Paragon Publishing Ltd
9 771366 626005 24

FREE SOLUTIONS BOOK: TWO GAMES BUSTED!

THE FIRST AND BEST NINTENDO 64 MAG!

ISSUE 24 £3.95

64 MAGAZINE

THIS MAGAZINE IS NOT ENDORSED, SPONSORED OR OTHERWISE AUTHORISED BY NINTENDO

PAGE 38 CASTLEVANIA



POW!

MARIO STRIKES BACK!



SMASH BROTHERS

Four-way fantasy fighting fun!

MARIO PARTY

No need to bring a bottle!

FIFA '99

Is it the best footy game ever?

Vote For The Best Games Ever!

See page 22!

PLUS!

PAGE 16 CARMAGEDDON
PAGE 18 QUAKE 2
PAGE 20 VIGILANTE 8



PAGE 16



PAGE 18

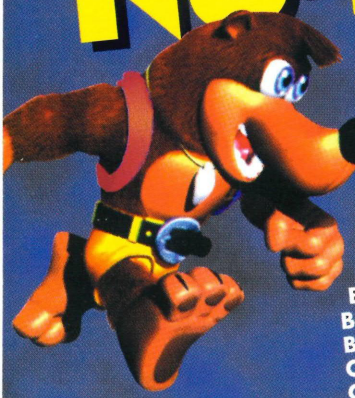


PAGE 20

64 magazine • issue 24 • smash brothers • mario party • castlevania • fifa '99 • goemon 2 • quake 2 • carmageddon

The UK's biggest and best audio cheats service

N64 CHEATS & TIPS





Aero Fighters Assault
Aero Gauge
Airboarder 64
All-Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanks
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bust a Move 2
Chameleon Twist
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 & 2
F1 Pole Position
F1 World Grand Prix
FIFA 64 & 98
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X
Gex
Goldeneye
GT 64 Championship Edition
Hexen
Iggy's Reckin Balls
International Super Soccer
ISS 98
Jeopardy
J-League 11 Beat 97
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Magical Tetris Challenge
M L Baseball: Ken Griffey Jr
Milo's Astro Lanes
Mario Karts
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Blitz
NFL Breakaway
NFL Quarterback 98
NFL Quarterback Club 99
NHL 99
Off-Road Challenge
Pilot Wings
Puyo Puyo Sun 64
Quake 64
Quest 64
Rampage World Tour
Robotron 64
Rush 2
San Francisco Rush
S.C.A.R.S.
Shadows of the Empire
Sim City 2000
Snow Board Kids
South Park
Space Dynamites
Space Station
Star Soldier
Super Mario
Super Robot Spirits
1080 Snowboarding
Tetrisphere
Top Gear Rally
Top Gear Overdrive
Turok 1 & 2
Twisted Extreme Snowboarding
Virtual Chess 64
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey 98
WCW Vs NWO World Tour
WCW Vs NWO Revenge
Wetrix
World Cup 98
WWF War Zone
XG 2
Yoshi's Story
Zelda

Cheats for over 700 of the best PSX N64 & PC games now available

A simple call and you've got the cheat

09066 098008

PRESS * TO RESTART SERVICE — PRESS # TO MOVE BACK ONE STEP

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

Call our competition Hotline for your chance to **WIN** a 20 inch COLOUR TV, PLAYSTATION CONSOLE, N64 CONSOLE, DREAMCAST CONSOLE, METAL GEAR SOLID plus several other *top games* and *great prizes*. It's easy to enter and there is a genuine chance to **WIN**.



CALL NOW 09066 098080

CHEATS for 700+ GAMES

Calls cost 60p a minute at all times, maximum call time is 5 minutes, accuracy of the information is not guaranteed and please seek permission of the bill payer before calling. Closing dates for competitions vary, SAE for rules. Hotline, PO Box 50, PL25 5YQ.

CUSTOMER COMMENT LINE: 01202 717476

INTERACTIVE TELCOM

subscribe to 64 MAGAZINE

and save up to £42

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

As if that wasn't enough, we're also throwing in your choice of the N64 *Secrets, Strategies & Solutions* books –*Zelda 64*, *A-Z of Nintendo 64 Volume 2* or *Banjo-Kazooie* – completely FREE! That's a total saving of up to an incredible £42!

THE GAMES


Zelda 64


Turok 2

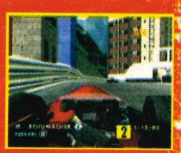

Goldeneye


Banjo-Kazooie

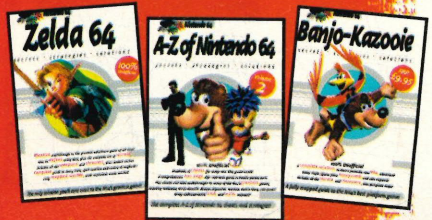

ISS '98


1080º Snowboarding


Diddy Kong Racing


F-1 World Grand Prix

THE BOOKS





Turn to page 88 to subscribe!

Issue 24

64 MAGAZINE





38 The latest in Konami's lengthy series of vampire-hunting games, and it's a cracker. Apart from the Camera From Hell...

Castlevania

REVIEWS

SMASH BROTHERS

32 Mario gets brutal – it's a Nintendo beat-'em-up!



GOEMON 2

42 Konami takes the *Goemon* series back to its roots with a thoroughly demented platform game!



MARIO PARTY

36 Forget the kitchen – bring this game around and you'll always find people in the living room at parties!



FIFA '99

46 Fine fourth *FIFA* feast – say that six times quickly! But is the latest in EA Sports' series better than *ISS '98*?



ntents

FEATURES



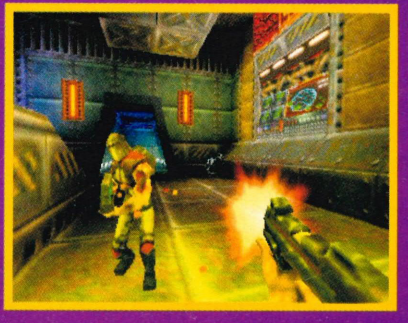
22 Vote y'self fitter! Decide on the greatest N64 games of all time!

24 Gratuitous nostalgia blowout as we look back over two spiffing years!

64SIGHT

16 **Carmageddon**
Brutal pedestrian-mowing action in mad cars!





18 **Quake 2**
Kill, kill, kill, kill, kill, kill, kill, kill, kill, press flowers, kill!

20 **Vigilante 8**
Brutal other driver-mowing action in mad cars!

REGULARS

06 **64 Showcase**
Nintendo irate as PC owners start playing N64 games, and other news.

12 **When I'm 64**
The postman's bulging sack splits open and disgorges mailness.

88 **Subscriptions**
Big money saved with special offer kind of things. Go on, try them.

90 **Nindex**
Games of yore condensed into useful 62 x 35mm rectangles.

98 **Next Issue**
A page of preposterous prognosticative predictions.

GAME BUSTERS

60 **Cheat Central**
Four fabulous pages of trickery.

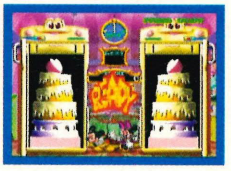
64 **ScoreZone**
High scores ahoy! Are you one of the world's best N64 gamers?

70 **Rogue Squadron**
Kick the boy Vader square in his lordly jewels with our complete guide!

76 **South Park**
A bunch of impeccably-mannered small boys get up to all manner of 'japes'.

MAGICAL TETRIS CHALLENGE

48 Mickey Mouse buried under stack of tumbling bricks horror! Minnie flashes knickers! Yikes!



NIGHTMARE CREATURES

54 It's not going to get an official UK release. Just as well, since it really is a nightmare!



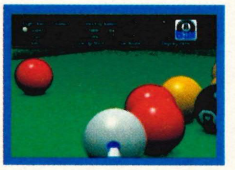
ALL-STAR TENNIS '99

50 Yup, it's tennis all right... but where are all the stars? New balls, please.



VIRTUAL POOL 64

58 Everything you need to simulate a night at the pub. Apart from beer, ciggy smoke and a stack of 20ps.



EDITORIAL

Hello to all our new readers! I know you're out there, because our last few issues have been our best-sellers by miles. Issue 21, which kick-started the rush with the first review of *Zelda*, ended up selling over 50,000 copies, and issue 22 (featuring *South Park* and *Star Wars: Rogue Squadron*) did even better! I don't want to sound smug about this... okay, yes I do... but we rule!

Why have so many people turned to us? It's simple, really – we're the only place to go for absolutely honest, unbiased reviews of N64 games. Ultimately, that's the most important thing in any games magazine. It doesn't matter how many other things are in there – if you buy a game that's been praised to the skies in a magazine and it turns out to be completely cack, you're not going to trust that magazine again.

We're harsh on games. Sometimes, we're even really nasty – if they deserve it. Unlike some magazines, we don't kiss up to particular games companies, we don't guarantee them high scores in return for exclusives, and if it means making a choice between telling you, the readers, what we really think about a game or pissing off some software company by giving their game a bad score, we take the first option. Every time.

Of course, we do other stuff as well. Informed news. Detailed previews. In-depth behind-the-scenes features. The best game guides and solutions in the business. And unmatched readers' sections – you help us make the magazine the best around!

So we're glad you're here, and we hope you'll stay with us. After you've seen what we do, we're pretty confident that you will! 1999 looks as though it's going to be the N64's best year yet, with some absolutely stunning games on the way, and 64 MAGAZINE will be right here to tell you all about them first. And more importantly, honestly!

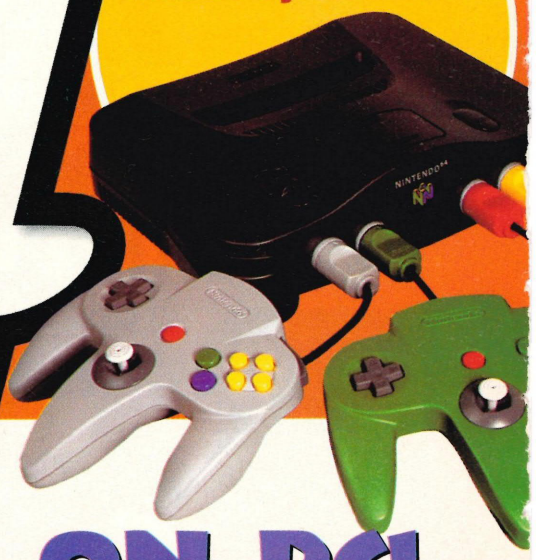
So now I've stepped down from my soapbox for our new readers, our regular followers are expecting my regular rant, so here it is...

What's with the crappy box inserts that some companies have recently adopted? God knows the old cardboard inner trays weren't much cop, but they were ten times better than the nasty 'bit of folded card' found in many new games, which rips the manual to shreds when you put it back in the box and disintegrates if you breathe on it. Why can't we have the sturdy plastic inserts that the Japanese get in their N64 games? Anyway, rant over, enjoy the mag!

Andy McDermott, Editor

the 64 showcase

news peripherals rumours • hot items of interest



NINTENDO ON PC!

N64 emulator gives Nintendo a cart attack

Nintendo's world was rocked by the recent release – and almost immediate deletion – of a piece of emulator software that lets N64 games run on a PC – where they look better than the originals!

UltraHLE was written by two programmers, RealityMan and Epsilon, as a technology demo, just to prove it could be done. They put the emulator on the Internet... and within hours took it off again, as almost all of the enquiries they had about it were from people wanting to use it to play pirated games. By this time, though, *UltraHLE* had been copied to numerous other sites around the world.

Nintendo's line on emulators has always been that they are illegal, and infringe the company's copyrights. Certainly, *UltraHLE* isn't legally sound, as it only runs ROM images (basically pirate copies of games) instead of N64 cartridges. Since we don't have an illegal cartridge copier or an office full of dodgy pirate CDs, we had to delve into the murkier parts of the Internet to test *UltraHLE*. Proof that Nintendo takes the emulator seriously came when practically every site offering pirate ROMs had been shut down – Nintendo's lawyers had been busy!

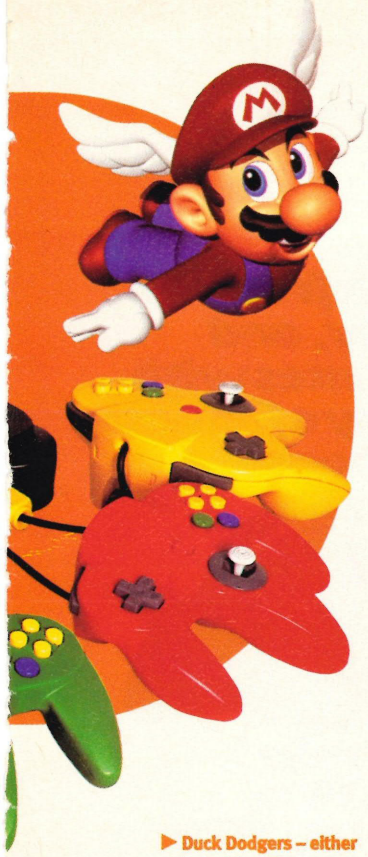
We eventually found a working site (if you think we're going to tell you where, think again) and were able to test *Super Mario 64*. Staggeringly, it worked. Not only that, but it worked in hi-res (640 x 480) with all of the N64's special effects intact.



On the downside, even on a ninja PC (a 400MHz Pentium II with a 3DFX card) the game was jerky, and the sound ground along in fits and starts. Added to that was the fact that even with an analogue controller, the keyboard was still needed to mimic some buttons. Despite the improved visuals, the gameplay – the most important thing – isn't nearly as good as playing the genuine article on an N64.

▲ Your eyes don't deceive you – this is *Super Mario 64* in hi-res, running on a PC. Two problems – it's jerky and awkward to control, and more importantly, it's illegal!





▶ Duck Dodgers – either he's doing the Macarena or Marvin's done something nasty with a corncob!

SCARY PEOPLE

ANDY MCDERMOTT Leader of the undead legions and user of factor 5000 sunblock.



ROY KIMBER Wastes his money on ridiculous electric muscle toning belts. Go to the gym!



BEN LAWRENCE Pops up occasionally to explain why he's too busy to do any work!



NICK TRENT Munches on strange rice cakes instead of the blood of young maidens.



ROTTING CORPSES: ADAM BOUSSADA · RUSSELL MURRAY · TOM SARGENT · PAUL MORGAN



Duck Amuk

DUCK DODGERS FIRST SHOT!

After last month's mention in our feature on Paradigm Entertainment, we can now show you the first published shot from the upcoming *Duck Dodgers In The 3 1/2 Dementia*, which we couldn't do last time because of boring old non-disclosure agreements and the like.

Duck Dodgers is a *Mario*-style 3-D platformer, starring none other than Daffy Duck himself. Earth is being threatened by the nefarious Marvin the Martian, and only the web-footed 'thuper'hero can save us!

Duck Dodgers isn't due out until later in the year, but you can bet your beak that we'll be bringing you more hot Looney Tunes action before then!



Despite not making any real money from hardware sales (Nintendo's cash comes from selling games) you'll never see an 'official' N64 emulator – Nintendo is apparently considering legal action, as Sony is already suing Connectix over its PlayStation emulator for the Apple Mac. *UltraHLE*'s creators have already said they won't develop the program any further until the piracy threat ends.

One way Nintendo could actually make money from N64 emulators would be to licence *UltraHLE* (each copy with a unique serial number) and let PC owners download N64 ROMs from the Internet – for a price – which would then only work with that specific copy of *UltraHLE*. Considering Nintendo's fiercely protective attitudes to both software and hardware, though, you're more likely to witness the Second Coming...





A TINY WIPEOUT COMPO

For reasons best known to themselves, THE Games sent us two copies of *Wipeout 64* for the office. So you can win one! First person to tell us who performed the song *Firestarter* wins it. Entries to 'Wipeout Compo' at the usual address.

ROCK SOLID!

Metal Gear Solid 64 on the way?

Hot news from Japan – there's a very strong possibility that Konami is going to bring its PlayStation smash *Metal Gear Solid* to the N64!

Metal Gear Solid is the newest in the long-running series of *Metal Gear* games, and its huge success – both critically and commercially – ensures that the world hasn't seen the last of the oddly-named Solid Snake, secret agent extraordinaire. The current word from Japan is that Konami, encouraged by strong sales and good reviews of *Castlevania*, as well as the N64's post-*Zelda* resurgence in Japan, will almost certainly develop an N64 *Metal Gear* game. It probably won't be a direct conversion of PlayStation *Metal Gear Solid*, but will instead be designed specifically for the N64. Let's hope the rumours are true!

On the downside, it seems that plans for an N64 *Contra/Probotector* game have been scrapped.



NEWS NUGGETS

SPAT ATTACK – GT Interactive and Midway have entered into a bitter legal battle over the European distribution of Midway's games. Midway claims GT hasn't been putting enough effort in, and GT counterclaims that Midway hasn't been giving them what they've asked for. Either way, from this summer Midway will be distributing their own games...

ENTER THE GECKO – Speaking of GT, the company is finally getting around to releasing *Gex: Enter The Gecko*, which was reviewed six months ago! Should you want the lizardly platformer, it will hopefully be on shelves by the end of February...

VROOM – Shocked! Shocked we are, to learn that Paradigm is working on a sequel to the excellent *F-1 World Grand Prix*. *F-1 World Grand Prix 2* is due out this summer...

FORE! – Gremlin will bring *Actua Golf 4* to the N64 this year, with the European PGA licence attached...

THAT'S HELLA GOOD – The UK release of *South Park* may have been knocked back slightly for no good reason, but that hasn't stopped Acclaim from announcing that *South Park 2* is already in the proverbial 'works'...

TOP 10

Nintendo's add-on Paks are turning the N64 from a simple games machine into an all-round immersive experience. First the Rumble Pak, then the Microphone Pak... whatever next? Here are our predictions for the Top Ten...

NEW N64 PLUG-IN PAKS

10: SMELL PAK
9: WEATHER PAK
8: CAFFEINE PAK
7: INTRAVENOUS FEEDER PAK
6: CATHETER PAK
5: MICROWAVE OVEN PAK
4: SOOTHING MASSAGE PAK
3: BEER AND A PIZZA PAK
2: MATES ROUND FOR A DRINK PAK

AND AT NUMBER ONE...

1: SEX PAK

GIZMOS & GADGETS

Is back from holiday, and celebrates with an orgy of peripherals!

Stingray 64

THRUSTMASTER • (01276) 609955 • £19.99

This pad is moulded in attractive 'metallic look' plastic with a textured underside, which cuts down on slippage when you're working up a sweat on those long, hot nights of gaming. The buttons are firm and respond well, and the whole pad fits nicely in your hand. The rotating top on the analogue stick is a bit of a pain until you get used to it, but the stick itself handles nicely and isn't at all loose. Sadly the same couldn't be said for the d-pad, which is just too wobbly. Aside from the d-pad, this is a very well made and responsive control device.

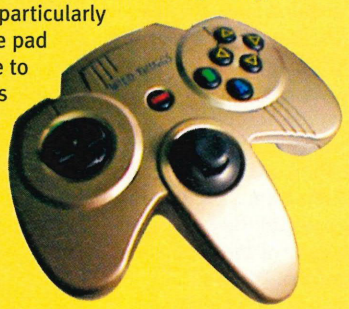


64 MAGAZINE Rating:

Mirage Pad

WILD THINGS • (01222) 755774 • £19.99

This pad could best be described as 'chunky'. It appears to have been designed with very long-fingered people in mind (aliens?) which is a shame (unless you fit into that category) as the buttons, analogue stick and d-pad are all nicely designed and responsive (the d-pad is particularly nice). However, the size of the pad makes it seem uncomfortable to hold and this detracts from its desirability. Before you buy it, ask yourself this – can you fit something this big in your house?



64 MAGAZINE Rating:



Formula RacePro

THRUSTMASTER • (01276) 609955 • £69.99

Another addition to the wide range of N64 racing wheels – there are more wheels than racing games! – the Formula RacePro is a wheel with a difference. Rather than using suckers or a clamping system to fix to a table or desk, the RacePro has a moulded underside designed to fit on your lap. This is a great idea, as most people sit on a sofa or comfortable chair to play games. The wheel itself is rubberised to provide firm grip and has a sequential gearstick in addition to the usual control buttons. The optional pedals are fairly small but can be used quite comfortably – unlike other wheels, which can give you a cramp over time. Definitely worth a look if you're a serious racing enthusiast.

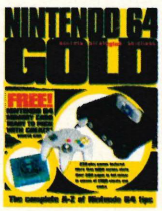
64 MAGAZINE Rating:

COMING SOON FROM PARAGON PUBLISHING...

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD

ISBN: 1-873650-47-7

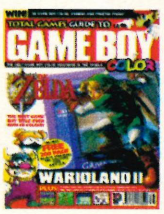
A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card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



GAME BOY COLOR MAGAZINE

Issue 2 **ISSN: 1464-5904**

If you've got a Game Boy Color, this is the magazine for you! Totally dedicated to Nintendo's colour hand-held, *Total Games Guide To Game Boy Color* is just £1.95 and has definitive reviews, game guides and cheats for all the great new Game Boy Color games. Issue 2 goes on sale on March 25 – make sure you reserve yourself a copy now, as they'll sell fast!



64 SOLUTIONS

Issue 9 **ISSN: 1369-7064**

Better hurry – it's selling out fast! Featuring solutions for *Zelda*, *Turok 2* and *Body Harvest*, *64 Solutions* is the world's best-selling N64 tips magazine, and is the only choice for the dedicated Nintendo gamer. Every issue its massive A-Z Of Cheats section contains every cheat for every British N64 game, so what are you waiting for? Go and buy it now!



64 MAGAZINE CHARTS

In association with GAME

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

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

Chart Comment

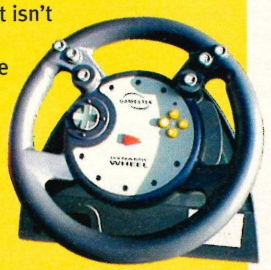
Ack! Splut! What the hell happened to *Zelda*? Stock shortages, that's what – there were some parts of the country where even if you took in your grandmother as part-exchange, you still wouldn't be able to lay your hands on a copy. *Rogue Squadron* denied *Turok 2* the top slot this month, with the Expansion Pak proving as hard to get hold of as *Zelda* in some places. *1080° Snowboarding* still proved to be a big draw, and thankfully *V-Rally* has been outperformed by the infinitely superior *F-1 World Grand Prix*. In the rest of the chart it's business as usual, with very few new entries and all the old favourites (*Goldeneye*, *Banjo-Kazooie*, *Super Mario 64*, *Diddy Kong Racing*) churning around.

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	Star Wars: Rogue Squadron	Nintendo	92%
2	1	Turok 2: Seeds Of Evil	Acclaim	90%
3	4	1080° Snowboarding	Nintendo	80%
4	5	F-1 World Grand Prix	Nintendo	94%
5	3	V-Rally	Infogrames	69%
6	11	Mario Kart 64	Nintendo	78%
7	6	WCW/NWO Revenge	THQ	87%
8	7	F-Zero X	Nintendo	90%
9	8	Banjo-Kazooie	Nintendo	95%
10	12	Diddy Kong Racing	Nintendo	86%
11	–	NBA Live '99	EA Sports	75%
12	15	Goldeneye	Nintendo	95%
13	13	Wave Race	Nintendo	83%
14	–	Top Gear Overdrive	Nintendo	65%
15	16	WWF Warzone	Acclaim	90%
16	9	Body Harvest	Gremlin	85%
17	–	NBA Courtside	Nintendo	85%
18	10	Mission: Impossible	Infogrames	48%
19	–	Super Mario 64	Nintendo	92%
20	1	The Legend Of Zelda	Nintendo	98%

G64 Rumble Force Wheel

Gamester • (01992) 503133 • £59.99

A more traditional tabletop wheel, the G64 has a solid base which keeps it stable on most surfaces, with optional suckers for those who want to make sure that it really won't move. The wheel moves nicely and all the buttons are clear and easy to reach. The pedal unit isn't quite so well designed and some might find the pedals themselves a little awkward to operate. The wheel does handle well though, and as the pedals are optional they aren't as much of a problem as they might be. Not a bad wheel overall, and the gear paddle underneath the wheel works well, even though it's perhaps not as satisfying as having a proper stick.



64 Magazine Rating:

One Meg Vibra Pak



Wild Things • (01222) 755774 • £9.99

Combining a memory pak with a rumble pak isn't a new idea, but it does seem to be one which some companies find hard to implement effectively. Wild Things appears to have succeeded this time though, with a pak that rumbles nicely when it should rumble and happily stores data for you when it's not rumbling. The LED indicators on the front clearly inform you which mode the pak is in and the clear plastic gives it an attractive 'techno' look. Not a bad buy at all.

64 Magazine Rating:

ASCII WHEEL 64

ASCII • (01273) 821104 • £49.99



We covered ASCII's previous wheel way back in issue 16 when it was called the Hyper Steering 64. It's since had a change of name and... well, that's about it! It still handles very well and folds down for carrying, although the lack of any pedals or a gear stick doesn't give you quite the same racing 'feel' that some other wheels have. Some people might also find the small size of the wheel a little uncomfortable. All in all though a nice, portable, well-priced wheel.

64 Magazine Rating:

BUCK BUNDLE!



Hot on the heels of arcade-shooter *Buck Bumble* comes... Buck Bumble merchandise!

To save you spending your hard-earned cash, Ubi Soft has given us three watches and no fewer than six bags to give away.

To win one of these essential fashion items simply answer the following tricky question – what kind of creature is Buck Bumble? Is he...



A: An echidna
B: A large blue octopus
C: A bee
D: A popular Labour MP?

Send your answers to the usual address marked '*Bumble Bundle Compo*'.

MICRO MERCHANDISE

Micro Machines is one racing game no self-respecting N64 owner should be without, and to celebrate the launch of the game, Codemasters has provided us with some cool stuff to give away!

To win one of five t-shirts and bags, write to us at the usual address with the answer to the following question – what's the name of the instrument you would use to make really small measurements? Is it...

A: A microwave
B: A micrometer
C: A microlight
D: A microphone?

Mark your entry '*My That's A Small One!*' Any entries arriving after 25 March will be sent to Peru in a milk bottle.



WIN £50

WORTH OF GAME VOUCHERS

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

Gamewatch

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

- Release dates are subject to change without notice. It's the nature of the beast!

In association with Department 1

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

Department 1 0171 916 8440

MARCH '99

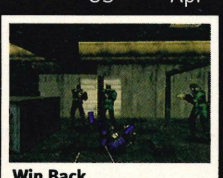
All-Star Tennis '99	UK	Mar
All-Star Tennis '99	US	Mar
Bottom Of The 9th	US	23
California Speed	US	Mar
Duke Nukem: Zero Hour	UK	Mar
FIFA '99	UK	12
Flying Dragon	UK	Mar
Gex	UK	26
Mario Party	UK	19
Michael Owen WLS '99	UK	Mar
Micro Machines 64 Turbo	UK	Mar
Micro Machines 64 Turbo	US	Mar
Monaco Grand Prix	UK	Mar
Penny Racers	UK	Feb
Quake 2	US	Mar
Rampage: Universal Tour	US	Mar
Rat Attack	UK	Mar
Rayman 2	US	Mar
South Park	UK	05
Snowboard Kids 2	Jap	Mar
Twisted Edge Snowboarding	UK	19
Vigilante 8	UK	26
Vigilante 8	US	Mar
Virtual Pool	UK	Mar
Winback	Jap	Mar

APRIL ONWARDS

4x4 Mud Monsters	US	Jul
All-Star Baseball 2000	US	Apr
Army Men	US	Sep
Assault	UK	Jun
Castlevania 64	UK	May
Duke Nukem: Zero Hour	UK	Apr
Goemon 2	US	May
Hybrid Heaven	UK	May
Hybrid Heaven	US	May
Lego Racers	US	May
Rainbow Six	US	Nov
Re-Volt	UK	Jun
Rush 2	UK	Apr
Shadowgate 64	US	Apr
Snowboard Kids 2	UK	Apr
Triple Play 2000	US	Apr
WWF Attitude	US	May



Vigilante 8



Win Back

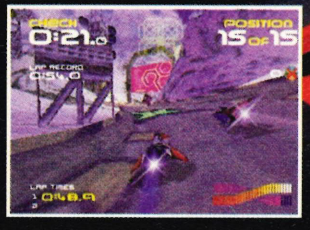
NO CONFIRMED RELEASE DATE

3Sixty	US	TBC
40 Winks	UK	TBC
Animaniacs Ten Pin Alley	US	TBC
Asteroids	UK	TBC
Banjo-Tooie	UK	TBC
Battlezone	US	TBC
Blues Brothers 2000	UK	TBC
Castlevania 64	Jap	TBC
Charlie Blast's Challenge	UK	TBC
Command And Conquer 64	UK	TBC
Command And Conquer 64	US	TBC
Daikatana	US	TBC
Die Hard	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
Fire Emblem 64	Jap	TBC
F-Zero Xpansion (64DD)	Jap	TBC
Gauntlet Legends	US	TBC
Getter Love!	Jap	TBC
Gex 3: Deep Cover Gekko	US	TBC
Ghouls & Ghosts	Jap	TBC
Goemon 2	UK	TBC
GT World Tour	UK	TBC
Harrier 2001	US	TBC
Harvest Moon	UK	TBC
Hercules	US	TBC
Jeff Gordon XS Racing	US	TBC
Jest	UK	TBC
Jet Force Gemini	UK	TBC
Jungle Bots	US	TBC
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	UK	TBC
Looney Tunes: Space Race	US	TBC
Magic Flute	Jap	TBC
Mario Artist series (64DD)	Jap	TBC
Metal Gear Solid	Jap	TBC
Mini Racers	UK	TBC
Monaco Grand Prix	UK	TBC
Mortal Kombat: Special Forces	US	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	UK	TBC
Ogre Battle 3	Jap	TBC
Perfect Dark	UK	TBC
Pokemon Snap	Jap	TBC
Puma Street Soccer	UK	TBC
Quake 2	UK	TBC
Quest 2	US	TBC
Rayman 2	UK	TBC
Resident Evil/Biohazard	Jap	TBC
Rev Limit	UK	TBC
Road Rash 64	UK	TBC
Roadsters '98	UK	TBC
Rollerball	US	TBC
Ronaldo Soccer	UK	TBC
Shadowman	UK	TBC
Sim City 2000	UK	TBC
Sim City 64 (64DD)	Jap	TBC
Smash Brothers	UK	TBC
South Park 2	US	TBC
Space Invaders	US	TBC
Spooky	US	TBC
Starcraft	Jap	TBC
Star Wars Racing Game	UK	TBC
Star Wars: The Phantom Menace	UK	TBC
Superman	UK	TBC
Sydney Olympics 2000	US	TBC
Tazmanian Express	US	TBC
Tetris 64	UK	TBC
Thornado	US	TBC
Tonic Trouble	UK	TBC
Tonic Trouble	Jap	TBC
Top Gear Overdrive	UK	TBC
Top Gun	US	TBC
Turok 3	US	TBC
Twelve Tales: Conker 64	UK	TBC
Twelve Tales: Conker 64	US	TBC
Ura-Zelda (64DD)	Jap	TBC
Velocity	US	TBC
Vigilante 8: Second Offense	US	TBC
War: Final Assault	US	TBC
Wetrix 2	UK	TBC
Wild Metal Country	UK	TBC
Win Back	UK	TBC
Worms Armageddon	US	TBC
WWF 2000	US	TBC
Xena: Warrior Princess	US	TBC

wipEout™ 64







4 player Wipeout only on

NINTENDO®64

FEEL EVERYTHING

Wipeout 64 & 1998 Psygnosis Ltd. All rights reserved. PSYGNOSIS is a trademark or registered trademark of Psygnosis Limited. MIDWAY is a trademark of Midway Games Inc.
Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. 1996 Nintendo of America Inc. Licensed by Nintendo.

PSYGNOSIS

MIDWAY

featuring music by FLUKE and PROPELLERHEADS

1-4 Player/Simultaneous

Designed for N64 Controller Pak™

Designed for N64 Rumble Pak™

Original Nintendo Seal of Quality

When I'm 64

COMMUNICATE!

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

By email:
64mag@paragon.co.uk

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

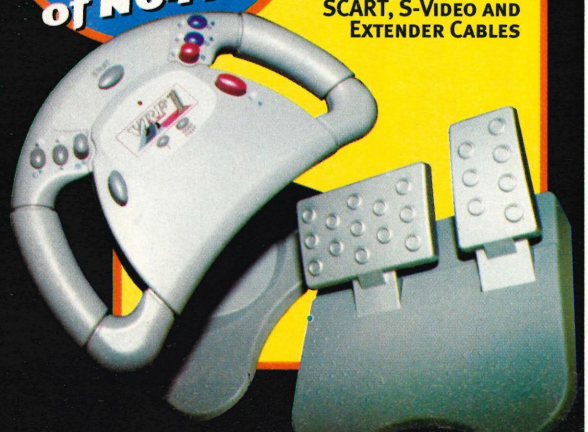
STAR PRIZE

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

STAR LETTER

WIN! £170 of N64 kit!

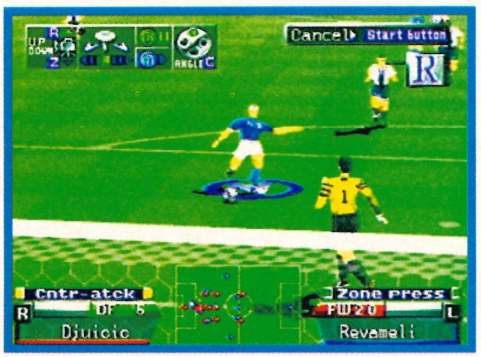
- VRF-1 STEERING WHEEL
- SFX V3 UNIVERSAL ADAPTOR
- N64 JOYPAD
- 8 MEG, 1 MEG AND 256K MEMORY CARDS
- 1 MEG JOLT PAK
- SCART, S-VIDEO AND EXTENDER CABLES



Yanking The Yanks

Dear 64 MAGAZINE,

As an American living in the UK I would like to express my disdain for your editorial in issue 22 of your mag. It may be true that 20 bazillion sport sims are enough. I agree wholeheartedly that there are way too many sport sims out there. And most sport games totally bite anyway, but isn't this a little extreme? I mean come on, the companies that make these games obviously think that there is a market for them. If there isn't, then why are they being converted to PAL and sold here? And besides that, all the soccer games for the N64 are produced by and marketed in America. In the schoolyards of the United States, a great many kids play and love the sport. It is a great activity and is enjoyed by a great many Americans of all minorities.



Football (*not* soccer): some Americans play it.

We can't possibly help what American corporations do. They are the ones who market their crap here. I'll wager that not a lot of it is even purchased in the US. And again, they must think there is a market – why else would they sell the crap here?

And who the hell are you to make any kind of statement on the American peoples' views of other countries? We don't think any of that about other countries, and a great many people in the States visit the UK and Europe hoping to find their roots and see great cultures. I don't think it is very fair at all to attack the American people for our corporations' ideas of marketing. Just for your info, we don't think all Brits sound like Hugh Grant and Dick van Dyke, even if we do want them all to look like Elizabeth Hurley.

C Toula, London

Another thing about Americans is that they can't tell when someone's taking the mick... joking! Unfortunately, my experience shows that many (not all) Americans have a tendency to be distinctly parochial, a complaint that applies to businesses as well as individuals. Why else would we have been landed with 3,000 ice hockey games and DVD region coding?

Bad Skin?

Dear 64 MAGAZINE,

Are you unable to sell your N64 games because you have written your name on the game in permanent ink so no one would nick it? Well, I have the perfect solution. I know it sounds a bit silly, but all you have to do is go out and buy a small box of Clearasil medicated pads. They work perfectly!

I couldn't sell some of my games after completing them, so I tried different methods of removing the ink, and the Clearasil pads were the best way. I know they're meant for spots but they work well with permanent ink. All you have to do is take one of the pads, rub over the ink gently and it will just rub off. When the ink is off, wipe the game with a bit of kitchen roll. The game will look new and no one will ever know. Next time, make a label using a computer and tape it to the game. Then when you want to sell the game all you have to do is take the tape off.

Andrew Jones, Peterborough

The only problem now is that your house will be beset by burglars brandishing Clearasil pads...

Link Stink

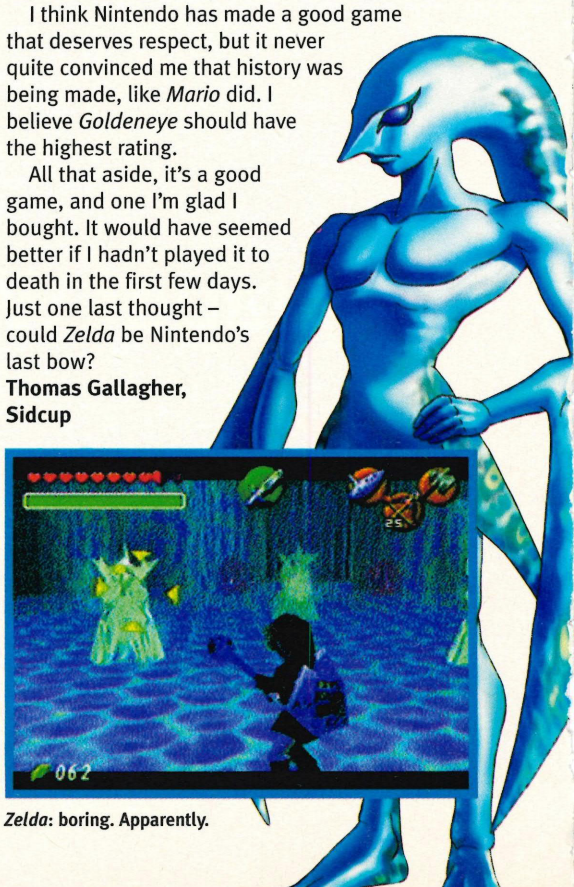
Dear 64 MAGAZINE,

I am writing to you about *The Legend Of Zelda: Ocarina Of Time*. I'd like to raise a few points, firstly on how good the game actually is. After the first three days of playing I had reached the boss of the Forest Temple. Yes, I ate, breathed and slept *Zelda*, I was living in the land of Hyrule. It was fantastic. But after 35 hours or so, the novelty wore off and now I hardly play it. I got it on Christmas Day and now, after 18 days, I am only on the Water Temple and getting nowhere fast. I have gone back to the glorious and, dare I say it, better *Goldeneye*.

I think Nintendo has made a good game that deserves respect, but it never quite convinced me that history was being made, like *Mario* did. I believe *Goldeneye* should have the highest rating.

All that aside, it's a good game, and one I'm glad I bought. It would have seemed better if I hadn't played it to death in the first few days. Just one last thought – could *Zelda* be Nintendo's last bow?

Thomas Gallagher, Sidcup



***Zelda*: boring. Apparently.**

Nintendo, at least in Japan, seems suddenly obsessed with making video toys instead of videogames (*Mario Party*, *Pikachu*, the *Mario Artist* series for the almost certainly doomed 64DD). All the actual games in the works under the Nintendo name are being programmed by other companies. Annoyingly, they seem to be selling better than actual games in Japan, so we'll probably see more of them. And yes, I admit it, I'm a videogame purist. Let's see more real *games*, Nintendo!

Bah Dah BAH-DAH!



Dear 64 Magazine,
I've recently completed *Zelda* – after hour upon hour of drooling into a bucket and mumbling in my sleep – but I finally did it. I have to say that I was a tad disappointed with the end sequence as I had expected something really spectacular, but this is to my mind the only fault of the game.

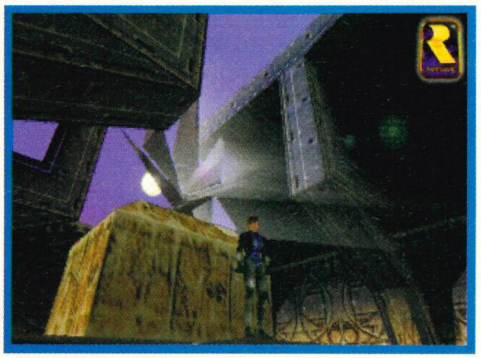
Anyway, while I was trying to figure out what the hell that arrow above Kakariko Village was, I was jamming away on my ocarina and worked out the James Bond theme tune! It's A, C Down + Z, C Down + Z, C Down + Z, C Down + Z, A, A, then A, C Down, C Down, C Down, C Down + Z, C Down + Z. I hope this little tune proves useful and helps you to sleep at night.
Tom Johnson, Peterborough

Has anyone else used the ocarina to play any familiar tunes? Send in your magical music and we'll print the best!

Girls And Boys

Dear 64 Magazine,
What is Rare thinking of? It is common knowledge that more lads play videogames than girls. Why then has Rare decided to make the character you control in what will be the biggest game of the year a female? Lads don't want to be controlling a female character. We want to be controlling an ego-boosting male character who makes us feel big and invincible. I'm not saying the female section of the games-buying market should be ignored, but the biggest game of the year should be aimed at the biggest part of the market. In conclusion, all I have to say is this – BRING BACK BOND!
Paul Webster, Ormskirk

Well, obviously lads don't want to control female characters. Look at how badly *Tomb Raider* flopped...



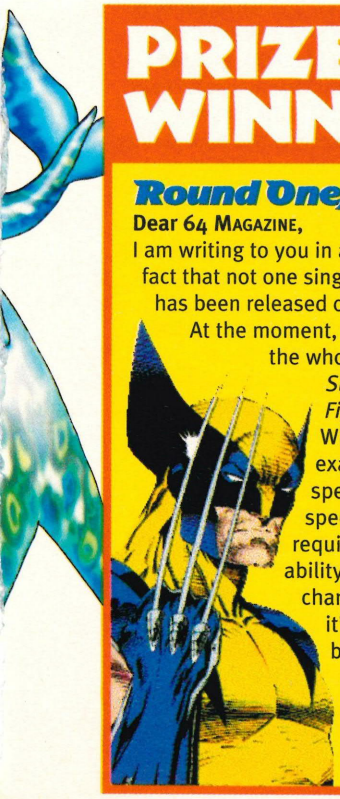
***Perfect Dark*: has a bird in it.**

PRIZE WINNER

STAR LETTER

Round One, Fight!

Dear 64 Magazine,
I am writing to you in angry protest, due to the fact that not one single *Street Fighter* game has been released on the N64.



At the moment, my favourite game in the whole universe is *Marvel Super Heroes Vs Street Fighter* in the arcades. With its thrilling speed, exaggerated yet spectacular super combo specials, air combos that require great skill and the ability to have a choice of two characters during a fight, it's just simply the best beat-'em-up ever!

However, a couple of months ago I was delighted to hear that the earlier game *X-Men Vs Street Fighter* was coming out soon, only to have my joy crushed when I found out that, yep, it was only being released on the PlayStation. If the PlayStation can have a version, surely the N64 shouldn't have a problem.

So can you please tell me why these intense games, with some of the most popular videogame and comic book characters, have been overlooked?
Ka Pui Lam, Glasgow

Tell me about it! Ever since I started on the magazine, I've been eagerly awaiting the day when Capcom announces *Street Fighter 64*, but it still hasn't happened. Instead, we get *Magical Tetris Challenge*. Chah!

The N64 probably wouldn't be able to handle a game like *Marvel Super Heroes Vs Street Fighter*, because the sheer number of animation frames would probably fill a couple of cartridges! What it *could* handle – in its sleep – would be a polygon-based game like *Street Fighter EX*. Why this wasn't right at the top of Capcom's 'to do' list from the moment the N64 was announced is still a mystery.

64ORUM

***We* ask the questions, punk! And you answer them. What are your opinions on the burning Nintendo issues of the day? This is what we asked you last time...**

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?

I think that you should offer opinions on the games that you preview. If they were a crap game then you should tell us.
Rob Cook, email

Save your stuff for reviews. Why? 'Cos I said.
Peaz, Rugeley

If you tell us how a game plays in a preview, then what's the point of doing a review later? Dur!
Tom Torgoson, London

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

If I had to be a Nintendo character I would be Yoshi. Why? So I could throw my sugary little self off a very high cliff!
Edward Plant, Burnham

I would like to be Link – he's got a cool sling shot and master sword. Forget about his rubbish costume – he's part of the best game on Earth.
Rhys Harris, email

James Bond. He is almost invincible, gets to try out the new inventions from Q, and most of all gets his leg over at least two incredibly sexy women on each mission!
David Kynaston, Telford

3: *Zelda* – best game ever, or what?

Why are you even asking this daft question? Of course it is!
Stuart Jones, Macclesfield

Zelda is the best game ever – until you've finished it, when it magically turns into a paperweight!
M Varley, Whitby

What.
Jerry Georges, email

To tickle your synapses for next issue, riddle us these...

1: If you could change one thing about the N64, what would it be?

2: What film or TV show do you think should be made into an N64 game, and why?

3: Who should star in a *Zelda* movie?

Send your opinions to 64orum at the usual address!

Kiwi Komment

Dear 64 Magazine,

I am a regular reader of your great magazine. However, I live in New Zealand and the price is quite high. I am writing to comment on the lack of sport games that will interest gamers in Australasia. For example, rugby and cricket games would really do well on the Nintendo. Now I know EA Sports makes great games like the ones above, but only produce them for PC and PlayStation. Why is this? It's a shame that us N64 owners should not get the benefits of the great games that some companies make.

Ryan Sharp, Dunedin, New Zealand

This is partly because most of the major producers of sports games are American and think the world is only interested in American sports (chuckle), and partly because of the economics of cartridges. Companies can produce 'minority' interest games for the PlayStation because the CDs are very cheap to produce, but even the cheapest cartridge still costs £14 to make. If the very nature of the game means it's only going to appeal to a limited number of players, the company will never make their money back. Sad but true.

Not About Zelda, Apparently

Dear 64 Magazine,

THIS LETTER IS NOT ABOUT *ZELDA*!

As you have no doubt noticed, this letter is not about *Zelda*. Instead, I am writing in opposition to Tom Hird's views in issue 22. He was ranting on about the way you judged *Turok 2* against *Goldeneye*. His arguments were all very good, but can Tom answer this question – if a shoot-'em-up is not judged by how it matches up to *Goldeneye*, how are we supposed to know whether or not we should shell out 40 quid for it, or stick with the masterpiece that is Bond?

I also noticed that Tom mentioned *Banjo-Kazooie*, saying how *Turok 2* should have got a higher score because it takes longer to finish. I admit that a game's quality does rely a lot on how long it will last you, but Tom appears to have forgotten something. Videogames are meant to give enjoyment! That is their aim (apart from EA, who are only in it for the money). What would you rather have? Six hour-long missions of slogging down the same old corridors trying to find that stupid powercell and occasionally running into a slightly sharp-clawed dinosaur? Or 20 quarter-to-half hour sessions of edge-of-the-seat action, where you have finished the challenging mission objectives and are frantically dashing for the exit, cacking yourself because you know the 15 elite soldiers behind you are hammering your arse with RCP-90s? I know which one would give me more enjoyment, and not because my arse is getting hammered!

I close my argument by saying that if we want to know how good a game is, we have to accept that they have to be judged alongside the competition (Mario vs Banjo, Bond vs Turok, *F-Zero X* vs *Wipeout*). If they are not, how will we know which one to get?

Keith Wellard, Saltfleetby St Peter

Well, yeah.

Lost My Memory

Dear 64 Magazine,

I have been buying your great magazine since it first came out and have bought every single one of your issues, but there is something that has annoyed me in the recent months. Last issue, game guides took up a quarter of the magazine. I am all for guides, but couldn't you put them in a solutions book and fill your magazine with other cool stuff? (Something like The Rules Of The Game from issue 6.) But that's enough ranting on, or this letter will see the inside of the 64 Magazine bin.



***Turok 2*: Controller Pak madness.**

The main reason I took time to write this letter is to voice my complaints at companies like Acclaim and Konami using up chunks of my Controller Pak to save games. I was devastated on Christmas morning when I discovered that I needed a new memory card to save my game on *Turok 2*, as I didn't want to delete all my custom characters for *WWF Warzone* or the correct names I had spent ages putting in on *ISS*. The other game I got for Christmas was *Zelda* and that didn't need one bit of memory. Neither did *Mario*, *Goldeneye*, *Banjo-Kazooie* and countless other great Nintendo titles.

So why do third-party publishers need to save on such a big part of my Controller Pak? Are they just being lazy not to create game slots on the cartridge, or is there a different reason?

Ross Manford, Morpeth

PS: Your magazine says that it is the first N64 magazine and you have 23 volumes to date, but at the time of writing another mag has 25. How is this possible, as you are both monthly magazines?

Including extra battery-backed memory in a cartridge, as Nintendo does, adds to the cost of making the cartridge itself. Since Nintendo makes all the carts it's no big deal for them, but other companies usually want to save the money. *Turok 2*'s save size is obscene, though. What the hell are they recording on there? Using effectively a whole Controller Pak just to save your position is a joke!

We were the first N64 mag on the market, but our first couple of issues were on a bi-monthly schedule. So that's that confusion sorted out.



Small and perfectly deformed, Memory Card Losers is where the dumbest letters wind up. If you don't think before you ink, you'll appear here – and owe us a memory card into the bargain!

My Brain Hurts

Dear 64 Magazine,

Why did you put *V-Rally* at number three in your chart when you gave it such a low score? I think you need to check these things more carefully.

Jason Finchett, Leamington Spa

Because that's a chart based on *sales*, not what we think of them. Duh! Hope you've got a spare memory card. It's ours now.

Net Loss

Dear 64 Magazine,

I've beaten *Turok 2* and found the ultimate cheat code – BEWAREOBLIVIONISATHAND. This lets you use all the cheats on the cheats menu. It proves that I am the UK's ultimate game player for beating the game first. For sending you this cheat (which I notice you hadn't found yourself) I definitely deserve a free game. I've got *Zelda*, so send me *Rogue Squadron* instead.

Julian Cammell, email

Amazingly, we had a flood of letters giving us the *Turok 2* cheat. Even more amazingly, they all started to arrive shortly after said cheat appeared on the Internet. However, since your letter was by far the rudest, we've singled you out. Send us your memory card, please.

GAME mail order 01604 700701

www.game-retail.co.uk

A NAME YOU CAN TRUST With 84 branches throughout the UK and Ireland, Game is one of the UK's leading High Street retailers.

BRANCHES AT: ASHTON-UNDER-LYNE • AYLESBURY • BALLYMENA • BARNSLEY • BARROW • BASILDON • BELFAST • BIRKENHEAD • BLACKBURN • BLANCHARDSTOWN • BOLTON • BOURNEMOUTH • BRADFORD • BRIGHTON • BRISTOL • BROMLEY • BURTON ON TRENT CAMBERLEY • CAMBRIDGE • CARDIFF • CARMARTHEN • CHELTENHAM • CHESTER • CORK • COVENTRY • CRAWLEY • DERRY • DOUGLAS • DUBLIN GRAFTON STREET • DUBLIN TALLAGHT • EDINBURGH – CAMERON TOLL • EDINBURGH – PRINCES STREET • GLASGOW – BUCHANAN STREET • GUILDFORD • HANLEY • HARROW • HEMEL HEMPSTEAD • HORSHAM • HULL • KINGSTON UPON THAMES • LANCASTER • LEEDS • LIMERICK • LISBURN • LIVERPOOL • LONDON VICTORIA • LOUGHBOROUGH • MAIDENHEAD • MANCHESTER – ARNDALE CENTRE MANCHESTER–TRAFFORD CENTRE • MANSFIELD • MEADOWHALL • MERRY HILL • MIDDLESBROUGH • NEWCASTLE • NEWRY • NORTHAMPTON • NORWICH • NOTTINGHAM LISTERGATE • NOTTINGHAM VICTORIA CENTRE • PLYMOUTH • POOLE • PORTSMOUTH • PRESTON • ROMFORD SALISBURY SHEFFIELD • SLOUGH • SOUTHAMPTON • SOUTHPORT • STEVENAGE • SUNDERLAND • SWINDON • TELFORD • THURROCK • TORQUAY • TUNBRIDGE WELLS • WATFORD • WIGAN • WOKING • WOLVERHAMPTON • WREXHAM • YEOVIL • YORK

GREAT MAIL ORDER OFFERS!



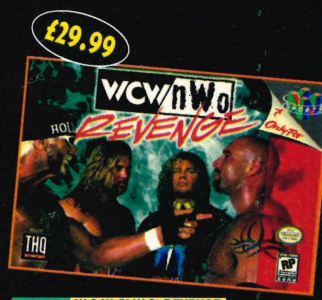
£39.99 MAIL ORDER ONLY

05780 ZELDA: OCARINA OF TIME



£34.99 MAIL ORDER ONLY

05781 STAR WARS 2 ROGUE SQUADRON



05787 W.C.W./N.W.O. REVENGE

TOP N64 ARCADE/ADVENTURE

05273	Banjo - Kazooie	49.99
03775	Bomberman	19.99
05339	Bomberman Hero	34.99
05340	Buck Bumble	34.99
05782	GEX 64	44.99 NEW
05779	Glover	39.99
05342	Holy Magic Century	34.99
06947	Mario Party	39.99 NEW
03997	Mischief Makers	29.99
04738	Mystical Ninja	49.99
01902	Pilot Wings	19.99
05010	Robotron X	19.99
06948	Tonic Trouble	44.99 NEW
04606	Yoshis Story	39.99
05780	Zelda: Ocarina of Time	39.99



01902 PILOT WINGS

03076 BLAST CORPS

TOP N64 ACTION GAMES

03076	Blast Corps	19.99
05784	Body Harvest	34.99
05549	Chopper Attack	24.99
03172	Doom 64	24.99
03881	Duke Nukem 3D	24.99
06949	Duke Nukem Zero Hour	44.99 NEW
04737	Forsaken	39.99
03653	Goldeneye	49.99
03412	Lylat Wars + Rumble Pack	49.99
05334	Mission Impossible	39.99
04545	Quake 64	24.99
01903	Shadows of the Empire	39.99
05513	Silicon Valley	39.99
06900	South Park	49.99 NEW
05781	Star Wars 2 Rogue Squadron	34.99
05517	Starshot: Space Circus Fever	29.99
01901	Super Mario 64	49.99
05344	Turok 2	39.99
01888	Turok the Dinosaur Hunter	29.99
06950	Vigilante 8	44.99 NEW

TOP N64 RACING GAMES

06951	Beetle Adventure Racing	39.99 NEW
04299	Crusin USA	19.99
05249	Cruisin World	19.99
03903	Diddy Kong Racing	39.99
05515	Extreme G 2	34.99
05510	F Zero X	39.99
05333	F1 World Grand Prix	39.99
03996	Lamborghini 64	19.99
05343	Micro Machines 64 Turbo	39.99 NEW
05887	Nascar 99	34.99
05590	Off Road Challenge	29.99
05888	Penny Racers	34.99 NEW
06952	Racing Simulation-Monaco GP	44.99 NEW
05889	Rush 2	44.99 NEW
05786	S.C.A.R.S.	29.99
04410	Snowboard Kids	39.99
02605	Super Mario Kart	39.99
06560	Top Gear Overdrive	34.99
05518	V Rally	39.99
02324	Wave Race	29.99
05890	Wipeout 64	44.99

TOP N64 SPORT GAMES

05338	1080° Snowboarding	39.99
04983	Aero Gauge	34.99
06953	All Star Baseball 2000	39.99 NEW
05332	All Star Tennis '99	44.99 NEW
06899	FIFA 99	39.99 NEW
02647	Int Superstar Soccer 64	29.99
05337	Int Superstar Soccer 98	39.99
05015	Kobe Bryant - NBA Courtside	19.99
04224	Nagano Winter Olympics	29.99
05891	NBA Jam 99	34.99
05892	NBA Live 99	19.99
05916	NFL Blitz	44.99 NEW
05893	NHL 99	49.99
06707	NHL Breakaway 99	44.99
04546	Olympic Hockey	19.99



05015 KOBE BRYANT - NBA COURTSIDE

03996 LAMBORGHINI 64

TOP N64 SPORT GAMES (CONT.)

06954	Twisted Edge Snowboarding	44.99 NEW
06955	Virtual Pool	39.99 NEW
05787	W.C.W. / N.W.O. Revenge	29.99
05336	Waiale Golf Classics	39.99
04736	World Cup 98	19.99
05335	WWF Warzone	49.99

TOP N64 FIGHTING GAMES

05548	Biofreaks	34.99
03595	Clayfighter 63 ⅓	19.99
04256	Dark Rift	19.99
04430	Fighters Destiny	29.99
05505	Gasp	34.99
02730	Killer Instinct Gold	19.99
05550	Mortal Kombat 4	44.99
06691	Rakugakids	34.99

TOP N64 PUZZLE GAMES

05886	Bust a Move 3	34.99
04045	Chameleon Twist	24.99
04301	Tetrisphere	19.99
05277	Virtual Chess	49.99
04811	Wetrix	39.99

N64 ACCESSORIES

06652	Nintendo Expansion Pak	29.99
02220	Nintendo Official Memory Pak	14.99
02601	Nintendo Official Controller Blue	19.99
02602	Nintendo Official Controller Black	19.99
02599	Nintendo Official Controller Red	19.99
02603	Nintendo Official Controller Green	19.99
02600	Nintendo Official Controller Yellow	19.99
01904	Nintendo Official Controller Grey	19.99
03654	Nintendo Official Rumble Pak	14.99
04550	LMP Nintendo Rumble Steering Wheel	49.99
06619	Datel Action Replay Pro	39.99
06830	Datel NextGen 1 Meg Memory	14.99
06943	Datel NextGen 8 Meg Memory	29.99
06331	Datel Power RAM 4 Meg	24.99

GAME ALSO STOCK PLAYSTATION AND PC CD TITLES

GAME mail order opening hours

Monday-Friday
8.00am to 7.00pm
Saturday
9.00am to 6.00pm

Simply phone your order on 01604 700701 quoting the product name and reference number. Payment can be made using most major credit/debit cards. If you order by 3pm delivery is as follows:

- UK mainland (excluding N Ireland, Scottish Highlands and Islands etc) NEXT day.
- Northern Ireland, Scottish Highlands and Islands, Isle of Man, Isle of Wight 2-3 days.
- Southern Ireland – please ring our Grafton Street store on (353) 1 677 3755.

FREE NEXT BUSINESS DAY DELIVERY...

...on all orders over £30, when we receive your order before 3 pm on the previous business day. Why wait for days when you can have any product delivered to your door tomorrow?

On orders under £30 there is a charge of £3.95 for postage and packing.

PRICE PLEDGE

BEFORE YOU BUY FROM ANY OTHER SOURCE, CHECK THE LATEST PRICE AT GAME ON TEL: 01604 700701

Access VISA

Prices, photographs and product specifications are correct at time of going to press but are subject to change without notice. All prices include VAT at current rates. All offers are subject to availability and whilst stocks last. Offers may be withdrawn, changed or temporarily substituted with other offers from time to time. Photographs and product specifications are used as a guide only. Prices in Ireland may vary from the UK. E & O E.

RECEIVE NEW TITLES ON THE DAY OF RELEASE

Order any forthcoming title and it will drop through your letterbox on the day of release! (UK Mainland only. We must receive your order before 3 pm on the previous business day).

SPECIAL MAIL ORDER OFFER

FREE LMP N64 256K MEMORY CARD WORTH £6.99

WHEN YOU BUY ANY N64 GAME VIA MAIL ORDER!

PLEASE QUOTE 64MAG 02 WHEN ORDERING TO CLAIM YOUR FREE MEMORY CARD.

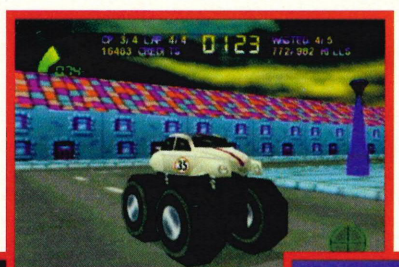
Carmageddo

Zombies watch out, Carmageddon's about!

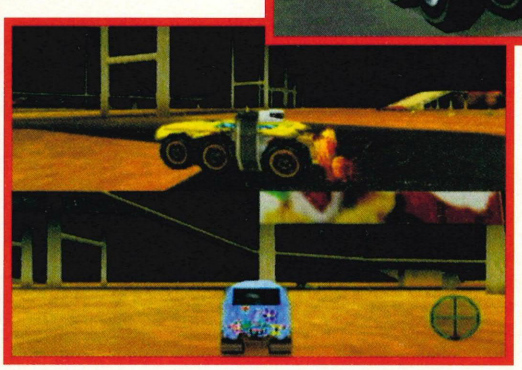
Who'd be a zombie, eh? They don't exactly have a good time of things, do they? Exterminated in PlayStation hits *Resident Evil* and *Resident Evil 2*, blown to bits in arcade classic *House Of The Dead*, and now mown down by psychotic motorists in *Carmageddon 64*.

CARMAGEDDON 64

Publisher:	SCI
Developer:	Creations
UK Release:	May '99



▶ *Carmageddon* features some quite bizarre cars, like this Beetle with the Herbie paint job and monster truck wheels.





The choice of zombies as the targets for the heavily armed cars in this drive-'em-down game was forced on SCI by those guardians of public morality the BBFC (led by 'Saint' James Ferman). Apparently they feel that while it's wrong to mangle normal people, it's okay to kill zombies! Blatant zombieism!

The N64 version of *Carmageddon* is based on the PC game *Carmageddon 2: Carpocalypse Now* and is being developed by Creations, who programmed recent footie hit *World Cup '98* for EA Sports. Rather than being a straight port from the PC, *Carmageddon 64* will include features unique to the console version, like some brand-new vehicles and an all-new training level on which to hone your zombie-ramming skills.

Initially *Carmageddon 64* will give you ten different characters and cars to race over a range of different environments, including city streets, a packed ski resort and a bustling commercial airport. If you successfully manage to complete the game with your chosen character you will then be able to choose from ten more characters and cars with which to race again.



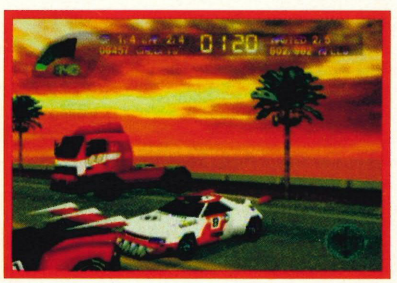
The style of play in *Carmageddon* could be seen as an element of what the media – in particular the tabloid press – has dubbed 'road rage'. Ben Gunstone, producer of *Carmageddon 64*, had this to say on the subject.

"Cars and violence have been linked from the start. Road rage is merely a modern incarnation of mankind's need for violence. It is popular in games because it caters to the dark side of most people's imagination (not that everybody likes to mash and slaughter everything in sight).

"I think most of the media coverage was simple scaremongering by people who have no idea (and probably little interest) in computer/console games. I see little difference between running over 'innocent' pedestrians and being encouraged to do so than shooting/running over pedestrians and not being encouraged to do so."

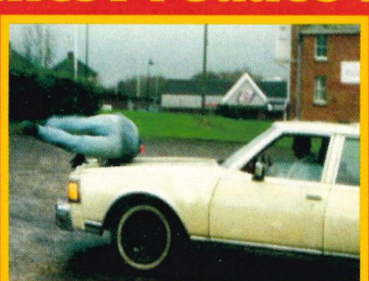
Er... right, so, glad you could clear that up (if anyone has any idea what Ben was talking about in that second sentence answers on a postcard...)

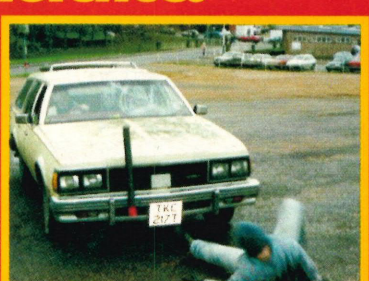
The other big question which has dogged *Carmageddon* and other similar games (*Grand Theft Auto* for example)



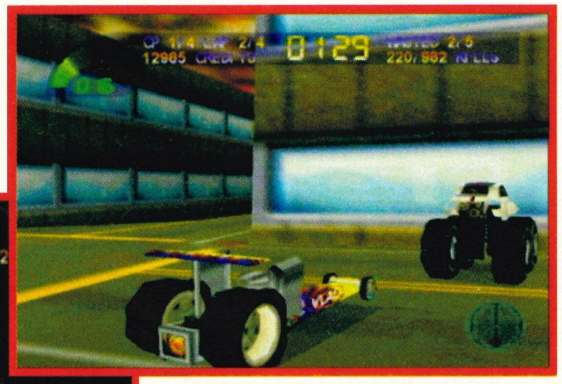
Video Games Produce Violence!

You couldn't produce a game like *Carmageddon* without it affecting you in some way, as seems to have happened at SCI. Amongst the publicity bumph they sent over was a rather disturbing sequence of what we can only assume is one of the programmers running someone over – for real! Remember kids: don't try this at home!





n64

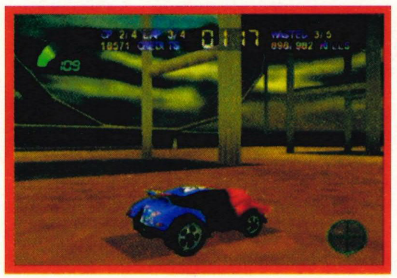




was whether or not running people over was particularly moral. Over to Ben...

"How can running someone over be any less amoral than slaughtering all the opposing forces in a war game? Surely if it was a 'moralistic' war game you could capture enemies and hold them in humane prisons and do a prisoner exchange. That doesn't happen because it would be boring. It is all a matter of perception, a silly storyline that no one takes any notice of because all the player wants to do is kill. All *Carmageddon* does is take the veneer off."



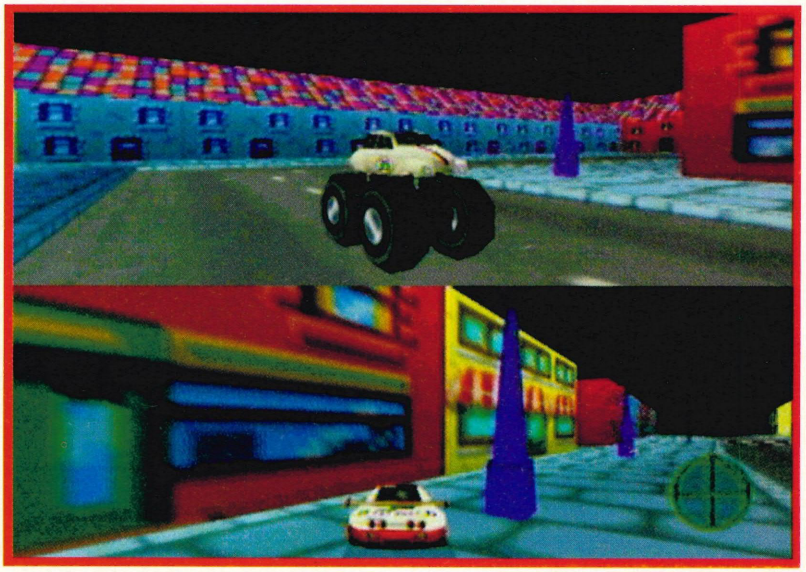


Ben went on to say that although he's never actually run anyone over himself (so *he* obviously wasn't driving – see boxout) he *has* been tempted in the past, and if he had to pick five real people to drop in front of his speeding car they would be (in no particular order) James Ferman, Adolf Hitler, one of the SCI testers, the Director of South West Trains and all of B*witched (proving that no matter how good a producer Ben is, he can't count!)



▼ This track features some death-defying flyovers but is otherwise fairly featureless. Where are all the zombies?

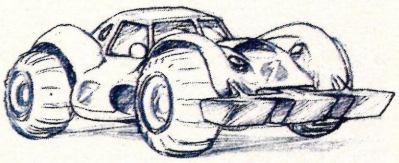


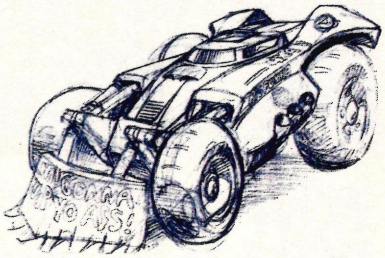


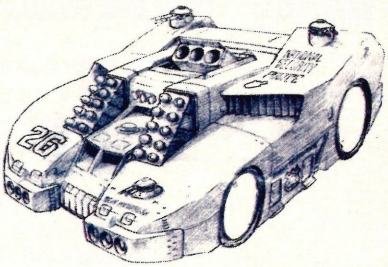
▲ So far we've yet to see much in the way of carnage from this game – they're obviously saving all the limb-rending action shots for nearer the time of release. There will be gore, honest!

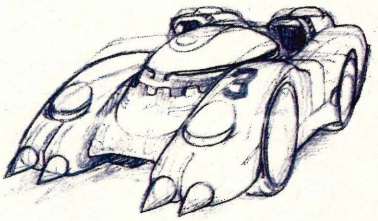
How It All Begins...

Each car in the game starts life as a sketch. Here's a few of the early designs.















Quak

Kill 'em! Kill 'em! Kill 'em all!

If you've played *Quake* on the N64 – or indeed, *Quake I* or *II* on the PC – then you'll already be familiar with the plot and the aim of the game. For those of you who may perhaps have been living on another planet for the last fifty years and so have never encountered *Quake*, here's a quick summary:

The Plot: There isn't one. Well... okay, there is a sort of one, something about evil aliens wanting to wipe out humanity or aims to that effect, and you've got to stop them. Basically the same plot that's used in *Doom*, *Doom II*, *Ultimate Doom*, *Turok 2*, *Quake*, *POed*, *Exhumed* and loads of other first-person shooters.

The Gameplay: Kill everything. That's it. Quite simple. Not at all intellectually taxing. Just kill everything. To be fair, *Quake II does* involve a slight variation on the 'kill everything' theme, in that you must find keys to progress through the level and on occasion rescue various trapped comrades of yours. Essentially though it does all come down to basically 'killing everything'.

The aliens in *Quake II* are a race of hideous cybernetically enhanced humanoids with the rather daft-sounding racial name of the Strogg. The Strogg have decided that they're going to introduce everyone on Earth to their favourite hobby of grafting various pieces of technology onto previously ordinary limbs. Unsurprisingly humanity isn't too keen on this and so after pointing out the problems of having huge lumps of metal jutting from every orifice (well, there's rust for starters) they've sent their elite Marine force to sort the Strogg out.

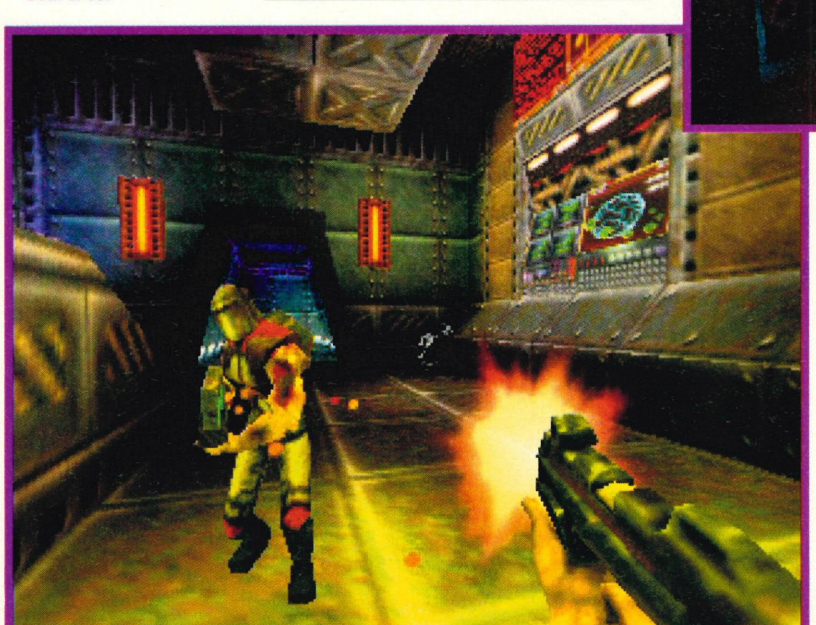
In a plot twist beloved by the designers of these kind of games something goes horribly wrong with the rest of the Marine force and now it's up to you to sort things out... *alone*! Mwah hah hah!

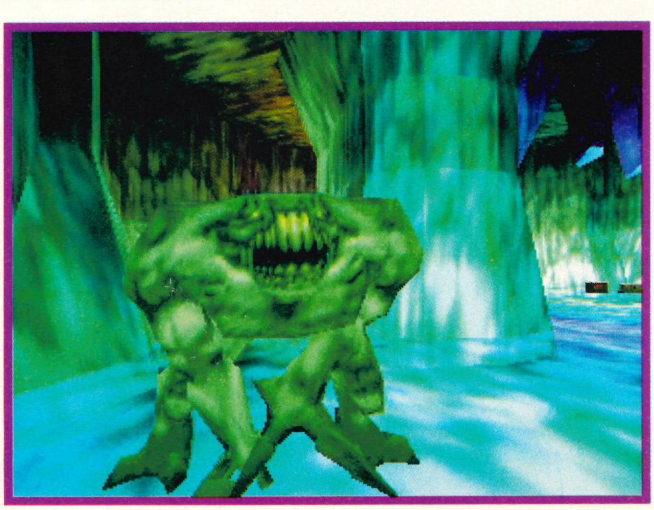
QUAKE II

Publisher:	Activision
Developer:	Raster Productions
UK Release:	Spring '99



▼ Eat leaden death, you welding mask-wearing alien scum! This universe ain't big enough for the both of us!





The Hardware...

In addition to a basic blaster, your average Marine will also get to handle these rather tasty armaments...



e II

Both *Quake* and *Quake II* were tremendously popular on the PC, but where they really came into their own was with the networked multiplayer option. With this, large numbers of PC owners could play against each other on-line in the virtual worlds of the game, each striving to blast all the others into oblivion. Obviously the N64 doesn't currently have network capabilities, but despite this when the N64 version of the first *Quake* game was announced it was still met with considerable excitement, mainly due to the fact that everyone was still enthusing over the four-player deathmatch mode in *Goldeneye*. Surely, we thought, if *Goldeneye* was that good, *Quake* would be even better.

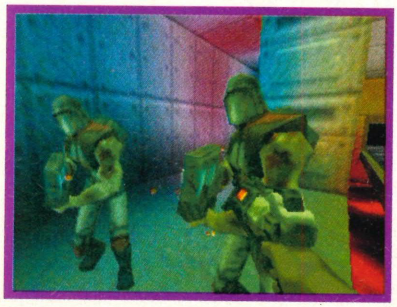
For some unfathomable reason, the N64 version of *Quake* only supported two players, making it a big disappointment. This time around though there's the promise of the four-player mode that everyone's after in addition to new levels, better graphics and an increased game speed. Whether or not *Quake II* will support the Expansion Pak hasn't yet been announced, but if it *is* incorporated in the final game then N64 owners should expect to see some pretty impressive graphics!

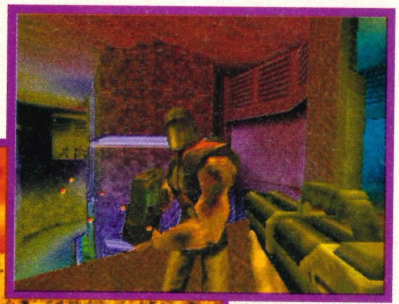
Although many PC owners scoff at the idea of split-screen multiplayer on the N64, what it does mean is that you and three friends will be able to experience the game all sitting in the same room for an awful lot less than it would cost four people to play on networked PCs. After all, what's the cost of an N64, four pads and one game compared to the cost of four PCs with the power and speed to run *Quake II* effectively over a network? Would that be 10 times the cost, or nearer 20? Stick that thought in front of your PC-owning friends next time they start knocking the N64!

Watch out for a review as soon as we get our hands on a finished copy!



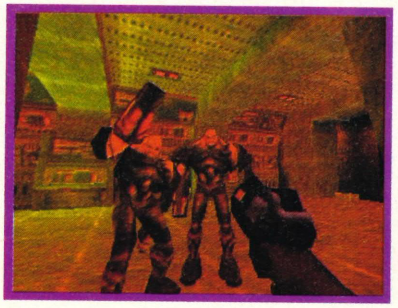
▼ The gore level in *Quake II* looks set to be even higher than in the original game. Well hurrah for that!















Vigila



Take the law into your own hands!

Before we get too far into this, let's clear up the obvious question that's bound to be asked first, that of what happened to the *Vigilante* games one to seven? Quite simply, there weren't any. Now unless you're from America (where people didn't go and see the film *Richard III* because 'they hadn't seen the other films') then you shouldn't have a problem with that.

Quite where the title comes from is a bit of a mystery. *Vigilante 8 is* actually a sequel, however it's a sequel to a game called *Interstate '76*, which was a big hit on the PC with its networked motorised destruction.

Previously a PlayStation title, *Vigilante 8* is set in an alternate version of the Seventies. Huge collars, afro hair, flares and ridiculously clashing colours are all the order of the day, as are some ridiculously powerful destructive hardware. In this alternate universe (so the story goes) a gang of nasty dudes known as the Coyotes break into a top secret military installation and steal some of the world's most advanced weapons, which just by coincidence fit quite nicely on their various civilian cars. To foil the wicked wiles of the evil Coyotes, a group of civilian militia members come together and form a band known as the Vigilantes (that's band as in 'group of people' by the way, not as in a 'musical ensemble').

The gameplay in *Vigilante 8* is fairly straightforward. Taking control of one of the different characters in the game, you need to fight your way across eight different levels of vehicular mayhem utilising the bolt-on weaponry that you pick up to variously destroy or defend different targets.

Depending on which character you pick for the game in the main 'quest' mode, your objectives for each mission are different. For instance, if you're one

▲ The key to success is to collect as many of the bolt-on weapons as possible. Your initial armament is fairly tame.

VIGILANTE 8

Publisher:	Activision
Developer:	Luxoflux
UK Release:	March '99





▲ Some four-player deathmatch action in and around a sandy-looking airfield seems to be on the cards here. Doesn't look to be much going on at the moment though!

nte 8





▲ The aircraft graveyard stage is littered with wrecked planes to drive around, over or through. Shades of *Con Air*!



▲ Whoops! The RV goes flying as a hail of miniature nukes rain down onto the hot desert sand.

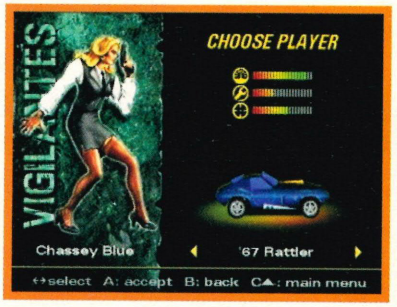


of the Vigilantes your first objective might be to defend a civilian installation, whereas if you play as a Coyote then your objective is more likely going to be to destroy it.

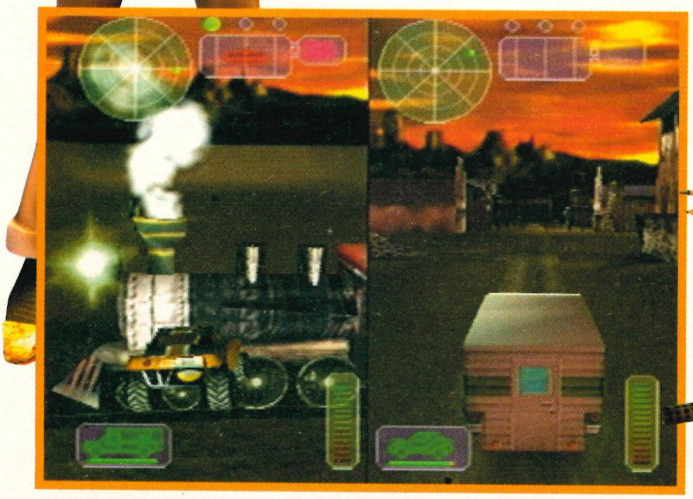
As well as the quest mode, *Vigilante 8* promises three- and four-player deathmatch modes (compared to the PlayStation's two-player mode) and a two-player co-operative quest mode, which was something which many fans of the PSX version remarked was missing from their version.

Other N64 improvements over the PlayStation that are promised at the moment include faster frame rates – which, let's face it, we should expect by now – all new music and a special quest mode for a secret character called the Alien.

One of the most promising things about *Vigilante 8* is the destruction factor. Absolutely everything within each of the 3-D battle arenas can be demolished, making for some seriously devastating battles. Plus there's also what Activision describe as "real-time terrain deformation" which means that your actions affect the landscape so if you fire a mortar into the ground it'll create a huge crater that other cars can fall into.



The original *Vigilante 8* on the PlayStation was a resounding success, despite some little niggles like the lack of a co-operative quest mode. With small problems like these ironed out for the N64 version, *Vigilante 8* looks to be shaping up to become an N64 classic!







What are the best games on the N64? We want your vote!

The N64 has been on sale in Britain for two years, as has this very magazine. To mark the occasion, we're giving our readers the chance to say what they think are the leading games in their class.

We've offered some suggestions for each category, but they're only suggestions – you can choose anything you want! If you want to vote for *Jeopardy!* as Best Game, or feel like nominating Nancy Neil from *Snowboard Kids* for the Babe Award, it's entirely up to you.

As an incentive, one lucky entrant will win the top three N64 games of all time, as voted for by you! Fill out your voting form, and it could be you who is drawn from our Cardboard Box Of Delights. Get voting!

GAME AWARDS

BEST GAME

This is the big one. Place your vote for the best N64 game ever to grace the console!

For Your Consideration: *Zelda, Goldeneye, Super Mario 64, Turok 2*

BEST MULTIPLAYER GAME

Co-operate with your friends to beat a common foe, or turn on them and blow them away! Which game offers the maximum amount of fun when played in company?

For Your Consideration: *Goldeneye, Turok 2, Bust-A-Move 3, F-Zero X*

SUPREME SPORTS AWARD

Which N64 sports sim gets your tip as being even better than the real thing?

For Your Consideration: *ISS '98, F-1 World Grand Prix, Let's Smash, NBA Courtside*



WORST GAME

You bought it, and hated it. Or rented it, and hated it. Or just saw it on the shelf, and hated it. What's the worst of the worst on the N64?

For Your Consideration: *Clayfighter, Aero Fighters Assault, Mission: Impossible*

MOST OVER-RATED GAME

Everyone else can't stop raving about it. You thought it sucked. Vote now and redress the balance!

For Your Consideration: *Zelda, GT 64, Turok 2, Banjo-Kazooie*

MOST ANTICIPATED GAME

It's not out yet, but your mouth is already watering at the thought of plugging it into your N64. What game are you most looking forward to?

For Your Consideration: *Perfect Dark, Jet Force Gemini, Donkey Kong 64, Quake II*



TECHNICAL AWARDS

MOST STUNNING VISUALS

It's like an Imax movie, the White House exploding in *Independence Day* and being flashed by Pamela Anderson all in one. Which game set your eyes spinning?

For Your Consideration: *Lylat Wars, Banjo-Kazooie, Zelda, Rogue Squadron, Turok 2*

MOST EAR-TREMBLING AUDIO

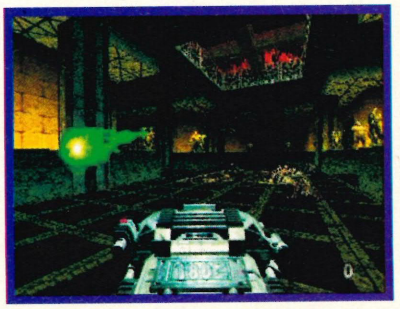
When you play this game, you crank your speakers up to 11 and are blown back in your chair by its aural majesty. What's the soundtrack that makes your eardrums dance?

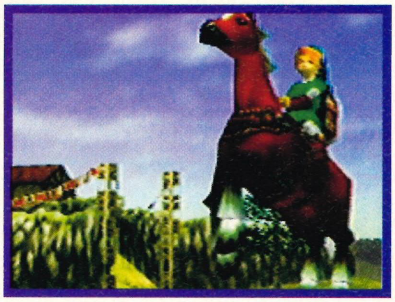
For Your Consideration: *Rogue Squadron, Lylat Wars, Goldeneye, Zelda*

BEST POWER-UP/WEAPON

Nothing is more fun than excessive firepower. When you really, really need to ruin someone's day, what weapon do you most want in your hands?

For Your Consideration: BFG 9000 (*Doom*), Thunderbolt (*Quake*), ZMG (*Goldeneye*), Cerebral Bore (*Turok 2*)





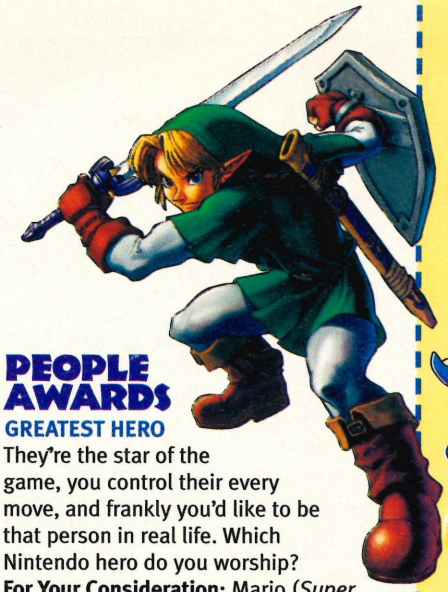
BEST VEHICLE
Spaceship, sports car, length of polished wood, fighter jet or giant robot – which would you most like in your garage?
For Your Consideration: Arwing (*Lylat Wars*), V-Wing (*Rogue Squadron*), tank (*Goldeneye*), Epona (*Zelda*)

BEST SUB-GAME
It's merely a side dish to the game's main course, but it's as tasty as the big steak! Which sub-games are good in their own right?
For Your Consideration: Fishing (*Zelda*), *Frogger* mode (*Glover*), Twinklies (*Banjo-Kazooie*), Death Star trench (*Rogue Squadron*)



MOST GOB-SMACKING MOMENT
Has there been a moment in a game when you've dropped the controller in slack-jawed amazement at the events onscreen?
For Your Consideration: First meeting Jaws (*Goldeneye*), *Independence Day* ripoff – er, homage (*Lylat Wars*), going ballistic for the first time (*F-Zero X*)

MOST BONKERS PLOT
Videogame scriptwriters are often divorced from reality – who is least likely to have been awarded custody of their marbles?
For Your Consideration: *Mystical Ninja*, *Mischief Makers*, *Silicon Valley*, *Banjo-Kazooie*



PEOPLE AWARDS

GREATEST HERO
They're the star of the game, you control their every move, and frankly you'd like to be that person in real life. Which Nintendo hero do you worship?
For Your Consideration: Mario (*Super Mario 64*), Link (*Zelda*), James Bond (*Goldeneye*), Duke Nukem (*Duke Nukem*), Turok (*Turok 2*)

BEST GAME DEVELOPER
Whose name on a game do you most associate with top-quality goods?
For Your Consideration: Nintendo, Rare, Iguana, DMA, Paradigm, Konami

MOST TERRIFYING ENEMY
Who's the N64 bad guy whose appearance most left you wondering if farts are supposed to have lumps?
For Your Consideration: Ganon (*Zelda*), Andross (*Lylat Wars*), Jaws (*Goldeneye*), Harvester Bug (*Body Harvest*), Primagen (*Turok 2*)

HUNK AWARD
For the ladies: which Nintendo bloke's ass would you most want to wear as a hat?
For Your Consideration: James Bond (*Goldeneye*), Duke Nukem (*Duke Nukem*), Johnny Cage (*Mortal Kombat 4*), Turok (*Turok 2*), Jago (*Killer Instinct*)

BABE AWARD
For the gentlemen: which Nintendo lady would you most like to introduce to some warm baby oil?
For Your Consideration: Orchid (*Killer Instinct*), adult Zelda (*Zelda*), Posh Spice Gruntilda (*Banjo-Kazooie*), score girl (*Cruis' n USA*), Xenia Onatopp (*Goldeneye*)

MOST ANNOYING CHARACTER
They're meant to be wacky and amusing. You just want to slap them. With an axe. Name those names!
For Your Consideration: Kazooie (*Banjo-Kazooie*), Gex (*Gex*), Diddy Kong (*Diddy Kong Racing*), Navi (*Zelda*), Rob Haywood (*1080° Snowboarding*), Yoshi (*Yoshi's Story*)

ULTIMO COOL AWARD
What's the single coolest thing about the N64?
For Your Consideration: whatever you want!

VOTING FORM



GAME AWARDS

- **Best Game** .....
- **Best Multiplayer Game** .....
- **Supreme Sports Award** .....
- **Worst Game** .....
- **Most Over-Rated Game** .....
- **Most Anticipated Game** .....

TECHNICAL AWARDS

- **Most Stunning Visuals** .....
- **Most Ear-Trembling Audio** .....
- **Best Power-Up/Weapon** .....
- **Best Vehicle** .....
- **Best Sub-game** .....
- **Most Gob-Smacking Moment** .....
- **Most Bonkers Plot** .....

PEOPLE AWARDS

- Greatest Hero .....
- Best Game Developer .....
- Most Terrifying Enemy .....
- Hunk Award .....
- Babe Award .....
- Most Annoying Character .....
  .....

ULTIMO COOL AWARD

.....
.....
.....

YOUR DETAILS

Name .....

Address .....
.....
.....

Postcode .....

Telephone number .....

Send your completed form to this address!

64 MAGAZINE READER AWARDS
64 MAGAZINE
Paragon Publishing
Paragon House, St Peter's Road
Bournemouth, BH1 2JS



24 MAGAZINES

64 MAGAZINE has now been on the go for two years. Happy birthday to us! In the spirit of nostalgia, and blatant self-indulgence, we offer you a retrospective of those eventful 24 months, showing what the Game of the Month was for each issue and how they rated (then and now). We also get a perspective on each issue from the people who helped create them, and go behind the scenes for a no-holds-barred look at how magazine publishing really works, warts and all!

Those Who Spoke

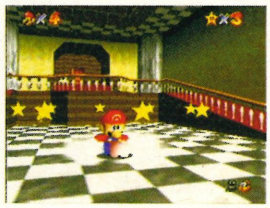
Andy McDermott	AM	Stuart Taylor	ST
Roy Kimber	RK	Ben Lawrence	BL
Nick Trent	NT	Russell Murray	RM
Damian Butt	DB	Loz Cooper	LC
Stuart Wynne	SW		

ISSUE 1



The debut issue popped into the world in February 1997, just before the machine itself went on sale, and clocked up sales figures as impressive as the gushing scores awarded to all the first-generation N64 games. Apart from *Cruis' n USA*, that is. The horrific £250 price point for the N64 meant that the magazine was aimed at the only people who could afford Nintendo's new machine, well-heeled twentysomethings. How times change, eh?

"A brand new console and the chance to create the perfect magazine from scratch with high production values and a dedicated team of enthusiastic writers (who also had day jobs). Most enduring memory? Using the classic *Zzap! 64* Sizzler and Gold Medal logos. Cool!" **DB**



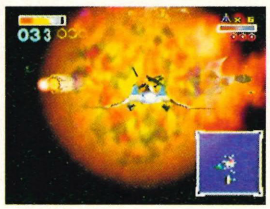
GOTM: Super Mario 64, 95% (92%)

ISSUE 2



Two issues in, and already Nintendo had slashed the price of its machine, knocking £100 off the black box. *Starfox* arrived, late, prompting Damian to delay the on-sale date of the mag by two weeks so we'd be the first to review it. You can do stuff like that when you're the managing editor. *Turok* also came in, and we set out our stall early by refusing to give it a massively high score. Time proved us right.

"I'd been traumatised by having my flat burgled (er, is that £800 import console covered?) and by working on the Heaven's Gate of tips books (*Super Mario 64* taking roughly as long to write as the game to develop), but the N64 was great fun. I remain one of the minority who love *Starfox*'s multi-player mode." **SW**



GOTM: Starfox 64, 95% (88%)

ISSUE 3



New staff, new era – 64 MAGAZINE now actually had some mugs – uh, 'valued employees' – on it full time. As there were only two of them, all the other contributors chuckled and continued to rake in their freelance fees. The cover featured Ocean's *Mission: Impossible*. 15 issues later, it arrived – to terrible reviews. Incoming editor Andy's first N64 review was... *The Glory Of St Andrews*. Not an auspicious beginning.

"We laid the foundations for the destruction of human civilisation... er, the magazine as it is today. Nick and I arrived on board from *Internet Today* and *Alien Encounters* respectively, fresh-faced and full of enthusiasm. Now we're burnouts with foreheads like Jeep tracks. Thanks, magazine." **AM**



GOTM: Mario Kart 64, 94% (78%)

"I'd been traumatised by having my flat burgled!" – Stuart Wynne

ISSUE 4



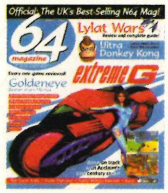
To Andy's horror, he arrived on the magazine just too late to go to the E3 show in Atlanta. Laughing insanely, Damian waved his first-class tickets in the faces of the staff before jetting off and gorging himself on complementary champagne and caviar. While Damian got to see stuff like *Goldeneye* and *Banjo-Kazooie* for the first time, those stuck in Blighty had to make do with *Hexen* and *Dark Rift*. And people wonder why the N64 was slow to take off.

"Issue four was a memorable one for me because it made me loads of dosh from freelancing. This money helped me finance my escape from Bournemouth and get a proper job. Now leave me alone. Cheers, suckers!" **LC**



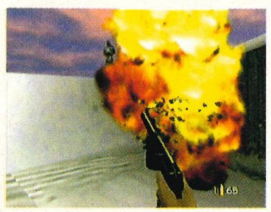
GOTM: Go! Go! Troublemakers, 80%

ISSUE 5



This was the issue where we got to gloat about being the best-selling N64 magazine in the country, a feat that we made the most of for the next six months. It was also the issue where we reviewed *Goldeneye*, despite a certain (now defunct) magazine keeping hold of the review cartridge for two weeks longer than they should have while we sat around fuming. Still, who's laughing now?

"I got my first N64-related visit to a software company this issue, and it was to Rare to see *Goldeneye*. The *Goldeneye* gang spilled their guts to my waiting tape recorder. After the issue came out, Rare stopped letting journos take pictures or record conversations. And that was without the juicy stuff we *didn't* print!" **AM**



GOTM: Goldeneye, 96% (95%)

ISSUE 6



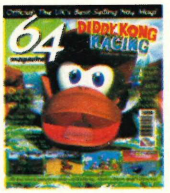
Wacky filler features ahoy! A severe shortage of games to review made it entirely possible that the last few pages of the mag would have to be blank apart from the word 'notes' at the top. Fortunately, *Diddy Kong Racing* provided an excuse for another visit to Rare, this time with cameras and tape recorders banned. This issue was also Roy's debut, the average score awarded jumping up sharply as a result!

"My first week on the magazine and Andy disappeared on holiday, leaving instructions to do a solution to *Goemon* (which was entirely in Japanese) and then completely map *Goldeneye* – tasks made all the more difficult by the fact that although I had a desk, I didn't yet have a computer! Am I good or what?" **RK**



GOTM: F1 Pole Position, 88% (63%)

ISSUE 7



Just as the mag went to press, Nintendo announced that the N64 was to fall in price again to just £99. Good news for new buyers, but not so hot for those who'd shelled out £250 back in March! This was certainly a very good month for games, with four titles scoring over 90%, and even the worst earning a not-at-all-bad 76%. On the technical front, our super-duper server system (on which all the screenshots and pages are stored) chose this month to break down. More than usual, anyway.

"Aside from *Diddy Kong Racing* (didja like my cool map, huh? Huh?), *Duke Nukem 64* was the other big game, which I had to review in a day as GT promised the cartridge to some other munters. Luckily I'm fast. Except when it counts!" **AM**



GOTM: Diddy Kong Racing, 95% (86%)

ISSUE 8



One of those issues that left no real impression on the minds of its creators, mainly because of the lack of any interesting games. Well, except one, and that was memorable for the wrong reasons. Yes, this was the *Clayfighter* issue. *Clayfighter* is still the worst game on the N64, and despite some stiff challenges, marks the machine's gaming nadir. The only way, as they say, is up!

"While trying to complete our epic *Goldeneye* solution, Andy and I were dragged kicking and screaming from our desks and forced to endure an intensive course on cover design. The resulting *Mortal Kombat* cover did not prove to be the best in 64 MAGAZINE's history. At least it was an excuse to get away from Roy for the day!" **NT**



GOTM: Puyo Puyo Sun 64, 87%

ISSUE 9



Having been shipped out to Japan at enormous cost, Andy made the most of it by wringing no fewer than 23 pages from his Space World show report. The show was notable for banning journalists the use of cameras – not that this stopped anyone. Back home, Roy revealed his love of pro wrestling for the first time, and was promptly lumbered with the job of writing all future wrestling previews.

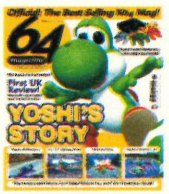
"Going to Japan for free is without a doubt the greatest work-related perk I've ever had, apart from a PR person dishing out hard drugs like sherbert (joke). The show itself was a hell of hauling heavy camera gear around, but then I got to play tourist and spend money in Tokyo. When's the next one, Nintendo?" **AM**



GOTM: World Soccer 3, 86%

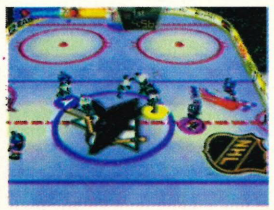
"It was an excuse to get away from Roy for the day!" – Nick Trent

ISSUE 10



After two months of setting up (we forgot to factor in the Christmas effect, which savagely truncates production schedules) the ScoreZone finally went online, a single page featuring a massive 21 high scores! Compare that to the present four pages and... uh, a *lot* more scores. The ScoreZone has turned out to be one of the magazine's most popular features, and came about directly because of reader requests. See, we do listen...

"This was a special issue for me as I had only been here for one week and was delighted to have the first part of my *Duke Nukem* guide in print. This was the first time I had been involved with a games magazine, and I have been helping the guys with small guides ever since." **RM**



GOTM: Wayne Gretzky '98, 85% (78%)

ISSUE 11



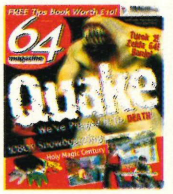
Another super bundle of filler features! This could mean only one thing – hardly any games to review. Best of the bunch was *Fighter's Destiny*, about which there were many arguments, not least over its punctuation (the name on the box, *Fighters Destiny*, is just plain *wrong*). It wasn't bad, but 92%? That's as good as *Tekken*! Time to grind down Roy's enthusiasm...

"Okay, so I got a little excited, but come on, this was the first decent beat-'em-up on the N64! This was also the first issue that we printed a reader photo in ScoreZone, which prompted a multitude of letters, all sadly too risqué to print. Low point of this issue was being forced to review *Nagano Winter Olympics*." **RK**



GOTM: Fighter's Destiny, 92% (80%)

ISSUE 12



Ooh, scary. A giant beastie from *Quake* gurned from the cover, as well as two gormless 'duuuuuudes' from Nintendo's *1080° Snowboarding*. The big attraction this issue, though, was a free 200-odd page tips book worth a tenner. We liked this no end, mainly because somebody else was forced to do all the hard work on it while we just had to slap on a new cover. Trade secrets revealed!

"A solution to *Mortal Kombat Mythologies*! What the hell were we thinking? Still, at least it can be said that it filled a number of pages, always a good thing when there are so few games in for review (a feeble six). We also got the extra characters cheat for *Goldeneye*, but since this was the April issue nobody believed us!" **AM**



GOTM: NHL Breakaway '98, 88% (80%)

ISSUE 13



Another issue that time forgot, unlucky 13 was as memorable as... er, whatever that thing was that wasn't particularly memorable. Very few games, none of them spectacular, so-so features, a players' guide for *Nagano Winter Olympics*, for god's sake... We admit it, we were just coasting while we waited for bigger games to come along. A hard lesson in the dangers of complacency was approaching...

"This was the first time I reviewed a game for 64 MAGAZINE – the only previous credit I had was the solution to *Turok* (which resulted in me swearing never to do a game solution ever again). The game in question was *Quake* – which the guys in the office hoped would be the next *Goldeneye*... oh well! It was still a laugh." **ST**



GOTM: Quake, 88% (82%)

ISSUE 14



This issue was directly responsible for the sweeping changes that arrived in issue 17. Everybody hated it, and its numerous flaws were mercilessly dissected in a gruelling four-hour meeting in Paragon's secondary (and sweaty) conference room that resulted in the ritual sepuku of at least two people. Thankfully, the survivors had some ideas on how to improve things. Like not using crap renders to illustrate features, for starters.

"Boy, what a stinker this issue was. If it were a film, it would be *Plan 9 From Outer Space*. When it came back from the printers, it sat there like a dead dog in a sack. Fortunately, we learned from our errors and introduced changes. We've made no mistaeks ever since." **AM**



GOTM: Forsaken, 93% (86%)

ISSUE 15



From this issue, we had our game charts supplied by GAME, and to celebrate we included a money-off voucher for use in their shops. This promptly got us pulled from the shelves of rival chain stores. We'll get the people who grassed us up... Andy headed Stateside for the E3 show in Atlanta, returning with a bag full of press kits, the first shots of *Perfect Dark* and an intense hatred of American Airlines.

"Atlanta is a fetid sweaty hellhole, plain and simple. Thank god the show will be in Los Angeles this year – at least there's the chance of sneaking off to take the Universal Studios tour! Watching various Brit journos and PR liggers disgrace themselves at the Eidos party almost made up for it, though." **AM**



GOTM: Bust-A-Move 2, 91%

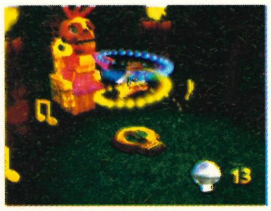
"Atlanta is a fetid, sweaty hellhole, plain and simple!" – Andy McDermott

ISSUE 16



The last hurrah of the old look, this issue at least went out in style with *Banjo-Kazooie* impressing all who saw it. *Mortal Kombat 4* also surprised some staffers by actually being playable, a first for any *Mortal Kombat* game! To better judge what you, the readers, wanted from the magazine, a reader survey was included. Too bad nobody ever bothered to give us the results. Well, looks like it's back to the old method of consulting the entrails of a goat.

"*MK4* was easily the highlight of this issue for me, but then Andy had decided he should be the one to review *Banjo-Kazooie*. After giving him about three weeks we had to quite literally prise the cartridge away from him so that Russell could make a start on the solution!" **RK**



GOTM: Banjo-Kazooie, 95%

ISSUE 17



New look! New attitude! New lower word count per page to put a big smile on our faces! To hear Nick complain, mind, you'd think we'd asked him to perform an appendectomy on himself using only a rusty teaspoon and a roll of Sellotape. Andy got yet another free plane ride, although this time it was only as far as Dundee to see *Body Harvest*. But who's been collecting his air miles?

"Oh joy! Late nights, long weekends and more rough spreads than Jo Guest's CV. New typefaces, new colour schemes, new editorial styles and new page templates were all introduced for this mother of redesigns. After three weeks of hell, 64 MAGAZINE zipped up its Technicolor anorak and jumped onto the shelves. Result!" **NT**



GOTM: F-Zero X, 90%

ISSUE 18



Despite boasting top titles like *ISS '98* and *F-1 World Grand Prix*, this issue had *Gex* on the cover. Though nobody else in the office agreed with him, Roy dished out high marks to both this and *Buck Bumble*. This had nothing to do with the arrival of Roy's solid gold coat and chest of jewels, obviously! (Just kidding. Roy only needs a free t-shirt to be made happy.)

"For some reason I still haven't been quite able to fathom, I ended up writing 60 pages (sixty!) of this issue myself. Maybe I'm possessed of superhuman speed and determination. Or maybe I'm surrounded by shiftless skivers. Surely not! Doing the complete solution to *Mission: Impossible*, a game I absolutely loathed, was a real laugh..." **AM**



GOTM: ISS '98, 95%

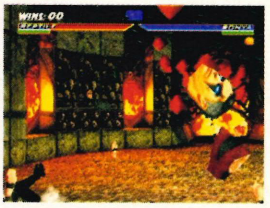
ISSUE 19



The London ECTS show provided tantalising new glimpses of *Perfect Dark* and *Jet Force Gemini*, as well as finally letting the press play an almost complete version of *Zelda*. About time too!

Nintendo's big hope for Japan, *Pocket Monsters Stadium*, utterly failed to impress us, but we're not going to argue with a few million Japanese. Well, okay, we are. Hit of the month was our feature on all the bizarre things our readers have found to do in *Goldeneye*, which turned out to be a lot. You're all mad!

"ECTS is ostensibly a trade show, but it's really an excuse for industry people to meet up and get drunk. Now you know why there's so much competition to work on a games mag!" **AM**



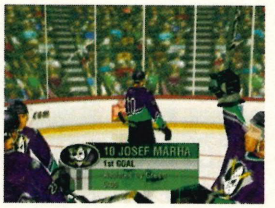
GOTM: PAL Mortal Kombat 4, 86%

ISSUE 20



A milestone was reached with this issue – the magazine went to the printers bang on schedule for the first time ever, meaning the production people didn't get to stand over us with scythes. They seemed disappointed... New blood arrived in the ski-jump quiffed shape of Ben Lawrence, who was landed with reviewing a wrestling game *and* an ice hockey game in his first week. Lucky man.

"Sweaty men in leotards awaited me as I sat like a nervous gimp on my first day. After getting to grips with the staff, I then got to grips with my clapped-out computer, made from bits of dead Macs. It served me badly, still serves me badly, but got my first words in print. God bless issue 20 and bad computers!" **BL**



GOTM: NHL '99, 88%

ISSUE 21



Another foreign trip for our intrepid editor as he went to Germany to review *Zelda*, meeting representatives from other mags (with one notable exception, yet they still 'reviewed' the game) and sneaking peeks over the shoulder of the guy from *CVG* as he played. *Zelda* was, of course, absolutely fantastic, and made every other N64 game suddenly look a bit pale.

"German television is absolutely terrible, especially if it's the only thing to watch on Saturday night because you had to fly there early to get a cheap flight. Good to see a fine porn shop in the airport concourse, though. Very civilised. *Turok 2* also came in and wowed everyone... briefly. It now gathers dust while everyone still plays deathmatch *Goldeneye*." **AM**



GOTM: Zelda, 98%

"My dog Deefa no longer remembered me!" – Roy Kimber

ISSUE 22



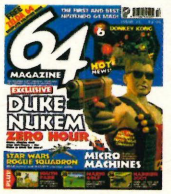
One of those mish-mash issues that nobody expected much from, but actually turned out all right. After last issue's blockbusters, the games this time round didn't rock the world. We've been spoiled! *South Park*-hating Damian eventually grudgingly allowed us to run with a *South Park* cover. Never underestimate the power of whinging! Too bad about the game, really... Ben was also tormented by having to review not one, but two basketball games!

"As this issue coincided with the writing of the epic *Zelda* solution, I didn't actually contribute much to it! After being locked in the office 24 hours a day for about a lifetime I managed to review *Rush 2*, only to return home and find that my dog Deefa no longer remembered me!" **RK**



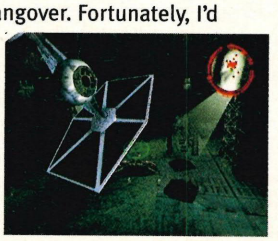
GOTM: Bust-A-Move 3DX, 90%

ISSUE 23



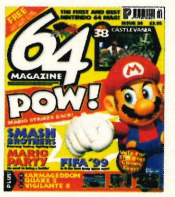
Christmas and New Year shutdowns meant we lost six days from our schedule. Games dropped out like fatties from the SAS training course. Damian decided at the last minute that he didn't like the cover and wanted it completely redesigned. Yet somehow, by sheer force of will, the magazine went out on time! Kudos to all. *Star Wars* fever also struck as *Rogue Squadron* arrived, putting a few extra dollars in George Lucas's already bulging pockets.

"It's fun to come back from the Christmas holidays to have a deadline waiting for you the next day. It really adds something to that post-New Year hangover. Fortunately, I'd discovered the fabulous healing powers of delegation. Sit back and tell others to work... yay!" **AM**



GOTM: Star Wars: Rogue Squadron, 92%

ISSUE 24



You're reading it now! It's been another one of those months where no games turned up in the first three weeks of the schedule, then a whole bunch arrived at the last minute. Hence the number of reviews that aren't quite as long as we would have liked. We could have made Nick redesign all the pages that were already completed to make them shorter, but since he'd developed an alarming Herbert Lom twitch in one eye we thought it safer not to...

"So, two years of 64 MAGAZINE end! Here's to the next two – the N64 still has loads of life left in it, and despite the excellence of *Zelda*, I'm pretty sure that the best is yet to come. Thanks to all the readers who made our mag the success it is – stick with us, and we'll get even better!" **AM**



GOTM: FIFA '99, 91%

ONLY £3.95

64 SOLUTIONS #9 is out now price £3.95 and available from all good newsagents!

64 SOLUTIONS OUT NOW

N64 TIPS AND NOTHING ELSE!

The Ultimate Tips magazine for the Ultimate console is here!

MORE

Most Nintendo magazines can only devote 10-12 pages to solutions – we have 132 packed pages every issue

SORTED

64 SOLUTIONS gives you full game maps, handy hints and the very latest push-button cheats!

GIANT

132 pages of unadulterated gaming heaven!



INCLUDING:

In issue Nine there are top solutions for:

The Legend of Zelda: Ocarina of Time
Body Harvest
Turok 2

PLUS:

The complete A-Z of N64 cheats and tips, so you will never be without the full list whichever issue you buy!

Our pledge is to give you the best and most accurate information. The complete guide, with relevant pictures and captions. This is our promise to you!

ORDER NOW

Please rush me 64 SOLUTIONS #8 priced at £4.95!

I would like to pay by:

☐ **Cheque/Postal Order**

(Please make payable to Paragon Publishing Ltd)

☐ **Credit Card** ☐ **Switch/Delta**

Card type: .....
Card number: .....
Expiry date: .....
Switch/Delta number: .....

Name: .....
Address: .....
.....
.....
.....
.....
Postcode: .....
Phone number: .....
Signature: .....
Date: .....

Please return this coupon or a photocopy of it (together with your cheque/PO made payable to Paragon Publishing Ltd) in an envelope and post it to us free (within the UK) to the following address:

64 SOLUTIONS subs/back issues, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA. Alternatively fax your coupon to (01202) 200217 or ring the 24 hour order hotline on:

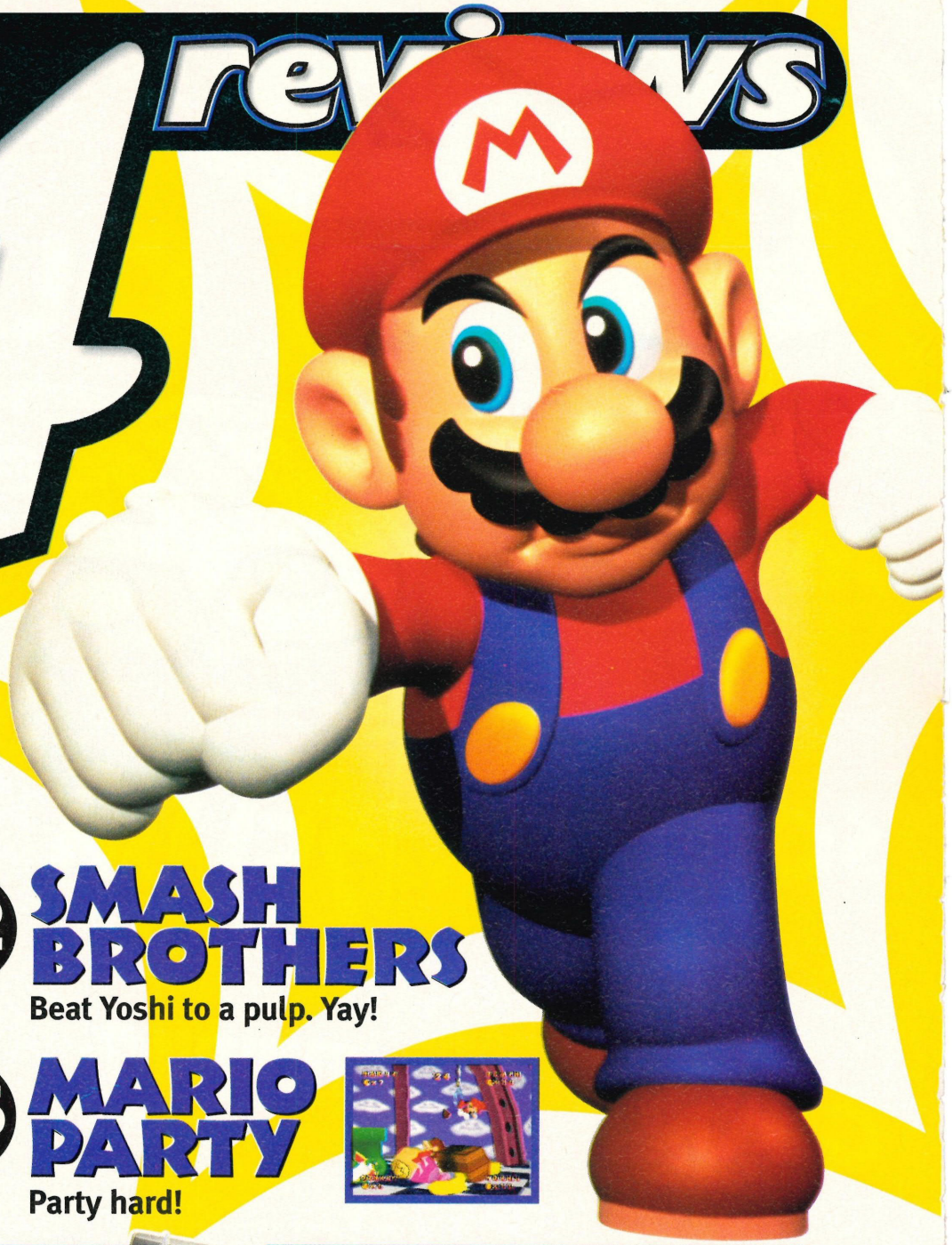
(01202) 200200

All prices include postage and packing

For all the latest updates, visit our web site, check this out... www.paragon.co.uk

REVIEWED THIS ISSUE!

64 MAGAZINE reviews



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!

32 SMASH BROTHERS
Beat Yoshi to a pulp. Yay!

36 MARIO PARTY
Party hard!

$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!

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?

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!

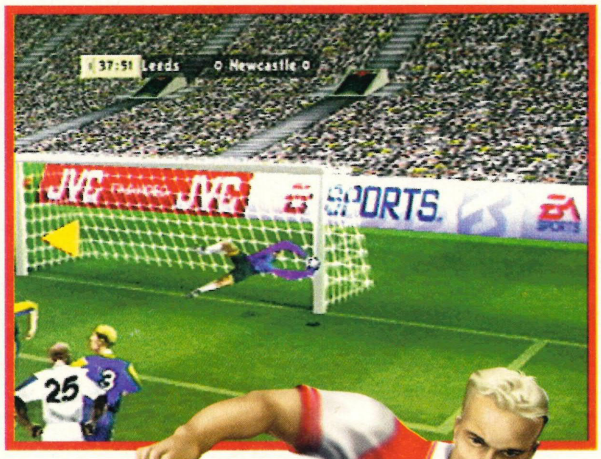
Memory Options

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?

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.





38 **CASTLEVANIA**
Drac's back!

42 **GOEMON 2**
So's the blue-haired nutter!

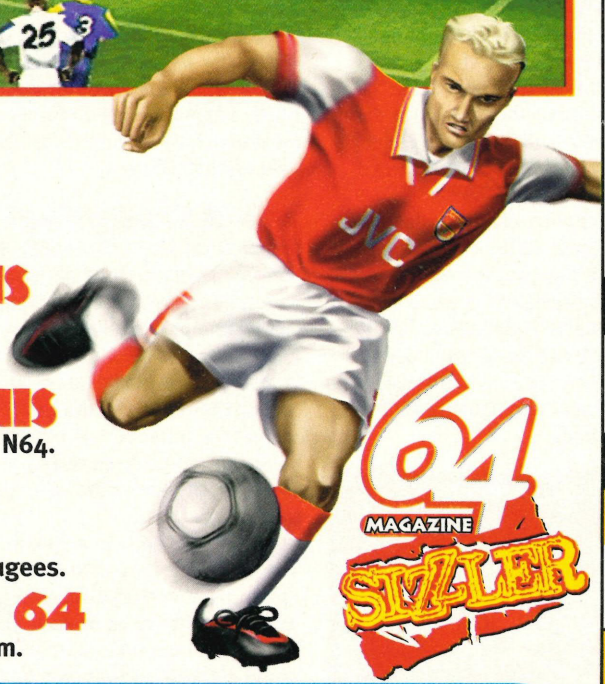
46 **FIFA '99**
And a bunch of Spice Girl boyfriends!

48 **MAGICAL TETRIS CHALLENGE**
And some falling bricks!

50 **ALL-STAR TENNIS**
But these Wimbledonians are new to N64.

54 **NIGHTMARE CREATURES**
As are these hideous PlayStation refugees.

58 **VIRTUAL POOL 64**
And these balls with numbers on them.



64 MAGAZINE SIZZLER

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

Smash

Want to punch Pikachu? Flatten Fox? And Kick Kirby? Then pick up a copy of Smash Brothers!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

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

All of us at one time or another have probably wanted to seriously slap a videogame character. Whether it's Mario as he misses a vital jump and falls to his doom for the umpteenth time, or Link as he dies once again at the sword of Dark Link, the effect is much the same – immense frustration and a sudden urge to do nasty things to the main character, or failing that, the game cartridge. Of course, the real person we're annoyed with is ourselves, but it's far easier to transfer the blame onto someone or something else (a bad workman blaming his tools and all that).



▶ Four-player mode is when things get *really* mad! If you want to be sneaky, just keep out of the way and finish off the survivor.



Let us not forget the videogame characters that some people take an instant dislike to the moment they lay eyes on them. These ones are usually small, cute, cuddly and make potentially irritating noises. Like Yoshi, for example. Or Kirby.

Well, for all the narked N64 gamers out there, a therapeutic answer has finally arrived. *Smash Brothers* is the ideal cure for anyone afflicted by these kind of frustrations.

It's A Smashing!

Smash Brothers is, ostensibly, a beat-'em-up. It pits the combative skills of a variety of instantly recognisable videogame personalities against one another, across a variety of themed landscapes. However, unlike most beat-'em-ups the object of the game isn't just to beat the other person up until they fall down. Instead, the object of *Smash Brothers* is to knock the other person off the screen.

This can be done in a number of ways. The arenas for the game are set on platforms of varying size, with gaps at both ends. The most obvious way to win is to knock your opponent off either side of the platform so that they drop off the bottom of the screen. The problem with this technique, however, is that all the characters have fairly well-developed aerial skills. They all have a double-jump ability which is usually enough to get them back onto solid ground, and some of the characters (Kirby, for example) have a multiple jump/float ability which makes it practically impossible to get them to fall.

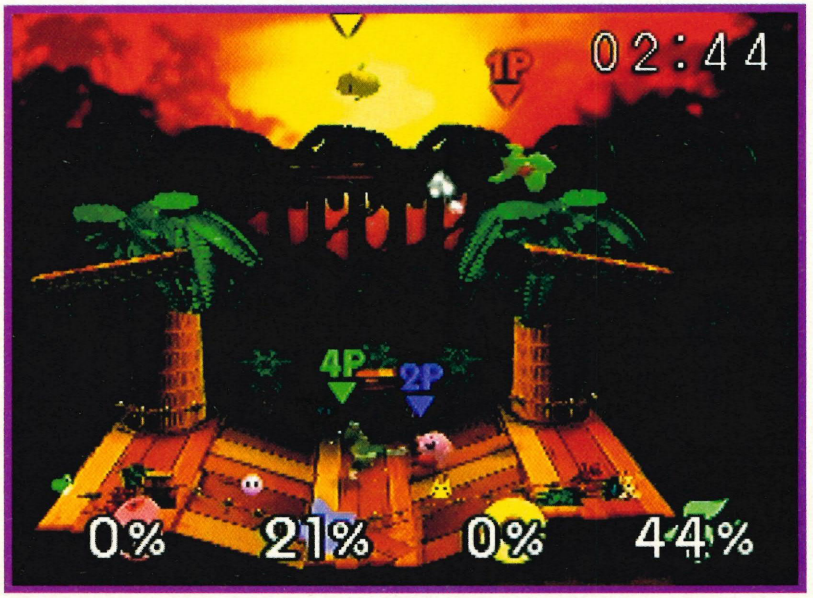


▲ Remember the storybook from between stages in *Yoshi's Story*? Well it's back and it's infested with Yoshis!

Yoshi Must Die!

To take care of awkward opponents – particularly those like Kirby with his VTOL capabilities – other techniques must be used. The simplest way of defeating opponents is to wear them out. Each time you hit someone, his or her hit percentage increases. Once the percentage tops 100, the character's performance begins to wane. They begin to tire and slow, their recovery time increases and once this happens it becomes possible to knock them to the bottom of the screen because by the time they've recovered from the blow, they've fallen too far to make it back up again.

So that's one way to win. The other way is through a variety of powerful special attacks. Each character has these



▲ As soon as players separate in four-player mode, the camera zooms out to keep them all in view. When this happens, little labels appear to help you identify where you are.

The four-player mo



▲ I'm sorry? *How* many Yoshis? Look, I know I've got a gun, but come on, this is taking the mickey!

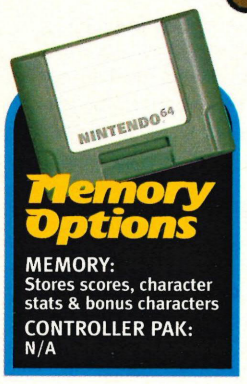


$64,000 Question

- ⊕ All your favourite Nintendo characters!
- ⊕ Each character has their own unique moves
- ⊕ Innovative one-player mode
- ⊕ Manic four-player vs mode
- ⊕ Superb graphics
- ⊕ Cool bosses & hidden characters
- ⊕ A plethora of power-ups
- ⊕ Excellent character-related music
- ⊖ Fairly easy to play through
- ⊖ Limited number of moves per character

Brothers





Memory Options

MEMORY:
Stores scores, character stats & bonus characters

CONTROLLER PAK:
N/A

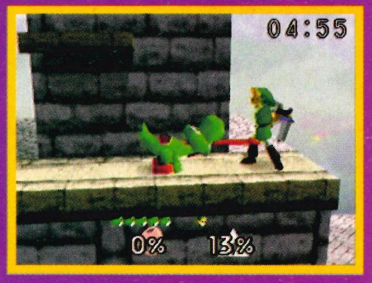
and when used they hugely increase the hit percentage. Better than that, once an enemy's hit percentage reaches a certain level, the special moves can be used to knock them into orbit – which they won't be able to recover from, no matter what their flight abilities.

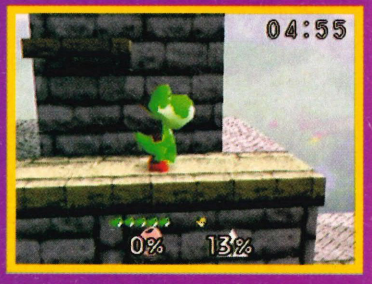
So, rather than being a beat-'em-up, it's probably more accurate to describe *Smash Brothers* as a 'knock-'em-off'! (Not to be confused with a knock-off.)

The one-player mode differs from the standard beat-'em-up format too. The first level is fairly straightforward – a simple one-on-one slug-fest with Link, that popular elf-like chap from the top adventure *Zelda*. However, that's about the only ordinary one. Each level has its own unique features. Reach Yoshi Island, for example, and instead of a head-to-head battle with Yoshi you are accosted by an absolute island-full of the cute little dinos.

Yoshi Swallows And Spits!

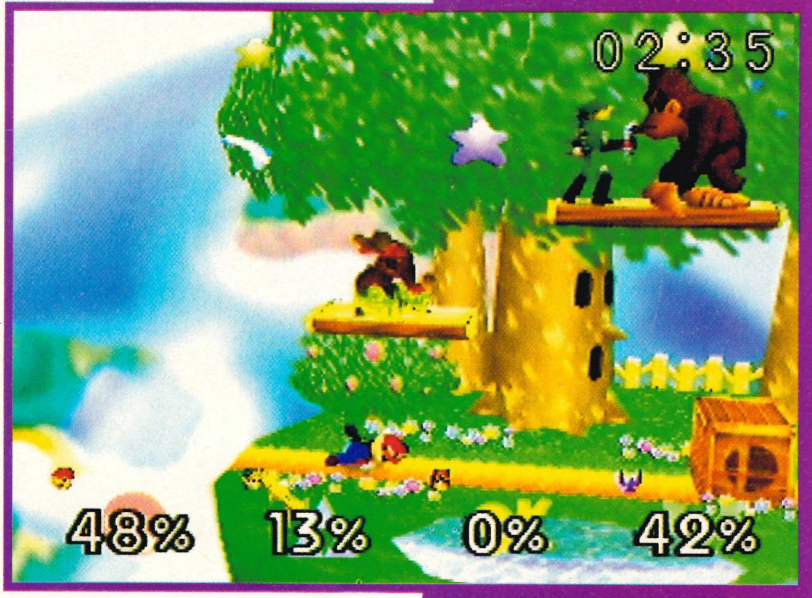
One of Yoshi's special moves involves grabbing opponents with his tongue, swallowing them and spitting them out as an egg! He can even do it to the huge Donkey Kong, which produces an egg the size of a small building.



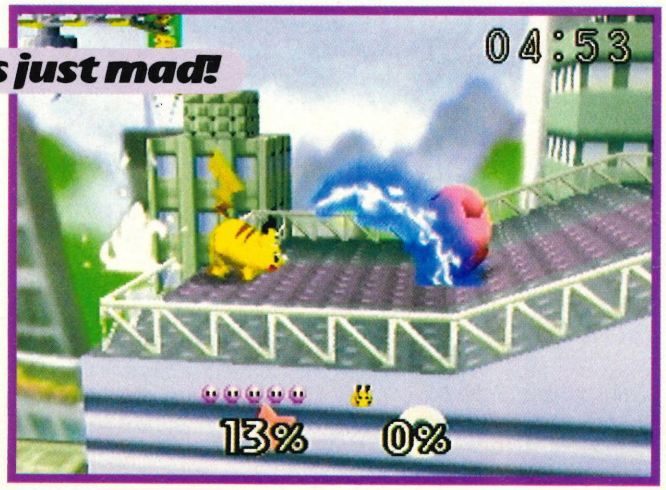




▼ A four-player game and Mario with his percentage level rising dangerously, has gone down. Fetch-a da medics!



▼ Bzzzzzt! Kirby discovers that there's nothing worse than a small, furry animal that pees large bolts of electricity!



de is just mad!

Familiar Faces...

All the combatants in *Smash Brothers* have previously starred in at least one other videogame – and some of them have been in loads! Here's the low-down...

MARIO



This plucky Italian plumber first turned up in the *Donkey Kong* arcade machine under the dubious name of Jumpman. It's-a-him!

DONKEY KONG



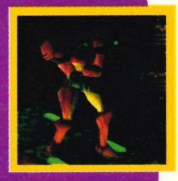
The King Kong style ape who hurled burning barrels of oil at Mario in that first game has done pretty well, too! Soon to get the Rare N64 treatment...

LINK



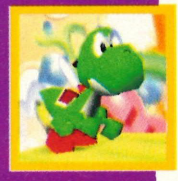
If you haven't heard of this green-clad fella you've obviously been hibernating. The world's most famous Nintendo character? Possibly...

SAMUS



This futuristic female (she's a girl, honest) first appeared in the NES game *Metroid*. She reprised her part on the SNES and now she's back!

YOSHI



Who couldn't love Yoshi? Originally a bit-part character in *Super Mario World*, his popularity led to a series of his own. Eeeeh-oh!

KIRBY



Another Nintendo veteran, Kirby has appeared in a multitude of games across a range of formats. He's round, he's pink... he's a puffball!

FOX MCCLOUD



The canny mammal that first appeared to dazzled fans in *Starfox* on the SNES, later making the obvious jump to the N64. He's got a gun!

PIKACHU

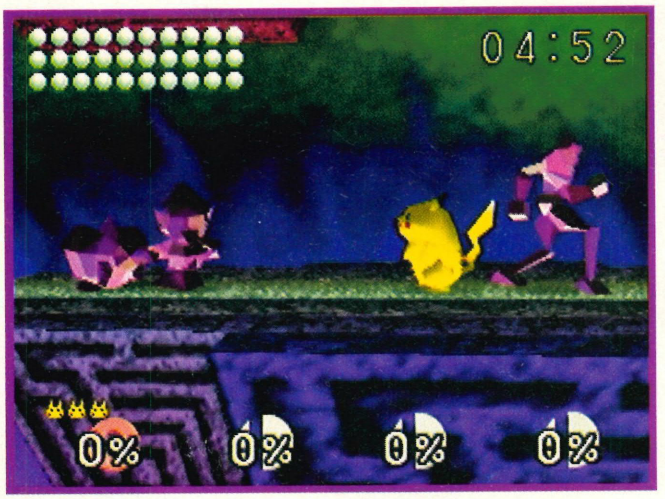


Pikachu's first appearance was on the Gameboy in *Pokemon*. He's currently making an impact on the N64, although this is primarily in Japan.



▲ Every few levels in the one-player game you get to try a bonus level. This usually involves touching or hitting a certain number of targets.

When you face Mario on his stage he brings his brother Luigi along, so the CPU generously supplies you with a team-mate which it controls. It's actually possible to win on this occasion without hitting anybody – just let your CPU partner do the work. Similarly, on Donkey Kong's jungle stage you are confronted by a huge Donkey Kong and so to even things up you get not one but two CPU team-mates!



▲ This is one of the more frustrating one-player levels as it's very difficult to knock Mario and Luigi off-screen.

Each level has something slightly different, something a little out of the ordinary for a beat-'em-up. There are a few other one-on-one matches after Link, but in general they're a little more unusual.



◀ When a player is hurled high into the air, an arrow lets you know where they are, thus giving them a chance to recover.

Give 'Em A Big Hand!

This theme of taking ordinary beat-'em-up conventions and ignoring them carries right through to the final boss, which is a huge flying glove that looks remarkably like the central character in *Glover*. Compared to the other characters this guy is *huge* and has the added advantage of being able to fly, thus making it impossible to knock him off-screen. Instead, the boss has hit points which you must reduce through constant pummelling while the huge hand tries to slap, punch, thump, squash, flick, poke and generally batter you off the edge of the play area.



◀ Mario and Luigi are a dangerous match. Fortunately you always have someone on your side to lend a hand.

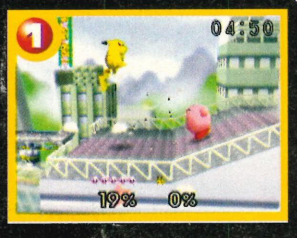
The different abilities of each

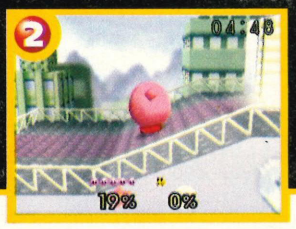
While the one-player game is unusual, the four-player mode is unique! *Smash Brothers* is certainly the first four-player beat-'em-up on the N64, and at time of writing no-one knew of any on any other home entertainment systems! (And before all the wrestling fans write in, yes, we know wrestling games support four players, but most people don't consider wrestling part of the beat-'em-up genre – it's a genre all of its own, a hold-'em-down.)

The four-player mode is just mad! The amount of power-ups, including baseball bats, laser guns, Pocket Monster eggs and Mario's automatic hammer from the original *Donkey Kong*, increases the variety of the battles and the different abilities of each of the characters makes for some crazy matches.

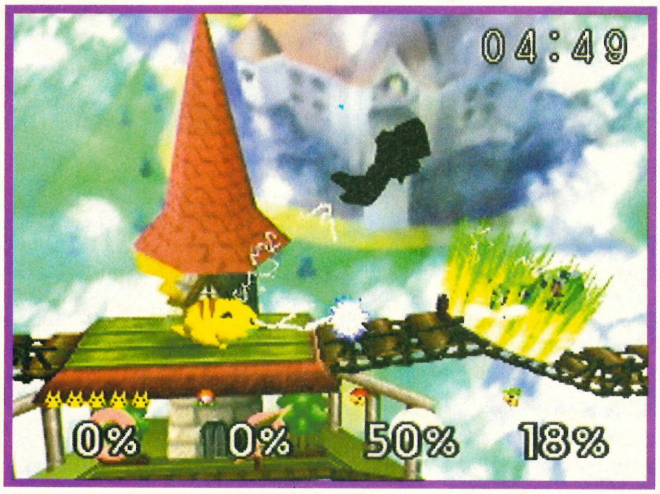
Suck On This!

Kirby hasn't much in the way of offensive capabilities, but makes up for this with his unique ability of sucking up opponents and then taking on their powers!









The only problem with the multiplayer is that it's often very difficult to work out what the hell is going on, as the screen zooms in and out to keep all the players in view. As many of the characters have some very pyrotechnic special moves and with all the fireworks going off, it's often difficult to tell who's decking who!

Super, Smashing, Lovely, Great!

All in all, *Smash Brothers* is a very amusing, immensely fun cartoon-style beat-'em-up. It might not appeal to beat-'em-up fanatics – you know the sort, the ones who spend hours locked away in their rooms mastering all 3,000 *Tekken* moves – and it has to be said that it *is* fairly easy to run through.

▲ Just before you meet the final boss you encounter these dummies. You need to take out all of them within a limited time.

Da Big Guy!

The end-of-game boss is a little different from the other game characters, and it bears a startling resemblance to a certain Hasbro glove! This huge mitt has a wide variety of moves but timing and good use of the shield should see you through.





▶ Captain Falcon from *F-Zero X* is one of the hidden characters. He arrives on-screen in his race car before leaping into the fray.

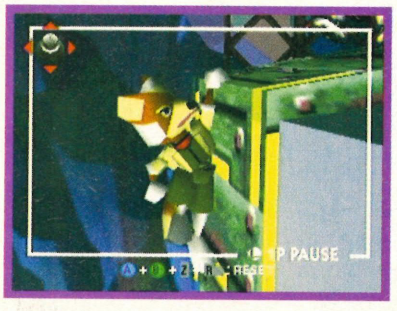


character makes for some crazy matches!

However, the amount of variety of the one-player levels and the absolutely frantic multiplayer mode make this a game that's fun to come back to again and again, even when you've unlocked all the secret characters and unearthed all the hidden levels. Although *Smash Brothers* would be well-suited to younger gamers, it also makes a great game to get your mates playing when you come back from the pub!

Supplied by:
Software Box
Contact info:
(01202) 68464

▶ If characters fall off the edge of a platform they sometimes manage to grab it. This causes a gasp from an unseen crowd.





▲ The beginning of the game is marked by a *Tekken*-style intro sequence where we meet each of the characters in their home setting.

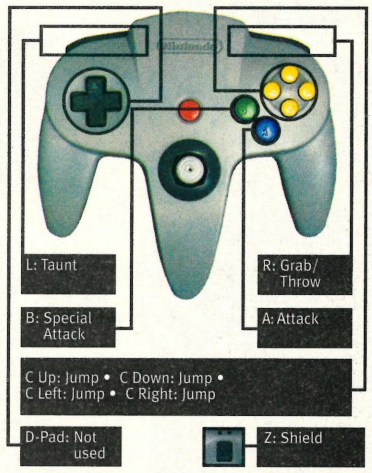
2nd opinion

If you want a hardcore beat-'em-up, look elsewhere. If you want a fun multiplayer game that isn't wrestling, this should be just fine. Like many Nintendo games, longevity may be a problem, but it's entertaining enough while it lasts. ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

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

Rating

Graphics
Audio
Gameplay
Challenge

Overall %

87

Soundbite

Fast, madcap beat-'em-up fun with colourful, crazy characters!

Written by: Andy McDermott

Party hard! Mario is back, and he's going to par-tay!

Mario P



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

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



$64,000 Question

- ⊕ Loads of sub-games
- ⊕ Many of them fun
- ⊕ Appealing visuals
- ⊕ Nicely competitive
- ⊖ Really only a multiplayer game
- ⊖ Can become repetitive
- ⊖ Nintendo can do so much more!

Aren't parties great? Cigarette burns on the furniture, congress between two people who normally wouldn't give each other the time of day under a pile of coats, unidentifiable liquids being tipped into girls' handbags, somebody necking a two-litre bottle of Merrydown on their own and collapsing in a corner, the distant stench of bleach and vomit.

Not in Nintendoland. Anxious to repair the damaged image of the party, Nintendo has gone back to the days when people at parties didn't play games that involved lewd chanting. *Mario Party* is a video board game that even your great-aunt can play. Up to four players can take part as one of six Nintendo characters (Mario, Luigi, Peach, Wario, Yoshi or Donkey Kong) in a race to collect the most coins and stars from around the six boards before time runs out.

In many ways, *Mario Party* is similar to *Tamagotchi World* (issue 11). Having programmed the latter game, Nintendo learned from its mistakes the second time around. There's a multiplayer sub-game at the end of each round, as well as plentiful one-player tasks reached by landing on certain parts of the board.



▲ To take certain routes on the main board, players have to pay tolls to the Thwomps blocking their path.



▶ This version of Concentration has the player leaping from block to block in order to match up the symbols.

Always Find Me In The Kitchen

Mario Party actually boasts so many 'happy mini games' that the Japanese version comes with a second manual just to list them all. There are 50 games in total, most for all four players at once (if you can't get four people at your party, the N64 takes over for the absentees) and the others for various three-against-one, two-against-two and one-player combinations. There really are too many to list on just two pages, but you can see a fairly good selection dotted around these words.

The games are designed to be simple to play (it's rare that any require the use of more than one button and the analogue stick) and quick to finish. The winner is rewarded with coins, while the losers usually get nothing, or even have to forfeit a few bob. Most of the sub-games come and go pretty quickly, but there are a few (the one where the players balance on huge beachballs and have to ram each other off an island, the *Beat Mania*/*PaRappa*-style orchestra) that could easily have been expanded into full games in their own right.

Gameplay on the main boards is much like *Tamagotchi World* – roll the die,

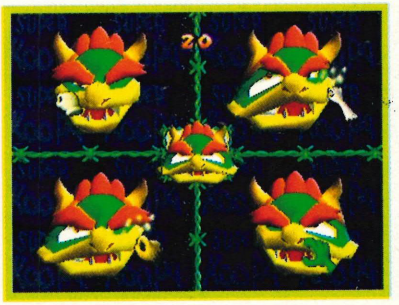
A good laugh with a



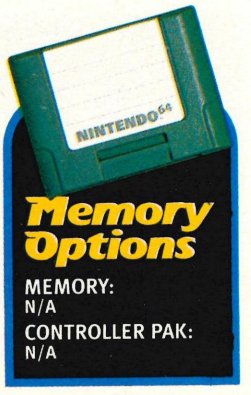
▶ The main boards (this one is Yoshi's Tropical Island) are all lively places that are full of colour and alternate routes.



▲ The claw, the claw! Swoop down and pick up a prize.



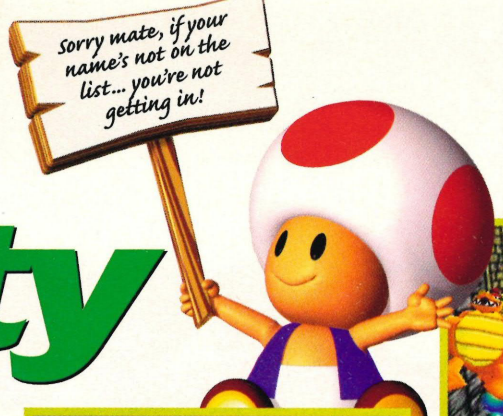
▲ This sub-game spoofs part of *Super Mario 64* – you have to morph Bowser's face to match the one in the centre of the screen.



Memory Options

MEMORY: N/A

CONTROLLER PAK: N/A



arty



▶ The fishing game is quite tough. The analogue stick is used to 'flick' the hand into the water in order to grab passing prizes.



▲ Blow up Bowser! The A and B buttons have to be repeatedly hammered to make the evil lizard balloons swell up and burst.

move that number of spaces, have good/bad things happen depending where you land. The number of turns the game lasts is set at the beginning, but you'd have to be in a real party mood to play the maximum length.

Mario Party is fun, but as the name suggests it's definitely meant for groups of people. Play it with fewer than four partygoers and the computer-controlled player(s) will usually get ahead pretty fast. The Japanese text isn't really a handicap because the sub-games are straightforward enough, but it'd be better to wait for the British release if you're interested.

It's much better than *Tamagotchi World*, because the sub-games are far more frequent, but *Mario Party* reflects Nintendo's current policy in Japan of knocking out gimmicky video toys instead of those pesky expensive-to-produce games. Depressingly, it seems to be paying off. *Mario Party* can be a good laugh with a group of friends, but it's no substitute for the games that made Nintendo's name in the first place. Let's hope this isn't a long-term trend!



▶ More fun than *Mario Kart 64*? This mini Scalextric game needs a surprising amount of concentration to beat.



group of friends!

2nd opinion

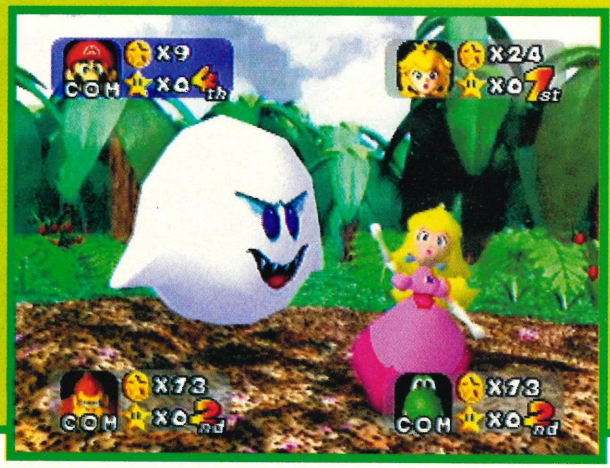
This is like buying game at a jumble sale and finding out the instructions are all in French! The sub-games in *Mario Party* are great – but it would be nice to know what the hell was happening! Good fun, but it's probably best to wait for it on PAL. ROY KIMBER

Rating



Ghostbuster!

Big Boos can be found in several places on each board. When you pass one, you can get the Boo to steal a number of coins from any of your rival players!

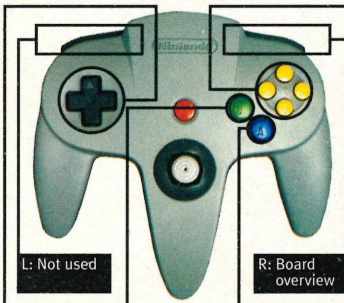




▲ Peach wins. The other partygoers are forced to retire to the stairs, where they sit and moan that nobody loves them.

64 Magazine Bottom Line

Controls



Alternatives

Tamagotchi World: Bandai (import)
Reviewed: Issue 11, 66%
Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 95%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

80

Soundbite

It's different, it's fun, but is it really what you bought an N64 for?

Written by: Andy McDermott



Castle

The children of the night are all grown up!



▲ The man himself! Dracula appears at several points in the game to taunt you and get you riled up for the final confrontation.

Count Dracula. Lord of Darkness, master of evil, ruler of the undead, able to wear a cloak and get away with it. He's a classic villain, an eternal staple of the battle between good and evil who can be taken out as many times as you like and yet somehow always manages to find a way back to life. Best of all, he's out of copyright!

Castlevania is the umpteenth incarnation of the vampire-themed adventure from Konami, and marks the first time the stake-hammering vibe has appeared in 3-D. The previous games were complex 2-D platformers (the most recent, *Castlevania X*, appearing on the PlayStation) and, to keep fans of the old games happy, Konami has included plenty of platform sections into this new game as well.

The setting is the mid-19th Century, and Dracula – long thought dead – has returned to Transylvania, casting a grim pall of doom o'er the land (sorry, but it's obligatory to write like that when doing Dracula stuff). As is traditional in the *Castlevania* games, it's down to a lone hero to penetrate Dracula's fortress of death and stuff the Count's fanged gob full of garlic bread before banging a stake through his black heart.

Castlevania gives players a choice of two characters – the latest in a long line of vampire slayers, Reinhardt Schneider, and the oddly-Hispanically-named-for-a-resident-of-Transylvania Carrie Fernandez, a young girl with magical powers. Depending which character is chosen, the route through the game changes, although most levels have to be faced no matter who you play.

Vincent Price

In play, *Castlevania* comes over as a cross between *Tomb Raider* and *Zelda*. It's more like the former, with lots of platform leaping and switch pushing –



▲ Quite literally the dog's bollocks! These three-headed hounds from hell breathe fire and bite in triplicate.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

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

$64,000 Question

- ⊕ Great story
- ⊕ Fantastic music
- ⊕ Atmosphere
- ⊕ Gameplay variety
- ⊕ Replay value
- ⊖ Useless camera
- ⊖ Annoying platform sections
- ⊖ Weak visuals

▲ Skeletons riding Nazi motorbikes? In the 19th Century? There'd better be a good explanation for this!



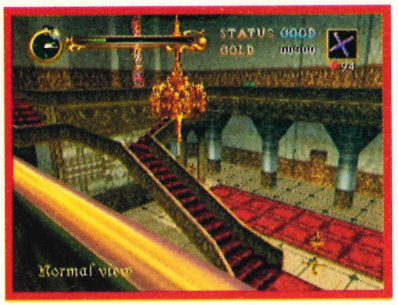


▲ Inside the mansion, a vampire attacks. If he bites you, you become a vampire yourself and can't use certain weapons.



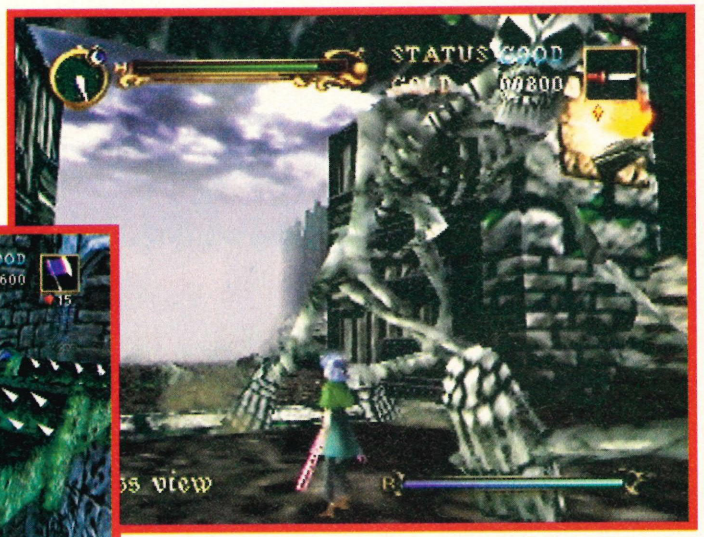
▲ The fountain outside the mansion houses some special items, if you can reach them. Watch the clock...

vania



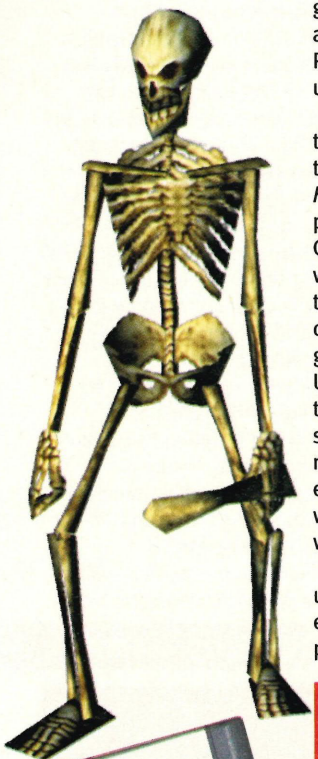
▲ By holding down C Up, the camera switches to a first-person view that lets you appreciate the detail in the scenery.





▲ The first boss – and you meet him mere moments into the game! Take that bony chimp down!

If it doesn't get your heart racing you're already dead!



the *Zelda*-style bits (like the ability to force the camera behind your character) give the impression of having been added at a later stage of development. Probably shortly after *Zelda* was unveiled at Space World '97...

The camera is, annoyingly, probably the worst enemy in the game. Most of the time, it hovers rather like *Banjo-Kazooie*'s (but without the ability to position it yourself) so that Reinhardt or Carrie can run around and fight enemies without it suddenly shifting position, but there are too many points where the camera unexpectedly swings around to give you a 'better' (ha!) view. Unforgivably, some of these points are in the middle of complicated platform sections, where an unwanted camera movement usually makes you jump in entirely the wrong direction and end up with your head looking like a dropped watermelon.

In tight quarters, the camera is often unable to decide where to go, and it ends up swinging madly from place to place as you move around. This is a common problem in 3-D games, but not being able to position the camera yourself makes it more irritating than usual. There are several sections where you come under attack, but it's impossible to get the camera to show who's attacking you!



▲ This woman at first appears to be a babe – until she emerges from the water and reveals her eight hairy legs!

Christopher Lee

Fortunately, *Castlevania* manages to elevate itself above the limitations of its dodgy camera. Heavy on atmosphere and filled with some clever puzzles to complement the vampire-killing and platform-jumping, *Castlevania* succeeds in moving beyond its 2-D ancestors while still keeping their feel. It also breaks with tradition by making one of the very first enemies you encounter a boss, chucking you right in at the deep end, and keeps you on your toes throughout. There's a nerve-wracking section set in a hedge maze, for example – if it doesn't get your heart racing you're probably already dead!



▲ Each time the boss strikes the ground with his club, animated skeletons claw their way from the earth and attack you.

On the whole, puzzles involve the old 'find object A to open up area B' routine, but there are plenty of more involving ideas as well, like the planetarium conundrum or the time-based puzzles (a clock is always ticking away in one corner of the screen) where certain places and people are only accessible at the right time of day. Vampires, of course, are more active at night...



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Four save slots

The Fearless Vampire Killers

REINHARDT SCHNEIDER

Following in the footsteps of his ancestors, the Belmonts of the previous games, Reinhardt is a born vampire slayer. His speciality is using his family's holy whip to separate the undead from their component body parts, but he's also a dab hand with a sword.
MAIN WEAPON: Whip
SECONDARY WEAPON: Sword



CARRIE FERNANDEZ

A young girl who has recently been orphaned, Carrie realises that the cause of her mother's death is ol' Drac, and sets out to get some payback. Although she's physically weak, Carrie's magic can be very effective, especially when powered up fully.
MAIN WEAPON: Homing spell
SECONDARY WEAPON: Xena-style rings-o-doom



The Dead Rise

At the start of the game, your character (Carrie, in this case) soon discovers a corpse lying on the ground. As you examine it, a skeleton nearby moves slightly... closely followed by some of his bony mates clawing their way up through the ground and starting on you!

















▲ These two bone snakes guard the mechanism that raises the castle portcullis. If you can't find cover, they'll kill you very quickly.





▲ Schneider goes up in flames as a mutated lizard man blasts him with his inflammatory halitosis. Bad smell, man!



The variety that *Castlevania* offers is one of the game's best features. You never know quite what to expect as you enter a new area, and there are some genuine brown trouser moments when a seemingly innocuous situation takes a sudden twist. Try playing *Castlevania* with the lights out and the sound cranked right up. Before long it'll save wear and tear on your seat, because you'll only be using the edge of it.

Bela Lugosi

The bad news, especially for those spoiled visually by the likes of *Zelda* and *Turok 2*, is that *Castlevania*'s looks are... well, 'mixed' would be the kindest way of putting it. The early levels are plagued by some horrible blurry textures and occasionally obtrusive fogging, and there's a generally fuzzy look to the game as a whole. Despite some of the later stages having some very detailed scenery, the overall look is more like an early N64 game than one that's appeared three years into the machine's life.

As for the main characters and creatures of the night, these look better, but again *Zelda* has gone and ruined it for everyone else. After Nintendo's tour de force, *Castlevania*'s populace has a somewhat mechanical feel, people bodypopping about like those stupid robot dancers that plague town centres of a weekend. That's not to say that they don't look good – Reinhardt and Carrie in particular are well-detailed, and some of the monsters are suitably ugly – but there's no real feeling of life behind them. Most of the time, the camera doesn't get in close enough to show the creatures of the night to their best advantage.

One area where *Castlevania* excels is in its music. Konami's games have always been noted for great tunes, but *Castlevania* is probably the best example of the N64's musical prowess to date. The music isn't non-stop, like *Turok 2*'s ultimately repetitive background sounds, but comes in at appropriately dramatic moments. Cut-

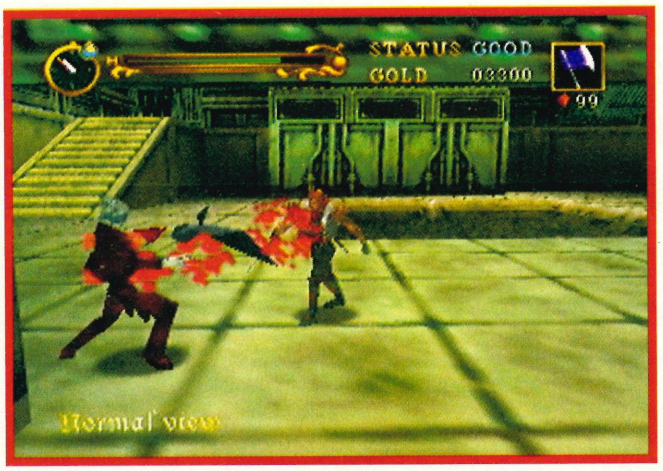
The best example



▶ Early puzzles tend to revolve around finding switches that open gates. Luckily, more imaginative tasks appear later.



▲ This mirror provides a creepy moment later in the game – remember, vampires don't have reflections!



scenes are also accompanied by music that suits the moment – the scenes with vampire maiden Rosa, for instance, are as mournful as her mood.

Leslie Neilsen?

Castlevania is a good game with some infuriating faults, most of which could have been fixed given a bit more time. The camera definitely needed more work, and a lot of the textures on the scenery would have benefited from some extra attention. The translation of the text into English (despite appearing in the US first, *Castlevania* is a Japanese game) is also surprisingly shoddy in places.

On the whole, if you're prepared to overlook, or at least work around, the faults, *Castlevania* is well worth considering. To see all the levels you need to play the game with both characters, and it also has plenty of hidden extras (new costumes for the heroes, secret stages and the like) that have to be hunted down. If a bit more time had spent tidying up the rough edges, it would have been a cert for a Sizzler award.

The only thing that old hands at *Castlevania* will be left wondering is why you can't swing with the whip...

of the N64's musical prowess!



▲ Feeling peckish? Luckily there is a branch of KFC open inside the castle – look, there's Colonel Sanders!

▲ If you were hoping for gallons of gore, this is about as much as you'll get. *Castlevania* relies more on atmosphere.



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

▶ Renon is a demon, but he's willing to help you out – for the right price. He can sell you useful items like food and healing kits.

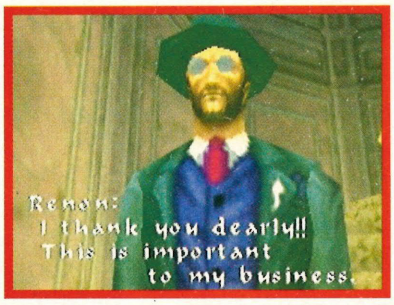
Candle In The Whip

Fans of the old *Castlevania* games will appreciate one holdover that survived the transition to 3-D. Hit certain objects, like torches and candles, and they'll more often than not disappear to reveal red gems. These gems are used to power the special magical weapons that you can pick up throughout the game.



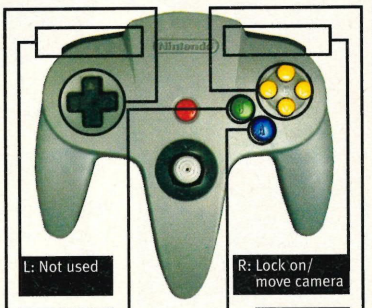






64 Magazine Bottom Line

Controls



Alternatives

Zelda: Nintendo (£49.99)
Reviewed: Issue 21, 98%
Silicon Valley: Take 2 (£44.99)
Reviewed: Issue 20, 87%

Rating

Graphics

Audio

Gameplay

Challenge

Overall 85%

Soundbite
A worthy sequel, which has some annoying faults.

2nd opinion

This is what games used to be like – simple, atmospheric and bloody hard! *Castlevania 64* takes the best elements of the classic 8 and 16-bit platformers and gives them a 3-D makeover. Mature gamers will love it but the difficulty level might put off younger fans. ROY KIMBER

Rating

Written by: Roy Kimber

Goemon

Goemon's back... and this time he's bringing a friend!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Konami
Developer:	Konami
Game Type:	Platform adventure
Origin:	Japan
Release:	Out now (import)
Price:	£54.99

The original *Goemon* game was entertaining, challenging and, above all, weird. That was even after the UK translation came out and we could tell what the characters were actually saying!

Goemon 2 is the Japanese sequel to *Goemon*, obviously, better known by its UK title of *Mystical Ninja Starring Goemon*. As with the previous game, this game is both enjoyable and also very, very, weird.

Rather refreshingly, instead of simply churning out the same product again, Konami have revamped the game structure, taking out some of the things that didn't work so well first time round and adding some totally new features.

Oriental Oddness

In keeping with the first game, a suitably strange plot runs throughout. It seems that the wise old man from *MNSG* has invented a machine for re-animating the dead. Something has gone wrong, however; the machine has been stolen and as a result ancient Japan has been flooded with ghosts.

As the wise old man is a pointy-haired managerial type, it's absolutely unthinkable that he would be the one to go and sort out the mess, so instead it comes down to Goemon to put things right. Well, Goemon and a friend.

This is the first change that Konami have made to the game. *Goemon 2* features an all-new (to the N64, anyway) two-player co-operative mode, which allows you and a friend to team up as you set out to challenge the evil forces that are rampaging across Japan.



▲ Various sections of the map are blocked by guarded gates. You need to collect tokens in order to pass.



▲ Collecting silver fortune dolls (they look like cats) grants you weapon power-ups. Look at the size of Goemon's pipe!

3-D Or Not 3-D?

Another big change to the original game is the perspective. Whereas the first game was entirely 3-D, the majority of *Goemon 2* is actually 2-D, with clever use of graphics giving an imitation 3-D effect. Movement in the game is on a 2-D plane so the characters can go left and right and jump up and down, but they can't move into or out of the screen. To prevent the whole thing from looking flat, all the backgrounds are



▲ Ah... Monkey! Goemon does his impression of a cult Japanese TV character while Ebisumaru struggles to keep up on foot.



$64,000 Question

- ⊕ Colourful, crisp graphics
- ⊕ Good mix of 2-D action and 3-D adventuring
- ⊕ Loads of weird and wonderful characters
- ⊕ Co-operative option
- ⊕ No more aimless wandering around large open spaces
- ⊖ Loads of Japanese text



▲ Cities are busy places where all manner of strange individuals go about their daily business. Fancy doing a little shopping?



Memory Options

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

Pseudo-Problems!

The not-quite 3-D perspective in *Goemon 2*, while looking nice, does occasionally cause problems. Like here, for example, where a huge block of wood in the foreground moves across and totally obscures the action!





2



▲ This is a good example of the imitation 3-D in the game. Yae appears to be in a 3-D landscape, but she can only move left or right.



created from polygons, so you can see different sides of them as you go past – you just can't move closer to or away from them. In play, the feel is similar to *Pandemonium* on the PlayStation or *Nights* on the Saturn, the closest N64 equivalent being certain parts of *Mischief Makers*.

So why the move back from full 3-D? Memory may be one reason – since objects can only be viewed from certain angles, the whole thing doesn't have to be built, freeing up space for things like the two-player mode and the vast wodges of speech and music. A more likely reason, though, is to take the game back to the acclaimed style of the old Super NES Goemon games, but updated visually.

Another reason might be gameplay. Although the first game was in general extremely good, one its most irritating aspects was that certain parts required a great deal of very difficult jumps to be made – in 3-D, this became at times almost stupidly difficult. The 2-D gameplay, where you only have to worry about dealing with one plane of movement, means that things like jumps become about a hundred times easier to accomplish!

As in the first game, the idea is to explore Japan, talk to the locals for clues, accomplish various tasks and conquer a variety of different bosses. You also need to spend time exploring the towns to uncover various special objects which you need on your quest.

▲ "You talkin' to me? Are YOU talkin' to ME?" Goemon practices his *Taxi Driver* impressions in the local city jail.



▶ "No more complaints, Sazuke! We're going to buy you a pair of Odour Eaters, and that's final! Smelly green midget..."

A Spiky Problem

This is one of the big bosses in the game. He fires bombs into the air which randomly drop on you, breathes fire, lashes you with his spiky tail and – just for good measure – your friendly robot Impact tries to pound you with his fists. To kill the boss you need to whack his falling bombs back at him.





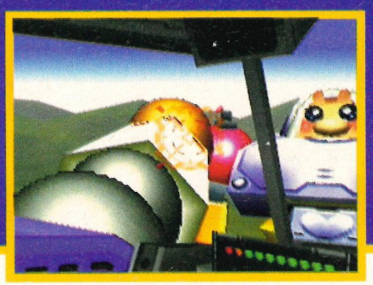


This game is enjoyable and very, very, weird!

Impact's Got A Girlfriend!

The giant robot battles from the first game are back and this time Impact, the giant robot that Goemon piloted, has a friend. This female Impact (Impactina?) allows two players to take on the evil enemy 'bots together.







▲ This is probably Plasma – the fortune teller from the first game – or his equivalent. Then again, it might also be a Japanese discotheque!



▲ Who ya gonna call? Ghostbusters! Each time you destroy a ghost, its spirit is freed to return from whence it came.

Murder The Gophers!

At the end of each section of the game you encounter one of these huge gopher-like creatures. Smash his head open to reveal a token which grants you access to later levels!





This exploration is interspersed with arcade action, usually as you undertake some challenge or other set by one of the characters you meet.

Size Isn't Everything...

One of the things which annoyed people the most in the first game was the size of the play area. The fact that the game was big wasn't a bad thing in itself, but there was a lot of landscape where pretty much nothing happened. Since you often had to go backwards and forwards between the various towns, this regularly led to a great deal of fairly tedious travelling. Well, no more! After each section in the game, the map appears with a little version of your character (or characters, if you're playing co-operatively) on it. A glowing line indicates which way you can go and a swift button click sends you there. In this way, the action isn't spoiled by long period of mindless wandering – although you'll still need to spend some time exploring the towns.

What all these changes mean is a slicker, faster-paced, more polished game. *Goemon 2* enjoys all the benefits of the first game and eliminates the problems. You begin the game with the characters of Goemon and his fat friend Ebisumaru.



▲ Like *Zelda*, *Goemon 2* has both day and night. At night different, nastier ghosts appear, like these grinning green ones.

Mix 'N' Match

Because sometimes the 2-D arcade sections require the talents of a specific character, you'll come across these switching points. Simply jump onto the platform and press down to teleport to a mysterious room where you can choose whichever character you want.









▲ This level is in flames, and some of the ghosts have got too close and caught their bottoms on fire!



▲ "For pity's sake, Yae! Your bum does *not* look big in those trousers! Now can we please get on with saving the world?"



▲ "Right. Right. Uh huh. Right. I see. Er... just one thing, what the hell are you talking about exactly?"

During the course of their adventures, our heroes encounter their friends Sasuke the psychotic robot midget and Yae the mermaid sword-chick. Each character has different abilities and weapons – some the same as in the first game, plus some new ones like Ebisumaru's Marioesque bottom-bounce – and you need to utilise them each in different situations. The mad DJ bloke in the first city, for example, won't talk to anyone but Goemon, and you need to get him to talk to you in order to accomplish a specific task.

something (at which time you are sent back to the map and your destination is highlighted). This isn't always easy – for instance, the first time we played the game we managed to get the guards to open the city gates but the second play through we couldn't work out what we'd done to earn this. It is a lot easier to play this than the first Goemon though, and the 2-D platform action sections, which play more or less identically to the SNES games, make it worth the effort. Can't wait to get our hands on the English version!

A definite improvement over the first game...

Old Blue-Hair Is Back!

Goemon 2 is a definite improvement over the first game, which was itself very good. Obviously the major problem is the Japanese text, unless of course you happen to be Japanese which the majority of our readership aren't. However, due to the new style of gameplay, it's much easier to progress as it's simply a matter of searching each town methodically and talking to everyone until they ask you to do



▶ The 2-D action sections come in a variety of styles. This section has our heroes encountering all sorts of underwater foes.



▼ If you thought the enemies in the last game were weird... Skeletons in boats and hermit crabs in skulls aren't the half of it!

2nd opinion

This is much more like the old SNES *Goemon* games, and that's certainly not a bad thing. It's got all the weirdness and bizarre sub-games that *Goemon* fans expect, and keeps the same playability as well. Roll on a UK release!

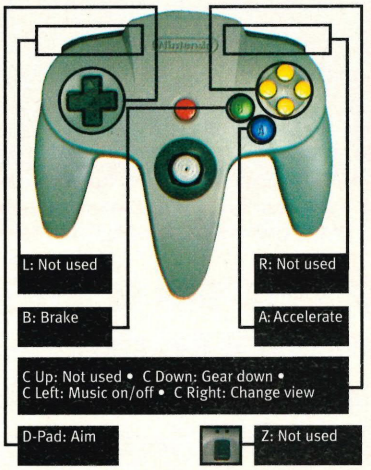
ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

Mystical Ninja Starring Goemon: Konami (£59.99)
Reviewed: Issue 13, 85%
Mischief Makers: Nintendo (£49.99)
Reviewed: Issue 7, 82%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

80

Soundbite

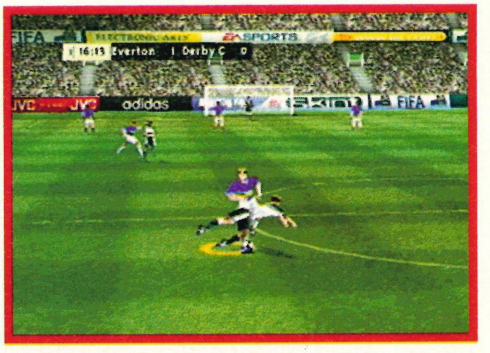
An excellent arcade adventure that suffers from Japanese text. The English version should be superb!



▲ A quick shimmy to the right, otherwise known as the Chrissy Waddle fools opposing players every time.



▲ The best way to score, other than blasting it from close range, is to pounce on the ball when the keeper spills it.



▲ Throw yourself to the ground like any Italian worth his salt does. Instead of an Oscar, you could get a free kick.

FIFA '99 is EA's finest effort to date – but can it kick Konami's mighty ISS '98 into touch?

Fifa '99

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	EA Sports
Developer:	EA Sports
Game Type:	Sports
Origin:	UK
Release:	26 March '99
Price:	£39.99

Love 'em or hate 'em, EA's relentless marketing machine churns out at least one *FIFA* game every year, but as *World Cup '98* proved, the good times are back and the 'curse of FIFA' has been well and truly banished to the sidelines. As regular readers will be aware, the last game scored a massive 93% back in issue 14, and although not quite in the same league as Konami's seminal *ISS '98*, injected new life into a heavy-legged series that had become an industry joke.



▶ As the ball descends toward a couple of opposing players, both of them look up and follow the trajectory of the ball.

So here we are, smack bang in the middle of another season and following our tasty preview like a faithful hound, comes undoubtedly *FIFA*'s finest hour. Before we get too carried away though, this isn't the *ISS '98* beater that we'd all hoped for. Perhaps a little divine intervention could put paid to that, but *FIFA '99* (the fourth in the series) is a beautifully crafted game, which like its predecessor will appeal to novices and experts alike. Cutting straight to the chase, it's even smoother than *World Cup '98* – and when played at normal pace you can't help but admire the superb attention to detail.

Fever Pitch

And we don't just mean the superb off-the-ball celebratory gestures and grimaces of the players which are FIFA trademarks, but the actual in-game animations as well. The emphasis this time has been placed heavily on the

Undoubtedly FIFA's

domestic leagues throughout Europe, but 20 international squads feature too, in case you fancy spanking the Argies in a World Cup grudge match.

With over 220 teams to choose from and a wealth of comprehensive options including a European Dream League and cups (pre-set and custom) to wade through, *FIFA '99* delivers in a way in which we've come to expect. Additionally, a brand new feature allowing you to trade players has been included – it's far too simplistic to be tarred with the same brush as *Championship Manager* on PC, but it lets players have a tinker in the transfer market. The useful IGM system has been retained for *FIFA '99* too, which means that any time during the game you can change from a defensive arrangement to something far more adventurous with the press of a button.



$64,000 Question

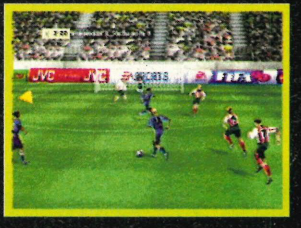
- ⊕ Superb, silky-smooth graphics
- ⊕ Huge range of moves and animations
- ⊕ Comprehensive commentary
- ⊕ Brilliant front-end and options
- ⊕ Variable speeds of play
- ⊖ Occasional slight slowdown

Up The Resolution!

If you sift carefully through the options, there's a very nice little number allowing you to play in 'Super Hi-res'. The effect is quite stunning, but the smoothness is unfortunately affected. Still, it plays well enough at the 'Normal' speed setting!



The normal resolution...not bad.



Super hi-res...oh baby!



▲ IGM Strategy has three presets, and fully toggleable formations can be programmed in to change your formations in-game.



▲ Change the default recommended team with Team Edit if your all-stars performances aren't up to scratch.



▲ At any time your wingers can instantly put in a cheeky cross, and if you get the timing right, some gorgeous headed goals fly into the net.

64 MAGAZINE SIZZLER

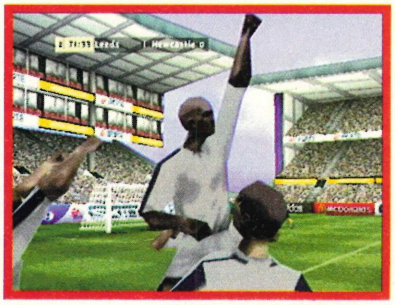
9

finest hour!

Escape To Victory

When compared to the intuitive, ultra-slick playability of *ISS '98*, *FIFA* falls just slightly short. Yes, there are four speeds of play and the option to play at Amateur, Professional or World Class level, but it's still too easy to score goals and there's just the tiniest hint of slowdown every now and then. EA has kindly included a stunning hi-res mode which looks the dog's danglies, but this hampers the tempo somewhat when the game is boosted up to a quicker pace.

On a more positive note, when you're passing the ball, there's virtually no delay in execution and you don't need to wait for players to finish their extravagant animation sequence before taking up the reins again. Speaking of which, fantastic manoeuvres such as step-over nutmegs and bicycle kicks can be learned within minutes, and all this by combining just a couple of buttons. A *FIFA* game has never been so easy to play, without losing the strength in depth that more experienced players will appreciate. *FIFA '99* is superb value for money and proof that there almost certainly life in the old dog yet. If you're a fan of the series, look no further!



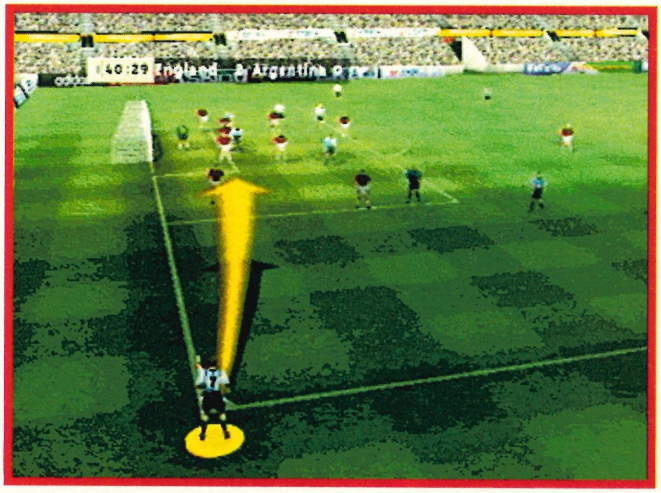
▲ The celebratory sequences are easily the best we've seen in any football game. The front end is simply brilliant too. C'mon Leeds!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Saves settings, league positions and edited players and teams



▲ "Go on son, on me 'ead!" Corners offer strikers a prime opportunity to grab an easy goal. Headers and overhead kicks can look spectacular.

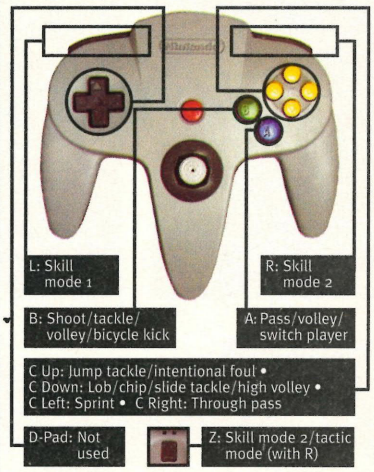
2nd opinion

We've seen *FIFA*s come and go, but finally there is one to stay. *FIFA '99* has the kicking power to last more than just a few weeks. And with the introduction of the hi-res mode, you can bask in the glory of those stunning shots and thunderous volleys! PAUL MORGAN

Rating

64 MAGAZINE Bottom Line

Controls



Alternatives

World Cup '98: Electronic Arts (£54.99)
Reviewed: Issue 14, 86%
ISS '98: Konami (£39.99)
Reviewed: Issue 18, 95%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

91

Soundbite

Quite simply the best *FIFA* game to date, but doesn't knock *ISS '98* from its perch... yet.

Written by: Roy Kimber

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

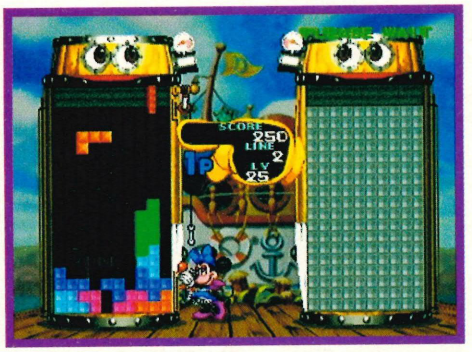
Publisher	Capcom
Developer:	Capcom
Game Type:	Puzzle game
Origin:	US
Release:	Out now (import)
Price:	£59.99



$64,000 Question

- ⊕ It's *Tetris*, which can't be bad
- ⊕ Colourful graphics
- ⊕ Excellent Seventies-style soundtrack
- ⊖ It's *Tetris*, which has been done before!
- ⊖ Mundane Story mode
- ⊖ Only two players





It's magical. It's challenging. It could only be Magical Tetris Challenge!

Magical Tetris Chal

DISNEY CORPORATE HEADQUARTERS: Crisis Meeting

FIRST EXECUTIVE: Damn, we've got a problem! Thanks to government cutbacks the cost of cryogenics has just gone up!

SECOND EXECUTIVE: So?

FIRST: So I've just had the cryo lab on the phone and if we don't find about $10 million immediately, Walt's head is gonna be thawed out and sent back!

SECOND: Oh yeah, Disney's frozen head. Sorry, kind of forgot about it...

FIRST: Everyone's tried to forget about it! I mean, it's just embarrassing! And the last thing I want is to open my mail one morning to find someone's FedExed me a defrosting severed head!

SECOND: Right, so we need cash, fast. How about we open another amusement park somewhere?

FIRST: No, no, no. Remember what happened with EuroDisney... er, I mean Disneyland Paris.

SECOND: Okay... um... got it! We'll release a videogame!

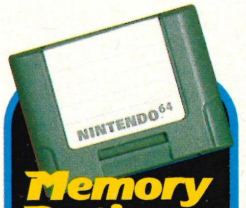
FIRST: But won't that cost a lot to develop?

SECOND: Nah, we'll just get Capcom to take a game that's already successful and stick a few Disney characters in it. Like, I don't know... *Tetris*?

FIRST: *Tetris*! No one's going to pay huge wedges of cash for a game like that. It's been around for years!

SECOND: Ah, no, because you see this is the cunning bit. We put a small meter at one side of the screen, add a few different shaped blocks and call it *Magical Tetris Challenge*.

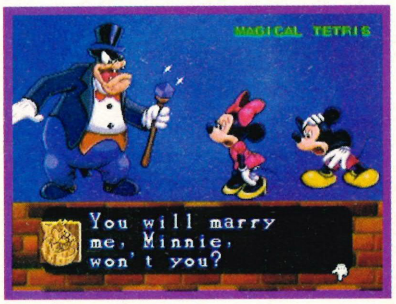
FIRST: Hmm... *Magical*... *Tetris*... *Challenge*... Brilliant! Let's do it!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Not used



◀ Evil old Sir Pete hypnotises Minnie into marrying him. Go on Mickey, teach him a lesson with your, er, aggressive *Tetris* playing!



▲ Updown Tetris is basically normal *Tetris*. Any multiple lines you make vanish will appear at the bottom of your opponent's screen.

Heads You Lose!

And that's how it happened. Probably. Well we'd like to think so.

Magical Tetris Challenge is – rather obviously – another *Tetris* clone, albeit with a few small innovations. One difference is that rather than playing solo, you play split-screen against an opponent – just like the original Game Boy link-up mode. Capcom has also attempted to add something to the

Magical Tetris Challenge is – rather ob

basic gameplay. There's the magic meter, for example. This fills up every time you clear a single line and when it reaches the top it wipes out all the blocks above the level of the meter, thus giving you a few seconds of breathing space.

The biggest innovation is the inclusion of some new shapes for the blocks ranging from small to so-big-it's-ridiculous! When playing in Magical Tetris mode, if you get more than one line at a time, 'magical' energy is sent to your opponent's screen and causes one of these annoying new blocks to appear.

In addition to Magical Tetris mode, there is also an Updown Tetris mode (which is two-player *Tetris* without the new blocks) and also Endless Tetris mode, which is normal Tetris with no opponents.



▲ Now that's magic! When your magic meter reaches the top, a colourful wash sweeps away any blocks above it – excellent!



▲ Vanishing four blocks in a row gets you the familiar Tetris. Do it to five in a row, though, and you get a Pentris!

lenge

▶ If you achieve a Tetris or a Pentris, you opponent's screen goes crazy for a second and their character gets a shock.



Taking The Mickey?

This is a fair attempt at a variation on *Tetris* with bright, colourful graphics. Judging by the dialogue in Story mode (which is, frankly, excruciating) this game must be aimed at a fairly young age group and in truth it won't hold older audiences' attention very long. Once you've got over the surprise of the differently shaped and sized new blocks, the Magical Tetris mode becomes fairly boring and even frustrating as larger and larger blocks get dumped on your screen. About the only thing to really recommend this game is the two-player head-to-head mode, but as there's a four-player version of *Tetris* due for release later this year, you'd be far better off waiting for that.

To be fair, this is the first version of 2-D *Tetris* on the N64, which must count for something, but then perhaps the reason that it's never come out on the N64 is that it isn't needed.

Don't misunderstand us, *Tetris* is an excellent game, but to pay 60 quid for it – which could also buy you a Game Boy Pocket with the original (and best) version of *Tetris* and still leave enough cash left over for about a five year supply of batteries – well, there's just no contest!

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

viously – another Tetris clone

I'm Gonna Tell You A Story...

In one-player mode a tenuous storyline connects each game. Depending on which of the four characters you choose, the plot changes, but it basically comes down to a few lines of conversation followed by "...all right, but first you must beat me at *Tetris*." Here Mickey must play *Tetris* with Minnie to... help her bake cookies?







▲ The strange new-shaped blocks like the ones on player two's screen are quite disconcerting if you're used to normal *Tetris*.

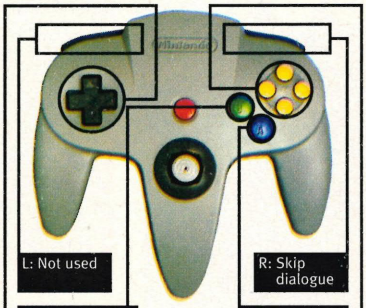
2nd opinion

So for this, we've been denied N64 *Street Fighter* and *Resident Evil*? The *hell*? Yes, *Tetris* is still an addictive game, but it's hardly something people were crying out for. The new, oddly-shaped blocks also screw with the classic gameplay. Sacrilege! ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

Tetrisphere: Nintendo (£39.99)
Reviewed: Issue 10, 70%
Bust-A-Move 3DX: Acclaim (£39.99)
Reviewed: Issue 22, 90%

Rating

Graphics
Audio
Gameplay
Challenge

Overall

65%

Soundbite

Two-player *Tetris* it may be, but you could buy a Game Boy Pocket with original *Tetris* for the same price!

Written by: Ben Lawrence

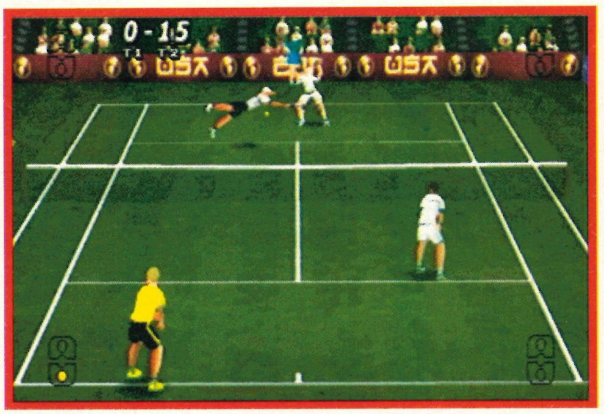
Ninfo

PLAYERS:

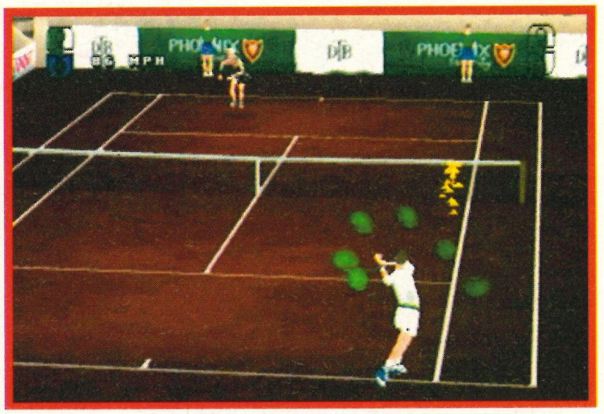
EXPANSION PAK

RUMBLE PAK

Publisher	Ubi Soft
Developer:	Ubi Soft
Game Type:	Tennis
Origin:	UK
Release:	March '99
Price:	£44.99



▲ When playing with the CPU against the CPU the other players are thankfully very intelligent. They end up diving everywhere. too!



▲ Manage a super-duper smash and your opponent will turn to jelly. There's virtually no way you can stop these once they are unleashed.



$64,000 Question

- ⊕ It's original!
- ⊕ Players move smoothly enough
- ⊖ Lack of options
- ⊖ Lack of in-game detail
- ⊖ Not enough stars!

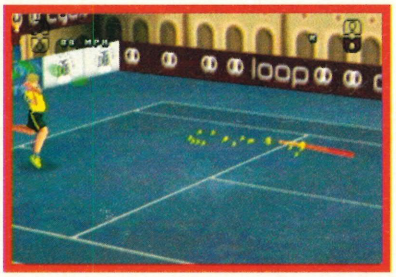
All Star Tenni

Ah, the smell of strawberries and cream! Not to forget high explosives - it's tennis with a difference!

Summertime comes but once a year (if we're lucky) and out of hibernation crawl the international superstars of summer sports. The heady smell of freshly mown grass, the chatter of an expectant audience and a glass of Robinson's Barley Water are all waiting to greet the international tennis stars as they enter the court and dazzle us in this latest tennis sim. We did say summer only comes if we are lucky. Unfortunately, summer has taken a quick detour this year and found itself on a package holiday in Belgium, thus leaving *All Star Tennis* standing in the rain.

Game...

As the title implies *All Star Tennis* should be exactly that... All Star. Rubbish! The game features a few little-known tennis players and a hefty lump of fictional ones thrown in to bulk out the numbers. In our book that makes the game in no way 'all star'. The size of player pay packets isn't always what matters though, it's what they can do with their balls that counts. So maybe *All Star Tennis* would concentrate more on the quality of play rather than the quality of players. Then again...



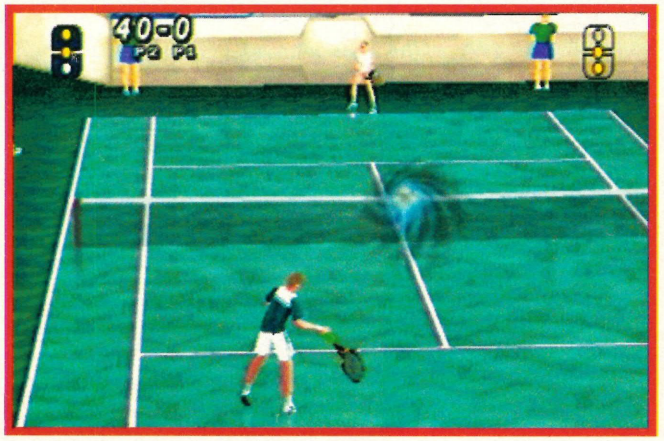
▲ Don't even try to stop this ball. You might as well put your racquet down, sit in the crowd and pinch everyone's strawberries.



Memory Options

MEMORY:
Saves tournaments

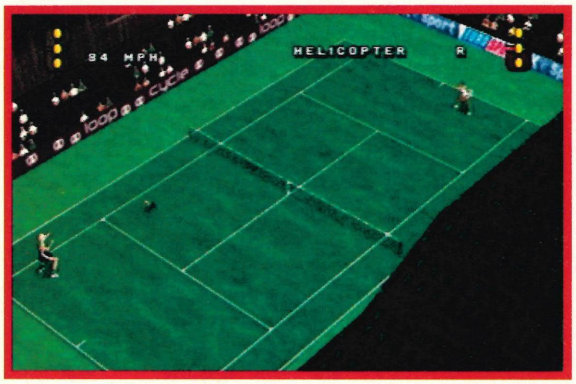
CONTROLLER PAK:
Saves tournaments and stats



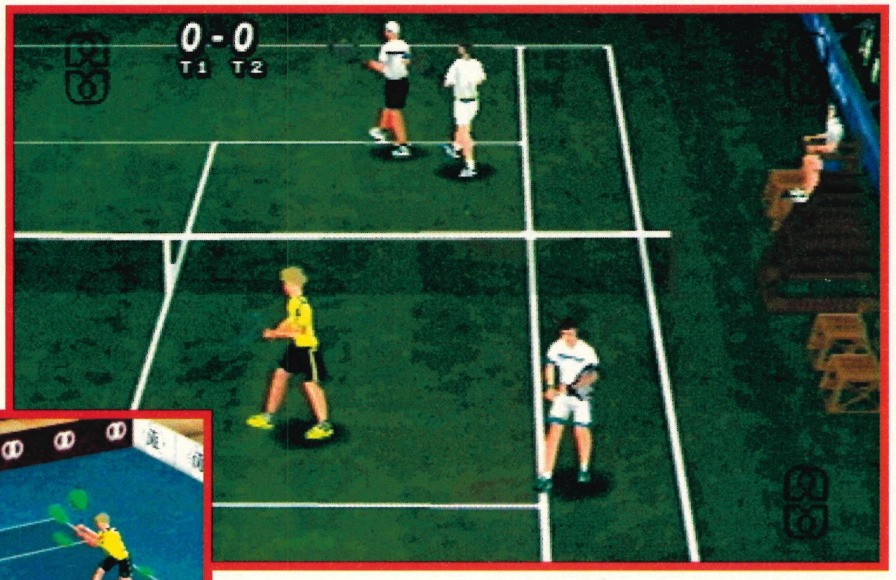
▲ If you look into the vortex you will slowly become hypnotised and will be under the complete control of the commentators. Beware, player, beware!



▲ Don't tread on the bombs or you'll end up being embarrassed like this bloke. Surprisingly they can always get up straight afterwards!



▲ Watch all your action replays from a distance. You can't see what's going on but you can ask the opinions of pigeons and passenger jets.



s '99



▲ Walking out onto centre court only one pair of players come away victors. But who, though?



▶ Select your player and watch them prance around the screen looking adorable in the hope they'll get picked to play.

There are three styles of game you can choose from, and of the three choices, Bomb Tennis is by far the most pant-wetting, but more on that Semtex-soaked option later. For now, the only games available are Arcade and Tournament. You know the drill. Arcade is a one-off game against the CPU or friend and Tournament will see the last man standing as the winner. "Well, what's so different?" we hear you shout. Well, that's it, you see... absolutely nothing. The players are animated smoothly enough despite walking like crabs (yes, they scuttle across the court) and the speed of play is refreshingly fast, but ultimately there isn't enough packed in to make you skip around like a delirious fool.

The screen is somewhat barren in appearance too, lacking power gauges to judge your shots, lacking in a scoreboard or any other form of information that might be of interest.



Set...

The actual playing dynamics also reek of a certain DIY cheapness. The ball and racquet contact is laughable and you get a very floaty feeling to proceedings, as if you are spectating rather than participating in the on-court action. The amount of moves available don't help either and just go to show what a very average job has been made of the game. It all comes down to basic button tapping, with the occasional change in tack to sneak the ball past your opponent. There is nothing remotely satisfying to get your teeth into. Looking on the brighter side of what is quickly becoming a lesson in the average, you can turn on the Special Moves option. Reality now packs its bags and runs away to join the circus.

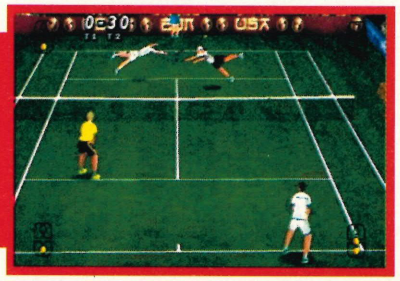


The special moves opens the game up and turns what was looking like a lost cause into something that could pass for entertainment. Yes, wonderful people, *All Star Tennis* becomes slightly fun!

ing more than a bad job made good...



▲ Making desperate lunges for the ball pay off more often than not, but make sure you get to your feet quickly!

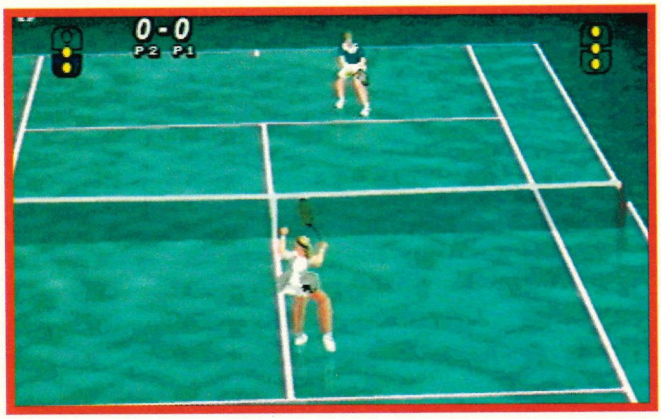


▲ When playing doubles, make sure you have good communication with your partner or else you'll both end up looking at the sky!

Bombs Away!

Without a practice mode, *All Star Tennis* players can use the Bomb Tennis option as an ideal alternative. Although the concept is really daft, it helps you learn to use the court effectively and when in two-player mode it makes sure you co-operate with your partner or else you'll end up in pieces. So, if you're getting beaten by the CPU, undertake this game and it will improve your skill no end! Maybe that's how they do it in real life!







A power bar now appears on screen and when you manage to pull a few sly ones against your rival it will power up, giving you the chance to pull off a super shot. These travel at tremendous speeds with sparks following them and are very handy if you are a few points down. The action replay will also show every confidence-crushing smash you make with the super shot, so you can gloat to your heart's content. There is also a time vortex that opens up to suck your ball through and spit it vehemently on the other side, again notching up those points if you can successfully pull it off.

Then comes the Bomb Tennis! Everywhere your ball lands it lays a bomb. Avoid the bombs to remain a biped. Stand on the bombs and kiss your Dunlops goodbye. These elements, although appearing to be afterthoughts, add longevity to the game that it was certainly lacking in the standard Arcade and Tournament modes.

▲ Win a match and your player will celebrate. This one jumps about screaming and waving her racquet around. Bless her!

And Match...

All Star Tennis hasn't exactly pushed the boat out to become the definitive tennis sim. The mere fact that it has to rely on super shots, time-rips and bombs to stay interesting proves that this cannot be taken too seriously, but they help tremendously in lifting the game out of bargain bucket hell.

They don't quite manage to convince us that *All Star Tennis* is nothing more than a bad job made good. It is still rough as a hippo's butt, the players are still limited in choice and moves and the ball contact is still as ghastly as being kissed by a hairy-chinned old woman. If you have any other tennis game you won't want this.



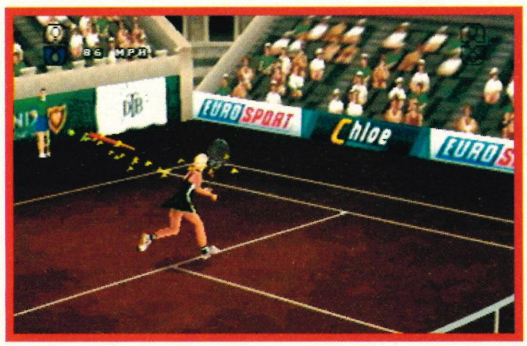
▲ Fight your way through a tournament, battling against the other players, and you will become a court hero.

2nd opinion

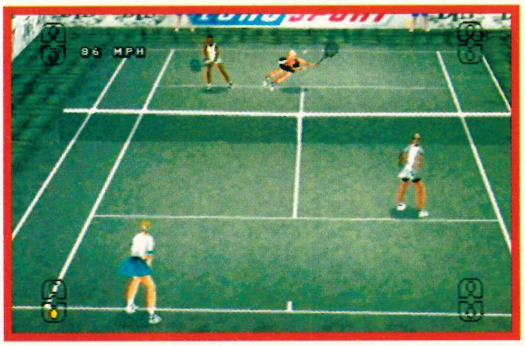
I've never been a great fan of tennis games as I prefer the real thing, but *All Star Tennis* is good fun to play, has a wide range of options and handles very well. The Bomb Tennis mode is excellent and shows that even serious tennis games can have a lighter side! **Roy Kimber**

Rating 4

The playing dynamics reek of DIY cheapness...



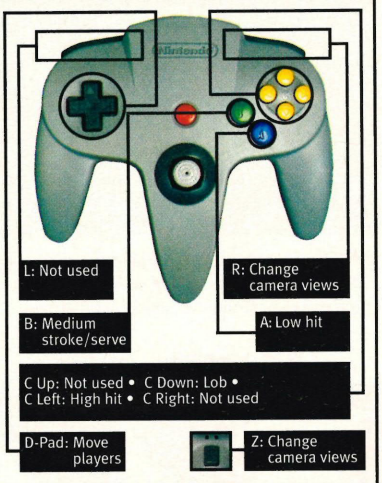
▲ Zoë, one of the first players you come up against, watches in horror as you slam a super shot past her and win the match!



▲ The lady players lose all dignity when they jump across the court. Luckily they always wear sensible sports knickers!

64 Magazine Bottom Line

Controls



Alternatives

Let's Smash: Hudson Soft (Import)
Reviewed: Issue 21, 90%
ISS '98: Konami (£39.99)
Reviewed: Issue 18, 95%

Rating

Graphics 4

Audio 3

Gameplay 4

Challenge 3

Overall

70%

Soundbite

Buy *Let's Smash* instead!

Tel: 0410 425019 Tel/Fax: 01437 769357

CONSOLE KING

Email: consoleking@yahoo.com

PSZ ACTION REPLAY - Plays all CDs inc. Imports etc.. No Chips Required! £19.99

Latest PlayStation Dreamcast, Nintendo 64 & Saturn Available

BEST QUANTITY DISCOUNT IN THE UK.

UNIVERSAL PLAYSTATION - Plays all import/UK CDs £120.00

PLAYSTATION CHIP & INS. LETS YOU PLAY UK/US/JAP GAMES - QUANTITY DISCOUNT	£5.00
PLAYSTATION LASER UNIT	£35.00
PS SCART LEAD	£5.00
PS GUN-CON SCART LEAD	£6.00
SMART PAL BOOSTER - IMPORTS IN COLOUR ON ANY TV!	£18.00
DUAL SHOCK PAD - SONY	£17.99
16 MB PS MEMORY CARD	£19.00
SONY 1MB MEMORY CARD	£8.50
VIRTUAL PISTOL WITH SLIDING TOP - BETTER THAN GUN-CON	£38.99
PSZ ACTION REPLAY - PLAYS ALL CDs INC. IMPORTS ETC.	£20.00
PS JOYPAD EXTENSION CABLE	£5.00
PS LINK CABLE	£5.00

PLAYSTATION CDs

RIDGE RACER 4 JAP	£46.99
RIDGE RACER SPECIAL EDITION	£68.00
R-TYPE DELTA JAP	£46.99
ERHGEIZ JAP	£46.99
STREET FIGHTER ZERO 3	£46.99
SILENT HILL	£46.99
FINAL FANTASY 8 JAP	£49.99
METAL GEAR SOLID US	£43.99
BRAVE FENCER US	£43.99
RIVAL SCHOOLS US	£43.99
BRAVE FENCER US	£44.99
SOUTH PARK	£44.99
STREET FIGHTER COLLECTION 2	£43.99
XENOGEARS	£43.99
PARASITE EVE	£43.99
MARVEL SUPER HEROES & SF	£49.99

N64

US ZELDA 64	£64.99
TUROK 2	£48.99
STAR WARS: ROGUE SQUADRON	£47.99
SOUTH PARK	£47.99
CASTLEVANIA	£47.99
CONKERS QUEST	£47.99
NINTENDO 64 CD-ROM DEVICE	£229.00
NINTENDO 64 US/JAP - NO BORDERS OR SLOWDOWN, IMPORT MACHINES 17.5% FASTER	£149.00
NINTENDO 64 PASSPORT PLUS - LETS YOU PLAY UK/US/JAP GAMES WITH CHEAT FUNCTION	£24.99
OFFICIAL NINTENDO 64 PAD	£17.99
DX 256 SAVE CART FOR N64 CD-ROM	£29.99
DS1 - F-ZERO/1080 N64 CD-ROM SAVE CART	£34.99
N64 SCART LEAD	£19.99

N64 POWER SUPPLY UNIT UK/US/JAP COMPATIBLE 240v	£35.00

ALL MACHINES COME WITH BRITISH POWER SUPPLY!

SEGA 'WHITE FLASH' SATURN	£159.00
4 IN 1 IMPORT ADAPTOR, LETS YOU PLAY ALL UK/US/JAP GAMES & GAMES THAT REQUIRE RAM SUCH AS XMEN, M,SLUG ETC	£27.00
SATURN LINK UP CABLE	£12.00
SATURN SCART LEAD	£10.00
SATURN VCD CARD	£69.00
CAPCOM 4M RAM	£44.99

SEGA SATURN CDs

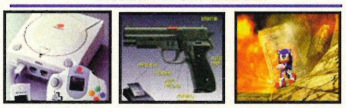
MARVEL VS SF	£43.99
XMEN VS SF	£43.99
SILVER GUN	£43.99
VAMPIRE SAVIOR	£43.99
POCKET FIGHTER	£43.99
WAKU WAKU 7	£43.99
KONAMI MSX COLLECTION	£43.99
CASTLEVANIA	£43.99
FATAL FURY COLLECTION	£43.99
POCKET FIGHTER	£43.99
SEGA AGES MICKEY & DONALD	£43.99
CAPCOM 1,2,4,5	£43.99
METAL SLUG	£43.99

DREAMCAST

DREAMCASTS	£299.00
SEGA DREAMCAST VMS	£29.00
SEGA RALLY 2	£53.99
VIRTUAL FIGHTER TEAM	£53.99
SONIC ADVENTURE	£53.99
SCART LEAD	£CALL
PAL BOOSTER	£CALL
PC MONITOR CABLE	£CALL

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE

SF/KOF/FF7 WALLSCROLLS, KEY RINGS, WIND UP GODZILLA TOYS ETC. AVAILABLE!



DREAMCAST VIRTUAL PISTOL SONIC ADVENTURE

All Credit Cards Accepted. If Ordering By Post Send Registered Cash/Postal Orders/Cheques Made Payable To Console King!

Please Send Cash, Cheques, Postal Orders To: Console King, PO Box 6, Narberth SA67 7YG

Do something amazing today

Save a life

Give blood

Call 0345 711 711 for details

www.blooddonor.org.uk

NATIONAL BLOOD SERVICE

Madeira Games www.madeiragames.com

Tel: 01485 570256 0831 444041

All prices are plus postage

Official UK N64 CD Add On Dealer

Sales, Repairs, Upgrades

Madeira Games, Lynn Rd, Heacham, Norfolk, PE31 7JF

Email: sales@madeiragames.com

All The Latest US, JAP Games Always In Stock - We Get 'Em First

Scart Leads, Memory Cards, Controllers, Keyrings, Repairs. We Do 'Em All

Visit our newly designed Web Site !

Color Gameboy £69.00 (Clear Purple)

Professional NTSC to PAL Convertors - works on DVD, LD, DC, PSX, N64. £49.99

AR Play PSX import games without MOD chip £19.99

DREAMCAST HARDWARE

DC Console with one game & Mains Transformer £349.00

Dreamcast Console Inc 3 Games £499.99

GAMES

July	£29.99
Tetris 4D	£54.99
Incoming	£54.99
Sonic Adventure	£59.99
Virtua Fighter 3	£54.99
Pen Pen Tricelon	£54.99
Godzilla Generations	£54.99

USA - JAP - HK - N64 - PSX - SEGA - DVD

We Sell Everything.....

DS-1 £34.99 DX-256 £19.99 128Mb RAM £44.99 New Power Supply £39.99

Pioneer KV-101 DVD Player. PAL+NTSC-Champagne 240v/110v Code Free £399

N64 CD Add On - Inc 36 x CD Drives * £210 *

4Mb Expansion Cards £29.99

DREAMCAST PERIPHERALS

Extra Controllers	£29.99
Arcade Control Sticks	£79.99
Dreamcast Genuine VMS	£29.99
Dreamcast Keyboard	£49.99
Dreamcast VGA Box	£59.99
Dreamcast Steering Wheel	£79.99

N64 Games

Castlevania 64	£64.99
Zelda US	£49.99
Battle Tanx	£49.99
South Park	£59.99

Gameboy Exchanger £39.99

4mb memory card £19.99

16mb memory card £39.99

N64 CD Add On JUNIOR £99.99

Our Prices Will NOT Be Beaten

PSX, Inc. RGB Lead	£1XX
USA N64 Inc. Stepdown	£130
PSX VCD Adaptor	£49
PSX Lasers	£25
NTC-PAL Adaptors	£15
Pocket Station	£49.99
Namco Jog-Con Controller	£39.99

N64 CD Add On - Call for latest price!

Tel: 01485 570256, 9am-5pm

0831 444041 Fax: 01485 570501

Written by: Roy Kimber

Nightm

Deep in the heart of Victorian London something awful is lurking, something nightmarish!



▲ "Werewolves? Ha! I knew that drunken old man in the pub was lying! I've been here half an hour and not a sniff of one..."

Picture if you will, London at night in the 19th Century. Weak light from the oil-fuelled street lamps casts strange shadows across the uneven cobbled surface of the narrow street. A solitary figure flits from shadow to shadow, his face shrouded in darkness. At the entrance to an alley he pauses, looks around to make sure that no-one has spotted him, and slips just inside to wait, the faint lamp light glittering softly on the knife in his hand. However, this cutpurse will have no luck tonight. Quite the opposite in fact.

Behind the thief, from the darkest shadows of the alleyway, a huge shape stirs. A long, distended arm reaches out silently and before the thief can utter a single scream, massive claws close around his throat, snapping his neck. With barely a sound, the man's body is dragged back into the darkest shadows...

This is what *Nightmare Creatures* should have been. An atmospheric, terrifyingly scary adventure set in the dark streets of Victorian London. The title conjures up all sorts of hideous images of horrific goings on, with the promise of spine-tingling suspense.

Unfortunately, what *Nightmare Creatures* actually delivers is a sub-standard scrolling beat-'em-up.

Rather than make the most of the potentially heart-pounding setting with loads of hideous surprises the developers, Kalisto have instead gone for a simplistic gameplay style which soon becomes boring. If you've played

A sub-standard, scrolling beat-'em-up...





▲ The Snowman is one of the level bosses. He's fairly easy to defeat using dynamite. Where's the Bandit, though?



▲ Activate the berzerker power-up and any creature you encounter quite literally goes to pieces!

$64,000 Question

- ⊕ Imaginative monsters
- ⊕ Nice aesthetic effects
- ⊕ Gory
- ⊖ Fairly linear
- ⊖ Very few puzzles
- ⊖ Gameplay becomes monotonous
- ⊖ Awful camera
- ⊖ Controls unresponsive at times

Ninfo

PLAYERS

EXPANSION PAK

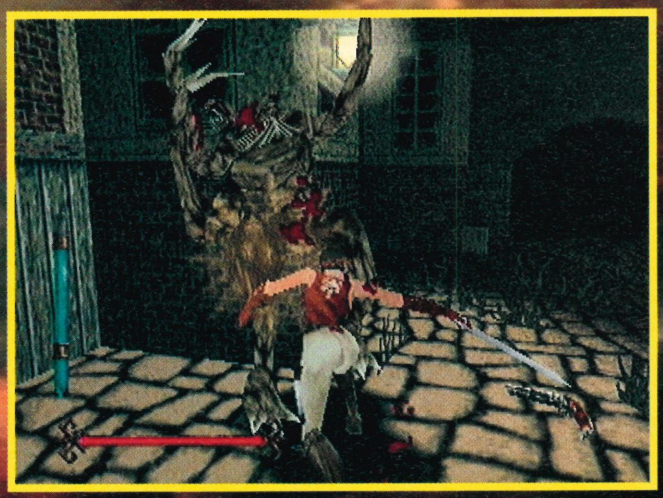
RUMBLE PAK

Publisher	Activision
Developer:	Kalisto
Game Type:	Scrolling beat-'em-up
Origin:	USA
Release:	Out now (import)
Price:	£39.99

are Creatures



▲ Some of the monsters in the game have far too many limbs. Ignatius kindly relieves the octo-thingy of a few.



▲ The easiest way to take care of nearly all the monsters – even the really big ones – is by repeatedly tapping one of the attack buttons.

Resident Evil on the PlayStation or the Saturn then you'll know how it constantly surprises you, blending ingenious puzzles with sudden shocks to give you a real 'horror' experience. With *Nightmare Creatures* you have to make your way through a more-or-less linear map, repeatedly pounding a variety of malevolent but dull creatures.

Scary As A Cheese Sandwich!

Obviously a bit of thought *has* gone into the game. A convoluted plotline runs throughout the adventure in an attempt to give some semblance of a point to your violent excursions. It seems that for some considerable time a secret society has been experimenting with genetic viruses in an attempt to create a form of superhuman – just like *Resident Evil*!

Unfortunately, their attempts instead resulted in a virulent agent which turns people into mindless monsters – just like *Resident Evil*! As a result, two intrepid adventurers – one male and one female – have got the task of trying to find the person or persons behind the virus and stopping it at its source – just like *Resident Evil*! Are you beginning to see a pattern here?)



The only clue that our heroes have to the cause of the trouble is a name, Adam Crowley, and so they set off through London to track him down. Basically *Nightmare Creatures* is a prolonged chase. After each level the hero or heroine receives a clue or a glimpse of Crowley, but of course they don't actually meet him until the very end of the game.

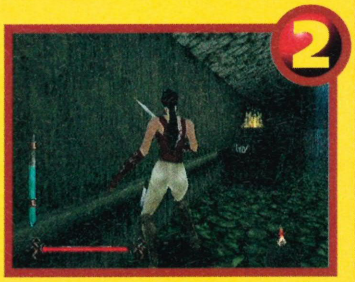
Nightmare On Nintendo Street

Presumably the plan behind *Nightmare Creatures* was to focus on the beat-'em-up aspect, because what few puzzles there are very simple ones – usually along the lines of just flicking a switch or two. With this in mind, the two main characters in the game have a vast array

Complex Conundrums

To give you some idea of the difficulty level of the puzzles in *Nightmare Creatures*, here's the most tricky one. The passageway is blocked by boxes. The boxes are impervious to dynamite. However, if you give the nearby cart with the burning barrel a shove... ta da!







Freeze, Sucker!

One of the more useful special weapons in the game is the... erm, snowflake. Despite its rather decorative appearance, when thrown on the ground this item causes every creature within a specific radius to freeze solid, allowing you to shatter them with one blow!







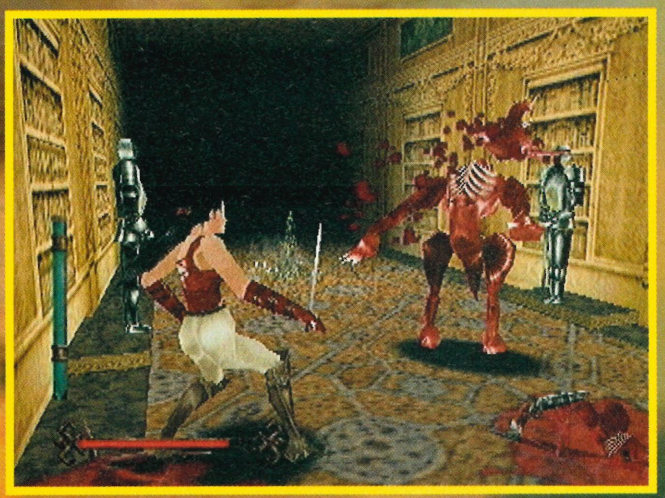
▲ Your character's basic weapon can be powered up by collecting enhancements, making it far more effective.



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores one saved game



▲ The gun is one of the most gory weapons. It often takes just one shot to blow a creature to pieces in spectacular fashion!

of fighting moves with which to take on the multitude of monsters that they encounter. Some moves are fairly simple, others involve more complex controller button equations.

Sadly though, the majority of these moves are pretty much redundant. If the monsters in the game had more than one or two attacks then it might be different and real fights might actually be possible. However, the monsters simply come at you with the same repetitive attack and the best way to beat them is by repeatedly hammering the strike or kick button. If you make the effort to try any of the more complex moves, you just get knocked over. About the only concession the monsters make towards real combat is when they dodge you, but soon this too becomes repetitive and annoying.



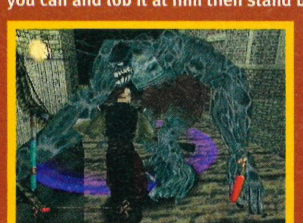
◀ The sewer snake is one of the most, if not *the* most, difficult boss. His fiery breath is difficult to avoid and very deadly.

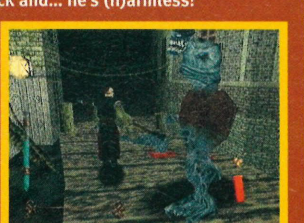
Supplied by:
The Joypad

Contact info:
(01202) 311611

Look Ma, No Hands!

Using dynamite can be extremely satisfying. Find the biggest monster that you can and lob it at him then stand back and... he's (h)armless!





In addition to their basic weapon, your character can collect guns, explosives and various magical items, some of which freeze or burn rampaging monsters. Whilst novel at first, these objects don't really add to the gameplay that much, the best thing being that they allow you to kill the monsters a little faster, thus decreasing the amount of time you have to spend being bored!

Death By Boredom!

Every few levels you encounter a boss monster. These range from ridiculously difficult to ridiculously easy. Strangely enough, the first boss you encounter is actually the most difficult to defeat, although this is primarily due to the awful responsiveness of the controls.

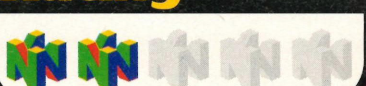
In addition to lousy controls – and in fact a contributing factor to them – another pain is the awful camera. It is totally autonomous and totally annoying. The view pans around in all directions seemingly at random, and as the controls change function depending on your character's orientation to the camera this can make both moving and fighting extremely difficult. You're running one way, for example, only to have the camera pan around and suddenly you're going in a completely different direction.

Nightmare Creatures could have been a tremendously atmospheric game. In fact if you changed the music (which isn't very spooky at all), the gameplay, the puzzles, the controls, the camera angles and plot, it might be. This game may very well be your worst nightmare turned into reality, but only if your nightmares involve paying money for awful N64 games.

2nd opinion

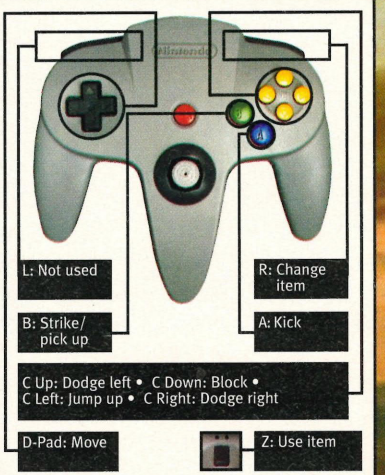
While it is good to see a PlayStation game getting the N64 makeover, it is a shame Activision have done it with such a lack of effort. The game is just as monotonous as the original PSX title and no obvious improvements have been made. You'll have plenty of nightmares if you buy this tosh!
ADAM BOUSSADA

Rating



64 Bottom Line

Controls



Alternatives

MK Mythologies: Sub Zero GT Interactive (£59.99)
Reviewed: Issue 9, 46%
Legend Of Zelda: Nintendo (£49.99)
Reviewed: Issue 21, 98%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

55

Soundbite

Dated PSX game which wasn't really worth converting – should've done *Tomb Raider* instead!

NINTENDO 64 GOLD

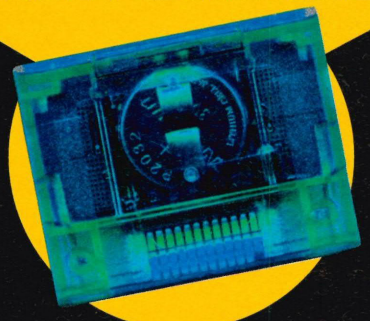
NEW!

secrets • strategies • solutions



FREE!

NINTENDO 64 MEMORY CARD READY TO PACK WITH CHEATS!



SOLUTIONS

OVER **480** PAGES OF COMPLETE SOLUTIONS TO THE NINTENDO 64'S GREATEST GAMES!

COMPREHENSIVE

SOLUTIONS INCLUDE DIDDY KONG RACING, GOLDENEYE, MISSION IMPOSSIBLE, BANJO-KAZOOIE, MK4, FORSAKEN AND QUAKE!

A-Z OF CHEATS

ALSO INCLUDED IS THE COMPLETE A-Z OF N64 CHEATS AND CODES FOR ALL THE LATEST GAMES!

OUT NOW!
£14.95

ORDER NOW!

Please rush me Nintendo 64 SSS GOLD priced at £14.95! ☐

I would like to pay by:

☐ Cheque/Postal Order

(Please make payable to Paragon Publishing Ltd)

☐ Credit Card ☐ Switch/Delta

Card type: .....

Card number: .....

Expiry date: .....

Switch/Delta number: .....

Name: .....

Address: .....

.....

.....

.....

.....

Postcode: .....

Phone number: .....

Signature: .....

Date: .....

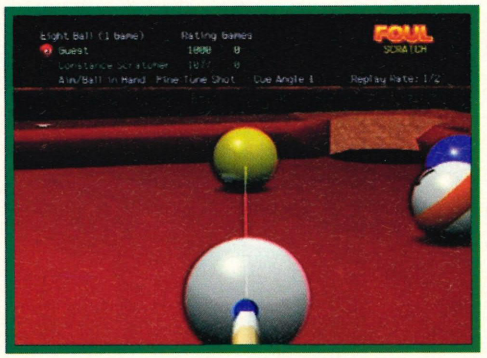
Please return this coupon or a photocopy of it (together with your cheque/PO made payable to Paragon Publishing Ltd) in an envelope and post it to us free (within the UK) to the following address:

Nintendo 64 SSS GOLD Orders, Mail Order Department, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA.

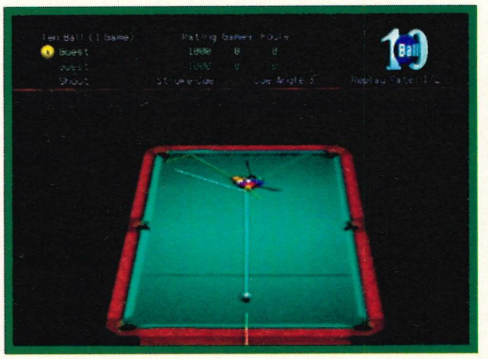
Alternatively fax your coupon to (01202) 200217 or ring the 24 hour order hotline on **(01202) 200200**

All prices include postage and packing

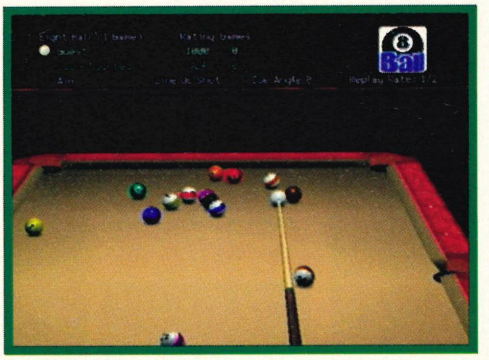
For all the latest N64 news, reviews and tips, contact the web site! http://totalgames.net



▲ To get precise results it is better to bring the zoom focus right up to the balls in play.



▲ Choose which angle suits you most, then whack on the training lines to see just where those balls are going to fly!



▲ Getting an accurate shot on the ball isn't easy from a distance like this, but it is helpful to read the table with.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Interplay
Developer:	Crave Entertainment
Game Type:	Pool sim
Origin:	UK
Release:	Out Now
Price:	£39.99

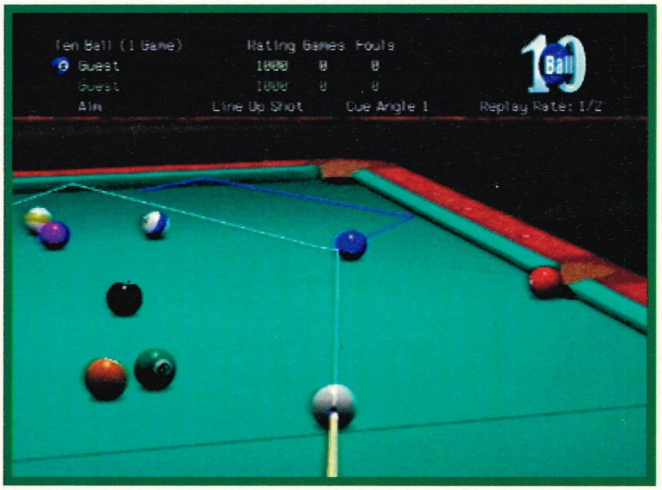


$64,000 Question

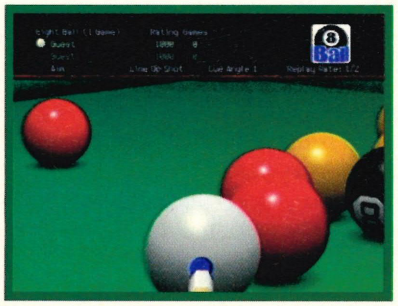
- ⊕ Beautiful ball dynamics
- ⊕ Hundreds of options
- ⊕ Easy control system
- ⊕ Close to the real thing
- ⊖ Lousy 2-D crowd and scenery

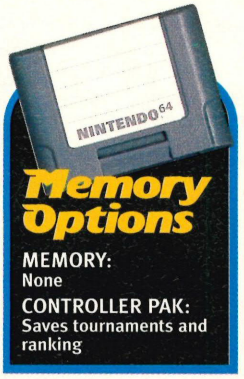
Virtual Pool 64

Someone once said being good at pool was a sign of a misspent childhood. Arse!



▲ Training lines show what will happen if you play a certain shot. As you can see, the blue ball would bounce around a bit. Deep joy.





Memory Options

MEMORY:
None

CONTROLLER PAK:
Saves tournaments and ranking

Pool and snooker games in general have always posed the question 'why?' The real life involvement is hardly there and the smell of working men's clubs has to accompany a game for that authentic beer 'n' fags atmosphere. *Virtual Pool 64* offers a fresh perspective on the age-old cloth-ripping, 50p-guzzling game that is pool and it does it a decent amount of justice. You need never be a passive smoker again!

Pot Black

Virtual Pool 64 has got over the first hurdle of the control system in a way that would have Sally Gunnell tripping over her shoelaces. Unlike other pool and snooker games that require a degree in mathematics to get your head around, the *VP64* controls are as simple as... well, picking up a pool cue.

Everything is based around the analogue stick. Press any other button in conjunction with the analogue stick and a command is executed. This also makes the use of a power gauge to judge the strength of your shots, redundant. We were worried about the absence of a gauge, but once you feel the true power of a shot come directly from the tip of your finger you gaze in awe at its genius. Every move can been made when playing and you can even buzz around the table watching your opponent from between their legs if you really want. We did. So, with complete freedom of movement around the table and complete control over every delicate cue action you make... how did it play?

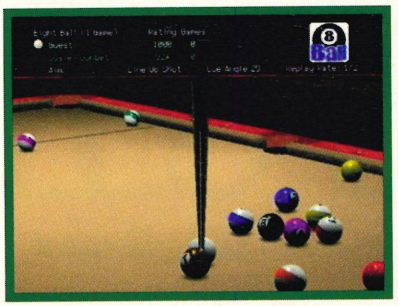
It's Only A Game, Mate!

Very well, actually! The ball dynamics are tremendously accurate, gliding effortlessly across the cloth and hopefully plonking into a pocket. The in-

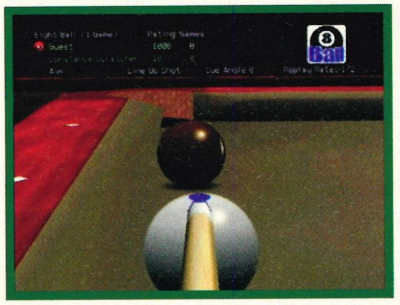
Everything you could pos



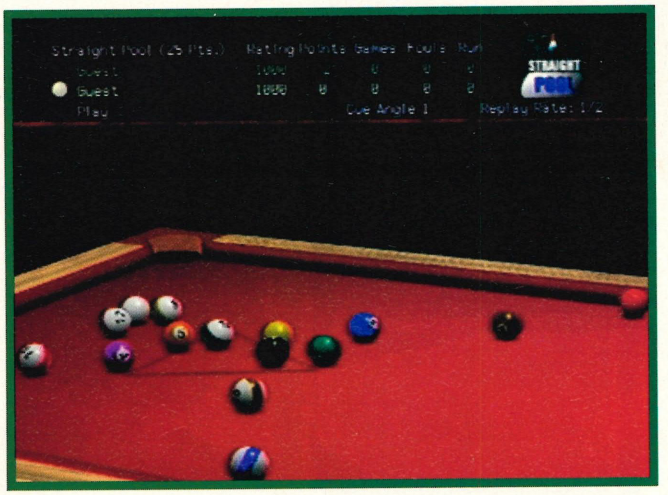
▲ You're spoiled for choice with many games available. Eight ball is the good old British game, but the others are cool too!



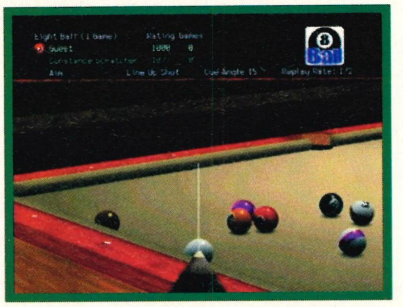
▲ To get in those tricky shots, angle your cue to lean over the blocking ball. Or go for a totally different one!



▲ Giving the balls a bit of top spin then hitting them like a good 'un makes sure that the cue ball doesn't follow them on into the pocket.



▲ In a game of 'straight pool' you get points for pocketing balls. As you can tell though, we weren't earning many points!



▲ Line up your cue to the exact position needed to pot a ball. You need to be accurate, because these balls are extremely responsive.

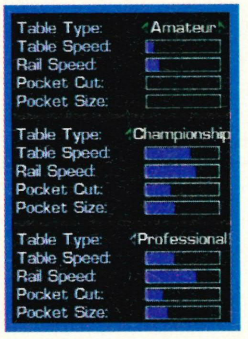
game physics have really been worked on to such a rate that you could be convinced that you are watching an early animation from Pixar.

VP64 also packs in enough options to keep *Big Break* on air for another ten years. (Arghh!) There are dozens, if not a hundred or more, trick shots that can be performed. Each one will help you become a better player, so you can take on one of the hundreds of CPU opponents. To add another pile of longevity to an already swelling choice, you can tackle any character in any form of pool, with a plethora of rules for your delectation. Whopper? You got it!

Yes, there's more. If you're so good you consider yourself a pool shark, or you're so bad you wonder where the shallow end is, you can adjust almost every setting to suit your own needs; the cloth speed, pocket size, cues, table markings, and so many more that they'd probably fill the entire page. Everything you could possibly wish for in a pool game is at the touch of your fingertips.

Pool Shark?

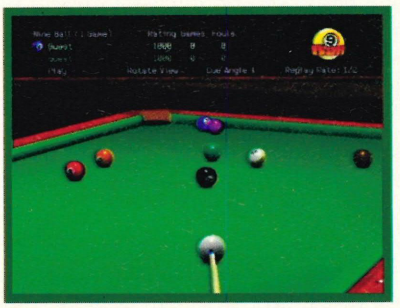
Consider yourself a wiz at pool? If you do, you can change the table skill using the skill meters. As you can see, these tables are set at the appropriate level for Amateur, Professional and Championship modes, but you can adjust them to suit your individual needs.



Pot Luck

It is a far cry from picking up a real cue, chalking its tip and knocking back a few 'fizzy-pops' with friends down the local, and for any pool game to do that would be nigh on impossible. *VP64* does its damnedest to translate the game to the comforts of your own home though, and it succeeds. In fact, not only does it succeed in bringing a pool table on to the humble home television, it does it with bells on. A triumph!

sibly wish for in a pool game...



▲ Don't hit the black! Everyone knows that if you strike the number eight you'll be fouling! Maybe it's going to be a trick shot.

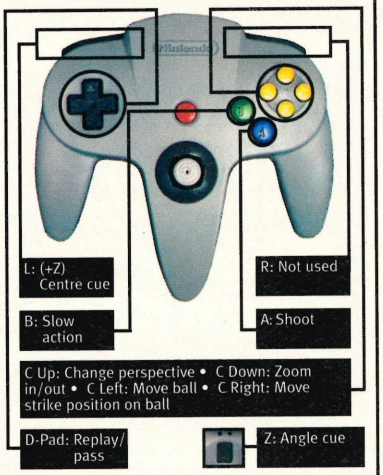
2nd opinion

Until recently, as far as I knew there were only two types of pool – traditional British pool and easy American pool (well... they simplify everything). However, *Virtual Pool 64* has enlightened me – and it's bloody brilliant! A must-have post-pub game! ROY KIMBER

Rating 

64 Bottom Line

Controls



Alternatives

The real thing!

Milo's Astro Lanes: Interplay
Not yet reviewed

Rating

Graphics 

Audio 

Gameplay 

Challenge 

Overall 84%

Soundbite

Buy it if you can't afford the real thing. It's nearly as good!

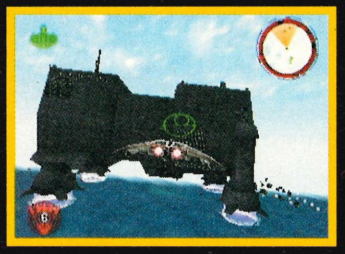
If you want the very latest N64 cheats, there's only one place to look... 64 Magazine's Cheat Central!

cheat central

PLAYERS' GUIDES

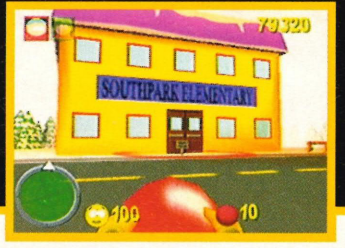
Rogue Squadron

70 Part two of our complete guide to Empire-busting!

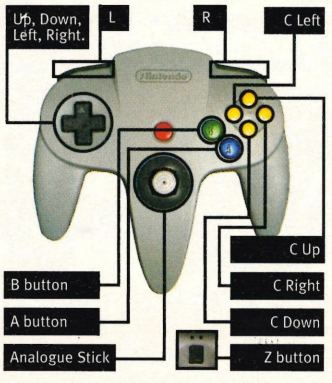


South Park

76 It's hella cool! The final part of the complete guide!

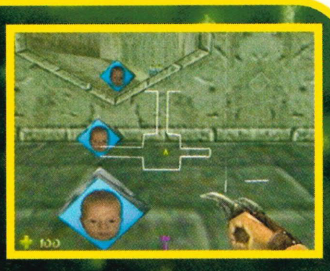


Pad at a glance









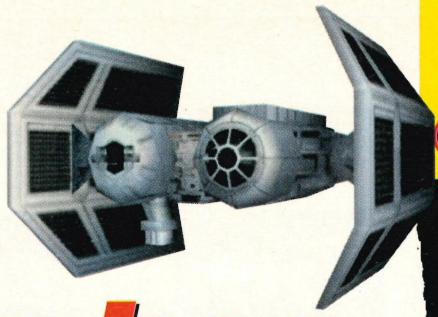
Turok 2: Seeds Of Evil

This came in just too late for last issue (literally the day after it went to the printer) and people have been phoning every day to offer to give it to us. Thanks to everyone who did – now please stop it! And for those of you who haven't already got it, here's what you've all been waiting for – the ultimate *Turok 2* cheat!

All Cheats

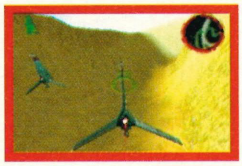
Enter the following password on the cheats entry screen: BEWAREOBLIVIONISATHAND (all one word, no spaces). This unlocks every item on the cheats menu, granting you invincibility, infinite lives, infinite ammo and much more besides. To use a cheat simply go to the cheats menu, highlight the ones you want and switch them on!





Star Wars: Rogue Squadron

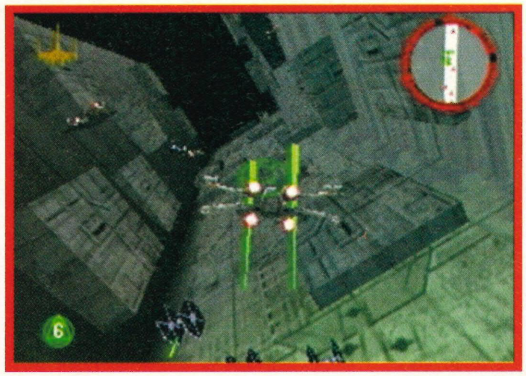
Use the force, Luke! Or failing that, cheat! We gave you nearly all the really important codes last issue (like infinite lives) but omitted one very important one – the level skip. So here it is, along with a couple of less useful but nonetheless fairly amusing ones.



Level Select

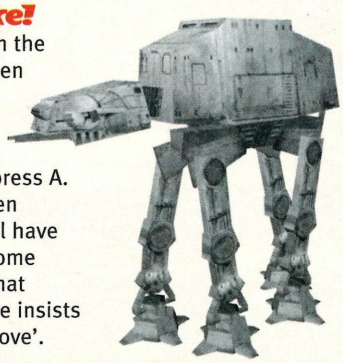
Enter DEADDACK on the password screen to access all the levels, including the three bonus levels – fly a T-16 on Tatooine, attack the Death Star trench and take part in the Battle of Hoth.





Beardy Bloke!

Enter HARDROCK on the password screen then return to the main menu. Allow Demonstration mode to start and press A. When the title screen reappears, Luke will have been replaced by some weird bloke with what everyone round here insists on calling a 'chin glove'.

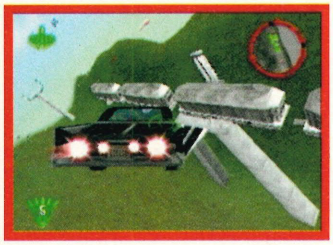


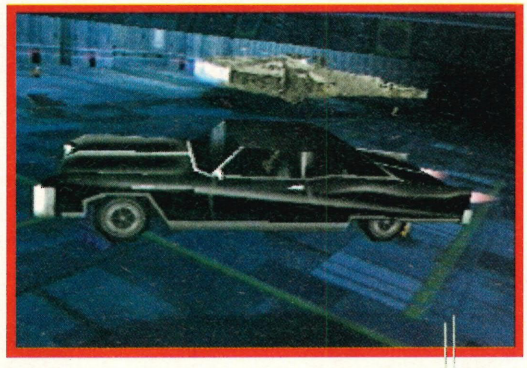




Fly A Black... Car?

Enter KOELSCH on the password screen and choose a mission for the V-Wing. It will have been replaced by a big black car! Watch out, it's the Men In Black! (NB: If you pause the game while using the car it locks up.)





View Development Team

Enter BLAMEUS on the password screen to view a picture of the people behind the game. Just one question – what exactly did the Ewok do?





BATTLETANX

The commercial for this game featured a cuddly teddy bear getting butchered, but that's about all we've seen of the game itself! However, there are copies knocking about on import, so for those of you who've managed to find one...

All Gangs In Campaign Mode

Use LTSLTSGNGS as a password.

All-Female Storm Ravens Gang

Use WMNRSMRTR as a password.

State Street Level

Use CJSKPFLGMH as a password.

Suicide

Hold C Left, C Right, C Up, C Down.

Level Passwords

Enter one of the following passwords to begin on that level with the Nuclear Knights gang.

Level 1	Ground Zero	FRHBMCTNTK
Level 2	The Tunnel	LHTSPMFRGS
Level 3	Times Square	NGLFFPTTFP
Level 4	Strangle Hold Bridge	SHPPNRVWGB
Level 5	Bonus	MRFFCRTKP
Level 6	Heartland	LPGCVBBJCF
Level 7	Lake Shore Drive	GLWHJCRNLK
Level 8	State St	KMKJTMHRNS
Level 9	Bonus	FLWWFCWNRK
Level 10	Armageddon Highway	WSMBCPVRWS
Level 11	Area 51	CGJWVRGLNM
Level 12	Fremont St	KVVLHFHWTB
Level 13	Bonus	FCLPJRWTMP
Level 14	Crimson Gate	TMFNJMKJGF
Level 15	Wharf	PPJLJHRCVV
Level 16	Bonus	LNKNSWKGTH
Level 17	Q-Zone	WMNRSMRTR

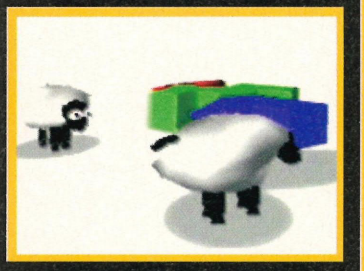


SILICON VALLEY

This mad 3-D adventure puzzler is currently in the running for weirdest N64 title so far. If you're bored with the normal intro then try one of these...

Alternate Intro Sequence

Hold the A or B button when you turn on the N64 to see two different DMA man introduction sequences.



Baaa! Flossy the sheep makes a guest appearance in the new intro.

Goldeneye

Will the cheats and bugs for *Goldeneye* ever end? Doesn't look like it!

Hide The Flag

Yet another cunning cheat for *Goldeneye* deathmatch. When playing the Flag Tag mode, before you pick up the flag deselect all your weapons and hold down Z so that your character starts slapping. Now, when you pick up the flag it won't appear in your hand and you can still slap other characters. This is particularly useful in levels like the caves where the white flag stands out a mile. Don't release Z once you've collected the flag though, or it'll appear.



FOX SPORTS COLLEGE HOOPS '99

Yet another game which hasn't appeared and already there's a whole mess of cheats for it! So, just in case some of you basketball fanatics have already managed to get hold of a copy, put in the following codes on the options screen:

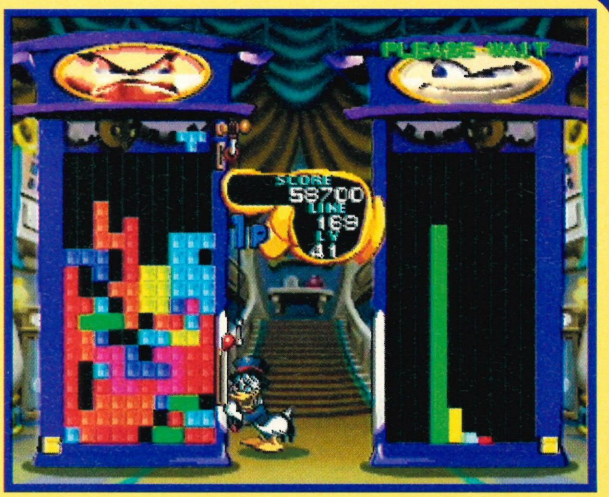
Code	Effect
NOGGIN	Big Head Mode
GHOST	Ghost Players
BUZZZ	Unlimited Shot Clock
TRAILS	Basketball Trails
HOMIE	More Home Team Fouls
NOFANS	Remove Crowd
THIRTY	Thirty Second Half
TEAM-Z	Programmer Team
Z-WOOD	Z-Axis Stadium
MONKEY	Alternate Announcer Comments

Magical Tetris Challenge

It's not very magical, it's not very challenging but it is *Tetris*. So not a totally misleading name then!

Endless Tetris Mode Stats

Begin a game in normal Endless Tetris mode and press A and B to get a graph to appear on the right side of the screen. This graph shows you how many ones, twos, threes and Tetrises you have achieved (try to control your excitement).



Red-hot graph action! Don't wet yourself with the thrill, will you?



Smash Brothers

The N64's first four-player beat-'em-up, and it's a goody! There's bound to be a whole host of weird cheats for this one, and here's the first instalment!



ALTERNATE COSTUMES

Press C Left, C Right, C Up, or C Down on the character selection screen.

PLAY AS CAPTAIN FALCON

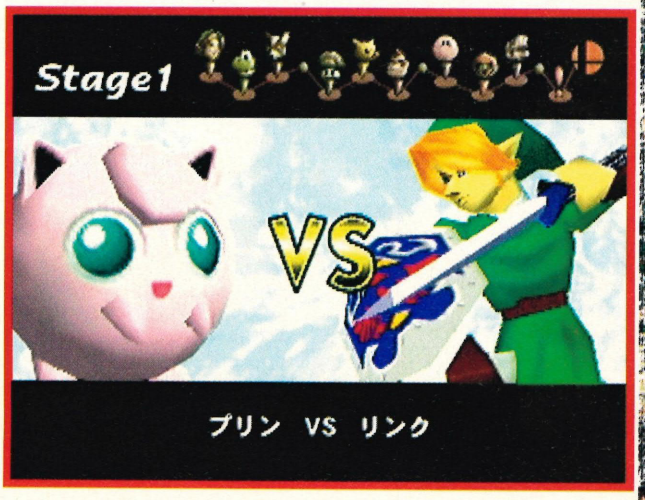
Successfully complete the game with any character and then beat Captain Falcon.

PLAY AS PURINE

Successfully complete the game with Captain Falcon and then beat Purine.

PLAY AS LUIGI

Successfully complete the Bonus 1 'Break The Target' sub-game with nine different characters. This can be done in Bonus 1 Practice mode.



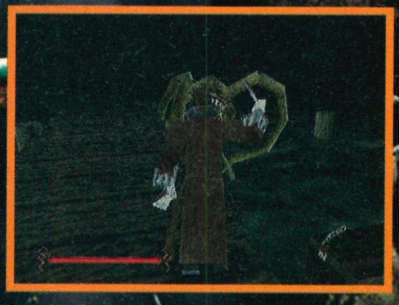
Nightmare Creatures

It's never going to be released over here (which is probably a good thing) but nevertheless some of you are bound to buy it on import. So, for when you throw down your control pad in disgust having realised just how bad it really is, here's how to access the cheats!

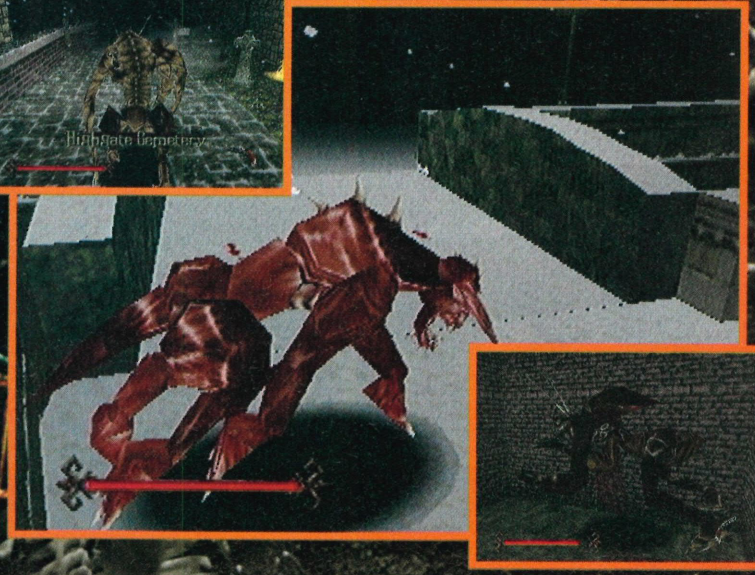
CHEAT MENU

Enter Left, Up, C Down, C Left, C Right, C Up, C Left, Down on the password screen. Now whenever you press Start you'll access the cheat menu which gives you the option of infinite lives, level select and the chance to play as a number of different monsters.









64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

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

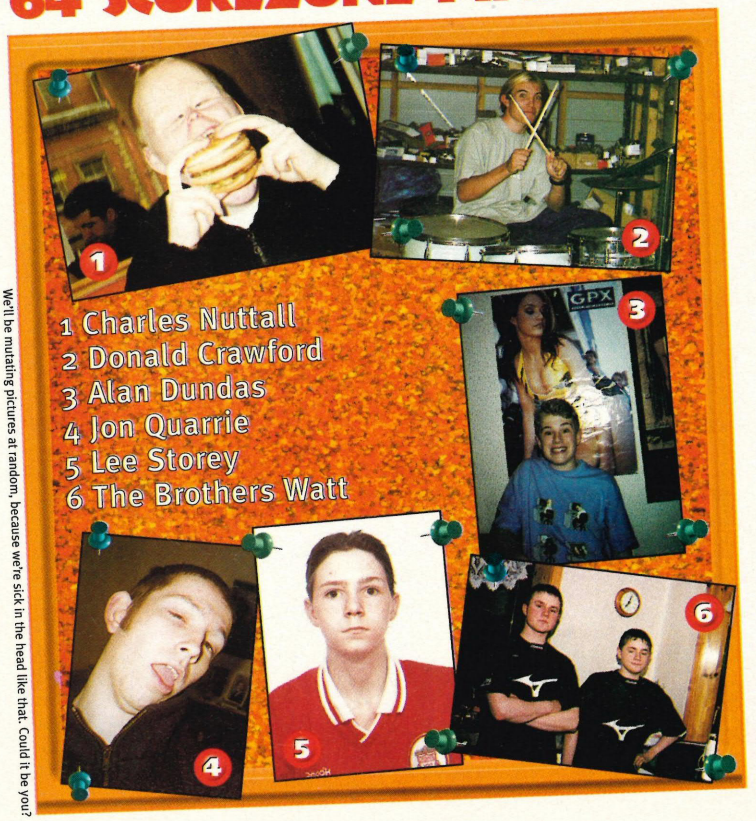
● The quick-witted among you will doubtless have noticed that ScoreZone has now stretched to a magnificent four pages! With the flood of scores coming in every issue it was either that or use really, really small text – and that would just have been silly! The first recipient of the new mammoth-size ScoreZone Ultimate Player accolade is **Keith Boiston** of **Felling.** He's obviously been practicing on cutesy kart game *Diddy Kong Racing*, because he's the first person in a while to send in scores for it and they were all (with one exception) champion ones! Well done Keith!

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



We'll be mutating pictures at random, because we're sick in the head like that. Could it be you?

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
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
302 kills Gavin Brennan, Claremorris

SECTOR X
246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
161 kills Gavin Brennan, Claremorris

KATINA
217 kills Kevin Seeney, Bury St Edmunds
192 kills Gavin Brennan, Claremorris

SECTOR Y
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

VENOM 2
232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds

F-1 WGP Fastest Laps

ALBERT PARK, AUSTRALIA
0:53:69 Jan-Erik Spangberg, Sweden
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:07:36 Alan Dundas, Arbroath
1:08:36 Matthys ten Ham, The Netherlands
1:08:50 Jon Quarrie, Stapleford

INTERLAGOS, BRAZIL
0:47:40 Jan-Erik Spangberg, Sweden
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy
1:01:69 Alan Dundas, Arbroath
1:03:31 Matthys ten Ham, The Netherlands
1:03:42 Jon Quarrie, Stapleford

BUENOS AIRES, ARGENTINA
0:46:75 Jan-Erik Spangberg, Sweden
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:05:26 Alan Dundas, Arbroath
1:06:87 Matthys ten Ham, The Netherlands
1:09:26 Jon Quarrie, Stapleford

IMOLA, SAN MARINO
0:55:37 Jan-Erik Spangberg, Sweden
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy
1:08:40 Alan Dundas, Arbroath
1:08:76 Matthys ten Ham, The Netherlands
1:13:57 Sean Devereux-Cooke, Witham

MONTE CARLO, MONACO
0:51:69 Jan-Erik Spangberg, Sweden
1:00:68 Sean Devereux-Cooke, Witham
1:00:89 Alan Dundas, Arbroath
1:03:17 Matthys ten Ham, The Netherlands
1:04:69 Jon Quarrie, Stapleford

BARCELONA, SPAIN
0:51:61 Jan-Erik Spangberg, Sweden
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy
1:09:19 Alan Dundas, Arbroath
1:09:33 Sean Devereux-Cooke, Witham
1:11:07 Matthys ten Ham, The Netherlands

MONTREAL, CANADA
0:48:69 Jan-Erik Spangberg, Sweden
0:58:89 Alan Dundas, Arbroath
0:59:61 Kristoffer Thorbjornsen, Kirkcaldy
1:02:84 Jon Quarrie, Stapleford
1:07:08 Matthys ten Ham, The Netherlands

MAGNY-COURS, FRANCE
0:46:81 Jan-Erik Spangberg, Sweden
0:58:53 Alan Dundas, Arbroath
0:59:09 Kristoffer Thorbjornsen, Kirkcaldy
1:01:28 Jon Quarrie, Stapleford
1:02:37 Sean Devereux-Cooke, Witham

SILVERSTONE, GREAT BRITAIN
0:49:64 Jan-Erik Spangberg, Sweden
1:01:25 Alan Dundas, Arbroath
1:01:92 Matthys ten Ham, The Netherlands
1:03:19 Kristoffer Thorbjornsen, Kirkcaldy
1:04:28 Jon Quarrie, Stapleford

HOCKENHEIM, GERMANY
1:03:54 Jan-Erik Spangberg, Sweden
1:18:16 Kristoffer Thorbjornsen, Kirkcaldy
1:18:54 Alan Dundas, Arbroath
1:19:43 Matthys ten Ham, The Netherlands
1:20:06 Jon Quarrie, Stapleford

HUNGARORING, HUNGARY
0:45:29 Jan-Erik Spangberg, Sweden
1:00:84 Chris Devereux-Cooke, Witham
1:02:20 Alan Dundas, Arbroath
1:03:45 Jon Quarrie, Stapleford
1:04:37 Kristoffer Thorbjornsen, Kirkcaldy

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
1:04:40 Alan Dundas, Arbroath
1:05:33 Kristoffer Thorbjornsen, Kirkcaldy
1:06:50 Chris Devereux-Cooke, Witham
1:07:21 Jon Quarrie, Stapleford

A1-RING, AUSTRIA
0:43:28 Jan-Erik Spangberg, Sweden
0:55:93 Matthys ten Ham, The Netherlands
0:56:84 Alan Dundas, Arbroath
0:58:52 Kristoffer Thorbjornsen, Kirkcaldy
0:59:79 Jon Quarrie, Stapleford

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
1:04:40 Alan Dundas, Arbroath

SUZUKA, JAPAN
1:03:18 Jan-Erik Spangberg, Sweden
1:16:35 Alan Dundas, Arbroath
1:17:07 Matthys ten Ham, The Netherlands
1:19:23 Chris Devereux-Cooke, Witham
1:21:33 Kristoffer Thorbjornsen, Kirkcaldy

JEREZ, EUROPE
0:50:20 Jan-Erik Spangberg, Sweden
1:05:44 Alan Dundas, Arbroath
1:05:58 Jon Quarrie, Stapleford
1:07:68 Matthys ten Ham, The Netherlands
1:08:53 Sean Devereux-Cooke, Witham

BONUS TRACK
0:45:48 Alan Dundas, Arbroath
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

Top Gear Rally

Coastline
02:30:55	Gavin Deadman, Biggin Hill
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



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
05:04:39	Gavin Deadman, Biggin Hill
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

Mountain
06:13:83	Andy Green, Kent
06:27:76	Gavin Deadman, Biggin Hill
06:29:16	Kuljit S Athwal, Dundee

Desert
05:56:59	Andy Green, Kent
05:58:52	Gavin Deadman, Biggin Hill
06:05:43	Kuljit S Athwal, Dundee

Wave Race

Sunny Beach
1:00:782	Alan Dundas, Arbroath
1:05:765	Mark Bonnes, East Kilbride
1:05:956	Gavin Deadman, Biggin Hill
1:12:026	Charles Nuttall, Oldham
1:15:919	Ruaidhri Dunn, Enfield

Sunset Bay
1:03:925	Alan Dundas, Arbroath
1:09:152	Gavin Deadman, Biggin Hill
1:11:620	Mark Bonnes, East Kilbride
1:18:501	Charles Nuttall, Oldham
1:23:506	Ruaidhri Dunn, Enfield

Drake Lake
1:09:305	Alan Dundas, Arbroath
1:12:527	Gavin Deadman, Biggin Hill
1:12:902	Ross McKinstray, Arbroath
1:18:954	Mark Bonnes, East Kilbride
1:23:902	Charles Nuttall, Oldham

Glacier Coast
1:29:522	Alan Dundas, Arbroath
1:36:655	Douglas Bonnes, East Kilbride
1:39:393	Charles Nuttall, Oldham
1:42:218	Jan-Erik Spangberg, Sweden
1:43:173	Ruaidhri Dunn, Enfield

Port Blue
1:29:903	Charles Nuttall, Oldham
1:30:304	Mick Smith, Worcester
1:38:255	Ruaidhri Dunn, Enfield
1:40:468	Gavin Deadman, Biggin Hill
1:44:031	Russell Auld, Lochwinnoch

Southern Island
1:17:721	Gavin Deadman, Biggin Hill
1:20:020	Mick Smith, Worcester
1:25:361	Alan Dundas, Arbroath
1:25:820	Charles Nuttall, Oldham
1:31:904	Ruaidhri Dunn, Enfield

Twilight City
1:46:449	Gavin Deadman, Biggin Hill
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

Marine Fortress
1:27:854	Ruaidhri Dunn, Enfield
1:30:372	Gavin Deadman, Biggin Hill
1:31:075	Charles Nuttall, Oldham
1:33:918	Gautam Rishi, Gerrards Cross
1:36:064	Jon Quarrie, Stapleford

Snowboard Kids

Rookie Mountain
0:26:43	Rob Pierce, Salisbury
0:26:50	Kevin Seeney, Bury St Edmunds
0:26:63	Kenneth Dundas, Arbroath
0:27:23	Jay Scott, Fort William
0:27:33	David Dennison, Welwyn Garden City

Big Snowman
1:37:33	Kevin Seeney, Bury St Edmunds
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



Sunset Rock
1:35:13	Kevin Seeney, Bury St Edmunds
1:37:63	Jay Scott, Fort William
1:38:50	Rob Pierce, Salisbury
1:40:56	John Brennan, Bicester
1:53:70	John Lambregts, The Netherlands

Night Highway
1:29:13	Kevin Seeney, Bury St Edmunds
1:31:43	John Lambregts, The Netherlands
1:31:60	Rob Pierce, Salisbury
1:32:66	Kenneth Dundas, Arbroath
1:33:30	Jay Scott, Fort William

Grass Valley
1:41:83	Kevin Seeney, Bury St Edmunds
1:42:26	Rob Pierce, Salisbury
1:44:86	Kenneth Dundas, Arbroath
1:45:43	John Lambregts, The Netherlands
1:46:83	Joe Young, Bickerton

Dizzy Land
1:35:96	Kevin Seeney, Bury St Edmunds
1:36:20	John Lambregts, The Netherlands
1:36:43	Rob Pierce, Salisbury
1:37:33	Jay Scott, Fort William
1:37:43	Kenneth Dundas, Arbroath

Quicksand Valley
01:34:56	Kevin Seeney, Bury St Edmunds
01:37:10	Rob Pierce, Salisbury
01:37:40	John Lambregts, The Netherlands
01:37:83	Kenneth Dundas, Arbroath
01:40:50	Daniel Syversen, Norway

Silver Mountain
01:45:80	John Lambregts, The Netherlands
01:46:06	Kevin Seeney, Bury St Edmunds
01:46:63	Jan-Erik Spangberg, Sweden
01:46:86	Kenneth Dundas, Arbroath
01:47:33	David Dennison, Welwyn Garden City

Ninja Land
0:22:93	John Lambregts, The Netherlands
0:23:06	Rob Pierce, Salisbury
0:23:93	Kevin Seeney, Bury St Edmunds
0:24:50	Kenneth Dundas, Arbroath
0:24:43	Kristoffer Thorbjornsen, Kirkcaldy

Animal Land Trick Score
5520	Robert Gallagher, Southampton
4484	Kevin Seeney, Bury St Edmunds
4352	Joe Young, Bickerton
2704	Mike Brear, Wirral

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
0:59	Karl Watt, Shetland

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

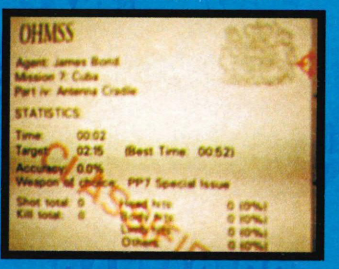
Train
1:37	David Hetherington, Coventry
1:38	Sam Doyle, Glossop
1:40	Jon Quarrie, Stapleford
1:42	Matthew Stevenson, Bournemouth
1:49	Neil Friedman, Whitefield

Jungle
1:14	Sam Doyle, Glossop
1:18	Daniel Doyle, Glossop
1:18	Karl Watt, Shetland
1:19	Neil Friedman, Whitefield
1:22	Matthew Stevenson, Bournemouth

Control Centre
4:42	Karl Watt, Shetland
4:49	Jon Quarrie, Stapleford
4:50	Chris Dawson, NSW Australia
4:52	Andrew Jones, Weston-Super-Mare
5:07	Michael Williams, Exeter

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
3:15	Karl Watt, Shetland
3:56	James Eyre, Coalville
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
1:02	Karl Watt, Shetland
1:04	Richard Lovelock, Newbury

Nagano Winter Olympics

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

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

Speed Skating 1500m
1:48:75	Joe Hamid, Mitcheldeen
1:49:19	Jon Quarrie, Stapleford
1:49:86	James Ryland, Yandina, Australia

Championship Score
1363 pts	Jon Quarrie, Stapleford
1338 pts	Simon Moorhouse, Doncaster
1465 pts	Jan-Erik Spangberg, Sweden



Yoshi's Story

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

Wetrix Classic

Single Match
17625 Gavin Deadman, Biggin Hill

Tag Match
28485 Gavin Deadman, Biggin Hill

US Heavyweight
94305 Gavin Deadman, Biggin Hill

Cruiserweight
98790 Gavin Deadman, Biggin Hill

Tag Team Title
159345 Gavin Deadman, Biggin Hill

World Heavyweight
90430 Gavin Deadman, Biggin Hill

TV Title
96960 Gavin Deadman, Biggin Hill

Handicap Match
15520 Gavin Deadman, Biggin Hill

Battle Royal
36900 Gavin Deadman, Biggin Hill

F-Zero X

Silence
1:14:432 Jeffrey Van Der Aa, The Netherlands
1:19:441 Charles Nuttall, Oldham
1:19:667 Jon Quarrie, Stapleford
1:19:767 John Lambregts, The Netherlands
1:19:919 John Brennan, Bicester

Silence 2
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:50:559 Charles Nuttall, Oldham
1:50:639 Jon Quarrie, Stapleford
1:51:504 John Brennan, Bicester

Big Hand
2:40:272 Jeffrey Van Der Aa, The Netherlands
2:47:776 Charles Nuttall, Oldham
2:48:639 John Brennan, Bicester
2:50:896 John Lambregts, 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
1:53:210 Charles Nuttall, Oldham
1:54:337 John Lambregts, The Netherlands
1:55:521 John Brennan, Bicester

White Land 2
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:22:041 Jon Quarrie, Stapleford
1:22:929 John Brennan, Bicester
1:23:483 Charles Nuttall, Oldham

Red Canyon
1:28:724 Jeffrey Van Der Aa, The Netherlands
1:33:332 Jon Quarrie, Stapleford
1:33:357 John Brennan, Bicester
1:33:640 Charles Nuttall, Oldham
1:36:466 John Lambregts, The Netherlands

Red Canyon 2
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:56:243 Jon Quarrie, Stapleford
1:58:151 Charles Nuttall, Oldham
1:59:896 John Brennan, Bicester
2:01:440 John Lambregts, The Netherlands

Big Blue
1:47:005 Jon Quarrie, Stapleford
1:49:375 John Brennan, Bicester
1:53:416 Charles Nuttall, Oldham

Big Blue 2
1:09:891 Jeffrey Van Der Aa, The Netherlands
1:13:007 Jon Quarrie, Stapleford
1:14:071 John Brennan, Bicester
1:14:876 Charles Nuttall, Oldham
1:16:809 John Lambregts, The Netherlands

Devil's Forest
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:30:542 John Brennan, Bicester
1:32:676 John Lambregts, The Netherlands
1:34:602 Jon Quarrie, Stapleford
1:36:259 Charles Nuttall, Oldham

Devil's Forest 2
1:30:729 Jon Quarrie, Stapleford
1:33:754 Jeffrey Van Der Aa, The Netherlands
1:34:823 Charles Nuttall, Oldham
1:37:749 John Brennan, Bicester
1:38:777 John Lambregts, The Netherlands

Devil's Forest 3
1:25:460 Jeffrey Van Der Aa, The Netherlands
1:34:662 Charles Nuttall, Oldham
1:34:742 Jon Quarrie, Stapleford
1:34:948 John Brennan, Bicester
1:35:812 John Lambregts, The Netherlands

Sand Ocean
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:22:231 Jon Quarrie, Stapleford
1:23:369 John Brennan, Bicester
1:25:055 Charles Nuttall, Oldham

Sand Ocean 2
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:51:207 Charles Nuttall, Oldham
1:56:419 Jon Quarrie, Stapleford
1:58:721 John Brennan, Bicester

Port Town
1:46:674 John Brennan, Bicester
1:47:396 Jon Quarrie, Stapleford
1:52:514 Charles Nuttall, Oldham

Port Town 2
1:47:396 Jon Quarrie, Stapleford
2:02:607 Jeffrey Van Der Aa, The Netherlands
2:11:200 John Brennan, Bicester
2:11:908 Charles Nuttall, Oldham

Mute City
1:28:649 Jon Quarrie, Stapleford
1:29:961 Jeffrey Van Der Aa, The Netherlands
1:30:975 Charles Nuttall, Oldham
1:31:006 John Brennan, Bicester

Mute City 2
1:21:892 Jeffrey Van Der Aa, The Netherlands
1:24:677 Jon Quarrie, Stapleford
1:28:174 John Brennan, Bicester
1:32:142 John Lambregts, The Netherlands
1:32:978 Charles Nuttall, Oldham

Mute City 3
1:50:495 Jeffrey Van Der Aa, The Netherlands
1:56:048 Jon Quarrie, Stapleford
1:59:695 Charles Nuttall, Oldham
2:05:902 John Brennan, Bicester

Rainbow Road
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:32:724 Charles Nuttall, Oldham
2:36:939 Jon Quarrie, Stapleford
2:38:202 John Brennan, Bicester

Sector Alpha
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:28:118 Jon Quarrie, Stapleford
1:29:596 Charles Nuttall, Oldham
1:33:851 John Brennan, Bicester

Sector Beta
1:54:929 Jeffrey Van Der Aa, The Netherlands
2:02:265 Charles Nuttall, Oldham
2:02:767 Jon Quarrie, Stapleford
2:03:141 John Brennan, Bicester
2:04:609 John Lambregts, The Netherlands

Fire Field
1:30:000 Jeffrey Van Der Aa, The Netherlands
1:33:418 Jon Quarrie, Stapleford
1:33:496 Charles Nuttall, Oldham
1:36:697 John Brennan, Bicester
1:40:791 John Lambregts, The Netherlands

Space Plant
2:19:347 Charles Nuttall, Oldham
2:21:159 Jon Quarrie, Stapleford
2:21:442 John Brennan, Bicester

Death Race
1:04:454 Jon Quarrie, Stapleford
2:21:30 John Lambregts, The Netherlands
2:35:810 John Brennan, Bicester
2:55:44 Chris Street, Huntingdon
4:00:060 Charles Nuttall, Oldham

Mario Kart 64

Luigi Raceway
01:19:91 Alan Dundas, Arbroath
01:20:14 Charles Nuttall, Oldham
01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland
01:38:47 Rob Pierce, Salisbury

Moo Moo Farm
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:28 Jamie Eccles, California
01:23:98 Charles Nuttall, Oldham

Koopa Troopa Beach
01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California
01:29:27 Edward Peszewski, California, USA

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
00:31:64 Kevin Seeney, Bury St Edmunds

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
00:24:51 Kevin Seeney, Bury St Edmunds

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
02:18:70 Kevin Seeney, Bury St Edmunds
02:22:46 Jeffrey Van Der Aa, Netherlands

Kalamari Desert
01:36:58 James Eyre, Coalville
01:37:22 Alan Dundas, Arbroath
01:46:92 Charles Nuttall, Oldham
02:09:38 Danny Dunn, Boston
02:12:16 Rob Pierce, Salisbury

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
04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, Boston

Banshee Boardwalk
01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham
02:08:77 Rob Pierce, Salisbury
02:15:97 John Lambregts, The Netherlands

Donkey Kong's Jungle Parkway
00:31:94 Danny Dunn, Boston
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, Boston
00:56:32 Kevin Seeney, Bury St Edmunds
01:18:67 Matthys ten Ham, The Netherlands

Sherbet Land
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California
01:55:55 Charles Nuttall, Oldham
01:56:23 Mick Smith, Worcester
02:00:27 James Eyre, Coalville

Bowser's Castle
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham
02:17:71 Rob Pierce, Salisbury
02:22:67 Matthys ten Ham, The Netherlands

Toad's Turnpike
01:47:19 Alan Dundas, Arbroath
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

Extreme G

City 1
2:03:91 Sam Doyle, Glossop
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton
2:09:65 Karl Watt, Shetland
2:10:36 Chris Street, Huntingdon

Desert 1
2:02:88 Michael Williams, Exeter

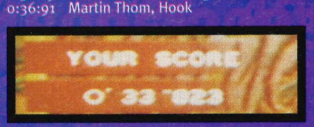
Tetrisphere

Rescue
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey

Puzzle
4:44 Gavin Brennan, Claremorris

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
2:18:74 Keith Cooper, Edgbaston
2:17:29 Jeffrey Van Der Aa, Netherlands

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

Shadows of the Empire

Battle of Hoth
0:02:07 Matthew Stevenson, Bournemouth
0:04:27 Hans Lafeber, The Netherlands
0:04:59 John Lambregts, The Netherlands

Escape from Echo Base
0:03:52 Matthew Stevenson, Bournemouth
0:04:04 Hans Lafeber, The Netherlands

The Asteroid Field
0:03:16 Matthew Stevenson, Bournemouth
0:04:00 John Lambregts, The Netherlands
0:04:36 Hans Lafeber, The Netherlands

Mos Eisley and Beggar's Canyon
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

Imperial Freighter Suprosa
0:03:13 Hans Lafeber, The Netherlands

Skyhook Battle
0:06:50 Matthew Stevenson, Bournemouth

Xizor's Palace
0:07:50 Hans Lafeber, The Netherlands

Banjo-Kazooie

Mumbo's Mountain
0:06:30 Danny Dunn, Boston
0:06:35 Kevin Seeney, Bury St Edmunds
0:06:40 Jan-Erik Spangberg, Sweden
0:08:18 Jon Quarrie, Stapleford
0:09:49 Ingvar Gunnarsson, Iceland

Treasure Trove Cove
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:21 Kevin Seeney, Bury St Edmunds
0:17:07 Jon Quarrie, Stapleford
0:20:03 Ingvar Gunnarsson, Iceland

Mad Monster Mansion
0:14:15 Jan-Erik Spangberg, Sweden
0:18:24 Kevin Seeney, Bury St Edmunds
0:26:09 Ingvar Gunnarsson, Iceland

Clanker's Cavern



0:12:21 Jan-Erik Spangberg, Sweden
0:13:49 Richard Dunn, Boston
0:14:33 Kevin Seeney, Bury St Edmunds
0:19:52 Ingvar Gunnarsson, Iceland
0:21:46 John Brennan, Bicester

Bubblegloop Swamp
0:15:19 Jan-Erik Spangberg, Sweden
0:20:14 Kevin Seeney, Bury St Edmunds
0:21:01 Richard Dunn, Boston
0:28:04 Ingvar Gunnarsson, Iceland
0:56:44 Gautam Rishi, Gerrards Cross

Click Clock Wood
0:32:25 Jan-Erik Spangberg, Sweden
0:43:46 Kevin Seeney, Bury St Edmunds

Rusty Bucket Bay
0:16:14 Jan-Erik Spangberg, Sweden
0:26:44 Kevin Seeney, Bury St Edmunds
0:28:38 Ingvar Gunnarsson, Iceland

Freezeezy Peak
0:19:40 Richard Dunn, Boston
0:28:07 Kevin Seeney, Bury St Edmunds
0:30:51 Ingvar Gunnarsson, Iceland

Gobi's Valley
0:21:56 Kevin Seeney, Bury St Edmunds
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
3:49:18 Kevin Seeney, Bury St Edmunds
4:46:00 Ingvar Gunnarsson, Iceland

1080° Snowboarding

Half Pipe Trick Attack
110389 Alan Dundas, Arbroath
85058 James Morris, Wolverhampton
72846 Gautam Rishi, Gerrards Cross
67769 Jon Quarrie, Stapleford
61178 Mark Spowage, Woodhouse

Crystal Lake Trick Attack
71672 Danny Dunn, Boston
65542 Kevin Seeney, Bury St Edmunds
50236 Alan Dundas, Arbroath
43756 Mark Spowage, Woodhouse
34927 Jon Quarrie, Stapleford

Crystal Peak Trick Attack
66532 Kevin Seeney, Bury St Edmunds
63994 Daniel Dunn, Boston
45994 Alan Dundas, Arbroath
45396 Mark Spowage, Woodhouse
24813 Jon Quarrie, Stapleford

Golden Forest Trick Attack
74732 Daniel Dunn, Boston
59078 Alan Dundas, Arbroath
46918 Kevin Seeney, Bury St Edmunds
37916 Mark Spowage, Woodhouse
28542 Jon Quarrie, Stapleford

Mountain Village Trick Attack
84669 Daniel Dunn, Boston
77354 Kevin Seeney, Bury St Edmunds
56577 Philip Ho, Arbroath
30349 Mark Spowage, Woodhouse
14669 Jon Quarrie, Stapleford

Deadly Fall Trick Attack
133069 Ross Toad, Arbroath
63368 Kevin Seeney, Bury St Edmunds
49239 Daniel Dunn, Boston
30664 Mark Spowage, Woodhouse
26042 Jon Quarrie, Stapleford

Dragons Cave Trick Attack
62966 Kevin Seeney, Bury St Edmunds
47922 Daniel Dunn, Boston
39054 Alan Dundas, Arbroath
22633 Jon Quarrie, Stapleford
11692 John Lambregts, The Netherlands

Crystal Lake Race
1:03:26 Daniel Dunn, Boston
1:04:31 Kevin Seeney, Bury St Edmunds
1:04:58 Dave Fryer, Seaton
1:05:10 Andy Green, Kent
1:06:89 John Lambregts, The Netherlands

Crystal Peak Race
1:29:39 Daniel Dunn, Boston
1:29:89 Karl Watt, Shetland
1:31:01 Kevin Seeney, Bury St Edmunds
1:32:10 Gautam Rishi, Gerrards Cross
1:33:12 Andy Green, Kent

Golden Forest Race
1:21:84 Daniel Dunn, Boston
1:24:84 Karl Watt, Shetland
1:25:47 Kevin Seeney, Bury St Edmunds
1:27:97 Andy Green, Kent
1:28:90 Gautam Rishi, Gerrards Cross

Dragon Cave Race
1:27:45 Daniel Dunn, Boston
1:31:83 Kevin Seeney, Bury St Edmunds
1:39:69 John Lambregts, The Netherlands
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
1:32:73 Daniel Dunn, Boston
1:37:31 Karl Watt, Shetland
1:37:71 Kevin Seeney, Bury St Edmunds

Deadly Fall Race
1:10:29 Daniel Dunn, Boston
1:11:77 Kevin Seeney, Bury St Edmunds
1:14:74 Andy Green, Kent

Best Contest Score
214377 Daniel Dunn, Boston
104735 Gautam Rishi, Gerrards Cross
99486 John Lambregts, The Netherlands

Mischief Makers

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

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

Quake 64

Map 1: The Slipgate Complex
0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeney, Bury St Edmunds
0:31 Karl Watt, Shetland

Map 2: Castle Of The Damned
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge
0:49 John Brennan, Bicester

Map 3: The Necropolis
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge
1:17 Kevin Seeney, Bury St Edmunds

Map 4: Gloom Keep
0:44 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:55 Karl Watt, Shetland
0:56 Raymond Burton, Stockbridge
1:04 Kevin Seeney, Bury St Edmunds

Map 5: The Door To Chthon
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

Map 6: House Of Chthon
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford
0:35 John Brennan, Bicester

Map 7: Ziggurat Vertigo
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland
2:41 John Brennan, Bicester

Map 8: The Ogre Citadel
0:58 Raymond Burton, Stocksbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeney, Bury St Edmunds
1:06 John Brennan, Bicester

Map 9: The Crypt Of Decay
1:18 Raymond Burton, Stocksbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford

Map 10: The Wizard's Manse
1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stocksbridge

Map 11: The Dismal Oubliette
5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

Map 12: The Underearth
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stocksbridge

Map 13: Termination Central
1:02 Karl Watt, Shetland
1:05 John Brennan, Bicester
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stocksbridge

Map 14: The Vaults Of Zin
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stocksbridge

Map 15: The Tomb Of Terror
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stocksbridge

Map 16: Satan's Dark Delight
2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds

Map 17: Chambers Of Torment
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stocksbridge

Map 21: The Palace Of Hate
0:47 John Brennan, Bicester

Map 22: The Pain Maze
2:09 John Brennan, Bicester

Map 23: Azure Agony
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stocksbridge

Map 25: Shub Niggurath's Pit
0:50 John Brennan, Bicester
0:50 Kevin Seeney, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Diddy Kong Racing

Ancient Lake
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk

Fossil Canyon
01:04:03 Keith Boiston, Felling
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

Jungle Falls
00:42:60 Keith Boiston, Felling
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

Treasure Caves
00:42:20 Keith Boiston, Felling
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

Whale Bay
00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, Boston
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seeney, Bury St Edmunds

Pirate Lagoon
01:01:23 Keith Boiston, Felling
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



Windmill Plains
01:33:18 Keith Boiston, Felling
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

Crescent Island
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seeney, Bury St Edmunds
01:24:90 Jon Quarrie, Stapleford

Hot Top Volcano
01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield
01:18:61 Jon Quarrie, Stapleford

Greenwood Village
1:24:33 Kevin Seeney, Bury St Edmunds
1:39:56 John Brennan, Bicester

Haunted Woods
00:51:26 Keith Boiston, Felling
00:54:05 Kevin Seeney, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
01:00:31 Gavin Brennan, Claremorris
01:01:81 Craig Tippins, Mitcheldean

Frosty Village
01:19:01 Rob Pierce, Salisbury

Everfrost Peak
01:36:86 Kevin Seeney, Bury St Edmunds
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth
01:44:81 John Brennan, Bicester

Snowball Valley
00:57:63 Kevin Seeney, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge
01:07:75 John Brennan, Bicester

Boulder Canyon
01:25:48 Keith Boiston, Felling
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
01:29:31 Keith Boiston, Felling
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:36:40 Adam Charlton, Buckden
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seeney, Bury St Edmunds

Spacedust Alley
01:34:51 Danny Dunn, Boston
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:50:76 Kevin Seeney, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

Darkmoon Caverns
01:39:13 Keith Boiston, Felling
01:47:65 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

Spaceport Alpha
01:32:31 Keith Boiston, Felling
01:44:60 Danny Dunn, Boston
01:46:23 Rob Pierce, Salisbury
01:47:15 Kevin Seeney, Bury St Edmunds
01:49:40 Arthur van Dalen, Netherlands

Star City
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:33:60 Kevin Seeney, Bury St Edmunds
01:34:88 Stephen Henderson, Upminster

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

THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

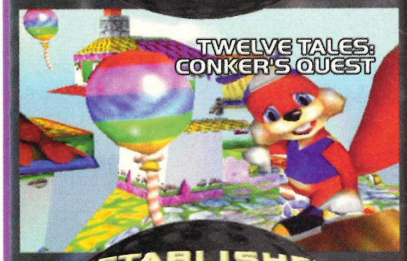
For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



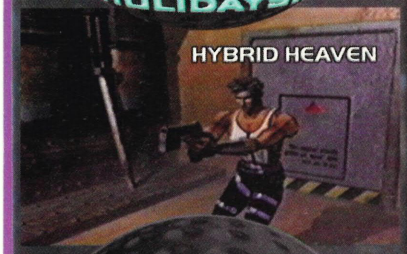
BUY-SELL-



WE ARE THE MOST DYNAMIC NEW AND SECOND HAND MAIL ORDER COMPANY IN EUROPE AND WILL BEAT ANY ADVERTISED PRICE!!



ESTABLISHED OVER 5 YEARS. NO MEMBERSHIP FEES REQUIRED!! OVER 10,000 TITLES IN STOCK!! OPEN BANK HOLIDAYS!!



WE GET ALL THE MAJOR RELEASES ON THEIR RELEASE DATES. GET YOUR COPY THE NEXT DAY GUARANTEED!! HASSLE FREE!



IF YOU CAN'T FIND WHAT YOU WANT- CALL US

RELEASE DATE SLIPPAGE MAY OCCUR. ALL PRICES CORRECT AT PRESS TIME. E&OE. MINIMUM AMOUNT CHARGED ON ALL CREDIT AND DEBIT CARDS £5.00. ALL COPYRIGHTS RESPECTED

BUY - SELL - EXCHANGE, A QUICK GUIDE.

WE BUY HALF THE VALUE OF OUR LISTED SELLING PRICE. THIS IS WHAT WE WILL PAY YOU FOR YOUR COMPLETE, UNDAMAGED ITEM (ALL PACKAGING MUST BE PRESENT).

WE SELL THIS IS WHAT WE SELL THE ITEM FOR.

WE EXCHANGE TWO THIRDS OF THE VALUE OF OUR LISTED SELLING PRICE. THIS IS WHAT YOUR ITEM IS WORTH WHEN YOU USE IT AS PART PAYMENT TOWARDS ANYTHING ELSE WE STOCK.

PLEASE NOTE: WE DO NOT BUY 3RD PARTY PERIPHERALS E.G. CABLES, JOYPADS, MEMORY CARDS ETC. ONLY OFFICIAL ITEMS.

ITS NOW EVEN EASIER TO EXCHANGE YOUR GAMES!!

INSTANT EXCHANGE:
1) TELL US WHAT GAME/S YOU'RE TRADING IN.
2) TELL US WHAT GAMES YOU WANT.
3) RECEIVE YOUR NEW GAME THE NEXT DAY.*

YOU'D BE MAD NOT TO TAKE ADVANTAGE OF THIS STERLING OFFER!

*CALL NOW FOR FULL DETAILS.

Mail order made EASY!
-No annual membership fees to pay!
-NO obligation to buy a specific amount of items from us!
-Just the items YOU want, when YOU want them!

CONSOLE REPAIRS & CONVERSIONS.

Play the latest games months in advance!

CALL FOR DETAILS

SEGA'S NEW 128BIT CONSOLE JAPANESE DREAMCAST, SONIC ADVENTURE, VIRTUA FIGHTER 3TB, SEGA RALLY 2, POWER STONE, MONACO GRAND PRIX 2, INCOMING, REAL SOUND, SENGOKU TURB, 7TH CROSS, TETRIS, SPECIAL EDITION VMS

AVAILABLE NOW

Dreamcast™

COMING SOON: AERODANCING, BLUE STINGER, BUGGY HEAT, CART, CLIMAX LANDERS, EVOLUTION, GET BASS & FISHING CONTROLLER, HOUSE OF THE DEAD 2 & GUN, NORTH WHITE ILLUMINATION, POP 'N MUSIC, PURU PURU (RUMBLE PACK), PUYO PUYO-N4, RACING WHEEL, SHEN MUE (VF RPG), SUPER SPEED RACING

NINTENDO 64

HARDWARE & ACCESSORIES-NEW

	WE SELL
UK NINTENDO 64 GOLDENEYE OR MARIO PACKS	£89.99
N64 V4 PASSPORT PLUS - PLAYS ALL GAMES	£14.99
TOP DRIVE STEERING WHEEL (N64,PSX,SATURN COMPATIBLE)	£45.99
OFFICIAL COLOURED PADS - SIX COLOURS	£16.99
OFFICIAL RUMBLE PACKS	£11.99
OFFICIAL MEMORY CARDS	£11.99
BLAZE MEMORY CARD	£7.99
BLAZE RUMBLE PACKS with 1MB memory	£7.99
BLAZE RGB SCART CABLE	£7.99
RGB SCART CONVERSION LEAD	£19.99
BLAZE A/V SCART LEAD	£7.99
NU-GEN MANTA RAY JOY PAD - 4 COLOURS	£14.99

HARDWARE & ACCESSORIES-2ND HAND

	WE BUY	WE EXCHANGE	WE SELL
UK NINTENDO 64 BOXED	£37.00	£49.00	£75.00
UK NINTENDO 64 UNBOXED	£32.00	£43.00	£65.00
IMPORT NINTENDO 64 BOXED	£46.00	£61.00	£92.00
IMPORT NINTENDO 64 BOXED RGB	£54.00	£72.00	£108.00
IMPORT NINTENDO 64 UNBOXED	£44.00	£58.00	£88.00
IMPORT NINTENDO 64 UNBOXED RGB	£51.00	£68.00	£102.00
OFFICIAL COLOURED PADS - SIX COLOURS	£7.00	£10.00	£15.00
OFFICIAL RUMBLE PACKS	£4.00	£5.00	£8.00
OFFICIAL MEMORY CARDS	£4.00	£5.00	£8.00

SOFTWARE UK-NEW

	WE SELL
1080 SNOWBOARDING	£31.99
ALL STAR TENNIS '99	£37.99
BANJO KAZOOIE	£37.99
BODY HARVEST	£33.99
BUCK BUMBLE	£35.99
BUST - A - MOVE 3DX	£34.99
CASTLEVANIA 64	£31.99
DUKE NUKEM FOREVER	CALL
EARTHWORM JIM 3D	£38.99
EXTREME G - 2	£38.99
FIFA '99	£31.99
F - ZERO X	£28.99
GEX:ENTER THE GECKO	£34.99
HOLY MAGIC CENTURY	£36.99
HYBRID HEAVEN	£35.99
ISS 98	£30.99
MICRO MACHINE	£39.99
NBA JAM '99	£36.99
NBA LIVE '99	£35.99
NFL BLITZ	£38.99
NFL QUARTERBACK CLUB '99	£35.99
NHL BREAKAWAY '99	£39.99
NUCLEAR STRIKE	£38.99
RAYMAN 2	£37.99
ROAD RASH 64	£37.99
SPACE STATION SILICON VALLEY	£31.99
STAR WARS:ROGUE SQUADRON	£35.99
TONIC TROUBLE	£39.99
TOP GEAR RALLY 2	CALL
TUROK II: SEEDS OF EVIL	£33.99
TWELVE TALES:CONKER QUEST	CALL
V - RALLY 64	£31.99
VIRTUAL POOL	£38.99
WCW VS NWO: REVENGE	£35.99
WIPEOUT 64	£35.99
ZELDA 64: OCARINA OF TIME	£37.99


MANTA RAY JOYPAD £14.99


TOP DRIVE WHEEL £45.99



PASSPORT+ £14.99
LETS YOU PLAY JAPANESE AND AMERICAN GAME'S ON YOUR UK N64! NOW ALSO ACTION REPLAY COMPATIBLE

SOFTWARE UK-2ND HAND

	WE BUY	WE EXCHANGE	WE SELL
1080 SNOWBOARDING	£14.00	£18.00	£28.00
AEROFIGHTERS ASSAULT	£12.00	£16.00	£25.00
ALL STAR BASEBALL '99	£15.00	£20.00	£30.00
BANJO KAZOOIE	£14.00	£18.00	£28.00
BIO FREAKS	£11.00	£14.00	£22.00
BLAST CORPS	£11.00	£14.00	£22.00
BODY HARVEST	£14.00	£18.00	£28.00
BOMBERMAN 64	£10.00	£13.00	£20.00
BUST-A-MOVE 2	£12.00	£16.00	£25.00
CHAMELEON TWIST	£10.00	£13.00	£20.00
CLAYFIGHTER 63/3	£6.00	£8.00	£12.00
DIDDY KONG RACING	£14.00	£18.00	£28.00
DOOM 64	£10.00	£13.00	£20.00
DUKE NUKEM	£12.00	£16.00	£25.00
EXTREME G	£6.00	£8.00	£12.00
EXTREME G-2	£14.00	£18.00	£28.00
F1 POLE POSITION 64	£7.00	£10.00	£15.00
F1 WORLD GRAND PRIX	£14.00	£18.00	£28.00
F - ZERO X	£12.00	£16.00	£25.00
FIFA 64	£4.00	£5.00	£8.00
FIFA '98	£10.00	£13.00	£20.00
FIGHTERS DESTINY	£10.00	£13.00	£20.00
FORSAKEN	£9.00	£12.00	£18.00
GOLDEN EYE	£14.00	£18.00	£28.00
GT 64	£11.00	£14.00	£22.00
HEXEN	£7.00	£10.00	£15.00
IGGYS RECKIN BALLS	£12.00	£16.00	£25.00
I.S.S. 64	£9.00	£12.00	£18.00
ISS PRO 98	£12.00	£16.00	£25.00
KILLER INSTINCT GOLD	£10.00	£13.00	£20.00
LAMBORGHINI	£11.00	£14.00	£22.00
LYLAT WARS WITH RUMBLEPACK	£14.00	£18.00	£28.00
LYLAT WARS WITHOUT RUMBLEPACK	£11.00	£14.00	£22.00
MACE THE DARK AGE	£12.00	£16.00	£25.00
MADDEN FOOTBALL 98	£10.00	£13.00	£20.00
MARIO 64	£9.00	£12.00	£18.00
MARIO KART 64	£12.00	£16.00	£25.00
MISCHIEF MAKERS	£10.00	£13.00	£20.00
MISSION IMPOSSIBLE	£12.00	£16.00	£25.00
MORTAL KOMBAT 4	£14.00	£18.00	£28.00
MORTAL KOMBAT MYTHOLOGIES	£9.00	£12.00	£18.00
MORTAL KOMBAT TRILOGY	£10.00	£13.00	£20.00
MULTI RACING CHAMPIONSHIP	£6.00	£8.00	£12.00
MYSTICAL NINJA	£12.00	£16.00	£25.00
NAGANO WINTER OLYMPICS	£6.00	£8.00	£12.00
NBA COURTSIDE	£11.00	£14.00	£22.00
NBA HANG TIME	£11.00	£14.00	£22.00
NBA PRO '98	£7.00	£10.00	£15.00
NFL QUARTERBACK CLUB '98	£10.00	£13.00	£20.00
NHL BREAKAWAY '98	£10.00	£13.00	£20.00
NHL BREAKAWAY '99	£12.00	£16.00	£25.00
OLYMPIC HOCKEY '98	£10.00	£13.00	£20.00
PILOTWINGS 64	£12.00	£16.00	£25.00
QUAKE	£10.00	£13.00	£20.00
ROBOTRON 64	£7.00	£10.00	£15.00
SAN FRANCISCO RUSH	£7.00	£10.00	£15.00
SHADOWS OF THE EMPIRE	£10.00	£13.00	£20.00
SNOWBOARD KIDS	£12.00	£16.00	£25.00
SPACE STATION SILICON VALLEY	£14.00	£18.00	£28.00
TETRISPHERE	£11.00	£14.00	£22.00
TOP GEAR OVERDRIVE	£14.00	£18.00	£28.00
TOP GEAR RALLY	£11.00	£14.00	£22.00
TUROK DINOSAUR HUNTER	£10.00	£13.00	£20.00
TUROK 2: SEEDS OF EVIL	£14.00	£18.00	£28.00
WIALALE GOLF	£11.00	£14.00	£22.00
WAR GODS	£9.00	£12.00	£18.00
WAVE RACE 64	£10.00	£13.00	£20.00
WAYNE GRETZKY 3D HOCKEY	£6.00	£8.00	£12.00
WCW Vs. NWO WORLD TOUR	£10.00	£13.00	£20.00
WETRIX	£12.00	£16.00	£25.00
WORLD CUP 98	£9.00	£12.00	£18.00
WWF WARZONE	£14.00	£18.00	£28.00
YOSHI'S STORY	£11.00	£14.00	£22.00
ZELDA 64	£16.00	£21.00	£32.00
ZELDA 64 (FOREIGN INSTRUCTIONS)	£12.00	£16.00	£25.00

Department 1

NO.1 FOR MAIL ORDER!

EXCHANGE


Bomberman soft toys (5 colours) £12.99 each


TALKING NINTENDO DOLLS £9.99 each


NINTENDO KEYRINGS ONLY £4.99 EACH!


Banjo Kazooie £6.99 each

Mumbo Jumbo


Sonic & Tails toys £7.99 each



ZELDA 64 FIGURES ALSO AVAILABLE SEPARATELY




VIRTUA ON FIGURES AVAILABLE NOW!



TUROK II DIORAMA £12.99

ONE OF THE EXCLUSIVE RETAILERS OF UK

SOFTWARE US-2ND HAND

	WE BUY	WE EXCHANGE	WE SELL
1080 SNOWBOARDING	£12.00	£16.00	£25.00
ALL STAR BASEBALL '99	£11.00	£14.00	£22.00
BIO FREAKS	£9.00	£12.00	£18.00
BANJO KAZOOIE	£10.00	£13.00	£20.00
BLAST CORPS	£7.00	£10.00	£15.00
BODY HARVEST	£12.00	£16.00	£25.00
BOMBERMAN HERO	£12.00	£16.00	£25.00
CHAMELEON TWIST	£9.00	£12.00	£18.00
DIDDY KONG RACING	£10.00	£13.00	£20.00
DOOM 64	£5.00	£6.00	£10.00
DUKE NUKEM	£7.00	£10.00	£15.00
EXTREME G-2	£14.00	£18.00	£28.00
F1 WORLD GRAND PRIX	£12.00	£16.00	£25.00
FIFA 64	£4.00	£5.00	£8.00
FIFA '99	£15.00	£20.00	£30.00
FIGHTER'S DESTINY	£6.00	£8.00	£12.00
FORSAKEN	£9.00	£12.00	£18.00
FOX SPORTS COLLEGE HOOPS '99	£9.00	£12.00	£18.00
GEX: ENTER THE GECKO	£11.00	£14.00	£22.00
GLOVER	£12.00	£16.00	£25.00
GOLDENEYE	£15.00	£20.00	£30.00
GT 64	£7.00	£10.00	£15.00
HEXEN	£7.00	£10.00	£12.00
IGGYS RECKIN' BALLS	£11.00	£14.00	£22.00
IN THE ZONE '98	£7.00	£10.00	£15.00
I.S.S. 64	£7.00	£10.00	£15.00
I.S.S. '98	£11.00	£14.00	£22.00
KILLER INSTINCT GOLD	£9.00	£12.00	£18.00
KNIFE EDGE	£12.00	£16.00	£25.00
MACE THE DARK AGE	£7.00	£10.00	£15.00
MADDEN 99	£15.00	£20.00	£30.00
MAJOR LEAGUE BASEBALL WITH KEN GRIFFEY	£14.00	£18.00	£28.00
MARIO 64	£7.00	£10.00	£15.00
MARIO KART 64	£9.00	£12.00	£18.00
MISSION IMPOSSIBLE	£10.00	£13.00	£20.00
MORTAL KOMBAT 4	£12.00	£16.00	£25.00
MYSTICAL NINJA	£10.00	£13.00	£20.00
NASCAR '99	£14.00	£18.00	£28.00
NBA HANG TIME	£10.00	£13.00	£20.00
NBA JAM '99	£12.00	£16.00	£25.00
NFL BLITZ	£14.00	£18.00	£28.00
NFL QUARTERBACK CLUB '99	£12.00	£16.00	£25.00
NHL BREAKAWAY 98	£11.00	£14.00	£22.00
OFF ROAD CHALLENGE	£7.00	£10.00	£15.00
OLYMPIC HOCKEY '98	£7.00	£10.00	£15.00
PILOTWINGS 64	£11.00	£14.00	£22.00
QUAKE	£6.00	£8.00	£12.00
QUEST 64	£9.00	£12.00	£18.00
ROBOTRON 64	£7.00	£10.00	£15.00
RUSH 2 EXTREME RACING	£10.00	£13.00	£20.00
SAN FRANCISCO RUSH	£6.00	£8.00	£12.00
SCARS	£10.00	£13.00	£20.00
SNOWBOARD KIDS	£11.00	£14.00	£22.00
SOUTH PARK	£19.00	£25.00	£38.00
SPACESTATION SILLICON VALLEY	£12.00	£16.00	£25.00
STARFOX 64 WITH RUMBLEPACK	£10.00	£13.00	£20.00
STARFOX 64 WITHOUT RUMBLEPACK	£7.00	£10.00	£15.00
TETRISPHERE	£10.00	£13.00	£20.00
TOP GEAR OVERDRIVE	£12.00	£16.00	£25.00
TUROK DINOSAUR HUNTER	£6.00	£8.00	£12.00
TUROK II	£27.00	£36.00	£55.00
TWISTED EDGE SNOWBOARDING	£12.00	£16.00	£25.00
VIRTUAL CHESS 64	£10.00	£13.00	£20.00
WAIALAE COUNTRY CLUB GOLF	£12.00	£16.00	£25.00
WAVE RACE 64	£9.00	£12.00	£18.00
WAYNE GRETZKY '98	£10.00	£13.00	£20.00
WCW VS NWO REVENGE	£14.00	£18.00	£28.00
WETRIX	£14.00	£18.00	£28.00
WIPEOUT 64	£16.00	£21.00	£32.00
WORLD CUP 98	£9.00	£12.00	£18.00
WWF WARZONE	£12.00	£16.00	£25.00
YOSHI'S STORY	£7.00	£10.00	£15.00
ZELDA 64	£24.00	£32.00	£48.00

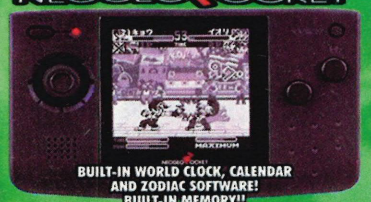
SOFTWARE US-NEW

	WE SELL
4X4 MUD MONSTERS	£48.99
CASTLEVANIA 64	£58.99
DUKE NUKEM:ZERO HOUR	£48.99
EXTREME G - 2	£39.99
F - ZERO X	£49.99
FIGHTING FORCE	£48.99
KNIFE EDGE NOSEGUNNER	£49.99
MONACO GRAND PRIX	£48.99
NBA IN THE ZONE '99	£48.99
POCKET MONSTER PIKACHU	CALL
QUAKE 2	£48.99
RAMPAGE:UNIVERSAL TOUR	£48.99
RAYMAN 2	£48.99
SNOWBOARD KIDS 2	£48.99
STAR WARS: ROGUE SQUADRON	£49.99
SURVIVOR:DAY ONE	£49.99
TOP GEAR OVERDRIVE	£49.99
TUROK II: SEEDS OF EVIL	£58.99
TWELVE TALES:CONKERS QUEST	£48.99
TWISTED EDGE SNOWBOARDING	£49.99
V-RALLY	£48.99
WCW REVENGE	£49.99
WIPEOUT 64	£49.99
ZELDA 64: OCARINA OF TIME	£59.99

SOFTWARE JAP-2ND HAND

	WE BUY	WE EXCHANGE	WE SELL
1080 SNOWBOARDING	£12.00	£16.00	£25.00
AEROGAUGE	£10.00	£13.00	£20.00
AIR BOARDERS	£11.00	£14.00	£22.00
BLASTDOZER	£6.00	£8.00	£12.00
BOMBERMAN 64	£7.00	£10.00	£15.00
BOMBERMAN HERO	£10.00	£13.00	£20.00
DIDDY KONG RACING	£10.00	£13.00	£20.00
DORAEMON 64	£10.00	£13.00	£20.00
DUAL HEROES	£7.00	£10.00	£15.00
F-ZERO X	£9.00	£12.00	£18.00
FAMISTAR 64	£16.00	£21.00	£32.00
G.A.S.P. FIGHTERS NEXTREAM	£6.00	£8.00	£12.00
GO GO TROUBLEMAKERS	£7.00	£10.00	£15.00
GOEMAN WARRIOR 64	£12.00	£16.00	£25.00
GOLDEN FIGHTER	£7.00	£10.00	£15.00
GOLDENEYE	£11.00	£14.00	£22.00
HUMAN GRAND PRIX	£4.00	£5.00	£8.00
HYPER OLYMPICS IN NAGANO	£7.00	£10.00	£15.00
J LEAGUE PERFECT STRIKER	£5.00	£6.00	£10.00
KING OF PRO BASEBALL	£12.00	£16.00	£25.00
LETS SMASH TENNIS	£11.00	£14.00	£22.00
MARIO 64	£7.00	£10.00	£15.00
MARIO KART 64	£6.00	£8.00	£12.00
MARIO KART WITH JOYPAD	£10.00	£13.00	£20.00
MASTERS 98	£9.00	£12.00	£18.00
MULTI RACING CHAMPIONSHIP	£4.00	£5.00	£8.00
PILOTWINGS 64	£7.00	£10.00	£15.00
PUYO PUYO SUN 64	£11.00	£14.00	£22.00
SHADOWS OF THE EMPIRE	£6.00	£8.00	£12.00
SNOWBOW KIDS	£11.00	£14.00	£22.00
ST. ANDREWS OLD COURSE	£9.00	£12.00	£18.00
STAR SOLDIER VANISHING EARTH	£12.00	£16.00	£25.00
STARFOX 64 WITHOUT RUMBLEPACK	£5.00	£6.00	£10.00
STARFOX 64 WITH RUMBLEPACK	£9.00	£12.00	£18.00
TAMAGOTCHI WORLD	£14.00	£18.00	£28.00
TOP GEAR RALLY	£5.00	£6.00	£10.00
TUROK	£7.00	£10.00	£15.00
WAVE RACE 64	£9.00	£12.00	£18.00
WILD CHOPPERS	£12.00	£16.00	£25.00
WONDER PROJECT J2	£6.00	£8.00	£12.00
WORLD CUP FRANCE 98 JFA(ISS 98)	£12.00	£16.00	£25.00
WORLD SOCCER 3	£7.00	£10.00	£15.00
YOSHI'S STORY	£7.00	£10.00	£15.00

NEOGEO POCKET



BUILT-IN WORLD CLOCK, CALENDAR AND ZODIAC SOFTWARE!
BUILT-IN MEMORY!!

AVAILABLE NOW!!

UK NEO GEO POCKET	47.99
PSU	14.99
LINK CABLE	14.99
KING OF FIGHTERS R -1	27.99
SAMURAI SHOWDOWN	27.99
CUP '98	22.99
TSUNAGE TE PON (PUZZLE)	22.99
BASEBALL STARS	22.99


Game & Watches
Green: Donkey Kong Jnr.
Silver: Super Mario Bros.
Red: Fire!
Blue: Parachute
£9.49 each



10 - 56 COLOUR MODES AVAILABLE AND FULL GAMEBOY COMPATIBILITY!!!



POCKET GAMEBOY - 6 COLOURS	34.99
POCKET GAMEBOY-BACKLIGHT(GOLD/SILVER)	49.99
POCKET CAMERA	33.99
POCKET PRINTER	40.99
PRINT SEAL	6.99
LINK CABLE	6.99
FINAL FANTASY LEGENDS 1/2/3	18.49each
FINAL FANTASY ADVENTURES	18.49
POKEMON (RED OR BLUE VERSION)	22.99
GAMEBOY COLOUR	64.99
BOMBERMAN (USA)	18.49
TETRIS DX	18.49
ZELDA DX	22.99

SOFTWARE JAP-NEW

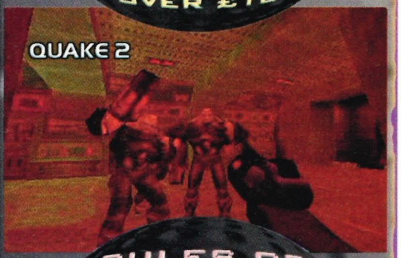
	WE SELL
ALL STAR SMASH BROS (128 MEG)	CALL
GOEMON 2 (MYSTICAL NINJA 2)	£48.99
MARIO PARTY	£48.99
MICRO MACHINE	£39.99
OGRE BATTLE 3	£48.99
POCKET MONSTER SNAP (PREV. 64DD)	£48.99



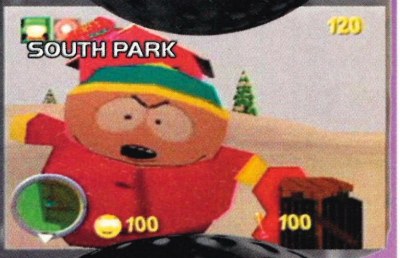
NO QUIBBLE GUARANTEE!! NOT SATISFIED WITH YOUR PURCHASE? LET US KNOW WITHIN 2 WORKING DAYS AND WE WILL GIVE YOU A FULL REFUND. THE PRICE YOU SEE IS THE PRICE YOU PAY. ABSOLUTELY NO HIDDEN EXTRAS!



FREE DELIVERY ON EVERYTHING OR PLACE YOUR ORDER BEFORE 6:30PM FOR GUARANTEED NEXT DAY DELIVERY FROM £3.50. FREE GIFT WITH ALL ORDERS OVER £10



RULES OF EXCHANGE: 1/2 CASH &/3 EXCHANGE OF OUR SELLING PRICES FOR COMPLETE UNDAMAGED GAMES.



CHEQUES/POSTAL ORDERS PAYABLE TO DEPT. 1 WE DON'T CHARGE YOUR CARD UNTIL DESPATCH.

DEPARTMENT 1, GROUND FLOOR, SUFFOLK HOUSE, WHITFIELD PLACE, LONDON W1P 5SF

0171 - 916 8440

LINES OPEN: MONDAY - SATURDAY 9am - 7pm
SUNDAY 11.30am - 5.30pm

VISA DELTA SWITCH MasterCard AMERICAN EXPRESS Cards Welcome

Written by: Roy Kimber

The force had better be strong with you – you'll need it!

Star Wars: Rogue Squadron PART 2

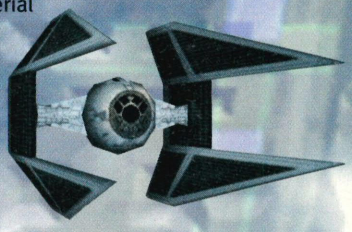
BATTLE ABOVE TALON

LEVEL 11: MISSION BRIEFING

"In the skies above Talon, fight the Empire for control of the Tibanna gas platforms, but be careful not to harm the civilian operations there!"

MISSION OBJECTIVES

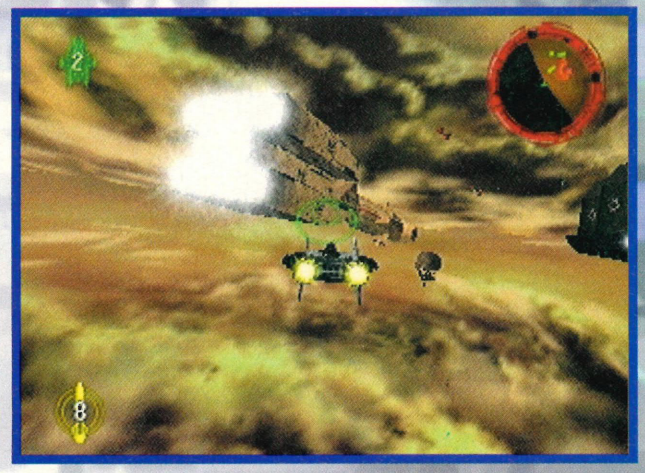
- Locate and destroy the Imperial Tibanna gas containers
- Avoid civilian casualties

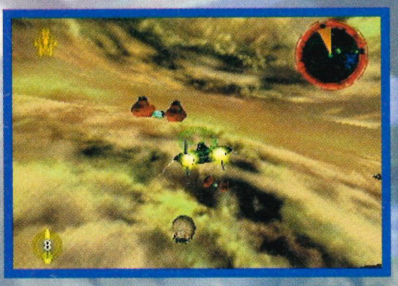


DEFAULT SHIP: A-Wing
IMPERIAL FORCES:
TIE Interceptors, TIE Fighters, Sentry Guns

This is a very straightforward mission with no complicated objectives. However, it gets pretty hairy, so it'll try your piloting skills to the limit!

Basically what you need to do is destroy all the gas canisters with the Imperial crest on them without hitting the other canisters. You also have to prevent the Imperials from destroying the other canisters at the same time!





Things start off fairly easy. You follow a Rebel Blockade Runner towards the first gas platform, and all you need to do is pick off the Imperial canisters and not shoot the other ones. There may be a TIE Fighter roaming around, but if you focus on the gas canisters, your wingmen will deal with it. When you've destroyed all the Imperial canisters (there are two levels of them) the Blockade Runner moves off to the next platform. Follow it and repeat the process of eliminating the Imperial canisters. You also have several TIEs to deal with this time around.

Continue to follow the Blockade Runner, destroying Imperial canisters and TIEs where appropriate and when you come to platforms with gun turrets on, take out the turrets first. If you don't deal with the turrets quickly then they can track you and fire through the civilian canisters.

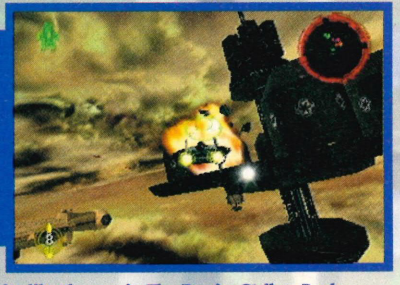


The final canister platform is behind a cloud city, so take it out and be careful not to destroy the civilian buildings on top.

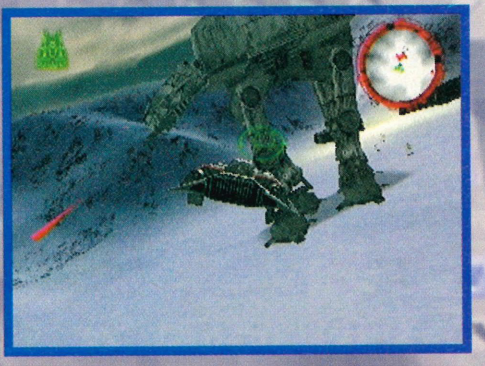
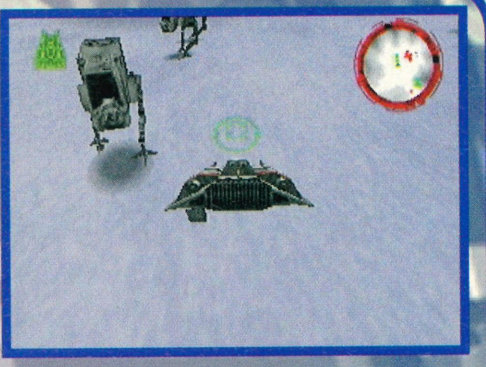
To get a Gold Medal you need to take out the gas canisters very quickly and very accurately, which is a lot easier than it sounds. One more thing – don't shoot the twin-pod Cloud Cars that you encounter on this level as they are on your side and help to fend off the TIEs.







▲ At the very end of this level you come to a cloud city like the one in *The Empire Strikes Back*.

ESCAPE FROM FEST



LEVEL 12: MISSION BRIEFING

"During the Talon operation, a team of Rebel commandos stole several AT-PTs from an Imperial base on Fest. Unfortunately, their escape did not proceed as well as they expected..."

MISSION OBJECTIVES

- Locate captured AT-PTs
- Destroy Imperial research facility
- Free the AT-PTs
- Escort Rebel AT-PTs to the landing Zone

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

This mission is divided into two distinct stages; rescuing the Rebel AT-PTs, and destroying the Imperial research facility. While there's nothing to stop you going after the facility first, if you do, the Rebel AT-PTs will be destroyed, so it's best to handle them beforehand.

From the start position, fly straight ahead towards the compound where the AT-PTs are trapped. Take out any turrets you see on the way as it saves you the trouble later.

Once into the compound you see the three AT-PTs being accosted by an AT-AT, so the first order of business is to bring it down with your harpoon. Once you've done this, ignore the AT-PTs for the moment and fly back out of the compound over the gate towards two gun turrets, a power generator and another AT-AT. Take out the turrets and bring down the AT-AT, but leave the power generator for the moment, because as soon as the gate opens a lot of small but deadly tanks appear over the nearby hills. Take them out fast or they'll pound your AT-PTs! Fly back towards the gate and left down a small canyon to encounter yet another AT-AT. Take it out, then fly up and down the canyon clearing it of all tanks. You also need to watch out at this point for TIE Bombers and knock them down before they can drop their payload on your AT-PTs.

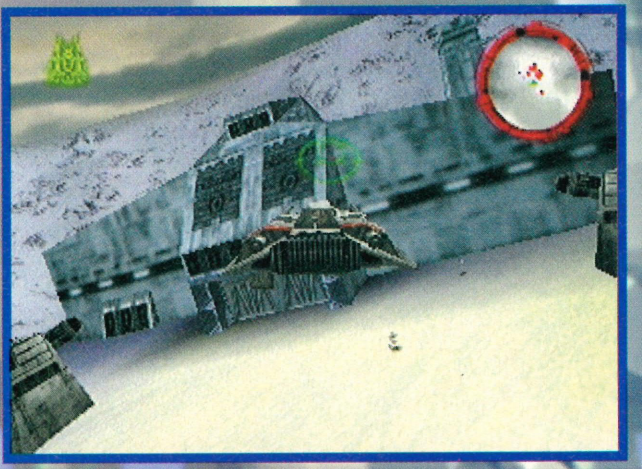
Once the AT-PTs reach the landing site it's time to deal with the research facility, so fly back to the power generator and blow it up to drop the shield. Follow the radar to the building, take out the launchers and turrets, and pound the facility until it blows.

To get a Gold Medal you need to save all three AT-PTs and blow the facility away as quickly as possible at the end – the best way to do this is to ignore the turrets and missile launchers and focus your fire on the building itself.



▲ Gun turrets aren't too much of a problem to start with. They get a little troublesome later on, though.



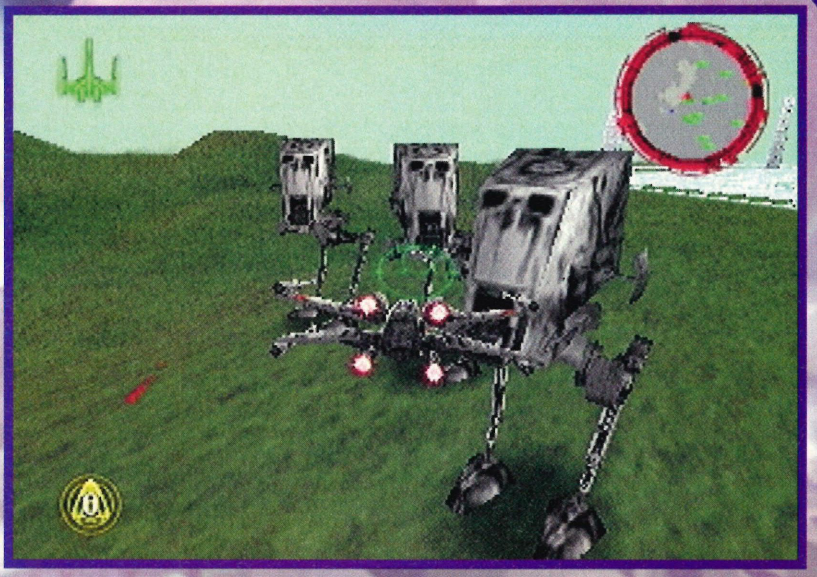


▲ Attacking the research facility is fairly easy once you've accomplished the first part of the mission. Just make sure you destroy the turrets first.

BLOCKADE ON CHANDRILA

LEVEL 13: MISSION BRIEFING

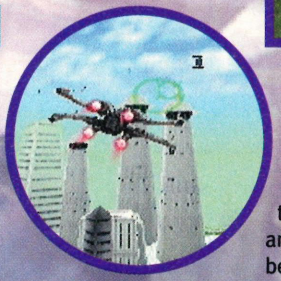
"Moff Seerdon has chosen to hold Chandrila hostage, in an attempt to make the Rebellion pay for its raid on Fest. You must help the innocent people of Chandrila, protect the supply train, and stop the Empire!"



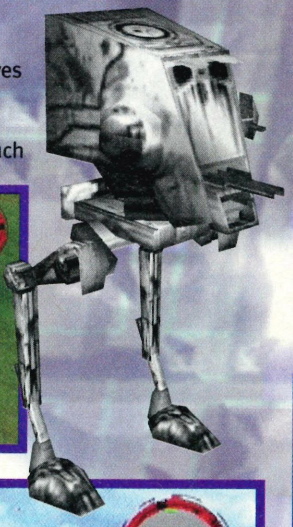
MISSION OBJECTIVES

- Escort and protect supply train
- Protect the city

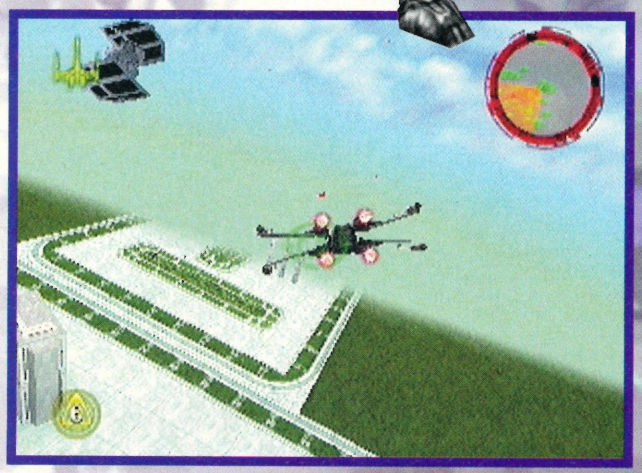
DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs



This level comes in two distinct sections, as indicated by the two mission objectives. The first part involves protecting a Rebel hover train on its journey to the city. As with the other escort missions, you need to get as much of the train to its destination as possible in one piece. Opposition on this part of the mission consists of Imperial TIE Interceptors and Bombers. Focus on the TIE Bombers as they do the most damage to the train, but keep an eye out for the TIE Interceptors, because if they get behind you they're hard to shake off.

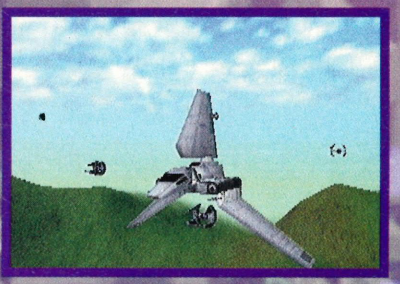






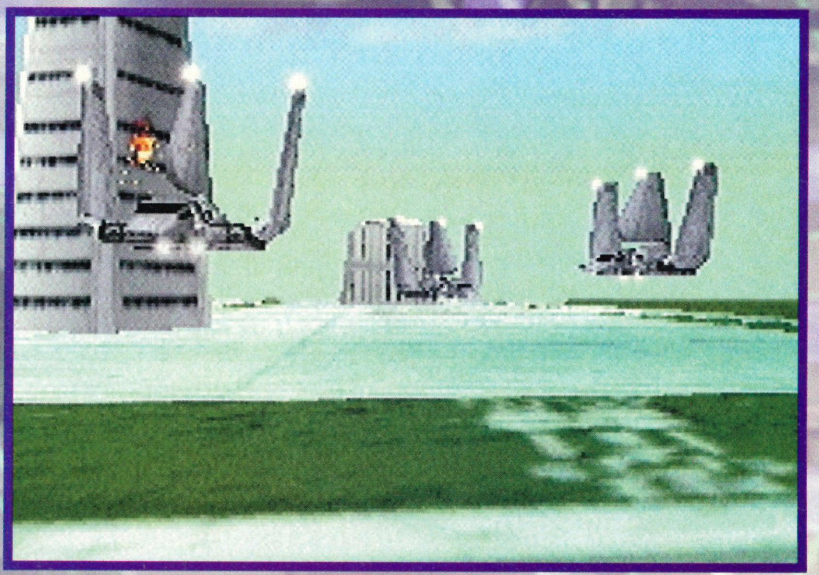
When you reach the city, you basically have three tasks. The first is to deal with a whole swarm of TIE Bombers before they pound the city too badly. This is a test of your piloting skills, but as the bombers are fairly slow moving it shouldn't be much of a problem.

The next task is to defend some Rebel shuttles against attack by six (count 'em) AT-ST Walkers. You need to deal with these very rapidly or they absolutely paste the shuttles.



When (or rather if) the shuttles get clear, you get a final wave of TIE Bombers and Interceptors. Blow all of them away and the mission is complete and all you need do is watch a plot-developing cut-scene.

To get the Gold Medal, you need to finish the level quickly and safely (that is, save all your Rebel allies) and rack up some serious kills too. Not easy.



RAID ON SULLUST

LEVEL 14: MISSION BRIEFING

"Kasan Moor is engineering an assault on a volcano base at Sullust, in a retaliatory attack for the blockade on Chandrila."

MISSION OBJECTIVES

- Destroy the transmitters
- Destroy the capacitor

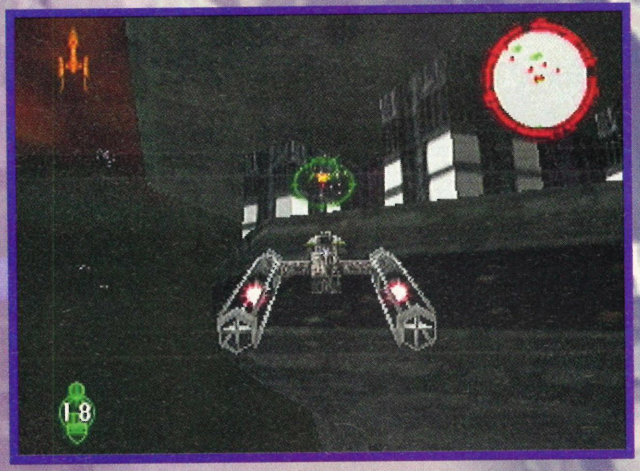
DEFAULT SHIP: Y-Wing
IMPERIAL FORCES: TIE Interceptors, TIE Fighters, AT-STs, Gun Turrets, Missile Launchers

This mission is one of the simplest, yet also one of the most difficult. You need to destroy the capacitor in the centre of the volcano but before you can get to it you need to take down its shield.



Unfortunately, unlike on the previous missions, this doesn't mean you simply need to destroy a power generator. The capacitor shielding is being supplied by several transmitters situated on the surface of the volcano floor. You need to destroy all of them in order to get at the device.

On the floor of the volcano guarding the transmitters are a whole host of Imperial defences, including missile launchers and AT-STs. Although the Y-Wing can take quite a pounding it can only take so much, so it's best to remove the more dangerous installations like the missile launchers immediately you encounter them. You're fairly safe leaving the gun turrets as a lower priority target.



▲ Target the white blocks inside the capacitor one by one. You need to destroy all of them to end the mission.

For the first part of this mission, keep low on your approach to the target, then pull up at the last minute to avoid getting caught in your own explosion.

Once you've taken out all the transmitters the shield around the capacitor drops and you need to start work on it. Ignore the TIE Interceptors buzzing around (because the Y-Wing is no match for them) and focus on the white blocks moving round inside the capacitor. You can't use bombs due to the overhang, so zoom in on a level heading and blast the blocks with your cannon. When the last block goes, so does the capacitor.

Time is of the essence if you're after the Gold Medal, as is the number of enemies destroyed, so rapid, accurate bomb dropping is required.



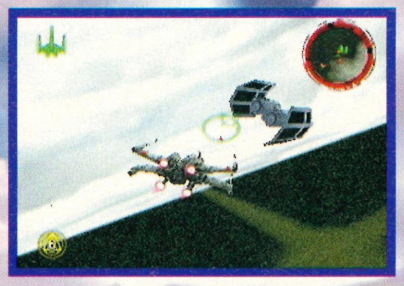






▲ Although the Y-Wings are fairly robust, it's still not a good idea to get too close to the explosions when you destroy something as it damages you.





MOFF SEERDON'S REVENGE

LEVEL 15: MISSION BRIEFING

"By leading Rogue Squadron to Sullust, Moff Seerdon has secretly captured the Bacta supplies of Thyferra, and now intends to cut off medical supplies to the Alliance. Free Thyferra, and defeat Seerdon once and for all!"

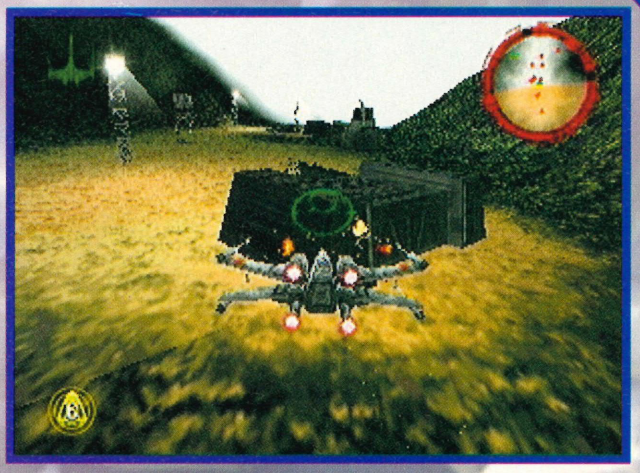
MISSION OBJECTIVES

- Protect the Bacta containers
- Avoid civilian casualties
- Destroy all Imperial bunkers, fighters and bombers
- Locate and destroy Moff Seerdon

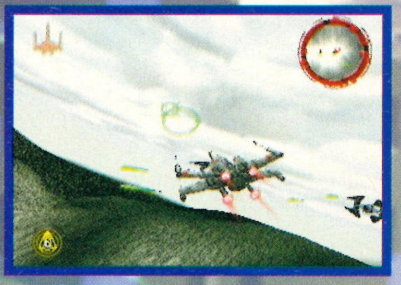
DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, AT-STs, Gun Turrets, Missile Launchers, Enhanced Imperial Shuttle

This is one of the toughest missions. You need to safeguard the Rebels' Bacta tanks (circular structures marked with a Rebel symbol), protect the local population and destroy all the Imperial forces in the area, including Moff Seerdon!

First things first, ignore the TIE Interceptors and use your radar to seek out and destroy all the TIE Bombers and AT-STs which will otherwise pummel all the civilian buildings and Bacta tanks. Next, sweep the landscape for missile launchers, gun turrets and Imperial bunkers, which are the squat, rectangular structures, and for the penultimate task mop up the remaining TIE Interceptors.



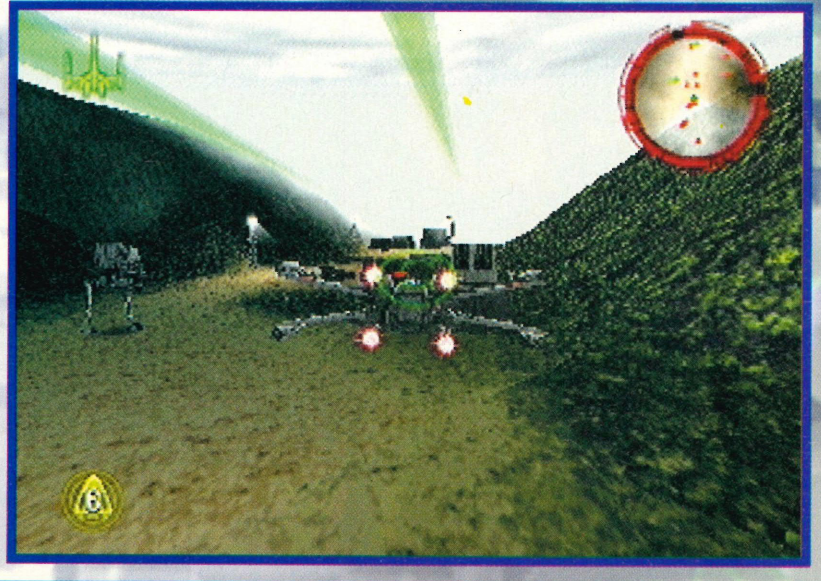
▲ Imperial bunkers are the lowest priority targets. Clear up the TIE Bombers and AT-ST Walkers first.

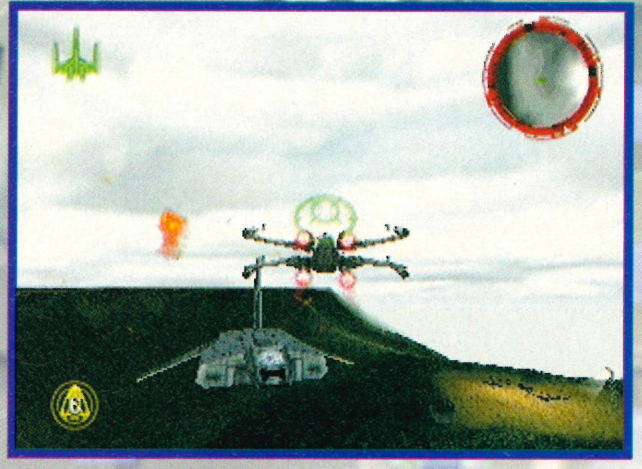




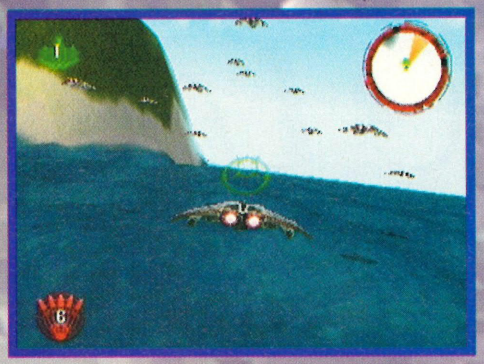
At this point, Moff Seerdon appears in a heavily armed and armoured Imperial Shuttle. This is the most difficult part of the level as Seerdon's craft is fast and manoeuvrable and thus hard to hit. There's no trick here, it's all up to piloting skills. By the way, your proton torpedoes won't work on him!

To get a Gold Medal you need to finish the level as fast as possible with the least amount of destruction to the Rebel buildings.





▲ Moff Seerdon's shuttle is very fast and very manoeuvrable. The best thing to do is to boost away from it then turn and attack from a distance.







THE BATTLE OF CALAMARI

LEVEL 16: MISSION BRIEFING

"The World Devastators are raining destruction on the peaceful world of Mon Calamari. Fly as Wedge Antilles, and battle against all odds to stop their evil conquest."

MISSION OBJECTIVES

- Destroy the World Devastators
- Protect the city

DEFAULT SHIP: V-Wing
IMPERIAL FORCES: World Devastators, Robot TIEs, Imperial Catamarans

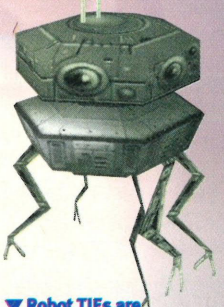
The storyline shifts in time by two films to a period after *Return Of The Jedi*, so you can be sure that most of the pilots you previously flew with are now gone, having sacrificed their lives to free the universe from tyranny. However, a new threat has emerged in the form of the Imperial World Devastator machines and it's up to you, this time flying as Wedge Antilles, to stop them.

You begin this mission in a new craft, the V-Wing. This craft is faster, more manoeuvrable and better armed than the previous ships you've been flying but the handling takes a little bit to get used to.

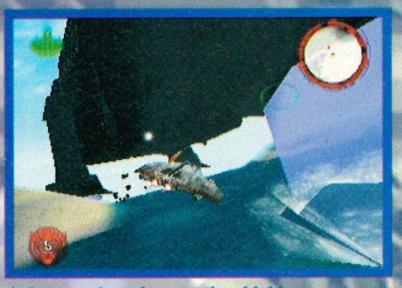
During this mission you need to destroy three World Devastators and take care of loads of Robot TIEs, the Empire's new weapon. The World Devastators are heavily armoured and bristling with guns, so there is only one way to take them out. First of all, target the shield generator on the top of them near the rear and blast it. Once this has gone, drop down low – taking care not to get sucked into the machine's exhaust – and blast two of the Devastator's booster legs. Be prepare to get clear when you blast the second leg, because the machine drops to the water.

Next, follow the radar to an area of the city being pestered by Robot TIEs and remove them from the airspace. The TIEs turn a lot faster than their ancestors, so you need to anticipate these turns and lead your fire. After that, it's just a case of killing two more World Devastators and another dozen or so Robot TIEs, and voila, you've saved the universe again!

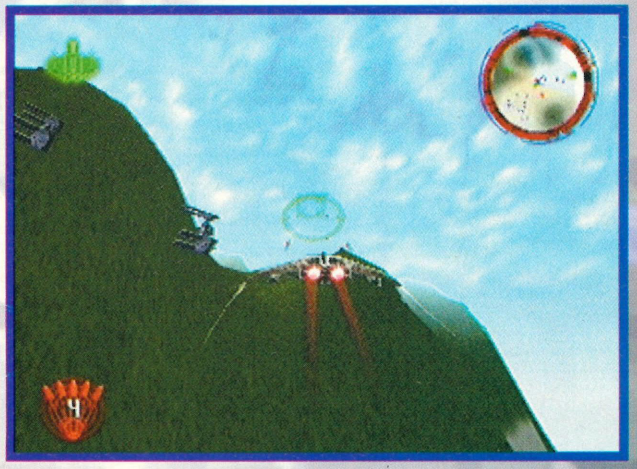
Gold Medals on this level come from speed and amount of targets destroyed. To rack up your kill count, keep an eye out for the Imperial Catamarans and try and spare a few seconds to remove them. Good luck!

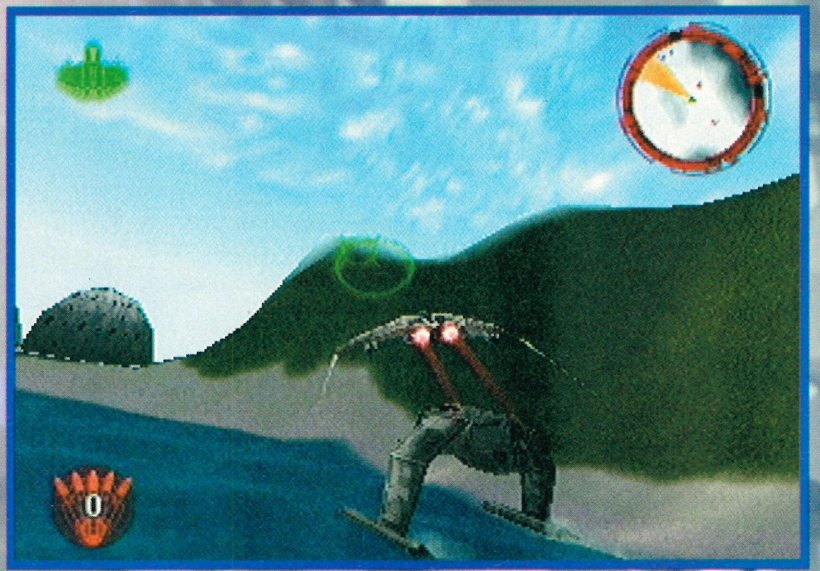


▼ Robot TIEs are the most dangerous of the Imperial fighter craft. Homing missiles are best.



▲ Once you've taken out the shield generator on top of the Devastator, go low and take out the legs underneath. Watch out when it drops!





▲ These huge craft cruise around the water at various points on the map. Although they're big, they don't have very good armour and are therefore fairly easy to destroy.

Written by: Russell Murray

South Park

CHEATS!

BOBBYBIRD
All Cheats Enabled

SCREWYOUGUYS
Show Credits

OMGTKKYB
All Multiplayer Characters Enabled

SLAPUPMEAL
Starvin' Marvin Enabled

PHAERT
Phillip Enabled

RAFT
Terrance Enabled

DOROTHYSFRIEND
Mr Garrison Enabled

CHEATINGISBAD
Mr Mackey Enabled

LOVEMACHINE
Chef Enabled

CHECKATACO
Wendy Enabled

FISHNCHIPS
Pip Enabled

KICKME
Ike Enabled

ALLWOMAN
Mrs Cartman Enabled

GOODSCIENCE
Mephisto Enabled

STARINGFROG
Jimbo Enabled

HAWKING
Ned Enabled

OUTRAGE
Big Gay Al Enabled

ELVISLIVES
Barbrady Enabled

MAJESTIC
Alien Enabled

THEEARTHMOVED
Level select Enabled

VEGGIEHEAVEN
Skinny Mode Enabled

MEGANOGGIN
Big Heads Enabled

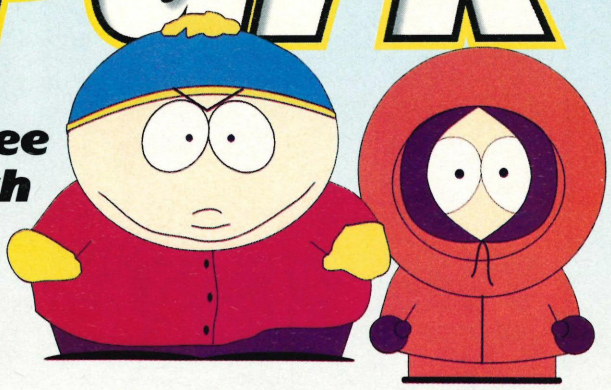
FATTERKNACKER
Unlimited ammo Enabled

FATKNACKER
All weapons Enabled

ASSMAN
Invincibility Enabled

PLANEARIUM
Pen and Ink Mode Enabled

Dude! Sweet! Kick ass! Mffmfff! Yes, those ker-azee kids from the town of South Park are here on the N64!



Operation Turkey Butt:

FAIRE GAME

OBJECTIVES: Find your friends and go enjoy the Renaissance Faire

The level starts with the children talking to Chef, who tells them about the comet that is on collision course with the Earth and that they had better watch out and return to the safety of their homes. Walk slowly through the town, lobbing snowballs at the mutant turkeys and meeting your three friends, then continue past the school to find the entrance to the Faire, from where the townspeople will run in a panic.

As you approach the Faire a small group of turkeys will attack you; see them off with plenty of snow then enter the Faire and walk through the stalls to the open ground at the back. Fight the turkeys in this area, then search the cave on the left to find some Zippi Cola and two packs of Cheesy Poofs. Leave the cave and follow the red arrow, then climb the small hill and turn right at the top into another battle with a load of killer turkeys. Once the gobblers are dead, continue to follow the red arrows through the snowy wasteland, blasting attacking birds as you go.

Pass through the wooden gate at the end of the path, then walk through the small passage to find another sealed gate. At this point, turn around to face the way you just came and splatter a huge swarm of turkeys creeping up behind you. Once the mutant Christmas dinners have been laid to rest the next gate will open, and you can grab some more Dodgeballs and some extra health in the form of Cheesy Poofs. Wander through the next gate and batter another troop of gibbering turkeys then head to the right and over the finish line to complete this level.

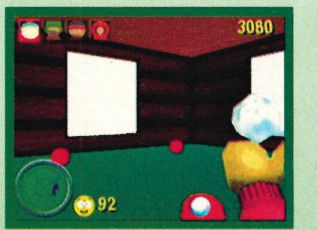


▲ Use your snowballs to splatter the mutant turkeys that have infested the town, but avoid killing harmless animals.



▲ Zippi Cola will allow you characters to run a lot faster and look out for Cheesy Poofs as they increase your health.









SECRET SECRET

On a small hill to the right of the path, you can find a wooden hut which has an open door. Search the room at the back of the hut to discover 40 Dodgeballs, which is South Park's famous sport.



Operation Turkey Butt:
TURKEY SHOOT

OBJECTIVES: All turkeys must be destroyed! Find Chef for more info

Move forwards and search around the tree to the right to find some more Dodgeballs, then walk up the hill and enter Chef's Shack O' Love. Chef explains to the gang about the larger tank turkeys that you will face on this level, and tells them that to destroy all the turkeys they must search for the source.

Leave the shack and make your way to the left, following the red arrows and splatting all the mutant gobblers that you find. Climb the small hill to find a sealed wooden fort, then enter the crater to the right and bop all the invading turkeys to open the gates. Inside the fort, you find more Cheesy Poofs and another wave of mutant turkeys.



Leave the fort heading to the left and climb another steep hill, where you'll discover another locked gate and a large tank turkey. Blast the tank with Dodgeballs, then chase it and continue to blast it until it dies. Head back to the gate, which is now open, and fight another tank, then pass through the tree-lined canyon and through another gate. Follow the passage, battling the little turkeys, then turn right by the fire and follow the passage to battle a tank. Continue along the passage to the door which returns you to the junction with the fire, then turn right again and kill another tank.

Follow the passage to a cave, then grab the goodies and continue along the passage until you reach another junction. Head to the left and waste another tank, then follow the arrows to a ravine. Drop down into the gap, then climb the ladder on the far side to enter another battle with more turkeys. When the enemies are dead, climb another ladder onto the mound in the centre. Wipe out the mutants on the bridge, then walk over the bridge and carefully down to the river ahead. Wait until the two boats are lined up in the centre of the river, then leap over them to land on the far side. Climb the hill and fight another tank at the top, then grab the Cheesy Poofs and slide down the hill to the finish.





◀ Enter Chef's Shack O' Love to find out more information on the mutant turkeys.





Operation Turkey Butt:
SEARCH AND DESTROY

OBJECTIVES: Clear out the turkey lair, eliminate the leader, kick turkey butt

Grab the Dodgeballs and Toilet Plunger Gun, then head up the hill and enter Chef's Shack O' Love for some more helpful advice. Leave Chef to his cooking and head along the passage to the left, blasting any mutant turkeys that attack you. Take out the tank on the corner, then continue along the passage and enter the cave at the end. Gib some more rampaging turkeys, then follow the red arrows through the cave to find a large dark cavern.

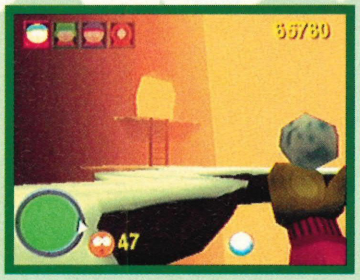
Kill the four tanks waiting in this area, then continue through the cavern to a bridge on the far side.



Walk across the bridge slaying all the turkeys on the other side, then continue to follow the path around the corner to find a tank and the entrance to another cave.

Walk through the tunnel collecting the goodies and slaughtering the mutant turkeys, then kill another tank and climb the ladder up to the next level. At the top, turn to the left and walk towards a large gate, which will open as you get close. Destroy the swarm of turkeys waiting behind the gate, then follow the arrows to another large gate.

Destroy all the turkeys to open the gate, then wander through and fight another swarm of turkeys waiting on the other side. Continue to follow the arrows and pass through the next large gate – eventually you'll discover a passage leading back out into the open. Blast the tanks outside, then pass through the canyon and enter another cave. Make your way through the tunnel and then battle another swarm of turkeys as you pass over the bridge at the end. Cross the next bridge and blast another tank then climb the hill to emerge at a clearing.

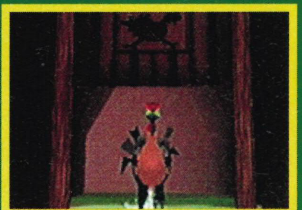


Turn to the right and traverse the thin ledge, then climb the small ladder and enter the cave beyond. Make your way through this dark tunnel, slaying the turkeys en route, then climb the large ladder in the centre. At the top, look to your right and climb another large ladder up, then climb the third and final ladder out to the top of the mountain where you'll meet the giant turkey boss.

Giant Turkey

BOSS BOSS

This giant metal turkey is not that tough to beat, providing you keep well away from his kick range. He has a large target on his backside which you must shoot repeatedly. Use your strafe buttons to circle the boss and keep firing at his behind until he runs away, killing Kenny in the process.





▲ The boss conveniently has a target painted on his ass!

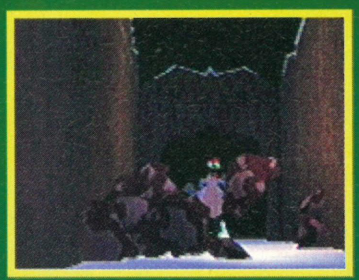
Operation Turkey Butt:
HOMECOMING

OBJECTIVES: Get back to South Park in time for Thanksgiving dinner

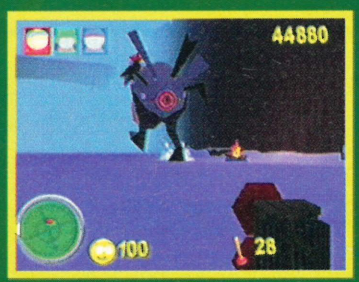
Head forwards and grab the Toilet Plunger Gun. As you turn the corner the giant turkey boss breaks free and charges down the hill towards South Park. Quickly get after the huge gobbler and shoot it repeatedly on the target on its ass. This boss will lay eggs on his way down the mountain which hatch into tanks, so you'll need to keep alert. Keep chasing the boss down the mountain and eventually you'll reach the edge of South Park town.



Once the giant turkey is nearly dead, he will sit down and you must now move in close to finish him off. You can either aim for the beast's head, or you can circle around it, shooting again at the target on his bum. Once the boss is dead you can all sit down happily to a turkey banquet before heading off to start the next mission.



▲ The huge turkey breaks through the rock wall and heads off down the hill to South Park.



▲ Quickly chase after the monster and keep blasting the large target on the creatures backside.

SECRET

As you approach the first steep downwards sloping hill, look to the right and jump onto the ledge running along the wall. Enter the cave at the end and climb the ladder up to find a secret room with some armour and Terrance and Phillip dolls.







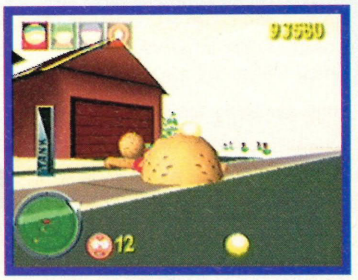


A Clone Of Your Own:
THERE GOES THE NEIGHBOURHOOD

OBJECTIVES: Clear the town! Prevent tank clones from reaching the school

This level begins with the children talking to Chef about more unusual events happening around South Park. Once this conversation is over, you find yourself alone outside the school and must quickly find your friends to help with your task. Grab the Dodgeballs from beside the school bus, then move around the front to meet Kyle and kill a Big Gay Al clone.

Walk to the first house on the left and grab some Dodgeballs, then slowly move along the street, slaying any clones you meet. The larger two-headed clones are the tanks this time, and you must destroy these giants before they reach the sign in front of the school. Use a more powerful weapon to destroy these tank clones, as they start to move very quickly once they have been hit a few times.



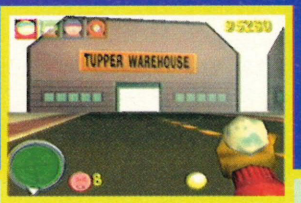
Head straight over the road junction and you'll find some more clones to dispose of. Once the tanks have been destroyed, find the last of the gang, then concentrate on stopping the tanks from reaching the school. Once all the clones have been killed, head through the town to the Tupper Warehouse and walk through the building to find the finish.



▲ Find all your friends in the town, then when you're all together the Warehouse will open.

SECRET

Inside the Tupper Warehouse look around the walls to find a ladder leading up onto the balcony. Search the balcony to find some Cheesy Poofs and some Armour.







▲ Once all the tank clones are dead enter the Warehouse and find the finish out the back.

A Clone Of Your Own:

WAREHOUSE RUN

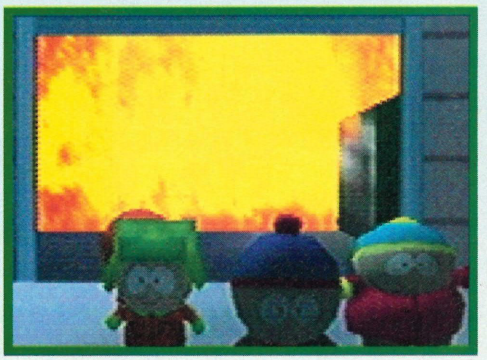


OBJECTIVES: Clean up the warehouses. Prevent tank clones from reaching the police blockade

Walk back into the warehouse and splat the two clones in the centre, then climb the ladder around the edge and collect all the extra weapons and ammunition scattered around the building. As you leave the warehouse you bump into Chef who explains where the clones are coming from.

When Chef leaves, the next warehouse door will open to your right and the first of the tank clones will appear. Quickly mow down the tanks using high power Dodgeballs or Yellow Snowballs, then wait for the door to the next warehouse to open.

Once all the warehouses have opened and all the tanks have been destroyed, enter the Every Warehouse and the gang will notice a small ladder leading upwards. Make your way through the building blasting any clones, then climb the ladder up onto the next floor. Search the corners of the room to find some more Dodgeballs, then look for a small green square leading to an alien artefact. Once the team discovers the alien weapon, all hell breaks loose and a huge explosion follows.



SECRET SECRET

Once all the warehouses are open and all the tank clones have been killed, enter the Soft Warehouse and search along the balcony to find a totally awesome Cow Launcher.







A Clone Of Your Own:

MOTHER LOVIN' SPOONFUL

OBJECTIVE: The mother clone has taken over the museum. Battle your way to the museum and destroy it!



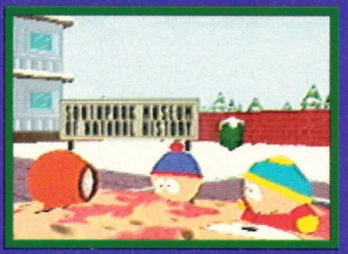
Just when you think you've managed to destroy all the clones, Chef turns up and tells you to hurry to South Park's museum. Before heading through the town, quickly look around the houses on either side of the street to grab some more Dodgeballs. Walk through the town slaying the clones and searching all the alleys for extra weapons and ammunition. Try to use your Snowballs to kill all the smaller clones and save the more powerful weapons to use on the boss. At the junction, turn to the right and walk down to the corner where you'll find Mr Hanky the Christmas Poo.

Walk over the street and search the houses in the centre for more ammo and a Sponge Dart Gun, then make your way along the main street whacking the remaining clones. Continue to head forwards until you discover the two police SWAT vans, then enter the museum grounds and battle the mother clone.

SECRET SECRET

Just before the two SWAT vans in front of the museum, there is a hidden wall on the right-hand side. Run along beside the wall and walk right to find this tiny area in which you can collect some Cheesy Poofs and some Armour.



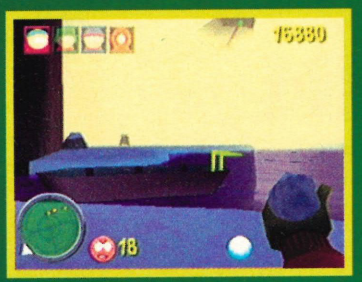


Mother Clone

This huge rubbery blob bounces around the museum grounds creating clones and trying to crush you with its moving eye on a pseudopod. As the blob gets closer to you it is able to blast you with a minor earthquake, so keep your distance and keep on blasting his moving eye. Power Dodgeballs are the best weapon. To beat this bulge, continue to blast its eyeball until the blob explodes.



▲ **The Mother Clone can be a nightmare if you don't have any power weapons!**


Close Encounters Of The Bovine Kind:
THE VISITORS RETURN

OBJECTIVES: Head to the last reported sighting of a visitor UFO

Chef tells the children that aliens have been spotted again over the town of South Park, and that they should try to find out where they have landed. Unfortunately your little team has been broken up again, so before trying to find the invaders, head into the town to find your friends. Head up the road to Stan's house, then look behind the fence to find some Dodgeballs.

Take the path ahead into the mountains. Search the cave on the left for more ammunition, then head up the hill battling a herd of mutant cattle. At the top of the hill circle around the passage on the right to grab some Cheesy Poof energy, then head through the gate into a large wide open area. Drop down from the ledge and attack the herd of stampeding cows, then search to the left of the ledge to find some more Dodgeballs.

After the mad cows have been slaughtered, head through the tunnel and fight another large herd of cattle before heading down to the edge of the lake. On the left-hand side of the lake you'll find a small boat waiting to ferry you into the tunnel, so jump aboard and ride into the tunnel. Leap out of the boat and grab Mr Hanky, then follow the water-filled passages to some wooden steps.

Jump out of the water to the left and then follow the path down a steep slope, slaughtering another herd of mad cows. Follow the arrows down to a steep slide with three tunnels at the bottom. Slip down the slope and through one of the tunnels, grabbing an extra weapon as you go. Blast the alien spaceship tank above you, then continue forwards and drop down into the canyon ahead. Now jump up the stairs around the side of the canyon and leap over to the ledge with an alien on it. Kill the alien, then follow the passage around the corner and leap over the small river. Continue up the slope on the far side, then knock down an alien tank overhead. Walk carefully through the valley, blasting any cows deposited by the alien craft, then wander over the finish line to complete this level.



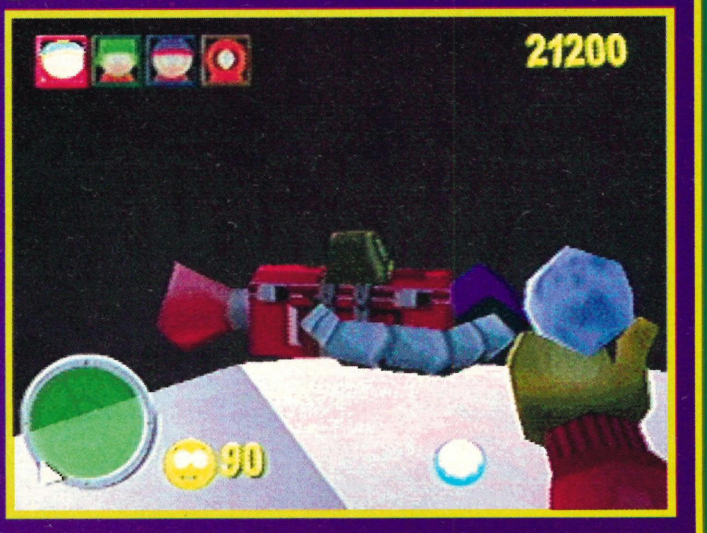
▲ These cows are more difficult to kill than the clones and turkeys. Use Dodgeballs and Toilet Plungers to kill them quickly.





SECRET

Drop into the water on the right-hand side of the lake and swim through the small tunnel to find a slope leading upwards. On the ledge at the top you will find a Warpo Ray.



Close Encounters Of The
THE ROAD

OBJECTIVES: Make your way to Craterville

Search the corners near the start to find some Dodgeballs and Toilet Plungers, then head through the passage and enter Chef's Shack O' Love. Chef explains that the alien tanks are being produced by the mothership, and that they must find this ship to stop the alien cattle bombing.

Outside Chef's Shack search the bottom of the small pond to find a Toilet Plunger Gun, then run around to the back of the shack to find Mr Hanky hidden amongst the garbage.



▲ Watch out for the mad cows on this level as they attack in numbers and have sharp horns!

Close Encounters Of The
ONE MOT

OBJECTIVES: Take out the visitor guards

Walk around the corner to a slope, then climb the hill to the top to find the alien mothership. Carefully collect the Super Sniper Chicken from the ledge, then turn to the left and grab some Armour. Now drop down off the ledge and head to the right slaying any aliens you meet, then enter the second cave to find another Sniper Chicken, Mr Hanky, some Armour and a Lightning Bolt.



▲ Shoot the alien guards that appear by the mothership and eventually two blue aliens will emerge from the door.

Bovine Kind:
TO CRATERVILLE

in search of the mothership

Head up the hill and take out an Alien Tank hovering overhead, then climb the slope on the left and walk across the log to collect some Cheesy Poofs and some Armour.

Drop off the ledge and shoot another tank, then follow the arrows to the end of the canyon. Turn to the right and kill a large herd of cows in the gap, then search beside the tree for a hidden tunnel entrance. Follow the passage to the end and you can find some Warpo Ammo, Sponge Darts and Toilet Plungers. Drop over the ledge to the right and follow the arrows to a locked gate, then kill the herd of cows waiting at the top of the hill. Make your way through the narrow passage and climb another hill, then quickly kill another herd of cows and an alien tank. Continue to follow the arrows along the canyon, slaying cows and any tanks that appear overhead, then climb the small slope and drop down through the hole in the floor between the two small trees.



▲ Mad cows can be found wandering around the level, and are also dropped by the alien ships.

At the bottom of the hole, turn to the right and kill a pair of alien visitors, then follow the arrows to arrive back in the open air. Kill the aliens on the ledge in front of you, then blast the alien tank hovering over the middle. Once all the aliens have been destroyed, search around the walls to discover another tunnel, then follow the red arrows and drop down another hole.

Quickly kill the two aliens at the bottom and then wander outside



▲ Between the two small trees you will find a large hole in the ground, drop down and splat a couple of alien warriors.

and destroy the herd of mad cows waiting on the slope. When the cows are dead, walk up the slope to the top and battle another herd of cattle, then turn to the left and drop down another hole at the end. Walk slowly out into the open and then carefully wander around the thin ledge slaying the aliens. Pass through the tunnel at the end, then kill another herd of cattle as you emerge back into the open. Wander down the hill and enter the tunnel at the bottom to arrive in Craterville, then walk to the right to find another alien tank. Quickly blast the tank and then kill off the remaining aliens, before walking through the gate and over the finish line.

SECRET SECRET

Just past the locked gate you'll find a cross-roads with arrows directing you up the hill ahead. Turn to the left here and wander into the cave to find some Toilet Plungers and Dodgeballs. Just behind the pair of Plungers is an extremely dark cave in which you can collect some Snacky Cakes and some Armour.





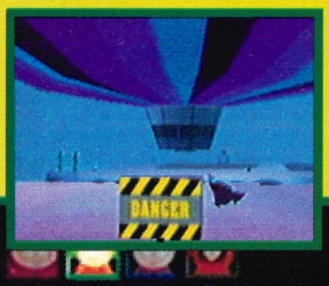
▲ In the centre of this clearing is an alien tank; blast this hunk of metal before too many enemies are dropped.

Bovine Kind:
HER OF A SHIP

and enter the mothership

Once you are powered up head back towards the mothership and keep blasting the alien guards which appear. The alien guards will keep reappearing at the same spot – if you keep your aim on the same spot and just try to shoot them before they can shoot at you. If you need more energy or weapons, the secret cave beneath the mothership contains all kinds of power-ups (and dead cows). The aliens won't follow you inside.

Once the aliens stop appearing move, around the ledge until you discover some more alien guards and keep blasting them until they stop appearing. Finally, once all the alien guards have been destroyed, two blue aliens will appear by the mothership's door. Head up onto the central platform and blast one of these aliens, and once destroyed he will transform into an alien key. Quickly grab the Snacky Cakes from on top of the nearby crate, then grab the key and enter the mothership.







SECRET SECRET

Underneath the central platform where the alien mothership has landed, you can find Mr Hanky. If you leap over the top of one of the logs in this area, you'll discover and ancient burial chamber. In this area you can collect Sponge Dart Ammo, Cheesy Poofs, Mr Hanky, Fresh Eggs, Toilet Plungers and Warpo Ray Ammo.





Close Encounters Of The Bovine Kind:
BLOW THE CORE

OBJECTIVES: Make your way to the central core and destroy it!

Search the room to find some Dodgeballs and Toilet Plungers, then head through the door with a seven marked on it. In the next room, kill the alien guards at the far end and pick up two packs of Cheesy Poofs before heading through the next door into another large compartment. Kill the guards patrolling this area and then the door at the end of the compartment will open, allowing a few cows into this area. Kill the mad cows and wander into the room ahead, then kill the alien on the platform in the centre.

Search in amongst the hay to grab some Toilet Plungers and Warpo Ray Ammo, then jump onto the round disc below the raised platform. Ride the lift to the top, then leap off onto the platform to collect some Snacky Cakes and a Warpo Ray. Continue into the next room and blast several alien guards before passing through another door into a large room with hay in the centre. Walk around the hay and through the next door, then kill another troop of alien guards and pick up plenty of Warpo Ray Ammo and Cheesy Poofs.



▲ These blue-robed aliens fly around near the ship's core. They move quite quickly so your reactions need to be speedy.

In the next large room, slaughter the mutant turkeys and then step onto the nest in the centre to grab a Sponge Dart Gun. In the next room blast a pair of blue flying alien guards, then enter the room to the left to kill another alien guard. Pick up Mr Hanky from on top of a small crate and walk into the next room, which is full of large crates. Shoot the alien guards standing on top of the crates, then make your way through to the next room and splatter another load of guards.

Walk through the door into another room, which has some of your fellow South Park residents in storage jars. Kill the blue alien guarding your friends, then open the door ahead and walk around the caged clones and into the next door on the right. There are three blue aliens and two alien guards here trying to stop you from entering the ship's core. Blast the blue aliens on the left first, then kill the two guards either side of the core door. Now enter the door and battle with the ship's core.



▲ Inside the alien spacecraft there are lots of animals in specimen jars. Look out, your friends might be here too!

Alien Core

BOSS BOSS

This room has reduced gravity, so it's worth practicing on the deathmatch level first to get the hang of how to float around. The core at the centre of the mothership strikes out with electrical pulses which cause damage when they touch you. The best tactic to use here is to keep circling and blast the core with your most powerful weapons until it explodes.





Something Wicked This Way Clunks
SEISMIC RUMBLE

OBJECTIVES: The seismic centre has been overrun by mad robots. Battle your way to the seismic centre

This level begins with Chef explaining about the new happenings around South Park. It appears that the Seismic Centre is picking up some strange signals and you must investigate. Start by searching around the houses to meet with your friends again, then grab the Warpo Ray hidden in one of the alleys. Once the group is all together, walk through the town and knock down a pair of robots on the cliffs at the edge of town. Be warned – the robots throughout this level can withstand a *lot* of damage!

Walk up the small hill just outside of the town and battle a robot tank and some smaller robot enemies. Continue across the frozen landscape following the red arrows and blasting any robots you meet, and eventually you'll arrive at a large gate. Blast the robots on the cliffs beside the gate to open it, then wander through and kill another robot on the ledge to your right. Follow the arrows through the passage, then enter a small cave on the right to grab some more Eggs



▲ Watch for robots on the ledges above you. You must kill all the robots in each area before you can move on.



Close Encounters Of The Bovine Kind:
MILITIA CAMP MA

OBJECTIVES: The militia camp has been overrun by mad robots. Fight your way to the camp

Turn around and wander back through the gate, then head to the left and enter Chef's Shack O' Love. Chef will explain that the robots are being made in a factory near Stark's Pond, and sends the gang to investigate. Leave Chef to his Chocolate Salty Balls and dive into the pond outside to collect some Warpo Ray Ammo and a Cow Launcher.

Now leave the water and check behind Chef's hut to find a well-



▲ Outside Chef's Shack O' Love is a lake. If you search the bottom you'll find Warpo Ray Ammo and a Cow Launcher.





▲ Climb this ladder and follow the path at the top to arrive at the militia camp gates.



◀ A well-aimed Terrance and Phillip Doll will work wonders on these robot snipers.

▼ Blast the yellow and black striped door on the front of the tanks to destroy them quickly.



and Warpo Ray Ammo. Continue through the passage collecting power-ups and battling robot tanks, then at the end of the passage you will find a cave. Look behind the tree on the left here to find Mr Hanky, then enter the cave and grab some more Warpo Ray Ammo. On the far end of the tunnel another robot tank is waiting – kill this hunk of metal and then wander over the snowy hills to find another large gate.

Kill the robots near this gate to open it, then head through the tunnel and battle another robot tank on the other side. Once the tank is dead continue along the path, then turn right at the junction and kill another robot on the cliff to the left. Head through the next gate and terminate another tank, then follow the tunnel back out into the open. Walk around the canyon in the floor, then kill the robot walking around at the bottom. Jump into the big lake and search around under the jetty to find some armour, then head through the gate near the tall pylons to arrive at the Seismic Centre.

DNESS



hidden Mr Hanky, then head through the tunnel towards Ned and Jimbo's militia ranch. Head down the hill and kill a robot tank, then continue to follow the path to a junction with several green robots. Kill the robots with your Warpo Ray and then follow the red arrow down another hill to battle another troop of green robots.

Once all the robots have been killed, the gate at the end will open and you can walk through into the next area. Follow the tunnel on the other side slaying another robot tank, then continue until you arrive at a small canyon. Destroy the enemy robots in this area, then climb the ladder on your left and follow the tunnel to the top. Kill the red robots on either side of the gate at the top, then walk through the gate and blast the robots on ledges around the side. Kill the robot tank at the back of the area and then walk through the next gateway on your left. Kill another red robot on the ledge to your right, then kill another tank and head for the next gate that has now opened.



Continue on your way through the complex, slaying red robots on the ledges and robot tanks on the ground, and eventually you'll arrive at the finish line.

Something Wicked This Way Clunks

NUTS AND BOLTZ

OBJECTIVES: The source of all the robot activity is a large factory that lies above the cliffs



▲ The mission is over and Jimbo and Ned have been rescued successfully, but where is Kenny?

Walk forwards past the car and drop down into the ravine next to the red arrow pointing down. Now carefully walk towards the edge of the ledge and look over the side, then drop down onto the wooden bridge just below. Turn around and grab a Warpo Ray Gun from inside the passage, then cross the bridge and climb the small snowy bank. Blast the robot sniper in the cave above you and to the right, then head along the path to the right, slaying enemy robots. At the end of the passage look up and blast an enemy robot in a cave above you, then head to the left blasting another robot sniper.

When the two red snipers have been destroyed, the gate to the left will open. Follow the dark tunnel, killing enemy robots, then walk over the two bridges and into another dark tunnel. Kill another robot in the darkness, then cross another two bridges and continue to climb to the top of the cliff.

As you exit the tunnel at the top you catch a glimpse of Uncle Jimbo and Ned being led into the robot factory. Quickly walk around the ravine to the left, then kill a pair of green robots and walk into the robot factory. Once inside, turn to the right and climb a small ladder to get onto the raised platform around the side. Walk along the platform and collect the Warpo Ray Ammo, then turn and blast the two large robot heads in the centre of the factory floor. Once these heads have been destroyed, the door to the next section of the factory will open, so drop to the floor and kill any robots in the room and then head through the door.



▲ Blast these robots on the factory floor then climb onto the raised ledge to blast the two machines.

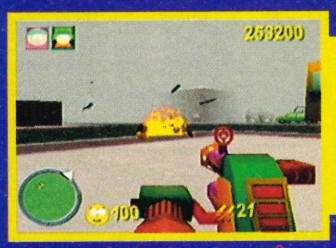
In the next room, blast the two robots on the floor, then head into the far left hand corner and climb the ladder up onto the raised platform. Knock out the two large robot heads in the centre, then head through the next door and kill another large robot-producing machine. Head back the way you came and turn to the left, then blast a red robot on top of the crates to the left. Blast another robot producer at the back of the room, then climb onto the crates on the right to kill a red robot hiding in the corner. Now collect all the ammunition dotted around this area and head through the next door to meet with the mad robot boss.

Mad Robot/Mr Hat

BOSS BOSS



This large robot is protected by lots of smaller robots and fires sponge darts at you. The best technique to use against this monster is to blast it with Terrance and Phillip Dolls to destroy all the smaller enemies, then concentrate on blasting Mr Hat who is hiding inside the flap on the front of the Giant Robot. Keep blasting Mr Hat and the robot will explode and you can rescue Jimbo and Ned.





▲ Near the end of the level several Jack-in-the-box tanks will try to attack the town. Stop them before they can reach the road block.

Some Disassembly Required:
TOY RAMPAGE

OBJECTIVES: Fight through the town and make your way to the toy store

The level begins with the kids talking to Chef about recent events, and Chef explains that the comet is approaching South Park and the final test is just around the corner. Find your first friend, then head back to the football pitch for weapons and ammunition. Walk slowly through the town, blasting the toy tanks and vomiting dolls, then gun down the miniature biplanes flying overhead. Once all the toys have been destroyed, the police SWAT van will move aside, giving you access to the next area.

Walk over the tracks and behind the house on the left to grab some more Sponge Darts and Dodgeballs. Now kill the two vomiting dolls on either side of the street and continue to make your way through the town. Once all the toys have been blown away, the next SWAT van will move aside and the gang can proceed onto the next area.

Kill all the vomiting dolls and keep collecting all the power-ups along the street, then turn the corner and dash along the road avoiding the mini racing cars trying to bruise your ankles. Cross over the tracks and splatter a few tiny tanks, then splatter a few mutant turkeys that appear behind you. Continue along the road blasting vomiting dolls, then gun down the biplanes to move the SWAT vans and allow you to proceed onto the next area.

Once past the roadblock, head into the trees to the right and grab some Cheesy Poofs, Zippi Cola and Armour, then head along the road and blast the enemy Jack-in-the-boxes. Stop the boxes from reaching the town, then continue along the road and over the finish line.





▲ Watch out for the green vomit flying out from these sick little dolls! Again, keep your distance to avoid being hit.

SECRET

After you meet Stan, head along to the end of the road, then walk around into the backyard of the house on the right. In this small garden you'll find some Cheesy Poofs and a Warpo Ray Gun with extra ammunition. If you climb onto the roof of this house you can also find a Super Sniper Chicken.

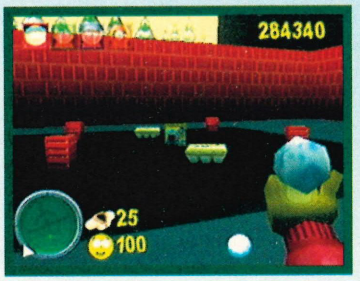


Some Disassembly Required:
PARKING PROBLEM

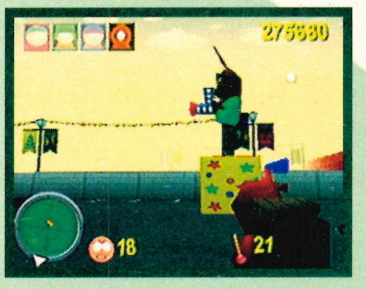
OBJECTIVES: Navigate Hell's parking lot. Gain entrance to the toy store

Head to the left-hand side to collect a Toilet Plunger Gun, then walk over to the other side to grab a Sponge Dart Gun and some Warpo Ray ammo. Now head along the road into the car park and blast the toy tanks waiting around the corner. Continue along the road blasting all the miniature enemies, then battle a Jack-in-the-box tank and prevent it from reaching the town.

Continue through the car park killing all the toys, and eventually you'll arrive at a bridge. Kill another batch of toys on the far side of the bridge, then drop down into the canyon to find Cheesy Poofs, Sponge Dart Ammo, Zippi Cola, and Terrance and Phillip Dolls. Climb the ladder on the left to leave the canyon, then search the small grassy area on your right to pick up a Cow Launcher, Sponge Dart Gun and some Snacky Cakes. Walk to the left as far as you can go, then follow the red arrow along another road, blasting large numbers of toys. Keep moving and shooting along this road until you arrive at the toy store.



Move along the front of the store blasting all the toys, then blast several Jack-in-the-box tanks, making sure that they are destroyed before they can reach the town. Keep blasting all the toys and tanks that appear, then eventually the door to the factory will open and you can walk across the finish line.



SECRET

On the other side of the bridge turn to the left, and then look for the police station located to your left. Blast all the toys patrolling in this area, being careful not to hit Officer Barbrady. Once all the toys are dead, aim a few snowballs at the police station to destroy the building, and underneath you can find Sponge Darts, Fresh Eggs, and Terrance and Phillip Dolls.





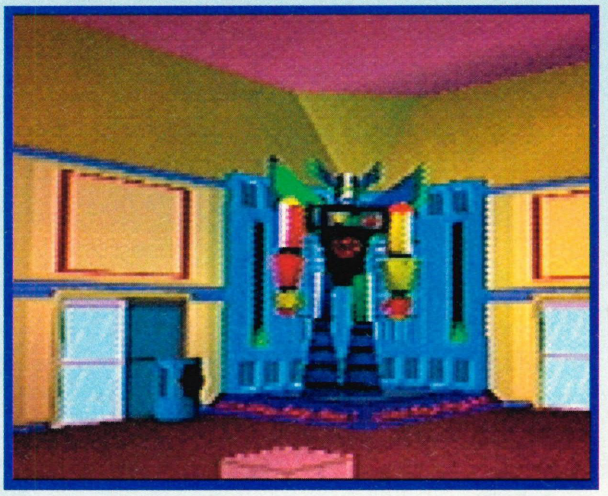
Some Disassembly Required:

BATTERIES INCLUDED

OBJECTIVES: Crush, kill, destroy. Evil toys must die!







Walk forwards and around the left-hand side of the room and blast a few miniature toys. Now take out the Jack-in-the-box tank to open the door to the next area of the toy store. Check the room thoroughly to collect all the Cheesy Poofs and Ammunition, then walk through the door. Battle another Jack-in-the-box in the next small room and kill all its tiny toy friends, then head to the right to find a storage room. In amongst all the crates of toys you will find Toilet Plungers, Sponge Dart Ammo, and some Armour. Once you have filled up with supplies, exit the storage area and head through the next door, which will shut behind you.

Head into the left hand corner for some more Cheesy Poofs, then blast the Jack-in-the-box patrolling this room. Once the enemies have been killed, search for some more Cheesy Poofs in the other corner, then head through the next open door into another small room. There are no large Jack-in-the-box monsters here, only little toys, but they attack in numbers. Quickly break all the toys with Terrance and Phillip Dolls, then take out the biplanes flying overhead. Once all the little mites have been destroyed, head through the door into a small waiting area, then finally head into the room ahead to meet Ultra Mega Mega Man. Before the battle starts dash over to the left side of the room and grab several boxes of Cheesy Poofs, then head to the centre of the room to grab a Super Sniper Chicken.

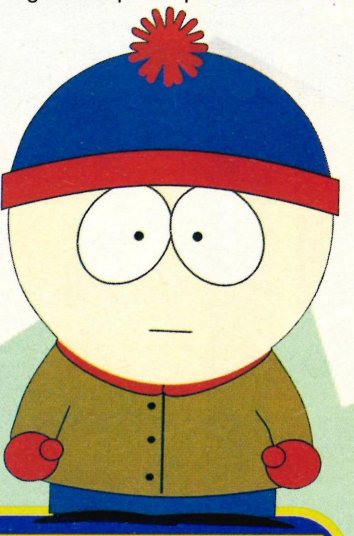


▲ Use Terrance and Phillip Dolls to blast little toys. Aim a grenade in the centre of the toys and they should all die.





▲ Once the Earth has been saved, Chef congratulates all the kids, but where's Kenny? Oh no, not again!



BOSS BOSS







Ultra Mega Mega Man

This huge robot is a real nasty piece of work. He has three attacks to use against you; an arm cannon, a powerful kick if you get too close and an awesome eye laser. Start this battle by shooting Ultra Mega Mega Man in the M symbol on his chest, then quickly blast the batteries on his back when he turns to head back to his power charger in the corner. If this monster makes it to the charger, quickly blast the small round switch to turn the machine off, then continue to blast the batteries on the boss's back. Keep your distance and dodge any cannon fire, then wait for him to charge at you. Quickly sidestep out of his way, then turn and blast the batteries on his back as he turns around. Repeat this procedure and Ultra Mega Mega Man will soon die and South Park will be saved!

Nintendo 64



Order now on 01202 200200

Choose one of these great games when you take out a 12-month subscription to 64 Solutions



Super Mario 64



Goldeneye



Yoshi's Story



Banjo-Kazooie

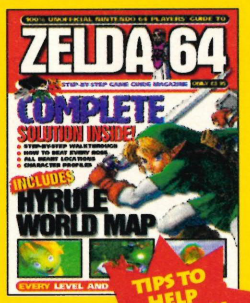


Diddy Kong Racing

Maximum Solutions: Zelda 64

ISBN 1-873650-61-2 • Guide • Just £3.95

Unofficial full-colour playing guide to help you through this gigantic game, including the locations of all hidden items and weapons. You'll not want to be without these extensive walkthroughs to all the dungeons and tips to help you win the final battle.





64 Solutions

ISSN 1369-7064 • Magazine • Save 25%

- **Annual subscription** – 6 issues: UK £15 • Europe £18 • World £23
- **Annual subscription** – 6 issues plus one Nintendo 64 game (see above for choice): UK £55 • Europe £60 • World £65

The best-selling Nintendo 64 tricks and tactics magazine provides 132 pages of the latest hints and tips, cheats, complete guides and mapped solutions for all the latest Nintendo games.





* Please note that the exact covers and contents shown here are subject to change due to circumstances beyond our control. Ask for confirmation when you order.

5 simple ways to order!*

Phone
01202 200200
Mon to Fri 9am to 6pm
Answerphone 24 hours

Email
offers@paragon.co.uk

Web
http://offers.paragon.co.uk

Fax
01202 200217
Available 24 hours



The Complete A-Z of 64 Games

ISSN 1369-6378 • Magazine • Just £4.95

Every Nintendo 64 game fully reviewed and rated. Over 164 superbly illustrated pages of gaming action. Essential collectors' edition. The complete Nintendo game catalogue featuring every single 64 game ever released, including Diddy Kong Racing, Goldeneye, Quake 64, Super Mario 64, Bomberman, FIFA '98...



Maximum Solutions: Turok 2

ISSN 1463-7243 • Magazine • Only £3.95

Unofficial full-colour playing guide to one of the biggest releases on the N64. Complete with tactics and walkthrough, this guide provides everything required to complete not just Turok 2, but also the original Turok game. A vital companion for anyone with a Turok game.

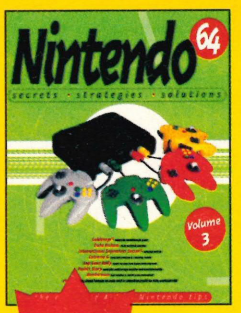


SPECIAL OFFERS

Nintendo 64 Secrets, Strategies, Solutions volume 3

ISBN 1-873650-28-0 • Book • Just £9.95

All new volume 3! The biggest ever collection of Nintendo 64 hints, tips, playing guides and cheats. Superbly illustrated with over 2,000 screen shots and maps. And all in full colour! Includes massive guides Banjo-Kazooie, Mortal Kombat 4, Yoshi's Story, Forsaken, Mission Impossible, Quake 64, Mystical Ninja and many more!



OVER 200 PAGES IN FULL COLOUR!





EVERY PIECE OF HEART LOCATED!

Zelda 64 Secrets, Strategies, Solutions

ISBN 1-873650-52-3 • Book • Only £9.95

Exhaustive playing guide to the ultimate N64 game. Includes level strategies, character profiles, hidden stages, cheats, tricks and tactics. In short, the complete solution to this huge game.

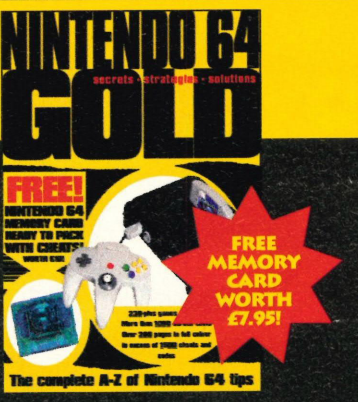


EVERY CHEAT MODE REVEALED!

Banjo-Kazooie Secrets, Strategies, Solutions

ISBN 1-873650-38-8 • Book • Only £7.95 (RRP £9.95)

The complete solution to Rare's fantastic adventure. Every single jigsaw piece, honeycomb and note revealed. Includes all the secrets, all the characters and all the level maps.

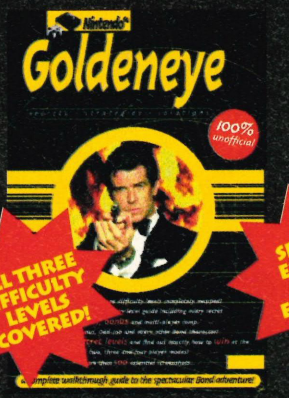


FREE MEMORY CARD WORTH £7.95!

Nintendo 64 Secrets, Strategies, Solutions Gold

ISBN 1-873650-47-7 • Book • Only £14.95

Massive collection of tricks, tactics, mapped solutions and guides to all the leading Nintendo 64 games. This monster 480-page book comes with free N64 memory card worth £7.95!



ALL THREE DIFFICULTY LEVELS COVERED!

Goldeneye Secrets, Strategies, Solutions

ISBN 1-873650-11-6 • Book • Just £7.95 (RRP £9.95)

A complete walkthrough guide to the spectacular Bond adventure featuring unmissable multiplayer tactics. Every level mapped, complete character guide (plus secret ones).

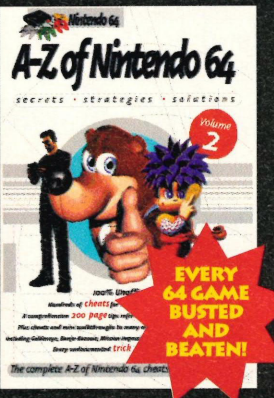


SECRET EXPERT MODE EXPOSED!

Lylat Wars Secrets, Strategies, Solutions

ISBN 1-873650-14-0 • Book • Only £7.95 (RRP £9.95)

Unrivalled guide to the most impressive 3D shoot-'em-up ever. Every trick and tactic exposed in full. Hidden characters revealed plus complete guide to defeating end-of-game boss, Andross.



EVERY 64 GAME BUSTED AND BEATEN!

A-Z of Nintendo 64 Secrets, Strategies, Solutions volume 2

ISBN 1-873650-43-4 • Book • Just £9.95

All new volume 2! A superb guide packed with tricks and tactics for every Nintendo 64 game. Comprehensive, accurate, great value – simply the best there is!



COMPLETE SOLUTIONS TO BOTH TUROK GAMES

Turok 2 Secrets, Strategies, Solutions

ISBN 1-873650-54-X • Book • Only £9.95

Essential playing guide to one of the biggest games of all time on the Nintendo 64. Complete walkthrough, guide to enemies and objects, and exclusive cheats and codes. Unbeatable.

Mail

Use the form at the bottom of this page and post to Paragon

The Secrets, Strategies, Solutions range is the world's leading playing guide brand offering ultimate quality, value and authority. Over half a million titles in print!

Item(s) required – please tick

Nintendo 64 Secrets, Strategies, Solutions volume 3	£9.95	☐
A-Z of Nintendo 64 Secrets, Strategies, Solutions	£9.95	☐
Lylat Wars Secrets, Strategies, Solutions	£7.95	☐
Zelda 64 Secrets, Strategies, Solutions	£9.95	☐
Goldeneye Secrets, Strategies, Solutions	£7.95	☐
Banjo-Kazooie Secrets, Strategies, Solutions	£7.95	☐
Turok 2 Secrets, Strategies, Solutions	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Gold	£14.95	☐

Maximum Solutions: Zelda 64	£3.95	☐
Maximum Solutions: Turok 2	£3.95	☐
The Complete A-Z of 64 Games	£4.95	☐
64 Solutions (magazine only subscription)	£15 (UK)	☐
	£18 (Europe)	☐
Prices are for 12-month subscriptions	£23 (World)	☐
64 Solutions (magazine plus game subscription)	£55 (UK)	☐
Please write choice of game required with	£60 (Europe)	☐
12-month subscription here.....	£65 (World)	☐

Method of payment

☐ Cheque/Postal Order
(Please make payable to Paragon Publishing Ltd)
☐ Credit Card
(Access/Visa/Mastercard/Switch/Delta)

Card number .....
Expiry date.....
Switch/Delta number .....
Switch/Delta issue number .....

Your details

Name .....
Address.....
.....
.....
.....Postcode.....
Telephone number .....
Email.....

Signature.....
Date.....

Please return this coupon or a photocopy of it (together with your cheque/PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to the address provided. It won't cost you a penny in stamps if posted in the UK. Please note all prices include postage and packing.

Form 64MG20.

Call 01202 200200 for availability and pricing

Paragon Publishing Ltd
FREEPOST (BH 1255)
Bournemouth
Dorset BH1 2TA

NOW EVEN BETTER VALUE!

subscribe TO 64 MAGAZINE AND SAVE UP TO £42!

MEGA DEAL

Choose the **Mega Deal** subscription and choose from any of these eight great games for just £35!


Zelda 64


Turok 2


Goldeneye


Banjo-Kazooie


1080º Snowboarding

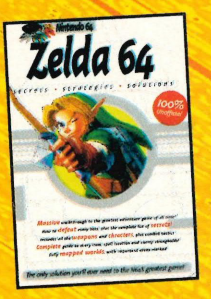

ISS '98

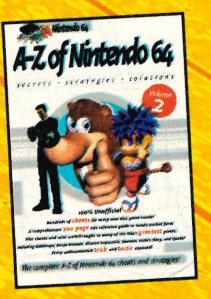

Diddy Kong Racing


F-1 World Grand Prix

PLUS

choose from any of these 200+ page solutions books absolutely free!







YOUR DETAILS:

Name ..... Age .....

Signature .....

Address .....

.....

Postcode ..... Phone Number .....

TICK ISSUES REQUIRED (EACH £4.95 INC P&P)

2 ☐ 4 ☐ 7 ☐ 8 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐

16 ☐ 17 ☐ 18 ☐ 20 ☐ 21 ☐ 22 ☐ 23 ☐

METHOD OF PAYMENT

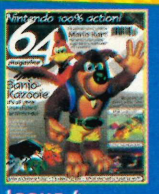
☐ Cheque/Postal Order (please make payable to Paragon Publishing Ltd)

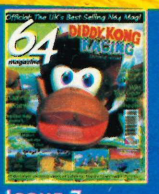
☐ Credit Card/Card Type .....

Expiry Date ..... Card Number .....

BACK ISSUES


ISSUE 2


ISSUE 4


ISSUE 7


ISSUE 8


ISSUE 12


ISSUE 13


ISSUE 14


ISSUE 15


ISSUE 16


ISSUE 17


ISSUE 18

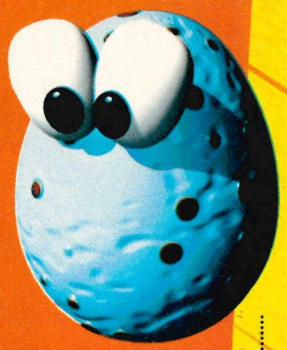

ISSUE 20


ISSUE 21


ISSUE 22


ISSUE 23

be



BIGGER SAVINGS THAN EVER!

- Get 64 MAGAZINE delivered direct to your door before it appears on newsagents' shelves – be first with the latest news, previews and reviews!
- Save at least 35% on the newsstand price of the magazine!
- Be able to take advantage of our incredible Mega Deal and get 12 issues of 64 MAGAZINE (normal price £47.40) one of eight stunning Nintendo games (normally worth up to £49.99) and a *Secrets, Strategies & Solutions* book (normal price £9.95) for just £65 – a massive £42 saving!
- Receive an exclusive subscribers-only 64 MAGAZINE newsletter!



SUBSCRIPTIONS

SAVE MONEY TODAY

6 ISSUES

UK	EUROPE	WORLD
£15.00	£18.00	£23.00

INCLUDING POSTAGE & PACKAGING.

12 ISSUES

(WITH A FREE 256K MEMORY CARD!)

UK	EUROPE	WORLD
£30.00	£36.00	£46.00

INCLUDING POSTAGE & PACKAGING.

12 ISSUES

(WITH GAME AND SOLUTIONS BOOK!)

UK	EUROPE	WORLD
£65.00	£71.00	£81.00

INCLUDING POSTAGE & PACKAGING.

PLEASE RETURN THE COUPON, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: *64 Subscriptions, Paragon Publishing Ltd, Freepost BH 1255, Bournemouth BH1 2TA*

IT WON'T COST YOU A PENNY if posted in the UK. Alternatively, call our Credit Card line on (01202) 200200, Fax on (01202) 200217, or email subscriptions@paragon.co.uk.

SUBSCRIPTIONS

YOUR DETAILS:

I would like my subscription to start from Issue No .....

Name..... Age .....

Signature .....

Recipient's Address .....

.....

.....

Postcode ..... Phone Number .....

Subscription length

6 issues ☐ 12 issues ☐ 12 issues Mega Deal ☐

METHOD OF PAYMENT

☐ Cheque/Postal Order (please make payable to Paragon Publishing Ltd)

☐ Credit Card/Card Type .....

Expiry Date ..... Card Number .....

MEGA DEAL OPTIONS

The game I would like is...

- Zelda 64 ☐
- Turok 2 ☐
- Goldeneye ☐
- Banjo-Kazooie ☐
- 1080º Snowboarding ☐
- ISS 98 ☐
- Diddy Kong Racing ☐
- F-1 World Grand Prix ☐

The *Secrets, Strategies & Solutions* book I would like is...

- Zelda 64 ☐
- A-Z of Nintendo 64 Vol 2 ☐
- Banjo–Kazooie ☐

From time to time you may be sent news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box ☐

Want to find out about an older N64 game? The Nindex is the definitive guide to all things Nintendo!

64 nindex

64 MAGAZINE GAME CHARTS

HIGH FLYERS

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	ISS 64	Konami	93%
7=	Super Mario 64	Nintendo	92%
7=	Rogue Squadron	Nintendo	92%
9=	Bust-A-Move 2	Acclaim	91%
9=	Micro Machines 64	Codemasters	91%
11=	Turok 2	Acclaim	90%
11=	Let's Smash	Hudson Soft	90%
11=	F-Zero X	Nintendo	90%
11=	Bust-A-Move 3dx	Acclaim	90%
15=	NFL Quarterback Club '99	Acclaim	89%
15=	WWF Warzone	Acclaim	88%
17=	NHL '99	EA	88%
17=	Lylat Wars	Nintendo	87%
17=	Puyo Puyo Sun 64	Compile	87%
17=	SCARS	Ubi Soft	87%
17=	Silicon Valley	Take 2	87%

DEAD DUCKS

The foul and rancid droppings stinking up Nintendo's house!

5	Aero Fighters Assault	Video System	20%
4	FIFA 64	EA Sports	19%
3	Dual Heroes	Hudson Soft	18%
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

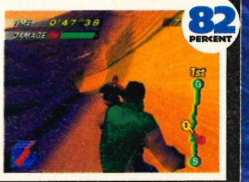
The Gold Medal Award only goes to those few games that you absolutely *must* own!

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'.



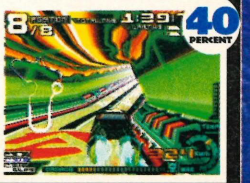
20 PERCENT

⊕ 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.



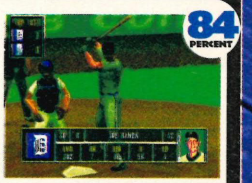
73 PERCENT

⊕ 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.



84 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

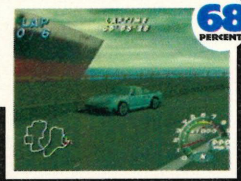
⊕ Not as bad as *St Andrews Golf*
⊖ Just about everything

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.



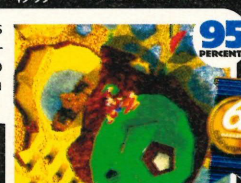
68 PERCENT

- ⊕ 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!



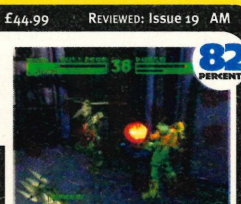
95 PERCENT

- ⊕ 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.



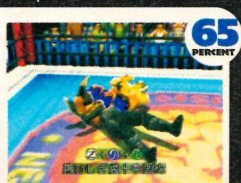
49 PERCENT

- ⊕ 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.



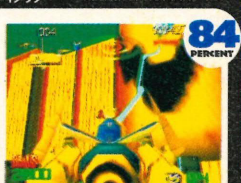
65 PERCENT

- ⊕ 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.



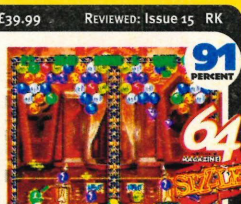
84 PERCENT

- ⊕ 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.



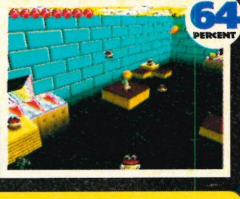
90 PERCENT

- ⊕ 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.



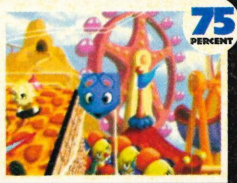
64 PERCENT

- ⊕ Inventive controls
- ⊖ Useless camera, too easy

CHAMELEON TWIST 2

Publisher: Sunsoft | Price: £39.99 | Reviewed: Issue 23 RK

Improved sequel to the above with better camera control and tougher puzzles, but still somewhat on the easy side. Good for kids.



75 PERCENT

- ⊕ Bright, colourful, easy to play
- ⊖ Too easy to finish

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.



70 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

64 SCORE Platformers



HIT THE HEIGHTS

1	Zelda 64	98%
2	Banjo-Kazooie	95%
3	Super Mario 64	92%
4	Silicon Valley	87%
5	Glover	85%

SIX FEET UNDER

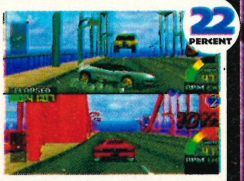
Doraemon	30%

NINDEX

CRUIS'N USA

Publisher: Nintendo Price: £34.99 Reviewed: Issue 10 RK

Pathetic driving game that's fun only for those with half their brain kept in a jar by the bed. Avoid at all costs. You've been warned.



22 PERCENT

⊕ Nothing
⊖ Crap graphics, crap sound, crap gameplay, etc etc

CRUIS'N WORLD

Publisher: Nintendo Price: £49.99 Reviewed: Issue 17 AM

Sequel to *Cruis' n USA*, which despite being made two years later is just as bad as the original. Nintendo, sort yourselves out!



24 PERCENT

⊕ Four-player game
⊖ See *Cruis'n USA*

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

64 SCORE Shoot-'em-ups



HIT THE BULL

1	Goldeneye	95%
2	Star Wars: Rogue Squadron	92%
3=	Turok 2	90%
3=	Lylat Wars	87%
5	Forsaken	86%

LOAD OF BULL

Aero Fighters Assault	20%

DOOM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 1 JM

Graphical update of the classic PC game with new N64-only levels. Now feels dated, but very good for no-nonsense killing action.



70 PERCENT

⊕ Grim atmosphere, classic gameplay
⊖ Very dark and hard to see

DORAEMON

Publisher: Epoch Price: Import Reviewed: Issue 3 AM

Very simple *Mario* knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear.



30 PERCENT

⊕ Multiple characters
⊖ Japanese text, aimed at young kids

DUAL HEROES

Publisher: Hudson Soft Price: Import Reviewed: Issue 9 AM

Get your scrapers ready, because here's the barrel! Eye-pokingly bad beat-'em-up that requires no skill whatsoever to defeat.



18 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.



81 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*.



19 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.



86 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.



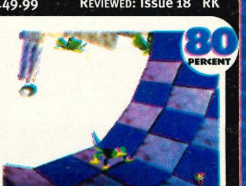
62 PERCENT

⊕ 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*.



80 PERCENT

⊕ Wisecracks, varied and immersive levels,
⊖ Dated feel, dodgy camera

NINDEX



THE GLORY OF ST ANDREWS

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.



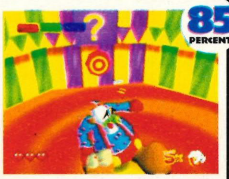
10 PERCENT

- ⊕ Japanese, so you'll probably never see it
- ⊖ Makes real golf exciting

GLOVER

Publisher: Hasbro | Price: £49.99 | Reviewed: Issue 20 RK

Very appealing combination of platform game and puzzle, the objective being to bounce magical balls to safety.



85 PERCENT

- ⊕ Great ball control, lots of puzzles
- ⊖ Can get frustrating

GOLDENEYE

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 5 AM

If you only buy one N64 game, make it this! Unmatched multiplayer action and superb one-player game – you *are* James Bond.



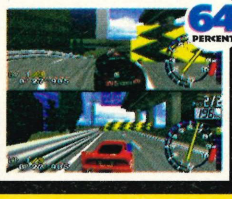
95 PERCENT

- ⊕ Deathmatch, involving missions
- ⊖ Tank chase a bit weak

GT 64 CHAMPIONSHIP EDITION

Publisher: Ocean | Price: £59.99 | Reviewed: Issue 16 AM

Second-rate bash at a saloon car racing game, with few tracks, sparse visuals, low frame rate and completely nightmarish controls.



64 PERCENT

- ⊕ Cars look quite good
- ⊖ Ponderous, unexciting, lame two-player mode

HEXEN

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 5 AM

Risible port of a feeble PC *Doom* clone, in the running for a 'Most Blurred Graphics' award. Trudging gameplay and dull enemies.



30 PERCENT

- ⊕ Some amusing weapons
- ⊖ Tedious beyond belief

HOLY MAGIC CENTURY

Publisher: Konami | Price: £49.99 | Reviewed: Issue 21 BL

Anglicised version of *Quest 64*, which apart from a few name changes is identical. Still suffers from lack of depth and too much tedious combat.



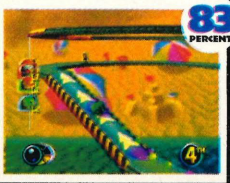
54 PERCENT

- ⊕ Huge world to explore
- ⊖ Nothing interesting in it!

IGGY'S RECKIN' BALLS

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 17 RK

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it.



83 PERCENT

- ⊕ Lots of tracks, four-player game
- ⊖ Maybe *too* weird

ISS 64

Publisher: Konami | Price: £34.99 | Reviewed: Issue 3 AM

Fantastic football game now available at a budget (ish) price. The second best soccer sim that money can buy – only its sequel is better!



93 PERCENT

- ⊕ Low price, fab gameplay
- ⊖ PAL version slightly slow, it's not *ISS '98*!

ISS '98

Publisher: Konami | Price: £39.99 | Reviewed: Issue 18 PM

The best football game written for any machine – ever! Sheer soccer style that you'll be playing for years to come.



95 PERCENT

- ⊕ It's just the best!
- ⊖ Player names not real

J-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer | Price: Import | Reviewed: Issue 6 RK

Desperately average football game with comedy players and a limited selection of kicks and tackles. Dismiss it from your mind.



44 PERCENT

- ⊕ Moves smoothly
- ⊖ Not a patch on *ISS*

J-LEAGUE ELEVEN BEAT 1997

Publisher: Hudson Soft | Price: Import | Reviewed: Issue 8 RK

Another J-League game with stumpy comedy players, though marginally better than *Dynamite Soccer*. Still not very good, though.



60 PERCENT

- ⊕ Mildly amusing
- ⊖ Not a patch on *ISS* either

JEOPARDY!

Publisher: Take 2 | Price: Import | Reviewed: Issue 14 RK

Transfix yourself with a spear! It'd be more fun than this screamingly bad American gameshow that nobody in Britain watches.



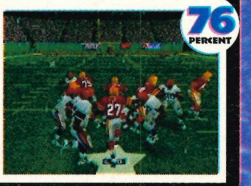
30 PERCENT

- ⊕ It's not *Going For Gold*
- ⊖ Americans only need apply

JOHN MADDEN 64

Publisher: EA Sports | Price: £59.99 | Reviewed: Issue 8 MW

The portly Shatner lookalike puts his name to a decent American football game, but it loses out visually to the hi-res *Quarterback Club*.



76 PERCENT

- ⊕ Very good player AI
- ⊖ Grainy visuals, for fans only

IGGY'S RECKIN' BALLS

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 17 RK

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it.

83 PERCENT

- ⊕ Lots of tracks, four-player game
- ⊖ Maybe *too* weird

KILLER INSTINCT GOLD

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 3 AM

A fighting game where speed and demented combos are the key. Button-bashing, rather than actual skill, is what counts for most.



70 PERCENT

- ⊕ Looks good, very fast
- ⊖ There's not much skill involved

KNIFE EDGE

Publisher: THE Games | Price: £39.99 | Reviewed: Issue 22 AM

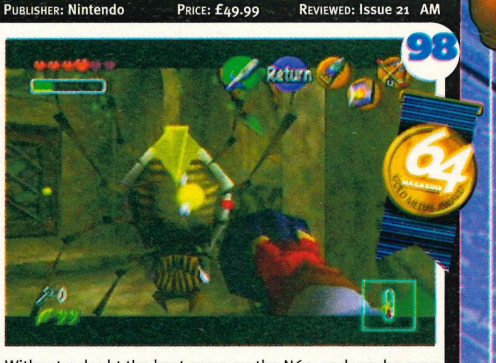
A light gun game... that doesn't support a light gun. Deathly tedious and uninspired shooter that should be avoided.

26 PERCENT

- ⊕ 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

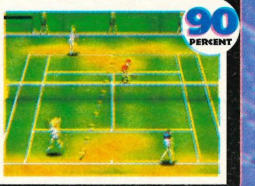
Without a doubt the best game on the N64, and maybe even the best game ever. Nintendo's huge adventure is light years ahead of everything else!

- ⊕ Simply the best!
- ⊖ You'll play it to death!

LET'S SMASH

Publisher: Hudson Soft | Price: Import | Reviewed: Issue 21 AM

Excellent anime-style tennis game, which looks a bit cute for some but hides a superb game under the cartoony front. Great for four players.



90 PERCENT

- ⊕ Easy to play, lots of options
- ⊖ Japanese text

LYLAT WARS/STARFOX 64

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 5 AM

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time.



87 PERCENT

- ⊕ Spectacular, great audio, all-action
- ⊖ Short-lived

NINDEX

MACE: THE DARK AGE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 7 RK



Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary.

70 PERCENT

- ⊕ Fast, interactive scenery
- ⊖ Jerky animation, gets repetitive

MARIO KART 64

Publisher: Nintendo Price: £49.99 Reviewed: Issue 3 AM



People moan about our score, but *MK64 isn't* as good as the SNES version, and the cheating racers *do* spoil things. So nur!

78 PERCENT

- ⊕ Bright and fun, good multiplayer game
- ⊖ CPU cheats

MICRO MACHINES 64 TURBO

Publisher: Codemasters Price: £39.99 Reviewed: Issue 23 BL



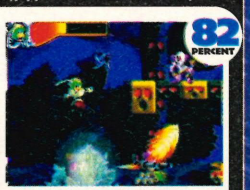
Fantastic miniature racing game that supports up to eight (yes, eight) players at once. A superb party game, and well worth getting.

91 PERCENT

- ⊕ Eight players, loads of tracks
- ⊖ Just like PSX version

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

64 SCORE Puzzles



CRYPTIC CROSSWORDS

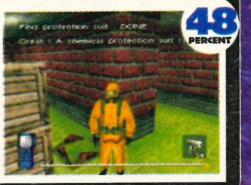
1	Bust-A-Move 2	91%
2	Bust-A-Move 3DX	90%
3	Puyo Puyo Sun 64	87%
4	Wetrix	86%
5	Glover	85%

CRAPTIC CROSS WORD

Jeopardy!	30%

MISSION: IMPOSSIBLE

Publisher: Infogrames Price: £39.99 Reviewed: Issue 18 AM



A dreadful disappointment considering the time spent on it. Pitiful visuals and stupid illogical puzzles ruin a potentially great license.

48 PERCENT

- ⊕ Music, some nice ideas
- ⊖ But not nearly enough

MORTAL KOMBAT 4

Publisher: Midway Price: £44.99 Reviewed: Issue 19 AM



The long-awaited 3-D update of *MK* is the N64's best fighter to date. Loads of gore and manic gameplay, but the joke is wearing thin.

86 PERCENT

- ⊕ Blood-soaked fatalities, a great laugh
- ⊖ Same old *MK* stuff

MK MYTHOLOGIES: SUB-ZERO

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9 RK



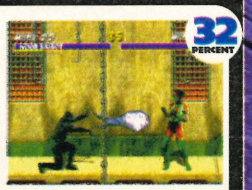
Diabolically dumb attempt to cross *Mortal Kombat* with a platform adventure. Even *Super Hunchback* was better. Avoid!

46 PERCENT

- ⊕ Sub-Zero fans will like it
- ⊖ Everyone else will certainly hate it

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 3 LC



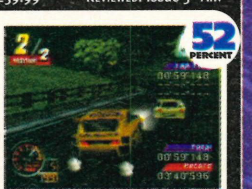
Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look.

32 PERCENT

- ⊕ Every *MK* character
- ⊖ Grotesquely inept gameplay

MULTI RACING CHAMPIONSHIP

Publisher: Ocean Price: £59.99 Reviewed: Issue 5 AM



Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around.

52 PERCENT

- ⊕ Two hidden cars, wow!
- ⊖ Way too easy, not many tracks

MYSTICAL NINJA STARRING GOEMON

Publisher: Konami Price: £59.99 Reviewed: Issue 13 RK



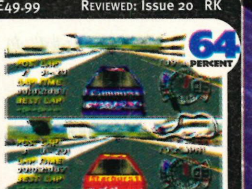
Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens!

83 PERCENT

- ⊕ Huge landscape, lots of puzzles
- ⊖ Evil 3-D jumps required

NASCAR '99

Publisher: EA Sports Price: £49.99 Reviewed: Issue 20 RK



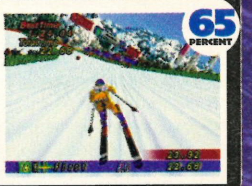
Mix of arcade game and sim that can't decide which to be, and thus fails to be either. A very repetitive racer that even NASCAR fans won't like.

64 PERCENT

- ⊕ Real drivers included
- ⊖ Looks dull, poor feel, moronic commentary

NAGANO WINTER OLYMPICS

Publisher: Konami Price: £59.99 Reviewed: Issue 10 AM



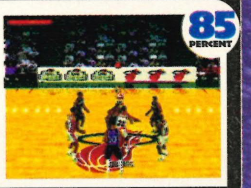
Mixed bag of events from the 1998 Olympics. Ultimately, the bad or average events outweigh the good, so it's a bit of a snow job.

65 PERCENT

- ⊕ Good bobsleigh and – yes! – curling
- ⊖ Hideous skiing events

NBA COURTSIDE

Publisher: Nintendo Price: £49.99 Reviewed: Issue 16 AM



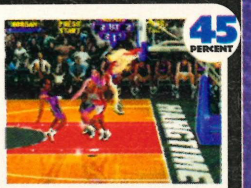
Very playable basketball game with excellent controls, fully customisable camera and a Player Creation mode.

85 PERCENT

- ⊕ Best basketball game on the N64
- ⊖ A little blurry

NBA HANGTIME

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 5 LC



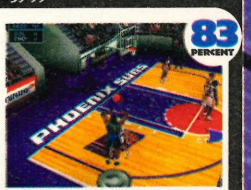
Rubbish arcade basketball game conversion with silly power moves and players with wobbly heads. Well worth a miss.

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 basketball fan needs
- ⊖ Except the wow factor

NBA PRO '98

Publisher: Konami Price: £59.99 Reviewed: Issue 12 RK



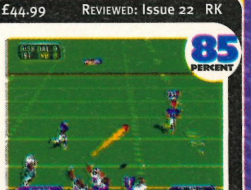
The overlooked middle child of Nintendo basketball games, which comes off second-best to *NBA Courtside* in all respects.

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.

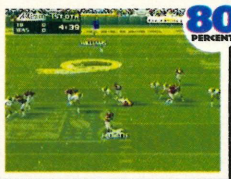
85 PERCENT

- ⊕ Fast, fun and full of comedy violence
- ⊖ A bit simplistic

NINDEX

NFL QUARTERBACK CLUB '98

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 7 RK



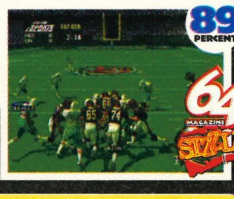
The N64's first hi-res game, and a very respectable game of American football to boot. Unlike *Madden*, it has a full NFL licence.

80 PERCENT

- ⊕ Sharp visuals, easy to play
- ⊖ It's American football!

NFL QUARTERBACK CLUB '99

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 21 RB



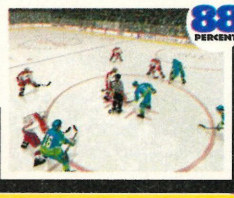
Updated version of *NFL QBC '98*, with hugely improved hi-res visuals, smarter players and a generally beefed-up pace.

89 PERCENT

- ⊕ Looks great, plays well, official licence
- ⊖ It's American football

NHL '99

Publisher: EA Sports | Price: £49.99 | Reviewed: Issue 20 BL



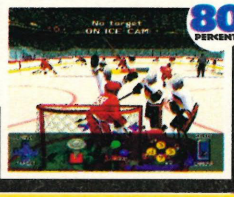
Currently the best ice hockey game around, with a hi-res mode, very smooth controls and lots of fighting! If you like pucking, this is for you.

88 PERCENT

- ⊕ Hi-res, camera options, smooth
- ⊖ Large borders

NHL BREAKAWAY '98

Publisher: Acclaim | Price: £59.99 | Reviewed: Issue 12 RK



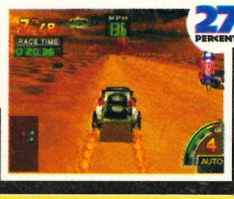
Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay.

80 PERCENT

- ⊕ Good looking, player creation
- ⊖ Minority appeal

OFF-ROAD CHALLENGE

Publisher: Midway | Price: Import | Reviewed: Issue 17 AM



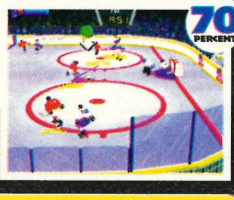
If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game.

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*

PENNY RACERS

Publisher: THQ | Price: £39.99 | Reviewed: Issue 23 AB



UK version of Japanese racer *Choro Q*. Although it has a track designer and some cute touches, it's too sluggish and annoying to be fun.

66 PERCENT

- ⊕ Track designer
- ⊖ Takes ages to build up cars, slow

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.

76 PERCENT

- ⊕ Undeniably attractive, lots of missions
- ⊖ Unfocussed, a bit dull

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

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

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 sub-games
- ⊖ 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.

82 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.

50 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.

79 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

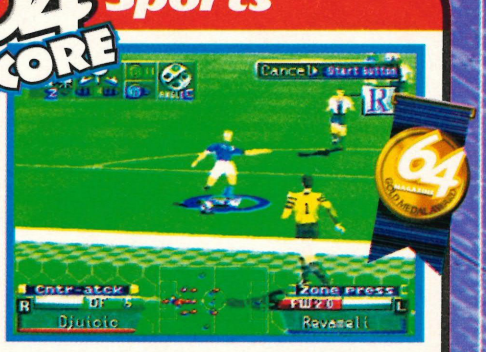


Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover.

70 PERCENT

- ⊕ Freedom of movement
- ⊖ Skanky control method, looks clunky

64 Sports SCORE



CUP WINNERS

1	ISS '98	95%
2=	ISS 64	93%
2=	Let's Smash	90%
4=	NFL Quarterback Club '99	89%
4=	NHL '99	88%

GOING HOME IN AN AMBULANCE

St Andrews Golf	10%

NINDEX

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.



- ⊕ 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 sub-games, most of which are crap. Even Lucas fanatics should think twice about it.

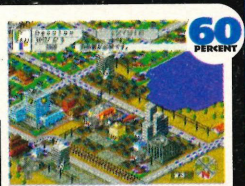


- ⊕ Good snowspeeder bit
- ⊖ Other parts pants, poor cut-scenes

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.



- ⊕ Something different
- ⊖ Dated, almost incomprehensible

SNOWBOARD KIDS

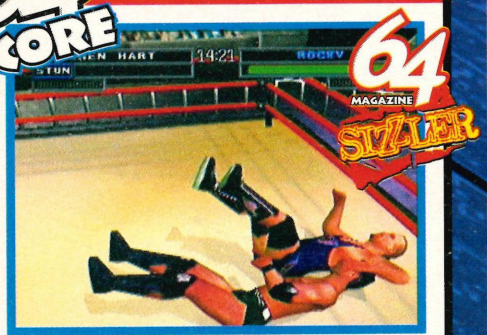
Publisher: THE Games | Price: £39.99 | Reviewed: Issue 11 | RK

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons.



- ⊕ Imaginative courses, weapons
- ⊖ Fairly short-lived

64 SCORE Beat-'em-ups



BLACK BELTS

1=	WWF Warzone	86%
1=	Mortal Kombat 4	86%
3	WCW Vs NWO Revenge	85%
4	WCW Vs NWO World Tour	83%
5	Bio Freaks	82%

BLACK EYE

Clayfighter 63⅓	8%

SOUTH PARK

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 23 | AM

Disappointing TV tie-in, using the *Turok 2* game engine to create a title that looks the part but doesn't have enough gameplay to succeed.



- ⊕ *South Park* soundbites, fair multiplayer
- ⊖ Gets boring fast

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

STAR WARS: ROGUE SQUADRON

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 23 | RK

Lead the Rebels into battle against the Empire in this great airborne shoot-'em-up. Looks great with or without an Expansion Pak.



- ⊕ Hi-res, tough, it's a *Star Wars* game
- ⊖ Can be repetitive

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!

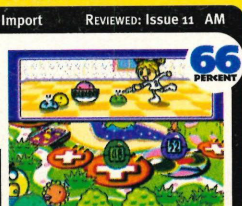


- ⊕ A few nice effects
- ⊖ No skill needed, looks unfinished

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.

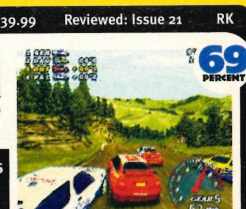


- ⊕ Attractive courses
- ⊖ Boarders feel like robots, repetitive

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*.

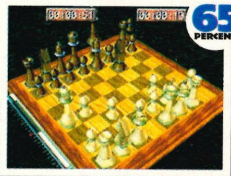


- ⊕ Lots of cars and courses
- ⊖ Poor controls, lots of slowdown

NINDEX

VIRTUAL CHESS

Publisher: Titus | Price: £49.99 | Reviewed: Issue 19 RK



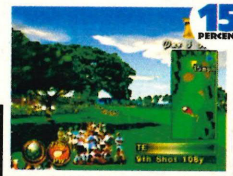
65 PERCENT

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



15 PERCENT

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?

WAR GODS

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 6 AM



40 PERCENT

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay.

- ⊕ A few amusing fatalities
- ⊖ Pathetic combat, stupid fighters

WAVE RACE 64

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 1 SW



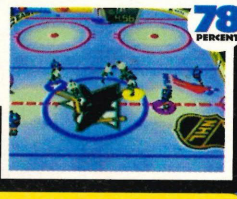
83 PERCENT

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion.

- ⊕ Realistic water action, great control
- ⊖ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 5 DB



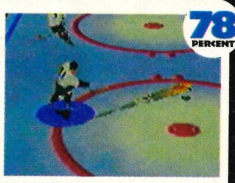
78 PERCENT

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*.

- ⊕ Very fast, easy to get into
- ⊖ It's ice hockey, dated

WAYNE GRETZKY'S 3-D HOCKEY '98

Publisher: GT Interactive | Price: £59.99 | Reviewed: Issue 10 RK



78 PERCENT

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game.

- ⊕ See first *Gretzky* game
- ⊖ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

Publisher: THQ | Price: £54.99 | Reviewed: Issue 9 RK



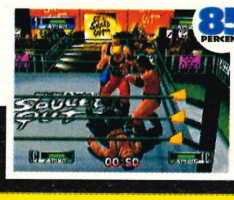
83 PERCENT

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people.

- ⊕ Good multiplayer game
- ⊖ Slightly clumsy, not as good as *WWF Warzone*

WCW VS NWO REVENGE

Publisher: THQ | Price: £49.99 | Reviewed: Issue 20 BL



85 PERCENT

Updated wrestling game that plays slightly better than *WWF Warzone*, but doesn't look as polished with slightly blocky wrestlers.

- ⊕ Real wrestlers, lots of moves, weapons
- ⊖ Bad music

WETRIX

Publisher: Ocean | Price: £39.99 | Reviewed: Issue 16 RK



86 PERCENT

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams.

- ⊕ Keeps bringing you back, cool idea
- ⊖ Weak two-player game

WHEEL OF FORTUNE

Publisher: Gametek | Price: Import | Reviewed: Issue 10 RK



30 PERCENT

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks."

- ⊕ Spin the wheel and the Rumble Pak rattles! Ooh!
- ⊖ American questions

WIPEOUT 64

Publisher: Midway | Price: £49.99 | Reviewed: Issue 21 RK



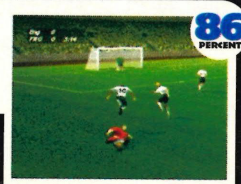
80 PERCENT

Fast-paced PlayStation conversion which works well as a one- or two-player game, but struggles after that. Still worth considering.

- ⊕ Great music, superb controls
- ⊖ Pop-up, few tracks

WORLD CUP '98

Publisher: EA Sports | Price: £54.99 | Reviewed: Issue 14 RK



86 PERCENT

EA finally got it right, but then this was their third attempt. Very good soccer game based around the now-historic 1998 World Cup.

- ⊕ Official licence, sharp controls
- ⊖ We know the Frogs won

WORLD SOCCER 3

Publisher: Konami | Price: Import | Reviewed: Issue 9 RB



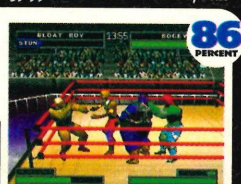
86 PERCENT

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version!

- ⊕ All the playability of the *ISS* games
- ⊖ Loads of Japanese text

WWF WARZONE

Publisher: Acclaim | Price: £59.99 | Reviewed: Issue 17 RK



86 PERCENT

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people.

- ⊕ The best wrestling game on the N64
- ⊖ It's wrestling...

XG2

Publisher: Acclaim | Price: £49.99 | Reviewed: Issue 20 RK



70 PERCENT

A very disappointing sequel to *Extreme G*, slowed down far too much and racing through murky, ill-defined backdrops.

- ⊕ Improved deathmatch game
- ⊖ Poor controls, dark, jerky

YOSHI'S STORY

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 13 RK



79 PERCENT

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't.

- ⊕ Beautiful graphics, cute
- ⊖ Way too easy, sickly-sweet

64 Racing SCORE



TOP GEARS

1	F-1 World Grand Prix	94%
2	Micro Machines 64	91%
3	F-Zero X	90%
4	S.C.A.R.S.	87%
5	Diddy Kong Racing	86%

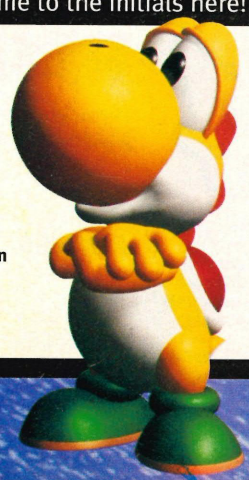
BLOWN EXHAUST

Cruis'n USA	22%

REVIEWERS

Want to know who wrote the original review? Put a name to the initials here!

AM	Andy McDermott
RK	Roy Kimber
DB	Damian Butt
RB	Ryan Butt
SW	Stuart Wynne
MW	Mark Wynne
ST	Stuart Taylor
LC	Loz Cooper
PK	Phil King
PM	Paul Morgan
GN	Graeme Nicholson
JM	John McCleary
BL	Ben Lawrence
TS	Tom Sargent
AB	Adam Boussada



64 MAGAZINE

NEXT ISSUE

Vigilante 8



A VROOM WITH A VIEW!

Plus *WWF Attitude*, *Snowboard Kids 2*, *Quake 2*, *Beetle Racing Adventure*, *Monaco Grand Prix*, *Battletanx*, *Starshot* and, quite literally, more!

ISSUE 25 ON SALE 25 MARCH

64 MAGAZINE – the party never stops!

64 MAGAZINE

RESERVE YOUR COPY TODAY

Make sure you don't miss out on a single issue of the only choice for N64 gamers by reserving your copy every month at your friendly local newsagent!

NAME

ADDRESS

POSTCODE TEL

Please reserve me a copy of 64 MAGAZINE (ISSN: 1366-6266) priced £3.95 on a regular basis. 64 MAGAZINE is published 13 times a year.

The next issue of 64 MAGAZINE is available from 25 March

Newsagent information

64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your local wholesaler.

64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

Ninfo!

Mail Address
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

Editorial Director
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, Tom Sargent, Adam Boussada, Paul Morgan

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
Software Box: (01202) 684642
Department 1: (0171) 916 8440
James@Activision, Nick@EA, Louise@Ubi Soft, Lydia@Interplay

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

Annual Subscription Rates
UK: £30 Europe: £36 Rest of World: £46

Printed by Duncan Web Offset, Farleigh Hill, Tovil, Maidstone, Kent, ME15 6XA.
Distributed by Seymour, 1st Floor, 86 Newman Street, London, W1P 3LD. Tel: (0171) 396 8000

The legal bit
64 MAGAZINE is fully independent and is in absolutely no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd retains all publishing rights to all letters and unsolicited material sent to 64 MAGAZINE. 64 MAGAZINE can accept no responsibility for inaccuracies or complaints arising from adverts within the magazine. Offer void in Utah.

© 1999 Paragon Publishing Ltd.
ISSN 1366 6266

Dead pool this issue: jammed voicemail systems; completely unfunny Radio 1 DJs who keep playing the same stupid 'comedy' song over and over; cancer-inducing mobile phones.

Special Reserve — Join The Club

Live @ http://special.reserve.co.uk

£6.99 gets you 10 Magazines, 4000 Cheats, FREE Competitions and a FREE GIFT*.
Market Leaders. Established 11 Years. Great Web Site. Mail Order plus Six Amazing Shops. Brilliant Club Magazine. Huge Discounts. Massive Range.
Officially Approved. Genuine UK products only. Trial Membership for just 60p. 0% PAY LATER (subject to status).



Nintendo 64 + Goldeneye ... ...99.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead
PLUS Goldeneye (98%)

Nintendo 64 + Mario 64 ... ...99.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead
PLUS Super Mario 64 (100%)

Nintendo 64 "Fire" + Mario 64 109.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead PLUS extra 3D Analogue Controller , 1 MB Memory Card and Mario 64 (100%)

Nintendo 64 "Fire" + Goldeneye 109.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead PLUS extra 3D Analogue Controller, 1 MB Memory Card and Goldeneye (98%)

**Deduct £10 off our price of any one other product bought at the same time as a Nintendo 64. Compare this deal for example:*

N64 "Fire" with Two Controllers, 1 MB Memory Card, Mario 64 plus Turok 2 ...£143.98 ...SAVE £30

Nintendo 64 Controllers



MAD KATZ STEERING WHEEL AND PEDALS ...44.99
Steering wheel and pedals for PlayStation, Saturn, Nintendo 64. 8 digital buttons and analogue foot pedals



OFFICIAL JORDAN DUAL RUMBLE STEERING WHEEL & PEDALS ...49.99
Dual force feedback, F1 racing wheel design, Semi-automatic gear change



OFFICIAL NINTENDO 64 3D CONTROLLERS ...17.99
Available in many different colours: black, blue, green, grey, red & yellow



JOYTECH CONTROLLER ...14.99
8 fire buttons, analogue and digital directional control, turbofire function, slow motion function & LED display



NUGEN MANTA RAY CONTROLLER ...15.99
Available in many different colours. 5 fire buttons and view control, auto-fire and turbo fire, slow motion, 8-way superswitch, analogue joystick



INTERACTOR RUMBLE VEST ...22.99
Compatible with PlayStation, Nintendo 64, Saturn and PC. Sends vibrations through the vest to give an extra dimension to gameplay



NINTENDO HI-RES RAM EXPANSION PACK FOR N64 ...27.99
Hardware upgrade that provides an all round performance boost to your N64. Increases RAM from 4 MB to 8 MB thus allowing certain games to be played in high resolution. Look for games marked (Hi)



ACTION REPLAY PRO ...34.99
Cheat cartridge containing 100s of cheats for most N64 games. Fully programmable memory enables you to add, store or delete cheat codes as required. Allows cheats such as infinite lives or power so you can finally complete that level you've been stuck on for months!

WE STOCK OVER 15 CONTROLLERS FOR N64 - PHONE 01279 321 321
Calls may be randomly monitored or recorded

Nintendo 64 Extras

256K OFFICIAL MEMORY CARD	14.99
1 MB MEMORY CARD	7.99
8 MB MEMORY CARD	18.49
2 SPEED RUMBLE & 1 MB MEMORY	15.99
JOLTPACK + 256K MEMORY	12.99
JOLTPACK (RUMBLEPAK)	7.99
OFFICIAL RUMBLE PACK	14.99
NINTENDO 64 DELUXE CARRY CASE	13.99
NINTENDO HI-RES RAM EXPANSION	27.99
JOYTECH 4 MB MEMORY EXPANSION	17.99
ACTION REPLAY PRO	
CHEAT CATRIDGE	34.99
PAIR OF EXTENDER CABLES	9.99
SCART LEAD - Nintendo 64 to SCART TV	7.99

SAVE UP TO £35 ON N64 GAMES

Nintendo 64 Games

1080 SNOWBOARDING (RUM)	32.99
BANJO-KAZOOIE 96%	39.99
BIO FREAKS	39.99
BLAST CORPS 89%	26.99
BODY HARVEST	25.99
BOMBERMAN 64	33.99
BOMBERMAN HERO	33.99
BUCK BUMBLE	34.99
CHAMELEON TWIST 89%	36.99
CHOPPER ATTACK	40.99
CRUIS'N WORLD	27.99
DIDDY KONG RACING 97% (RUM)	32.99
DOOM 92%	19.99
DUKE NUKEM 64 91% (RUM)	26.99
EARTHWORM JIM 3D	40.99
EXTREME G 2	32.99
EXTREME G 95% (RUM)	24.99
F-ZERO X	32.99
FIFA 99 RR 1/99	33.99
FIGHTERS DESTINY 93%	40.99
FORMULA 1 WORLD GRAND PRIX	32.99
FORSAKEN 93%	19.99
GEX 64	36.99
GLOVER	33.99
GOLDENEYE 98% (RUM)	39.99
GT 64	40.99
HOLY MAGIC CENTURY	38.99
IGGY'S RECKIN BALLS	33.99
INTERNATIONAL SUPERSTAR SOCCER 64 97%	27.99
INTERNATIONAL SUPERSTAR SOCCER 98 94%	31.99
KILLER INSTINCT GOLD 88%	39.99
KNIFE EDGE	33.99
LAMBORGHINI 64	39.99
LEGEND OF ZELDA	40.99
LYLAT WARS 95% + RUMBLE PACK	40.99
MARIO KART 64 94%	32.99
MICRO MACHINES TURBO 64	33.49
MISCHIEF MAKERS 90%	26.99
MISSION IMPOSSIBLE	32.99
MORTAL KOMBAT 4	40.99
MYSTICAL NINJA STARRING GOEMON 90%	45.99
NASCAR 99	33.99
NBA COURTSIDE 85%	26.99
NBA JAM 99	27.99
NBA PRO 98	29.99
NEED FOR SPEED 64	33.99
NFL QUARTERBACK CLUB 99	36.99
NHL BREAKAWAY 99	27.99
OFF ROAD CHALLENGE	24.99
OLYMPIC HOCKEY 98 84%	19.99
PENNY RACERS	32.99
PILOT WINGS 64 91%	33.99
QUAKE 92%	19.99
ROGUE SQUADRON	36.99
SCARS	33.99
SHADOWS OF THE EMPIRE 90%	33.99
SILICON VALLEY	33.99
SNOWBOARD KIDS (RUM)	33.99
SOUTH PARK 92%	41.99
STARSHOT: SPACE CIRCUS FEVER	32.99
SUPER MARIO 64 100%	40.99
TOP GEAR OVERDRIVE	36.99
TOP GEAR RALLY 90%	33.99
TUROK - DINOSAUR HUNTER 97%	27.99
TUROK 2 - SEEDS OF EVIL	33.99
TWISTED EDGE SNOWBOARDING	37.99
V - RALLY 99 90%	32.99
VIRTUAL CHESS	39.99
WAIALAE COUNTRY GOLF	33.99
WARGODS	25.99
WAVE RACE 64 92%	33.99
WAYNE GRETSKY ICE HOCKEY 90%	27.99
WCW VS NWO: REVENGE 94%	37.99
WETRIX 93%	30.99
WIPEOUT 64	37.49
WORLD CUP 98	34.99
WWF WARZONE	39.99
YOSHI'S STORY 86% (RUM)	33.99
ZELDA (LEGEND OF)	40.99



Gameboy Colour

GAMEBOY COLOUR + FREE CARRY CASE
- CLEAR PURPLE ... 66.99
- SOLID PURPLE ... 66.99

GAMEBOY CAMERA - BLUE ... 37.99
GAMEBOY CAMERA - GREEN ... 37.99
GAMEBOY CAMERA - RED ... 37.99
GAMEBOY CAMERA - YELLOW ... 37.99
Turns any Gameboy into a digital camera. Adjust and modify your pictures with the built-in software. Ideal for use with Gameboy Printer (available separately)

GAMEBOY PRINTER ...46.99 less £5**
Allows you to print the images taken with your Gameboy Camera. Supplied with batteries and a roll of sticker paper
**If you buy both the Gameboy Camera and the Gameboy Printer at the same time

GAMEBOY PRINTER PAPER - 3 rolls ...6.99
GAMEBOY POCKET Many colours ...40.99

Gameboy Colour Games

Full Colour games

GAME AND WATCH GALLERY 2	19.99
HARVEST MOON	19.99
NBA JAM 99	22.99
NFL BLITZ	22.99
POCKET BOMBERMAN COLOUR	19.99
QUEST FOR CAMELOT	18.99
SOUTH PARK	22.99
TETRIS DELUXE	19.99
TUROK 2	22.99
WARIOLAND 2	22.99
ZELDA	22.99

PlayStation Top Games

PlayStation games from £9.99

BRIAN LARA CRICKET	35.99
COLIN McRAE RALLY 96%	34.99
CRASH BANDICOOT 3	34.99
FIFA 99	32.99
GRAND THEFT AUTO (18) 95%	17.99
INDEPENDENCE DAY	11.99
OVERBOARD 88%	11.99
TENCHU STEALTH ASSASSINS 90%	29.99
TOCA 2 - TOURING CARS	35.99
TOMB RAIDER 3	31.99

PlayStation - Compare These Deals!

PlayStation with Dual Shock Controller & RF Lead ... ...99.99 Less £10*
PlayStation Fire Pack with Extra Controller & 1 MB Memory Card ... ...116.99 Less £10*

*Deduct £10 off our price of any one other product bought at the same time as a PlayStation. Compare this deal for example:

PlayStation Fire Pack PLUS Tomb Raider 3 ... ...152.98 SAVE £52

STOP PRESS £5000 WORTH OF PRIZES FOR 17 LUCKY WINNERS IN OUR FANTASY FORMULA 1 99 COMPETITION
TWO MORE LUCKY WINNERS EACH WIN A MAXX P2 300 PC IN OUR ULTIMATE PC COMPETITION

£2* LESS

Deduct £2 extra discount off the price of any game if you buy another game or any accessory or peripheral at the same time. Claim your extra discount when you order by post, FAX or phone, quoting 64 MAGAZINE

01279 321 321
Calls may be randomly monitored or recorded

Special Reserve

OR FAX YOUR ORDER ON 01279 322 322 AND WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

CREDIT CARD ORDERS MUST STRICTLY BE PLACED BY THE CARD-HOLDER GIVING THEIR ADDRESS (BLOCK CAPITALS PLEASE)

Name, Address & Post Code_____

Phone No_____ Machine_____

CURRENT MEMBERS PLEASE ENTER MEMBERSHIP NO OR POST CODE

£6.99 Annual Membership includes 10 Magazines, Free Competitions, 4000 Cheats AND tick a FREE GIFT below if you buy any item as you join.
We only supply members. There is no obligation to buy anything and you can join at any age.

PLEASE ENTER ANNUAL FEE **£6.99** (UK), £9.99 (EC) OR £12.99 (WORLD) OR TRIAL MEMBERSHIP FEE **60P** (ONE MAGAZINE, ONE ORDER, NO GIFT)

item_____
item_____
item_____
item_____
item_____

Deduct any £2 Discounts as described above*

ALL PRICES INCLUDE UK MAINLAND POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD START DATE_____ EXPIRY DATE_____ CARD ISSUER_____ SWITCH ISSUE NO_____

CARD-HOLDER SIGNATURE_____

New Members - please tick this box if you do not wish to receive mail from other companies ☐

The credit card given must be registered in your name at the delivery address. Hardware items (mains or battery) are only supplied to UK mainland. Overseas orders must be paid by credit card. Overseas carriage £2.00 per item

Free immediate cheque clearance
Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

*Please tick your choice of gift when you join for a year (£6.99) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- ☐ **FREE 1 MB MEMORY CARD FOR NINTENDO 64**
- ☐ **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller
- ☐ **OR FREE PREMIER FOOTBALL.** Full size, PVC. Design may vary
- ☐ **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- ☐ **OR FREE 24 CAPACITY CD WALLET.** Stores CD's in individual compartments
- ☐ **OR FREE NUGEN JOYPAD FOR PLAYSTATION.** With turbofire function.
- ☐ **OR FREE CASIO ORGANISER.** With telephone directory, memo function & much more
- ☐ **OR FREE MOUSE FOR PC**
- ☐ **OR SEVEN GAMES FREE FOR PC.** Civilization, Lemmings, Sensible Soccer, Elite, Elite 2 Frontier, Jimmy White's Snooker and Zool



Offers subject to stock availability.
Overseas members add £2 postage

You have never seen a range like MAXX
5xDVD & 4D SOUND
MAXX 400
Intel Pentium II 400 Mhz
8.0 GB U-DMA Drive
5xDVD & 32xCD ROM
64 MB SDRAM DIMM
Sound Blaster 128 4D Sound
2 x 8MB Intel AGP 3D Graphics Card
15" Adi Hi-Res Monitor with 3-Year Warranty
200 Watt Quad Sub Woofer & Moves-around Sound
Unreal 3D Game + 20 Top-Game Playable Demo's
Microsoft Windows 98. Soft DVD (to run DVD films)
10% DOWN, PAY IN 9 MONTHS, NO INTEREST, 0% APR
FROM £681 + VAT (£799)
£851.06 + VAT (£999.99)
CUSTOMISE YOUR MAXX FROM A WIDE RANGE OF OPTIONS

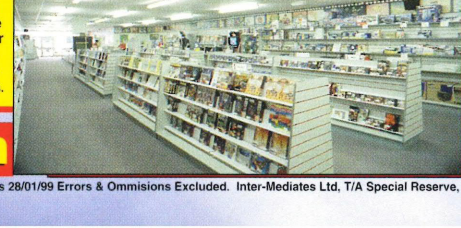
Gameboy Colour with Free Case £66.99
RAM expansion £27.99
More N64 Power

0% Pay in 12 Months! on any purchases totalling over £200
10% deposit, no more to pay for 12 months and no interest, subject to status. You can buy anything from our catalogue or shops this way, providing your total purchase is over £200. 0% APR if the balance is paid in full after 12 months or 29.8% APR extended loan.
See Club Mag for details.
DEPOSIT ONLY 10%

SPECIAL RESERVE BIG CLUB DISCOUNT SHOPS
All our shops have PC Upgrade & Repair Facilities. £12 to Fit or £30 to Fix or Configure. Prices listed here are for mail order but you can buy in store for just a few quid more. We'll beat any locally advertised price by a full £2.
IT'S EASY TO PARK

209/213 St Mary's Lane, UPMINSTER, ESSEX. 2 miles from junction 29 of the M25. Opposite Somerfield Supermarket. 01708 225544
43 Broomfield Road, CHELMSFORD, ESSEX. Just around the corner from the bus station. 01245 348777
164 Derby Road, STAPLEFORD, NOTTINGHAM. 2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut. 0115 949 1000
351 Gloucester Road (A38), BRISTOL. 1 1/2 miles from the City Centre and just up from Kwik Save. 0117 924 5000
168 High Street, EGHAM, SURREY. Near Windsor and Staines. Just 1 mile off junction 13 on the M25. 01784 473444
The Maltings, Station Road, SAWBRIDGEWORTH, HERTS. Not far from the M11, over the road from the train station. 01279 322 399

Double Reddies at the UK's best site ukgames.com



Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 28/01/99 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.


STAR WARS
ROGUE SQUADRON
Rely on your instinct
NINTENDO 64
FEEL EVERYTHING
EXPANSION PAK Enhanced
LUCASArts
© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.
The "N" logo and Expansion Pack™ are trademarks of Nintendo. Co., Ltd. ©1999 Nintendo of America Inc.