*? Sounds like a great idea! But then, paying Vanessa Feltz millions of pounds of licence-payers' money probably did to someone as well. *Aero Fighters Assault* was a terrible, terrible game, being slow, jerky, simplistic to the point of idiocy and just plain painful to play.

64 MAGAZINE RATING: 20%

F-1 WORLD GRAND PRIX

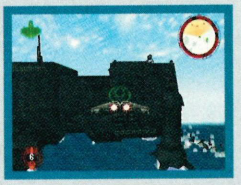


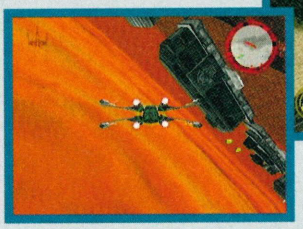
Fortunately, Paradigm decided to go back to what they're best and came up trumps with this fantastic Formula 1 simulation, based on the 1997 season. Not a game for the casual player, *F-1 World Grand Prix* demands time, skill and attention, but for those willing to play by its rules it provides an unmatched racing experience. If you're serious about your driving games, this is the only choice you can make!

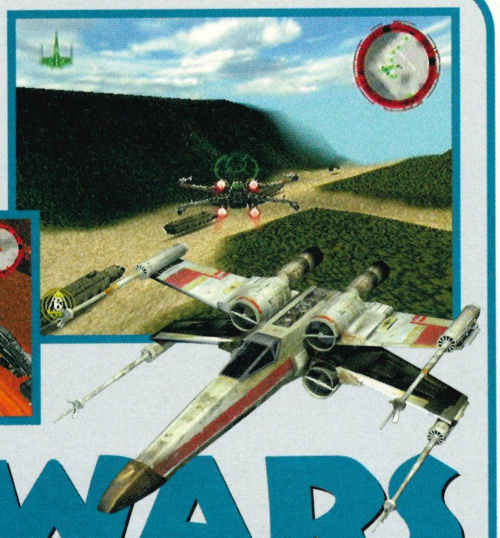
64 MAGAZINE RATING: 94%

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64 MAGAZINE reviews

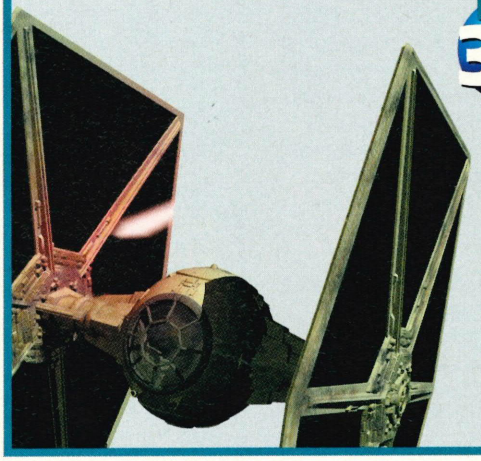


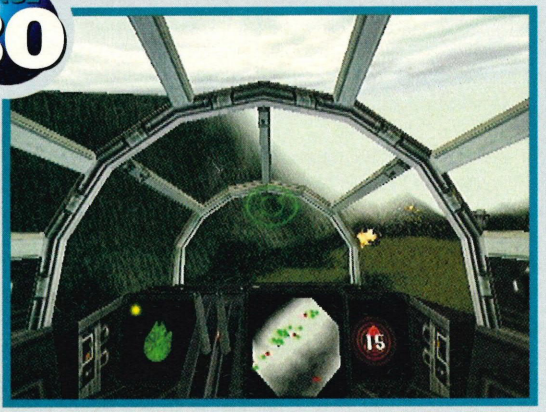




STAR WARS ROGUE SQUADRON

PAGE 30





Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

Ninfo

PLAYERS
The number of people who can play the game

EXPANSION PAK
Does the game support Nintendo's Expansion Pak for extra features?

RUMBLE PAK
Can you plug in a Rumble Pak and shake along with the game?

Publisher	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin:	The country where the game was written
Release:	The date the game will be on sale
Price:	Gee, see if you can work this one out!

$64,000 Question



⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options



Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

PAL Performance



In UK Update reviews, this box replaces the $64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

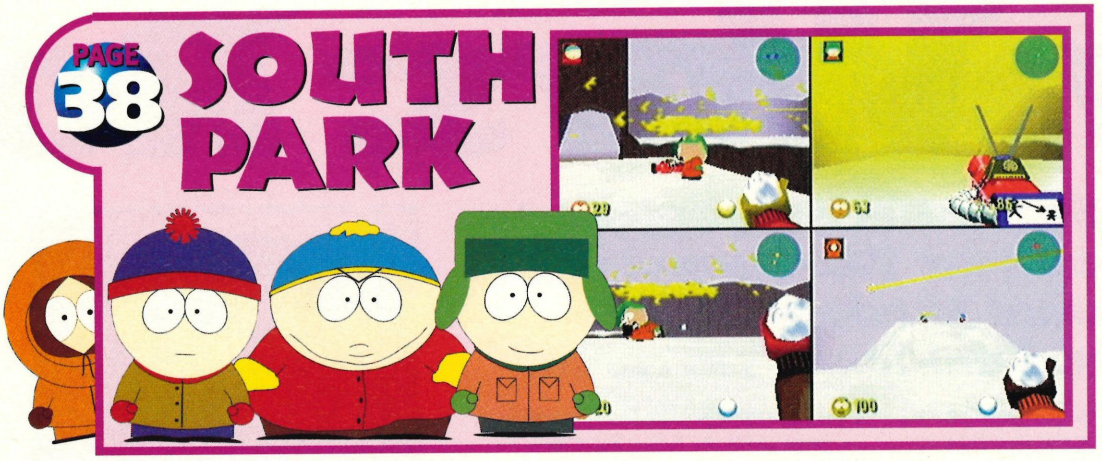
A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!

PAGE 38 SOUTH PARK



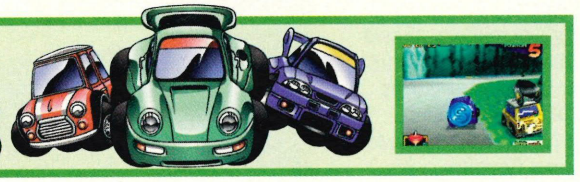
PAGE 44 CHAMELEON TWIST 2



PAGE 46 MICRO MACHINES



PAGE 50 PENNY RACERS



Final Score

EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 MAGAZINE IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

95%+ This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90% Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75% The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50% Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not be especially interesting. Be careful before you spend your money.

49%-30% Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10% You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below10% Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 MAGAZINE Bottom Line

Controls



What do all those buttons on the pad do? We try to make sense of the insanity

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall %

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!

Written by: Roy Kimber

Star Wars: Ro

Ninfo

PLAYERS:

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Factor 5/LucasArts
Game Type:	Shoot-'em-up
Origin:	USA
Release:	Out now (import)
Price:	£59.99

64 MAGAZINE SIZZLER



$64,000 Question

- ⊕ Excellent hi-res graphics (with Expansion Pak)
- ⊕ Smooth animation
- ⊕ Ships handle brilliantly
- ⊕ Extremely detailed graphics
- ⊕ Atmospheric *Star Wars* music and effects
- ⊕ It's *Star Wars*!
- ⊖ Repeating long missions can be frustrating
- ⊖ Linear mission structure
- ⊖ Fogging very apparent on some levels
- ⊖ No actual space missions (boo!)

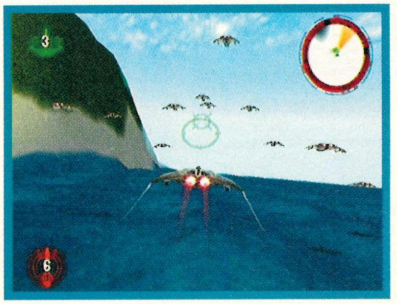
The N64 has been crying out for a decent Star Wars game since the dismal Shadows Of The Empire. Finally... it's arrived!

To begin this review with a summary of the *Star Wars* phenomenon would just be silly. To not be aware of at least one of the *Star Wars* films, you'd have to have been born on another planet! However, on the off chance that you've been away visiting relatives on Alpha Centauri for the last 60 or 70 years, let's just quickly run over the important events of this century:

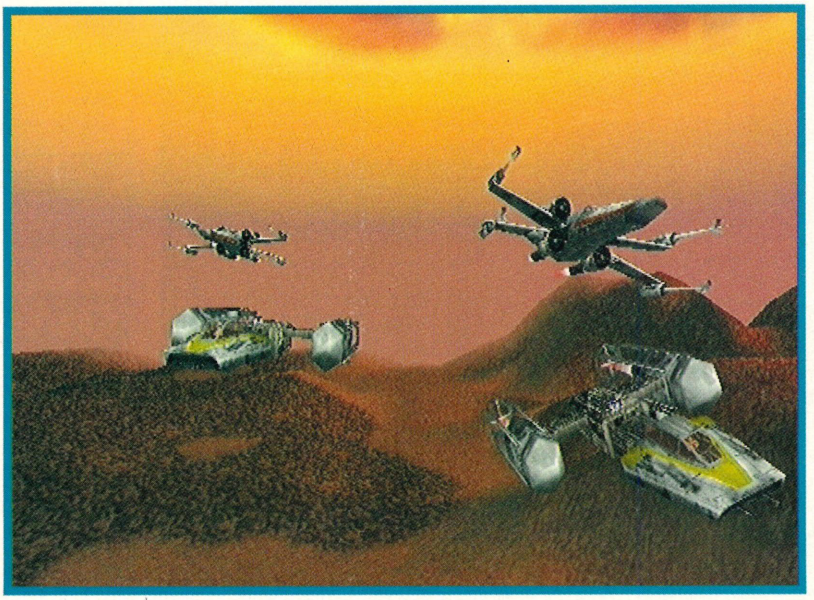
1945: World War II ends.
1969: Man first walks on the Moon.
1977: *Star Wars* released.

Of course, *Star Wars* has been in the news fairly recently following the decision by George Lucas to make himself pots more cash... er, that is, to satisfy the demands of millions of avid fans and supply them with three more *Star Wars* films. In the US thousands upon thousands of American fans queued for hours just to be the first to see the *trailer* for the first film in the new trilogy! With a film franchise that stirs up this much excitement, it'd be daft not to make videogames!

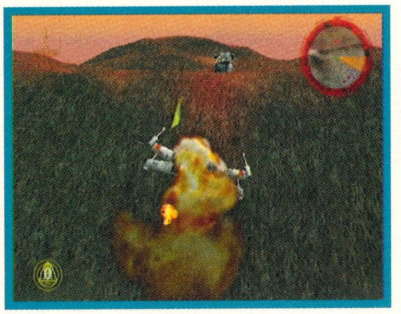
Unfortunately the first *Star Wars* game to hit the N64 – *Star Wars: Shadows Of The Empire* – received a rather less-than rapturous reception once everyone had got over the 'it's *Star Wars*!' factor. Well, most people anyway. There are those that would buy an empty cardboard box if you stuck the *Star Wars* logo on it and called it a *Star Wars* Figure Special Containment Facility! However, we'll leave those weirdos playing with their limited edition Kenner Han Solos (still in original packaging!) and get on with the business of having fun, or rather the business of reviewing the game.



▲ You begin Mission 16 with a few wingmen! You need all this air support though, this mission *is* tough.



▲ You first encounter Y-Wings on an escort mission. You need to take out the defence forces and protect the slow-moving bombers.

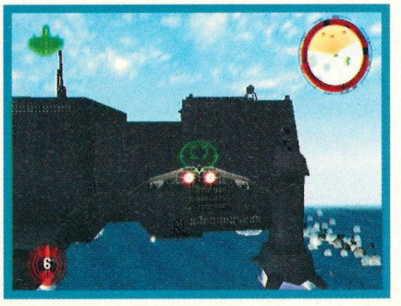


▲ R2-D2 can fix damage to your craft if you give him time. Lose R2 though, and your ship usually ends up like this!

Use The Analogue Stick Luke!

If you've read any of the *Star Wars* books and comics, then you'll probably be aware that everything which deals with events in the *Star Wars* universe has to fit in with the overall storyline. That is to say, every plotline must fit with events that have happened previously or are going to happen. So you can't write a book set between *The Empire Strikes Back* and *Return Of The Jedi* in which the character of Darth Vader gets killed, or has a sex change, or whatever, because this would obviously bugger up the plot to *Return Of The Jedi*.

Rogue Squadron the game (as distinct from the *Rogue Squadron* stories on which the game is based) is set immediately following the events in *Star*

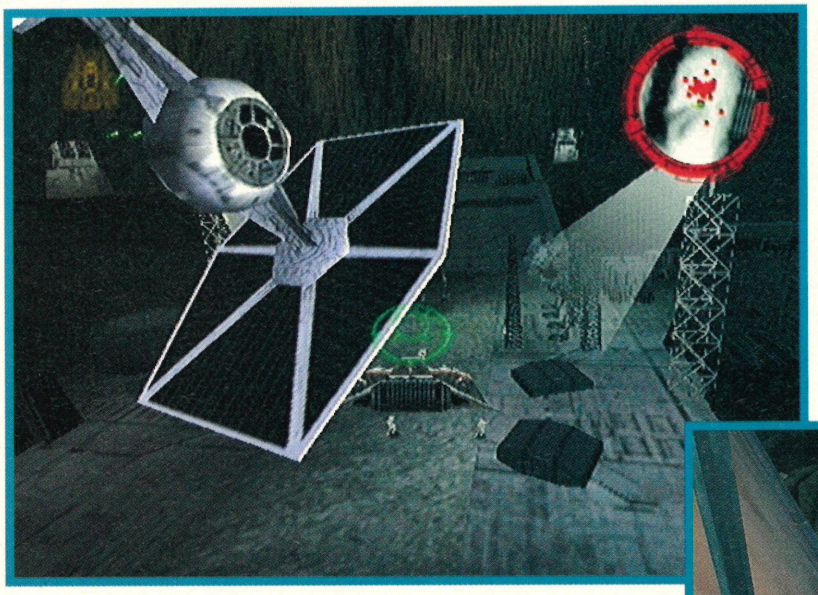


▲ The World Devastator machines on Mission 16 suck up the surfaces of planets! Their weakness is their thruster units.

As you progress through the

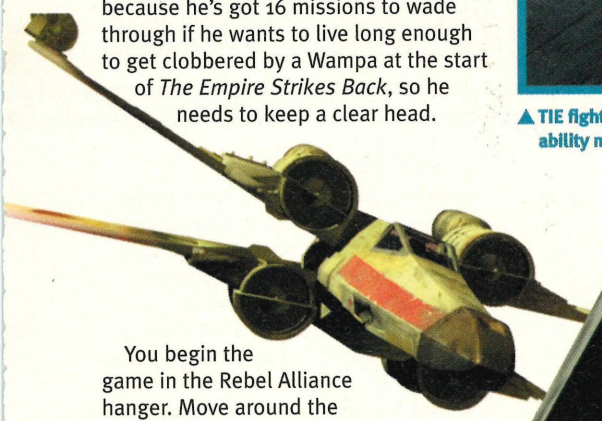
gue Squadron

Wars. The plot to *Rogue Squadron* is basically as follows – Luke has joined Rogue Squadron, a newly formed unit of elite Rebel pilots, who have been outfitted with the best equipment available to the Rebel Alliance. Luke himself has yet to discover that Leia, the girl he rescued from the Death Star and who he secretly fancies (c'mon, it's obvious!) is actually his long-lost twin sister. He is also currently unaware that his arch nemesis Darth Vader is really his father Anakin Skywalker, due to chop Luke's hand off in a fit of paternal affection in the next film. So basically Luke is blissfully unaware of just how complicated family reunions are going to become. This is rather fortunate because he's got 16 missions to wade through if he wants to live long enough to get clobbered by a Wampa at the start of *The Empire Strikes Back*, so he needs to keep a clear head.



▲ TIE fighters are one of the most dangerous opponents. Their speed and turning ability makes them extremely formidable.





You begin the game in the Rebel Alliance hanger. Move around the hanger and you can view the ships which will be available for your missions. Note the phrase 'will be available' though, because at first you're limited to one specific craft for each mission. As you progress through the levels, you find that you can come back and replay missions already completed, this time using different ships. The incentive for this is the various medals you can win, but we'll come to them in a moment. The only missions where you can't come back and use a different craft are ones where you need a specific craft because of its capabilities – for example, you need a snowspeeder to bring down the AT-AT Walkers.



Loveable Rogues

Just like in *Star Wars*, our story begins on the desert planet of Tatooine (okay, so *Star Wars* technically began in space aboard the Rebel blockade runner, but the plot did move to Tatooine fairly rapidly). While Luke and the rest of Rogue Squadron are happily cooling their jets and exploring



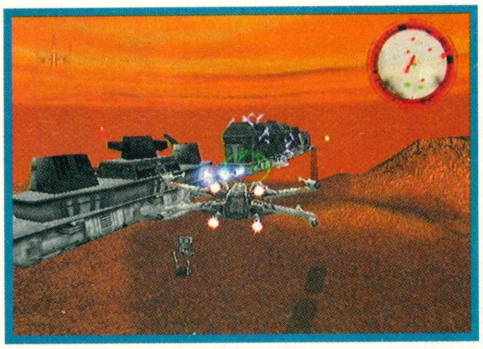
game a story unfolds...



Memory Options

MEMORY:
Stores three save game slots plus medals and scores

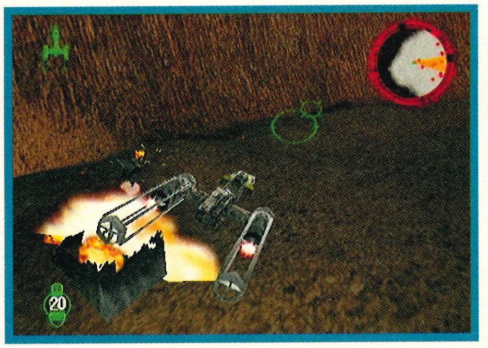
CONTROLLER PAK:
N/A



▲ For this mission your X-Wing is fitted with an ion cannon. This can be used to disable enemy vehicles without destroying them.



▲ One of the best bits in the game is taking on the TIE Interceptors. They come at you in the traditional three-point formation, just asking to be taken out.



▲ As the Y-Wings aren't very fast this makes them ideal for hitting ground targets. Slam on the brakes and they almost stop in mid-air!

scenic Tatooine, the evil Imperials rather spitefully send down a whole host of vicious probe droids. Quicker than you can change the spare wheel on a Jawa sandcrawler, Rogue Squadron leap into action (their words) to defend the homestead!

The idea here is to destroy all the probe droids on the planet as fast as possible before they wreck too much of the local cheap housing. If you successfully take out the all probe droids, then you're faced with a new problem as Mos Eisley – the spaceport where Luke first met Han Solo – comes under attack from Imperial TIE Bombers. Cue lots of drawn-out 'rooaaaaarrrrr' sound effects.

The first mission is basically a training one. The probe droids are hardly what you'd call dangerous opponents, with their lousy firepower, sluggish reactions and tendency to hover in a fixed position in mid-air just asking to be blasted. Even the TIE Bombers aren't the most deadly of adversaries, having little in the way of air-to-air defences and usually relying on a covering force of TIE Fighters to keep them healthy – which on this occasion they don't have. This means that you have plenty of time to explore Tatooine and get used to the handling of your X-Wing.

First Steps With Your AT-ST

Access one of the many hidden passcodes and you can take an AT-ST for a joyride! Holding down Z allows you to walk forwards and move the turret independently. Only one thing is missing – Ewoks to blast! Die, you furry freaks!







▲ The probe droids on the first level aren't much of a problem. Rogue Squadron can be counted on to take a lot of them out for you.



▼ The level of detail in this game is incredible, right down to the incredibly 'small' stormtroopers and speeder bikes.

▶ You need to time your harpoon strike on the AT-ATs very carefully. Mistime it and you splatter against its armoured legs.

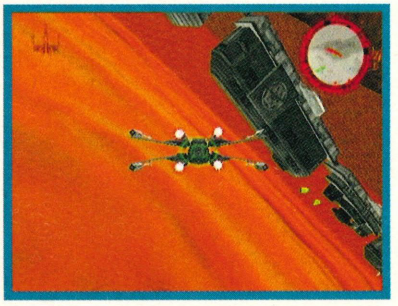


The more into it you get the more

Moff Diving

Eventually when you've tired of blasting probe droids, stormtroopers, sandpeople – and even helpless farmers, since you can basically shoot everything on the planet – you move on to the next mission. This one's a little more tricky as you have to escort a slow moving convoy of hover-trucks through Imperial territory. The reason that it's more tricky is that you need to keep checking ahead of the convoy to clear any resistance whilst at the same time keeping an eye out for the enemy bombers that come at the convoy from the rear. And of course you need to stay in one piece yourself!

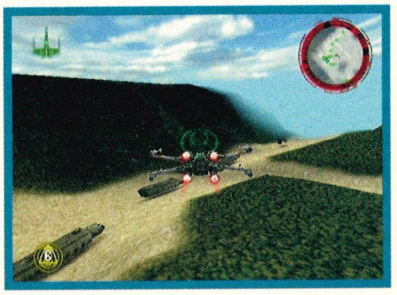
As you progress through the game a story unfolds. It turns out that the raids on the various Rebel installations are all down to an Imperial Moff (that's a kind of



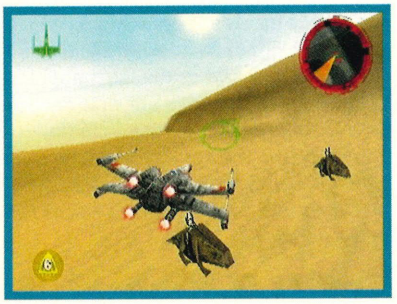
▲ The roll function feels great but doesn't really help out much, although rolling can help you avoid enemy blaster bolts.



▲ The AT-STs are fairly well armoured, but not quite as much as their four-legged cousins. A few proton torpedoes takes care of them.



▲ This convoy of hover trucks has an escort of armoured carriers, but the carriers leave you to do all the defending!



▲ Remember the mounted stormtroopers from *Star Wars: Special Edition*? Well, you get to blast them on Tatooine.

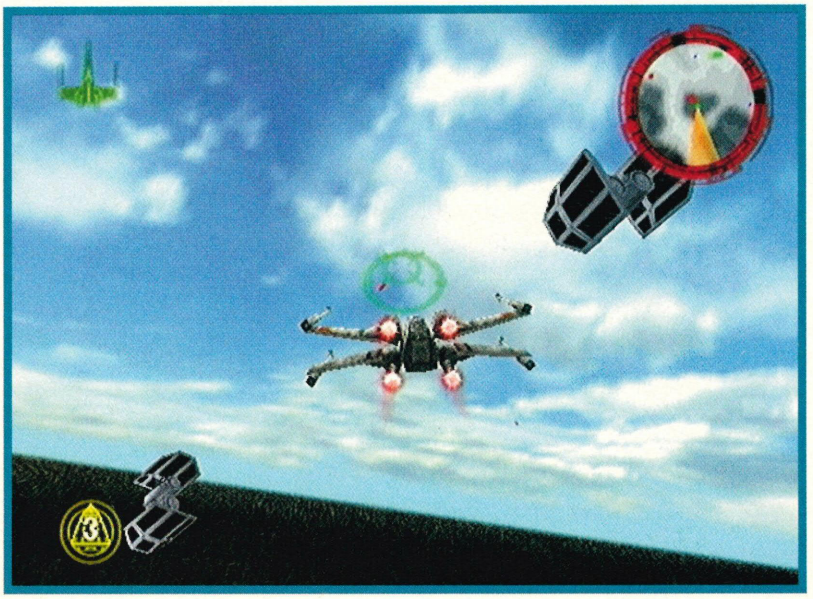
detail is revealed...

military governor, for those not versed in the jargon). It also turns out that Luke's pal Wedge is fairly rubbish. He constantly gets himself into trouble, on one occasion being rescued by smirking ex-smuggler Han Solo and on another getting captured by the Imperials, forcing you to mount a rescue mission! It makes you wonder how in the hell Wedge became one of the only minor characters to survive the three *Star Wars* films!

Speaking of which, one slightly disturbing thing about the game is that pretty much all the other members of Rogue Squadron who fight with you against the Imperial forces are going to be dead by the end of *Return Of The Jedi*, either in the snowspeeder battle on Hoth or in the massive assault on the second Death Star over Endor. Which makes trying to save your wingmen rather pointless!

Dough... Or Doughnut?

Gameplay-wise, *Rogue Squadron* is unlike anything yet seen on the N64 – almost. It's very reminiscent of the number of flight sim games which cropped up on the old 16-bit computers like the Atari ST and the Amiga. Probably the best comparison to an actual N64 game is the snowspeeder battle level in *Shadows Of The Empire*. Even those who criticised this first N64 *Star Wars* game grudgingly admitted that the snowspeeder level was bloody good fun, and someone obviously took note of these comments because *Rogue*



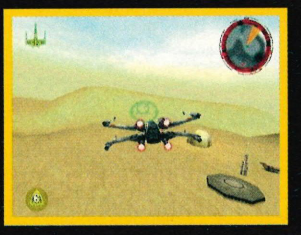
▲ TIE Bombers move fairly slowly but drop a lot of bombs, so you need to take them out fairly quickly.

Take The Tatooine Tour!

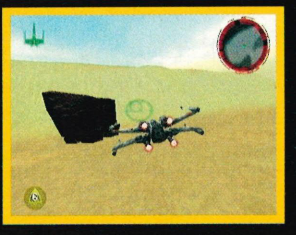
Take some time out from blasting probe droids to examine some familiar locations on scenic Tatooine, like...



Jabba's Palace, where Luke first shows off his Jedi robe.



The old moisture farm, where Luke worked as a kid.



The Jawa Sandcrawler, where Luke first met R2-D2 and C3-PO.



The Sand people with their strange, square Banthas.



The droids' escape pod – with stormtroopers still searching!



Mos Eisley spaceport – where Luke first met Han and Chewie.

Hanger Time!

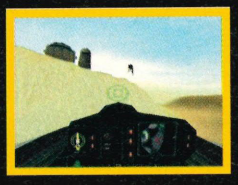
The Rebel Alliance supplies you with five different craft to accomplish your missions. There are other ships in the game, but these are the ones you need to complete the missions...

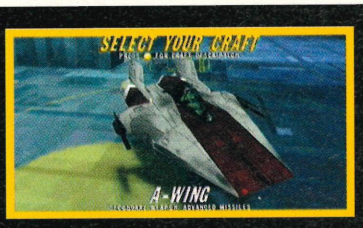




X-Wing

The X-Wing is the old favourite – the ship that killed the Death Star. Its four S-foils can be closed for speed or opened for attack.

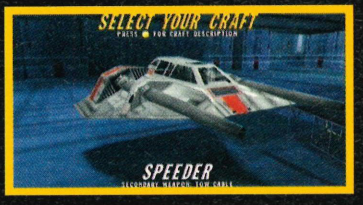




A-Wing

The A-Wing is a less attractive fighter but has a nice turn of speed. Unfortunately it has some rather lousy shielding.





Speeder

Equipped with a harpoon, this is the only ship that can bring down an AT-AT. Unfortunately this means no extra armament.





Y-Wing

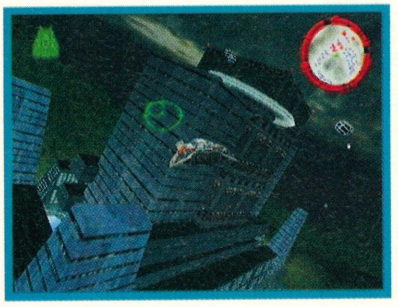
The Y-Wings are slow, sluggish and handle like pregnant elephants. However, they have thick armour and carry 20 bombs.



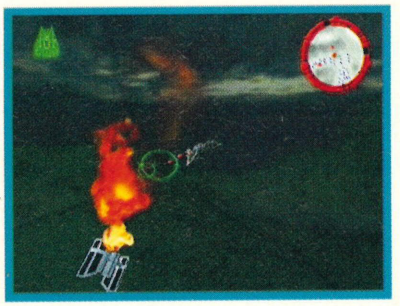


V-Wing

The newest addition to the Rebel Fleet, the V-Wing is extremely fast, highly manoeuvrable and has some serious firepower.



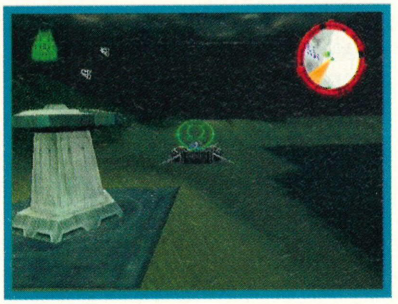
▲ On this level TIE Bombers are attacking the innocent civilians in the city! Take them all down before they do any more damage.



▲ One of the most satisfying things in the game is when you manage to clip a TIE Fighter or Bomber and it spirals to the ground in flames.

Squadron is basically that level expanded to fill a whole game!

That's not to say that you spend your whole time in a snowspeeder, though. For your Imperial-annihilating enjoyment you can take the controls of no fewer than five different craft; the snowspeeder, the classic X-Wing, the faster but more lightly armoured A-Wing, the slow but heavily armoured Y-Wing and the totally new V-Wing which wasn't in the original films and looks something like the Cylon fighters from the classic (or crap, depending on your point of view) sci-fi series *Battlestar Galactica*. Now, one of the most popular craft from the *Star Wars* universe is conspicuous by its absence from that list. So before the barrage of phone calls from the Han Solo fanatics begins, the answer is yes, the Millennium Falcon *is* in the game.

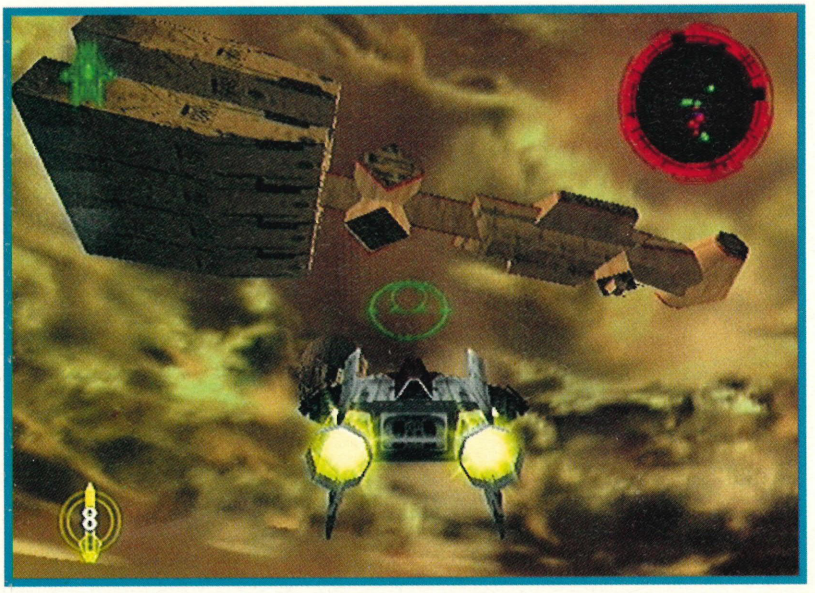


▲ The gun turrets on the outskirts of this city are part of the Rebel defences. Don't destroy them as they hold off Imperial sea craft.

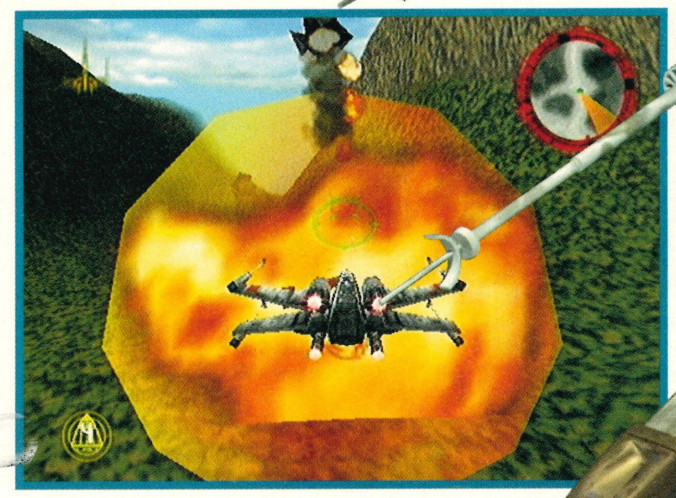
Cool It, Farmboy!

As mentioned previously, Han Solo shows up to rescue Wedge in one of the missions – set on Han's home planet Corellia – which is fortunate, because during this mission you have to take care of some rather large AT-AT Walkers and don't have time for messing around looking after anyone else. You can also catch a glimpse of the Millennium Falcon right at the start of the game as you move from ship to ship in the Rebellion hanger. But it's all a tease. The Falcon flits into view but the cursor refuses to stay on it! However, fret not,

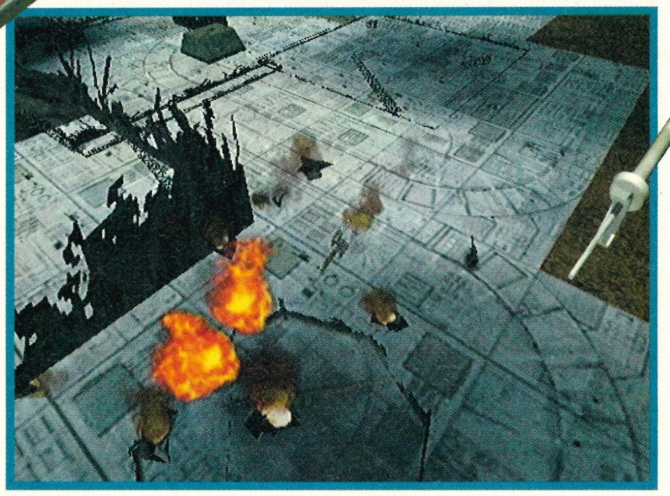
If you're a Star



▲ Remember this? It's the craft that started it all – the Rebel blockade runner. This time it provides covering fire as you destroy Imperial containers.



▼ One of the missions requires you to seek out and destroy both an AT-AT and an AT-ST construction facility. Fun or what?



because the Falcon is just one of the numerous hidden secrets in the game and can be accessed via a hidden passcode. Now remember the medals that were mentioned earlier? Basically when you finish each level you get a rating. The higher the rating, the better the medal ranging from no medal at all through bronze and silver up to gold. To get a higher rating you have to fulfil certain criteria, such as finishing the mission in under a certain time, destroying a certain amount of enemies, getting a certain percentage hit accuracy – you get the idea. Medals get you promotions, but that's not the best bit. Get a specific colour medal on all levels – which is no easy thing to do – and you get to access a hidden level, like, for instance, fling an X-Wing down the Death Star trench!



▲ The homing cluster missiles make short work of ground targets – just get within range and let them loose!

Use The Fleece, Flossy!

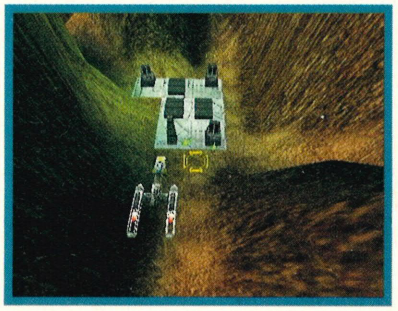
Sometimes a gold medal is simply not possible with the craft that you start off with. This means you have to play through until you can access another craft and then go back and repeat the earlier mission this new ship. You also find that sometimes during missions you might uncover a special pick-up. Collect this and complete the current mission successfully and you gain an enhanced weapon for one of your craft – like homing cluster missiles for the V-Wing, for example. All this just adds to the replay value. On top of this, the free-roaming gameplay – which although it requires you to complete specific missions, doesn't lock you into a linear pattern like say, *Lylat Wars* – means that you'll want to go back and replay the levels anyway. Even if it's only to try out your new missiles on the civilian sandspeeders on Tatooine or to hunt down the speeder bikes that pop-up on several Imperial planets.

Basically this game has loads to discover, and the more into it you get the more detail is revealed. We're talking individual stormtroopers that actually look like stormtroopers close up! And they even shoot back!

Wars fanatic you can't afford to miss this!

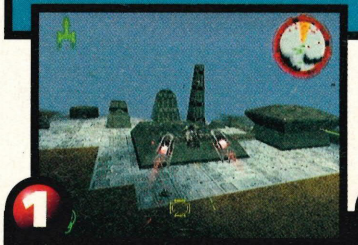


◀ Sometimes the best way to take out a turret is to fly right at it, guns blazing. Just be ready to pull up in case it's too tough!



Bomb Things The Y-Wing Way

Y-Wing bombing runs are basically a three-step process.



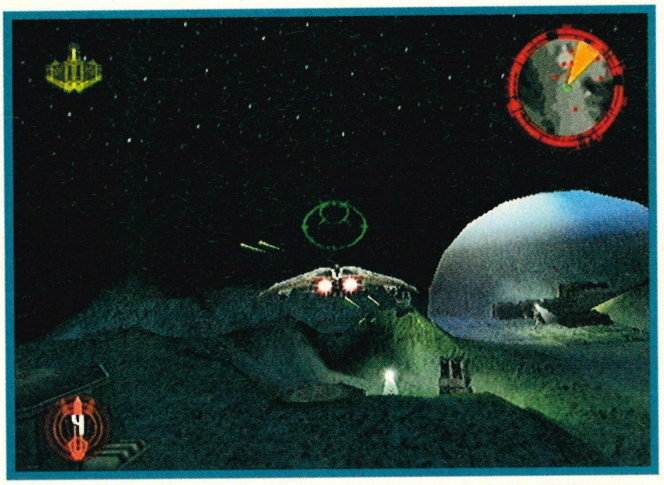
1 Line up on the target and press C Left to activate your sights.



2 As you draw level with the target press C Left again to release the bomb.



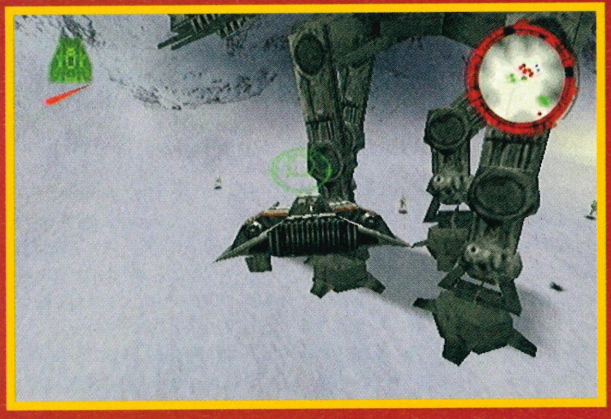
3 Pull up to gain some height and wait for the bang!



▲ On several missions, buildings are covered by a translucent blue shield. This must be removed before you can destroy them.

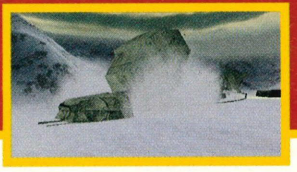
Arrest An AT-AT!

Taking out AT-ATs is no easy business. Approach the front leg of the AT-AT with your brakes on and fire the harpoon. Once the harpoon has engaged, the camera view changes and you need to fly circles round the legs of the AT-AT, accelerating as you go to prevent the cable slowing your craft too much. Fly round a few times, and voila!











▲ One of the trickiest missions is when you must protect Rebel commandos that are storming several prison buildings.



▲ *Rogue Squadron* is great in that it's not just you against the whole of the Imperial fleet – your wingmen really do help out!

The Fog Is Strong With This One...

One thing which detracts a little from the game appearance-wise is the fogging and the pop-up. This varies in intensity on different levels, being worse on some than it is on others. To be honest, it's only really noticeable when you're watching someone else play the game. When you yourself are playing, you find you're so involved with checking the ground for the enemy, scanning the skies for TIEs and trying to deal with all manner of other Imperial threats that you don't really notice anything else! The only real problem is that the TIE Fighters, being small, are hard to spot anyway and the fog doesn't exactly help...

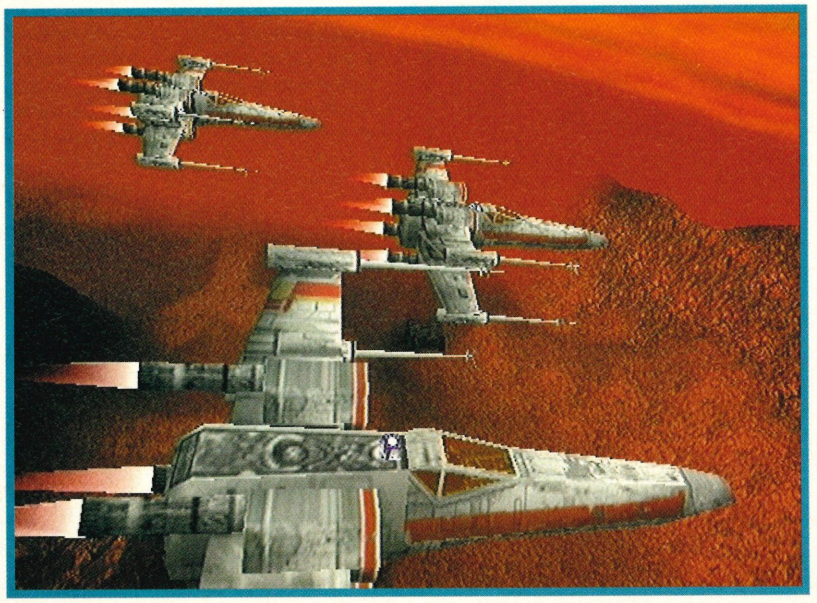
Speed is another thing which might appear slightly wrong at first. If you're *watching* the game being played, it *does* seem like it's running rather slow – not because of slow-down, just that the faster-than-light craft aren't exactly speeding along. When you're playing however, you soon realise that the speed has been set just right – any faster and you'd find it impossible to dogfight. And who doesn't love to dogfight?



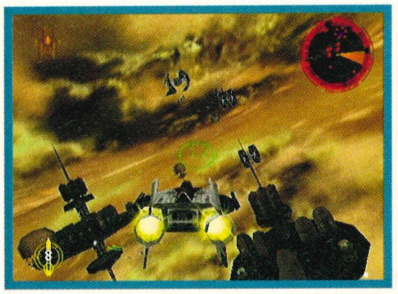
▲ During one of the missions Luke pays a visit to a replica of Cloud City on Bespin. This one is based on a planet called Taloraan, though.

Strong In The Force...

While we're on the subject of aesthetics, the in-game graphics are very good, but it has to be said that this is obviously a game which has been designed specifically for the Expansion Pak. Shove the Pak in your console and prepare to be amazed! You could almost



▲ Before each mission a short cut-scene advances the storyline. These scenes also crop up during play to give you more information.



▲ The objective here is to destroy all the Imperial cargo containers and prevent the TIE Fighters from destroying civilian ones.



▲ One of the trickiest missions comes when you must destroy several shield generators on a heavily defended volcanic planet.

believe that the game was running on a PC! It really is *that* good.

If you're a *Star Wars* fanatic and you own an N64, then you can't afford to be without this game. If you're a *Star Wars* fanatic and you don't own an N64 then buy one. However, if you're not a *Star Wars* fan then still buy this game because it's the most exciting, most gripping shoot-'em-up on the N64 so far. If *Zelda* is the "game of the century," then this is a definite nominee for the shoot-'em-up of the decade!

Shoot-'em-up of the decade!



▲ Because of the speed of the TIE Fighters, it's often necessary to close your S-foils in order to keep up with them.



▶ On the Y-Wing escort mission it's imperative that you take out the missile launchers surrounding the city.

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2nd opinion

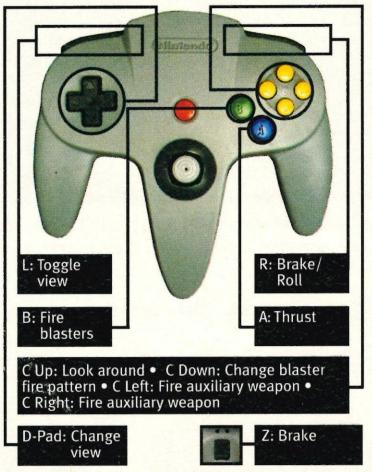
Rogue Squadron was disappointing at first, as the early missions are a bit easy. Fortunately, things quickly pick up and can get quite hectic. Without the *Star Wars* licence, though, *Rogue Squadron* probably wouldn't hold anyone's attention for too long. ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

Shadows Of The Empire: Nintendo (£59.99)
Reviewed: Issue 1, 58%
Lylat Wars: Nintendo (£59.99)
Reviewed: Issue 5, 88%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

92

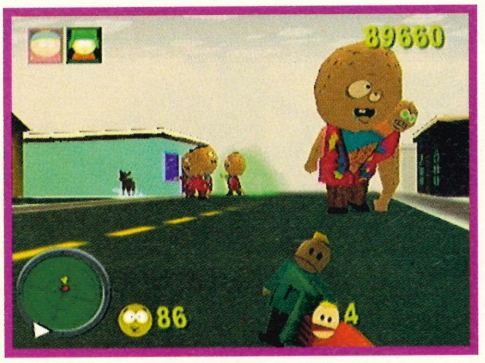
Soundbite

A must for all *Star Wars* fans – and for everyone else too!

Written by: Andy McDermott



▲ Billboards advertising popular South Park products and events litter later levels. "I think I'm going to fart!"



▲ Clone alone! 'Tank' clones spawn smaller clones. Just what the town needs – an army of Big Gay Als!



▲ Visitors have abducted the town's population and will anally probe them... unless you hit them with fish!

South Park is here! Does it kick ass... or suck ass?

South

Ninfo

PLAYERS:

EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Iguana
Game Type:	Shoot 'em-up
Origin:	USA
Release:	Out now
Price:	£39.99

When you've got a TV show that has turned out to be a surprise commercial and critical hit, what do you do with it? You licence it to hell as fast as possible, of course! *South Park*, the deliberately cheap-looking adult cartoon from American cable channel Comedy Central, has already shifted millions of dollars of t-shirts, videos and cuddly toys, so a videogame was obviously on the cards. The big surprise is that it appeared first on the N64.

Nintendo is known (and sometimes cursed) worldwide for its family-friendly attitudes, which have on occasion resulted in blatant censorship. Remember the Super NES version of *Mortal Kombat*? The one with sweat instead of blood? Yeah, that did well, didn't it?

Although Nintendo has relaxed its Mary Whitehousian attitudes of late, many people were dubious about *South Park* on the N64. A fair part of the show's appeal is, after all, its gleeful disregard for political correctness, the realistically foul mouths of its junior protagonists, its willingness to throw in fart, pee and nob jokes at the drop of a hat and the fact that every week, an eight-year-old boy is brutally killed for laughs. Mario's happy land of cakes and ice cream it ain't.

Bleep!

The good news for fans of *South Park* is that anything that appears on the TV show is also in the game. The language is uncut (as in the show, the 'F' and 'S' words are treated to the world's shortest bleep, but everything else gets through) and the bottom-quacking gags and talking turds are all present and correct. Kenny even meets his doom for your amusement.

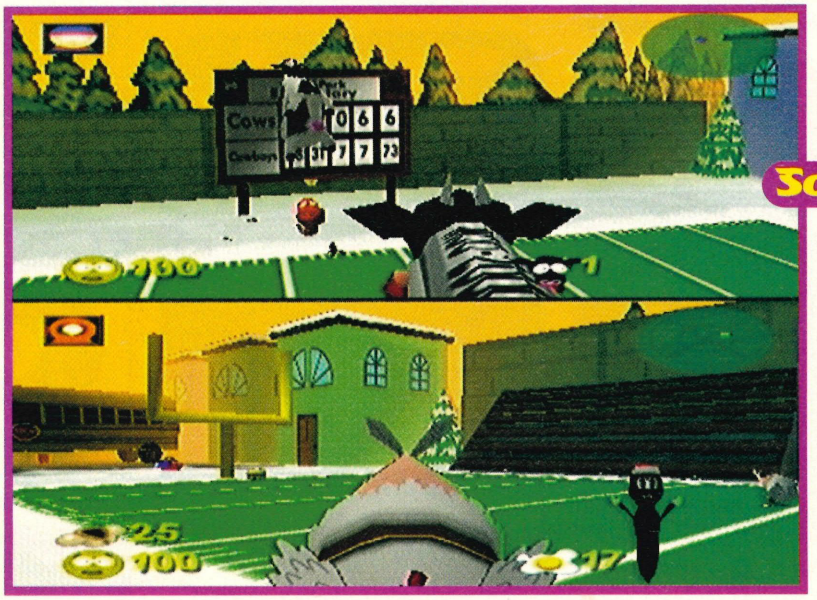
South Park's entire vocal cast has been roped in to provide speech for the game – no dodgy soundalikes like in *Rogue Squadron* here. Even Isaac Hayes ("Who's the black private dick who's a sex machine to all the chicks?") has been brought on board to give voice to Chef, who pops up every so often to give the kids helpful hints and speed the plot along. Character voices range from the familiar 60-a-day rasp of Cartman to the fart-obsessed squawks of Terrance and Philip and the moos of the Visitors.

The soundbites are sometimes quite funny, and are varied enough to prevent *Cl-cl-cl-clayfighter* syndrome, where the same sample is repeated over and over until you want to put your head in the microwave. The strangest thing is that Kenny actually says more in the course of the game than he has in two entire seasons of *South Park* on telly!



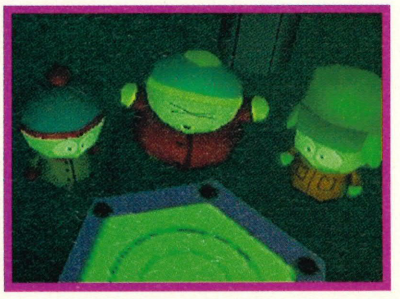
$64,000 Question

- ⊕ Loads of *South Park* soundbites
- ⊕ Visuals capture cartoon's feel
- ⊕ Can be quite funny
- ⊕ An Acclaim game that doesn't use a whole Controller Pak for one save!
- ⊖ Quickly gets repetitive
- ⊖ Major fogging
- ⊖ Slowdown
- ⊖ No reason to come back to one-player game



▶ Look at that cow fly! Lock it on and it homes in on targets; fire at random and it results in an explosion of bovine body parts.

South Park is basically

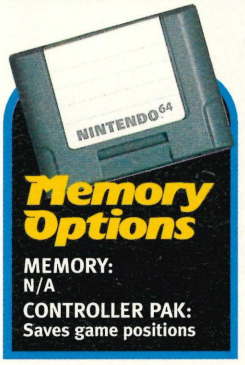


▲ The cut-scenes feature proper *South Park*-style characterisation and jokes, which are funny, at least at first.





Park



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game positions

That's the good news. The bad news is that it hasn't guaranteed a good game.

Pure Evil

The story in *South Park* is that a meteor made of pure evil is about to crash onto the crummy Colorado mountain town of the title, and as it gets closer it is causing all kinds of bizarre things to happen. Bizarre for anywhere else, at least. In South Park, it takes a 200 foot tall mechanical Barbara Streisand trampling the town before anyone even looks up from their breakfast. As usual in a community where the mayor is a corrupt publicity seeker and the only law enforcer an illiterate tool of the New World Order, it's up to a group of eight-year-olds to save the world!

At the start of the game, you pick whether to play as Stan, Kyle, Cartman or Kenny. You stay as that character throughout the game, occasionally switching kids to use a particular weapon (or if You Know Who dies).

Turok 2 in a parka!

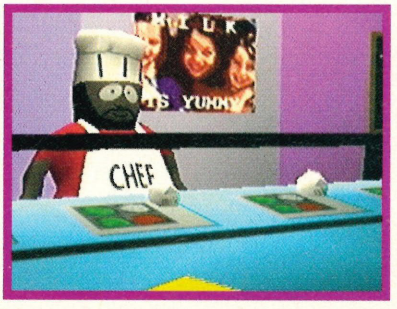
There are five levels, each broken into stages – the last stage of each is a boss that has to be pummelled with whatever the kids have to hand in order to take it down. Whether they're giant mutant turkeys, space aliens or killer toys, the troublemakers must be destroyed!

Two For The Price Of One

Having spent so much time and money developing *Turok 2*, Acclaim apparently decided that they should amortise their investment by regurgitating it as fast as possible. It's instantly clear that *South Park* is based on the *Turok 2* engine. Obvious visual differences aside, the two are all but identical. In a blatant example of lazy programming, *Turok 2*'s omnipresent fog is still there in *South Park*, despite the much more simplistic environments – in fact, it actually seems *worse*. Maybe this is because of *South Park*'s predominantly outdoor/pale sky scenery, but when you're trundling down a flat, shallow canyon in which absolutely nothing is happening, you expect to be able to see more than rocks popping into view 20 feet ahead.



◀ Weird bosses? You got 'em! This giant jack-in-the-box causes much hassle on level five.

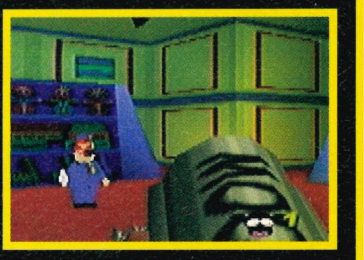


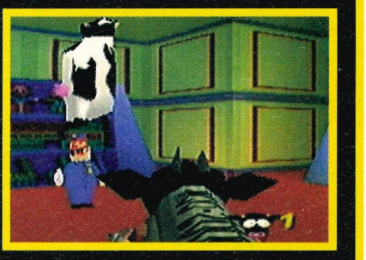
▲ Chef is the nearest thing South Park has to a responsible adult. He explains the plot as the game progresses.

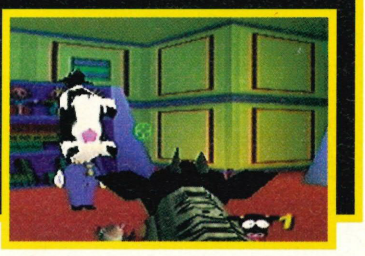
Stupid Cow!

The Cow Launcher is *South Park*'s equivalent of *Turok 2*'s Cerebral Bore. Once locked on, it blasts a future Big Mac high into the air, from where it homes in relentlessly and plops down rectum-first on its victim's head. Look at it go!









▼ Once you've found the other kids, you can start saving the town. Too late for people attending the Renaissance Fayre, though – the turkeys have attacked!



It's Coming Right For Us!

Saving the town from evil invaders calls for a wide arsenal of weapons. *South Park* has these on offer for junior psychopaths!



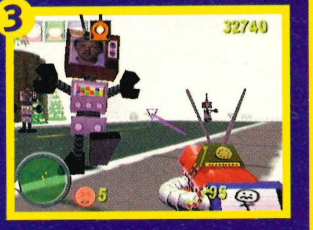


1: SNOWBALL

Comes in two types, white and, er, yellow. The creation of the latter involves the sound of a zip being opened and some unpleasant splashing noises.

2: TERRANCE AND PHILIP DOLLS

"I fart on your grave!" Canada's top animated characters release clouds of poisonous methane gas when thrown – Philip explodes on impact, Terrance acts like a proximity mine.



3: WARPO RAY

A gadget with three settings. The basic setting fires blue piranha fish, the second shrinks enemies so they can be kicked with impunity, and the last turns them into harmless animals!



4: TOILET PLUNGER

When fired from a special gun, plungers can be shot singly or in a devastating triple salvo. They stick to their target – when it dies, the plungers can be picked up and used again!



5: DODGEBALL

The only sport at which South Park excels! Dodgeballs come in packs of ten; they can be hurled rapidly, or thrown at a slower rate with much greater force.



6: SPONGE DART

Rattle off hundreds of Nerf rounds a minute from the brightly-coloured Gatling gun, or crank it up to blast off a single, super-powerful bomb.

7: ALIEN DANCING GIZMO

Not harmful in itself, the ADG paralyses its victim and forces them to do a little song and dance number while other players get stuck in with brutal intent.



8: SUPER SNIPER CHICKEN

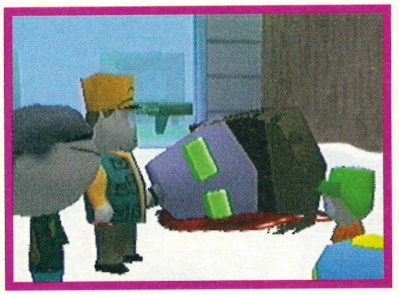
Grab a chicken, stretch its neck and fire eggs from its backside. This does not work in real life, no matter how hard you try.

9: COW LAUNCHER

South Park's equivalent of the Cerebral Bore from *Turok 2*, only instead of drilling out the target's brains, it drops a whole cow on them, arse first.







▲ "Oh my god, they killed Kenny!" Mr Hat's evil robot is still lethal, even after it's been blown to pieces!



▲ Mad cows attack on the third level, driven insane by the Visitors' constant probing. Sorry, cow lovers, but they've got to die!

Even hardcore South Park fans will

Visual shortcomings shouldn't really affect the game, though – after all, it is based on a show that in terms of animation makes *Bod* look like *The Lion King*. The real problem comes from the slack gameplay.

Most of the time, *South Park*'s one-player game follows a standard (and very, very boring) routine. You move forward through the level until a gang of enemies (robots, clones, whatever) attacks, forcing you to backtrack as you take them out one by one. When they're all dead, you go forward a bit further, until the next gang attacks. Repeat until bored. Which won't take long.



▲ The best part of the game is the Visitor mothership, which is surprisingly tense and involving.

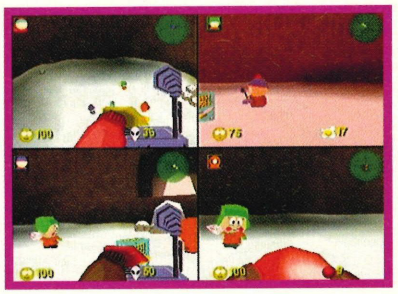
Attack Of The Dots

By the time you get to the fourth level, even the wimpiest of enemies takes multiple hits to kill, and since they attack in gangs you're usually forced right back to the start of the stage before you can kill them all. Conserving special weapons in later stages is a pain, since you need to save them all for the insanely hard-to-kill bosses. That is, unless you *enjoy* spending half an hour strafing back and forth to hit a single tiny weak spot.

South Park's biggest problem in the one-player game is that it just isn't very exciting. The enemies never do anything other than run straight at you on sight (even *Turok 2*'s moronic bad guys occasionally made an effort to dodge your shots) and in between waves of



▲ Not *Turok 2* given a respray. At all. Oh no.



▲ Kyle is hit by the Alien Dancing Gizmo, making him dance helplessly (and embarrassingly) for several seconds.



▲ Big Gay Al isn't the only local to have been cloned – Uncle Jimbo and Barbrady also have idiotic doubles. Well, *more* idiotic.

be disappointed...

attackers, all there is to do is trundle through the bland, fogged-up landscape until the next bunch of dots appears on your radar. Opportunities for exploration are limited; once in a while a side passage or ladder will lead to an extra weapon or a box of Snacky Cakes, but on the whole *South Park* is even more linear than *Turok 2*.

Like *Turok 2*, *South Park* has a couple of sections that are different enough to re-ignite interest, but not nearly enough. One section, battling to board and infiltrate the alien mothership, is oddly tense and creepy. If not for the fact that you're taking down the aliens by hitting them with eggs as a turd in a Santa hat dances around you, it could have made an effective *X Files* kind of game in itself. Sneaking around the captive townsfolk's stasis jars and dodging behind dissected cows on slabs as you pick off the aliens one by one is strangely nerve-



▲ Die, motherclucker! The turkeys can't take many hits before dying, but they attack in large numbers.

wracking. It's a pity that as soon as you've vanquished the aliens, the game goes back to its usual tedious routine.

Turok Too

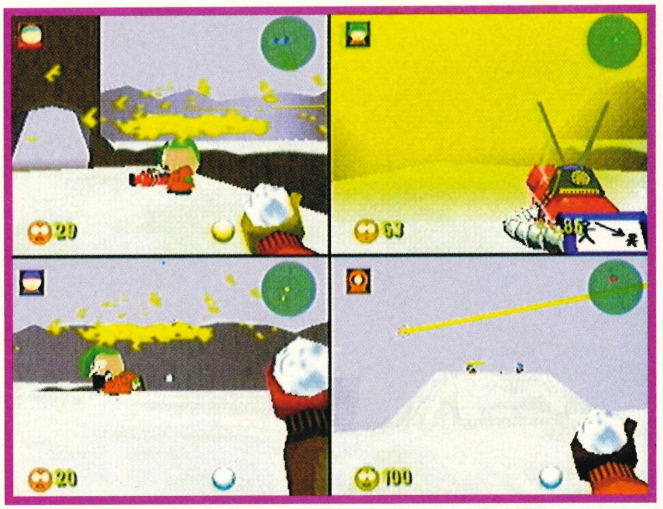
Since *South Park* is basically *Turok 2* in a parka, you could still hope that the multiplayer game would save the day. Having television's favourite delinquents battling each other and shrieking abuse must be good for a laugh, surely? Yes, it is... for a while. In a rather perverse bit of irony, the characters in the game are better animated than on TV, which must be a first for a videogame.

Expand Me!

Stick in an Expansion Pak and *South Park* actually looks better than it does on the telly! See for yourself...







▲ Kyle staggers under the force of one of Cartman's yellow snowballs. With a bladder in proportion to his lardy body, that's going to be wet!



10: MR HANKEY
The Christmas Poo is Kyle's not-so-imaginary friend. He acts as a shield, bouncing merrily around his current owner and fending off attacks while leaving a nasty smell and some gross brown stains.



11: FOOTBALL PADDING
Acts as armour, deflecting up to 25 points of damage from its wearer.



12: CHEESY POOFS
Cartman's favourite snack, these increase your energy by ten points.



13: ZIPP COLA
Gives its drinker a short-lived speed boost, thanks to its ludicrously high caffeine content.

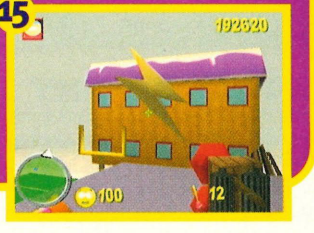


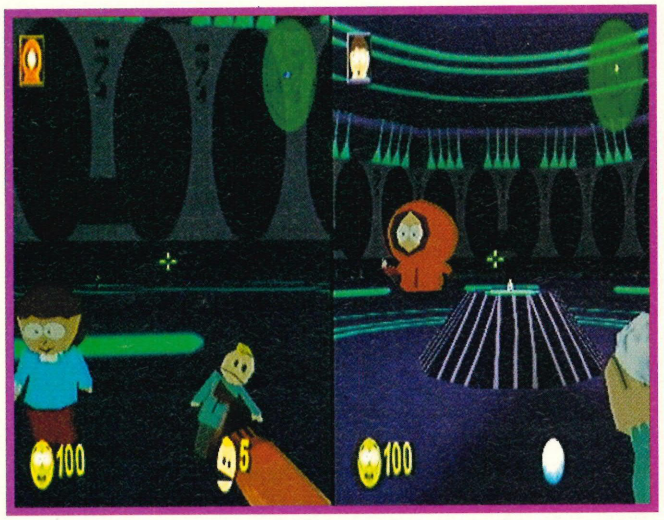
14: WEIGHT GAIN 4000
Beefcake! Beeeef-caaake! Weight Gain 4000 makes its consumer temporarily invincible (as well as very fat).

15: LIGHTNING BOLT
Doubles your rate of fire for a short time.

16: SNACKY CAKES
Even nicer than Jaffa Cakes, these completely refill your energy when they're eaten!

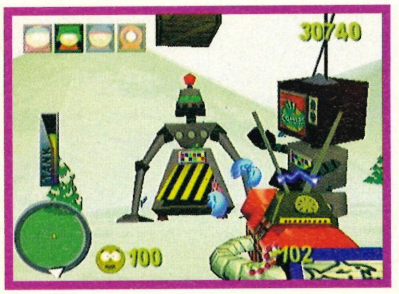






▲ The UFO Core is the oddest deathmatch level. Combat takes place in near-zero gravity, so if you get hit, you're sent flying off into the air!

As you've probably come to expect by now, the deathmatch game is exactly the same as in *Turok 2*. Even many of the weapons have been transplanted with nothing more than a lick of paint – arrows are replaced with toilet plungers, the Charge Dart Rifle is transmogrified into the Alien Dancing Gizmo and you don't have to be Einstein to work out that the Cow Launcher is nothing more than the Cerebral Bore with a rectum.



▲ Evil robots. They need far too many hits to kill and cause loads of damage. Where's the fun in that?

Since the deathmatch game was easily the best part of *Turok 2*, though, this shouldn't really matter... except that *South Park*'s deathmatch wears thin very quickly. Promised sub-games like 'Kick The Baby' failed to materialise, so what you get is a no-frills, no-options runaround in some surprisingly sprawling levels. There isn't even an equivalent of *Turok 2*'s instantly lethal head shots – despite killing Kenny every week, *South Park*'s creators were oddly reticent to let anything fatal happen to the rest of their characters – so it can take ages to knock another player down.



▲ Cartman has been shrunk by Kenny's Warpo Ray – time for some payback for all those jokes about being poor!

The Jerk

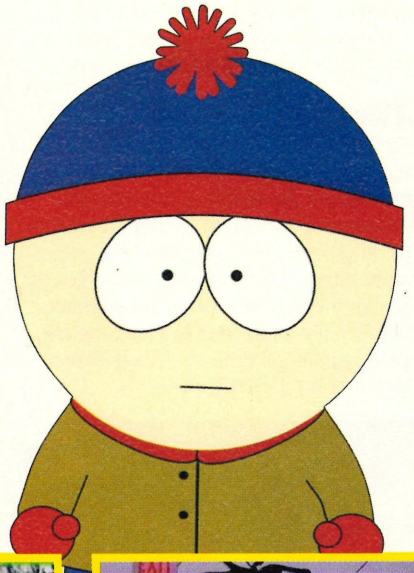
Turok 2 got stick in some quarters for the amount of slowdown in the deathmatch game, a problem that didn't bother us that much. It bothered us a lot more in *South Park*. Even though it's effectively the same game, *South Park* feels slower and more clumsy than *Turok 2*, and the screen often goes into Jerk-O-Vision when there's nothing particularly exciting going on.

The acid test was when Paragon's huge cadre of *South Park* fans were eagerly let loose on the deathmatch game. After laughing at the speech, and marvelling at the characters' move into 3-D, the crowd didn't take long to start thinning out with moans of "God, it's

Oh my god, comme

▶ If any Tank enemies escape on the main stages, you have to stop them destroying the town in a sub-game.



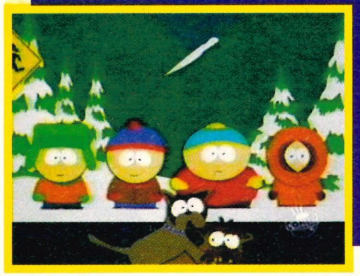




▲ After taking a certain amount of damage, Tank turkeys charge straight at you and try to peck out your eyes.

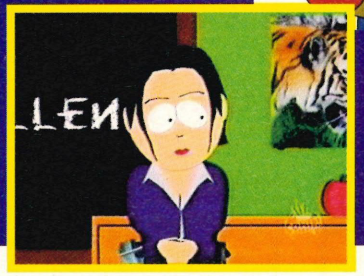
Celebrity Swears

South Park has attracted several celebrities willing to make fools of themselves in completely inappropriate roles. Rumoured to be appearing in a future episode is Clint Eastwood – as a mouse!



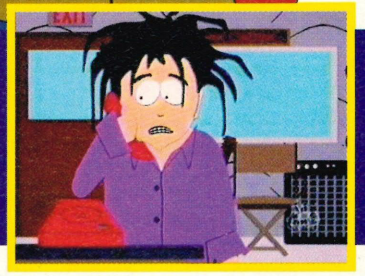
GEORGE CLOONEY

Partly responsible for *South Park* being made into a series, the wobbly-skulled star of *ER* repaid the favour by acting as the voice of Sparky, Stan's gay dog. Quote: "Ruff."



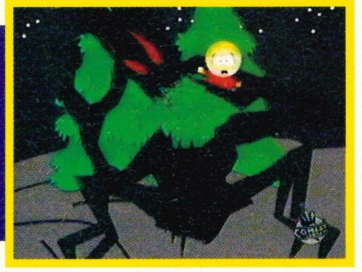
THE CHICK FROM SPECIES

Was a lesbian teacher the boys all fancied. When told lesbians only like lesbians, they vowed to become lesbians too. Quote: "Let's review our multiplication tables."



ROBERT SMITH

Of The Cure, no less. The skanky-haired English singer's supernatural powers were, until he fought off Mecha-Streisand by turning into Gamera, previously unsuspected. Quote: "'Ello?"



HENRY WINKLER

One-time Fonz and the headmaster who got killed in *Scream*. Winkler appeared in an episode that featured the Fonz, but oddly didn't play him, instead voicing a child-eating monster. Quote: "Raaargh!"



▲ The deathmatch characters. Nintendo's ban on religious imagery ruled out regulars like Jesus and Satan.



▲ The giant turkey boss on the first level has a target on his arse, which is hard to hit when he's sitting down!

really jerky, isn't it?", "Why's there so much bloody fog?" and – from a true hardcore Parkie – "This is rubbish. Put *Goldeneye* on." Well, he didn't actually say 'rubbish'. It was two words that in the game would have been given very short bleeps.

Cheesy Poofs

Even hardcore *South Park* fans will be disappointed by this lazy, fast-buck cash-in. The massive amount of speech and Colorado quippery will keep them interested for a while, but ultimately the game behind it is too lacklustre to hold the attention. There's no incentive to return to the one-player game once it's been completed, because it's so repetitive and annoying. The multiplayer game, drained of the gleeful brutality that made *Turok 2* so refreshing, quickly loses its appeal, especially once you've heard all the soundbites.

rcial opportunism killed Kenny!



▲ Killer toys attack on the fifth level. The really bad news is that they regenerate moments after being destroyed!

Exchange South Park for Springfield and this could have been a *Simpsons* game. Or *Beavis And Butt-Head*, or *Duckman*, or *Rugrats*, or *Dexter's Laboratory*, or... well, just about anything, really. Different graphics, same game... all run-of-the-mill. There's nothing necessarily *wrong* with developers reusing a successful game engine (it's doubtful anyone will criticise Rare for using *Goldeneye* as the basis for *Perfect Dark*) – as long as the specifics of the game are suitably altered. But *South Park* is, for all intents and purposes, *Turok 2* in the snow, and all the faults of that game are magnified here and made even more obvious.

The driving force behind *South Park* was not to give something new and exciting to gamers, but to shovel a game out as quickly and cheaply as possible and wring some bucks from a hot property before it fades. Oh my god, commercial opportunism killed Kenny. You bastard!



▲ A vomiting doll. Probably not high on the list of sensible toys to buy your kids for Christmas...

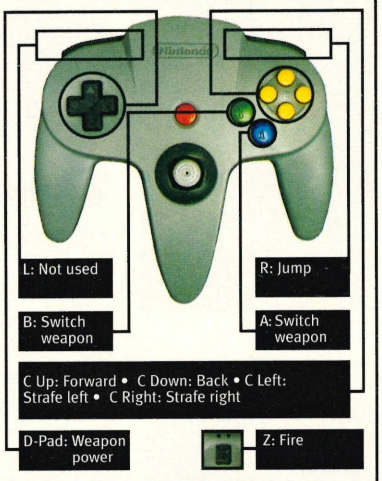
2nd opinion

Oh my god, Acclaim killed *South Park*! Well... okay, perhaps it's not quite as bad as all that. However, it has to be said that once you get past all the jokes and the familiar characters what you're left with is basically a rather dull *Turok 2* clone. Shame. ROY KIMBER

Rating 3 of 5

64 Magazine Bottom Line

Controls



Alternatives

Turok 2: Acclaim (£39.99)
Reviewed: Issue 21, 90%
Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 95%

Rating

Graphics 4 of 5
Audio 5 of 5
Gameplay 3 of 5
Challenge 4 of 5

Overall

73%

Soundbite

A cheap rehash of *Turok 2*, but not as good. Dude, that sucks ass!

Written by: Roy Kimber

Chameleon Twist 2

The chameleons are back - and now they even look like chameleons!



Ninfo

PLAYERS:

EXPANSION PAK

RUMBLE PAK

Publisher	Sunsoft
Developer:	Japan Supply System
Game Type:	Platformer
Origin:	Japan
Release:	February '99
Price:	£44.99 (TBC)



$64,000 Question

- ⊕ Bright, colourful graphics
- ⊕ Imaginative in-game characters
- ⊕ Lots of tricky puzzles
- ⊕ Responsive controls
- ⊖ Infinite continues make the game easy to finish
- ⊖ Gameplay fairly linear

The intro sequence to this game reveals two things. The first is that the central character now looks more like a chameleon – as opposed to the first game's bulbous-headed alien-type creature. The second is that your chameleon now has an extra trick up his sleeve – or, more accurately, in his backpack. To supplement his tongue-twisting skills, the reptilian hero now has a parasol which he can use to float through the air.

The storyline behind *Chameleon Twist 2* is fairly simple. Your chameleon is hurled to a strange world when the white rabbit from the first game drops out of the sky onto a seesaw and now you must find your way back to reality through six lands of themed weirdness.

Tongue-Tied

Each land contains various obstacles or puzzles which require you to utilise your tongue, your parasol and your reactions to overcome. These range from fairly easy on the first few levels to far more taxing problems on the later ones.

On your travels through the six colourful lands of the white rabbit you encounter all manner of strange and usually hostile inhabitants, all themed to fit the land. Thus in Toy Land you are attacked by manic toys while in Ice Land everything from snowball-wielding penguins to manic hockey pucks accost you.

On your travels you find coins – of which there are 20 per level – and also one carrot per land. These carrots allow you to access various different sub-games, from gymnastics to bowling.

As in the original game your tongue is both a tool and a weapon. It can be used to reach objects that are far away and to swing round posts or drag yourself across large gaps. It can also be used to swallow some enemies and then fire them from your mouth like projectiles.

The sucking and firing technique is what the end-of-level bosses require to defeat them. All six are fairly similar in that you find yourself in a small arena where the boss attacks and you must suck up objects and fire them at him to kill him. Sometimes the objects are released by the boss himself, sometimes they're simply lying around the arena.

Should make a very good game for younger N64 gamers



▲ Bats are one of the first hazards that you encounter in the final land. They fly just above tongue level, making them a pain.



▲ Somewhere, over the rainbow... the bridges on this level are colourful, to say the least! Just one of the games nice graphical features.



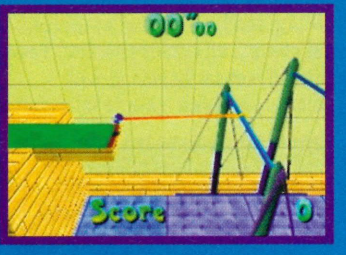
Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores up to four saved games

Sub-game Fun!

If you manage to find the carrots that are hidden within the game, then the white rabbit will take you to several different hidden sub-games. Like this parallel bars competition, for example.



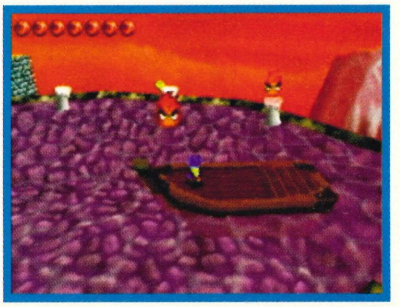


Battle Barmy Burgers

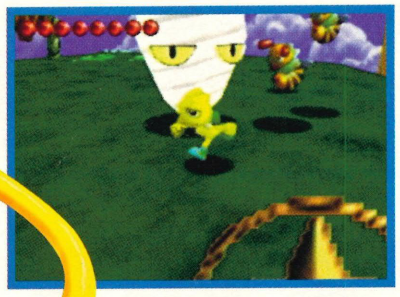
This is one of the end-of-level bosses. He's a huge double-decker burger and attacks you by firing pieces of himself out at you, layer by layer. To kill him you need to lick up the smaller burgers and fire them back!







▲ This is a particularly annoying puzzle. You need to catch flames with your tongue and fire them at posts to make boats appear.



▲ You've heard the expression 'walls have ears'? Well in this game, everything has *eyes*, even the wind!



▲ Toy Land features a 'mousercoaster' which takes you around a track set against a colourful backdrop.



▼ The characters in *Chameleon Twist 2* are beautifully drawn and very expressive. Like these sunflowers!

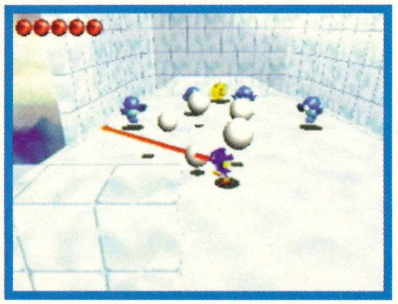
Where *Chameleon Twist 2* falls down is on the difficulty level. Like the first game, it's simply too easy to finish. We completed the game within the first day, although to be fair we hadn't collected every coin and carrot.

Twist 'N' Shout

That's not to say that the game is *very* easy. While the first three levels *are* pretty much a walkover, the latter three have some tricky (and often seemingly impossible) puzzles to overcome. However, the game offers infinite continues and because you reappear at the point where you died this allows you to keep trying puzzles again and again very quickly until you overcome them. If the game had put you back at the start of a level when you ran out of lives and used a continue, this would have increased the difficulty level and hence the game's longevity enormously. Of course, it would also have increased the frustration level enormously too, as you'd have been forced to repeat some very tricky puzzles.

Though *Chameleon Twist 2* might be a disappointment to most older games players who should finish it fairly quickly, it should make a very good game for younger N64 gamers as the first three levels are easy to get into. The infinite continues mean that they can persevere at the tougher puzzles on the later levels for as long as they like to until they get them. Just don't count on getting months upon months of replay value from it.





▲ On this level an icy wall blocks the way. To get past you need to wipe out all the snowball-throwing blue things using your tongue.

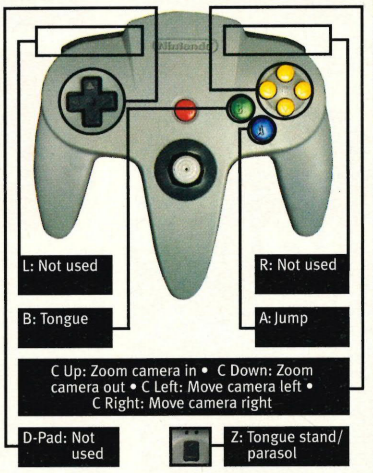
2nd opinion

Companies should be asked a simple question before they release a 3-D platform game. Is it better than *Mario 64* or *Banjo-Kazooie*? If the answer is 'no', they should go back and try again until the answer is 'yes'. Sunsoft should have tried again. ANDY MCDERMOTT

Rating 3 of 5

64 Magazine Bottom Line

Controls



Alternatives

Chameleon Twist: Sunsoft (£49.99)
Reviewed: Issue 10, 64%
Banjo-Kazooie: Rare (£49.99)
Reviewed: Issue 16, 95%

Rating

Graphics 3 of 5
Audio 3 of 5
Gameplay 3 of 5
Challenge 2 of 5

Overall 75%

Soundbite

A fun platformer which is unfortunately too easily finished to have much lastability.

Written by: Ben Lawrence



Micro Ma 64 Turbo

They're small and easy to break but be warned – Micro Machines will blow you away!

Ninfo

PLAYERS:



EXPANSION PAK



RUMBLE PAK



Publisher	Codemasters
Developer:	Codemasters
Game Type:	Racing
Origin:	UK
Release:	March 26
Price:	£39.99



$64,000 Question

- ⊕ Fast
- ⊕ Fun
- ⊕ Up to eight players
- ⊕ Responsive
- ⊕ It's just gorgeous!
- ⊖ Going over old ground

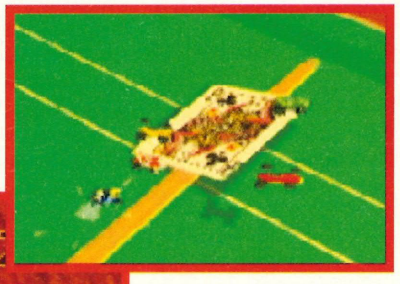
"The best things come in small packages." "Size doesn't matter." More often than not, those very words are spoken up and down the country on a Friday night in the hope that someone, somewhere will believe them. Maybe if more people experienced what Codemasters are about to unleash upon us, a lot more fellas would wake up happy in the knowledge that size really doesn't matter. We would!



Micro Machines, those compact collectable cars from Galoob, have been around for aeons. Getting sucked up vacuums, eaten by the dog and putting Uncle Frank's back out every time he's foolish enough to stand on the carpet – they've been there! But now scoop them up, put them in a box and turn on your N64... you are about to witness something special.

Micro Machines 64 Turbo is the first *Micro Machines* outing for the N64 and features all your easily-breakable favourites battling it out against each other in various (and often hazardous) parts of the house. Whether the racing course is the breakfast table, complete with cheesy ramps, or the garden pond inhabited by outsized, randy dragonflies, every one is a veritable hotbed of danger and speed. We never knew cereal could be so bad for your health!

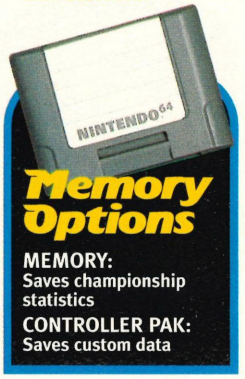
The concept is devastatingly simple, though. Race!





▲ Breakfast was never this dangerous! Make sure you take full advantage of the special weapons to make ground.

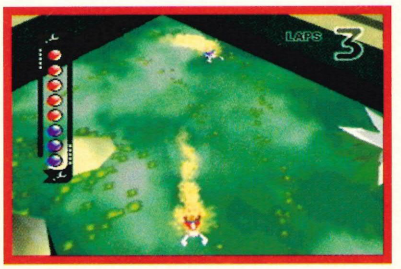
▲ Watch them fly through the air with a complete disregard for safety. Let's hope they've fastened their seat belts!



Memory Options

MEMORY:
Saves championship statistics

CONTROLLER PAK:
Saves custom data



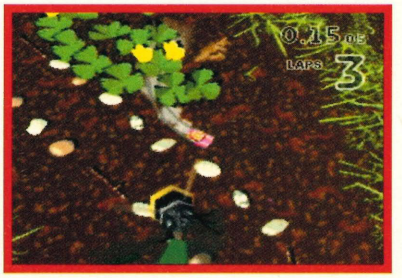
▲ Every vehicle can use the same weapons. The same destruction is wrought and the fun is just as heart-pounding.

Tiny Terrors!

Choosing from a selection of characters, all of whom have been present in *Micro Machines*' previous incarnations, you then get to decide which of the many games at which to try your luck. You'll need to try them all to fully appreciate what a little smasher this game is.

The options range from a one-player head-to-head against the computer, or a veritable oily orgy with you and seven mates all racing it out to the finishing line. Each option is reassuringly diverse

You are about to wit



▲ Mr Buzzy Bee. He bumbles around the screen completely unaware of the madness going on underneath him. What a nice chap!

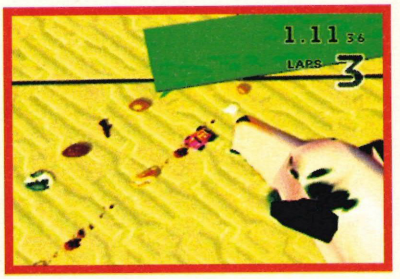
chines

The Originals!

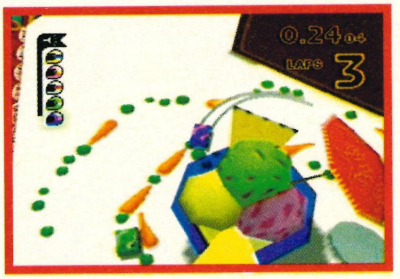


Remember this guy? His name's Spider and he's been with *Micro Machines* since it first arrived in Consoleland. He dresses like a Fifties throwback, has all the fastest cars and a name that probably got him beaten up at school. Let's hear it for Spider!





▲ This docile fella won't wake for anybody. Even if you drive a pick-up truck into his nostrils he'll remain in a quiet doze.

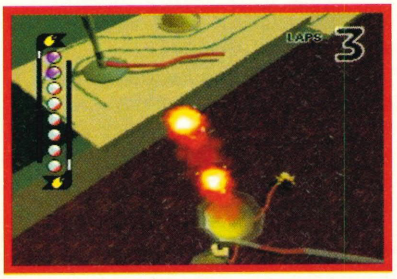


▲ Mmmm... ice cream! Remember to look for short cuts between the table-top decorations – they will give you such an advantage.

too, and require some pretty dextrous finger flexing to become a success. There are games where you have to make as much ground between yourself and your rival in order to gain points, there are single races, time trials, championships and even championship time trials! Every one is an asset to the game and should be experienced. These many versions of racing all take place over the same courses, which isn't quite as limited as it sounds because the tracks are so numerous. Different versions of competition simply give you an opportunity to use the course depending on which race you've entered yourself. Whether you have to rely on speed or special weapons entirely depends on which kind of race you are trying to win.

As you become better at darting about like a wannabe F1 driver, you then start seeing the superb design behind every course. Rulers are bridges and ramps, glue slows you down, Bunsen burners shoot you like fireworks into the air, bullrushes tangle you up, snooker table pockets are teleporters, cutlery stops you flying off the tables and wedges of cheese are placed to send the shortcut-taking driver into oblivion... There are also enough weapons and pick-ups to make Inspector Gadget look like Inspector Morse. From daft cartoonish mallets that crush opponents, to large pincers that pick them up and throw them to one side, they're all here and they're all waiting to be used!

▲ This loaf is either stale or it has an iron rod through the middle. How is it supposed to carry the weight of a car?



▲ Dart up a test tube, bounce around inside a petri dish then zoom straight into the air with a streak of flames behind you. Cool!

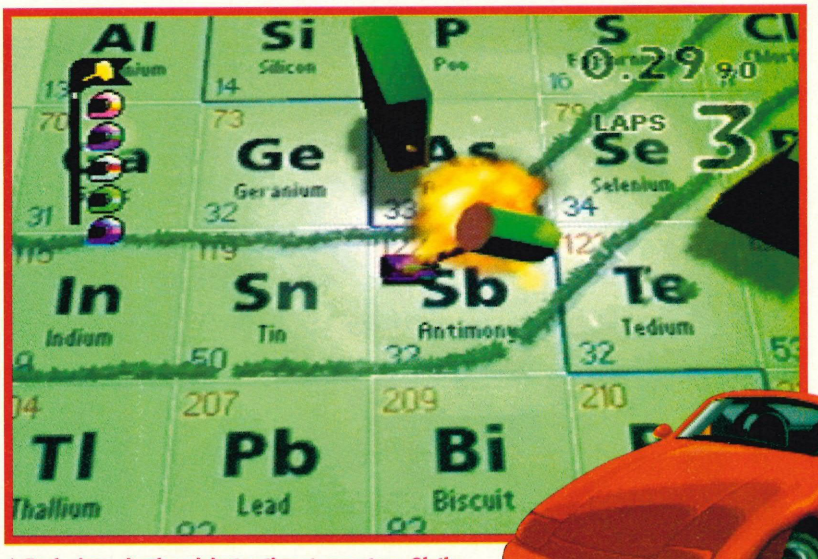
▼ Despite the attractive surroundings, don't stop to kiss this guy because you'll lose your lead and end up with slimy lips!

Microgasmic!

The sweetest thing about *Micro Machines* is the ingenious way it manages to distance itself from the usual racing genre by presenting everything in a top-down view, yet at the same time remains quite an obvious racing game. This will not only appeal to

ness something special!





▲ Explosions, death and destruction at every turn. Oh the madness of it all! It doesn't get any better than this, folks!



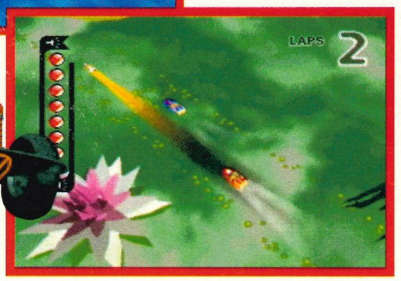


▲ What a nice touch! The milk slick actually follows you as you drive through it on your speeding quest for victory.

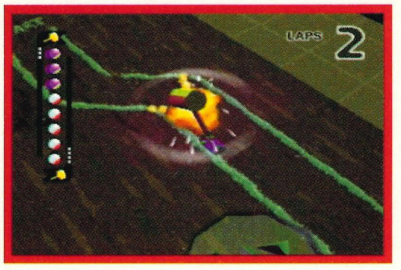


The best things real

▲ Don't drive into the sunglasses, you'll ruin their UV protection!



▲ This one missed the blighter, but he won't be so lucky next time when a missile slams into his backside!



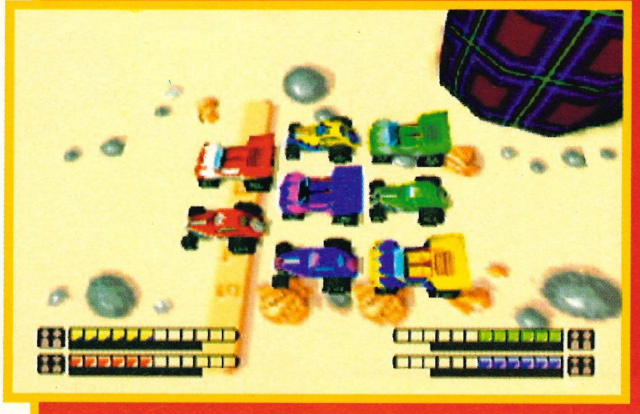
▲ The mallet has got to be one of the coolest weapons. Simply smash your way ahead of the field by turning them into jam!



8 PLAYER

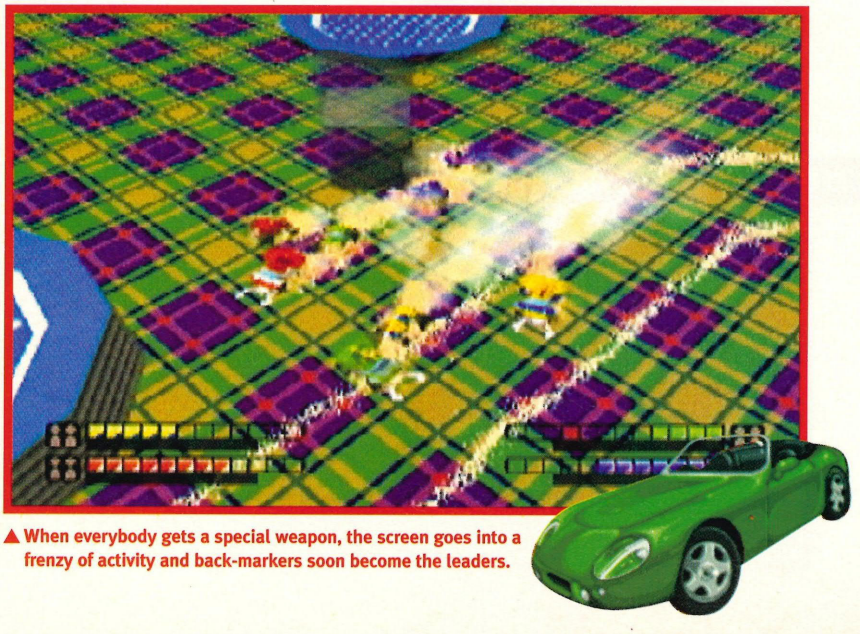
Eight Ball

The wackiest feature of *Micro Machines* has to be its eight-player mode. Yes, you read that right. How can eight people play when the N64 can only handle four controllers? Easy! Two people share a controller – the player on the left uses the D-pad to steer their car, and the player on the right uses the C buttons. It's completely frenzied fun, but for the best effect you really do need a big telly!



the avid fan of racing games but to all those platform fans out there looking for something different. It is also a stunningly good-looker. Everything has been produced to such a high quality the game feels innately correct. Not for a minute do you question the vehicle dynamics because they move as you would wish. Nor do you question the surfaces of a kitchen table or sandpit, since the cars react almost is if was natural to drive all over a gingham table cloth covered in cornflakes! Gorgeous hidden touches too fleeting to notice in the heat of a race also show what amount of depth Codemasters have gone to. For instance, there's a bottle of wine called 'Belch' and a periodic table with elements on it called 'eggsarnium' and 'geranium'. Genius!

As far as the all round look of *Micro Machines* goes it's Kate Moss... in stilettos. Vibrant colours, sharp visuals and special effects to weaken the bladder, every one of them come together to form a visually exiting game.



▲ When everybody gets a special weapon, the screen goes into a frenzy of activity and back-markers soon become the leaders.



▲ Complete a championship race in first place and win a car to race with friends later on in the game. It won't go fast but it's strong!



ly do come in small packages!

Baby Beautiful!

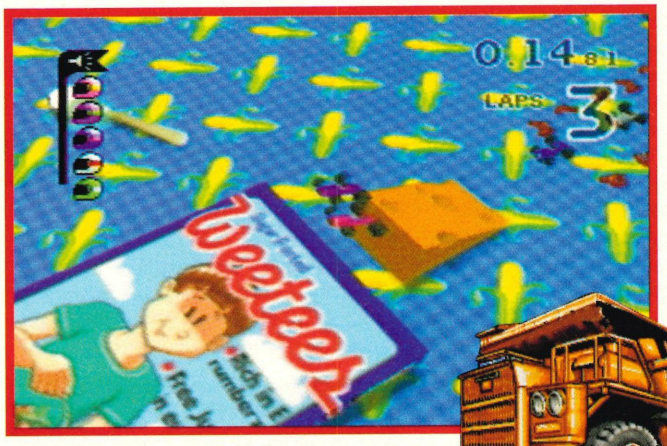
Where *Micro Machines* really comes into its own is during games involving more than one player. Imagine eight friends gathered around the TV, everyone in control of a miniature speedboat and everyone wanting to win so badly they end up shouting at the screen and jumping around like a hyperactive chimp with a bad dose of crabs on a bed of hot coals. No, we're not exaggerating.

One criticism we do have against *Micro Machines* is the similarity to the other, much older, versions of the game. The PlayStation version has been out since the year dot and our version is virtually identical. You would have thought that after three years, the N64 version could boast of more than just looking 'a bit better'. That aside though, with the other versions all being little crackers was it any wonder that the N64 isn't radically different?

If you are saving your pennies and wondering what to do with them, buy this. If you are skint, buy this. If you have wealthy relatives, butter them up. Anything... do anything to own this corking little racer. It's true, the best things really do come in small packages.

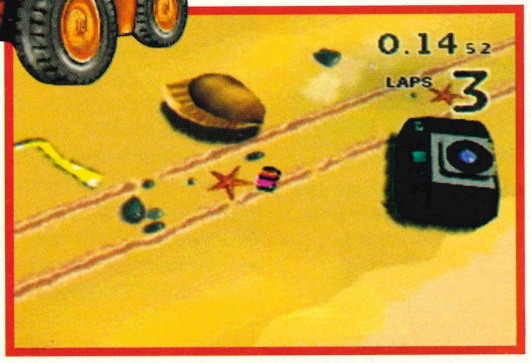
▲ The wheels go everywhere! Never try and cut straight across a track because you'll self destruct, you cheating monkey!

▼ Ah, the ever popular cereal packet jump! This one has been with the game since the early days and is still just as exciting.





▲ Exploding tanks, bombs going off left, right and centre and it's all done in the best possible taste and with maximum carnage!



▲ What a nice day at the beach. Take photos of the kids, bathe in the sun and avoid miniaturised motoring madmen!

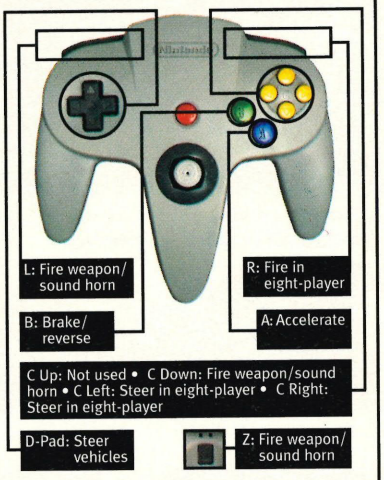
2nd opinion

There's only one problem with *Micro Machines* – when you have eight people playing, the one with BO will always be sharing your pad! Fantastic fun as a party game, and just as enjoyable even for one player. Now where's the *Star Trek* edition? ANDY MCDERMOTT

Rating

64 Bottom Line

Controls



Alternatives

Mario Kart 64: Nintendo (£49.99)
Reviewed: Issue 3, 78%
Penny Racers: THQ (£49.99)
Reviewed: Issue 23, 66%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

91%

Soundbite

The mini racing game!



▲ If you want to know what sort of heat each car is packing, take a look at their roof racks.

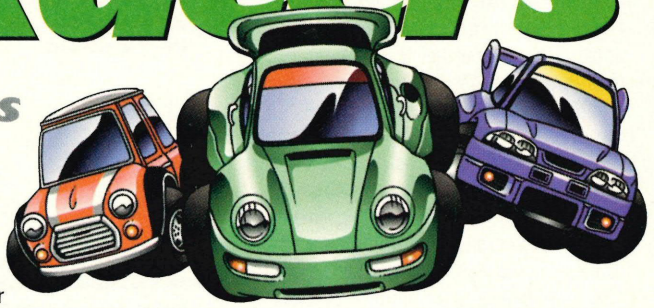


▲ Handy speed boosts are placed in awkward places. Good luck trying to get on one without writing your car off!



▲ Look out for the deadly spikes! Or just cruise past them at top speed, you'll hardly break into a sweat.

Penny Racers



Yet another racer enters the N64 fold – will it be worth half a sixpence or a million dollars?

Ninfo

PLAYERS:

EXPANSION PAK

RUMBLE PAK

Publisher	THQ
Developer:	THQ
Game Type:	Racing
Origin:	Japan
Release:	February '99
Price:	£49.99

Boasting tons of cars and upgrades, *Penny Racers* promised to be *Mario Kart* with knobs on. The game consists of a set of races that can be attempted in any order, with the promise of extra tracks and features once first place has been achieved.

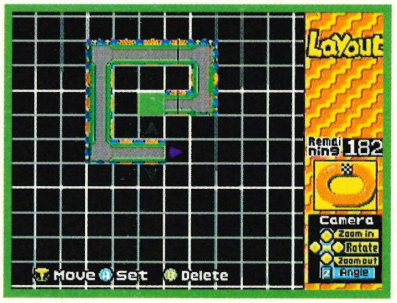
To begin with, the player gets to choose from a selection of cars with which to start the race. Once a vehicle has been chosen, the settings screen allows the alteration of car body, engine, tyres, weapons and so on. Depending on which class, from A to C, has been selected, a certain amount of points are given to each driver to customise their car. These can only be used to fit parts the player has in their collection.

On completing a race, the three highest placed cars are given the opportunity to rob bits from the losers. By tactically choosing which bits to take, a player can knacker his opponent's car, while enhancing their own. This sounds good in practice, but can often lead to severe frustration. The computer-controlled cars start with vastly superior weaponry and can easily hammer your vehicle into the ground, and then rub it in by stealing any decent add-ons you do have. This necessitates playing the same track repeatedly to build up your car to a race-winning standard.



$64,000 Question

- ⊕ Constant speed throughout, even in multiplayer mode
- ⊕ Tons of cars to collect
- ⊕ A wealth of design options
- ⊖ The cars look like bricks
- ⊖ Tracks are very bland
- ⊖ Frustration soon sets in



▲ Design your own stage races and circuits. Give them deadly corners or just build them in the shape of rude words, the choice is yours.

The cars are a testament to

I'd Buy That For A Dollar!

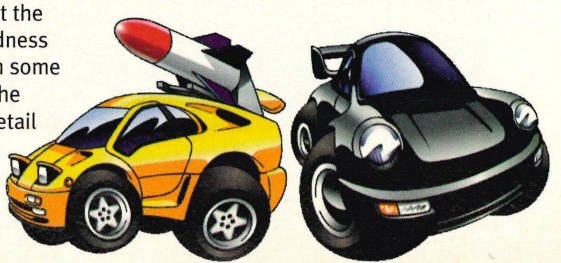
The tracks in *Penny Racers* are pretty ordinary. They mainly consist of a normal racing circuit with a few quirks and shortcuts thrown in for good measure. Unfortunately these token elements fail to grab the attention and instead give the impression of being installed at the last minute to counteract the blandness of the tracks. In addition to this, on some of the wilderness tracks such as the Arctic and Volcano, the lack of detail often makes it difficult to work out the correct route to take – in places the Arctic course looks like you've been caught in a total whiteout!

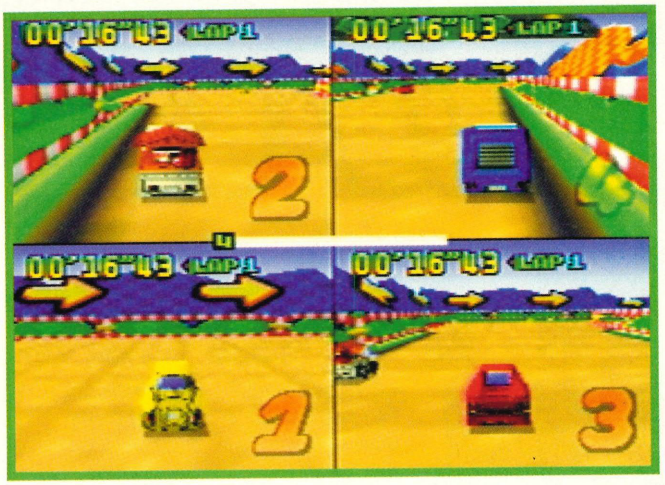
Gameplay is a bit of a hit or miss affair. The superior computer cars can easily outpace your initial vehicle and every trick in the book is required to keep up with them. A few turbo arrows have been placed in obscure places on each track to help you win, but even a massive lead can come to nought if you're struck by a projectile.

That time-honoured racing favourite, 'instant last place' syndrome, has been graciously included. Guaranteed, if you









▲ The four-player mode is fast and furious, but you can find yourself hopelessly outclassed if your opponents have better cars.



◀ The spin weapon can prove more hazardous to yourself than to the other cars, as the camera rotates with your spin.

▶ The tight turn button enables your vehicle to corner on a dime. Slow down before using it or you'll end up on your roof.

pull off two flawless laps, a CPU car will whack you and every car in the world will drive straight by as you hopelessly try to recover. Add to this the omission of a jump button, in favour of a comedy French horn, and obstacle avoidance

the art of cubism!

can be put down to an act of God rather than player skill. If this wasn't bad enough, some of the weapons have a ridiculous blast radius, which often takes you out when you aren't even the target of an attack.

Cash Back

The most engrossing part of the game is the multiplayer mode. Even with four players the game maintains a high speed and good resolution. Cars can be created and saved to a Controller Pak in the single player mode, then be taken round to a mate's house to do battle with his racer. The victor then gets to steal parts from the loser, setting the scene for a few grudge matches.

Chop Shop

Far from being the innocent game portrayed by its colourful graphics, *Penny Racers* actively encourages you to steal bits 'chop shop' style from other players' cars! Upon winning a race, you can emulate those ker-azee kids in South Central LA by stripping the s**t out of a losing car and leaving it on bricks. Well not quite, but you can get yourself a nice set of spoilers.





There is also a map design function included with the game. Both stage races and circuits can be constructed and saved to a Controller Pak. These can be used to challenge all-comers in the multiplayer mode.

Despite this one redeeming feature, the overall game doesn't manage to raise itself above the bland gameplay and functional graphics (the cars are a testament to the art of cubism). It could have been better, it should have been better, but in the end lack of imagination has let this title down badly. If you are a fan of this sort of game you may well derive some amusement from it, but as it stands, you would be better of buying *Mario Kart*.



Memory Options

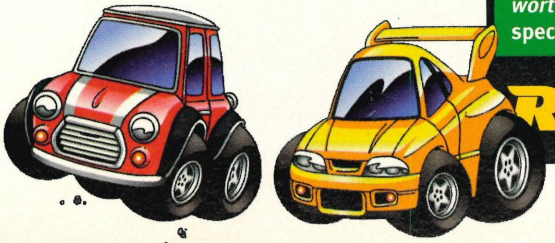
MEMORY:
Saves medals awarded and extra tracks

CONTROLLER PAK:
Saves car and track designs

2nd opinion

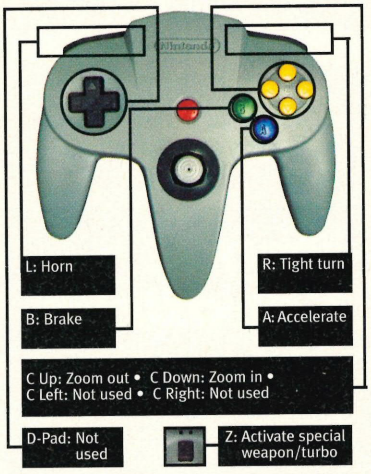
Penny Racers does get better once you've hacked through the early stages and got to the higher classes of car. But not so much better that it makes it *worth* hacking through the early stages! There's nothing special about this game – save your pennies. ANDY MCDERMOTT

Rating N64 N64 N64



64 Magazine Bottom Line

Controls



Alternatives

Diddy Kong Racing: Rare (£49.99)
Reviewed: Issue 7, 86%
Mario Kart 64: Nintendo (£49.99)
Reviewed: Issue 3, 78%

Rating

Graphics N64 N64 N64

Audio N64 N64

Gameplay N64 N64

Challenge N64 N64 N64

Overall

66%

Soundbite

Lame name, lame game!

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

cheat central

PLAYERS' GUIDES

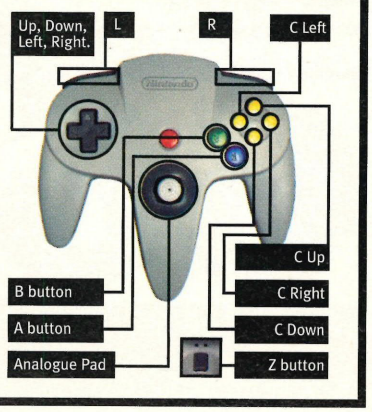
Rogue Squadron
62 Right now I could take on the whole Empire myself!



Body Harvest
72 End the carnage in the final part of our guide!



Pad at a glance

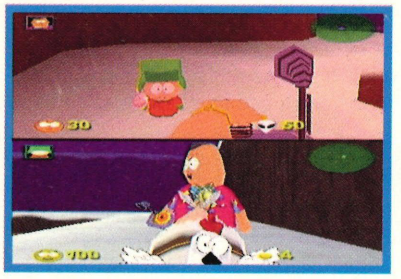


SOUTH PARK

Compared to the cartoon itself, this game was a bit of a disappointment. However, to make things a little more interesting there are a whole load of codes!

FUNCTION	CODE
All Cheats	BOBBYBIRD
Level Select	THEEARTHMOVED
Invincibility	ASSMAN
All Weapons	FATKNACKER
Unlimited Ammo	FATTERKNACKER
Skinny Mode	VEGGIEHEAVEN
Big Head Mode	MEGANOGGIN
Pen And Ink Mode	PLANEARIUM
View Credits	SCREWYOUGUYS
All Characters	OMGTKKYB
Officer Barbrady	ELVISLIVES
Mr Mackey	CHEATINGISBAD
Phillip	PHAERT
Terrance	RAFT
Mr Garrison	DOROTHYSFRIEND
Chef	LOVEMACHINE
Wendy	CHECKATACO
Pip	FISHNCHIPS
Ike	KICKME
Mrs Cartman	ALLWOMAN
Mephisto	GOODSCIENCE
Jimbo	STARINGFROG
Ned	HAWKING
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL
Big Gay Al	OUTRAGE





TUROK 2 SEEDS OF EVIL

The barrage of phone calls to the office recently shows that what you really want for this game is the unlimited lives, ammo and weapons codes. Sadly we don't have them yet (doh!) but here are a couple of others to keep you going in the meantime.

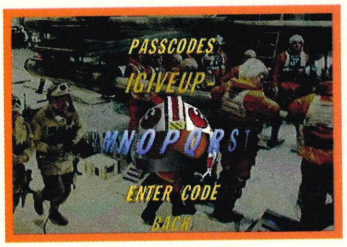
Juan's Cheat

Put in the code HEEERESJUAN to put the image of a face onto the gold diamonds.

Zach's Cheat

Put in the code AAHGOO to turn the gold diamonds blue and put an image of a baby's face on them.

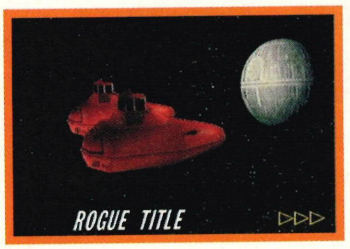




Password Entry Screen



View Movies

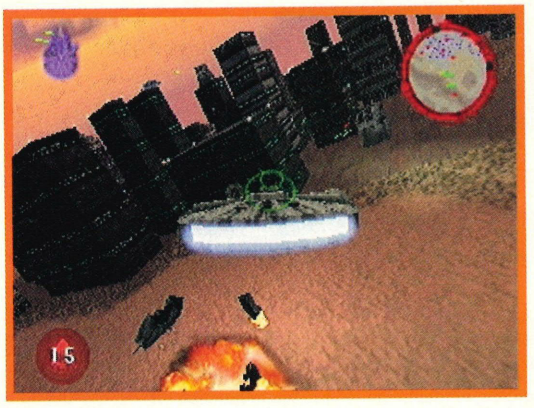


Music Test

STAR WARS ROGUE SQUADRON

A definite hit whether you're a *Star Wars* fan or not. If you've managed to finish the game already then you might be wondering what to do next. So try a few of these on for size...

CHEAT	PASSWORD
Infinite Lives	IGIVEUP
View Credits	CREDITS
Alternate Radar	RADAR
Control AT-ST	CHICKEN
More A-Wings	ACE
View Movies	DIRECTOR
Millennium Falcon	FARMBOY
Music Test	MAESTRO
All Power-ups	TOUGHGUY

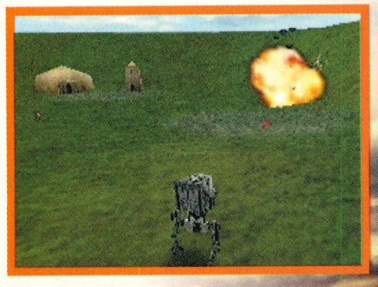

Millennium Falcon

Fly the TIE Interceptor
Enter the password which allows you to pilot the Millennium Falcon, then enter TIEDUP as another password. Next go to the ship selection screen, highlight the Millennium Falcon and press Up on the analogue stick. You should now be able to select the TIE Interceptor!

Beggar's Canyon Level
Get a Bronze medal or higher on all 16 missions for the opportunity to pilot a T-16 Skyhopper through Beggar's Canyon on Tatooine.

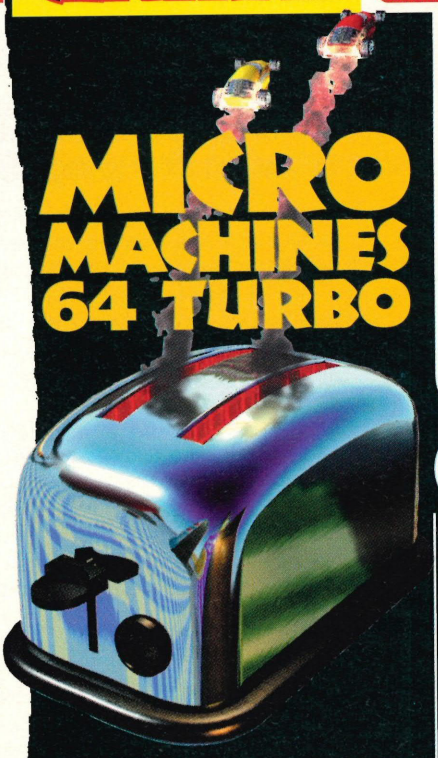
Death Star Trench Level
Get a Silver medal or higher on all 16 missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth Level
Earn a Gold medal on all 16 missions for the opportunity to pilot a Snowspeeder in the Battle of Hoth.


Control AT-ST



MICRO MACHINES 64 TURBO



If you want to get ahead, get a hat – or just cheat! Here are a pair of codes for this great new racing game that should make things a bit simpler.

Nine Lives
In the one-player game, enter CATLIVES as a player name. You'll hear a sound if the name was entered correctly. You can keep entering this code to build up even more lives.



Open All Tracks
In the multiplayer game, enter GIMMEALL as a player name to access all the tracks in the game.



Rush 2 Extreme Racing USA

Last issue we printed some cheats for this ace racing game, and this issue we've got even more! To activate them, first bring up the cheat menu we gave you last issue (we're reprinting it in case you missed it), then highlight the appropriate cheat and enter the corresponding code.

Cheat Menu
Hold down the buttons C Up, C Down, C Left, C Right, L, R and Z all at the same time while on the settings screen to bring up the cheat menu option.

Resurrect In Place
Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Gravity
Hold down L, R and Z and tap all the C Buttons five times.

Frame Scale
Hold down Z and C Down and press C Up. Release them and hold down Z and C Up and press C Down.

Tire Scaling
Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto-Abort
Press C Up, C Up, C Up, C Up.

Game Timer
Hold down Z and C Down and press C Up. Release them and hold down Z and C Up and press C Down.

Invisible Tracks
Hold down L, R and Z and tap all the C Buttons seven times.

Invisible Car
Hold down L, R and Z and tap all the C Buttons eight times.

Fog Colour
Hold down L, R and Z and tap all the C Buttons three times.

Levitation
Hold down L, R and Z and tap all the C Buttons four times.

Massive Mass
Hold down L and R and press C Up, C Down, C Left, C Right.

Killer Rats
Hold down L and R and press Z, Z, Z, Z.

Suicide Mode
Hold down L, R and Z and tap all the C Buttons four times.

Super Tires
Hold down L, R and Z and tap all the C Buttons six times.

Super Speed
Hold down L, R and Z and tap all the C Buttons three times.

Track Orientation
Hold down L, R and Z and tap all the C Buttons seven times.

Limousine
Press Up, Down, Left, Right, Z, Z, C Up and C Down on the car selection screen.

New York Cabs
Press R, L, Z, C Up, C Down, C Up.



Things Explode IV: Things On Patrol

GLOVER

This confounding puzzle game involving a colourful rubber ball and a self-aware white glove is a joy to play. To make things even more interesting, Hasbro has provided the following cheats!

How to activate a cheat:

- Enter a level and pause the game
- Enter the cheat by deliberately and slowly pressing the yellow camera keys
- After the cheat has been successfully entered, confirmation of the cheat will appear and the game will continue

Open Portals
C Up, C Right, C Right, C Down, C Left, C Down, C Up, C Right.

All Cheats Off
C Down, C Down, C Down, C Down, C Down, C Down, C Down, C Down.

Locate Garibs
C Left, C Up, C Right, C Down, C Left, C Up, C Left, C Left.

Infinite Lives
C Up, C Up, C Up, C Up, C Up, C Right, C Down, C Right.

Infinite Energy
C Right, C Right, C Down, C Right, C Right, C Right, C Up, C Left.

Powerball
C Up, C Down, C Up, C Down, C Up, C Down, C Left, C Up.



Control Ball
C Left, C Right, C Left, C Right, C Up, C Down, C Right, C Right.

Enemy Ball
C Left, C Down, C Up, C Right, C Left, C Left, C Down, C Down.

Low Gravity
C Left, C Left, C Up, C Left, C Right, C Up, C Up, C Up.

Big Ball
C Down, C Down, C Up, C Down, C Down, C Left, C Right, C Down.

Fish Eye
C Left, C Right, C Left, C Right, C Left, C Right, C Left, C Right.

Camera Rotate Right
C Left, C Right, C Up, C Up, C Down, C Right, C Down, C Right.

Camera Rotate Left
C Right, C Down, C Right, C Down, C Up, C Up, C Right, C Left.

Mad Garibs
C Down, C Right, C Down, C Up, C Left, C Down, C Left, C Up.

Frog Spell
C Down, C Left, C Down, C Down, C Left, C Down, C Up, C Left.

Hercules
C Down, C Down, C Down, C Left, C Left, C Down, C Right, C Left.

Speedup
C Left, C Left, C Right, C Up, C Right, C Left, C Down, C Down.

Boomerang Ball
C Right, C Up, C Up, C Up, C Up, C Left, C Left, C Down.

Froggy
C Up, C Right, C Down, C Right, C Up, C Left, C Left, C Up.



NINTENDO 64 GOLD

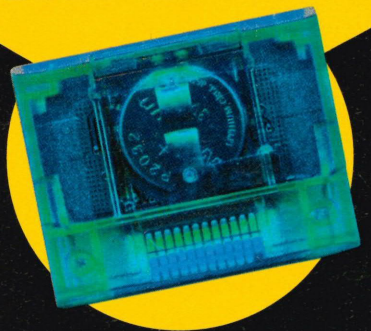
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64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

56

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

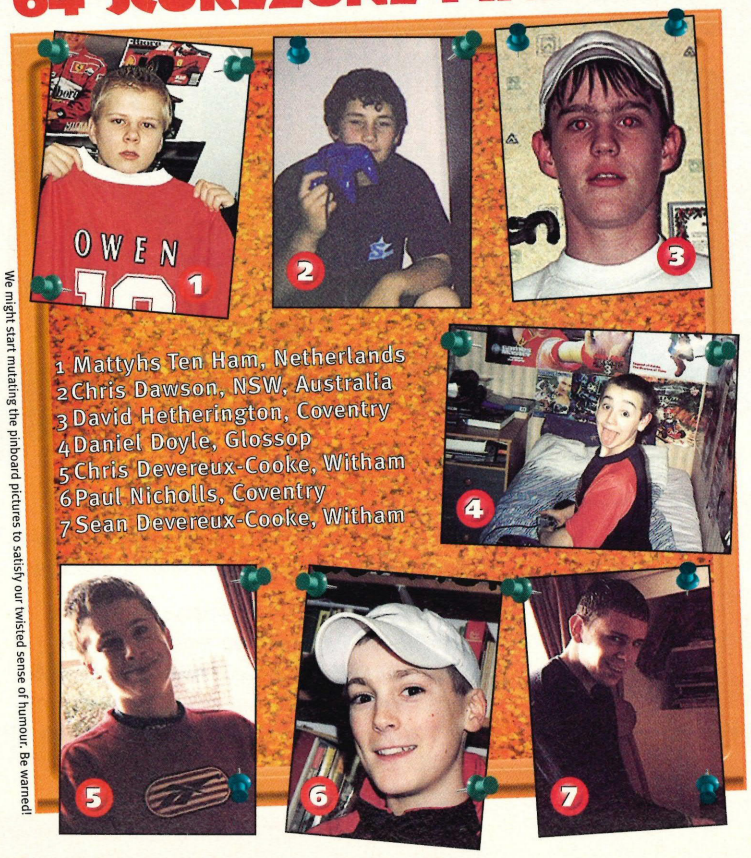
Another year, another ScoreZone! The most popular game this month seems to be *F-1 World Grand Prix*, but that's not where we found our winner. Our illustrious gaming hero this month is **James Morris** from **Wolverhampton** who sent in far and away the best score on the Halfpipe Trick Attack for *1080° Snowboarding*. Expect a Trident Pad and memory card through the post soon James! Once again it shows that you don't have to send in a million different scores to be the Ultimate Player, just one good one!

Enter The Zone!

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

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

64 SCOREZONE PINBOARD



1 Mattyhs Ten Ham, Netherlands
2 Chris Dawson, NSW, Australia
3 David Hetherington, Coventry
4 Daniel Doyle, Glossop
5 Chris Devereux-Cooke, Witham
6 Paul Nicholls, Coventry
7 Sean Devereux-Cooke, Witham

We might start mutating the pinboard pictures to satisfy our twisted sense of humour. Be warned!

Banjo-Kazooie

MUMBO'S MOUNTAIN
0:06:40 Jan-Erik Spangberg, Sweden
0:06:47 Danny Dunn, Boston
0:08:18 Jon Quarrie, Stapleford
0:09:49 Ingvar Gunnarsson, Iceland
0:09:53 John Brennan, Bicester

TREASURE TROVE COVE
0:10:50 Jan-Erik Spangberg, Sweden
0:17:07 Jon Quarrie, Stapleford
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
0:15:19 Jan-Erik Spangberg, Sweden
0:28:04 Ingvar Gunnarsson, Iceland
0:56:44 Gautam Rishi, Gerrards Cross

CLANKER'S CAVERN
0:12:21 Jan-Erik Spangberg, Sweden
0:19:52 Ingvar Gunnarsson, Iceland
0:24:46 Dave Fryer, Seaton
0:29:29 John Brennan, Bicester
0:32:39 Iain Russell, Newbury

0:12:21

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

RUSTY BUCKET BAY
0:16:14 Jan-Erik Spangberg, Sweden
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
85058 James Morris, Wolverhampton
72846 Gautam Rishi, Gerrards Cross
67769 Jon Quarrie, Stapleford
61178 Mark Spowage, Woodhouse

CRYSTAL LAKE TRICK ATTACK
43756 Mark Spowage, Woodhouse
34927 Jon Quarrie, Stapleford
20231 Gautam Rishi, Gerrards Cross

CRYSTAL PEAK TRICK ATTACK
45396 Mark Spowage, Woodhouse
22813 Jon Quarrie, Stapleford
19065 Gautam Rishi, Gerrards Cross

GOLDEN FOREST TRICK ATTACK
37916 Mark Spowage, Woodhouse
28542 Jon Quarrie, Stapleford
13932 Gautam Rishi, Gerrards Cross

MOUNTAIN VILLAGE TRICK ATTACK
30349 Mark Spowage, Woodhouse
14669 Jon Quarrie, Stapleford
12776 Gautam Rishi, Gerrards Cross

DEADLY FALL TRICK ATTACK
30664 Mark Spowage, Woodhouse
26042 Jon Quarrie, Stapleford
7819 Gautam Rishi, Gerrards Cross

DRAGON CAVE TRICK ATTACK
22633 Jon Quarrie, Stapleford

CRYSTAL LAKE RACE
1:04:58 Dave Fryer, Seaton
1:05:10 Andy Green, Kent

CRYSTAL PEAK RACE
1:32:10 Gautam Rishi, Gerrards Cross
1:33:12 Andy Green, Kent

GOLDEN FOREST RACE
1:27:97 Andy Green, Kent
1:28:90 Gautam Rishi, Gerrards Cross

DRAGON CAVE RACE
1:40:12 Andy Green, Kent
1:41:97 Dave Fryer, Seaton

MOUNTAIN VILLAGE RACE
1:32:03 Adam Charlton, Huntingdon
1:32:43 Billy Smith, Offord
1:42:26 Andy Green, Kent
1:44:41 Gautam Rishi, Gerrards Cross

DEADLY FALL RACE
1:14:74 Andy Green, Kent

BEST CONTEST SCORE
104735 Gautam Rishi, Gerrards Cross

Wetrix Classic

CLASSIC
137278925 James Ellis, Pinner
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
3127208 Mans Ericsson, Sweden
2874158 Darren Cooper, Anfield

PRO
644326 Mans Ericsson, Sweden

1 MINUTE CHALLENGE
7636 Mans Ericsson, Sweden

HALF FULL DRAIN
1550024 Mans Ericsson, Sweden

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
05:14:02 Andy Green, Kent
05:14:34 Kuljit S Athwal, Dundee
05:16:30 Adam Price, Halesowen
05:17:98 Chris Dunn, Boston

MOUNTAIN
06:13:83 Andy Green, Kent
06:29:16 Kuljit S Athwal, Dundee

DESERT
05:56:59 Andy Green, Kent
06:05:43 Kuljit S Athwal, Dundee

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

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
1:10 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth
1:13 Neil Friedman, Whitefield
1:14 Michael Williams, Exeter

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

Launch Silo
1:26 Michael Williams, Exeter
1:27 Matthys ten Ham, The Netherlands
1:31 Matthew Stevenson, Bournemouth
1:32 Alan Dundas, Arbroath
1:33 Danny Dunn, Boston

Frigate
0:31 Matthys ten Ham, The Netherlands
0:34 Adam Tucker, Great Yarmouth
0:35 Matthew Stevenson, Bournemouth
0:35 Michael Williams, Exeter
0:35 Neil Friedman, Whitefield

Surface 2
0:58 Paul Nicholls, Coventry
0:58 Matthys ten Ham, The Netherlands
0:59 Andrew Jones, Weston-Super-Mare
0:59 Sam Doyle, Glossop
1:00 Danny Dunn, Boston

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
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, Boston
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:44 David Hanson, Birmingham

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

Streets
1:14 Danny Dunn, Boston
1:17 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

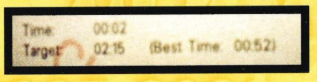
Train
1:37 David Hetherington, Coventry
1:38 Sam Doyle, Glossop
1:40 Jon Quarrie, Stapleford
1:42 Matthew Stevenson, Bournemouth
1:49 Neil Friedman, Whitefield

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
4:50 Chris Dawson, NSW Australia
4:52 Andrew Jones, Weston-Super-Mare
5:07 Michael Williams, Exeter
5:14 Karl Watt, Shetland

Water Caverns
1:08 Danny Dunn, Boston
1:09 Jon Quarrie, Stapleford
1:09 Matthys ten Ham, The Netherlands
1:10 Kenneth Dundas, Arbroath
1:10 Sam Doyle, Glossop

Cradle
0:52 Matthys ten Ham, The Netherlands
0:54 Sam Doyle, Glossop
0:55 Neil Friedman, Whitefield
0:59 Danny Dunn, Boston
0:59 Chris Dawson, NSW Australia



Aztec Complex
3:56 James Eyre, Coalville
3:59 Karl Watt, Shetland
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

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
0:24:43 Kristoffer Thorbjornsen, Kirkcaldy
0:24:46 Daniel Syversen, Norway
0:24:53 Joe Young, Bickerton

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

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

F-1 WGP Fastest Laps

Albert Park, Australia
0:53:69 Jan-Erik Spangberg, Sweden
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:08:36 Matthys ten Ham, The Netherlands
1:08:50 Jon Quarrie, Stapleford
1:22:24 Jeffrey Van Der Aa, The Netherlands

Interlagos, Brazil
0:47:40 Jan-Erik Spangberg, Sweden
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy
1:03:31 Matthys ten Ham, The Netherlands
1:03:42 Jon Quarrie, Stapleford
1:10:12 Jeffrey Van Der Aa, The Netherlands

Buenos Aires, Argentina
0:46:75 Jan-Erik Spangberg, Sweden
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:06:87 Matthys ten Ham, The Netherlands
1:09:26 Jon Quarrie, Stapleford
1:14:32 Jeffrey Van Der Aa, The Netherlands

Imola, San Marino
0:55:37 Jan-Erik Spangberg, Sweden
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy
1:08:76 Matthys ten Ham, The Netherlands
1:13:57 Sean Devereux-Cooke, Witham
1:14:57 Jon Quarrie, Stapleford

Monte Carlo, Monaco
0:51:69 Jan-Erik Spangberg, Sweden
1:00:68 Sean Devereux-Cooke, Witham
1:03:17 Matthys ten Ham, The Netherlands
1:04:69 Jon Quarrie, Stapleford
1:07:56 Kristoffer Thorbjornsen, Kirkcaldy

Barcelona, Spain
0:51:61 Jan-Erik Spangberg, Sweden
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy
1:09:33 Sean Devereux-Cooke, Witham
1:11:07 Matthys ten Ham, The Netherlands
1:14:03 Jon Quarrie, Stapleford

Montreal, Canada
0:48:69 Jan-Erik Spangberg, Sweden
0:59:61 Kristoffer Thorbjornsen, Kirkcaldy
1:02:84 Jon Quarrie, Stapleford
1:07:08 Matthys ten Ham, The Netherlands
1:16:58 Raymond Burton, Stocksbridge

Magny-Cours, France
0:46:81 Jan-Erik Spangberg, Sweden
0:59:09 Kristoffer Thorbjornsen, Kirkcaldy
1:01:28 Jon Quarrie, Stapleford
1:02:37 Sean Devereux-Cooke, Witham
1:07:51 Matthys ten Ham, The Netherlands

Silverstone, Great Britain
0:49:64 Jan-Erik Spangberg, Sweden
1:01:92 Matthys ten Ham, The Netherlands
1:03:19 Kristoffer Thorbjornsen, Kirkcaldy
1:04:28 Jon Quarrie, Stapleford
1:18:12 Jeffrey Van Der Aa, The Netherlands

Hockenheim, Germany
1:03:54 Jan-Erik Spangberg, Sweden
1:18:16 Kristoffer Thorbjornsen, Kirkcaldy
1:19:43 Matthys ten Ham, The Netherlands
1:20:06 Jon Quarrie, Stapleford
1:21:39 Chris Devereux-Cooke, Witham

Hungaroring, Hungary
0:45:29 Jan-Erik Spangberg, Sweden
1:00:84 Chris Devereux-Cooke, Witham
1:03:45 Jon Quarrie, Stapleford
1:04:37 Kristoffer Thorbjornsen, Kirkcaldy
1:07:85 Matthys ten Ham, The Netherlands

Spa-Francorchamps, Belgium
1:13:63 Jan-Erik Spangberg, Sweden
1:24:66 Kristoffer Thorbjornsen, Kirkcaldy
1:26:67 Matthys ten Ham, The Netherlands
1:27:72 Chris Devereux-Cooke, Witham
1:29:77 Jon Quarrie, Stapleford

Monza, Italy
0:53:36 Jan-Erik Spangberg, Sweden
1:05:33 Kristoffer Thorbjornsen, Kirkcaldy
1:06:50 Chris Devereux-Cooke, Witham
1:07:21 Jon Quarrie, Stapleford
1:07:76 Matthys ten Ham, The Netherlands

A1-Ring, Austria
0:43:28 Jan-Erik Spangberg, Sweden
0:55:93 Matthys ten Ham, The Netherlands
0:58:52 Kristoffer Thorbjornsen, Kirkcaldy
0:59:79 Jon Quarrie, Stapleford
1:03:12 Jeffrey Van Der Aa, The Netherlands

Nurburgring, Luxembourg
0:47:77 Jan-Erik Spangberg, Sweden
1:02:20 Jon Quarrie, Stapleford
1:02:95 Sean Devereux-Cooke, Witham
1:03:01 Kristoffer Thorbjornsen, Kirkcaldy
1:09:76 Jeffrey Van Der Aa, The Netherlands

Suzuka, Japan
1:03:18 Jan-Erik Spangberg, Sweden
1:17:07 Matthys ten Ham, The Netherlands
1:19:23 Chris Devereux-Cooke, Witham
1:21:33 Kristoffer Thorbjornsen, Kirkcaldy
1:22:75 Jon Quarrie, Stapleford

Jerez, Europe
0:50:20 Jan-Erik Spangberg, Sweden
1:05:58 Jon Quarrie, Stapleford
1:07:68 Matthys ten Ham, The Netherlands
1:08:53 Sean Devereux-Cooke, Witham
1:11:24 Kristoffer Thorbjornsen, Kirkcaldy

Bonus Track
0:46:08 Chris Devereux-Cooke, Witham
0:48:73 Jon Quarrie, Stapleford
0:49:56 Kristoffer Thorbjornsen, Kirkcaldy
0:53:76 Jeffrey Van Der Aa, The Netherlands

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

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

Turok Training Level

2:12 Michael Williams, Exeter
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland
3:02 Jan-Erik Spangberg, Sweden
3:15 Gavin Deadman, Biggin Hill

Tetrisphere

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

Puzzle
4:44 Gavin Brennan, Claremorris

Yoshi's Story

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

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
00:43:30 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

Greenwood Village
1:39:56 John Brennan, Bicester

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
01:04:91 John Brennan, Bicester

Frosty Village
01:19:01 Rob Pierce, Salisbury

Everfrost Peak
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth
01:44:81 John Brennan, Bicester

Snowball Valley
01:01:56 Raymond Burton, Stockbridge
01:07:75 John Brennan, Bicester

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
01:36:40 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
01:47:65 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
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

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

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

F-Zero X

Silence
1:14:432 Jeffrey Van Der Aa, The Netherlands
1:19:667 Jon Quarrie, Stapleford

Silence 2
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:50:639 Jon Quarrie, Stapleford

Big Hand
2:40:272 Jeffrey Van Der Aa, The Netherlands
2:53:931 Jon Quarrie, Stapleford

White Land
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:52:213 Jon Quarrie, Stapleford

White Land 2
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:22:041 Jon Quarrie, Stapleford

Red Canyon
1:28:724 Jeffrey Van Der Aa, The Netherlands
1:33:332 Jon Quarrie, Stapleford

Red Canyon 2
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:56:243 Jon Quarrie, Stapleford

Big Blue
1:47:005 Jon Quarrie, Stapleford

Big Blue 2
1:09:891 Jeffrey Van Der Aa, The Netherlands
1:13:007 Jon Quarrie, Stapleford

Devil's Forest
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:34:602 Jon Quarrie, Stapleford

Devil's Forest 2
1:30:729 Jon Quarrie, Stapleford
1:33:754 Jeffrey Van Der Aa, The Netherlands



Devil's Forest 3
1:25:460 Jeffrey Van Der Aa, The Netherlands
1:34:742 Jon Quarrie, Stapleford

Sand Ocean
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:22:231 Jon Quarrie, Stapleford

Sand Ocean 2
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:56:419 Jon Quarrie, Stapleford

Port Town
1:47:396 Jon Quarrie, Stapleford

Port Town 2
1:47:396 Jon Quarrie, Stapleford
2:02:607 Jeffrey Van Der Aa, The Netherlands

Mute City
1:28:649 Jon Quarrie, Stapleford
1:29:961 Jeffrey Van Der Aa, The Netherlands

Mute City 2
1:21:892 Jeffrey Van Der Aa, The Netherlands
1:24:677 Jon Quarrie, Stapleford

Mute City 3
1:50:495 Jeffrey Van Der Aa, The Netherlands
1:56:048 Jon Quarrie, Stapleford

Rainbow Road
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:36:939 Jon Quarrie, Stapleford

Sector Alpha
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:28:118 Jon Quarrie, Stapleford

Sector Beta
1:54:929 Jeffrey Van Der Aa, The Netherlands
2:02:767 Jon Quarrie, Stapleford

Fire Field
1:30:000 Jeffrey Van Der Aa, The Netherlands
1:33:418 Jon Quarrie, Stapleford

Space Plant
2:21:159 Jon Quarrie, Stapleford

Death Race
1:04:454 Jon Quarrie, Stapleford

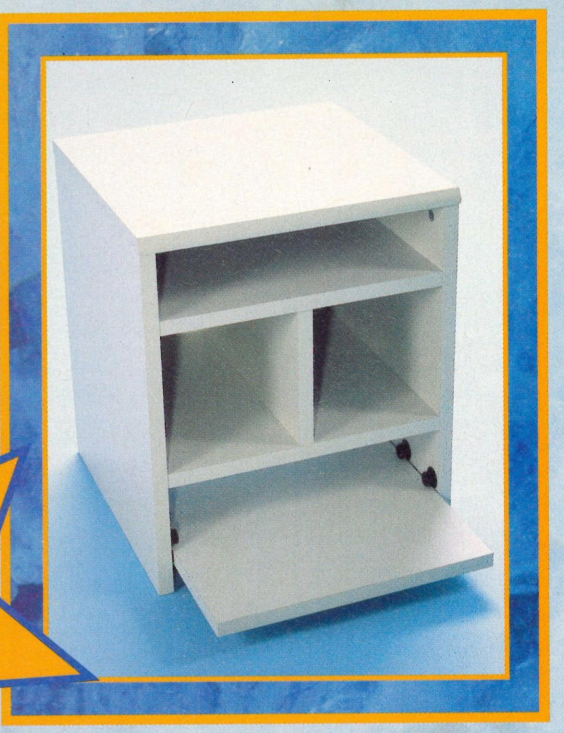
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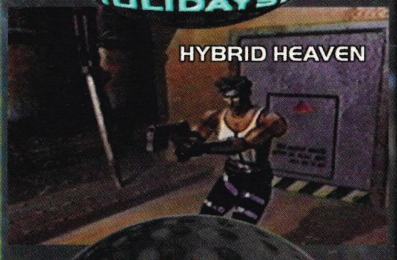
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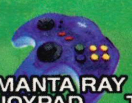
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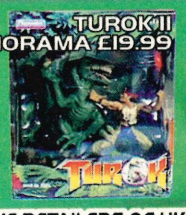


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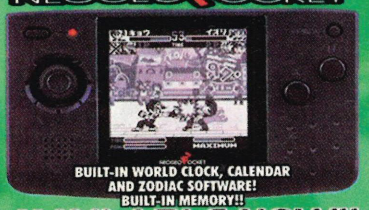
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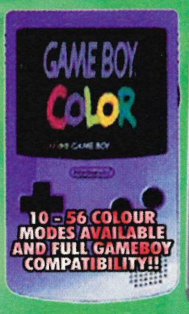
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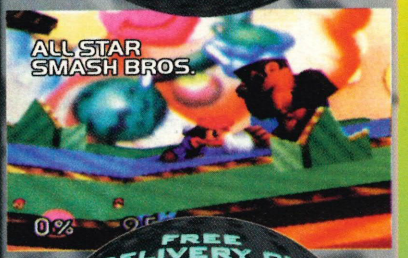
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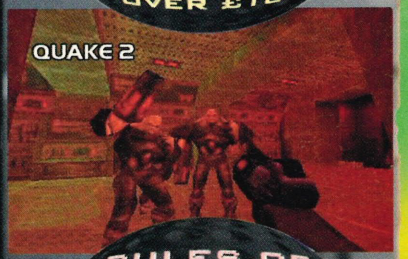
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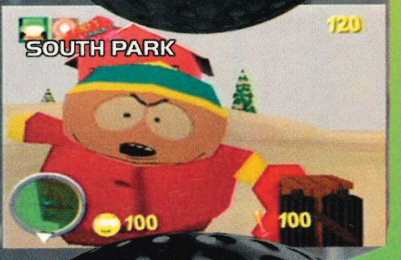
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Written by: Roy Kimber

Star Wars: Rogue Squadron

Feel the force with the first part of our epic players' guide!

AMBUSH AT MOS EISLEY

LEVEL 1: MISSION BRIEFING

"Take an early-morning run over Mos Eisley with Wedge Antilles, but keep your eyes open for any suspicious activity."



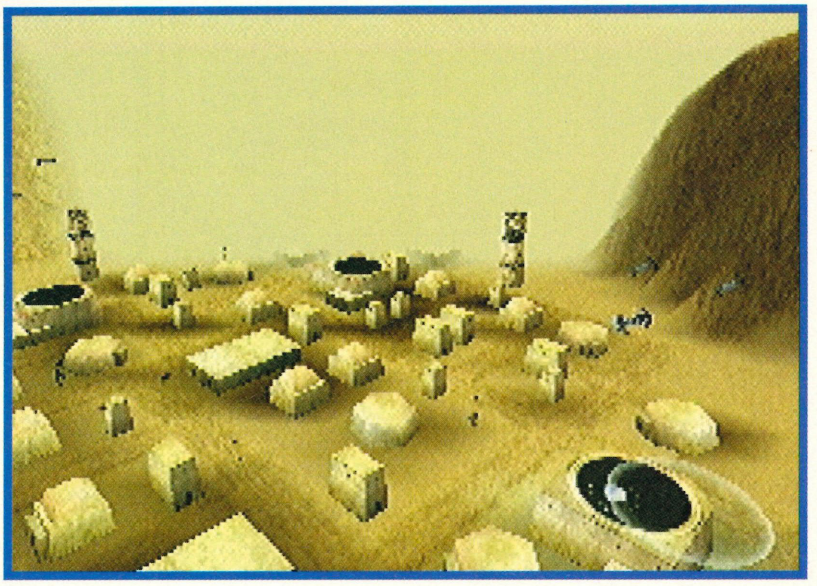
MISSION OBJECTIVES

- Protect the Homesteads
- Destroy the Probe Droids
- Protect Mos Eisley
- Eliminate the Imperial Forces

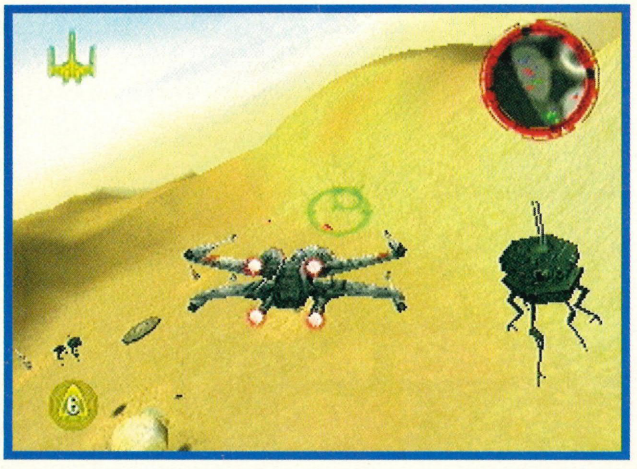
DEFAULT SHIP: X-Wing
IMPERIAL FORCES: Probe Droids, TIE Bombers, Stormtroopers

This level is fairly straightforward. The first order of business is to eliminate all the Imperial Probe Droids before they destroy too many buildings. The other members of Rogue Squadron help in this task, but they can't do it all on their own. Follow the orange radar triangle to get to each set of droids and blast them from the skies. It only takes a few shots to take them out.

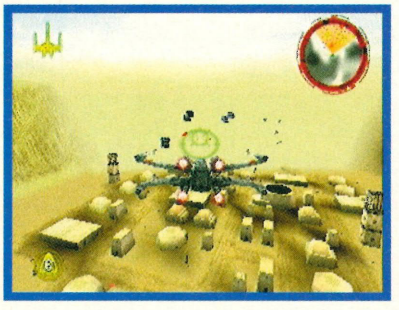
When you destroy the last Probe Droid the spaceport of Mos Eisley comes under attack from TIE Bombers. You need to take them out before they destroy too much of the spaceport. However, if you want to stand a chance of getting a Gold Medal on this stage you need to find the four Stormtroopers who are wandering around near a grounded escape pod. If you've killed the Probe Droids in the correct sequence you shouldn't be too far from the Stormtroopers. Look for four red dots nearby and strafe the Stormtroopers before carrying on to Mos Eisley. Once you get to the spaceport, the best way to take out the TIE Bombers is to get in behind them when they commence their bombing run as they fly a fairly straight course. Chuck a few blaster bolts up their tailpipes to knock 'em down! There are six TIE Bombers in all.



▲ Mos Eisley is under attack! You'd better fight off those pesky TIEs or it'll be no drinks in the cantina for you tonight!



▲ Take out the Probe Droids attacking the buildings first, then it's easy!





RENDEZVOUS ON BARKHESH

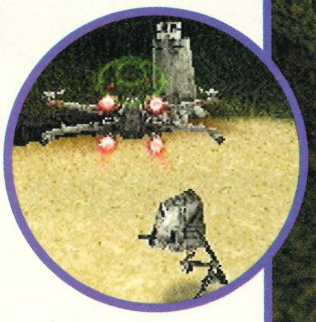
LEVEL 2: MISSION BRIEFING

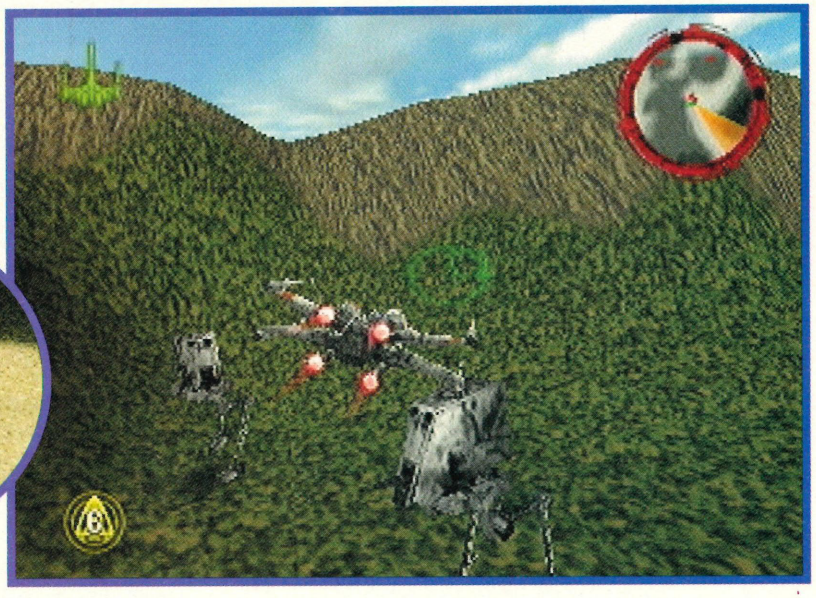
"Escort valuable Rebel supplies through dangerous Imperial territory, over the humid lands of Barkhesh."

MISSION OBJECTIVES

- Escort supply convoy to safety

DEFAULT SHIP: X-Wing
IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Fighters, Stormtroopers, AT-STs, Gun Turrets



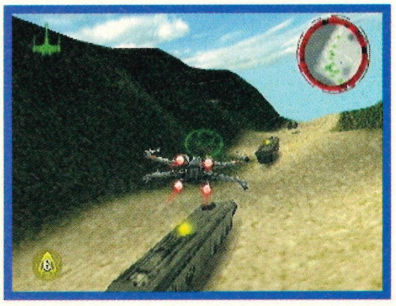


This is another fairly straightforward mission. You first task is to take out the cluster of Probe Droids directly ahead of you. Once you've done this, fly on to find the Rebel convoy which is ready to go. Fly past the convoy and take out the next cluster of Probe Droids, then bear right and fly down the canyon and destroy the three AT-STs that are lurking there.

This has cleared the way for the convoy, but it's going to need air cover because TIE Bombers attack as the convoy enters the canyon. Take care of the bombers, then fly on ahead of the convoy to an open area where three more AT-STs are waiting. Take out these Walkers, and remove any gun turrets from the surrounding hills. Next, circle this area until some more TIE Bombers show up, and take them out. The convoy can now get all the way to the rendezvous point safely.

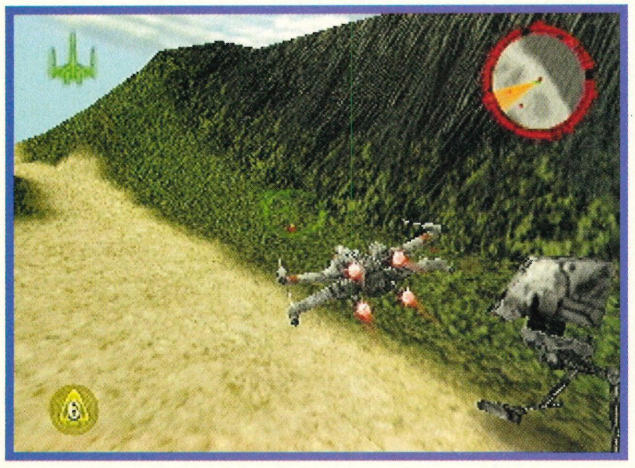
If you want to get a Gold Medal, fly on ahead and take out the small Imperial installation which is protected by two AT-STs and a gun turret, then mop up the Stormtroopers on the ground. Your radio tells you to return to the convoy, but ignore it and finish off the Imperials.

▲ The AT-STs on this level stay in one place, making them fairly easy targets. Don't let the convoy get too close to them though.



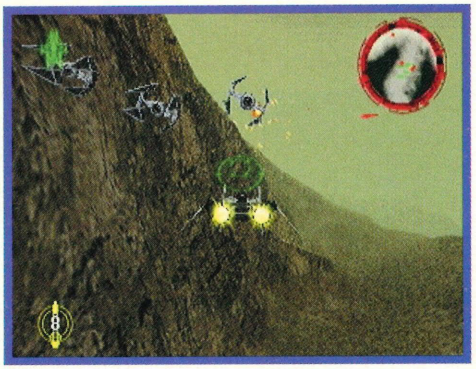
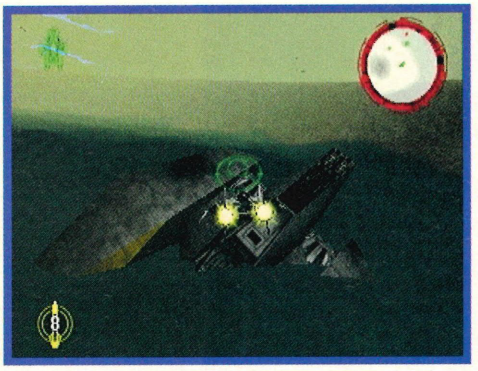
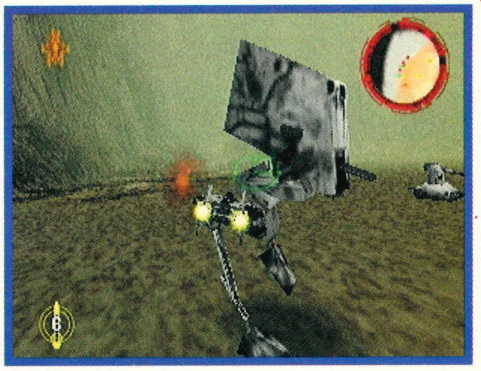


◀ More probe droids are the first enemy you encounter on this mission. Pick them off quickly.





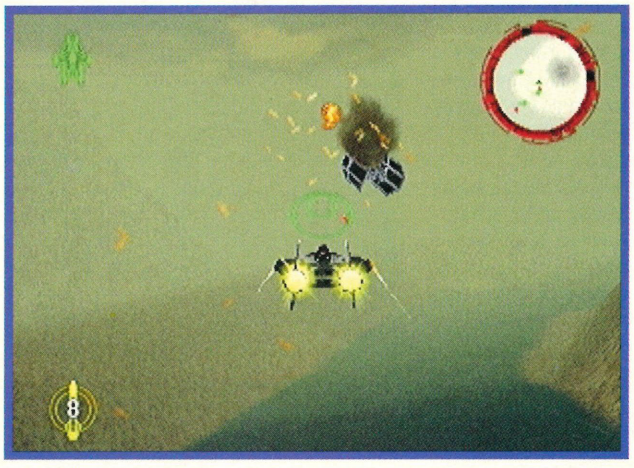
▲ The most important things to watch out for on this mission are the TIE Bombers. They keep low making them difficult to hit and make repeated runs at your convoy if you leave them unmolested.

SEARCH FOR THE NONNAH

LEVEL 3: MISSION BRIEFING

"Race against time to recover the crew and cargo of a downed Rebel ship – before the Imperials beat you to it!"



▲ In addition to ground-based enemies, TIE Bombers are a very real threat!



▲ Make the AT-PTs one of your highest priorities or they'll pound the shuttle.

MISSION OBJECTIVES

- Locate crashed Rebel ship
- Protect the ship from invading Imperial forces

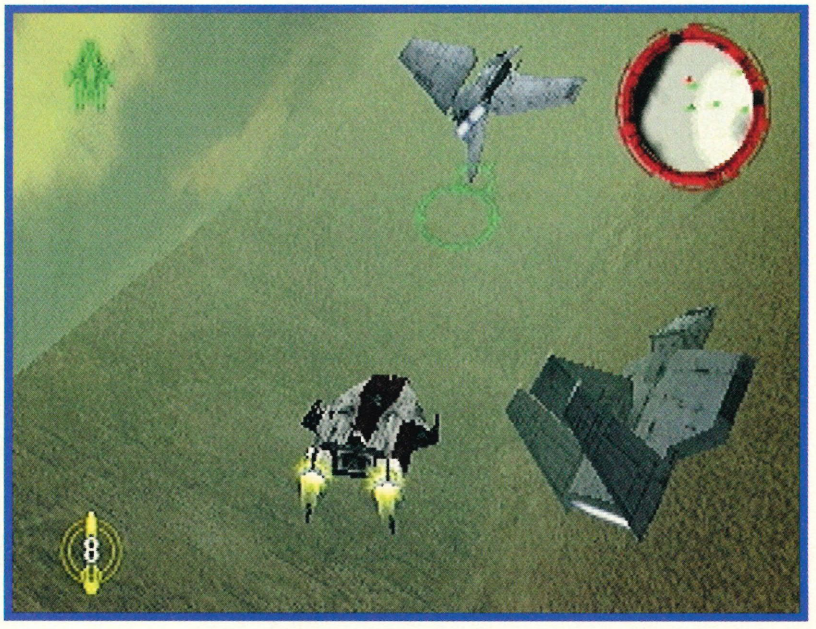
DEFAULT SHIP: A-Wing
IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Interceptors, AT-STs, AT-PTs, Tanks, Imperial Transport

The first part of this mission is to locate the downed Rebel ship. As you search, you run into opposition in the form of Probe Droids and TIE Interceptors. Take out as many of the Interceptors as possible as it makes your job easier at the end of the level.

Once you have found the Nonnah, a Rebel shuttle is sent in to pick up the crew. However, the transfer takes some time, and in the meantime you need to fend off TIE Bombers and some nasty ground forces which emerge from an Imperial Transport that arrives about the same time as the Rebel shuttle.

Blast the tanks and the AT-ST which emerge from the shuttle immediately, otherwise they hammer the exposed Rebel ship. When you've taken care of the first wave of ground forces focus on the TIE Bombers, but keep alert for the second wave of the ground attack in the form of the small AT-PT Walkers.

When you've destroyed the last of the ground forces and the TIE Bombers have been dealt with, the Rebel shuttle lifts off. Follow it and keep it safe from any TIE Interceptors which attack. How many attack depends on how many you destroyed at the start of the level. To get a Gold Medal you want to destroy everything (including the Probe Droids) as fast as possible.



▲ Make sure you follow the Rebel shuttle when it leaves as it'll need more protection almost at once.

DEFECTION AT CORELLIA

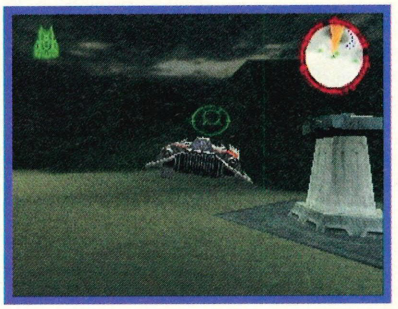
LEVEL 4: MISSION BRIEFING

"Imperial officer Crix Madine wishes to join the Rebel Alliance, but the Empire will do anything to stop him. Protect Corellia from destruction as Madine makes good his escape."

MISSION OBJECTIVES

- Investigate strange readings
- Protect the capital tower
- Protect the Tech Centre
- Protect the evacuation shuttles

DEFAULT SHIP: Speeder
IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Interceptors, TIE Fighters, AT-ATs, AT-STs, Stormtroopers, Waveskimmers

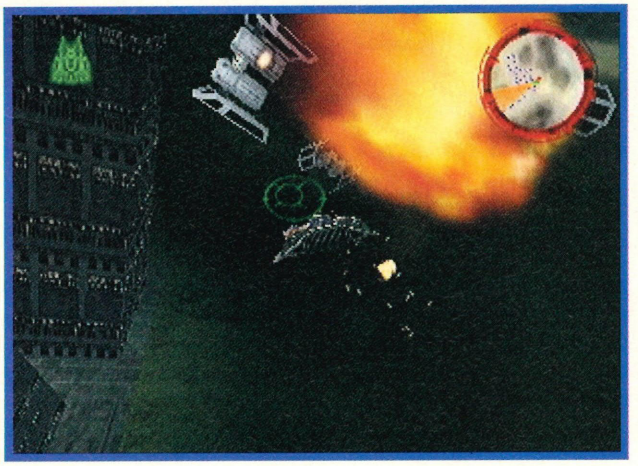


When you start this mission you are flying past gun turrets. Unlike most of the other missions, these turrets are Rebel-controlled, so don't destroy them as they help to hold off the Imperial forces approaching from the sea.

The first thing you need to do is to seek out and destroy some Probe Droids. Simply follow the radar to seek them out. You then need to protect the capital tower against assault from TIE Bombers. Fly in behind them and try and take them out before they do too much damage.

The tech centre is the next structure to come under attack, so follow the radar and take out more TIE Bombers. After this, Wedge gets in trouble, but the Millennium Falcon turns up to help him out. You need to follow the radar to where an AT-AT Walker is approaching the capital tower. Use your harpoon to hook the front leg of the AT-AT and fly round it until the tow cable brings it down.

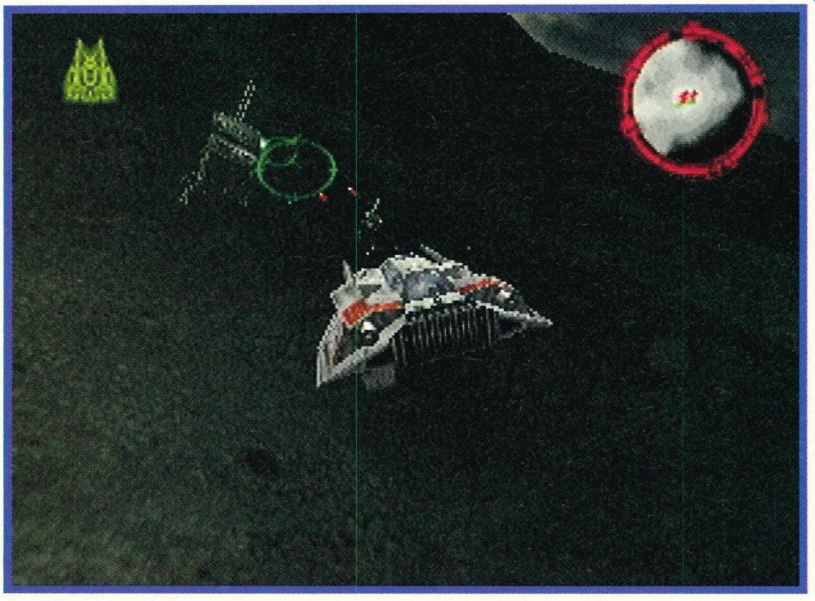
The second you bring down the AT-AT, two AT-STs with Stormtrooper support come at the tech centre. You need to get over there quick and take them out, at which point you discover another AT-AT! Take this down and the shuttles begin to evacuate, so you need to hold off the TIE Bombers while the Rebel shuttle evacuates people from the tech centre. See the shuttle safely to the coast and it's mission accomplished! To get the Gold Medal, make sure that you take out all the TIE Bombers that you come across, and it's worth having a pop at the Imperial sea forces too.



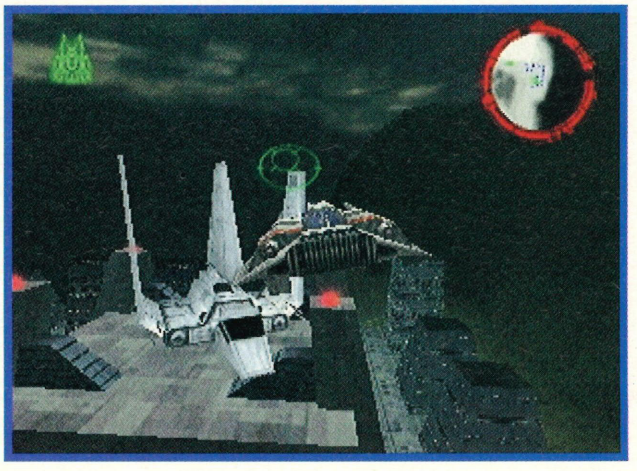
▲ The TIE Bombers on this stage are numerous but fly fairly slowly and in traceable flight patterns, so pick them all off!







▲ Over on the dark side of the planet a bunch of nasty little Probe Droids are lurking around.



LIBERATION OF GERRARD V

LEVEL 5: MISSION BRIEFING

"The cowardly Imperial Governor is looting the city, using his luxury yachts to transport stolen goods. Help the citizens of Gerrard V keep their rightful treasures, and stop the Empire in its tracks."

MISSION OBJECTIVES

- Escort Y-Wings to their targets
- Disable civilian yachts
- Destroy big gun turret

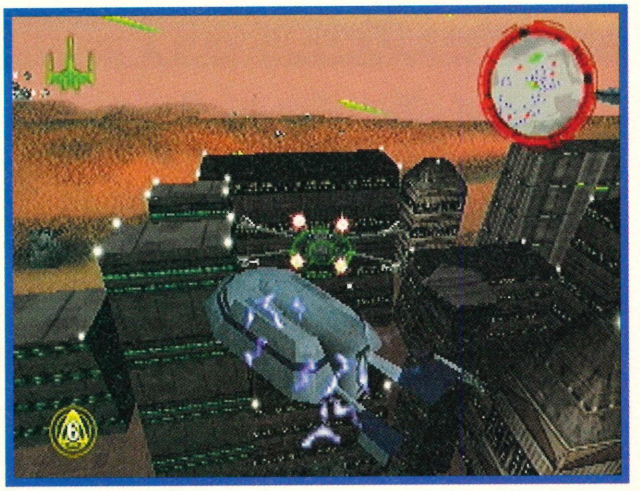
DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Interceptors, TIE Fighters, AT-PTs, Tanks, Gun Turrets, Missile Launchers

Your function on this mission is primarily one of air support. The Y-Wings disable the shuttles, but they can't succeed unless you take out the air defences first.

The first order of business is to take out all the missile launchers in the hills surrounding the first city. Once you've done this, pick off the gun turrets on the ground and on the towers in the city, and have a go at the AT-PTs roaming around.

Keep an eye on the Y-Wings though, because when they've disabled the shuttles in the first part of the city they move straight on to the second, and you need to go with them to take care of the next group of missile launchers and turrets. There is also a very large turret at the far side of the city which you need to destroy, then all you need to do is mop up the remaining TIE Interceptors and watch as Imperial pilot Kasan Moor is captured.

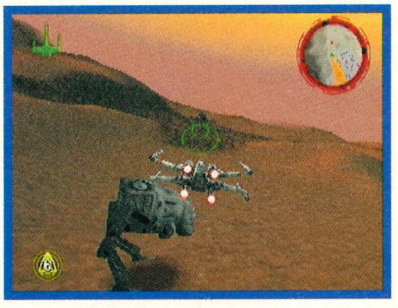
To get a Gold Medal you need to finish the level fairly quickly but also end up with a reasonably high accuracy rating too, so make those shots count!

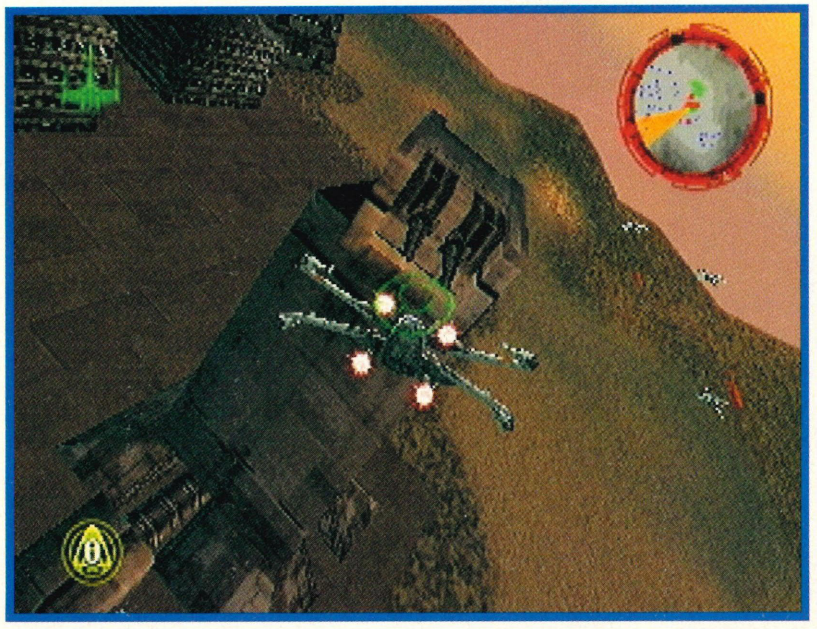


▲ The shuttle craft above the city need to be immobilised with the Y-Wing's ion cannons. Don't blast them!

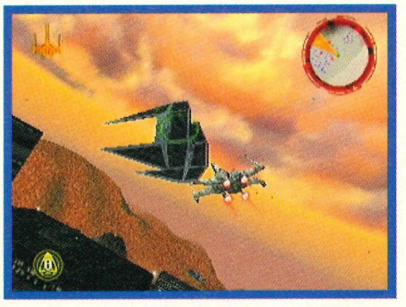


▲ These missile turrets are the most dangerous thing on the level. Take them out fast or it's curtains for the Y-Wings!

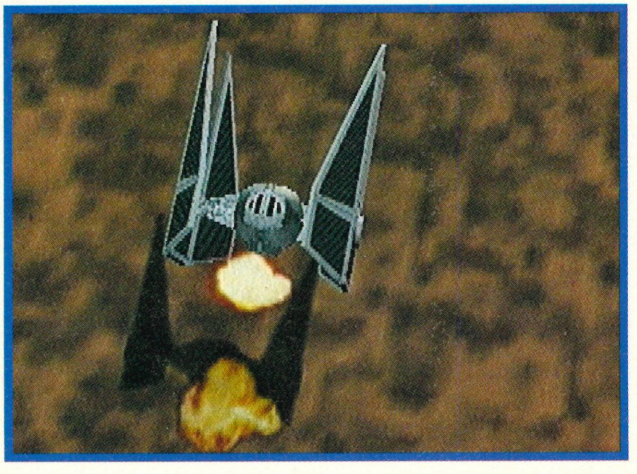




▲ As if the normal sized turrets weren't enough for you to deal with, you run into this bloomin' great elephant of a gun in the second part of the city. Don't mess about, take it out!



▼ At the end of this mission you witness a TIE Interceptor getting captured. This leads on to your next objective.







THE JADE MOON

LEVEL 6: MISSION BRIEFING

"Lt Kasan Moor has supplied Rogue Squadron with the location of an Imperial moonbase. General Madine will lead the ground raid, Rogue Squadron provides air support."

MISSION OBJECTIVES

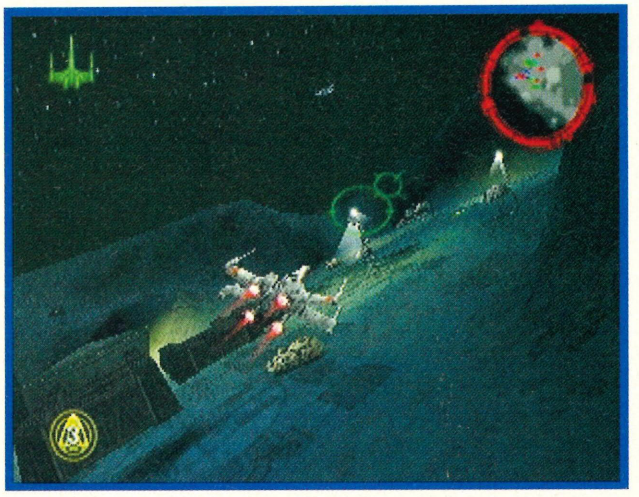
- Use trench to avoid missile turrets
- Locate and destroy the shield generator
- Escort and protect Madine's troops

DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-PTs, Gun Turrets, Missile Launchers

Your mission this time around is to support Madine's ground forces as they attack the Imperial moonbase. Fly down the canyon and take out the AT-PTs that are blocking the way, then carry on to the moonbase itself and take out all the gun turrets surrounding it.

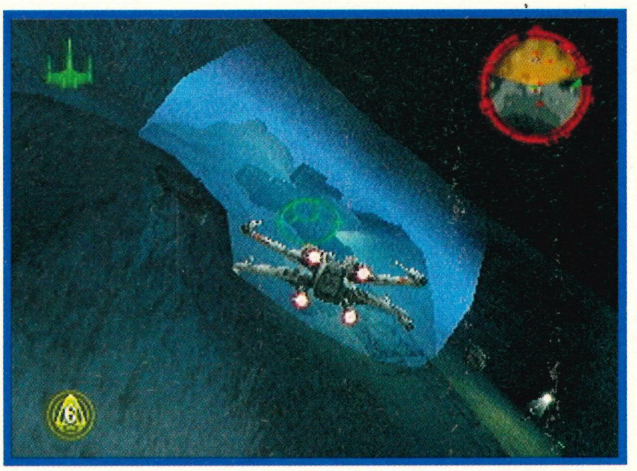
When the troops reach the base they find that they can't get in because it's shielded, so you need to take out the generator. Follow the radar to find the generator, taking out the missile launchers as you go. Blow the shield generator with a couple of proton torpedoes and then return to the base and destroy more AT-PTs, as well as the TIE Bombers and TIE Interceptors which appear and begin strafing Madine's vehicles.

To go for a Gold Medal, you need to clear out all the missile launchers near the moon base and inflict as much collateral damage as possible.



▲ The second the shield generator blows, AT-PTs start to attack Madine's troops so get back and stop them double quick!





▲ Before Madine's troops can enter the Imperial installation you need to take out the shield protecting it. The generator isn't far away though.

IMPERIAL CONSTRUCTION YARDS

LEVEL 7: MISSION BRIEFING

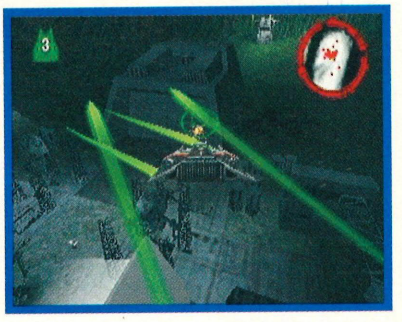
"Kasan Moor's information has once again provided the location of a hidden enemy base, responsible for the production of Imperial Walkers. Watch out for the ground scanners."

MISSION OBJECTIVES

- Approach the base undetected by radars
- Locate and destroy the AT-ST factory
- Locate and destroy the AT-AT factory







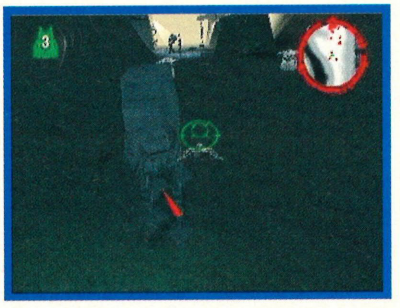
▲ The AT-ST and the AT-AT assembly plants are heavily defended, so expect to meet some serious firepower on the way in.

DEFAULT SHIP: Speeder
IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, AT-ATs, Gun Turrets, Missile Launchers, Speeder Bikes

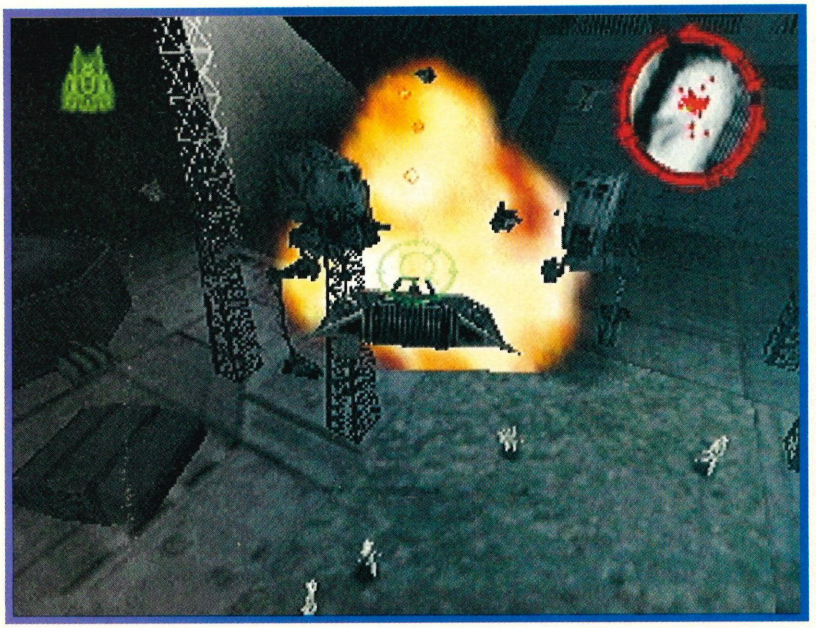
This mission can be divided into three sections. The first involves flying down a narrow winding canyon without getting detected by radar. To prevent detection you need to destroy each of the radar dishes as you approach it. Get too close and the mission is aborted. Boost towards the radar dishes, then slam on the brakes to fire at them. Don't go too slow, or your wingmen fly past and set the radars off themselves! To get the fourth radar dish, fly around the left of the large rock and come at it at a steep angle.

You then need to destroy the AT-ST and AT-AT manufacturing plants. The AT-AT plant is by far the most heavily defended and has a fully-functional AT-AT guarding it. Don't come at this facility head on, but instead fly at it from an angle to avoid much of the forward defences. Destroying the facilities involves blowing away the defences, then hammering the main structures. It's just a case of flying skilfully, shooting skilfully, and not getting hit too much!

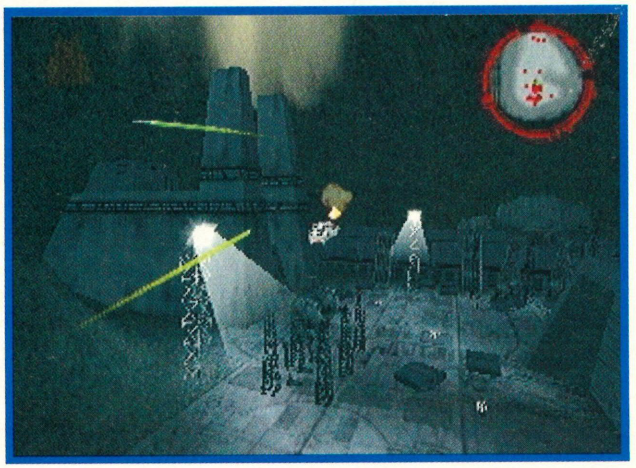
To get a Gold Medal you need to do a lot of damage. Take out any TIEs you encounter and keep an eye out for the large structure with a large number of grounded fighters on it, just waiting to be blasted!



▼ The AT-AT plant is the most heavily defended of all the targets. Watch out particularly for the active AT-AT!



▲ Each facility on this level has absolutely loads of Imperial equipment to destroy – so do it!



ASSAULT ON KILE II

LEVEL 8: MISSION BRIEFING

"The deep canyons of Kile II hide the Imperial enclave, a sprawling facility supporting the Empire's Navy throughout this sector. Destroy the key elements and help break the Empire's hold on the local planets."

MISSION OBJECTIVES

- Locate and destroy the Sensor Array
- Locate and destroy the Imperial Spaceport
- Locate and destroy the Imperial Garrisons

DEFAULT SHIP: Y-Wing
IMPERIAL FORCES: TIE Interceptors, TIE Fighters, Stormtroopers, Gun Turrets, Missile Launchers, Speeder Bikes, Imperial Shuttles



▲ The sensor array consists of several radar dishes around a central building and is protected by turrets and a missile launcher.

The aim of this mission is to seek out and destroy three Imperial installations hidden in a maze of canyons. The Y-Wing is fairly slow, which makes it difficult to avoid enemy fire, but fortunately the craft is also very thick-skinned and can take quite a pounding.

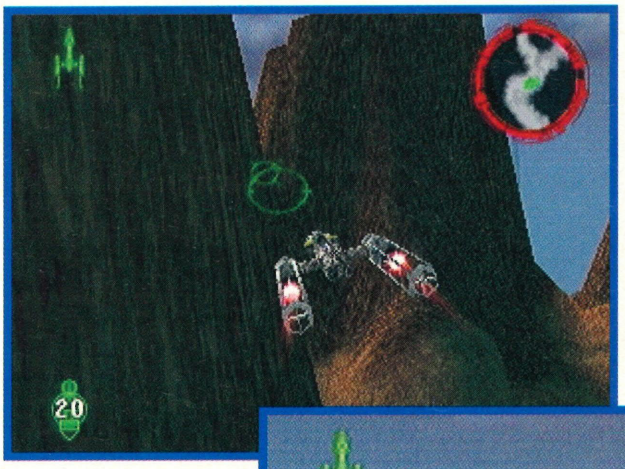
To begin with, bear left in the canyons and keep to the left until you come to a clearing. Fly left as you enter the clearing to find the sensor array. Destroy the gun turrets and missile launcher first, then take out all the radar dishes and the central building with your bombs until a cut-scene shows you the next two targets. At the opposite end of the clearing is the garrison, so bomb that and the two gun turrets defending it, after which another cut-scene shows an Imperial shuttle arriving.

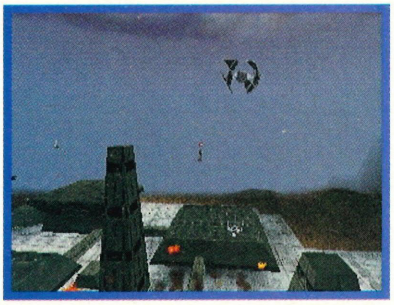
If you're not sure where the spaceport is, follow this shuttle down the canyons and it'll lead you to it. Blow away the various structures in the port until yet another cut-scene shows you Wedge getting captured, then destroy all the remaining buildings to finish the mission.

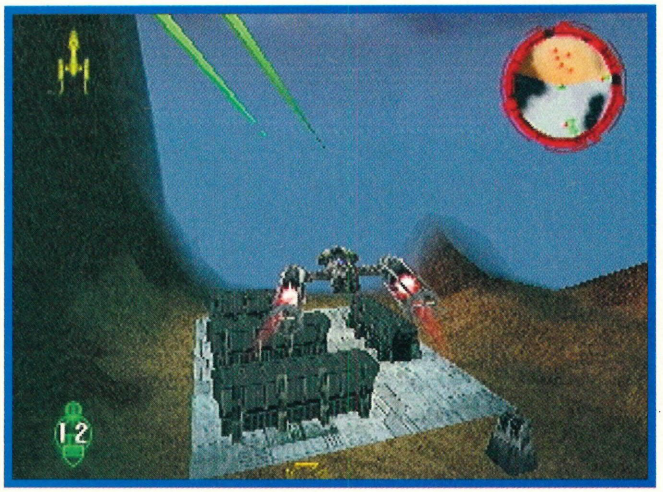


▲ Follow the Imperial Shuttle through the canyons and it'll lead you to your final objective, the spaceport.

To get a Gold Medal you need to complete this mission fast and do a lot of damage. The best thing to do is take out any turrets that you encounter in the canyons as you fly over them, take out all the turrets and missile launchers by the spaceport. To reduce your time, play through once and work out where the spaceport is, then you can go straight there without having to wait for the slow Imperial shuttle to lead you there.









RESCUE ON KESSEL

LEVEL 9: MISSION BRIEFING

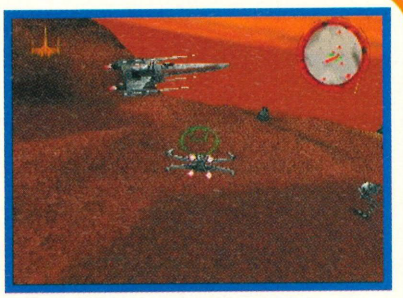
"You must find Wedge before the Imperials deliver him to the prison facilities – and certain death!"

MISSION OBJECTIVES

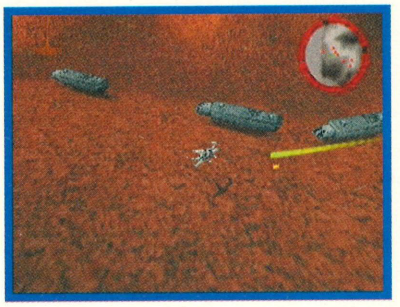
- Locate and disable the train
- Rescue Wedge

DEFAULT SHIP: X-Wing with Ion Cannon
IMPERIAL FORCES: TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, AT-PTs, Gun Turrets, Missile Launchers, Armoured Train, Hover Transports

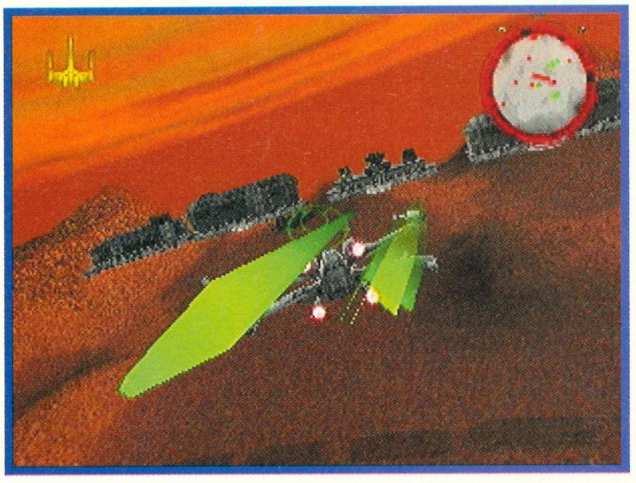




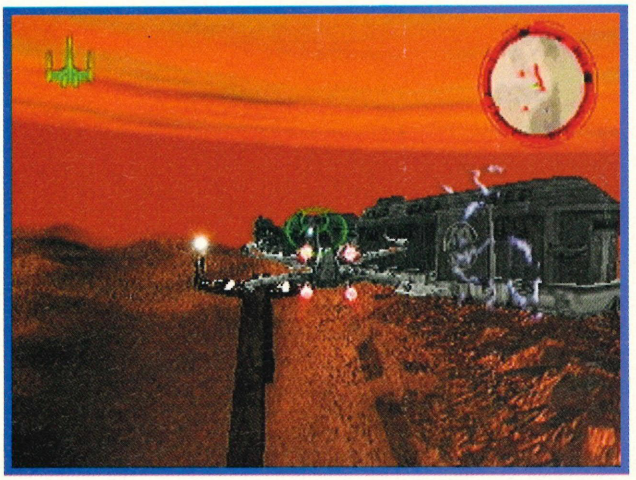
▲ Your wingmen can be counted on to hit the train once you've slowed it down, giving you a chance to clear some of the surface targets.



▲ This Imperial convoy is undefended and a good way to increase your kill count without taking any real risk.



▲ When you approach the hover train watch out for the onboard turrets.



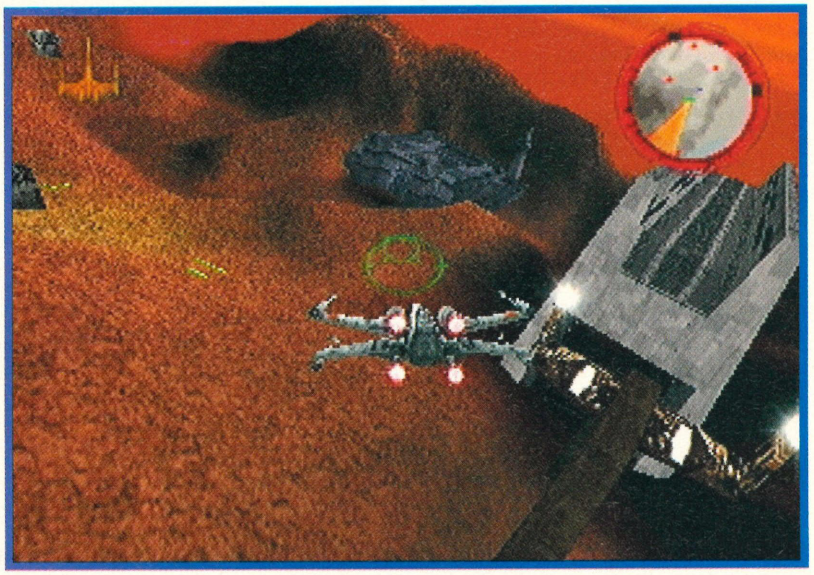
▲ Sections of the train that have been immobilised will glow blue.

Wedge, isn't he great? The whole point of this mission is to get Wedge back in one piece – he's incarcerated on an armoured train, so your X-Wing has been fitted with an ion cannon. This allows you to incapacitate the train without destroying it, which would obviously be somewhat detrimental to Wedge's health.

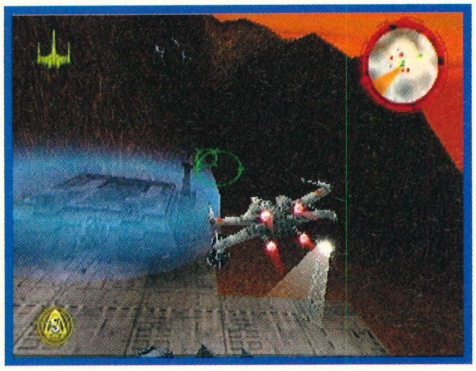
You need to locate the train by flying ahead and looking for a line of red dots on the radar, then stop the train by hitting each section of it with your ion cannon.

The train moves fairly fast to begin with, but slows as you hit each section. You need to stop it before it reaches the prison or the mission fails.

To get a Gold Medal you need to destroy a significant number of targets, which won't happen if you focus exclusively on the train. Taking out the gun turrets, AT-STs and missile launchers that are scattered along the path of the train is a start, and if you listen to your wingman as the mission begins he tells you about a convoy of hover trucks that make fairly easy targets. However, make sure you hit the train with your ion cannon a few times to slow it first before you take out anything else or it may get away from you.



▲ This is the Imperial prison. You don't want to let the train reach here or Wedge is doomed!





PRISONS OF KESSEL

LEVEL 10: MISSION BRIEFING

"Now that Wedge is safe, help General Madine free the other Rebels from the notorious prisons of Kessel."

MISSION OBJECTIVES

- Protect and escort Madine's shuttle
- Destroy the power generator

DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, Gun Turrets, Missile Launchers, Speeder Bikes

This is a particularly tricky mission because you have to deal with several different Imperial elements.

The aim of the mission is to help General Madine's commandos free Rebel prisoners from several Imperial installations. You need to act as cover for Madine's shuttle and protect it from all Imperial attacks.

To start with, you need to fly into the first prison ahead of the shuttle and take out the gun turrets on the ground. Once the shuttle has landed, Madine informs you that they can't get through the prison shield.

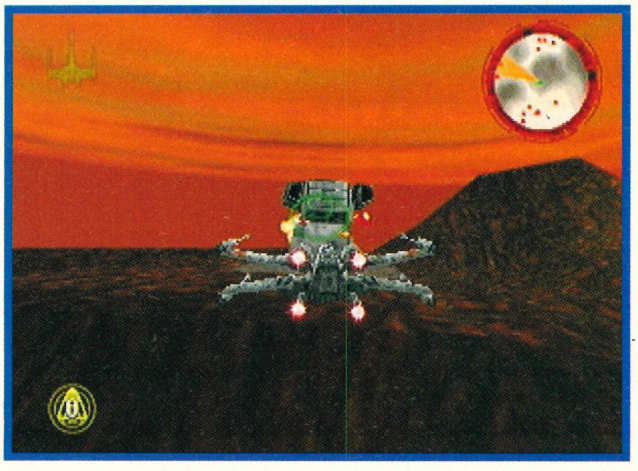
You need to destroy the generator powering the shield, but before you do this sweep the immediate area as there are TIE Fighters buzzing the shuttle and if you leave them to their own devices they do a great deal of damage. Once the TIEs are down, follow the radar to the power generator and blow it up. This lowers the shields on all the prisons.

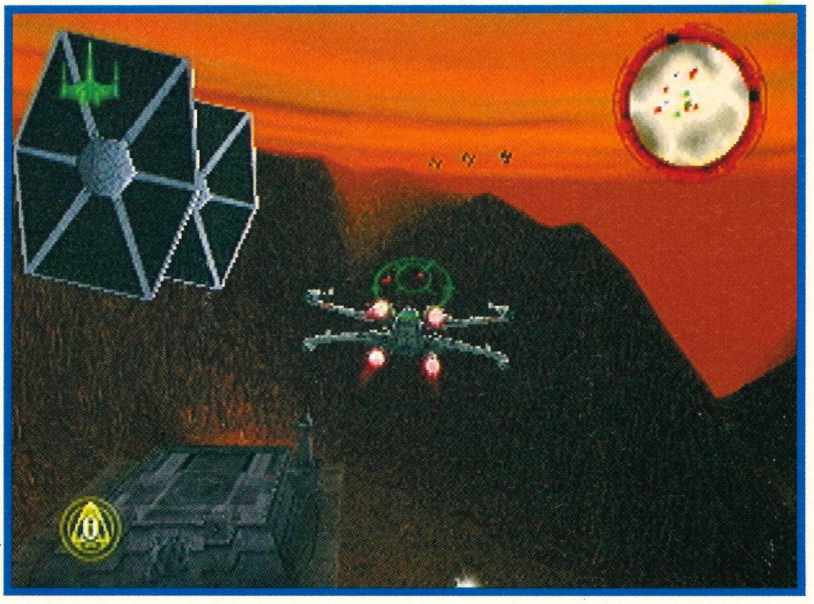
When you've done this, return to Madine's shuttle and provide cover for it until the commandos return and it takes off. You then need to follow the shuttle to each of the prisons, taking out any gun turrets, TIEs and missile launchers as you find them. Watch particularly for the launchers as they inflict an awful lot of damage on the shuttle if they catch it in the open. Keep an eye out for AT-STs too.



To get the Gold Medal, you need to finish the mission as quickly as possible and destroy a lot of Imperial targets as you go. The best thing to do is to use your journey to and from the power generator to take out as many gun turrets as possible and then destroy the TIEs that attack the shuttle quickly to allow it to lift off. If you want to get some easy extra kills and help Madine out, strafe the stormtroopers that come running out onto the landing pads as they try and delay the commandos.

▼ There aren't many missile launchers on this level but the ones that there are are pretty deadly!





▲ Imperial TIEs are the most annoying enemy on this stage. Blast them as quick as you can.

Written by: Russell Murray

The safety of the Earth is in your hands in the final part of our mega solution!

Body

America

STAGE 1

At the start of this mission, Daisy will talk to you and inform you that the bugs have built up a sizeable force in this area and that you should collect as much ammunition as possible before attempting to proceed. Enter the building near the abandoned car and search all the lockers to fill up your empty ammo pockets, then open the chest to grab a needed Shotgun. Exit the building, jump into the car and dash through the streets, heading south to locate the first harvesting wave. The aliens are much tougher this time, so use your Shotgun and show them who's the daddy. Once the aliens have been wiped out, search the area to find the police station, then clear the building to





Harvest

1966

find some more Ammunition and a Machine Gun.

Use the map to locate the Temporary Sewer Outlet, then walk into the open-ended pipe just outside. Make your way through the sewer pipes and you'll emerge on the other side of the blocked road, just in time to intercept another alien harvesting wave. Follow the red arrow to the infested area and blast these monsters as quickly as possible. Once the beasts are dead, another attack wave will beam in next to the local school – luckily this is not very far away. Get to the school in a hurry and terminate the harvester before you lose any of the kids, then move around the back of the school and climb into the ice cream van.

Drive the van slowly out of the school grounds, making sure all the children are following you, then lead them to the local church where they can seek refuge. Whatever you do, don't run any kids over!

Once the children are safe, another wave of aliens will land at the school, so dash back there and finish them off. Search the building opposite the school to find some more Ammunition, then jump into the school bus and smash through the road block leading east.

▼ Drive the ice cream van around the schoolyard to attract the children, then drive slowly to the safety of the church.







▲ The aliens in this area are now bigger and stronger than before. Use the Shotgun to kill these beasts quickly.

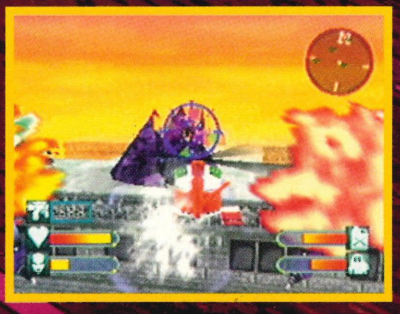
Before you can leap across the gap you must get yourself a faster vehicle, so drive the bus back towards Springville Suburbs. Stop at the road and move the two police cars out of the way, then use the bus to knock down the fence. Another harvesting wave has beamed into this area, so put your foot down and get there before you lose too many civilians.

After the infestation has been destroyed, head to Karl's Kustom Cars and speak to Karl to get the keys to the hot rod outside. Now drive the new vehicle back to the school and launch yourself over the fallen bridge. On the far side of the bridge, a harvesting wave will land to your right – quickly get yourself to the aliens and blast them. Now head to the eastern side of the map and locate the Halsall Storm Drain. Head into the tunnel and grab the Hunting Rifle and Ammunition from inside the chests, then exit on the other side and dash down the slope to the bottom. Climb the slope opposite to reach a small locked hut, then jump into the monster bug (the insane VW Beetle with big wheels) and head back down the slope. At the bottom, turn left and make your way through the sloped passage, blasting all the aliens that are blocking your way, then head up the slope the far end to find another tunnel.

Wander through the tunnel and exit the other end, then take out the harvesting wave that appears near the exit. Once the area is clear, enter the large hospital building and raid the filing cabinets to grab more Ammunition, then climb the stairs on the right up to the rooftop. Once on the roof, head around to the processor and destroy the snipers on the buildings opposite, then jump into a helicopter and fly around to a position in front of the processor. Hold the helicopter in a steady position and blast the processor until you have destroyed it, then land back on the roof and wait for Daisy to send you a status beacon.



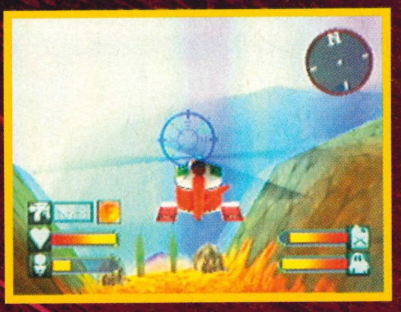
▲ When the harvesting wave lands near the local school, you must get there as fast as you can to save the frightened children.



▲ On the hospital roof waits the alien processor. Use a helicopter to position yourself in front of it, then blast the beast until it dies.

STAGE 2







Grab a new helicopter from the rooftop and fly north to discover the gate to the next stage. Unfortunately, no vehicles can pass through this gate, so land your chopper and wander into the next stage on foot. Once through the gate, look to your right and blast an alien sniper, then proceed to follow the trail through the mountains. Carefully drop down the sheer drop at the end, then continue to walk up the slope towards Pitts Industrial Works. As you approach a harvesting wave will beam in ahead of you. Hurry to the site and kill them before they kill too many civilians.

Head east past the drilling stations and proceed through the mountains, watching out for alien snipers. When you reach the cliff overlooking Blackfoot Gulch, Black Adam will appear to taunt you, so get down the hill and enter the battle. Find Black Adam on the roof of one of the huts and blast him until he beams out of the area. Now you must kill the three scorpions which appear and then search the huts to find more Ammunition and Health. Now exit the Gulch via the steep downward slope and blast the sniper on the left, before heading through the mountains to Terra Pueblos.

Here you will meet some new alien enemies, which burrow under the ground and fire large rocks at you! Follow the dust trails left by these monsters and then blast them when they emerge from the ground. Once the four burrowers are dead, search the houses to find a handy Rocket Launcher, then scan the area to find a ruined building blocking the path to the Creek of the Running Buffalo. Use the Rocket Launcher to destroy what little of the building remains, then follow the path behind to a crossroads. From this point, head north and walk around the water to find a monster bug. Use the vehicle to move along the waterside, then enter a cave on the right-hand side to grab more Ammunition and an Alien Artefact. Leave the cave and continue to the wall at the end of the passage, then drive the monster bug up the steep slope to the right and onto the Wakon Tinka Reservation.

Quickly drive down the slope on the far side, and destroy the monsters patrolling here. Now locate a house on the top of the hill and speak with the man inside – he will allow you to enter the secret room at the back of the building to collect more Health and Ammunition, as well as the first piece of the Wakon Tinka Totem pole. Exit the house and dash back down the hill to wipe out another alien harvesting wave, then return to the hill and find the entrance to a cave. Explore the cave to find the second piece of the Wakon Tinka Totem pole, then return to your truck and drive to Slow Bull Point. Climb the hill to the right and enter another cave, then search the lower levels to find the third and final piece of the Totem.

Return to the Indian Chief on top of the hill in the Wakon Tinka Reservation and take the Vision Quest to watch a path appear leading to the military base. Leave the Chief and grab yourself a vehicle, and head north out of the Reservation to find a wide ravine with a small cliff path. Drive carefully along the cliff path, blasting all the aliens that appear in your way, then cross the ravine on the path and follow the trail into the mountains. Enter the cave at the end of the path and walk through the tunnels until you emerge inside the military base. Search the barracks to find extra guns and ammo, then jump into a helicopter and fly into battle with the processor. You'll need to keep on the move while battling this processor as there are two snipers guarding the boss, which regenerate once they have been destroyed. Concentrate on the processor and keep blasting until it is dead, then Daisy will send you a status beacon to allow you to save your game, and the entrance to stage three will open.



◀ Carefully make your way along this thin mountain ledge and you'll find a hidden entrance into the military base.



▲ Land your chopper in front of the processor and keep blasting.





▲ Watch for the ground to shake when these alien burrowers attack, then quickly aim your shotgun at them and blast them before they bury themselves again.

STAGE 3

Jump into the helicopter and fly east along the shield wall until you find a small gateway through to the next area. Park your chopper on the hill and walk through the gate on foot to enter stage three. Follow the trail through the mountains until you arrive at a desert junction, then head left and up a small hill to find a house. Search the building to grab some extra weapons and Health, then leave the house and locate the small trail behind it. Follow this new path around the corner and blast the alien sniper waiting for you, then turn to the right and run down the hill to find yourself in a large sandy desert. Look around to find yourself a vehicle, then head south, blasting the burrowers and zippy alien gnats.

Drop down into the gulley at the end, then follow the path to the entrance of the military base. As soon as you enter the base a harvesting wave will land just inside, so quickly get to the harvester and destroy it. Finish off all the other aliens in this area, then search the base to find the sliding sate. Search the building to the left of the sliding gate and you'll find some special Nitro Fuel which will give you enough of a boost to get through the sliding doors. Head south to find another large grey building,





▲ The aliens gather in larger numbers when they beam in to attack. Take out the harvester first, then use your Machine Gun to wipe out the others.



and then grab a Miller J3P from inside the hangar. Return to the sliding gate in the new vehicle, and speed up the ramp and through the gate before it closes.

Another harvesting wave will now land in this area, so put your foot on the gas and get to the monsters before they eat too many civilians. This time there are two harvesters, so you'll need to be on top form to stop them both feeding. After the attack has been destroyed, head back to the sliding gate and enter the building opposite. Search the rooms on either side to grab some extra Health and a Red Access Card, then run the Card through the slot in the central room and open the grey door in the centre. Make your way through the high security rooms and grab plenty of weapons and ammo along the way. When you meet the guard who refuses to let you pass, enter the door opposite and then head to the right through another locked door. Turn right again and walk up the stairs, then exit through the door on your right hand side. Walk ahead and enter another small building then make your way past the small grey alien and exit the building on the other side.

Wander over towards the tank and then enter the small building behind it to find a special Translator. Return to the small grey alien, and speak to him to get the Green Access Card as a reward for keeping quiet. Leave the alien to escape quietly and wander outside to intercept another harvesting wave. Once the aliens have been destroyed, return to the



▲ Swipe the access card in the machine and then you'll be able to open the thin locked door to a private area.



▲ Once you have collected some special Nitro Fuel, you can drive this vehicle through the sliding gate without getting squashed.

building where you found the Translator and use the second Access Card to enter the locked door at the back of the building. Walk through the next room and grab some more Ammunition, then exit via the other door into another harvesting wave. Destroy all the invaders waiting outside, then enter the grey building on the right and talk to the Man In Black. He will give you access to all the military vehicles in the area, so leave the building and go to the hangar to grab yourself a tank. Now drive the tank out of the military base, heading east, and use it to destroy the alien processor. Once the processor is dead Daisy will send you a status beacon to save your progress, and you'll intercept a warning message from Black Adam.



▲ Yeah, bite me, you dickweed. Like I care what some stupid motorcycle courier thinks! Show Black Adam where to go.

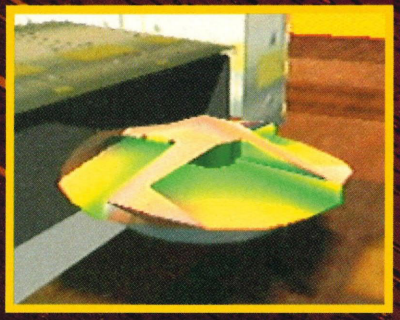


▲ Use the tank to blast the processor, then Black Adam will appear to taunt you – your next mission is timed!





▲ There are five of these doomsday bombs hidden in this small area. Look for them all and destroy them to complete this mission.



▲ Speak to the Man In Black and he'll ask if you would like to test drive the new vehicle. Say 'yes' and you'll receive your very own UFO.

STAGE 4





Head back to the military base and speak to the Man In Black. He will congratulate you on your success and offer you the chance to test-drive a UFO. Fly your new craft past the status beacon and then through the small gateway into the next stage. There are five doomsday devices hidden in this area, and you must destroy them all before the time runs out.

Proceed east and you'll find the first doomsday device in a small patch of open land in the centre of three buildings. Use the purple energy wave that your UFO fires to destroy this small yellow bomb. Quickly head north to find the second doomsday device and use the energy beams again to annihilate the bomb. Dash around the remainder of the small area and blast the remaining three bombs before the timer runs out. Black Adam is rather annoyed when you destroy his bombs and promises to make you pay, so leave the stage and return to the military base to grab another UFO.

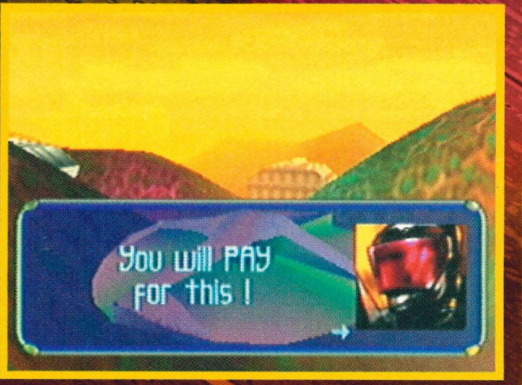


▲ Use your purple energy waves to batter the bombs until they explode. Black Adam will be really upset this time!

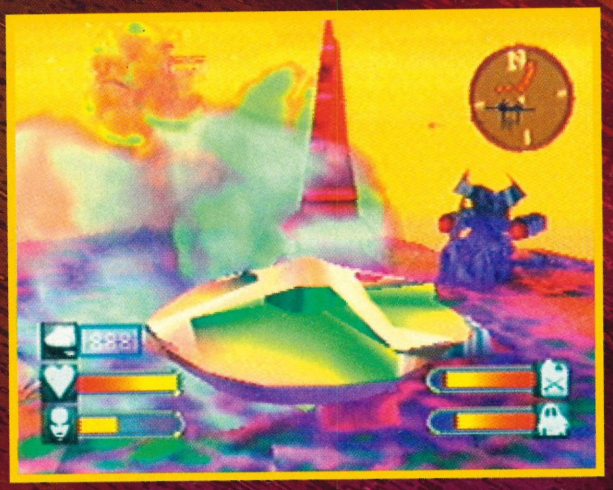




▲ Take the UFO through the shield wall and destroy all the doomsday devices before time runs out.



▲ "I don't want to pay for it!" It's another crappy Sky Movies Exclusive that couldn't even go straight to video!





STAGE 5

◀ Land your UFO near the alien shield generator and use your energy beam attack to destroy the four grey pillars.

Travel north to the shield wall, then fly through the small hole to confront the alien shield generator. Land your UFO near the shield generator and let off a couple of blasts of your purple energy beams to frazzle this monster. Once the shield generator is down, Alpha Command will come to join you and your craft will transform into the Alpha Tank. Now you must fight another large boss alien!



▲ Blast it several times and the mighty shield generator will crumble and explode. Now wait for some backup.

This is a really tough battle; the boss starts by launching several spiked balls at you which roll around the arena and damage your tank. Avoid these balls as much as possible and try to shoot them if they get too close. Continue to fire at the boss and after a short while he will change his attack and start blasting fireballs at you. At this point, move as far away from the boss as possible and keep on the move to avoid his lightning-quick attacks. If you move too far away the boss will transport himself closer, so keep an eye on him and blast the two extendable claws on either side of his body.

Once both claws have been blasted, the creature takes off and flies around trying to squash you. Look for the monster's shadow and then back away and blast the beast until it dies.







▲ Once the boss is in the air, the battle is almost over. Watch for the monster's shadow and then blast him when he drops down to attack you.



▲ Keep a fair distance away from the beast and shoot the extendable claws on either side. Once the claws have been blown off, the monster will take to the air.

Siberia 1991

STAGE 1

Once Alpha Command has landed in this new ice-cold area, Daisy will send you a message informing you of the strange life forms she is detecting. It turns out that most of the population in this area are zombies, and you must keep clear of them to avoid taking damage.

Turn to the right and follow the path north to find yourself a vehicle, then continue to follow the path until you discover a road on your right. Quickly drive around the mountain to battle the first harvesting wave, and waste the harvester before too many humans are consumed. Blast the remaining vermin, then search the houses to gather some Fuel and Health.



▶ Dash around the mountain to find a harvesting wave in action. Quickly destroy the harvester and shoot down flying scouts.

When the village is clear, drive to the north and up a small slope to find the local train station. Speak to the Fat Controller inside and he will thank you for turning up and ask you to find the starting handle for the train. Jump back into your car and head south along the train tracks, then turn right by the shield wall and find a small farmhouse with a combine harvester parked outside. Enter the house and speak to the owner to get the keys for the combine, then search the chests to find some Fuel and a Shotgun. Leave the farm and jump into the combine, then fill up the tank with the spare fuel before heading west to the village of Petrozansk.

Once in the village, use the combine harvester to carve up the zombies, then look for the train driver's house to collect the starting handle. Shoot down the annoying aliens quickly or they'll blow up your vehicle. Grab any extra Health you need from the houses. Once the handle is in your possession, head back towards the train station, but you will have to confront another harvesting wave in the village before you get there. Once the entire attack wave has been destroyed, head to the station and jump into the waiting train.

Drive the train down the track and smash through the avalanche that has fallen onto the rails. Now blast the alien invaders that ambush the train from both sides, then stop when you reach a station.

Quickly jump out of the locomotive and dash over to the right to kill another alien harvesting wave – there is an APC here that should make your life a little easier. Once the aliens are dead, search the village thoroughly to grab plenty of extra Health and Ammunition, then jump back into the APC and drive it down the track to the next station.

Just before the station, turn to the right and shoot a small group of aliens, then travel down the slope in the corner to find another train. Drive past the train and smash through the fence ahead, then travel up the slope to discover the chemical facility. Kill any alien attackers in the area, then enter the chemical facility and speak to the scientist, who explains what has happened. Black Adam will then contact you to get your attention. Search the chests to grab extra items, then race outside and jump into the tank.



▼ Start the train with the handle, then put your foot on the steam and break through this wall of ice across the track.





▲ Speak to the farmer and he will kindly let you borrow his combine harvester. You can use this vehicle to chop up the annoying zombies.

Black Adam has already taken the second train for a little trip to destroy a nearby village, so get after him and blast the train before it can get to its destination. If you succeed, a large harvesting wave will land as the train explodes and Black Adam curses you over the intercom. Quickly smash through the fence to get to the aliens and then blast the harvester before any humans can be consumed. Watch out for the flying pests who try to destroy your vehicle, and search all the houses to gain extra Health and Ammunition.

Once the attack is over, continue to follow the train tracks to the very end, then look to the left to discover a small military base. Pop in to the barracks and speak to the soldier, and he'll tell you that there is a large alien in the river to the south. Leave the barracks and jump into the hovercraft, then sail south to do battle with the processor.

There are several small groups of aliens that attack you on your journey, so see them off with your Machine Gun and head down to the river. Dodge the giant icebergs and keep moving south, then position yourself in front of the processor and destroy it as quickly as possible. Once the processor has exploded, Daisy will send you a status beacon to save your progress and the gate to the next stage will open.



▲ Use the hovercraft to float down the river to the processor, then blast the beast before you are overun with enemy wasps and crabs.



▲ In the first village you arrive at, these nasty bugs are trying to eat the population!





▲ Inside the reactor room you must quickly activate the four levers in the correct order to shut down the radioactive leak.

STAGE 2

Jump back into the hovercraft and float through the gate to enter the next stage. Turn to the right and follow the coastline, blasting any alien piranhas or scouts that you meet, then land beside the second ship you come across. A harvesting wave will now land in the village just to the south, so put your foot down and save the villagers! Once you have destroyed the alien invaders, look around the village to grab yourself an APC. Follow the road leading south to a large concrete structure, then enter the blue door to find yourself inside the research facility.

Search the room to the left and grab some extra Ammunition, then walk through the other door and head left again. Speak to the half-man, half-spider creature in the secure room and he will point out the Access Card which you need to proceed. Leave the beast, head back to the main room and open the door to your left. Continue through the remaining rooms to the exit – just as you step outside, an earthquake strikes the area. Quickly make your way to the hovercraft nearby and jump inside before the huge alien attacks you. Blast the beast with your Machine Gun, then follow the ice trail back to the village. Enter the commander's house with the Access Card, and search the room downstairs to grab extra Ammunition and a Rocket Launcher.

Leave the house and return to the water, then sail west to find a huge block of ice sealing the passage. Leap onto the ledge beside the water and use the Rocket Launcher to destroy this huge icy block, then jump back into the hovercraft and sail through the gap. Continue to follow the coastline, then as soon as the ground flattens come ashore and head for the nearest village. A harvesting wave will appear shortly with lots of protection, so get yourself amongst them and wipe them all out. Once peace has returned to the village, search the houses to find more Health and Fuel, then follow the road leading west through the mountains.

At the junction, turn to the right and battle your way through the small passage, then turn right again and drive over a small hill. Continue along the mountain trail, ignoring the turn to the left and eventually you'll arrive at the nuclear power plant.

Enter the small building near the bulldozer and speak to the man inside to learn about your next mission. There is a problem with the pump houses, and they must be destroyed before the time runs out to avert disaster. Quickly leave the building and jump into the bulldozer, then drive around the complex, smashing the locked pump houses. Once all five have been destroyed the timer will stop and a few flying aliens will charge in to attack you. Kill them all with your Machine Gun, then return to the engineer in the first pump house. The engineer explains that the reactor is overheating and he is unable to contact the workers inside, so open the door to the left and grab the Key from the locker.

Make your way to the large building in the centre of the plant and open the door. Inside the building the alarms are going mad. Head left and open the door in the corner to find a wounded worker who will explain how to shut down the reactor. There are four levers in the reactor room, which must be pulled in the right order to shut down the reactor. Once inside the room you will sustain damage from the radioactive leak, so must activate the switches and leave the room before the radiation kills you. Once back in the main building you can stand between the two pillars to the left of the door to be decontaminated and return to maximum health. The correct sequence to stop the reactor is 1, 2, 4, 3. After the levers have been pulled correctly, the lights will come on and the alarm will stop. Leave the reactor room and put yourself through decontamination before heading out of the main building and searching for a Harrier jump-jet on the airfield to the left.

Jump into the plane and fly east to battle with the alien processor. Try to shoot the large missile-firing aliens first, then concentrate on the processor and shoot it as many times as possible with your rockets. If you lose your plane during this battle, head to the right of the processor where you can find an APC to finish the job. Once the processor has been destroyed, Daisy will send you a status beacon to allow you to save your game, and the gate to the next stage will open.

▼ Use the bulldozer to knock down the locked pump houses. You only have 40 seconds to destroy all five.





▲ Use the Harrier jump-jet to get close to the processor and then blast it with your rockets to destroy it.



STAGE 3

Jump into the APC and drive to the north, where you'll find a path leading up a hill. Drive through the gate on the right to enter stage three, then head to the right to locate a small village. Search the houses for extra Health and Ammunition, then proceed along the road into a small military base. Wander into the barracks and speak to the commander, who will tell you that someone has planted bombs on all the oil rigs in the lake. Leave the commander and jump into the Chinook helicopter outside, then fly to each of the four rigs in turn and pick up as many survivors as possible. Once you have saved the oil workers, return them to the base then leap back into the APC and blast the attacking aliens. Once the monsters are dead, head back in to see the commander and he will thank you for your help and give you a chance to test drive the aquatank.

Drive the tank through the depths of the lake and blast all the alien crabs and piranhas, then locate the underwater processor. Keep moving while battling these tough aquatic aliens and ensure that you collect plenty of Health power-ups to keep your tank in one piece.

Once you find the processor in the centre of the lake, blast it with your torpedos until it dies, then Daisy will send you a status beacon. Drive your aquatank to a position just underneath one of the floating boats, then exit the tank. Quickly jump into the boat and sail south to find a small cave beside the lake, then climb the stairs to emerge back in the village. Save your game at the beacon, then return to the military base and grab yourself a vehicle.



▲ Speak to the commander in the military base. He will tell you that the oil rigs are about to blow up and the workers need saving.



▲ Fly from rig to rig collecting the marooned workers. You'll need to be quick to rescue them all before the bombs detonate.





▲ In the centre of the lake waits the alien processor. Destroy this beast, then return to the village to save your game.



▶ Use the aquatank to patrol the bottom of the lake and blast all the alien crabs and piranhas that attack you.







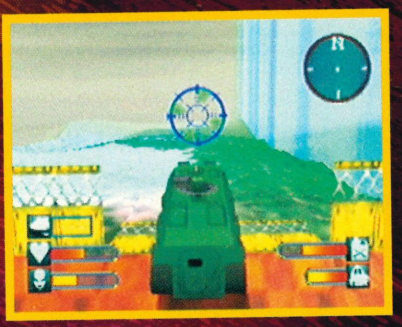
STAGE 4

Jump into the APC and drive north through the fence, then follow the shield wall until you find the entrance to stage four. Pass through the gate and head right, then battle a few alien invaders before following the road into the village. A harvesting wave will land in the village as you arrive, so locate the harvester and destroy it. Once the invasion has been dealt with, Daisy will contact you and tell you that she is picking up radio signals from somewhere in the area. Search the village to find extra Health and Ammunition, then head to the north to find a large white building. Inside the building, the radio operator will tell you that he is having trouble communicating with the base and has a scientist friend there that may be able to help. Quickly search the small room to the right for more weapons, then exit the building and drive north to find a small door leading to the military base. Before leaping out of your vehicle, be sure to check for aliens creeping up behind you, then enter the door and head through to the base.

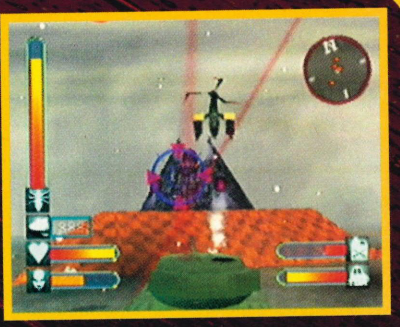


▶ Inside the large military complex in the north you must find this scientist. He will tell you where to go next.





▲ Head through the military base and smash through the fence to the north to find the gateway to the next stage.



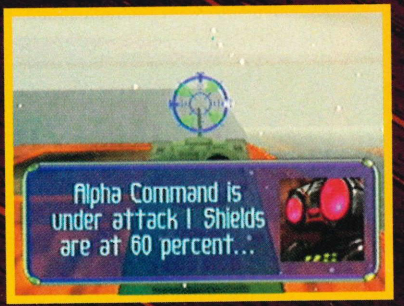
▲ Once the missile has been fired the processor will appear in the large area just right of the military base.

Head to the left and make your way to the large building in the centre. Take the door on the left and walk down the passage to meet the radio operator's friend, then listen to his plan to save the area. Walk back outside and search to the southwest to find a tank, then follow the road, nuking any aliens you find. Further down the road you'll find a thin bridge leading over some deep water. Take care at this point, as it's a perfect place for an alien ambush. Continue to follow the road on the far side of the bridge and you'll arrive at another small military complex. Search the area to ensure all the aliens are dead, then jump into the jet and fly back to the larger base to see the scientist.

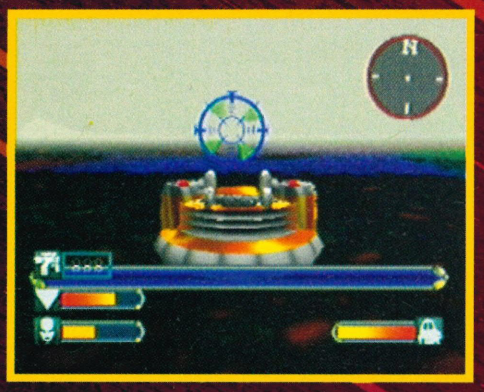
After you have spoken to the scientist, leave the building and search the area to the right to find yourself a helicopter. Now fly the chopper to the smaller base in the northwest and carefully collect the Scud missile launcher from the base. Carry the launcher carefully back to the military base, then place it gently into the small fenced-off area next to the main building. Once the launcher is in place, return to see the scientist again and he'll explain that there is a power shortage and that you must visit the radio operator again. Leave the base and return to your vehicle, then drive to the radio operator's house and blast the two alien jellies clinging to the generators to the right. Once the power has been restored, speak to the radio operator and he'll tell you that the missile is ready to be launched. Return to the military base and speak to the scientist again to learn how to fire the missile. Open the door behind you and grab the Launch Code from the filing cabinet, then head outside and launch the missile.

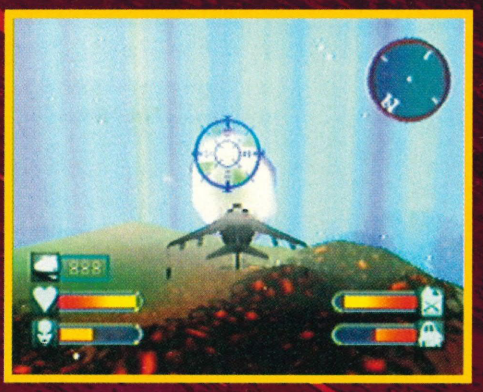
Once the missile has destroyed the radio building in Vadensk, a huge harvesting wave will beam into the military base. Exit the missile launcher and dash to the tank, then find the harvester and destroy it quickly. Kill all the remaining aliens in the base, then search the area to the right of the main building to discover the alien processor. Take down the flying aliens hovering above the processor, then blast the beast with your tank shells until it explodes and dies. This time, Daisy cannot send you a status beacon as Alpha Command has come under heavy attack. Quickly head back to stage one and rescue Daisy from disaster.

There is a small hole in the shield wall in the corner, which will lead you to the train tracks north of Alpha Command. Put your foot down and dash back through the stage – if Alpha Command explodes then your mission will be over. Once Alpha Command is safe, a status beacon will be sent to the last processor position and the gate to the alien shield generator will open.



▲ Hurry, Alpha Command is in trouble! If the Command Centre is destroyed then your mission will be a failure.

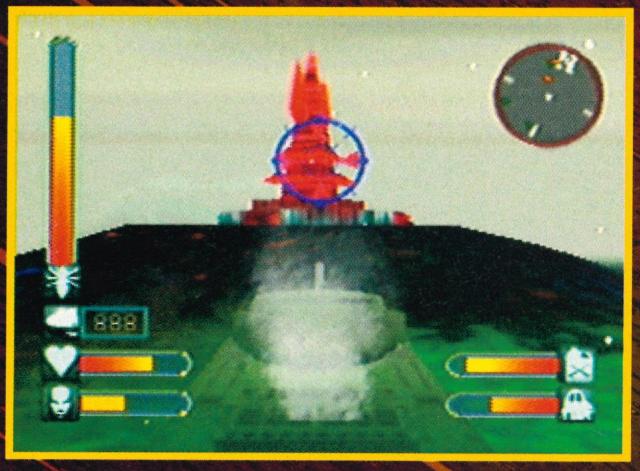






STAGE 5

Drive back along the railway to the status beacon and save your progress, then head into the base and jump into a jet. Fly the jet south and then through the hole to enter the final stage. Swap your vehicle for the new jet available just past the entrance, then attack the alien shield generator. Start by blasting the four pillars on each side of the generator, then when these have been destroyed aim for the red spire in the centre.



▲ Once the central spire has been destroyed, Alpha Command will come and join you to help in your battle against the boss monster.



Once the shield generator has been destroyed, Alpha Command will come to join forces with you as you confront the boss monster. This giant flying beast fires electrical pulses and is surrounded by smaller alien gnats. Keep your distance to avoid being shredded by alien fire and concentrate all your fire at one of the creature's arm cannons. Once the arm has fallen off, retreat to a safe distance and shoot the small alien gnats flying around above you, then dash in to collect extra Health and weapons. Now concentrate your fire at the other arm cannon and keep blasting until it falls clear.

Collect the Health that falls from the splattered gnats, then attack the monster's tail. Keep backing away from the beast and blasting until its tail falls off and it begins to speed up its attack. To beat this monster, aim at its body with your maximum fire power and keep shooting until it explodes. Once the battle is over you will warp to the fifth and final level on the Alien Comet.





▼ Once the monster has had enough he will topple to the ground and explode. You will now be warped into space to an alien comet.



Alien Comet: 2016

When you land on this alien landscape, Alpha Command will transform into the Alpha Tank, which is your only means of transport. This is the final confrontation between you and the alien creatures, and your mission is simply to exterminate every alien lifeform!

Start this mission by blasting the alien structure on your right and collecting the alien weapons from the wreckage. Head north and blast all the buildings and aliens you meet, then eventually you'll receive a message from Daisy to say that she's escaped her captors and is waiting for you to pick her up. Continue to head north and you'll find a thin valley with lots of enemies beaming in on either side of you. Drive through this valley to the end blasting everything in sight, then destroy the building in the right-hand corner to reveal another path.

Follow this thin path to the north, then turn to the left and blast a large green crystal. Search the debris to find a Resonator Weapon, which works like the energy beams fired from the alien UFO. Keep moving through the crystal area, blasting all the enemies that appear and demolishing any alien structures you come across, then you'll arrive at a small bridge across an alien river. Carefully cross the bridge, then blast the two buildings on the far side to grab some more Ammunition. Continue to follow the path smashing the buildings and blasting any alien scum, until you arrive at a dead end with another thin bridge to your right.

Carefully cross the bridge and blast the two alien snipers, then proceed forwards, destroying the four corner buildings to pick up some Plasma Bombs. Once you have cleared this small area, head to the south and zoom out to see a thin path leading across the deep alien water. Carefully make your way over these thin tracks blasting the fast-moving aliens until you reach safe ground on the far side, then blast the nearby structure for some more Laser Guided Missiles. Make your way through the next little section blasting the building for extra weapons, then shoot the spire with an electrical current to





◀ This comet is totally infested with alien bugs of all shapes and sizes. You will need to be alert to keep yourself alive.

▼ Destroy alien structures that you see on the comet as lots of weapon power-ups can be found hidden underneath.









▲ Cross this tiny bridge and unleash on the troop of flying aliens waiting for you on the other side.







▲ Keep out of these acid puddles or you'll find your hovertank will mely away from underneath you.

refill your life bar and save the game progress. Now move forward through the gate to enter Black Adam's trap.

The gates will seal shut behind you in this area and you must destroy all the alien scum that Black Adam sends at you before you can escape. Once you have wasted your assailants, leave the area through the gate to the west and follow the road to the dead end. Instead of driving across the lava ahead, look to the left and follow a thin path around the obstacle and then quickly blast the three alien sentries. Move on past the sentries before they regenerate, then battle a large troop of flying monsters on your way through the next small area. Blast the four green pods just ahead, then continue to make your way through the area blasting all the buildings and enemies you meet. Continue to follow the path around the edge of the map until you arrive at the snowy area in the north. Blast all the nearby buildings to gather extra weapons and ammo, then look to the right to find another small thin bridge.





Carefully cross the water and shoot the alien snipers waiting on the other side, then blast the green crystals for more ammunition. Keep heading east, blasting everything in sight, and eventually you'll discover another road between two alien statues. Follow the road south through the mountains, then carefully cross the bridge on the far side. Now blast the electrical spire on your left and save your progress before following the road around the corner to the gates of the alien city.

As you enter the city, the gates will lock shut behind you. Blast all the enemy sentries around the entrance, then move through the city shooting anything that moves. Pass through the next set of gates, shoot all the alien attackers waiting for you and continue to another set of gates to the east. As you enter this area Black Adam will appear to taunt you before the battle begins. Avoid the electrical pulses fired in your direction, and blast the beast with your most powerful weapons until he dies. Once Black Adam has been

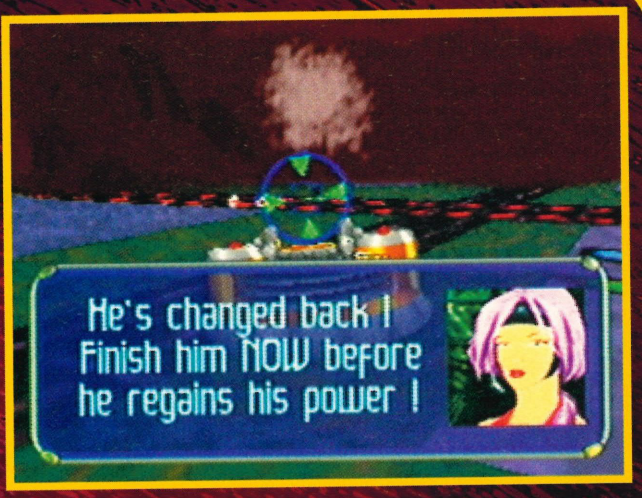


▲ Daisy has been imprisoned in a tall alien tower. Press the red switch to turn off the Pain Machine and release your friend.









beaten, you can drive to the top of the hill in the centre and enter the building at the top to find Daisy. Speak to Daisy, then quickly bash the small red mound in front of the alien contraption to turn off the machine and release your friend.

With Daisy saved, return to the Alpha Tank and she will explain your next mission. There are four thruster engines in the corners of the alien city, and these must be destroyed to stop the comet colliding with Earth. Head back through the gate and then enter the gate to the left to find a huge open area with several alien snipers. Kill the snipers quickly, then follow the road up the hill to find the first thruster engine. Blast the flying aliens surrounding the engine and then blast the four energy baffles around the thruster. Once these have been destroyed, blast the engine in the centre and the thruster will explode and shut down. Be careful not to fall over the cliff, as the acid water below will melt your tank in seconds! Use the map to find the next thruster engine and destroy it using the same procedure, then head back through the gate and across to the wasteland on the other side of the city. Blast the remaining two thrusters on the far side of the city, then Daisy will send you a message telling you to go to the Central Command Tower in the very centre of the city.

As you make your way to the centre of the city, you will be attacked by a large alien. Blast this beast to open the gate to the Command Tower, then grab the extra Health and Ammunition before entering the central area. At this point you will be given the opportunity to save your game before you meet the Hivemind – you should do it! Exit the Alpha Tank and enter the Command Centre, then drop kick the green brain, Cantona-style, to return to the Alpha Tank. Once back in the tank make your way to the exit, and you'll be attacked by Black Adam and his minions. Quickly take out the two small aliens, then concentrate on blasting the large creature in the centre. First aim for the two arm cannons on either side of the boss' body, then as each side explodes rush in to collect some extra Health and Ammunition. Now the beast is armless, aim for the creature's head and keep blasting until it explodes. The boss will now start to warp around the arena, disappearing in a green mist and emerging again behind you. Keep moving and look for the trail of bullets to find your target, then blast the beast until it dies. Once the monster has been annihilated, Black Adam returns to his normal form and you must leave your tank to rush over and blast him with your shotgun. With Black Adam dead, the mission is complete and you can safely leave the comet and return to Earth. Thanks to you the Earth has been saved from the alien invasion, and peace can return.



▲ Run over to your enemy, then blast him with your shotgun to finish the mission and save the world.



▲ Start by blasting the monsters two arm cannons. When the arm explodes quickly dash in to collect the weapon and health power-ups.



▲ Once the Alien Comet has been destroyed, Adam returns to Earth and receives a hero's welcome, Lucky man!



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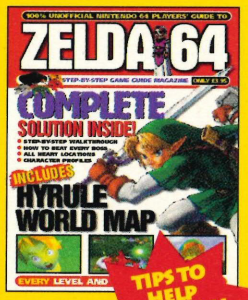

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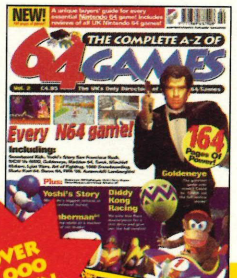
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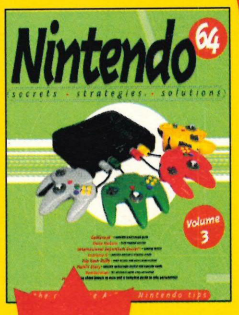
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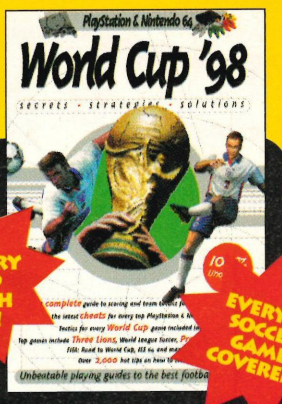


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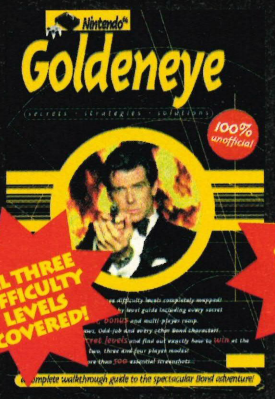


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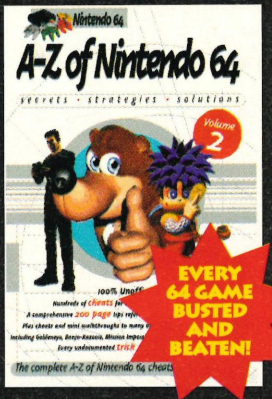


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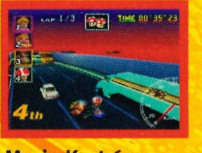

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Super Mario 64


Banjo-Kazooie

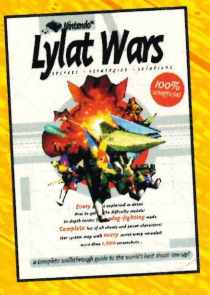

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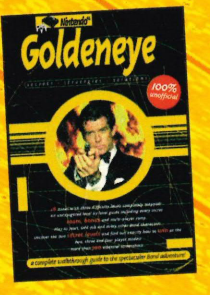

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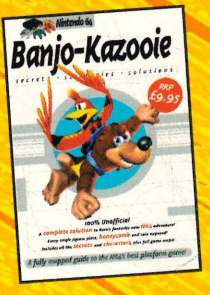

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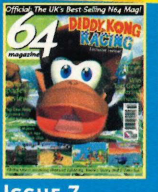
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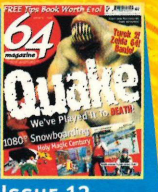
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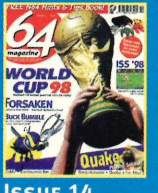

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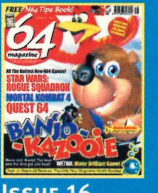

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64 nindex

64 MAGAZINE GAME CHARTS

CHAMPS

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%
11=	Bust-A-Move 3dx	Acclaim	90%
19	All-Star Baseball	Acclaim	89%
20=	Lylat Wars	Nintendo	88%
20=	Quake	GT	88%

CHIMPS



The lowest of the low – avoid at all costs!

3=	FIFA 64	EA Sports	20%
3=	Dual Heroes	Hudson Soft	20%
3=	Aero Fighters Assault	Video System	20%
2	St Andrews Golf	Seta	10%
1	Clayfighter 63 1/3	Interplay	8%

90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

64 MAGAZINE SIZZLER

95% and above

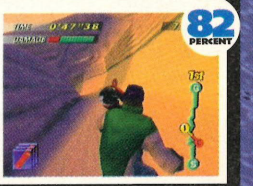
The Gold Medal Award only goes to those few games that you absolutely *must* own!

64 MAGAZINE GOLD MEDAL AWARD

1080° SNOWBOARDING

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 17 RK

Playable and polished snowboarding game from the *Wave Race* team which looks great and plays extremely well. Try a little powder!



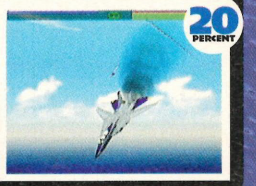
82 PERCENT

⊕ 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.



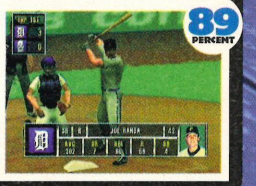
80 PERCENT

⊕ 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

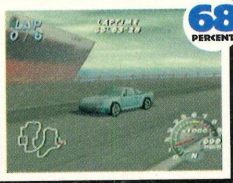
⊕ Not as bad as *St Andrews Golf*
⊖ Just about everything

NINDEX

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

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...

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...



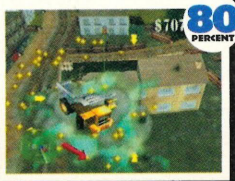
82 PERCENT

- ⊕ Blood, severed limbs, 3-D combat
- ⊖ Slightly awkward

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

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

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

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

BUST-A-MOVE 3DX

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 22 TS

More bubble-bursting puzzle lunacy from Acclaim. If you've got *BAM 2*, this is too similar to be worth buying, but if you don't it's highly addictive.



90 PERCENT

- ⊕ Great fun, very playable
- ⊖ Just like *BAM 2*!

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

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



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

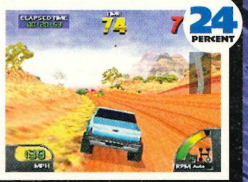
Doraemon	30%

NINDEX

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!



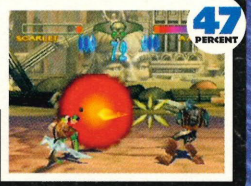
24 PERCENT

⊕ Four-player game
⊖ See *Cruis'n USA*

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.



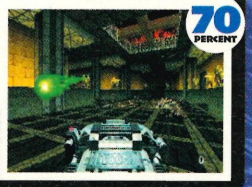
86 PERCENT

⊕ 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

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%

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

⊕ 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*.



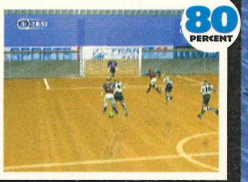
20 PERCENT

⊕ 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

FORSAKEN

Publisher: Acclaim Price: £59.99 Reviewed: Issue 14 AM

Underground *Descent*-style shooter with flashy lighting effects and tough, intelligent opponents, as well as a very good multiplayer game.



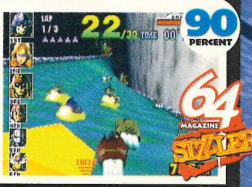
93 PERCENT

⊕ Enemy AI, looks great, loads of weapons
⊖ Some short levels

F-ZERO X

Publisher: Nintendo Price: Import Reviewed: Issue 17 AM

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator!



90 PERCENT

⊕ Speed, smoothness, control
⊖ Minimalist graphics

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.



62 PERCENT

⊕ 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*.



90 PERCENT

⊕ 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.



10 PERCENT

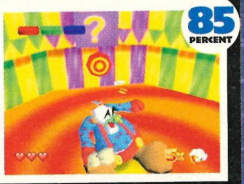
⊕ Japanese, so you'll probably never see it
⊖ Makes real golf exciting

NINDEX



GLOVER

Publisher: Hasbro | Price: £49.99 | Reviewed: Issue 20 RK



85 PERCENT

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



95 PERCENT

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



64 PERCENT

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



30 PERCENT

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



54 PERCENT

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



83 PERCENT

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



93 PERCENT

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



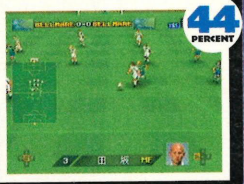
95 PERCENT

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



44 PERCENT

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



60 PERCENT

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



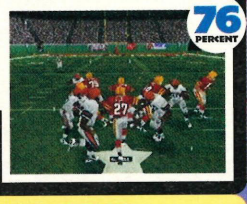
30 PERCENT

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



76 PERCENT

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



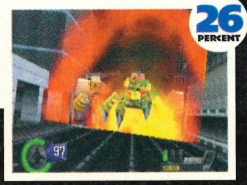
70 PERCENT

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

KNIFE EDGE

Publisher: THE Games | Price: £39.99 | Reviewed: Issue 22 AM



26 PERCENT

A light gun game... that doesn't support a light gun. Deathly tedious and unispired shooter that should be avoided.

- ⊕ A few good enemies
- ⊖ Duller than a convention of pub bores

THE LEGEND OF ZELDA: OCARINA OF TIME

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 21 AM

98 PERCENT

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!

- ⊕ Simply the best!
- ⊖ You'll play it to death!

LET'S SMASH

Publisher: Hudson Soft | Price: Import | Reviewed: Issue 21 AM



90 PERCENT

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.

- ⊕ Easy to play, lots of options
- ⊖ Japanese text

LYLAT WARS/STARFOX 64

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 5 AM



88 PERCENT

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time.

- ⊕ Spectacular, great audio, all-action
- ⊖ Short-lived

MACE: THE DARK AGE

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 7 RK



70 PERCENT

Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary.

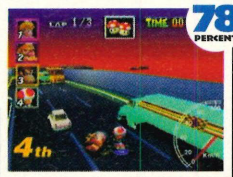
- ⊕ Fast, interactive scenery
- ⊖ Jerky animation, gets repetitive

NINDEX

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!



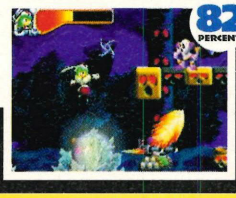
78 PERCENT

- ⊕ 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.



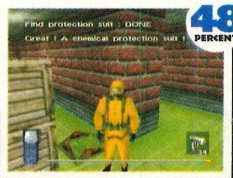
82 PERCENT

- ⊕ 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

64 SCORE Puzzles



CRYPTIC CROSSWORDS

1	Bust-A-Move 2	91%
2	Bust-A-Move 3DX	90%
3	Puyo Puyo Sun 64	87%
4	Wetrix	86%
5	Glover	85%

CRAPTIC CROSS WORD

Jeopardy!	30%

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!



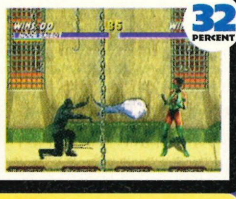
46 PERCENT

- ⊕ 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.



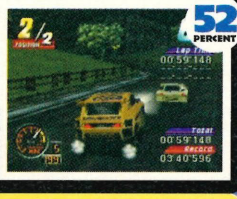
32 PERCENT

- ⊕ 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.



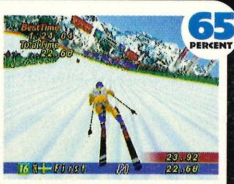
64 PERCENT

- ⊕ 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.



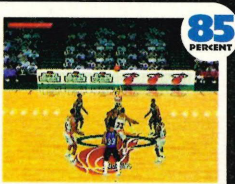
65 PERCENT

- ⊕ 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.



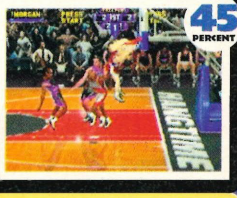
85 PERCENT

- ⊕ 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.



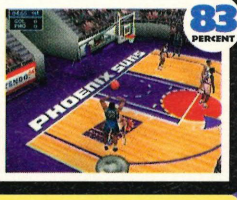
45 PERCENT

- ⊕ You can play as a pig
- ⊖ The game *is* a pig

NBA JAM '99

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 22 BL

Good-looking and quite playable basketball game that doesn't offer anything more than its many competitors.



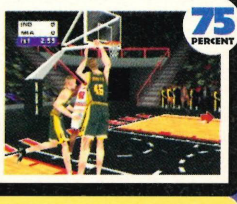
83 PERCENT

- ⊕ Decent visuals, easy to play
- ⊖ Doesn't stand out

NBA LIVE '99

Publisher: EA Sports | Price: £44.99 | Reviewed: Issue 22 BL

Another in the endless line of NBA games. This one is slightly lacking in playability compared to *Courtside* and *Jam '99*.



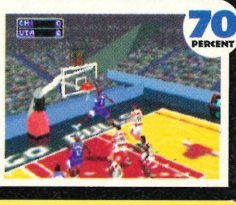
75 PERCENT

- ⊕ Has everything a basketall fan needs
- ⊖ Except the wow factor

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

NFL BLITZ

Publisher: GT Interactive | Price: £44.99 | Reviewed: Issue 22 RK

More arcade-like than other Yank footie games, which makes it a lot easier to play. May be lacking in longevity as a result.



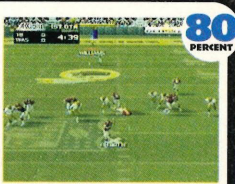
85 PERCENT

- ⊕ Fast, fun and full of comedy violence
- ⊖ A bit simplistic

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.



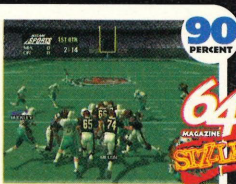
80 PERCENT

- ⊕ 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

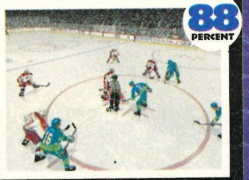
- ⊕ Looks great, plays well, official licence
- ⊖ It's American football

NINDEX

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.



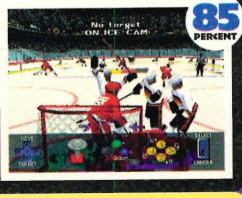
88 PERCENT

- ⊕ 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.



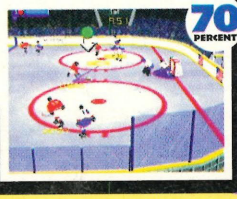
27 PERCENT

- ⊕ 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: Nintendo | 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*

RUSH 2: EXTREME RACING USA

Publisher: Midway | Price: Import | Reviewed: Issue 22 RK

Sequel to *San Francisco Rush* with better car handling and more tracks, but less of the mad stuntwork and exploration.



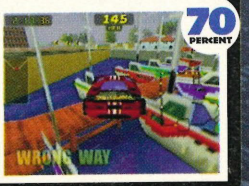
80 PERCENT

- ⊕ Better controls, more varied tracks
- ⊖ Some bland courses

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

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.



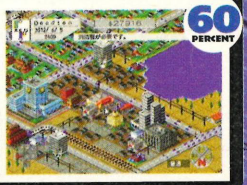
58 PERCENT

- ⊕ 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

64 Sports SCORE



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%

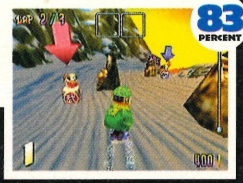
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SNOWBOARD KIDS

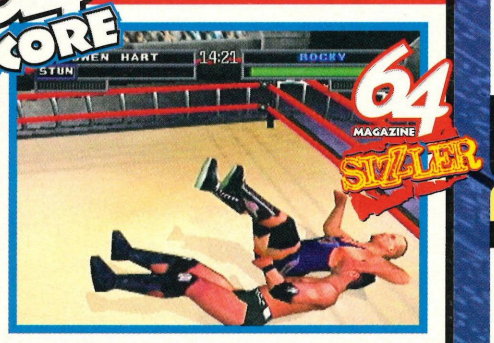
Publisher: THE Games | Price: £39.99 | Reviewed: Issue 11 RK

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons.



- ⊕ 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.

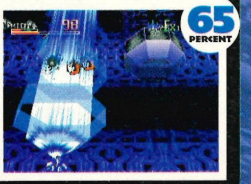


- ⊕ Different, lots to do, funny animals
- ⊖ Graphics crude in places

STAR SOLDIER: VANISHING EARTH

Publisher: Hudson Soft | Price: Import | 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.



- ⊕ 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.

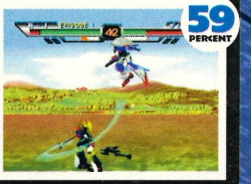


- ⊕ 15 worlds, lots of treats
- ⊖ Now looks stark and empty

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!

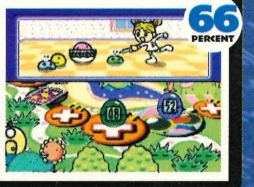


- ⊕ A few nice effects
- ⊖ No skill needed, looks unfinished

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.



- ⊕ 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.

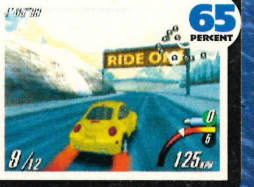


- ⊕ Tough puzzle options, different game modes
- ⊖ Not as intuitive as *Tetris*

TOP GEAR OVERDRIVE

Publisher: THE Games | Price: £39.99 | Reviewed: Issue 22 ST

Disappointing follow-up to *Top Gear Rally* with abysmal controls and music to slash your wrists to. *Rally* may be older, but it's much better.

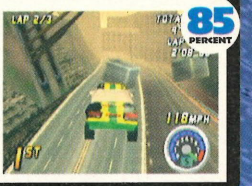


- ⊕ Smart paint shop
- ⊖ Unimpressive hi-res, terrible controls

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.



- ⊕ 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.



- ⊕ 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.



- ⊕ Excellent weapons
- ⊖ Annoying platform elements, fog

TWISTED EDGE SNOWBOARDING

Publisher: Kemco | Price: Import | Reviewed: Issue 22 RK

A *1080°* beater that isn't. *Twisted Edge* has good visuals, but in terms of control and 'feel' lags way behind Nintendo's game.



- ⊕ Attractive courses
- ⊖ Boarders feel like robots, repetitive

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*.



- ⊕ 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.



- ⊕ 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.



- ⊕ Games can't get that much worse
- ⊖ Where should we start?

NINDEX

WAR GODS

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 6 AM

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.



40 PERCENT

- ⊕ A few amusing fatalities
- ⊖ Pathetic combat, stupid fighters

WAVE RACE 64

Publisher: Nintendo Price: £59.99 Reviewed: Issue 1 SW

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion.



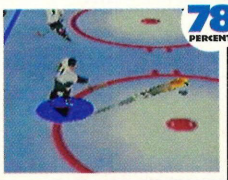
83 PERCENT

- ⊕ Realistic water action, great control
- ⊖ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 5 DB

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*.



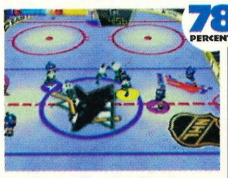
78 PERCENT

- ⊕ 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

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game.



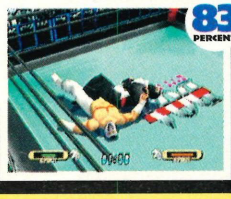
78 PERCENT

- ⊕ See first *Gretzky* game
- ⊖ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

Publisher: THQ Price: £54.99 Reviewed: Issue 9 RK

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people.



83 PERCENT

- ⊕ Good multiplayer game
- ⊖ Slightly clumsy, not as good as *WWF Warzone*

WCW VS NWO REVENGE

Publisher: THQ Price: £49.99 Reviewed: Issue 20 BL

Updated wrestling game that plays slightly better than *WWF Warzone*, but doesn't look as polished with slightly blocky wrestlers.



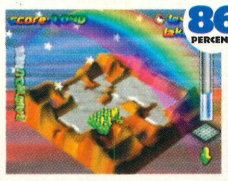
87 PERCENT

- ⊕ Real wrestlers, lots of moves, weapons
- ⊖ Bad music

WETRIX

Publisher: Ocean Price: £39.99 Reviewed: Issue 16 RK

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams.



86 PERCENT

- ⊕ Keeps bringing you back, cool idea
- ⊖ Weak two-player game

WHEEL OF FORTUNE

Publisher: Gametek Price: Import Reviewed: Issue 10 RK

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks."



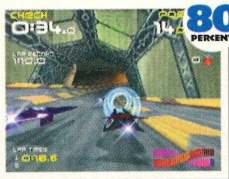
30 PERCENT

- ⊕ Spin the wheel and the Rumble Pak rattles! Ooh!
- ⊖ American questions

WIPEOUT 64

Publisher: Midway Price: £49.99 Reviewed: Issue 21 RK

Fast-paced PlayStation conversion which works well as a one- or two-player game, but struggles after that. Still worth considering.



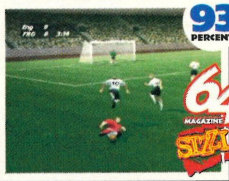
80 PERCENT

- ⊕ Great music, superb controls
- ⊖ Pop-up, few tracks

WORLD CUP '98

Publisher: EA Sports Price: £54.99 Reviewed: Issue 14 RK

EA finally got it right, but then this was their third attempt. Very good soccer game based around the now-historic 1998 World Cup.



93 PERCENT

- ⊕ Official licence, sharp controls
- ⊖ We know the Frogs won

WORLD SOCCER 3

Publisher: Konami Price: Import Reviewed: Issue 9 RB

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!



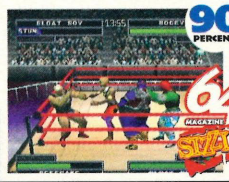
86 PERCENT

- ⊕ All the playability of the *ISS* games
- ⊖ Loads of Japanese text

WWF WARZONE

Publisher: Acclaim Price: £59.99 Reviewed: Issue 17 RK

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people.



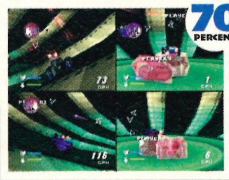
90 PERCENT

- ⊕ The best wrestling game on the N64
- ⊖ It's wrestling...

XG2

Publisher: Acclaim Price: £49.99 Reviewed: Issue 20 RK

A very disappointing sequel to *Extreme G*, slowed down far too much and racing through murky, ill-defined backdrops.



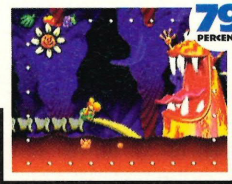
70 PERCENT

- ⊕ Improved deathmatch game
- ⊖ Poor controls, dark, jerky

YOSHI'S STORY

Publisher: Nintendo Price: £49.99 Reviewed: Issue 13 RK

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't.



79 PERCENT

- ⊕ Beautiful graphics, cute
- ⊖ Way too easy, sickly-sweet



64 Racing SCORE



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%

REVIEWERS

Want to know who wrote the original review? Put a name to the initials here!

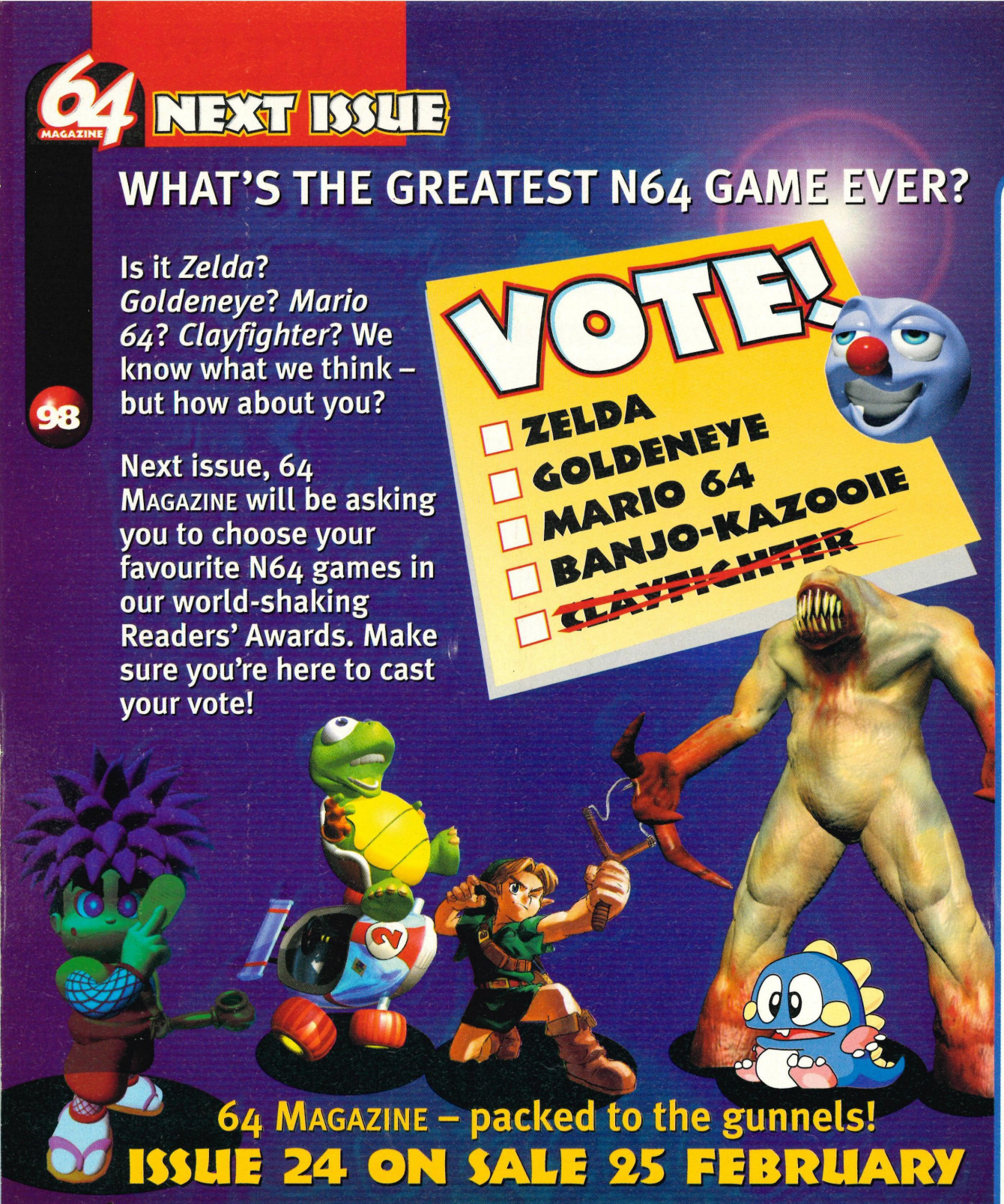
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64 MAGAZINE NEXT ISSUE

WHAT'S THE GREATEST N64 GAME EVER?

Is it *Zelda*? *Goldeneye*? *Mario 64*? *Clayfighter*? We know what we think – but how about you?

Next issue, 64 MAGAZINE will be asking you to choose your favourite N64 games in our world-shaking Readers' Awards. Make sure you're here to cast your vote!



64 MAGAZINE – packed to the gunnels!

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64 MAGAZINE,
Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
URL: http://www.paragon.co.uk/n64
Chat: http://www.paragon.co.uk/chat.html

Audit Bureau of Circulations

Editor
Andy McDermott
64mag@paragon.co.uk

Managing Editor
Damian Butt
gecko@paragon.co.uk

Staff Writers
Royston J Kimber (royk@paragon.co.uk)
Ben Lawrence (benl@paragon.co.uk)

Art Editor
Nick Trent

News Editor
Stuart Taylor (staylor@paragon.co.uk)

Production Editor
Louise Wells (louise@paragon.co.uk)

Contributors
Russell Murray, Adam Boussada

Online Editor
Stuart Wynne
ssw@paragon.co.uk

Advertising Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Advertising Sales
Daniel Russell (01202 200223)
danruss@paragon.co.uk

Marketing Manager
Monica Casal-Guerra (monica@paragon.co.uk)

Advertising Production
Dave Osborne, Jo James,
Claire Hayton, Ross Thornley

Senior Production Manager
Jane Hawkins (janeh@paragon.co.uk)

Systems Manager
Alan Russell (sysop@paragon.co.uk)

Bureau Manager
Chris Rees (chrisr@paragon.co.uk)

Art Director
Mark Kendrick

International Account Executive
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Finance Director
Trevor Bedford (trevorb@paragon.co.uk)

Joint Managing Directors
Di Bedford (dibedford@paragon.co.uk)
Richard Monteiro (richardm@paragon.co.uk)

Special thanks to:
The Joypad: (01202) 311611
Department 1: (0171) 916 8440
Nicky@Sunsoft (for scatological anecdotes),
Simon@Acclaim, Asam@THQ, Lee@GT,
Simon@Rare, Gary @Paradigm, Becky@Rocket

Subscriptions
Tarik Alozdi (subs@paragon.co.uk)
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
email: subs@paragon.co.uk
http://64magazine.subs.net

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ISSN 1366 6266

Dead pool this issue: having our deadlines right after New Year so we had to work while everyone else was goofing off; suckfest 'free' videos with nothing worth watching on them; clueless bunglers who can't fix your leaking windows properly.

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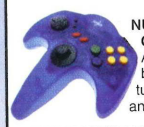

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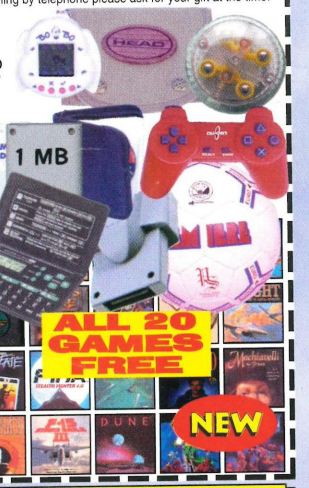
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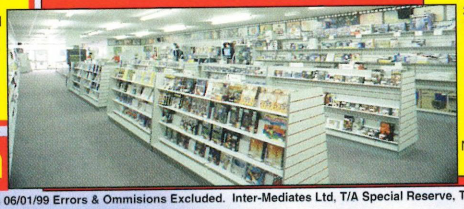
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