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ISSUE 25 £3.95

64 MAGAZINE

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PAGE 16

WORLD DRIVER CHAMPIONSHIP



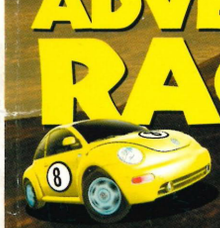
All The Biggest New N64 Games!

Vigilante 8

EXCLUSIVE!

FIRST REVIEW!
Four-player road rage!

BEETLE ADVENTURE RACING



Is it the best racing game ever?



MICHAEL OWEN

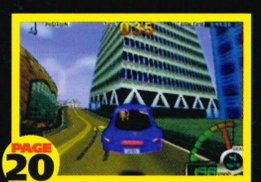
The boy done good with his football game!

LEGO RACERS

The build-it-yourself racing game!

PLUS!

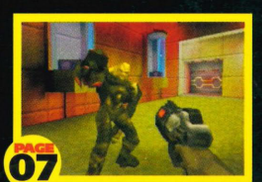
CALIFORNIA SPEED
POKEMON SNAP
QUAKE 2



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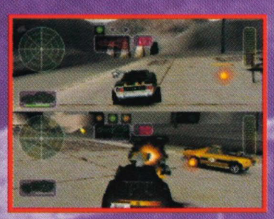


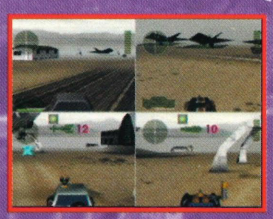
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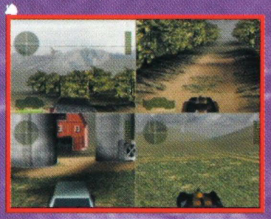
64 magazine • issue 25 vigilante 8 • beetle adventure racing • world driver championship • lego racers

VIGILANTE 8™

4-player auto combat







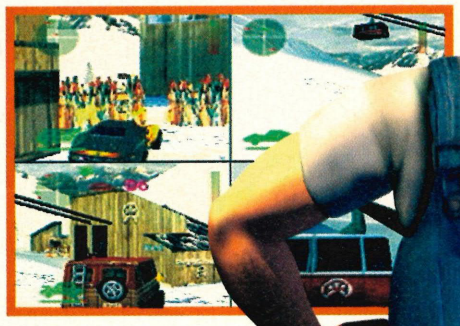




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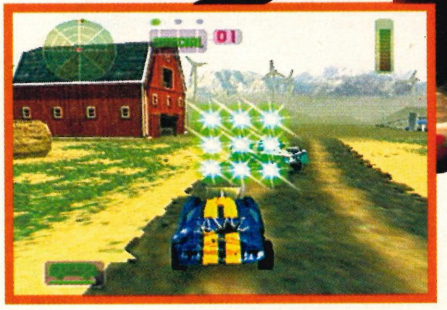
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64 MAGAZINE









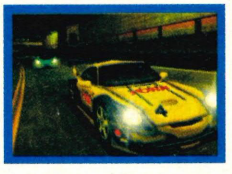
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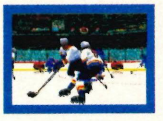
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40 Or *Monaco Grand Prix* if you prefer. Is it better than *F-1 World Grand Prix*?



NHL BREAKAWAY '99

50 Travel back in time to the distant days of, er, 1998. You might find this familiar!





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BEETLE ADVENTURE RACING

Not the six-legged kind, but the new Volkswagen.



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STARSHOT: SPACE CIRCUS FEVER

You know what you find in circuses? Clowns.



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It looks *fan-tastic*!

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Take pictures of imaginary creatures!

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Drive very fast through California. Huh, more smog!

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The superstar striker gets his own game – in hi-res!

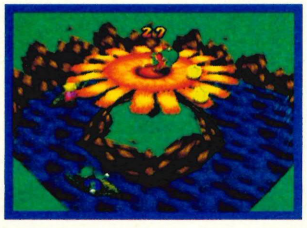
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American men hit small balls with big sticks.



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The very finest cheat grapes plucked from the vine and bottled for you.

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Think you're simply the best? Better than all the rest?

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Some quick goal-scoring tactics for this great footie game.

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The secret bonus levels are hit by proton torpedoes and blown open!

72 **Wipeout 64**
All the tracks, all the vehicles, all the stuff you need to know.



EDITORIAL

You've probably heard your friendly neighbourhood PlayStation fanatic crowing about it already. "PlayStation 2 is gonna rule!" he (it's always a he – you never get women entering into the 'my console is better than yours' debate) drones. "You might as well throw your N64 in the bin!"

Yes, the recently-unveiled specifications for Sony's Next Generation PlayStation, as they call it, are impressive. Sony is throwing around figures of 75 million polygons per second, which is over 100 times what the N64 can manage at its best. Add to that the fact that PS2 will be backwards-compatible with the original PlayStation and its peripherals, and for the first time you've got a console that doesn't render all your old games and controllers useless.

The question is, who's going to make the games for it?

The head of Square (*Final Fantasy*) in Japan was quoted as saying there are no more than five game companies in the world who have the talent (and resources) to take full advantage of the machine. The irony is that Nintendo would probably qualify. Companies that don't have dozens of artists and millions of pounds'-worth of top-spec development hardware aren't going to be able to create games that look anywhere near as good as the images from Sony's demos – and at the moment, PS2 is being sold entirely on its graphics power.

Nintendo, on the other hand, has always concentrated on gameplay, and ultimately this is what encourages people to stick with a system.The people Sony will be targetting with PS2 are the same people it's currently targetting with PlayStation – not hardcore gamers, but the so-called 'lifestyle' players. How many of the PlayStations sold before Christmas are now gathering dust next to a small stack of big-name games bought as trade-ins and abandoned after a few days?

Inevitably, Sony's announcement led Nintendo to confirm what everybody already knew – the company is already designing the successor to the N64. Equally inevitably, Nintendo boasted that it would outperform PS2. If that's the case, then Nintendo will probably encounter the same problem that will hit Sony – there are very few companies that can use the hardware fully. Unlike Sony, Nintendo has two of the best developers in the world working exclusively for it – Rare, and its own in-house talent. Next-gen Nintendo games will be filled with playability, not just polygons.

Andy McDermott, Editor

the 64 showcase

news peripherals rumours • hot items of interest



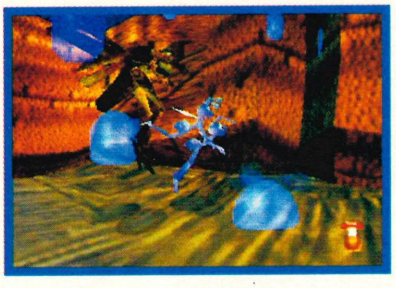
ANT ATTACK!

A Bug's Life goes Nintendo

It's been the most successful film in Britain since *Titanic*, and now *A Bug's Life* is going to scuttle through the slots in the casing of your N64. Let's hope it doesn't short anything out!

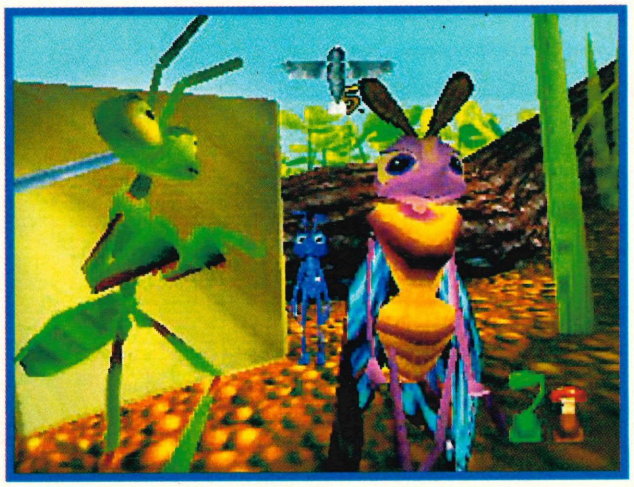
As in the film, an ant named Flik has to protect his colony from being raided by marauding grasshoppers. *A Bug's Life*, being programmed in the UK by Traveller's Tales, will feature 15 levels and just about all of the various bugs from the movie. The game is a 3-D platformer with puzzle and exploration elements, and although it's based on the PlayStation game (which is already on sale), should have plenty of new N64-only elements.

Play magazine didn't think too much of the PlayStation game, giving it 72% overall. Hopefully the N64 game will fix the faults. *A Bug's Life* will be released by Activision – an exact release date wasn't available at the time we went to press, but with the American game scheduled to go on sale in May, the British release shouldn't be too far behind. We'll have more on the game next issue.





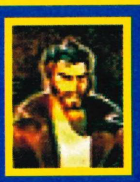
▲ For a change, bugs are *meant* to be in a game!





FUNKY GROOVERS

ANDY MCDERMOTT Spent the Seventies wishing the Eighties would arrive.



ROY KIMBER Resident disco dancer, who happily struts his stuff after just a half of shandy!



BEN LAWRENCE A man for whom big collars and flares are daily wear!



NICK TRENT Still waiting for the Seventies to arrive so he can buy a new-fangled Ford Capri!



THIS MONTH'S VIGILANTES: RUSSELL MURRAY STUART TAYLOR GRAEME NICHOLSON

Evil Ahead

ZOMBIE GAME IS RES EVIL 2

As we revealed a couple of months back, Capcom is definitely releasing a *Resident Evil* game for the N64. More details have now come through – development will be handled by American software house Angel Studios, and the game itself will be based on PlayStation *Resident Evil 2*... with some improvements.

Many people were sceptical about fitting a *Resident Evil* game onto a cartridge, but Angel Studios has developed some special compression software for the numerous detailed backgrounds for each scene. The software works so well that N64 *Resident Evil 2* may even be in hi-res! Exploding zombies in 640 x 480 resolution... mmm.

Resident Evil 2 is due for a Christmas release. How the PlayStation's story-advancing movie scenes will be translated has yet to be decided, but the N64's instant loading should at last see the end of those annoying waits to open doors!



MEAN ARENA

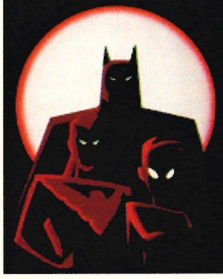


Is there going to be a *Turok 3*? Since it made Acclaim a whole truckload of dosh, the answer is really a bit of a no-brainer, but don't go down to the shops to pre-order it just yet. It doesn't look like *Turok 3: Oblivion* will be appearing any time before late 2000.

But don't take a razor blade to your wrists yet, Turokophiles. It seems as though there will be another *Turok* game for the N64 before the end of the year, a specialised deathmatch game! Info is sketchy at the moment, but we'll have more for you as soon as possible!

BAT'S ALL FOLKS

Ubi Soft has grabbed the licence to the animated *Batman* series. Games won't appear until next year, but an N64 version is confirmed.



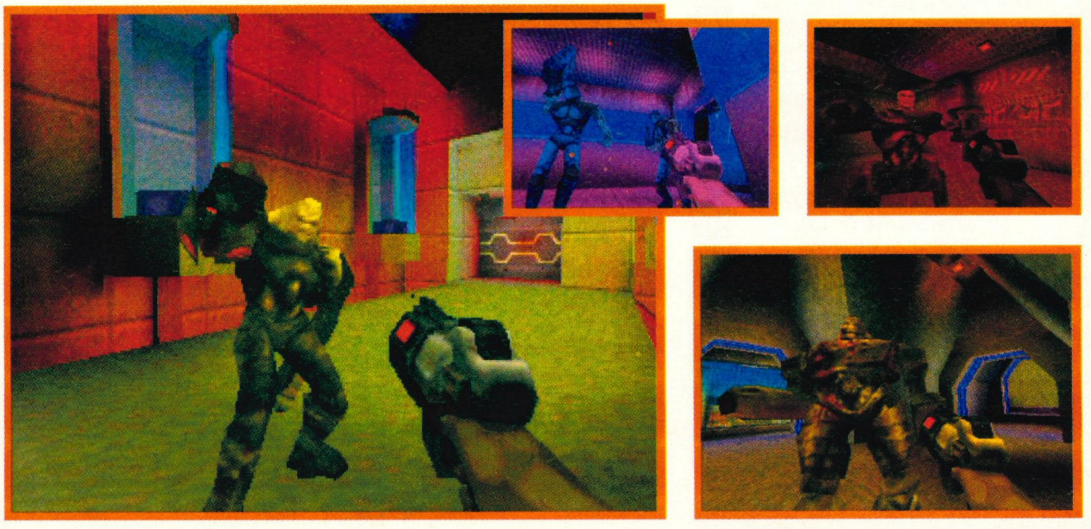
Q2 4U!

Quake 2 expands

Activision's imminent *Quake 2* will use the Expansion Pak – but not for hi-res graphics.

Developers Raster Productions reckon hi-res mode would slow the game down too much, especially in four-player. Instead, the 4Mb memory expansion will be used to enhance the existing graphics, adding more detailed textures, extra colours and a battery of real-time lighting effects.

Quake 2 is due out soon – we should have a fully light-sourced review for you next issue!



NEWS NUGGETS

LOST IN SPACE – Nintendo's Space World show, its Japanese showcase for new products, has been postponed until August. This comes after the show, which usually takes place in November, had already been put back to May! This makes the chances of the 64DD hitting its re-re-re-rescheduled June launch date just about zero...

Y3K – Boss Game Studio, creators of the now-renamed *World Driver Championship*, are also working on a futuristic stunt racing game, called, er, *Stunt Racing 3K*...

WEB MASTER – Activision is set to announce that it has obtained the licence to produce a *Spider-Man* game for the N64. Expect more news at the American E3 show in May...

IT'S A KILLER! – Remember *Killer Instinct Gold*? Word has it that Rare is working on a sequel – in proper 3-D – as one of its two mystery games to appear in 1999/2000...

VROOM – EA Sports has grabbed itself an official Formula 1 licence, the first game set to appear later this year...

KILL 'EM ALL – Probe is developing *Armorines*, a *Turok*-meets-*Starship Troopers* game, for Acclaim...

BIG SHADOW – Speaking of Acclaim, the company has decided to make the forthcoming *Shadowman* a 256Mbit cartridge – twice its original size...

TOP 10

Just above and to the right of here, we bring you the news that Nintendo is working on a successor for the N64. But what to call it? We suggest our Top Ten...

NAMES FOR THE NEXT NINTENDO CONSOLE

10: KISSMABUTTSONY
9: NINTENDO $$$
8: CART ATTACK
7: PROJECT ULTRA REALITY DD SYSTEM
6: POKEMONSTATION
5: HAPPY FAMILY FUN TOY
4: TWO YEARS LATE
3: SHIGSCAST
2: NINTENDO 65
AND AT NUMBER ONE...
1: YAMAUCHI'S RETIREMENT FUND

NINDEPENDENCE DAY!

Big N confirms its new Sony-beating console

Sega's Dreamcast hasn't, so far, been any real threat to the N64. But now Sony has chucked its hat into the next-next generation console battle...

From the look of PlayStation 2's specs, Sega's bosses are going to be weeping into their saki, and Nintendo's next console will have to be utterly amazing if it's going to beat PS2 for sheer power. That said, it's games that make a console, and the prospect of *Crash Bandicoot 17* doesn't have anyone here excited.

The good news is that Nintendo definitely is developing a new console to fight Sony. After months of rumour flying around the industry, Nintendo Of America boss Howard Lincoln finally confirmed that the successor to the N64 is currently in development at Silicon Valley chip designers ArtX. Lincoln also said that the full technical specifications – better than Sony's – for the new machine would be revealed to the world before the end of 1999, which would suggest a Japanese launch in late 2000 and a worldwide release the following year. On the other hand, Nintendo has never been a company to rush things – look at the three year gap between the announcement of 'Project Reality' and the N64 actually going on sale!

Few other details are available (though it's almost certain *not* to be called 'N2000') apart from the fact that it definitely won't use cartridges – the storage space needed for next-gen games will make them just too expensive. Dipping back into the wild world of speculation, there have been reports that Nintendo is looking into using DVD as a storage medium. Since DVD will inevitably end up as easy to copy as CDs are now, however, it's still more likely that Nintendo will try to use a proprietary format that will be much harder to pirate.



▲ After annihilating Sega, the Sony mothership aims at Nintendo – but Mario's already planning a counterstrike!

Already, one company (Retro Studios in the States) is getting ready to start work on games for Nintendo's next machine. You can also bet that Rare will be in there from the beginning, and perhaps the reason for Nintendo's paucity of future releases is that it is already shifting resources into games for the next console.

If you're worried that the N64 is on the way out, don't be. With the likes of *Perfect Dark*, *Donkey Kong 64*, the next *Star Wars* game and *Shadowman* due out this year alone, and Nintendo itself doubtless having something secret up its sleeve, there's plenty to look forward to. And since Nintendo now has something to prove since the N64 underperformed in Japan, expect the Big N's console for the new millennium to blow everything else away...

TECH SPECS

CPU Speed
N64: 93.75 MHz
PS2: 300 MHz

Memory
N64: 4Mb/8Mb
PS2: 32Mb

Polygons/Sec (approx)
N64: 150,000
PS2: 25,000,000

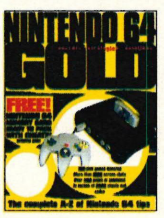
Media Storage Capacity
N64: 32Mb (cartridge)
PS2: 5.7Gb (DVD)

COMING SOON FROM PARAGON PUBLISHING...

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD

ISBN: 1-873650-47-7

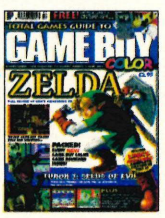
A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card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



GAME BOY COLOR MAGAZINE

Issue 2 ISSN: 1464-5904

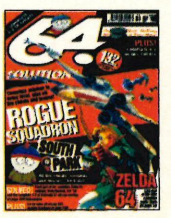
If you've got a Game Boy Color, this is the magazine for you! Totally dedicated to Nintendo's colour hand-held, *Total Games Guide To Game Boy Color* is just £1.95 and has definitive reviews, game guides and cheats for all the great new Game Boy Color games. Issue 2 is on sale now – make sure you get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



64 SOLUTIONS

Issue 10 ISSN: 1369-7064

Absolutely packed with cheats, tips and guides, *64 Solutions* is the best-selling N64 tips magazine in Britain, if not the world! Issue 10 features in-depth guides to *Zelda*, *Rogue Squadron*, *South Park* and *Body Harvest*, as well as a complete list of just about every cheat ever discovered for N64 games! You really can't afford to miss a single copy!



GIZMOS & GADGETS

Hot peripheral-reviewing action!

Mad Catz Wheel

PLANET DISTRIBUTION • (01992) 707400 • £49.99



This is an improved version of a wheel we reviewed a while back, the major difference being the inclusion of a built-in 'Force Pak' which removes the need for a Rumble Pak.

The wheel itself is excellent. It responds well, feels fairly comfortable and has the option of analogue or digital play, making it compatible with most games.

The Force Pak is a little disappointing however, vibrating gently when your car crashes violently off a cliff and not really adding anything to the experience at all. Add to this the fact that you need to put batteries in the thing to make the rumble effect work and you're onto a loser.

A great, very responsive wheel with a fairly nice pedal unit (use of which is optional) – just don't expect lots of violent force feedback, that's all.

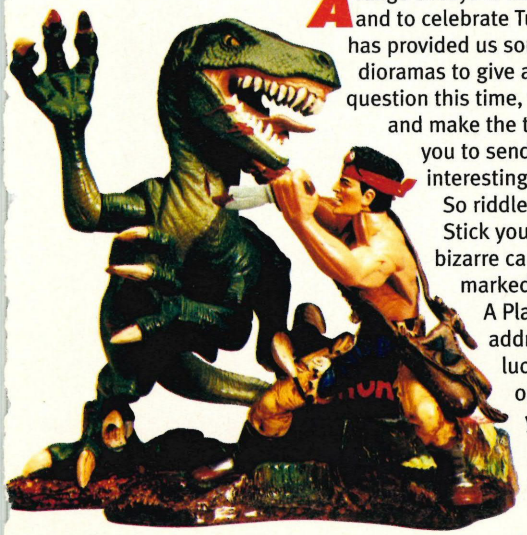
64 MAGAZINE rating:

Road Rage



Just enough room left to squeeze in a first shot of THQ's upcoming *Road Rash 64*. Aren't we good to you?

WIN TINY TUROKS!



A range of toys is now based on the N64 hit *Turok 2* and to celebrate Turok's shiny new image, Acclaim has provided us some 'Turok Vs Velociraptor' dioramas to give away. Rather than just set you a question this time, we thought we'd set a question and make the tie-breaker unusual – we want you to send us the most weird and interesting postcard you can!

So riddle us this – **what is a velociraptor?** Stick your name and address on your bizarre card and send it to us marked 'A Dinosaur Is Not A Plaything!' to the usual address. If you're not lucky enough to win one then you can find your local *Turok 2* toys stockist by calling Playmates on (0116) 282 3500.

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

Once again, a new game comes straight in at number one. This time it's *South Park*, which according to a recent survey is the most popular TV show with children under 13. Er, aren't young kids sort of not meant to watch it or something? With new stock coming in, *Zelda* shoots right back up the charts, elbowing aside *Star Wars: Rogue Squadron* in the rush. Quite surprising is the resurgence of *WCW/NWO Revenge*, which goes to show that wrestling games are incredibly popular, despite nobody over 12 admitting to playing them... The rest of the chart has no real surprises, apart from *Goldeneye* barely hanging in there. Has 007's reign ended at last?

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	South Park	Acclaim	73%
2	20	The Legend Of Zelda	Nintendo	98%
3	1	Star Wars: Rogue Squadron	Nintendo	92%
4	7	WCW/NWO Revenge	THQ	87%
5	–	Virtual Pool	Interplay	84%
6	2	Turok 2: Seeds Of Evil	Acclaim	90%
7	3	1080° Snowboarding	Nintendo	80%
8	–	Mario Kart 64	Nintendo	78%
9	9	Banjo-Kazooie	Nintendo	95%
10	5	V-Rally	Infogrames	69%
11	–	Shadows Of The Empire	Nintendo	58%
12	16	Body Harvest	Gremlin	85%
13	10	Diddy Kong Racing	Nintendo	86%
14	4	F-1 World Grand Prix	Nintendo	94%
15	15	WWF Warzone	Acclaim	90%
16	–	Gex	GT	80%
17	11	NBA Live '99	EA Sports	75%
18	13	Wave Race	Nintendo	83%
19	8	F-Zero X	Nintendo	90%
20	12	Goldeneye	Nintendo	95%

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

Department 1 0171 916 8440

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

APRIL

All-Star Baseball 2000	US	01
Beetle Adventure Racing	**UK**	**Apr**
Fighting Force 64	US	16
NBA In The Zone '99	US	01
Rush 2	**UK**	**02**
Shadowgate 64	US	02
Smash Brothers	US	26
Snowboard Kids 2	**UK**	**Apr**
Triple Play 2000	US	Apr

MAY

A Bug's Life	US	May
Castlevania 64	**UK**	**May**
Duke Nukem: Zero Hour	**UK**	**May**
Gauntlet Legends	US	25
Goemon's Great Adventure	US	May
Hybrid Heaven	**UK**	**May**
Hybrid Heaven	US	May
Ken Griffey Jr Slugfest	US	10
Quake 2	US	May
Superman	US	25
WWF Attitude	US	May

JUNE ONWARDS

4x4 Mud Monsters	US	Jul
Airboardin' USA	US	Jun
Army Men: Sarge's Heroes	US	Nov
Assault	**UK**	**Jun**
Battletanx 2	US	Dec
Command And Conquer 64	US	Jun
DethKarz	**UK**	**Oct**
DethKarz	US	Oct
Earthworm Jim 3D	US	Jun
Harrier 2001	US	Jun
Hydro Thunder	US	Oct
Jet Force Gemini	**UK**	**Jun**
Lego Racers	**UK**	**Jul**
Lego Racers	US	Jul
Michael Owen WLS '99	**UK**	**Jun**
Perfect Dark	**UK**	**Sep**
Pokemon Snap	US	Jun
Rainbow Six	US	Nov
Re-Volt	**UK**	**Aug**
Vigilante 8: Second Offense	US	Sep
World Driver Championship	US	Jun



Perfect Dark



Jet Force Gemini

DATE TO BE CONFIRMED

3Sixty	US	TBC
40 Winks	**UK**	**TBC**
Airport Inc	**UK**	**TBC**
Animaniacs Ten Pin Alley	US	TBC
Asteroids	**UK**	**TBC**
Banjo-Tooie	**UK**	**TBC**
Battlezone	US	TBC
Blues Brothers 2000	**UK**	**TBC**
Charlie Blast's Challenge	**UK**	**TBC**
Command And Conquer 64	**UK**	**TBC**
Daikatana	US	TBC
Derby Stallion 64	Jap	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**
Extreme Sports 64	**UK**	**TBC**
F-1 World Grand Prix 2	US	TBC
FIA Formula 1	**UK**	**TBC**
Fire Emblem 64	Jap	TBC
F-Zero Xpansion (64DD)	Jap	TBC
Getter Love!	Jap	TBC
Gex 3: Deep Cover Gekko	US	TBC
Ghouls & Ghosts	Jap	TBC
Goemon's Great Adventure	**UK**	**TBC**
Harvest Moon	**UK**	**TBC**
Hercules	US	TBC
Jeff Gordon XS Racing	US	TBC
Jest	**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
Mario Golf	Jap	TBC
Metal Gear Solid	Jap	TBC
Mini Racers	**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
Pocket Monsters Stadium 2	Jap	TBC
Puma Street Soccer	**UK**	**TBC**
Quake 2	**UK**	**TBC**
Quest 2	US	TBC
Rayman 2	**UK**	**TBC**
Resident Evil 2/Biohazard 2	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
Thrasher: Skate And Destroy	US	TBC
Tonic Trouble	**UK**	**TBC**
Tonic Trouble	Jap	TBC
Top Gear Overdrive	**UK**	**TBC**
Top Gun	US	TBC
Turok Arena	US	TBC
Turok 3: Oblivion	US	TBC
Twelve Tales: Conker 64	**UK**	**TBC**
Twelve Tales: Conker 64	US	TBC
Ura-Zelda (64DD)	Jap	TBC
Velocity	US	TBC
War: Final Assault	US	TBC
Wetrix 2	**UK**	**TBC**
Wild Metal Country	**UK**	**TBC**
Win Back	**UK**	**TBC**
Winback	Jap	TBC
Worms Armageddon	US	TBC
WWF 2000	US	TBC
Xena: Warrior Princess	US	TBC


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

STAR PRIZE

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

STAR LETTER

WIN! £170 of N64 kit!

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Feeling A Bit CD

Dear 64 MAGAZINE,

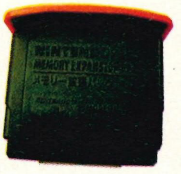
Many people have written to you on the subject of the Big N's future. In my opinion, their next console should use CDs. I know they are slower, but they have so much memory! And CD-ROMs are getting faster and faster – it probably won't be long before we get a 64x speed or something. I don't mind waiting for a game to load for a few minutes, because at the end of it you'll get a huge, brilliant looking game. Sounds a bit like Nintendo really – only we have to wait months, even years! I've worked out that *The Legend Of Zelda: Ocarina Of Time* is roughly 30 megabytes (this is Nintendo's biggest cart size yet). A CD can hold up to 650 Mb! Can you imagine? *Zelda* could be 20 times bigger – yes, 20 times! Do you think that Nintendo will *ever* consider CDs? There are other advantages too – because they're cheap, we can have demo disks!

You give the size of games in megabits, don't you? Why? Is it because the numbers are pretty high and it makes it sound impressive? I've always given sizes in kilobytes and megabytes. Every time I see a cart size in the mag, I'm there with my calculator working out a memory size I understand!
Michelle Steele, Bournemouth

Nintendo will probably never even consider using CDs, because they're too easy to copy. Part of the reasoning behind the 64DD was to create a disk format that would be very difficult to copy, simply because nobody else in the world makes them!

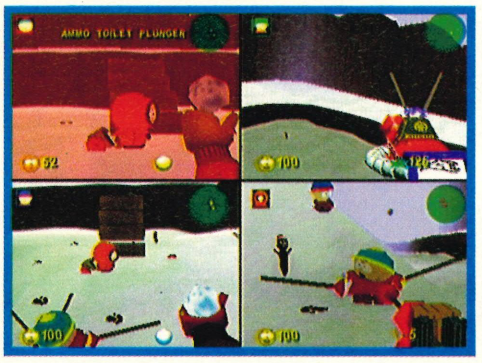
Daylight Robbery

Dear 64 MAGAZINE,



In issue 23 I read your review of *South Park*, and on page 41 it said that it looks better with the Expansion Pak than without. But if you buy the Expansion Pak, which costs £27.99, and you buy the game for £39.99 it will cost a disgraceful £67.98! I personally think that it is daylight robbery.

Please can you tell me if games are ever going to get cheaper, or are Nintendo going to stop making additional things that you need to play the games properly, as it all adds to the cost.
Anthony Nealings, Newcastle



***South Park*: doesn't have to be expanded.**

The Expansion Pak is an optional extra – games play just the same whether or not one is plugged in, the only difference being the graphics. The Expansion Pak also works with different games – once you've got one, you can use it with any other compatible games.

A Nitpicker Writes

Dear 64 MAGAZINE,

I am writing to you to let you know how pleased I was to see such a deservedly huge review of *Star Wars: Rogue Squadron* in issue 23. As a huge *Star Wars* fanatic, however, I couldn't help noticing that in level seven (Imperial Construction Yards) a glaring inconsistency is visible in the screenshot below the mission objectives list.

TIE Fighters are arranged on the floor of the construction yard, but as they have no landing gear I fail to see how they could be operative for the following reason – TIE Fighters have to be launched from special hangar racks, and therefore Imperial construction of Twin Ion Engine Craft must include a hangar rack at the end of each production line! I ask the good people at LucasArts, how could you let this happen?

I was very pleased to see the enthusiasm behind Roy Kimber's review of *Rogue Squadron* and Andy McDermott's review of *South Park*. It just goes to show that even if a game like *South Park* does suck a little ass, if the writer's a fan it makes the review enjoyable without having to wade through a pile of slag-offs just to get to the final verdict. I applaud your efforts, 64 MAGAZINE, and hope you maintain your high standards!
The Incredible No Name Man, Somewhere



TIE Fighters: they're not real.

LucasArts probably let it happen in the same way that you forgot to put your name and address on your letter! Let's not get too deeply into nitpicking, by the way – it's way too anoraky. Incidentally, did you see in *Star Trek* last week that they said the warp core had a maximum output of 375 cochranes, when two weeks earlier they said [continued p202].

Grown Out Of Mario

Dear 64 MAGAZINE,

I want to know when Nintendo is going to wake up and smell the coffee, because I am getting sick of seeing little plumbers and their dinosaur friends bouncing around my screen. Don't get me wrong, I loved *Zelda 64*, but I think it's time



Mario: portly plumber just for kids?

Nintendo produced a game which has real people in it.

After numerous *Mario* games on the NES and SNES, and now with the prospect of *Mario Party* and *Mario Golf*, I am dreading what Nintendo has in store for us later on this year. When *Mario 64* first appeared I loved it, but I and many people my age have grown out of playing these games. Although I still think Nintendo should make these games for the younger generation, I think they should turn more of their time and manpower to developing games for older players. I know from your magazine that Nintendo has endorsed *Win Back*, but this is only one game. I personally think that there should be more on the way.

Chris Edwards, Hexham

Definitely. *Mario* is a fine game, but why aren't Nintendo also working on something like *Metal Gear Solid*? ('*Metroid... Metroid...*' we whisper subliminally, while beaming thought waves toward Kyoto.)

Of course, Mario is Nintendo's mascot, and Nintendo likes to think of itself as the Disney of videogames. But Disney has put out movies like *The Rock* and *Pulp Fiction* under its various subsidiaries, so maybe Nintendo should think about doing something similar. Unless that's how they already think of Rare...

Zelda Sucks – Channel 4 Says So

Dear 64 Magazine,

Recently I read a very bad page on teletext (Channel 4). They were under the opinion that *Zelda* was a disappointment. Fair enough, people are entitled to their own opinions, but wait till you here what the reasons for these 'disappointments' were.

"*Zelda* is badly lacking in detail... the dungeons are bleak." Down to business. *Zelda* represented a graphical achievement well above and beyond anything on the PSX, throughout the entire game. Try going to the top of a hill in the country – what do you see? Green, fields, sheep, paths. Try going to Hyrule Field, what do you see? Green, a field, animals, rocks, paths. Obviously Nintendo has underestimated the sheer excitement of fields nowadays. And since when have dungeons cut out of rock and infested by evil been beautifully decorated and rendered with the most detailed patterns and colours?

If you want interesting and unusual (and bad) pictures I recommend Picasso or modern 'art'. If you want incredible realism and an epic adventure, I recommend making a time machine and going back a century or so and following David Livingstone around. If you want credible realism and an epic adventure, then I recommend *Zelda 64*.

"The plot is simple... (not the exact words.)" *The Lord Of The Rings* had a relatively straightforward plot – baddies vs goodies. Why did it turn out to be (in my opinion) the finest piece of literature the world has ever seen? Because it's not the plot that counts, it's how it's written.

The way this profound criticism was structured was that you had "The Good Bits" and "The Bad Bits". In each section the writers proceeded to completely contradict themselves, rather than, like your exceedingly well-written magazine, taking a positive aspect and then balancing it with a negative one.

It is also worth noting that this same page rated *Goldeneye* 7th out of all the games of 1997. To avoid any degree of mental stress, I

PRIZE WINNER

STAR LETTER

Geekdom Beckons

Dear 64 Magazine,

I have no interest in videogames. None at all. It seems to me that since the death of my once-beloved Commodore 64, there has been an ever-increasing trend towards great looking games which cost the earth and reek of fish. "You should play *Zelda*, it's not a game, it's a way of life!" a friend told me recently. More like you should get a life, you geek, was my thinking.

Last Sunday I called around at his house at 11am to drag him away from his sad obsession, but I couldn't... didn't I know he was saving the world? I watched on, waiting for him to find "a good place to save," so that we could get out of here. Nice graphics, but this game was nothing special. "It's *Tomb Raider* without the tits," I mocked. He was running around Dodongo's Cavern Lara Croft-style – easy puzzles, rubbish weapons, bloody irritating music.

A short while later, he happened across King Dodongo, Infernal Dinosaur and I sat up. That's a cool boss, I thought. Pretty easy to kill though. I was disappointed again. He proceeded to blow up a few rocks, then came across a cow in a hidden cave. Ha ha. What's with the pan pipes? "It's an Ocarina, don't you know," he cried in defence. When played, the cow gave him milk. I hated myself, but I was beginning to think this looked fun.

What's this? That fairy has great babs, nice outfit, atmospheric sounds, sexy little laugh. I felt ashamed. "Cool, a new sword attack!" I blurted. A quick look over each shoulder confirmed that we were the only ones here. Good, I may just have got away with that. An owl then picked him up and flew him to a nearby village. "Cool, check out the chicken struggling to get away, feathers everywhere. Hey! You just floated when you held it above your head! Nice touch. Kids cursed by Skulltulas? "Hey, play your pan pipes in front of that grave – it's opening! Check out the rain and the thunder! Don't let those zombies... aahhh, too late... can't move..."



***Zelda*: rather good, y'know.**

It was a little before 4pm when I finally left, visibly shaken and somehow in love with my friend's Nintendo. I felt excited, like we'd discovered something brand new and it was our secret. The till receipt clocked my purchase at 4.18. A Nintendo 64 with *Goldeneye* and *Zelda*. It is now four days later; last night I met Saria once more, she has become a sage of the forest and hasn't aged a day in seven years. For now, I have to sit here at my PC, with bags under my eyes, for the next five and a half long hours before I can once more turn off the lights, fire up the N64 and crank up that surround sound. Thanks Nintendo.

Jase Jennings (born-again geek), Redditch

PS: I have only seen issue 23 of your magazine, but I couldn't help noticing your Gold Medal and Sizzler awards are strikingly similar to those awarded by *Zzap! 64* back in the Eighties. Is there any connection between your magazines? Or did you just nick their style? Whichever, it's great to see them again – as a kid I had a lot of respect for those symbols when they were awarded by *Zzap! 64*.

Nintendo claims the soul of another victim. BWAH HAH HAH!

Well-spotted – those logos *are* the ones from *Zzap! 64*, one of the best videogame mags ever. We use them because the guy who created them is now our Art Director. Step forth Markie K, and take a bow.

64ORUM

Full of opinions? Then why not apply yourself to the 64orum, the bit of the mag where we ask questions and N64 owners tell us what they think! Last time, we asked for your views on these questions...

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

Nothing at all!
Mike Hutton, Kingswear

To make it able to be hooked up to the Internet, so that you could play *Goldeneye* with someone from Japan, the USA and anyone else who fancies a game.
Robin Bamford, Southport

It should have gone on sale two years earlier so that the PlayStation got wiped out before it even went on sale!
Brian Freyn, email

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

Friends. It should have a sub-game where you can hit Ross with a sledgehammer and take Monica into the bedroom for some... 'you know'.
Peter Roseworth, Sheffield

Mortal Kombat... oh, hang on, they've done that already!
Liam O'Neal, Birkenhead

The N64 is still badly lacking an *Aliens* game, if you ask me.
Gavin Pilkington, Warrington

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

There should never be such a tragic event as a *Zelda* movie. And even if there is, it would most likely be the biggest movie-making disaster ever. Therefore it doesn't matter who would star in it!
Graeme Millar, email

Neve Campbell as Zelda. Me as Link. Christopher Walken as Ganon.
Al Mitchem, Leeds

Roy Kimber as Link and Andy McDermott as the evil overlord Ganondorf!
Rebecca Paye, email

And for next time, opine to the max on these...

1: PlayStation 2 – should Nintendo bring their next console forward to compete with it?

2: Which game developer would you most like to spend the day visiting?

3: Which celebrities were separated at birth from Nintendo characters? (Send photographic proof, if you've got 'em!)

Send your opinions to 64orum at the usual address!

recommend you do not read these pages. If, on the other hand you are suicidal or a sick PSX fan, go to page 670 (I think) in Channel 4 teletext. Why doesn't the Broadcast Standards Committee do something useful and ban this appalling page before it wreaks havoc in society?
Andrew McNeill, Glasgow

Just goes to show, if you want decent reviews you should come to the professionals. That's us. We do this for a living.

Can't Beat Goldeneye

Dear 64 Magazine,
I am disgusted with the makers of *Goldeneye*, because you cannot use any of the cheats that you collect on the levels that you are stuck on, so the cheats are useless to you. I think they should think more carefully about this and create something that the public could be happy about, like using the invincibility cheat to shoot every guard and get past the levels that just seem to be missing one thing.
Adam Bush, Southampton

The folks at Rare did think very carefully about the cheats in *Goldeneye*. Then made them like they are anyway, the sadists. However, it guarantees the game's longevity – if you could cheat your way through the game on the first day, where's the fun in that? Besides, if you can't beat *Goldeneye* on Agent level, maybe you don't *deserve* any cheats!

Mr Radio Rentals

Dear 64 Magazine,
It's time to forget about all those duff 'new ways to play' tips and prepare yourself for what is truly the greatest tip ever to grave the pages of a games mag, ever! I'm talking multiplayer *Goldeneye* on more than one TV set!

Here's the gag; one N64, spare RF cables and the all-important Y-shaped aerial connectors. So, with one connector, you can use two tellies and effectively have link-up Bond! For more authenticity, cancel the radars on the cheat menu and use card to block off the parts of the screen used by the other players. Three or four players need three Y-connectors.
Nick Richardson, Potters Bar

We don't have enough tellies to try this out in the office. If anyone wants to test it at home, let us know how it goes – we'll print your photos of *Quake*-style *Goldeneye* play if you manage to get it working!

A 20lb Lunker

Dear 64 Magazine,
I really cannot understand this! Where are all the letters of approval and commendation for *Zelda*? Oh, I know... you're all too busy trying to catch that 20lb lunker hiding under that log.

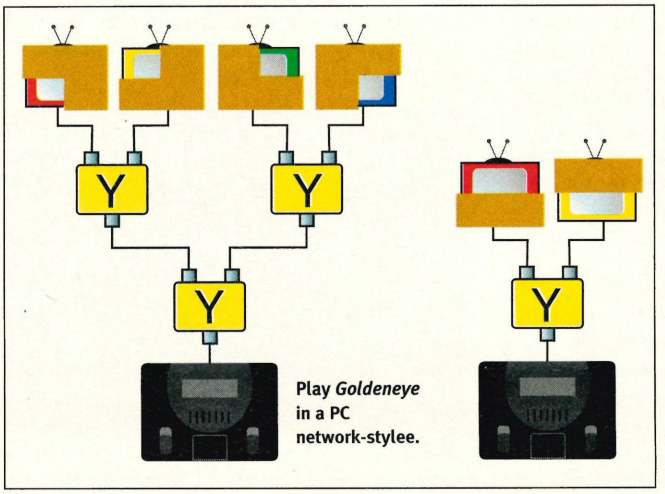
Oh well, shall I begin? Where to start... oh forget it, we all know it's bloody brilliant! Although contemplating rolling into trees, just in case a Gold Skulltula drops out, makes me question my intellect!

As for that 20lb fish (he is there, believe me!) there is also a Sinking Lure hidden by the pond when you're an adult. You must make sure it's night before you enter, then pay the guy and talk to him about another lure. You will then find it by the stream dust where the water flows out!
Geraldine Burns, Birmingham

There have been plenty of letters about *Zelda* sent to us, but most of them have just been incoherent bunches of superlatives! If anyone wants to send their Zelda fishing results to the ScoreZone, be our guest – just make sure you send proof with it...

Quite Likes Metal Gear Solid

Dear 64 Magazine,
Do you know if *Metal Gear Solid* is coming out on the N64? Because it's amazing on the PlayStation – in fact, it's nearly worth buying a PlayStation just for that game, and I ain't too keen on spending 100-odd quid to buy one. Also, is there really an even better memory extension pack coming out?
Fabooo2837, email



Play *Goldeneye* in a PC network-stylee.

Konami are apparently working on an N64 *Metal Gear* game, but it probably won't be a straight port of *Metal Gear Solid*. As for another Expansion Pak, it's unlikely that Nintendo will put out a bigger model.

God, Not Another One

Dear 64 Magazine,
You might not have seen this yet, so here is the ultimate cheat for *Turok 2*. On the cheats screen, enter the word BEWAREOBLIVIONIS-
[aaaargh! – Ed]

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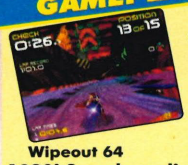
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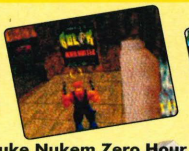
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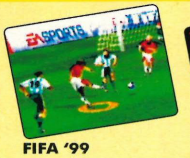
UK NINTENDO 64 GAMES

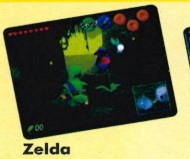

Wipeout 64


F Zero X


Duke Nukem Zero Hour


Rogue Squadron


FIFA '99


Zelda


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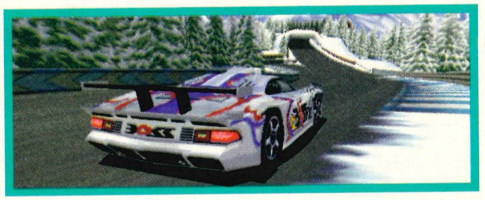
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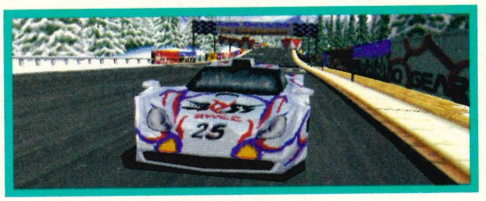
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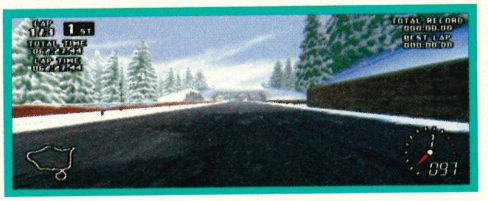
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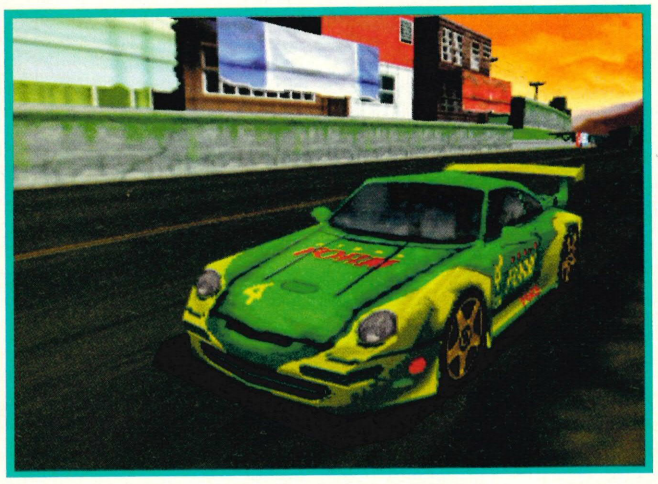
World Driv Champions

Slow down, you're gonna crash!

WORLD DRIVER CHAMPIONSHIP

Publisher:	Midway
Developer:	Boss
UK Release:	Summer '99

▼ Each racing team has its own set of colours, so the same cars can appear with different paintwork.



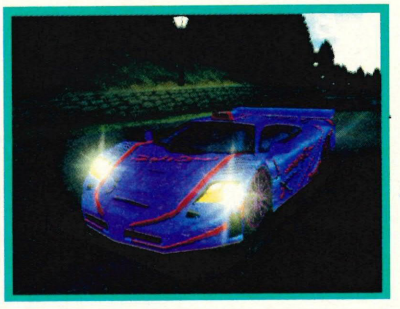
Gran Turismo? Aaaaarse. It's time to silence those sneering PlayStation owners once and for all with our own world-class racing game.

World Driver Championship comes from Boss Game Studio, the creators of *Top Gear Rally*. Even though the game is still a couple of months from completion, it already looks as though it can blow anything else into the ditch. Claudia Schiffer can advertise the Citroen Xsara all she likes, but *World Driver Championship* has the looks *and* the performance!



There are ten international tracks on which to race, all of them having alternate routes (three per track) to choose from as well as a mirror mode that effectively doubles the number of circuits by reversing. As you can see from the screenshots, the courses have plenty of detail.

It's the cars that are the stars, though! With at least thirty different motors to choose from, which will all have realistic handling, there should be plenty of opportunity to get to grips with your favourite car. At the start of the game you have to choose a team to race with, so each car has a choice of different paint jobs depending on who you drive for.

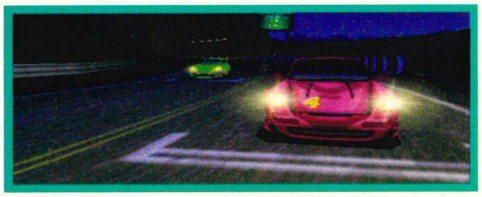


▲ *World Driver Championship* has real-time lighting on the cars and the scenery, and it looks great.



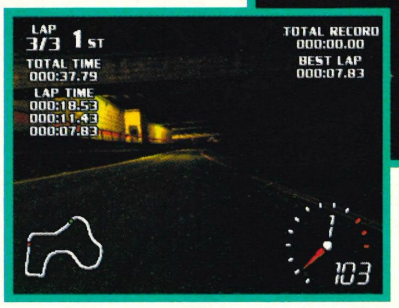
▲ A high-performance racing Porsche, in widescreen. Take off the garish sponsor's colours and you could be in *Bad Boys*.







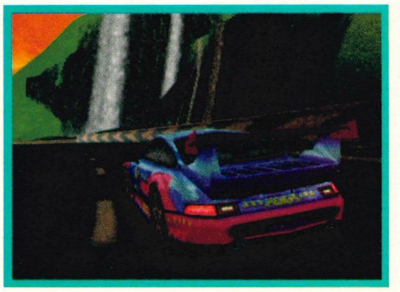
er hip



Visually, *World Driver Championship* has the potential to be the best-looking console racer around. The cars all have glossy highlights that change as it moves as well as reflections of the scenery mapped onto the windows, and with interactive lighting for night races it'll be the next best thing to strapping yourself onto the front bumper of a Porsche in terms of realism. Best of all, there will be a hi-res mode – and you won't even need the Expansion Pak!

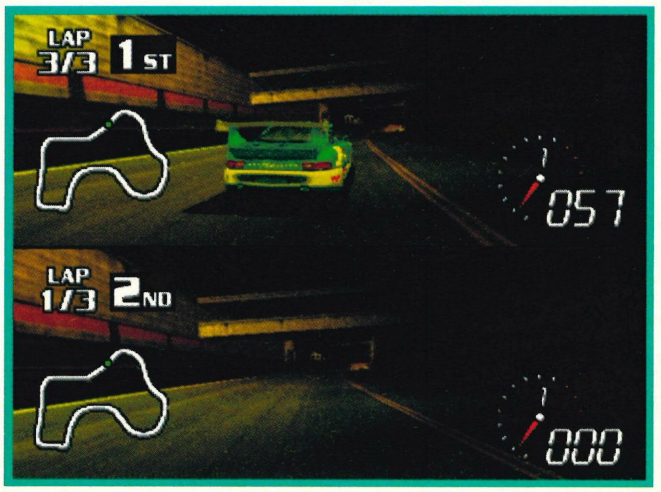
As you can see, *World Driver Championship*'s hi-res mode runs in widescreen, so if you've got one of those big-ass 16:9 TV sets you can blow the image up and race in Cinemascope! At the moment, Boss is still deciding whether or not to add a full-screen mode that uses the Expansion Pak, but whatever they end up doing, it's still going to look spectacular.

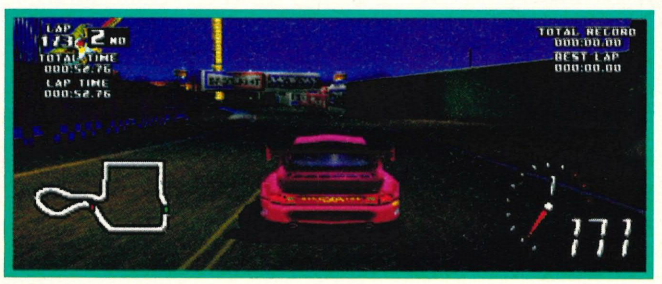
World Driver Championship was originally planned for a UK release in the first quarter of the year, but with the American release now put back until June it's unlikely we'll see it before the summer. It does look like it'll be worth the wait, though!

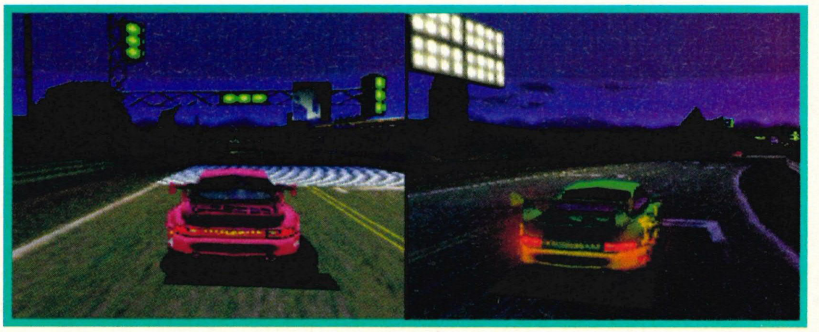


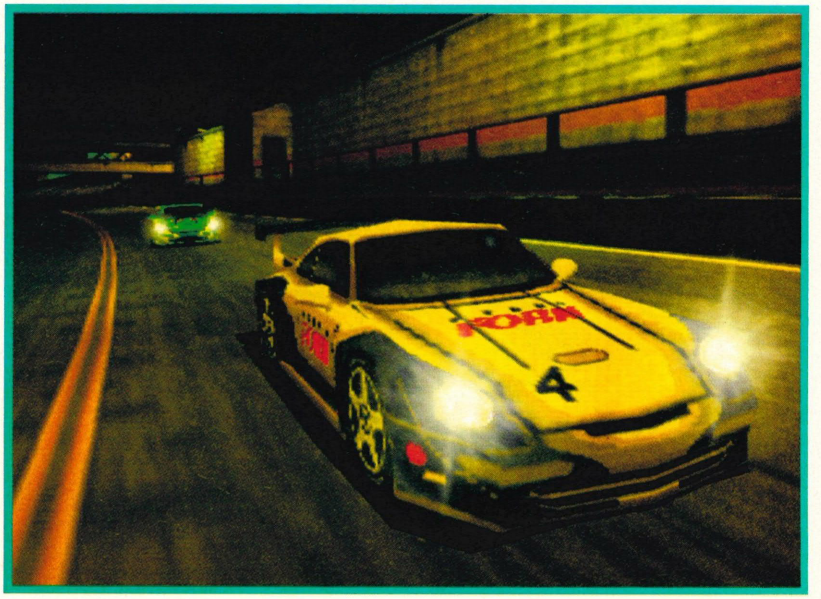
▲ The back ends of the cars are just as detailed as the fronts. After all, they're the parts you'll be seeing most of to start with.

▼ *World Driver Championship* has a split-screen multiplayer mode, but sadly it doesn't have a four-player option.

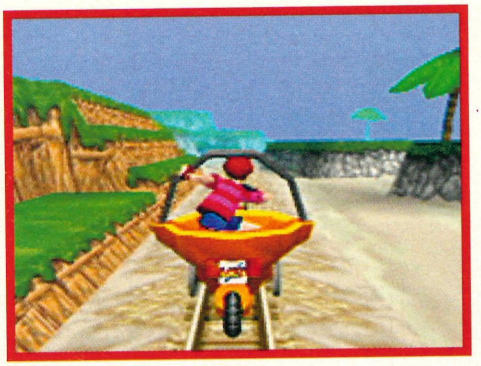














Pokemon Snap

Brick the Pocket Monsters!

Nintendo has come out with some bizarre concepts for games recently, but this has to score fairly highly on the weirdometer. A David Attenborough simulation?

Pokemon Snap (no, we're not going to cave in and put that stupid accent over the 'e' – what are we, French?) is a photo safari game, but with Nintendo's current cash cows the Pocket Monsters – Pokemons? Pokemen? – instead of real animals. The objective is to travel around Pokemon Island and take pictures of the 150-odd species of binary beasts in their native habitats. The more interesting the picture, the more points you score, so you need to work to draw the creatures out of hiding.

Some of the Pokemons can be brought into the open by leaving food for them and waiting for them to investigate it, giving you the chance to snap them with your Nikon. Other animals respond better to other means, like playing music to make them dance or, for the more cruelly inclined (heh heh), bunging rocks at them so you can grab a picture as they flee in terror.

Pokemon Snap was originally meant for the 64DD, but like practically all of the titles intended for Nintendo's still-unreleased peripheral, it's now been transferred onto cartridge. Japanese gamers will be able to take their cartridge down to the shops, plug it into into a special machine and get their snaps printed out as stickers, but nothing's been said yet about how Western players get to view their photo gallery. Hopefully the cart will have built-in memory.

Pokemon Snap is certainly in a genre of its own (unless you count PC stuff like *Deer Hunter* or *Natural Fawn Killers*, only they blow the animals away instead of photographing them) but it's another Nintendo non-game. Will it succeed in gameplay-fixated Britain?

▼ Susie's My Little Pony escaped and bred. Unfortunately, its breeding ground was just outside Sellafield.





▲ Tony the Tiger's evil double from a parallel universe strikes a Brian Glover pose.

POKEMON SNAP

Publisher:	Nintendo
Developer:	HAL Laboratories
UK Release:	Summer



▲ Out in the wilds of Pokemon Island, our hero grabs a snap of Pikachu tormenting some kind of novelty condom...



▲ ...and here's the final photo, recorded for posterity in the photo album. Next stop, a career as a papparazzo!



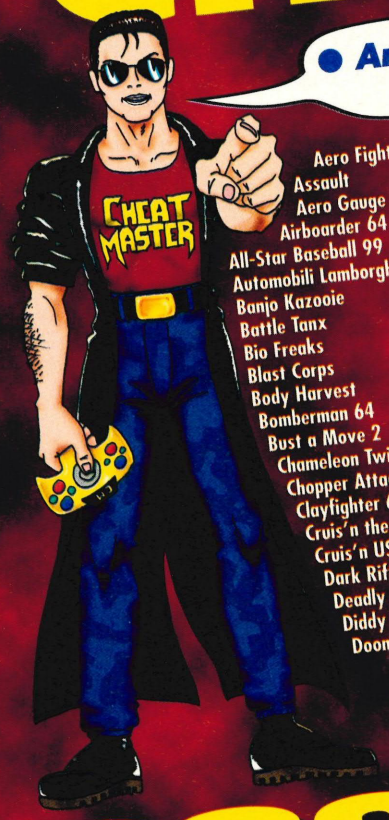
▲ Hearing the call of the ocarina, Epona galloped to meet Link. Sadly, she galloped through a tank of blazing napalm.

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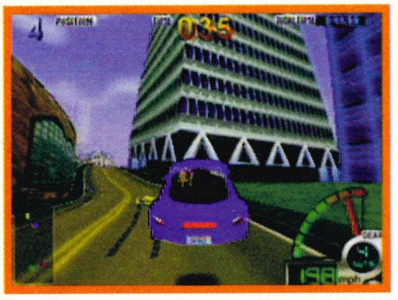
CALIFORNIA SPEED

Publisher:	Midway
Developer:	Atari Games
UK Release:	TBA

▼ For some reason, the driver of the Ferrari found himself becoming inexplicably aroused.







▲ Late for work on the day of his important meeting, Reggie floored the throttle, aimed for the tenth floor and hoped for the best.

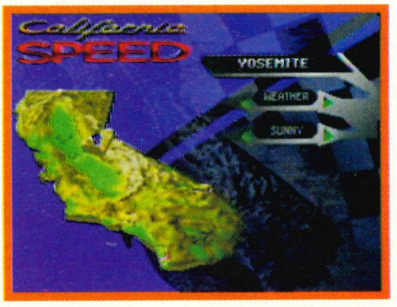
Gulp! *California Speed* is effectively the third game in the *Cruis' n* series, following in the malformed tyre tracks of world-class clunkers *Cruis' n USA* and *Cruis' n World*. Luckily, Midway has realised that the sheer nastiness of these two games just isn't good enough any more, and instead based *California Speed* more on their other racing franchise, the successful *Rush* series.

Set in the sun-smacked, brain-toasted state of California, *California Speed* features more than a dozen tracks, ranging from San Francisco to Silicon Valley. All the tracks have reversed and mirrored versions for use















d







in the game's Tournament modes. Following the lead of the *Rush* games, the new tracks are loaded with outrageous features like rollercoasters, and there are as many as 20 different vehicles to race through them with. All the cars can be customised, again like *Rush 2*. Puke-inducing lime green with puce stripes cars ahoy!

While the look of the tracks may be more like *Rush 2*, the gameplay is designed to be arcade-simple, like the *Cruis' n* games, though hopefully with a bit more in the way of involvement. All you have to do is put the pedal to the metal and remember to steer! *California Speed* does promise more interesting tracks than its predecessors, with hidden short cuts to find and car physics that at least bare a passing resemblance to the real world.

The different vehicles include the usual American muscle, classic racers, Formula 1 cars and even a golf cart (?). Unlike the original *Cruis' n* games, where you simply took what you were given and made the best of it, *California Speed* allows players to tweak the performance of their car to suit the different track conditions.

What felled *Cruis' n USA* and *Cruis' n World* was the fact that what works in an arcade for 20 pence a play isn't necessarily worth forking out 50 quid or so to play at home. Hopefully, *California Speed* will have added a little more depth in its translation from coin-op to cartridge. We'll find out next issue when we get the import game in for review...

▲ No! I always get stuck behind the caravan owner on Bank Holidays!

▼ Property for sale. Attractive Victorian town house. No front garden, slight danger of death on doorstep.





Michael Owen's World League Soccer

The Scouse striker scores!

Football fanatics are no longer just limited to *ISS* and *FIFA*. *Michael Owen's World League Soccer* has the potential to kick Konami's *ISS '98* off the top of the videogame football league. Eidos has announced that the game will run in hi-res – and you won't need an Expansion Pak to take advantage of it!

MICHAEL OWEN'S WORLD LEAGUE SOCCER

Publisher:	Eidos
Developer:	Silicon Dreams
UK Release:	Summer

Featuring over 200 teams, both national and international, *Michael Owen's World League Soccer* makes the boast that it will have the best visuals and the best player intelligence of any football game, and it certainly seems that Eidos isn't kidding about the first





▲ The South Park soccer team was doing quite a good job against Wednesday.







▶ A fine time for the goalie's lunchtime cheese and broccoli bake to make its effects known!



▲ The goalie loved to create shadowplays with his body. Today he did a fox.

part of the claim. The players themselves are highly detailed, and they run through stadia with crowds that react to events on the pitch and dynamic lighting that changes in the course of a match.

Unlike *ISS '98*, *Michael Owen's World League Soccer* has real team and player names, so there's no more of that spending hours laboriously entering the names of all the players in the Premier League. Player and team statistics are also based on the real thing. Although numerous leagues from around the world are included in the game, you can also create your own to pit the best international teams against each other.



▲ The match was disrupted as Rumbarian nationalists invaded the pitch, waving their little flags.

Commentary is provided by Peter Brackley and Ray Wilkins, who will doubtless be praising Michael Owen to the skies every time he gets the ball. After all, it's his game!

Michael Owen's World League Soccer has been delayed slightly until the summer, but this means more time to perfect the playability and get those hi-res graphics sparkling. See you on the pitch...



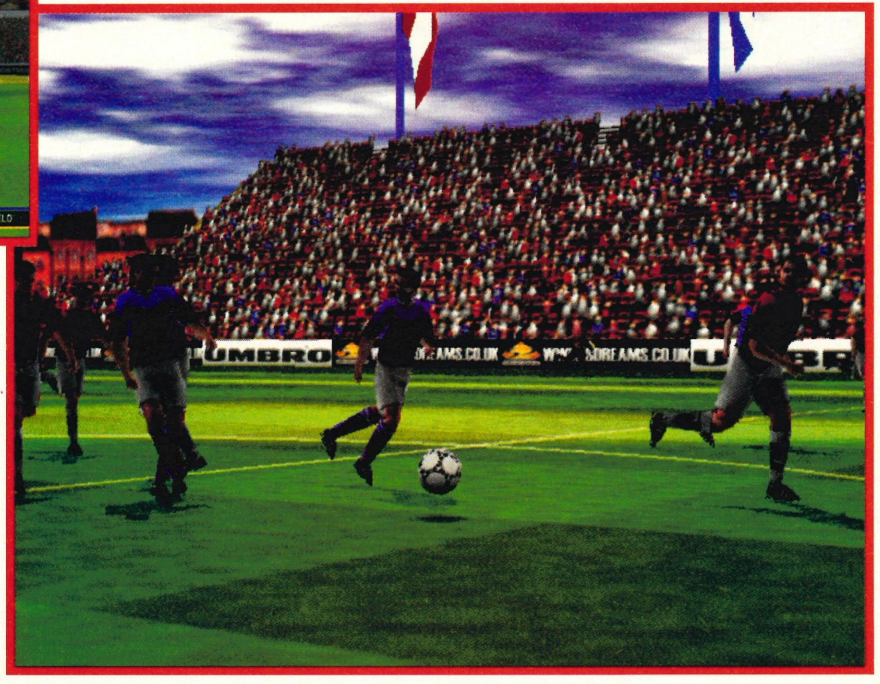
▲ "Over 'ere, son, on me-" [BAMF!] We've never seen a nose the shape and consistency of a jellyfish before.

▶ *Michael Owen's World League Soccer* reckons it's got some of the best animation around.

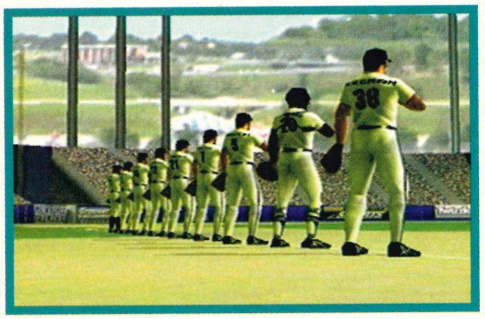


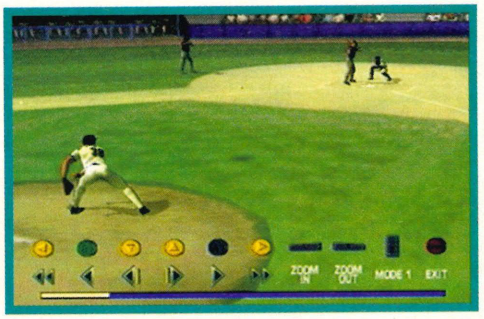
▼ Hearing a noise behind him, the player looked round just in time for the violently thrown Subbuteo set to scythe off his head.





▲ Stig of the Dump got upset when the other players called him 'twinkle-toes'.







More baseball? Still, it looks good!

All-Star Baseball 2000

Whether anyone outside the United States bothers to play the game or not, *All-Star Baseball 2000* is an excellent example of what a professional quality sports sim should look like. Impeccably designed with superior execution, Iguana and Acclaim Sports have knocked up a game with almost limitless potential and black hole-like depth. As in last year's *All-Star Baseball '99* (89% in 64 MAGAZINE 16), players have the choice of selecting their favourite Major League team and putting them through their paces within a one-off exhibition match or a full-blown season. There's also the Home Run Derby, where players aim to score the more home runs than their opponents within a set amount of rounds.

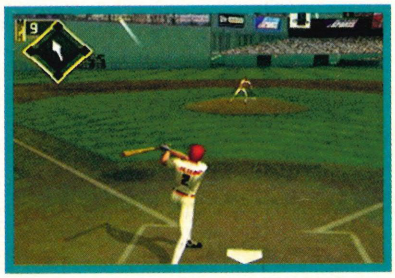
The version of *All-Star Baseball 2000* that 64 MAGAZINE looked at here appeared to be a completed version, and had all the features and sound effects (including sports commentary from two big-name US hosts). One of the most popular elements from *All-Star Baseball '99* has returned in the latest version as well, the Create-A-Player mode. It is here that, like some sort of deranged genetic scientist, you can create your own baseball team from scratch. Step forth mutants from the pits of Hell!

A neat little addition to this year's version of *All-Star Baseball* is the Instant Replay feature. Accessed from the main menu at any time, this feature uses a video editing-like interface which allows you to skip back and forth between the recent play. You can zoom-in, pan out, rotate around the field, pause... you get the picture.

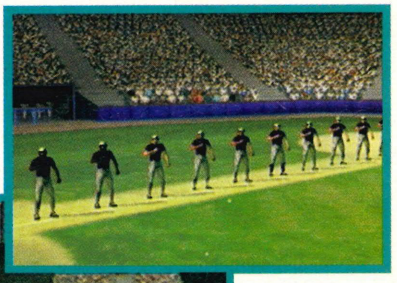
64 MAGAZINE will be taking its bats to a full review of *All-Star Baseball 2000* in a forthcoming issue.

ALL-STAR BASEBALL 2000

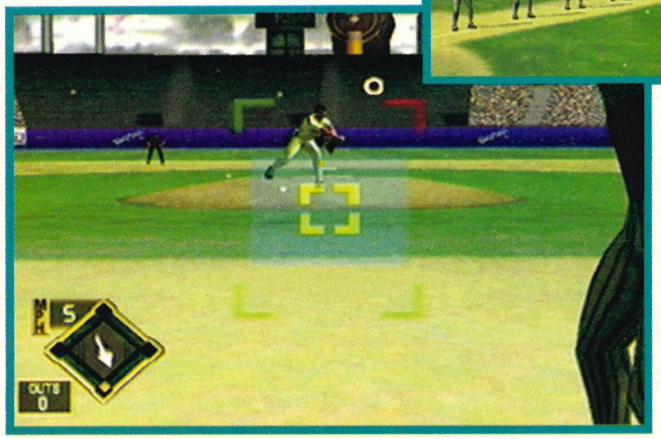
Publisher:	Acclaim Sports
Developer:	Iguana Entertainment
UK Release:	April



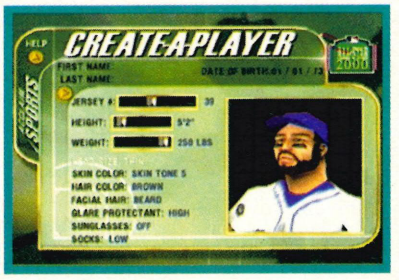
▲ *ASB 2000* gives you the option of viewing the action from a variety of different angles – this view looks nice, but can be tough to hit from.



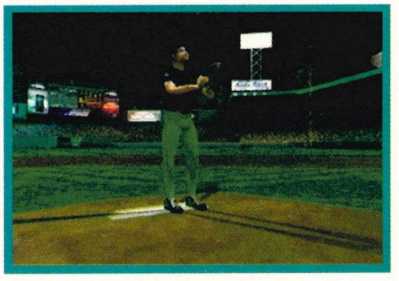
The baseball players line-up for a 'heart-warming' warbled version of the American anthem – which is nice!



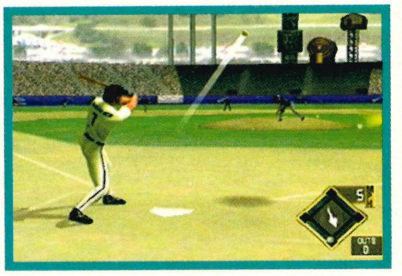
▲ The small circle indicates where the pitcher's chucking the ball.



▲ *All-Star Baseball's* much loved Create-A-Player mode makes a welcome return... right, now to get back to creating the ideal team.



▲ Iguana's pre-game intro movie follows in the same high-quality footsteps as its previous efforts – *Turok* and *South Park*, for example.



A shot like this could result in a corking home run... or just as easily end up in the fielder's mitt. Such is life.

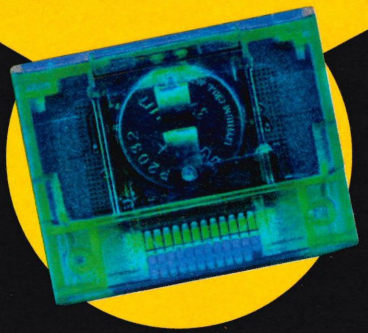
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Written by: Roy Kimber

Cars made from bricks? It could only be Lego!

LEGO® RACERS

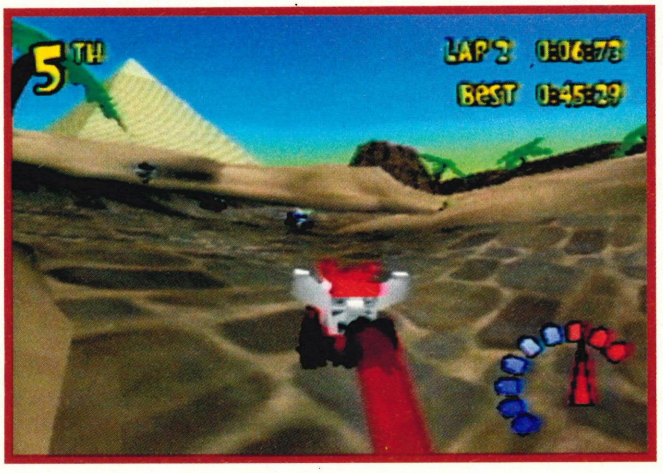


What image does the word Lego conjure up for you? Spending endless hours playing with small brightly-coloured knobbly plastic blocks and small perpetually-grinning figures, only to discover that the dog's eaten the bit you needed to finish your new design? Most likely.

What it probably *doesn't* make you think of is exciting new videogames, but that's what Lego Media International hopes to change with its range of new titles for the PC, PlayStation and N64.

FASCINATING LEGO FACT

Over 25 million Lego bricks were used in the construction of Legoland Windsor.



The first title to reach the N64 will be *Lego Racers* which – you probably won't be surprised to learn – is a racing game. With Lego. 64 MAGAZINE braved the horrors of the London transport system and travelled to the international headquarters of Lego Media to get a look at the new game, which is currently being developed in the US by a forty-strong team from High Voltage Software.

64 How did the idea for *Lego Racers* come about?

Lego Media: All Lego Media products extend the way people play with Lego into a new medium. Imagine the child playing with Lego cars and you have all the inspiration you need. Developing a Lego racing game was a natural step in our interactive media plans.

64 What does *Lego Racers* offer that other N64 racing games don't?

Lego Media: Firstly it is from a trusted brand, so you know the build quality will be excellent. The building and customisation elements of the product provide a unique level of creativity and fun, with the changes you make affecting the way the Lego car will perform. Other racing games have different cars or characters with different performance statistics. Some games even allow you to change the characteristics of the vehicle. But *Lego Racers* allows you to change the physical look of your car and that in turn affects the way it drives – a highly technical goal with a great reward. It allows total customisation of your character and car.

64 What sort of audience is the game aimed at?

Lego Media: Although Lego play materials are traditionally aimed at a young audience, this game has such wide-ranging appeal we put from 6-99 years on the box! The gameplay is simple enough to get into but also has another layer of playability to master. Younger kids will be able to play right away, enjoy themselves and win races. Those who spend more time with it will discover that other level of gameplay to master.

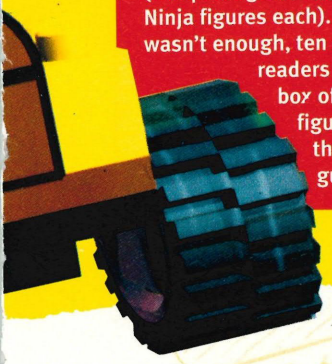


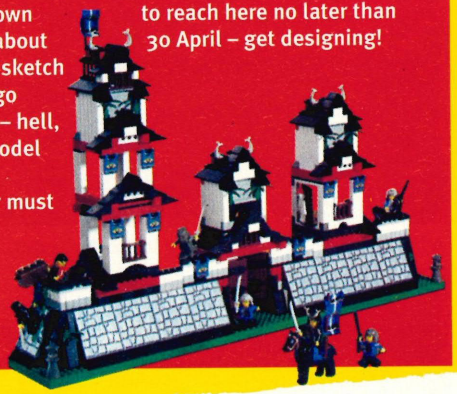
COMPETITION

WIN YOUR OWN LEGO FORTRESS AND NINJA ARMY!

As *Lego Racers* is far from complete it'd be daft to run a competition for copies of the game just yet, however those generous chaps at Lego Media have offered us a huge Lego Ninja 'Fortress Of The Moon' activity set (RRP: £59.99) plus a 50-strong Ninja army (comprising ten boxes of five Ninja figures each). As if that wasn't enough, ten other readers can win a box of five Ninja figures – and these little guys are ace!

To win these rather excellent prizes is going to require a little more effort than just answering a simple question however – we want you to design your own Lego Racer! How you go about this is up to you. You can sketch it, build it from actual Lego bricks and photograph it – hell, you can even send in a model if you want! The only stipulation is that the car must have four wheels and somewhere for a driver to sit. Send your designs to: 'With A Lego Army I Can Conquer The World!' Compo, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS, to reach here no later than 30 April – get designing!





Car Construction

Although you can just switch on the game and start racing immediately, it's far more fun to build your own vehicle before you do! First thing to do is select the driver and chassis you want from a variety of different bases, then you just take your blocks and build – the only limit is your imagination (if you have no imagination, it's perfectly acceptable to get a friend or family member to help you). This means that every time you play the game you could conceivably race a different car!









FASCINATING LEGO FACT

Six 8-stud Lego bricks can be combined in 102,981,500 different ways!

64 Are there going to be any features in the N64 version which are not in the PC/PSX versions?
Lego Media: Nope.

64 Okay... that was succinct and to the point, if nothing else. So will it be possible for players to construct Lego vehicles that they can already buy in the shops?
Lego Media: Yes. We designed the cars and pieces in the game based on real world Lego bricks.



The space track is where all the futuristic Lego crops up. If you've got any of the sets you should recognise bits of it!

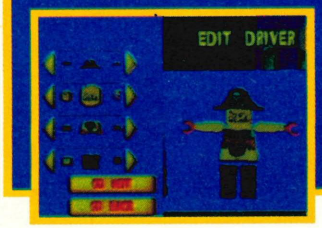
64 How did you go about choosing the different themed Lego environments that are going to be in the game?
Lego Media: The mix of the some of the most popular Lego themes provides an interactive backdrop to proceedings that players will recognise whether or not they still play with Lego bricks. The most popular – and some of the newest sets – were chosen to be represented to appeal to those who remember the first sets or to those who have just started playing with the Lego sets.

64 Is there anything which you wanted to put into the game but haven't been able to? Or indeed, anything which you might add at a later stage?
Lego Media: The level of Internet support for all three platforms (given the new IP products available for N64 and PlayStation) is still under discussion, but it's very likely we'll have an Internet site crammed full of cool car designs, hints and tips.

64 And finally, what were the key development challenges?
Lego Media: Maintaining the Lego look and feel was obviously a key priority. We settled on a backdrop that most suited the Lego cars, mixing physical Lego bricks with the imaginary universe that kids create around their play materials. Lego Media also introduced Futura – the Lego Group's design agency – to the development loop, adding their creative flair for Lego design and this in turn challenged High Voltage to refine

Edit Driver

Lego Racers even lets you edit your driver! Choose from a selection of heads, bodies, legs and hats – you can even choose the expression your driver wears when he's racing. Then of course it's time to sort out a driving licence for him – no self-respecting Lego figure would go on the road without it!



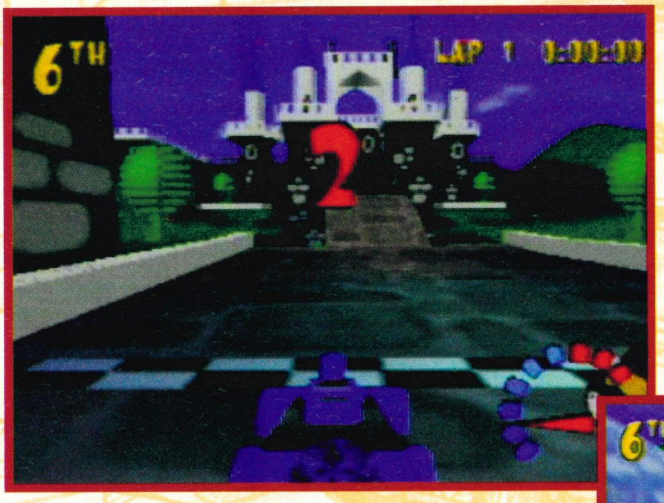


Futura's ideas and make their creations come alive. This three-way working relationship was fruitful but required persistence from all parties. High Voltage worked closely with the talent at Futura, who did the design on the car models. Together they insured consistency with real world Lego in a convincing virtual environment. Also, the game has been designed to cope with all the millions of possible designs players can come up with (with cars featuring thousands of polygons) while ensuring a fabulous frame rate. To work around this technical hurdle, High Voltage backwards-engineered the building process to come up with acceptable numbers of polygons for custom-built cars. A painful process, but in the end the result is more freedom than any other game when it comes to the ability to customise.

High Voltage are aiming to have 12 different tracks in the game based on four different Lego themes: Pirates, Castle, Space and Adventures.

Pirates

It's terror on the High Seas with Captain Roger (fnarr) and his gang of bloodthirsty – if perpetually happy – piratical followers aboard their ship, the Marauder. Opposing Roger is the crew of the Imperial Armada ship the Santa Cruz, determined to retrieve the treasure that the pirates have stolen. The tracks for this theme are set in and around the ominous sounding territory of Skull Harbour. Because it's a pirate lair, you can expect all sorts of hidden tricks and traps aimed at tripping up any unsuspecting Lego racer who's not concentrating. Strap on your eye-patch, hoist the mainbrace and splice the cabin-boy!



▲ If this were a real Lego castle it'd be multi-coloured!



▲ The castle tracks come complete with little Lego knights at the side of the track. Look at his tiny shield – aaaah!

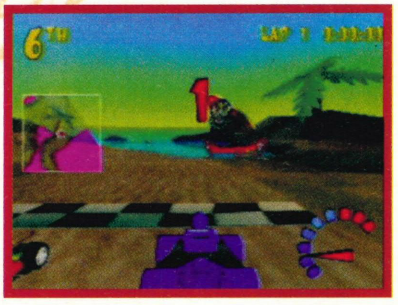




▲ Driving into this wheel starts it moving and lowers a wooden drawbridge a little further down the track.



▲ Some of the pick-ups are fairly spectacular. It all depends on how powered-up they are.



▲ The Pirate tracks give you the chance to race around a genuine desert island! The only things missing are the discs!

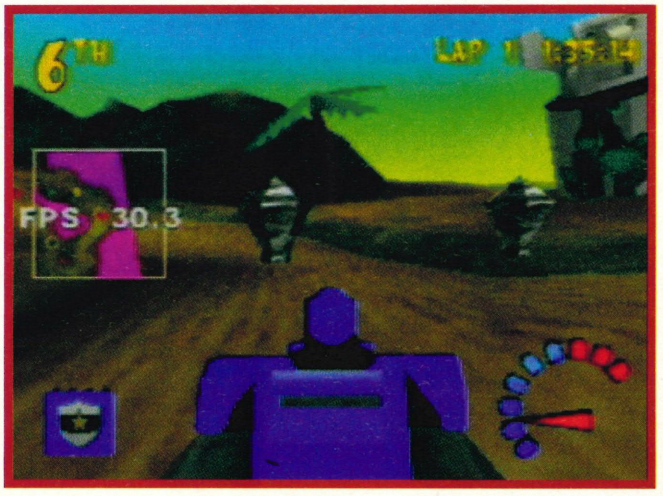


FASCINATING LEGO FACT

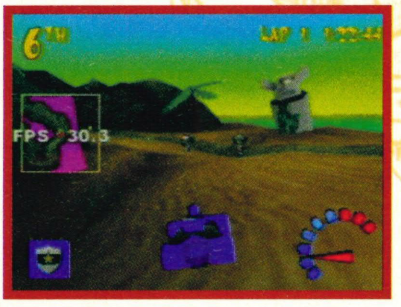
The Lego Group has moulded approximately 200 billion Lego bricks since 1949.

Castle

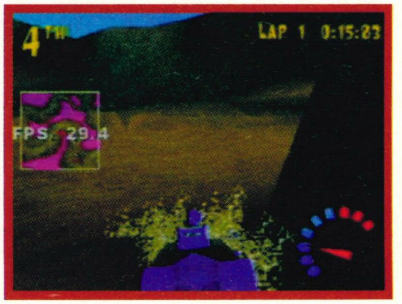
Enter the medieval domain of the dark and mysterious Count Batlord who rules the lands of the Lego Castle collection. Everything in the game is themed for an era when dragons, witches and blood-sucking bats were an accepted part of everyday life and the internal combustion engine would have been considered the work of the devil! (Come to think of it, that's not far from what conservationists are saying now.) Of course, you couldn't have horse-drawn carts competing against turbo-charged racing cars, so some artistic licence has been applied to the Castle theme vehicles.



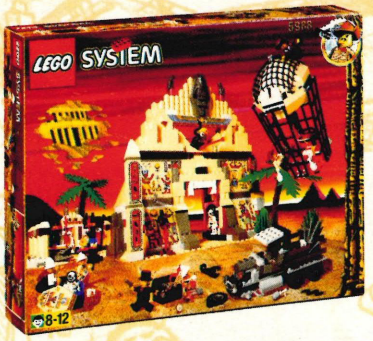
▲ Grey crystals power up whichever pick-up you collect. Grab more of the crystals to get a better result when you trigger them.



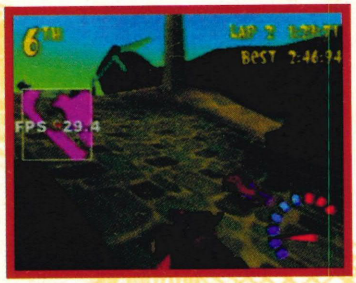
▲ This track in the Pirate section appears to have what looks like a space capsule sticking out of the sand! Surely not?

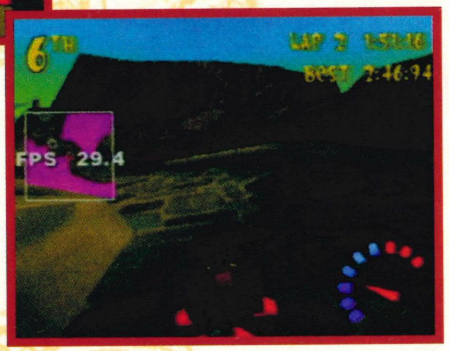












▲ This oilcan pick-up drops a nice puddle of oil behind you which makes other racers spin out of control if they hit it.



FASCINATING LEGO FACT

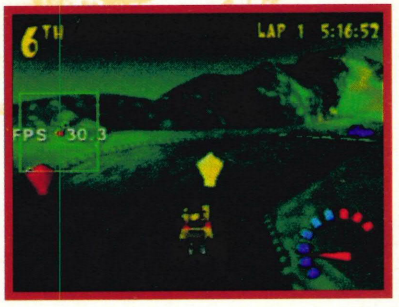
The tolerance of accuracy for Lego bricks is 5 thousandths of a millimetre.

Adventurers

Eat your heart out Indiana Jones, because intrepid explorer Sam Grant and his band of Explorers are here! They're out to uncover the lost secrets of the ancient Egyptians and no skeleton, mummy or jackal-headed god of the dead is going to stand in their way! This scenario involves all sorts of superstitious desert-based action and players won't be surprised to learn that pyramids and ancient Egyptian temples are more than likely to form a major feature of the three tracks for this theme. Grab your fedora and whip and get ready to unearth untold treasures!

FASCINATING LEGO FACT

The inhabitants of Denmark (pop 5.3 million) account for 2% of all Lego sales worldwide.



▲ The landscape on the Space tracks looks like nothing on Earth! Er... which kind of makes sense if you think about it.

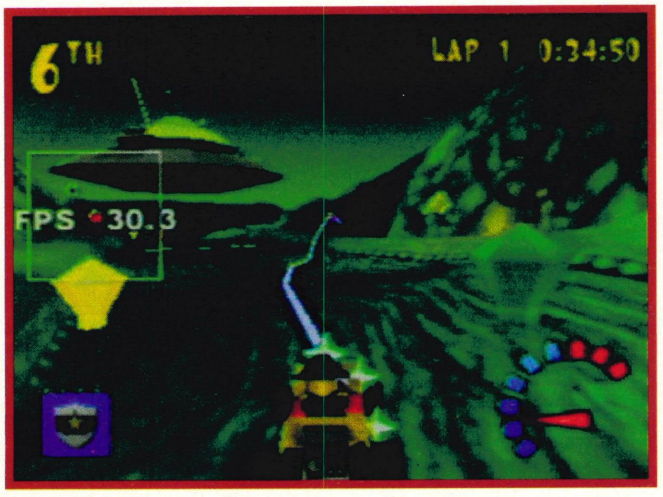
Space

In space, no-one can hear you build... Sometime in the future Earth will come under threat from the malevolent forces of the Insectoids – evil beings determined to wipe out humanity because humans have better facial decals than the Insectoids do. As you'd expect from space, the tracks for this theme are a little out of the ordinary and there's no telling what kind of strange extraterrestrial hazards your carefully-crafted cars will encounter. As anybody who's ever seen a lunar rover should know, big balloon tyres are most definitely the order of the day!





▲ It's a good job this alien planet has a breathable atmosphere, isn't it? (Or don't little Lego men need to breathe?)



▲ The aliens are coming! Where's Dana Scully when you need her?

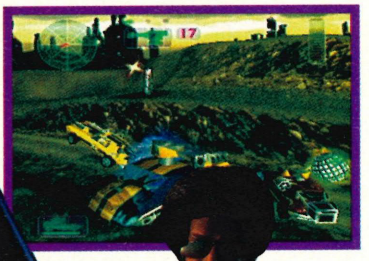




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64 MAGAZINE reviews







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!

The days of disco get some road rage!

32 Vigilante 8

$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.





40 **MONACO GRAND PRIX**
Formula 1 action!

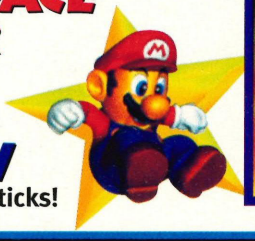
44 **BEETLE ADVENTURE RACING**
Herbie goes bananas!

50 **NHL BREAKAWAY '99**
Not entirely dissimilar to *NHL Breakaway '98*...

52 **STARSHOT: SPACE CIRCUS FEVER**
This fever will make you ill!

54 **UK UPDATE MARIO PARTY**
All that's missing are onions on sticks!







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!

Below 10% 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: Andy McDermott

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Don your flares and take to the streets!

Vigil

Do you remember the Seventies? Big haircuts, bigger trousers, Party Sevens, chunky medallions and hugely impractical shoes. Oh, and if *Vigilante 8* is to be believed, gangs of heavily-armed motorists running riot in the western United States. Well, sounds a lot more fun than the real thing!

64 MAGAZINE SIZZLER



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores game progress and high scores

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Activision
Developer:	Luxoflux
Game Type:	Shoot-'em-up
Origin:	US
Release:	26 March '99
Price:	£39.99

$64,000 Question

- ⊕ Great multiplayer game
- ⊕ Co-operative modes
- ⊕ Hidden cars and tracks
- ⊕ Hi-res mode
- ⊕ Everything can be wrecked!
- ⊖ Odd graphical glitches
- ⊖ Ropey collision detection
- ⊖ Boring music

ante 8



▲ Burn, you sucker, burn! Chassey fires a set of burning magnesium flares right into Slick Clyde's face. My eyes!



▲ School's out... forever. Molo and his stolen school bus dish out some free lessons in death.

Converted from the PlayStation game, which itself was based on the PC title *Interstate '76*, *Vigilante 8* is set in an alternate 1970s where groups of *Mad Max*-style automotive terrorists are blasting around the place, blowing stuff up and being generally troublesome. The Coyotes (for 'tis they) are attempting to seize control of America's depleting oil supplies, and a group of vigilantes (named, thrillingly, the Vigilantes) hired by the citizenry is trying to stop them. That's what passes for a plot.

Not that it matters. Once you get into the game, things are very simple – if it's got wheels, blow it up! Each vehicle in *Vigilante 8*'s world comes complete with its very own factory-fitted machine gun and enough ammunition to fight a small war. This might sound ideal for those fed up of being caught in jams on the M25, but in the harsh world of 1970's America it's not nearly deadly enough. Luckily, your car can also support up to three bolt-on weapons systems as well, and as luck would have it these are scattered liberally throughout the landscape for you to find. In addition to these, each car has its own distinctive superweapon – these only have a limited number of shots, but anything hit by them will be heading to the nearest scrapyard quicker than you can say "Starsky".



▲ There go Richard Burton and Clint Eastwood on their way to infiltrate Nazi headquarters. Oops, too late – Loki just blew it up!



▲ Nearly all of the structures in *Vigilante 8* can be destroyed, whether by special weapons, missile or fire, machine guns or just ramming into them.



▲ Flying saucer attack! Dave's special attack is this plague of UFOs right out of Area 51.

A Bad Mother- (Shut Your Mouth)

Vigilante 8 supports up to four players. The one-player game has three modes; Quest, Arcade and Survival. Arcade is a straightforward 'kill 'em all' rampage on a single level, while Survival pits you against waves of increasing numbers of enemies. The aim is just to see how long you can last before being blown to pieces!

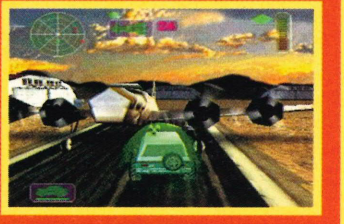
Stage Coaching

Although there are some hidden levels in *Vigilante 8*, most of the game takes place on eight basic tracks. Here's the lowdown...

AIRCRAFT GRAVEYARD: ARIZONA

Remember *Con Air*? This junkyard for knackered old planes is even more dangerous!

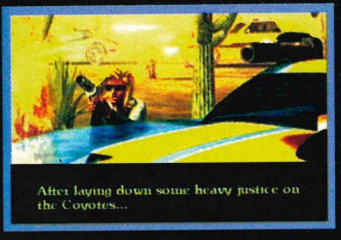
DANGER: A WW2 bomber trundles around the tarmac – its propellers are lethal.

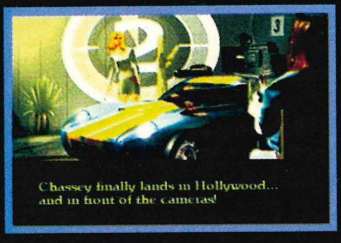




We're In The Movies!

Well, not exactly. Unless an old magic lantern show is your version of a trip to the Odeon. Each character has their own 'movie', which plays – well, flips through stills – when they complete their own quest missions. Here's how Chassey Blue's life turns out...









▲ Four-player mode is a riot. It even goes pretty fast in hi-res with an Expansion Pak installed, as well!

The Quest mode is the real meat of the game. In this, each character visits four different stages to fulfil their own agendas – whether it's making it big in Hollywood or being taken away by extraterrestrials – by destroying particular enemies and defending certain buildings from attack (or, if you're playing as one of the Coyotes, by blasting them to atoms). Completing each character's mission is the key to unlocking the hidden characters within the game, shown by a little league table affair in the Options menu. Completing a mission also unlocks a 'movie', although it's really just a bunch of still pictures with some text scrolling underneath. No FMV for you, Nintendo boy.



◀ The in-car view is accessed by pushing L. Check out John Torque's funky wheel cover.



▲ The secret level at Site-4 contains these super-secret Aurora aircraft. The CIA is apparently going after the programmers!



▶ This crane pounds up and down in the Aircraft Graveyard, crushing anything under it.

If it's got wheels, blow it up!



▲ Weapons can be powered up by using stick combos before firing, like this homing mortar round.



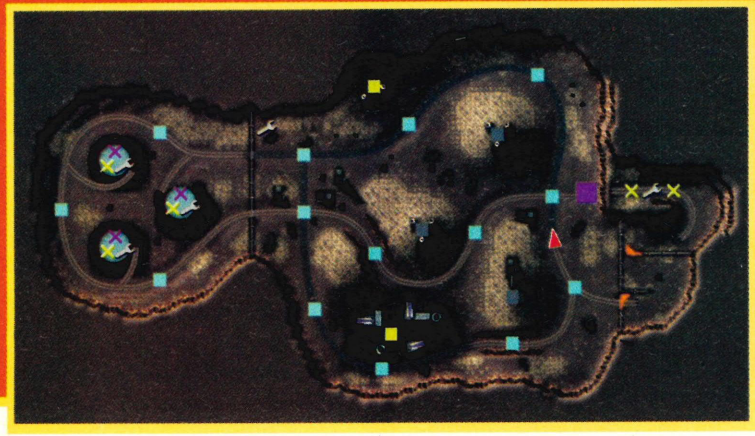
▶ The Aspen skiing crowd decided they'd had enough of the snowboarders.

OIL FIELDS: NEW MEXICO

A grim industrial wasteland owned by Hexagon Oil, which isn't going to get many tourists.

DANGER: Spherical oil tanks roll downhill if shot and crush anything in their path.





One nice feature is the way that the missions can also be completed in the two-player co-operative game, which obviously makes things a lot easier. Dealing with multiple enemies can be tricky, especially when they're all ganging up on you, so having a mate to draw their fire and pop up for sneak attacks not only adds to the fun of the game, but makes those secrets much more accessible.

We Got A Convoy

The four-player game is tremendous fun – it's almost *Goldeneye* on wheels. All the terrain and obstacles in the one-player game are present, so smart players can use level features like flame jets or tidal waves to their advantage.



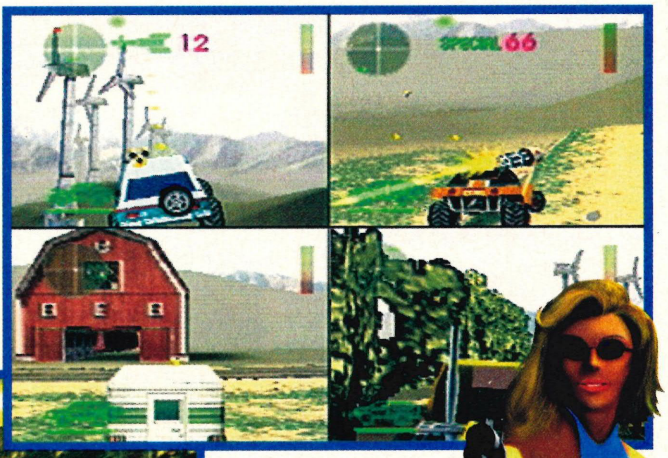
▲ The Sand Factory is the first secret level – it's a giant quarry full of conveyor belts and rock crushers.



▲ Crates contain super weapons. Each driver has their own – Houston 3's is this turret-mounted death ray.



▲ Boogie turns the battlezone into a dance floor with his disco ball attack, which makes all the other cars spin and twirl.





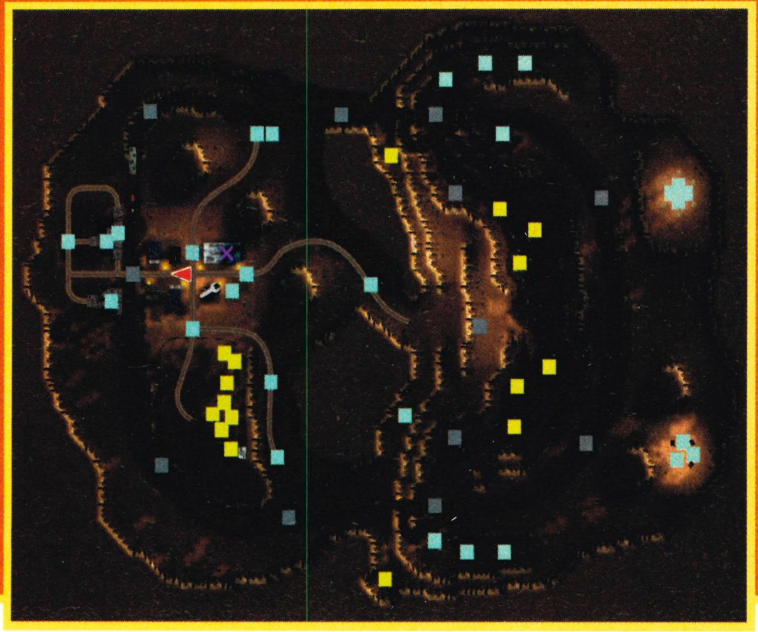
▲ An idyllic rural scene, it's only disturbed by one thing... automotive carnage!

GHOST TOWN: NEW MEXICO

The abandoned settlement of Mesa Diablo is full of tumbleweed and even the odd tornado.

Danger: An old steam train is still running, and you don't want to meet the pointy bit of its cowcatcher.

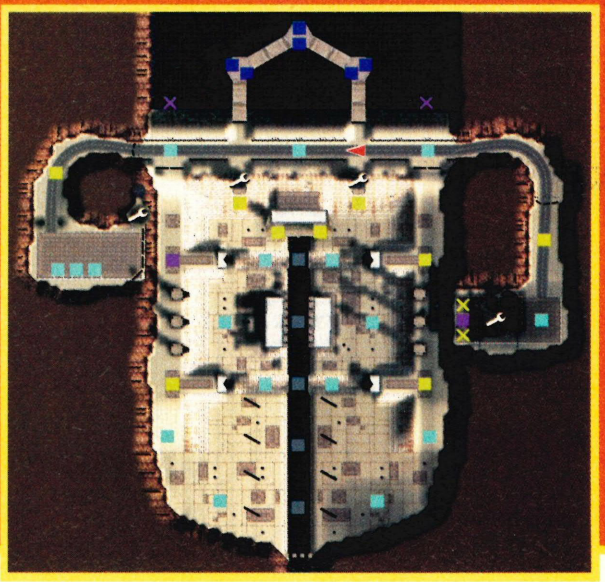




HOOVER DAM: ARIZONA/NEVADA

Supplying electricity to several cities, the Hoover Dam is also a skate park for cars!

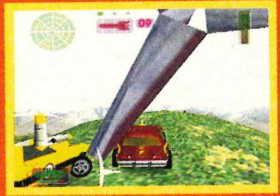
Danger: Bolts of electricity often leak from the generators and run through the water in the outflow channels.

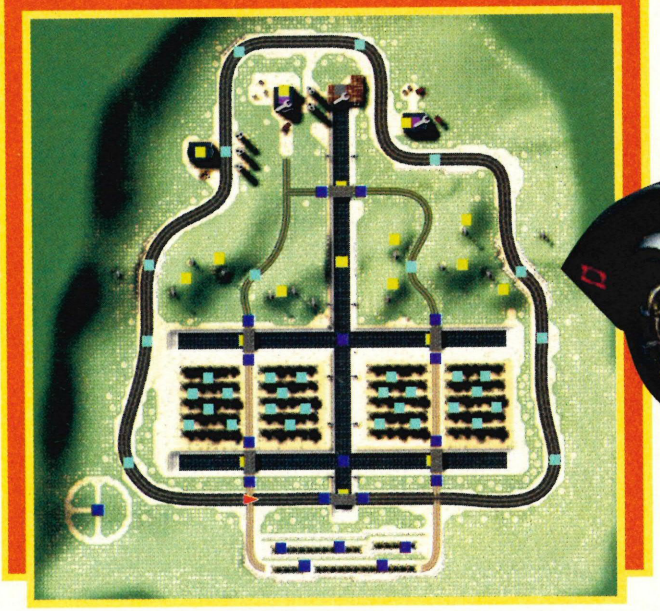


VALLEY FARMS: CALIFORNIA

Home of dozens of groves of orange trees. But with a battle going on, it's anything but pastoral.

DANGER: If the slender towers of the wind farm are toppled, their blades become deadly.







▲ Bang into a tree and oranges drop out. The man from Del Monte, he say "Aaaaarghh!"

Incredibly, *Vigilante 8* manages to keep the speed up even with four people blasting away at each other. There is occasional slowdown when things get really hectic, but for the most part multiplayer games are as fast as the one-player game, at the slight expense of frame rate.

Even without an Expansion Pak, *Vigilante 8* has looks on its side. The scenery is well-detailed (plus almost all of it can be destroyed) and varied, and annoyances like fogging are kept to a minimum by the clever way the landscapes are drawn – distant scenery is filled in as a coloured silhouette, so its shape obscures the sky backdrops

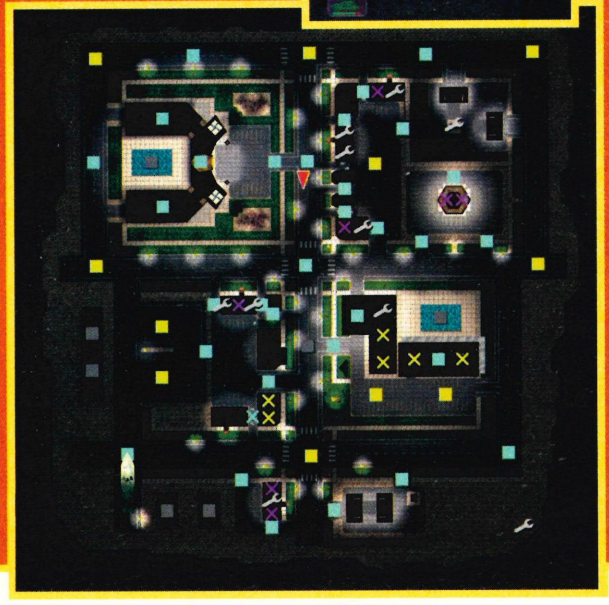


CASINO CITY: NEVADA

A city of lights in the middle of nowhere, where gambling is the main profession – you bet your life!

DANGER: An airship cruises over the rooftops – if an enemy takes control, it's death from above.





VIGILANTES



CHASSEY BLUE

An FBI agent who left the Bureau to join the Vigilantes, Chassey also has her sights set on Hollywood.

CAR: '67 Rattler

SPECIAL WEAPON: Gridlock



SHEILA

Convoy's young niece, Sheila is a wild child whose reason for joining the Vigilantes is fun, fun, fun!

CAR: '74 Strider

SPECIAL WEAPON: Tantrum Gun

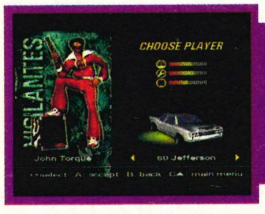


SLICK CLYDE

Big collars, bigger hair – Clyde thinks he's cool, and plans to depose Convoy as Vigilante boss.

CAR: '70 Clydesdale

SPECIAL WEAPON: White Lightning



JOHN TORQUE

Convoy's right-hand man, Torque is the master of badass tunes with an afro that just won't quit.

CAR: '69 Jefferson

SPECIAL WEAPON: Bass Quake



DAVE

Peace, man! Hippie Dave is a UFO nut who joined the Vigilantes to see if the truth is out there.

CAR: '70 Van

SPECIAL WEAPON: Invade



CONVOY

The leader of the Vigilantes, this big-'tached cowboy trucker is as hard as they come.

CAR: '72 Moth Truck

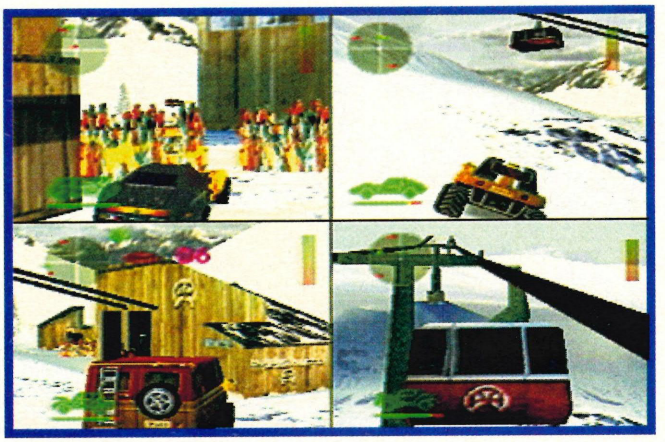
SPECIAL WEAPON: Explosive Tyres



▲ Spanners repair your car. Some of them are in the open, but often you have to jump in order to reach them.

without slowing things down. As you get closer, the textures gradually fade in. It doesn't completely eliminate pop-up, but it's a damn sight better than having everything vanish into a *Turok*-style haze.

Although there's a sort of PlayStation-like feel to the visuals, which isn't surprising given the game's roots, it doesn't really matter – everything's moving so fast you don't have time to gripe. Besides, if you're playing with an Expansion Pak it's miles ahead of Sony's box anyway. There is a slight speed drop with the Expansion Pak, especially in



Vigilante 8 is roaring good fun to play

▼ Super weapons are fired by stick combinations. Push down, down and up, then Z to fire a super mortar round...



▼ ...which homes in on whichever enemy vehicle you have selected as a target...



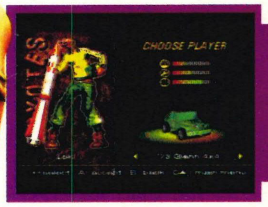
▼ ...and explodes, leaving a huge crater – which some vehicles find really hard to escape! Fish in a barrel time!







COYOTES



LOKI

A former military pilot who once worked at the Site-4 secret base, Loki is obsessed with flying a UFO.

CAR: '73 Glenn 4x4

SPECIAL WEAPON: Scatter Missiles



BOOGIE

Medallion alert! Big-trousered Boogie likes nothing more than strutting his funky stuff at the disco.

CAR: '76 Leprechaun

SPECIAL WEAPON: Disco Inferno

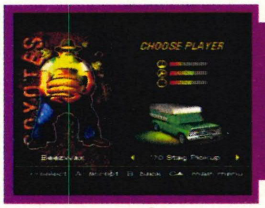


HOUSTON 3

The leather-clad cyborg chick's programming gives her no choice but to fight with the Coyotes.

CAR: '75 Palamino

SPECIAL WEAPON: Super Fantastic Death Ray 3-AX

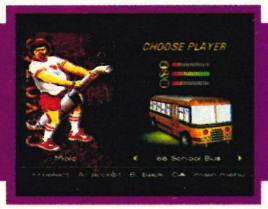


BEEZWAX

A redneck farmer driven mad by government radioactive waste, Beezwax is out for revenge!

CAR: '70 Stag Pickup

SPECIAL WEAPON: Gamma Swarm



MOLO

A New York kid, porky dork Molo stole his school bus and headed west to join the Coyotes.

CAR: '66 School Bus

SPECIAL WEAPON: Oil Slick



SID BURN

The Coyotes' leader, Burn intends to destroy the US oil supply and claim $100 million as payment.

CAR: '69 Manta

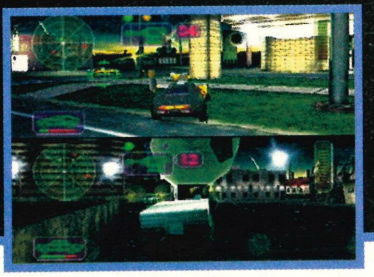
SPECIAL WEAPON: Double Cannon



▲ Another Nintendo exclusive! *Vigilante 8* has a final secret level, the Mario-style Super Dreamland 64!

Let's Stay Together

Something the PlayStation version of *Vigilante 8* offered, but only in a limited way, was co-operative gameplay. The N64 game, on the other hand, takes the idea to its logical conclusion! Two players can team up to battle against their adversaries in the Quest mode, making the task of saving (or destroying) America a lot easier.

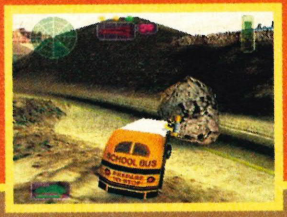


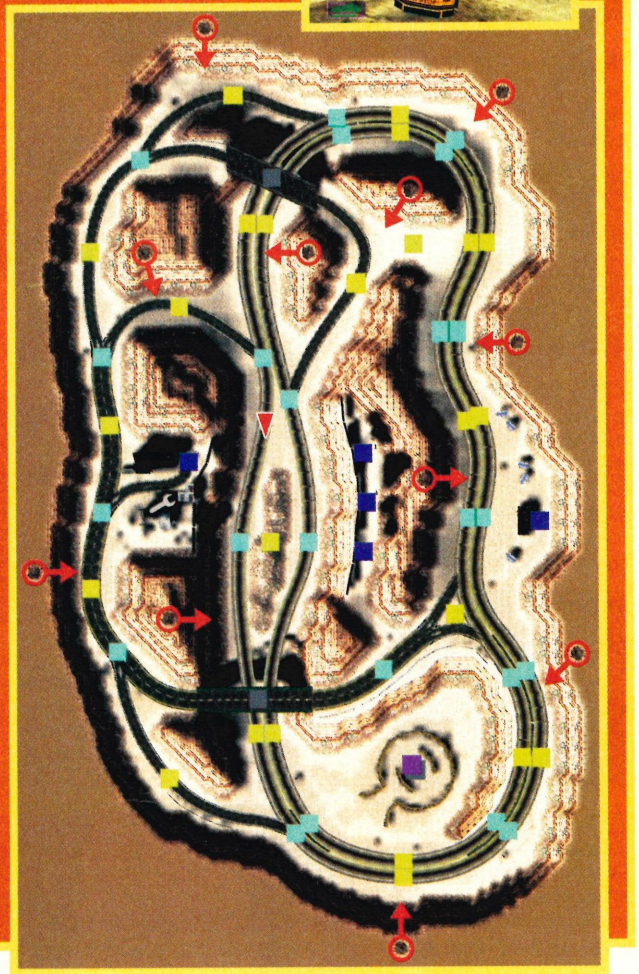


CANYONLANDS: UTAH

A maze of narrow canyons, it's also home to numerous overpasses and a magical stone circle!

Danger: Boulders are precariously balanced on cliff edges – any vibration sets them off.







Vigilante 8 delivers

four-player games, so if deathmatches are your thing you might be better off keeping it in lo-res.

As far as audio goes, it's more or less what you'd expect – roaring V8 engines, wincing crashes, rumbling explosions and nondescript guitar 'rawk'. There's also some speech to add a little redneck flavour, though snappy Tarantinoesque dialogue isn't on the menu. Turn the sound on your TV up and neighbours will think you're doing some engine tuning in your living room.

Smokey And The Bandit

Every game has its annoying quirks, and *Vigilante 8* is no exception. The way the screen split in two-player games always defaults to the less-than-helpful vertical split is a pain, as this is just about the least useful way imaginable of playing a game that depends on you being able to see the landscape. Visually, some of the



▲ An alien ship is hidden inside a hanger at Site-4. If you're playing as Y the alien in Quest mode, your main objective on this level is to protect the ship from harm.

polygon shapes – both for vehicles and scenery – change as you get closer, with a very obvious pop from one model to another as extra detail is added in. It doesn't affect the gameplay at all, but it is rather disconcerting. There's also some dodgy clipping, as quite often you can drive straight through obstacles and other cars. It's as though only the front bumper of your car has any collision detection on it. What is this, *Ridge Racer*?

But who cares? *Vigilante 8* is roaring good fun to play, and that's the most important thing. The presence of secret characters and tracks means there's some longevity in there (though admittedly, the two-player co-operative mode means you'll probably find them all fairly quickly). The multiplayer game is also excellent, and the upcoming *Carmageddon* will be hard-pressed to better it. If you want driving mayhem with a funky Seventies groove, *Vigilante 8* delivers a high-octane treat. Yee-hah!

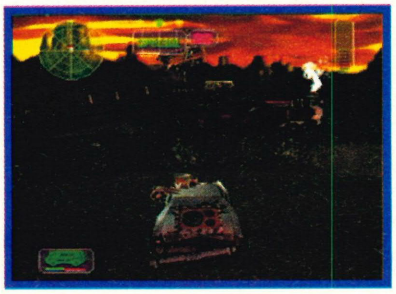
a high-octane treat



▲ John Torque's Bass Quake special weapon comes from speakers in the back of his car...



▲ ...that unleash a devastating sonic blast, blasting anything in its path into the air...



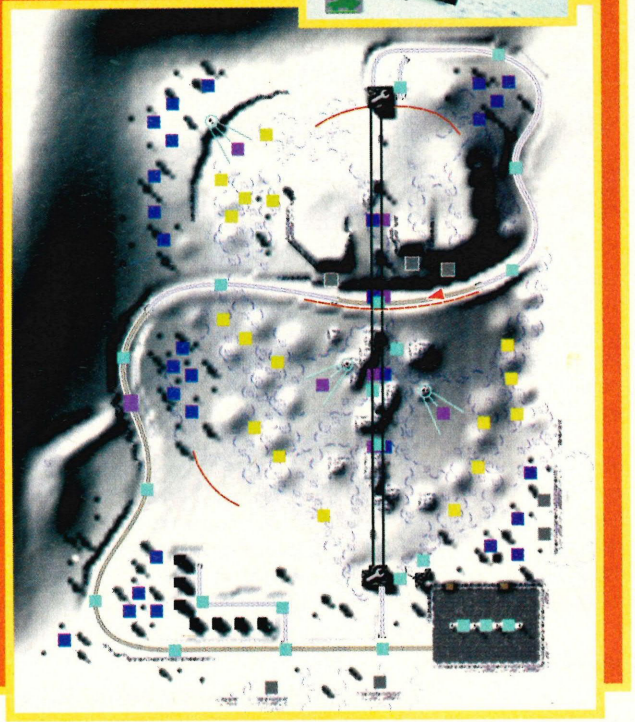
▲ ... and even making the ground itself ripple like a jelly hit by a bowling ball!

SKI RESORT: COLORADO

It might not be Aspen or South Park, but this snowy mountain retreat is still very busy.

Danger: Take out too many of the local pine trees and you'll start an avalanche.







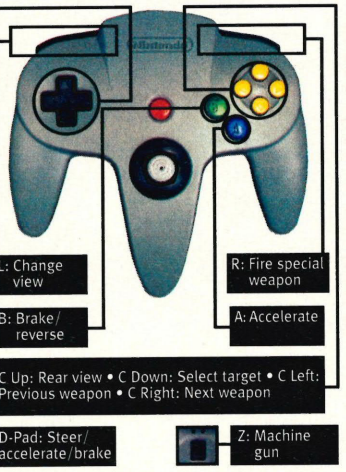
2nd opinion

I was really looking forward to this game and it turned out to be more than worth the wait! The one-player mode is great fun and the co-operative and multiplayer games are just mad! No N64 owner should be without a copy of *Vigilante 8*! Buy it! Now! ROY KIMBER

Rating 5 Ns

64 Magazine Bottom Line

Controls



Alternatives

Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 95%
Diddy Kong Racing: Rare (£49.99)
Reviewed: Issue 7, 86%

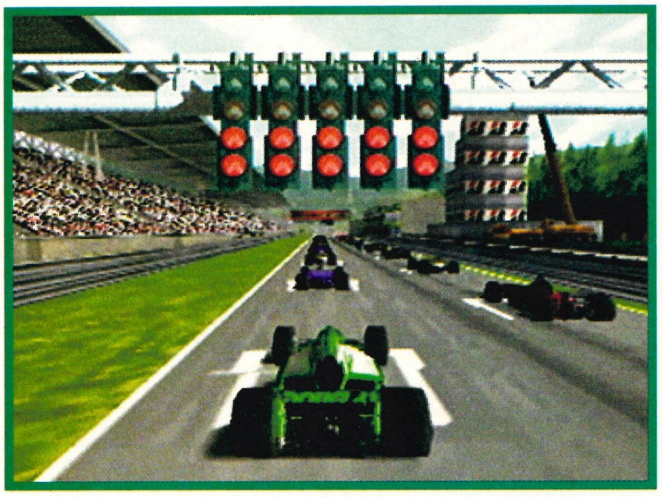
Rating

Graphics 4½ Ns
Audio 3½ Ns
Gameplay 5 Ns
Challenge 4½ Ns

Overall 90%

Soundbite

Top vehicular carnage – shame about the dodgy fashions!







▲ At the beginning of the race you always start off at the rear of the field, unless you've first raced some qualifying laps.

Racing Simu Monaco Gra

Racing fans rejoice – there's a new

When *F-1 World Grand Prix* first appeared many people got really excited. At last the N64 had a more than half-decent serious racing game! However not everyone was so enamoured of Paradigm's excellent racer [these heretics will *burn*! – Ed]. Those people felt that the car handling wasn't quite as sharp as perhaps it might have been. The braking, for instance, didn't seem to be quite responsive enough and there were other small niggles – not least the fact that a lot of people didn't like the gameplay.

Ubi Soft obviously felt that there was room for improvement too – otherwise why else would they have released a game which is essentially the same thing? (It uses the same tracks, after all.) *Racing Simulation* is the final title for a game which started out as *Monaco Grand Prix*. The name was changed so that stupid people wouldn't think the game involved only one track (ie, Monaco) and therefore not buy the game. Believe it or not, those sort of people really do exist!

Vroom!

The new title gives you some clue as to what the game might be about. If you liked the choice of options for altering your car in *F1WGP* then you're going to love this game. Absolutely everything about the car can be tweaked, enhanced or outright replaced to turn your vehicle into a demon racing machine. Each alteration is extremely easy to make, and the vehicle performance statistics make it very simple to understand exactly how each modification affects the performance of your car.

However, if you're a Formula 1 obsessive you might not be so pleased to learn that *Racing Simulation* – not having the official F1 licence – doesn't include the real teams and drivers. From a gameplay point of view this doesn't

The feeling of speed really is there – even

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Ubi Soft
Developer:	Ubi Soft
Game Type:	Racing simulation
Origin:	France
Release:	May '99
Price:	£44.99



▲ Due to the lightness of the cars, they'll spin out fairly easily if you clip another car or try to turn too sharply on an inappropriate surface.





▲ Overtaking in *Racing Simulation* is a lot more difficult than in other kinds of racing game. You need to pick your spot carefully.



▲ Unlike most racing games, F1 titles won't let you just burn round the track with the hammer down. You need to make good use of the brakes.

$64,000 Question

- ⊕ Multiple car views
- ⊕ Absolutely everything on the car can be adjusted
- ⊕ Cars handle really well
- ⊕ Real feeling of speed
- ⊕ Two-player particularly good
- ⊖ Graphics not as detailed as *F1WGP*
- ⊖ Fictional drivers and teams
- ⊖ Doesn't break any new ground





▲ The best way to move up the field is to wait for the cars to stop bunching up and then focus on each competitor one at a time.

▼ Those F1 cars just aren't very durable, are they? All it takes is one small knock and it's wheels everywhere!

lation nd Prix

game in town?

make one iota of difference; however, as sales of sports and racing games have proven over the years, many people do like to pretend that they're playing as some famous sporting personality or other. If you are one of these people who likes to fantasise that you're really someone successful and famous – get a life! That is to say, you still can. Each of the 'totally fictional' drivers in the game bears a startling similarity to a real-life driver on the F1 circuit. Their names,



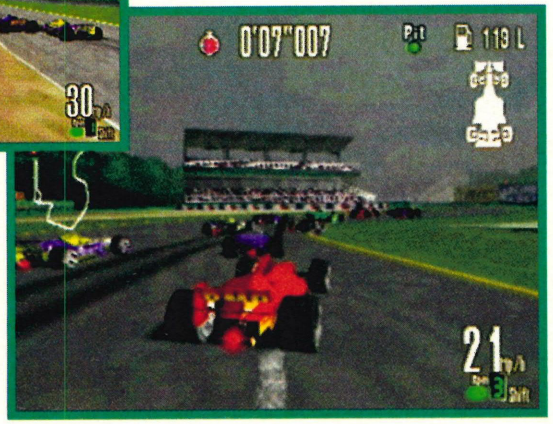
in the two-player mode!

while usually nonsensical and a little daft-sounding, are often only a few letters different from their real-life counterpart – any guesses as to who 'D Mill' really is? The Edit Driver's Names option then gives you the opportunity to change them to the real thing in next to no time at all. Obviously it's not quite the same as having all the real drivers from the start, and F1 fanatics might pooh-pooh the idea, but hopefully it'll keep most people happy.

Deja Vu?

As far as tracks go, there are 16. Fortunately, as the tracks themselves aren't under licence to the F1 guys they are accurate recreations of the real-life circuits and if you've played *F1WGP* then you'll already be very familiar with them. What you might notice though, if you *are* an *F1WGP* fan, is that the backgrounds in *Racing Simulation* aren't quite as





▲ If you thought sand traps were annoying in golf games, try getting stuck in one when you're driving a Formula 1 car!

It's raining... it's pouring... Weather conditions affect how your car performs. If it starts raining you'll need to change your tyres.



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores game progress, edited names, etc



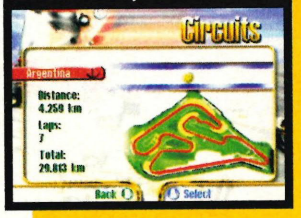
▲ Everything about the car can be changed; in fact if F1 cars had a stereo you'd probably be able to decide on your choice of cassette!

Don't Lose Track!

Racing Simulation contains all 16 official F1 circuits.

ARGENTINA

Some nasty hairpins make this track a test for your brakes!



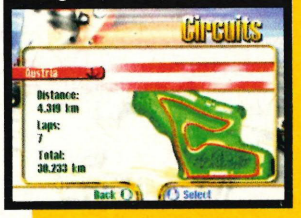
AUSTRALIA

A nice open track with some fast corners – floor it!



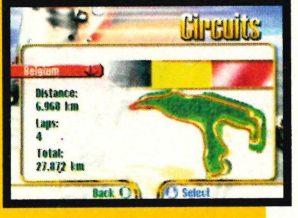
AUSTRIA

A tricky circuit with some fairly testing corners.



BELGIUM

This Uzi-shaped track has some nice sections for overtaking.



BRAZIL

A long start/finish straight ideal for overtaking on this track.



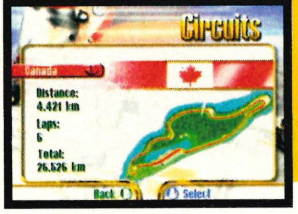
BRITAIN

Silverstone, home of the British Grand Prix!



CANADA

Watch the chicanes on this track to avoid a black and white flag.

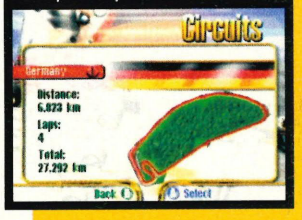


FRANCE

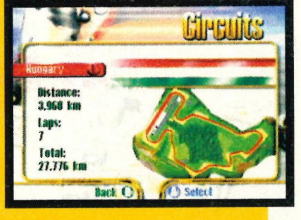
A modern design with a smooth road surface.



GERMANY
One of the fastest tracks in the championship.



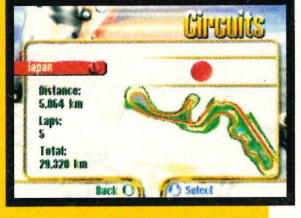
HUNGARY
Overtaking on this track is quite a tricky task.



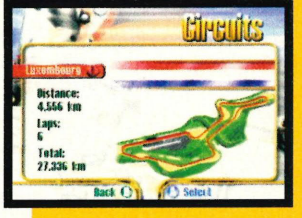
ITALY
Fast with few bends, but known for its accidents!



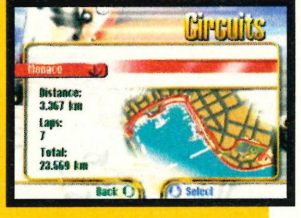
JAPAN
Originally designed as a test circuit for Honda!



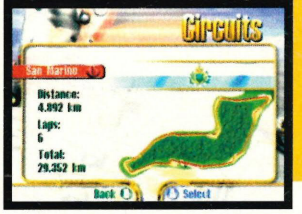
LUXEMBOURG
Actually in Germany, but hosts the Luxembourg Grand Prix.



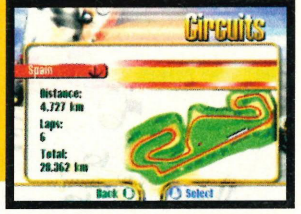
MONACO
The only remaining street circuit in the championship.



SAN MARINO
Fast course that killed Ayrton Senna and Roland Ratzenberger.



SPAIN
Lots of sweeping bends, little chance for overtaking.





▲ The two-player head-to-head game is surprisingly fast.



▲ One nifty method of overtaking is to ride in your opponent's slipstream, then at the right moment pop out to the side and floor it.

detailed. This isn't to say that they're bad. The graphics for the stadia and the track scenery are still nicely done – everything's just a little more simplified, that's all. They're also noticeably fuzzier than *F1WGP*'s visuals.

The reason for this might be to keep the speed up, and let's face it this is a very important thing for racing games. There's nothing worse than picking up a game that involves racing high-powered cars around at great speed without any real feeling *of* speed. This is where *Racing Simulation* really comes into its own. The feeling of speed really *is* there – even in the two-player mode, which actually feels, if anything, even *faster* than the one-player. Occasionally the game speed does drop, though. On one occasion at the start of a race in overcast conditions, where all the cars were bunched up on the first bend, the frame rate dropped to barely five frames per second, which was a little disappointing and somewhat disorienting too, as it

A great way for non

became quite tricky to work out what was going on. This is a shame, because for most of the game the speed is excellent.

Look At It This Way...

Racing Simulation offers a multitude of camera views, including the obligatory in-car view and a number of 'on-the-bonnet' perspectives. It also has a rather nice behind-and-slightly-above view which allows you to see approaching corners in plenty of time and thus brake effectively – something which is very important in F1 games.

Another thing which is quite handy if you're the kind of person who's not that great at F1 titles is the racing line. This is a double line made by tyre marks on the road surface, simulating the lines which



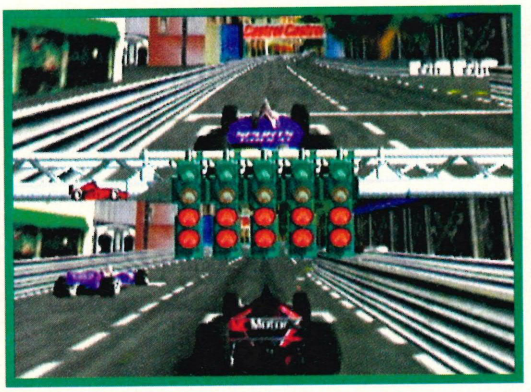


▲ If you're foolish enough to drive onto one of the grass verges your wheels pick up grass and your speed drops temporarily.

With up to seven different front views and an additional rear view, you're not short of playing perspectives.



▲ This is a very fast view but it's quite difficult to anticipate the corners effectively until you know the tracks well.



▲ On the starting grid at the beginning of a two-player race. The screen can be split horizontally or vertically, as you prefer.

would be made by cars taking the best line around the corners. This is very useful for beginners as it shows you what the best position is for approaching bends and even shows you when to begin braking – the line gets thicker when you need to brake hard. Obviously some people are not going to want this help, so the track lines can be turned off.

As with *F1WGP*, damage is adjustable and the tyres pick up grass, mud and sand if you're unlucky enough to come off the sides of the track at any point.

-F1 fans to get into this type of game!

More Of The Same

When compared directly to *F1WGP*, *Racing Simulation* does do pretty well. Graphically it's not quite as impressive, but it more than makes up for this with increased speed and better handling.

The Arcade mode in *Racing Simulation* really is enjoyable and would be a great way for non-F1 fans to get into this type of game. The lack of real drivers and teams will probably put some people off though, which is a shame because it doesn't affect the gameplay.

The real question must be, though, does the N64 need another F1 game? *Racing Simulation* doesn't really offer anything that *F1 WGP* doesn't – indeed, the Ubi Soft title actually has one less track than Paradigm's game. And even though the gameplay in *Racing Simulation* is just slightly better than that in *F1WGP*, if you've already got the latter game, there's really little else to warrant buying this one too.

If you haven't got *F1WGP* and you fancy trying your hand at a little bit of Formula One racing on your N64, then you can't go far wrong with *Racing Simulation*. It's just a shame that it doesn't offer anything radically different – like a four-player mode for instance!



Have A Break, Have A Pit Stop!

One of the most important things in an F1 race is the pit stop. At the international level the number and time of the pit stops can decide the winner of a race. When you enter the pit lane a menu appears from which you choose what you want to have done (change tyres, more fuel, adjust the wings) and then your loyal pit crew do it!



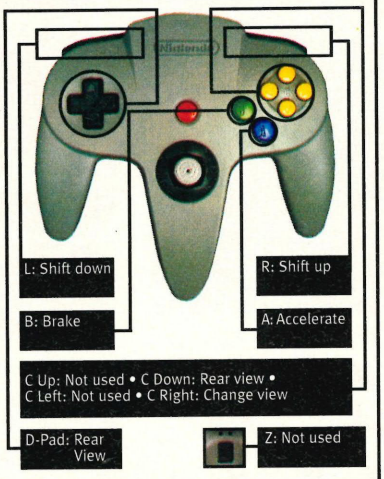
2nd opinion

Racing Simulation does a decent job (it keeps the speed up well), but it's not quite as good as *F1WGP*. The graphics are fuzzy, car control isn't as precise, and whatever Roy may say, the lack of real teams and drivers does detract from the F1 experience. ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

F1WGP: Nintendo (£39.99)
Reviewed: Issue 18 (94%)
F1 Pole Position: Ubi Soft (£59.99)
Reviewed: Issue 6 (63%)

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

87

Soundbite

Racing Simulation: It does exactly what it says on the box!

Written by: Roy Kimber

Beetle Adventure Racing

Could this be the best racing game on any console ever?

Ninfo

PLAYERS

EXPANSION PAK

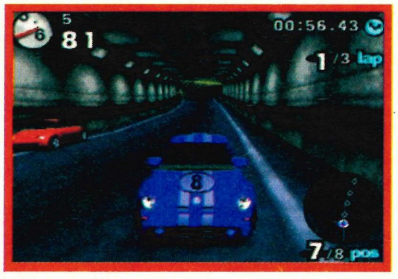
RUMBLE PAK

Publisher	EA
Developer:	Paradigm
Game Type:	Racing
Origin:	USA
Release:	April
Price:	£39.99



Wheels spinning, engine roaring, you burn down the narrow trail at more than a hundred miles an hour, dirt kicking out from under your tyres. Ahead of you a competitor weaves to the side to block your passage but you feint right, then suddenly swerve left and hammer the gas pedal to the floor, bringing you alongside your speeding companion just as you reach the suspension bridge.

You're the best, you're the fastest, you're... about to crash! Ahead of you the bridge is out, and your opponent is your only escape route. Desperately you spin the wheel, but it's too late. As the other driver races past the pile of rubble which marks the beginning of a huge chunk of missing bridge your car sails into space, dropping hundreds of feet per second. This is it, you're doomed, you're going to crash and then have to wait for vital seconds while your car is put back on the track...



▲ Although the cars in the game are all Beetles, it has to be said that the new model does look kind of cool!

At least, you would, but this is no ordinary N64 race game, this is *Beetle Adventure Racing*! Before you can say 'I'mtooyoungtoodieaaaaaaah' your shiny VW racer has landed in a cave and you're off along yet another hidden route!

Herbie Rides Again!

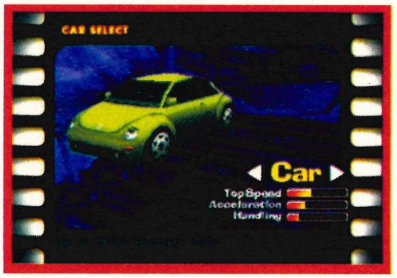
Before we go any further, let's get out of the way the obvious comment that all the Nintendo-hating anal-retentive PSX racing game obsessives are bound to come up with. Specifically, it's not *Gran Turismo*.

One of the

No, *Beetle Adventure Racing* isn't *Gran Turismo*. There aren't about five



▲ Let's face it, it wouldn't be a real racing game if it didn't include at least a few hot air balloons on one of the tracks now, would it?

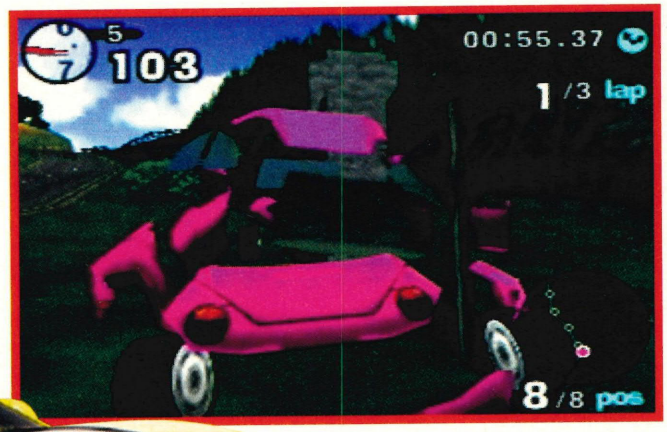


▲ From this screen you can view each car and decide on the colour of the paintwork. To begin with your choice is very limited.

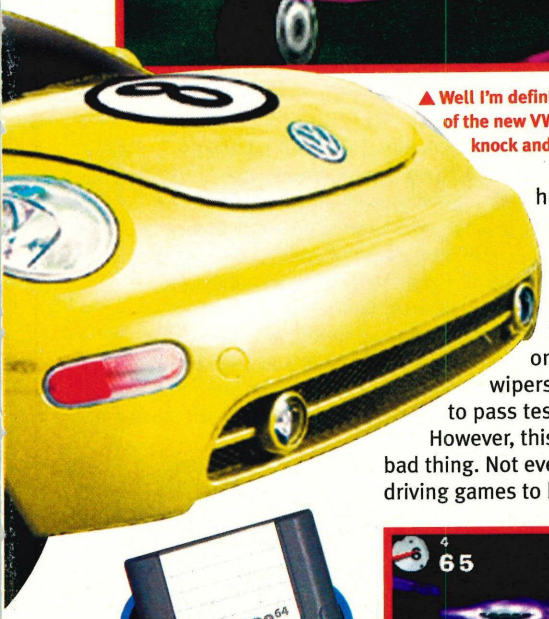


$64,000 Question

- ⊕ Huge, incredibly detailed tracks with zillions of possible routes
- ⊕ Fast, smooth animation
- ⊕ Loads of excellent stunt opportunities
- ⊕ Well-implemented CPU intelligence
- ⊕ Superb four-player battle game
- ⊕ Loads of hidden secrets to uncover
- ⊕ Atmospheric sound effects
- ⊕ Realistic lighting
- ⊕ The most addictive gameplay of any N64 racer so far
- ⊖ The largest borders even seen in an N64 game!
- ⊖ All the cars are Beetles



▲ Well I'm definitely not going to buy one of the new VW Beetles now... One small knock and they totally fall apart!



hundred cars in it to begin with, and you can't tinker with everything from the suspension settings to the size of the blade on the windscreen wipers. And you don't have to pass tests in order to drive. However, this isn't necessarily a bad thing. Not everyone wants their driving games to be so complicated. And



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores scores, bonus cars, unlocked tracks, etc



▲ Someone obviously got this cinema mixed up with a drive-in one! If you get enough speed up you can crash right through the screen.



▲ The overview screen for each track doesn't really show you just how big the tracks are: here's some idea – they're flippin' huge!

at the end of the day, let's face it, the tracks in *Gran Turismo* weren't exactly very exciting, were they?

Beetle Adventure Racing bares a startling resemblance to the *Need For Speed* series of games on the PlayStation, most notably *Need For Speed 3*. When you first switch on the game you are given a choice of only two one-player tracks and three battle arenas (which we'll come to in a moment).

Watch Out, Beetle's About!

Now two tracks doesn't seem much, does it? But rest assured, even if you don't try the championship mode (which is how you unlock further tracks) it is not exaggerating to say that just these two courses are enough to keep you coming back to the game for weeks on end!

For every circuit in *Beetle Adventure Racing* is – to put it bluntly – bloody huge. Forget *Top Gear Rally* with its one or two brief in-game shortcuts, the tracks in *Beetle Adventure Racing* contain a positive plethora of multiple routes on every course. On most of the tracks it's entirely possible to take part in a three lap race and never go the same way twice! These circuits are *that* big.

VW Nitro!

Hit one of the many blue crates with the N painted on them and your car gets a huge speed boost. It's so fast that the tyres leave a flaming trail in the Beetle's wake!



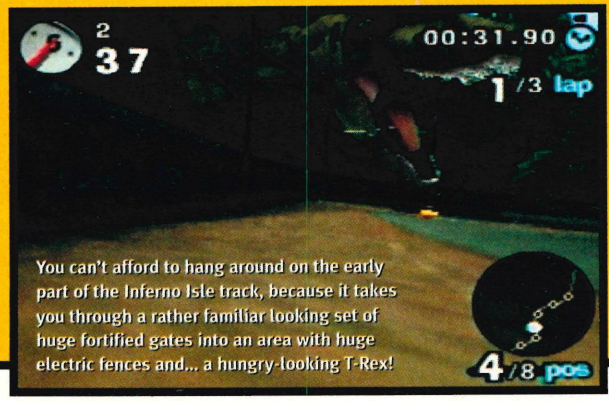


As well as being big, another thing the tracks in the game have in their favour is the detailed scenery, much of which is destroyable. Every track is littered from start to finish with all the traditional elements that crop up in classic film car chases. Crates and barrels of all shapes and sizes inhabit every bend in addition to the more common road signs, all of which can be knocked down. Plate glass windows are just asking to be crashed through, as are barn doors, seemingly solid icy rock faces, garage doors, shop fronts, cinema screens and even the odd stained-glass window.

If the scenery can't be destroyed, it's probably because it moves. Dinosaurs, trains, helicopters, balloons, pirate galleons and falling rock pillars are just a few of the interesting things you'll

most addictive multiplayer modes since Goldeneye!

Jurassic Parking



You can't afford to hang around on the early part of the Inferno Isle track, because it takes you through a rather familiar looking set of huge fortified gates into an area with huge electric fences and... a hungry-looking T-Rex!



▲ We all hate fogging right? (Can you say *Turok 2*?) Well Paradigm obviously realise this, because they've made it one of the battle mode weapons!

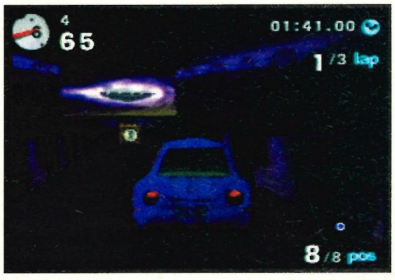
Ship Ahoy!

Fail to make the jump over the broken wooden bridge on stage three and you drop down to a lower route through a cave. This leads you to a castle where huge cannons are shelling a pirate galleon moored offshore.





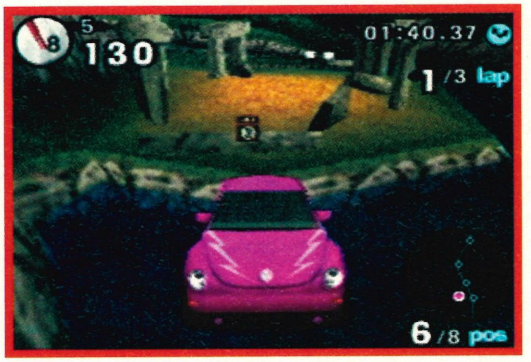




▲ If you get a little bored of racing around the city streets on the Metro Madness track, you can pay a little visit to the local cinema!



▲ Although your car can't actually go through water (at least, not the deep kind) that doesn't mean you can't go over it!



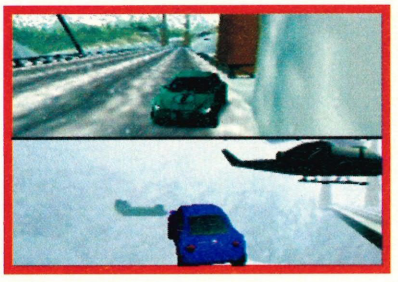
▲ Track one, Coventry Cove, is presumably supposed to be set in England – and it comes complete with its very own mini Stonehenge!

encounter on your travels. They all look solid and – more impressively – they move. No attractive-but-static two-dimensional scenery in this game, oh no!

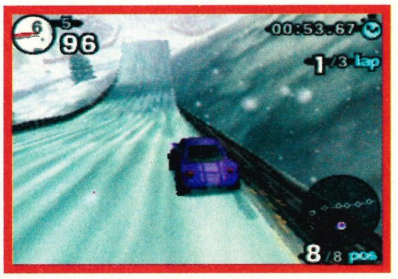
Go Bananas!

As if all this isn't enough to make the game thoroughly playable, special crates add another element to the gameplay. There are two kinds; the first is a Nitro crate and – fairly obviously – breaking it open grants you a super-speed nitro boost, complete with burning tyres (a la *Back To The Future*). These crates only appear once (when you collect them, that's it) and some routes can't be travelled without them, like the jump over water which requires that extra burst of speed for you to reach the shore. This makes your choice of route important as you can't always just take the same path every time.

The other kind of crate is the bonus crate. These are positioned all over the track, often in obscure places, and have a value from two to ten. In all, there are a hundred bonus points on each level and collecting all of them on any stage unlocks a bonus track in the battle mode



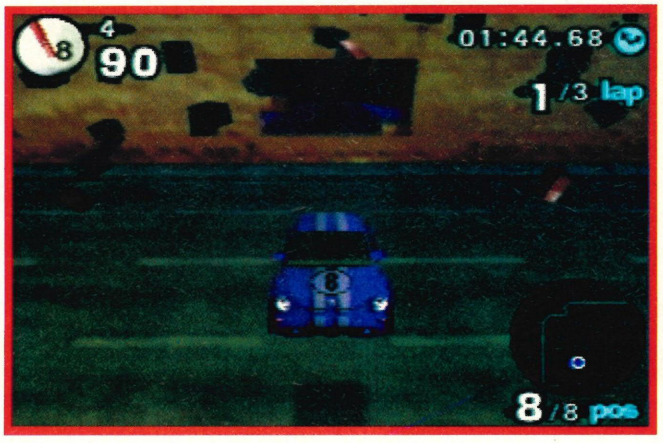
▶ Two-player mode is equally fun as the one-player, although you don't get quite as many things to destroy en-route.

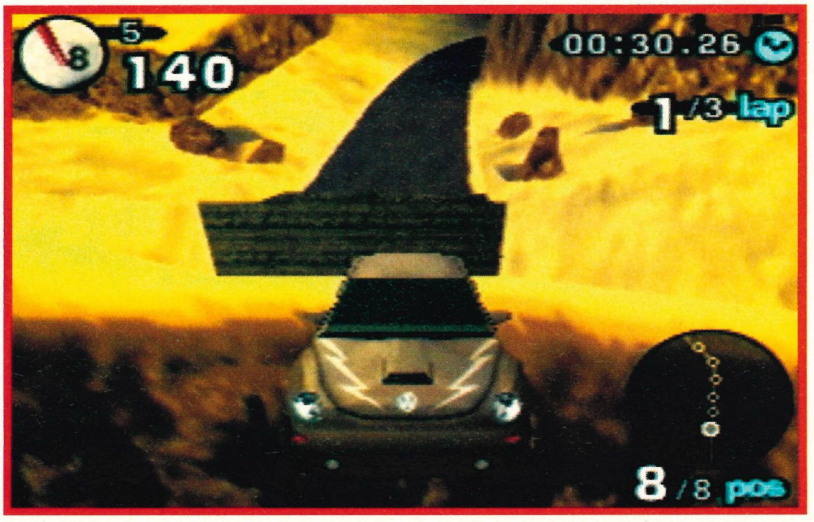


▲ Make a sudden right on this snow-covered stage, crash through a shop-front... and suddenly you're hurtling down a ski-jump!

The variety of different routes on each stage is just

▼ Smashing! Sometimes it's worth checking out the rear view to get some impressive angles on your devastating driving.





▲ The rear view isn't a really much use when racing as it prevents you from spotting the important turns. However, it's always nice to have a quick peak behind you when making a big jump.



▲ When you first try the championship mode you should find it fairly easy. As you progress up the levels it quickly becomes more difficult though and you'll spend a lot of time as the back marker.

– which we'll come to in a second. Honestly, we'll get to it eventually! The catch is that you can only collect the points in championship mode and you can't afford to fall too far behind – get a minute or more behind the last car and you get disqualified. So searching for points becomes a two-stage problem. First of all you've got to find them, and second of all you need to make sure you keep up with the other racers. It's far from easy!

Beetle Mania!

In addition to a one and two-player race mode, including time trial and a one-on-one Vs CPU duel option, *Beetle Adventure Racing* also offers a two, three or four player battle mode.

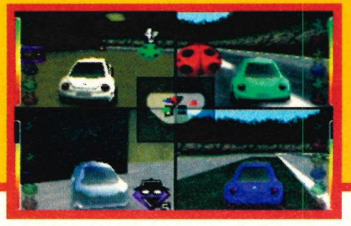
Racing fans will no doubt be aware that battle modes in car games tend to be fairly average affairs, particularly on the N64, and often it seems that this option has been added in seemingly as an afterthought in order to let the marketing people stick a four-player logo on the box. Notable battle modes in recent N64 racing games include... well, the only one that springs immediately to mind is the tank battle in *XG2*, but as the one-player mode was so appalling it hardly rates consideration. In *Beetle Adventure Racing* however, an awful lot of thought has obviously gone into the battle games and the result is one of the most addictive multiplayer modes since *Goldeneye*.

astounding!

The object of the battle arenas is a simple one. Each player must collect six coloured bugs from around the level and then make their way to the exit. To make things interesting, there are various weapons and power-ups available. Missiles, mines and a shield allow you to batter other players, and a device called a stealer allows you to pinch bugs they have already collected if you can hit them with it. There are also three different mystery weapons which have some pretty bizarre effects on your opponents' viewing windows.

A Different Variety Of Beetle...

You encounter a different variety of beetle in the battle game – the kind with lots of legs. These bright fellows crop up all round each stage and you need to be the first to collect the six different colours and reach the exit in order to win. Sounds easy... but it ain't!



Watch Out For That Chopper, Herbie!

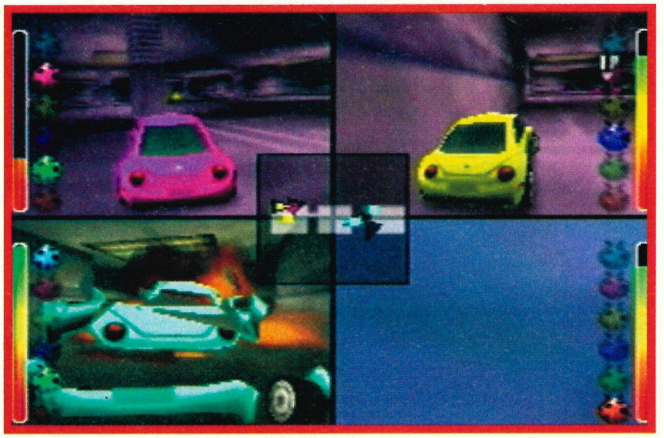
Stage one contains the obligatory balloons, which are nonetheless bright and colourful. More impressive however are the helicopters which pop up on stage two at the beginning, then fly off and hover at the first bridge. They make jumping from the bridge all the more fun – this pilot'll probably need a change of underpants!

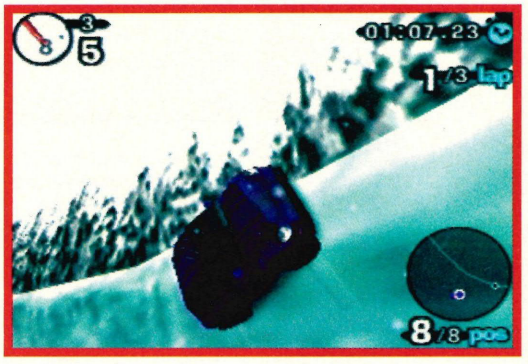


▼ The second battle-mode stage is set in an underground car park. It's small which makes for some hectic gameplay.

The Love Bug

What makes the multiplayer so much fun is the simplicity of the gameplay – not too many weapons and a fairly straightforward objective – and some extremely well-designed battle arenas. Usually in this type of game you get some areas that are fun and others that just don't play very well, but in this each





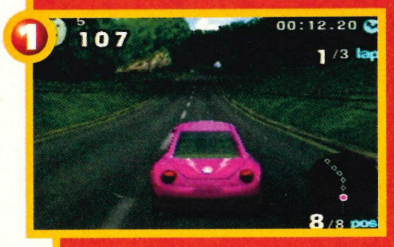
▲ The new VW Beetle: breaking new boundaries and boldly going where no car has gone before!

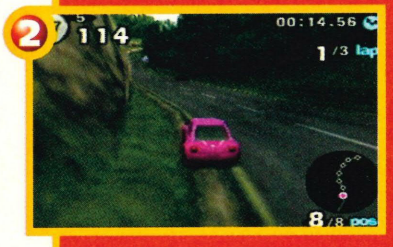


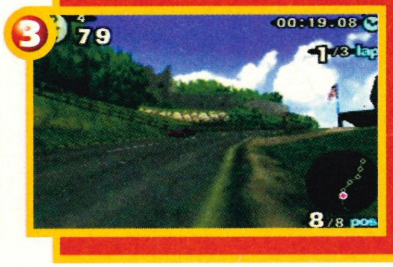
▲ The crystals in this cave look both attractive and dangerous. Fortunately they shatter if you hit them.

Alternative Viewpoints

Beetle Adventure Racing offers you a choice of three different racing views. You can choose to watch the action from close behind the car, far-behind-and-slightly-above the car, and also from in-car, the latter of which is more accurately a view from the bonnet as you don't actually see the car's interior. One neat touch is that as you change view the engine noise changes in volume, ie: when using the far view it's fairly quiet while the in-car view gives you loud engine noise. Cool!





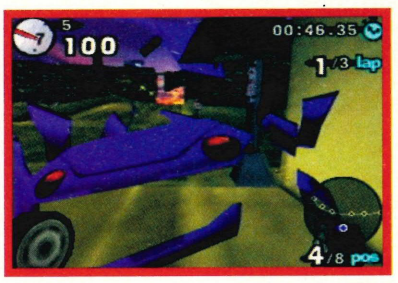




▲ This town on track three has a number of routes through it, including straight across the rooftops!

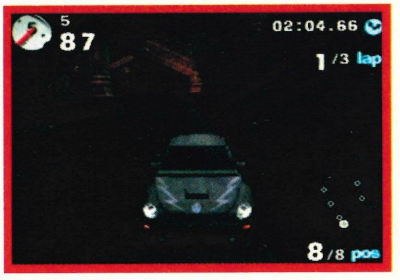


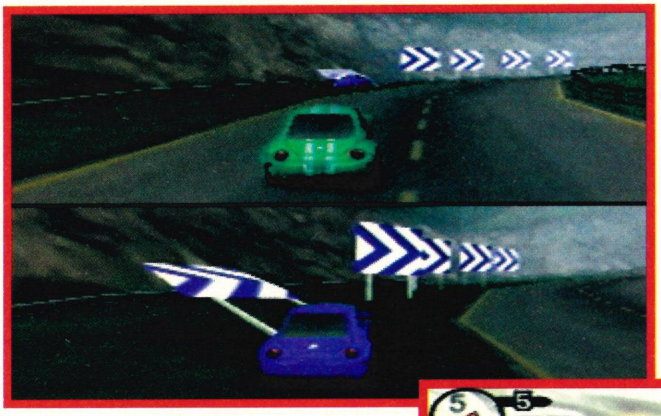
▲ Much of the leaping around from cliffs and high buildings is very reminiscent of *Rush 2* – which can't be bad!



◀ They just don't build cars like they used to, do they? Most things in the game smash when you hit them, a few smash you instead.

▶ This tunnel is behind a boarded-up entrance on track five. As you pass through it stone pillars fall across your path.



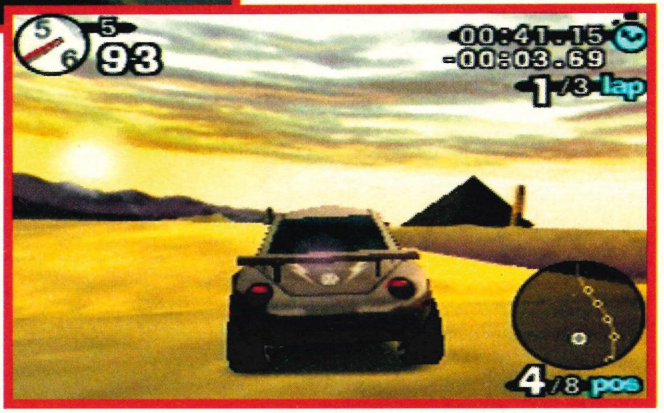


▲ Although when you race in two-player mode a loads of the smashable stuff is absent, there are still plenty of signs to destroy.

arena offers different challenges and a different style of play. To begin with, only three battle stages are open because as mentioned previously to unlock the others (there are nine in all) you need to collect the bonus points in the one-player game.

Graphically, *Beetle Adventure Racing* is extremely impressive. The detail on each of the tracks is superb, and – apart from one or two very rare exceptions where things just get too

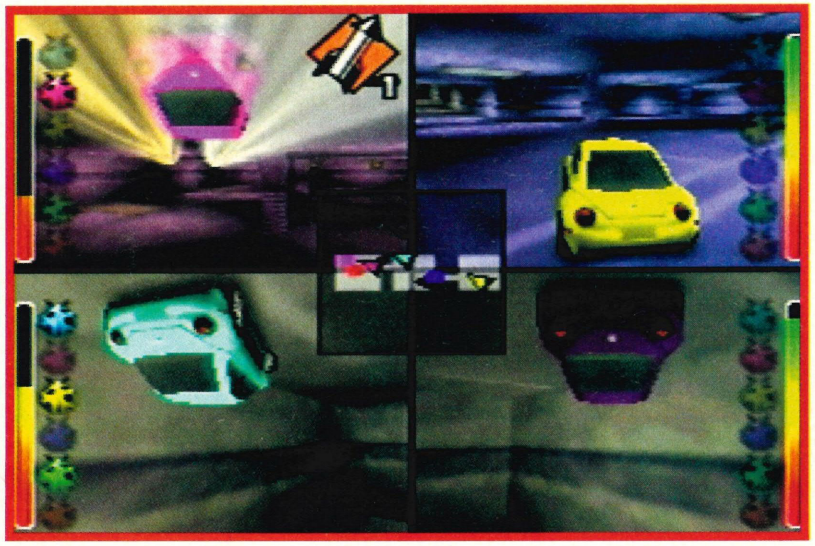
BeetleAdv



▲ Forget sticking to the track, the farther you get through the game the more freedom you have to roam around at will.

▶ If you get bored on this track you can take some time out to do a little sunbathing or swimming – cool, huh?





▲ One of the special weapons on battle mode turns the other players' screens upside down – far out!

Home Improvement – Beetle Style!

One of the more attractive background features in the game is this stained-glass window, which you find behind a boarded up section of an old castle. You could sit and admire the workmanship and the elegant gothic style... or you could just crash straight through it!





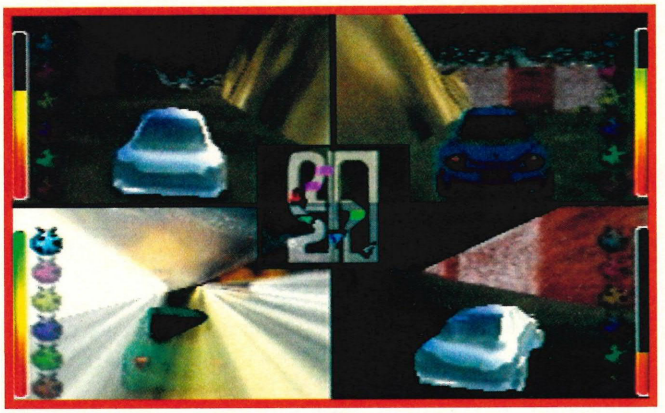
much and things slow down ever so slightly – the whole game runs very smoothly and very fast throughout, even in four-player. The range of different terrains is incredible, with different environments being present on every track. And each track is totally different from the others!

The variety of different routes on each stage is just astounding, and some of them are so well hidden that you'll probably take ages to find them all.

It's Better Than Golf!

One refreshing part of the game is the way that the hidden routes have been designed to keep the action going. Repeatedly your car will plunge into a chasm, having not quite managed to jump a broken bridge, or tumble down the side of a mountain after not-quite making the corner and you expect the car to be destroyed and then placed back on the track. Instead you more likely to drop into a previously unseen area and start following a totally separate route through unfamiliar terrain, thus keeping the pace going.

This, coupled with the fact that on many tracks you can quite literally roam the landscape to your heart's content – on the desert track you don't need to follow the road at all and can instead just wander off over the dunes – makes *Beetle Adventure Racing* a joy to play. Random wandering is even actively encouraged, because when you do it you often find yet more hidden paths which may or may not help you to win the race.



▲ In this shot player one and player four have both activated shields. Player three, meanwhile, has gone psycho with his missiles!

Quite simply, *Beetle Adventure Racing* is the most fun, most exciting and most satisfying racing game on the N64 to date. If you want serious, realistic racing then *F-1 World Grand Prix* might be more to your taste but if you want to experience wild driving thrills across, over and even under some breathtaking and detailed landscapes then *Beetle Adventure Racing* is the one to buy!

enture Racing is the one to buy!



▶ Although the letterboxing of the borders gives a smaller viewing area than normal it's still fine in two-player mode.



▲ Leap off the broken bridge and drop to the ledge below... and you come face to, er... bulkhead with a grounded flying saucer!

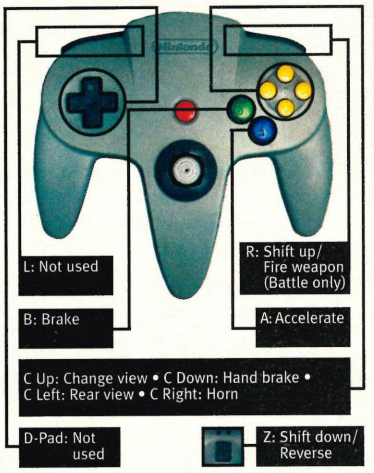
2nd opinion

Beetle Adventure Racing came out of nowhere and has turned out to be one of the best games for ages! It looks great, plays superbly and the massive tracks just keep on coming up with new surprises. Just not sure about the 'widescreen' mode... ANDY MCDERMOTT

Rating N N N N N

64 Magazine Bottom Line

Controls



Alternatives

Vigilante 8: Activision (£39.99)
Reviewed: Issue 25, 90%
Rush 2: Midway (Import)
Reviewed: Issue 22, 80%

Rating

Graphics N N N N N

Audio N N N N N

Gameplay N N N N N

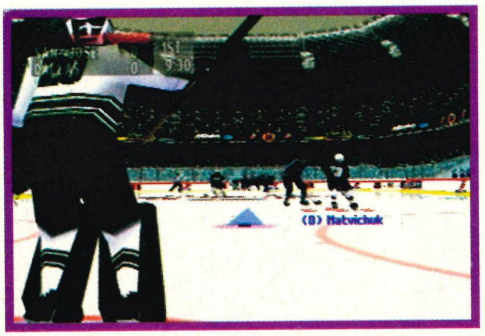
Challenge N N N N N

Overall 92%

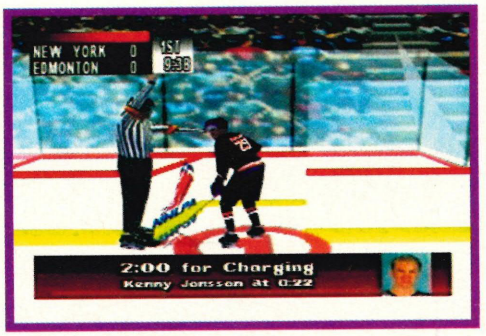
Soundbite

It's *Need For Speed* for the N64, and about time too!

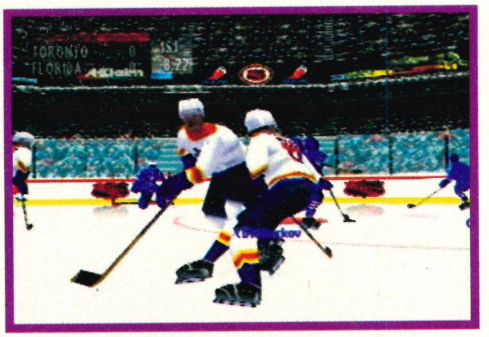
Written by: Ben Lawrence



▲ Slam the puck towards the goalie and a trail of colour follows on behind it. The goalie doesn't look too prepared, so hopefully you'll be able to tuck one away!



▲ If you're very naughty you'll be sent to stew in the sin bin for a little while. We tried punching the ref to see whether we could get away with it. In we went!



▲ The opposition was so dumb they ended up bumping into each other allowing us to take advantage of the situation by poking fingers at them and sniggering.

NHL Breakaway

And so the mill of ice hockey games churns on... and on... and on...

Ninfo

PLAYERS

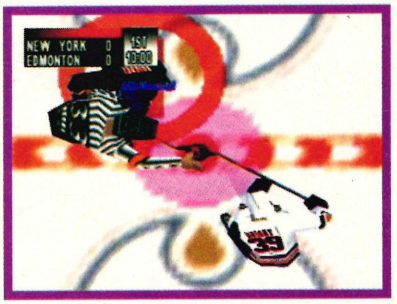
EXPANSION PAK

RUMBLE PAK

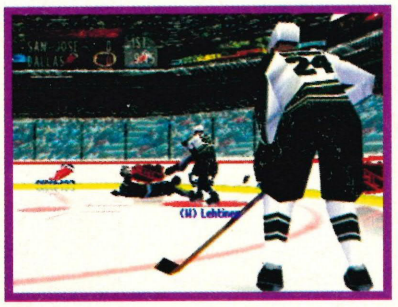
Publisher	Acclaim
Developer:	Acclaim
Game Type:	Ice hockey
Origin:	USA
Release:	Out now
Price:	TBA

Last year's *NHL Breakaway '98* had one fundamental difference to this year's outing *NHL Breakaway '99*. It was set a year ago. This trend for software companies to release their old games under new names is staggering, but considering the amount of cold hard dosh they pull in, who can blame them!

NHL Breakaway '99 features every major league American ice hockey team available in the '98 version, along with a few national squads thrown in for good measure. Every team remains faithful to the real NHL line up and has been updated to correspond with the 1999 stats. There are even mug shots of every NHL player so you can see just who you're shoving up against the reinforced perspex and just who you're playing with! This helps maintain the feeling of realism that Acclaim are striving for, but considering it is one of the very few changes added, is it really worth paying out for? Mmm... we think not!



The game is about to start. The crowd is going wild. There's only one thing for it – start waving your sticks boys!



▲ Unlike football, diving to head the ball is not a good idea. It can cause severe headaches and spilling of blood.

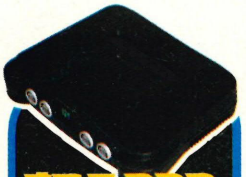
...And On, And On...

Every player is depicted in sumptuous hi-res complete with ice gliding antics akin to Robin Cousins... well, a bit better than that actually. The detail paid to their physical appearance also goes a long way to add the feeling of realism that Acclaim is after. The lineup of usual game modes is also present and correct, so those looking for a touch of practice before entering a friendly, tournament or world championship will gladly find it amongst the user friendly menu system.

When it comes down to the nitty-gritty of whether *NHL Breakaway '99* is any good though, it has to be said that within the year it has taken to be re-released a few new top-notch ice hockey games have taken its glory. *Breakaway* no longer seems the silky smooth responsive beast it was with the analogue stick, especially since *NHL '99* has proved its worth. Nor does the player animation look anywhere near as impressive as the ultra-realistic



▲ While the two guys fight it out to his right, the goalie takes time to wave to his adoring fans and give them all his best regards. What a nice chap.



$64,000 Question

- ⊕ Still realistic
- ⊖ It's identical to *NHL '98*
- ⊖ Starting to look ropey
- ⊖ Analogue isn't as smooth as other games.

Replay-away!

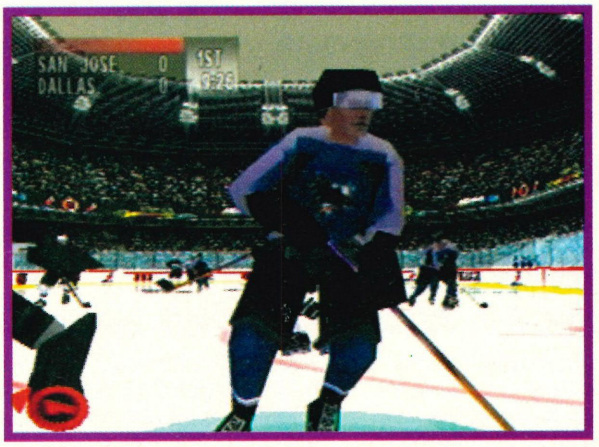
The action replay option allows you to play those glorious goals and hardened tackles over and over again. You probably knew this though because the action replay system is, you guessed it, exactly the same as before. Tisk tisk, Acclaim!



It's just a blatant re-relea



▲ Glide your guy up the middle of the rink, no body on his tail, just the goalie and him. The tension! The audience holds their breath!



'99

movement of *NHL '99*. In fact, within a mere year, the wrinkles are already starting to show through and if we were to unleash that mean streak of ours we'd have to say it was looking tatty... oops, we said it. The words 'money' and 'old rope' spring to mind.

...And On, And On...

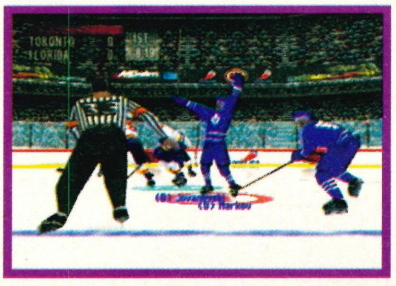
For the plus points, *Breakaway* still remains the most realistic ice hockey sim around compared to *NHL*'s arcade atmosphere – this doesn't mean it gives the most enjoyment, though. The player editor is superb, dealing with the important aspects of player stats like aggression and marking rather than how much facial hair they have. The crackling of the Tannoy system, alive with ice hockey themes such as Queen's *We Will Rock You* also gives a dynamic rush of realism to suck you into the middle of the action. It helps, but it doesn't detract from the fact that this is still 1998's version repackaged.

For hardcore fans (and we *mean* hardcore) *Breakaway* will appeal due to its up-to-date accuracy. For anyone else though, they'll feel sorely cheated when they realise it's just a blatant re-release of an already surpassed game.

▲ Heavily padded is the best way to enter an arena full of psychotic blokes waving sticks around.



▲ That's more like it! Hit the turbo button just before you take a shot and the puck will become virtually unstoppable.!



Score a goal and your players will skate around on the ice doing a tribal dance of triumph. They also sacrifice the losers.

Memory Options

MEMORY:
None

CONTROLLER PAK:
Game stats, edited players, league position

Make The Team



You could play with the teams set out for you by the NHL, but if you're feeling particularly adventurous you could create your very own customised team. Once you decide what your new guy looks like, you can then assign a limited amount of skill points to his attributes. If we had our way he'd have maximum skill in every area. If only, if only!

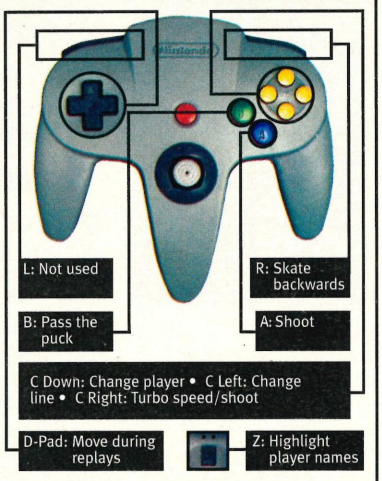
2nd opinion

Not as quick and accessible as the fluid *Wayne Gretzky* games, but any fan of the real sport will notice some authentic attention to detail. However, that's no reason to part with the necessary cash for a rebadged version of an old hockey title. GRAEME NICHOLSON

Rating

64 Magazine Bottom Line

Controls



Alternatives

NHL '99: EA Sports
Reviewed: Issue 20, 88%
NHL Breakaway '98: Acclaim
Reviewed: Issue 12, 88%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

74%

Soundbite

Don't take away this *Breakaway*!

se of an already surpassed game!

Written by: Andy McDermott

Starshot: Sp Circus Fever

Starshot? Think there's a vowel wrong there...

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Infogrames
Developer:	Infogrames
Game Type:	Platform
Origin:	France
Release:	Out now
Price:	£44.99

Didn't this come out months ago, you ask? It certainly did. However, since Infogrames never sent us a review copy we haven't got around to it until now. We wish we hadn't bothered.

Star Bores

Put it this way. *Starshot: Space Circus Fever*, to give the game its full title, so desperately wants to be *Banjo-Kazooie* that it probably dresses up in yellow shorts and a blue backpack when it's alone. It's got a bonkers plot, lots of cartoony characters who wibble on like Jawas on speed when they talk, a sidekick who allows you to fly for short periods by collecting tokens, several wackily-themed worlds to explore, and platforms. Lots of platforms.

Sadly, the similarities end there. Where *Banjo-Kazooie* has condensed, well-designed levels where any slip means you only have to go back a short way, *Starshot* has sprawling worlds filled with lots and lots of tiny platforms where any slip either forces you to trudge up dozens of platforms all over again... or kills you outright. Which means you go back to the last restart point and have to trudge up dozens of platforms all over again.

Even then, you'll probably slip and have to do it all over again anyway. *Starshot*'s controls are as responsive as a brain-damaged tree sloth after downing a bottle of vodka. Starshot's curious mincing run (and the over-finicky analogue control) makes it hard to keep him moving in a straight line, and as for the jump control... what control? You gear up for a running jump to reach a platform, race at the abyss, push the jump button... and Starshot hurls himself into the void without even the slightest attempt to put a little spring in his step.

Camera Obscura

The true nail in *Starshot*'s coffin is the camera. If you thought that the camera in *Castlevania* was the height of uselessness, think again. It's Steven Spielberg in comparison to *Starshot*'s spasmodically jerking affair. The combination of Starshot's loping gait and the hopelessly wandering camera (which seems to be attached to Starshot by an elastic band, causing it to play catch-up in sudden bursts) start to induce nausea after playing for a while.

Starshot's controls are as responsive

Even if you've got a strong stomach, the camera is still a nightmare because it's never where you need it to be. It stays still when you want it to move, teleports to a new position when you need it to stay still, pulls back for miles when you're trying to negotiate a series of tiny platforms and zooms right in when enemies start shooting. It's as if the camera designer hates all of humanity and wants to make us suffer. And what's the point of having a user-controllable camera if the game seizes control again after you take two steps?



$64,000 Question

- ⊕ Large levels
- ⊕ Some amusing character designs
- ⊖ Slack controls
- ⊖ Appalling camera
- ⊖ Very jerky
- ⊖ Too much emphasis on pixel-perfect jumps
- ⊖ Horrible music
- ⊖ Unskippable cut-scenes



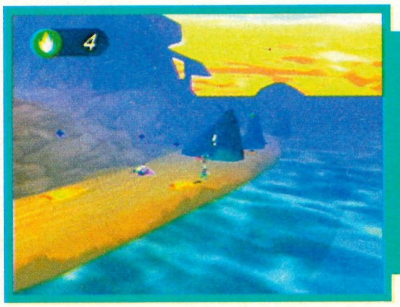
▲ Joy! Tiny moving platforms over a fatal drop with a jittering camera and an iffy jump button. It's the platform game from Hell!



▲ Die, evil robot, die! Starshot can fire blue stars, which can be steered – sort of – at their target once they've been unleashed.



▲ The residents of the Space Circus in all their 'glory'. Porky ringmaster Starcash sends his witless minions off on suicide missions.

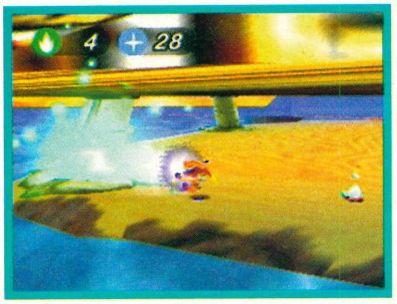


▲ At its minimum zoom, the camera is so far away you become a dot...



...but when fully zoomed in, you can't see anything around you!

ace





▲ To force the evil Virtua Circus to leave the planet of Tensuns, Starshot has to blast away its support legs so it has to take off.

The few high points in *Starshot* are all graphical. Although not quite as sharp, the scenery is not far short of *Banjo-Kazooie* in terms of texture design, and the animation of the various characters has an amusing cartoon look. The cut-scenes are well done too, although a way to speed up the burbling speech (as per *Banjo*) would have been appreciated.

However, that's about it on the good stuff front. The sound effects are uninspired, the music is awfully annoying, and the aforementioned control and camera problems – coupled with the insanely tricky platform sections you're required to navigate – as a brain-damaged tree sloth!

▲ Flying saucer attack! Shoot the blue guys holding it down and the saucer flies off. And attacks you. Maybe that was a bad idea.

make *Starshot* a very poor contender in the N64 platform game market, which already has *Mario 64* and *Banjo-Kazooie* dominating it. I'd rather watch Mary Chipperfield sticking chimps with a cattle prod than pay another visit to the Space Circus.



▲ This huge-breasted policewoman provides a wholly gratuitous peek into the fantasies of *Starshot*'s designers.

Memory Options

MEMORY: Stores four game positions

CONTROLLER PAK: N/A



▲ Eye, eye! This switch, for some inexplicable reason, switches off the forcefields protecting the Virtua Circus's legs.

Rocket Man

By collecting yellow tokens, Starshot can fly! Double-tapping the A button summons Willfly, one of Starshot's two faithful companions, and Starshot can then grab hold of him and take to the skies. Willfly is rather unstable, though, and his flying time is limited, so you need to keep on collecting those tokens!



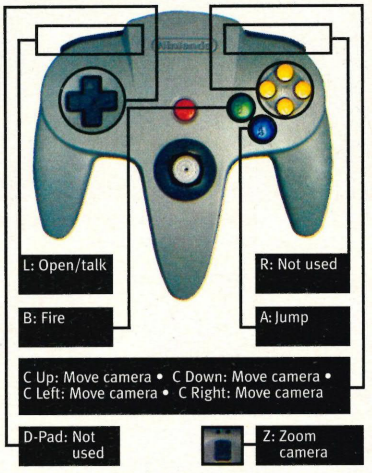
2nd opinion

I had high hopes for this game, but after playing it for about five minutes I couldn't stand it any longer. It took four people holding me down to make me go back to it, and it just got worse. *Starshot* should never have been released in this state. It's awful! ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternatives

Banjo-Kazooie: Rare (£49.99)
Reviewed: Issue 16, 95%
Super Mario 64: Nintendo (£39.99)
Reviewed: Issue 1, 92%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

44%

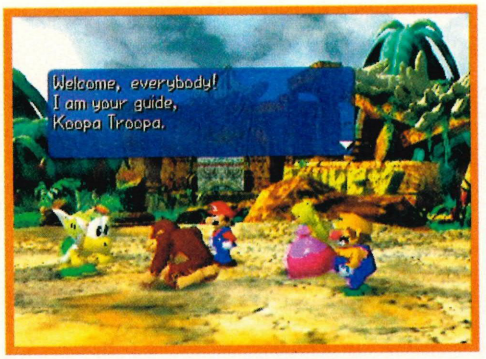
Soundbite

Completely useless platformer that should be left on the shelf to die!

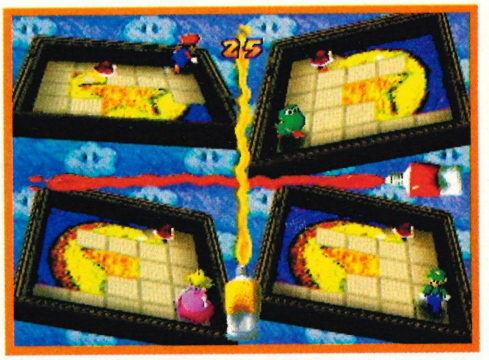
Written by: Roy Kimber



▲ This is where you begin your game. Each building or object gives you different options.



▲ Koopa crops up all over the place and often gives you handy hints. He's quite generous with his money too!



▲ This mini-game involves tilting a board to slide the shell about to wipe off the tiles and reveal a picture. Easy, huh?

Mario Party

Party hearty with Mario and friends!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Hudson
Game Type:	Board Game
First Reviewed:	Issue 24 (Jap)
Release:	Out now
Price:	£39.99



PAL Performance

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

Borders: Negligible

Speed: No apparent drop in speed

In the beginning there were board games... then someone invented the silicon chip and along came videogames. Okay, so a lot happened in between, but you get the gist, right? Now, surely the only reason that board games were invented was because they couldn't at the time do videogames.



▲ In this game all four players must work together to get a lightbulb to the end of the corridor past loads of troublesome boos.

Which raises the question, why on Earth would you want to make a videogame of a board game? Quite simply, *Mario Party* is the answer!

The game offers you a choice of six different boards on which up to four players can battle it out for board game supremacy. These are great fun in multiplayer, although they do become a trifle tedious after a while when you're playing them on your own. You find yourself spending far too much time watching the CPU players make their moves. This was also a major criticism when we reviewed the Japanese version last issue.

Mini-Game Mayhem

However, what we didn't realise at that time – owing to our rather poor grasp of the Japanese language – is that *Mario Party* actually offers a game mode aimed specifically at the solo player.

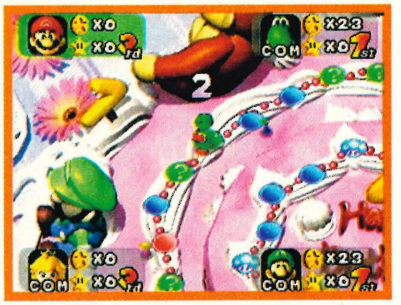
This mode gives you a unique board on which you can work through the 50 different mini-games on a progressive basis, without the need to do the lengthy dice-rolling main multiplayer game. As well as being an awful lot of fun, this one-player mode serves another important function as it allows you to practice the mini-games.

While some of them are fairly easy, many others – despite their apparent simplicity – are downright difficult and can take many attempts to master. When you're playing the various board games you usually only get one attempt at a mini-game and then don't encounter it again for quite some time. Having the chance to practice these games is invaluable.

Party On Dude!

The multiplayer board games themselves become a lot more fun in this version, as now it's possible to work out exactly what everything on each board does. While some of it could be

Quite simply, Mario



▲ Each board has various routes around it. Sometimes it's not necessarily the fastest to go round who wins.

The Usual Suspects

Players can choose from six different Nintendo characters that everyone should be familiar with. In no particular order, they are...

SIX CHARACTERS • ONE CONSOLE • NO COINCIDENCE

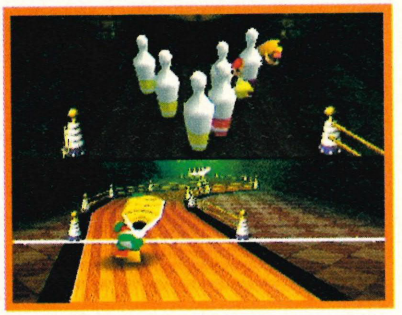




▲ The handcar co-operative race requires you to hammer the A button as hard as you can and steer the cart round bends.



▲ The object of this strange game is for the player on the flower to catch as many coins as possible. Players in boats chase the rest.



▲ Here Yoshi must bowl a Koopa shell down the winding alley to hit the skittles, while the other characters attempt to hop out of the way.



deciphered from the Japanese version by trial and error, the workings of some special squares weren't quite as obvious. For instance, when you finish one lap of a board you meet either Toad or Bowser. Toad offers to sell you a star (which is important, as at the end of the game the player with the most stars wins). Bowser, on the other hand, does various things like stealing all your money or giving you a false star which he charges you twice as much for. Though these things seem really obvious now, they weren't quite so self-explanatory when the only clues we had were reams of Japanese text – we did in fact spend ages first time round *trying* to land on the Bowser square!

Mario Party is now good fun in one-player mode and has a lot of hidden secrets which you uncover as you play through it, which should keep you coming back for more. Where the game really comes into its own is in the four-player mode, with its variety of colourful and unusual playing environments. There are enough mini-games included to keep you and three friends occupied for a very long time to come and the games, although simplistic in nature, are nevertheless extremely good fun – many of them are very reminiscent of classic arcade games. Although *Mario Party* has the look of something which would be suited best to younger children, the sheer addictiveness of the gameplay should make it attractive to all ages. Yet another hit from Nintendo – keep it up guys!



Memory Options

MEMORY:
Stores game progress
CONTROLLER PAK:
N/A

▼ This is the map that you play the one-player game on. The objects around the track give clues as to the next mini-game.



2nd opinion

Mario Party makes a whole lot more sense now the instructions are in English, but the main criticism of the Japanese version still applies. Is this really the best use of the N64? We want more *Goldeneyes* and *Zeldas*, not kiddy toys! ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



The controls in the game change each time depending on which mini-game you happen to be playing!

Alternatives

Tamagotchi World: Bandai (Import)
Reviewed: Issue 11 (66%)
Smash Brothers: Nintendo (Import)
Reviewed: Issue 24 (87%)

Rating

Graphics

Audio

Gameplay

Challenge

Overall

86%

Soundbite

Terrific gameplay with polished presentation – fun for all the family!

Written by: asdf

cheat central

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

PLAYERS' GUIDES

ISS '98

66 How to beat the best footie game ever!



Rogue Squadron

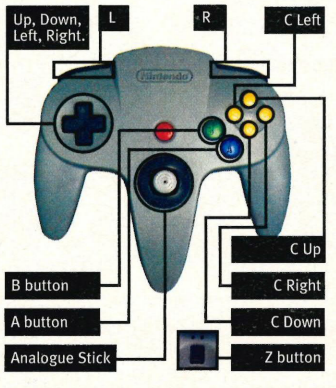
68 Those secret stages blown wide open!

Wipeout 64

72 Complete guide to the futuristic racer!



Pad at a glance



Castlevania

Not so much cheats for this game as handy hints and tips. It's a pretty challenging game though, so you'll probably need them!

HARD DIFFICULTY

Get the first green gem which is hidden inside a torch on a floating platform in the forest stage, and when you finish the game Secret One will be unlocked, letting you play the game on the Hard difficulty setting.

ALTERNATE COSTUME (CARRIE)

When playing as Carrie, look out of the top of the Tower of Sorcery and you should see a torch on a floating platform. Use some holy water to reveal the invisible path leading to the torch and break it to get the purple gem which unlocks Secret Two on the item list – Carrie's second outfit – once you finish the game.

ALTERNATE COSTUME (REINHARDT)

When playing as Reinhardt, go up to the third level in the Tower of Execution and slash one of the iron maidens for the Execution Key. Go back down to level two and enter the iron gate, walk down the hallway and look over the ledge to spot a floating platform with another iron maiden which has a purple gem inside. This is Secret Two on the item list, and unlocks Reinhardt's second costume upon completion of the game.

SECRETS IN THE CASTLE COURTYARD

Wait until the stroke of midnight in the Castle Courtyard and a secret platform rises from the fountain, giving you access to the items on the top.

INVISIBLE LEDGE

At the entrance to the garden, turn right and look upwards to see a platform. In front of it is an invisible ledge that you can pull yourself up onto. This is a good vantage point from which to attack the hounds once you open the gates.

SECRET OF RENON'S CONTRACT

During the Villa stage, Renon tells you there is a section of his contract which you can't read. This section states that you can visit Renon as many times as you like but your expenditure can't exceed 30,000 gold. If you go over that amount you have to fight Renon.

TALKING TO ROSA

To talk to Rosa – the vampire who waters the Villa roses – simply enter the room in the Villa with all the red roses in it. At 3am Rosa arrives.

GOOD ENDING

Inside the Villa, Charlie Vincent says he will defeat Dracula with or without you. If you use too many Sun and Moon cards from then on and take too many days to reach the final stage you'll find Charlie's reached there before you and been bitten by Dracula's servant, thus becoming a vampire himself. You then have to kill him, which results in the bad ending. If you manage to make it through the game fast enough to arrive at Dracula's servant before Charlie, then you get to fight the true forms of Dracula and watch the good ending.

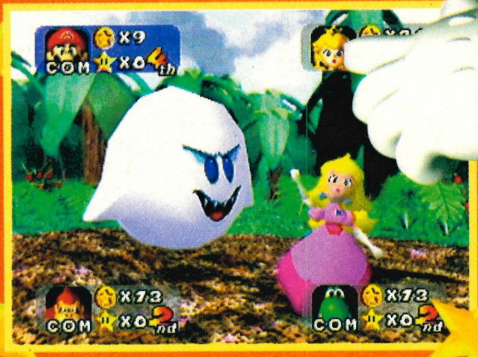


MARIO PARTY

BOWSER'S MAGMA MOUNTAIN STAGE
Successfully complete the first six stages and collect 1000 coins and you can buy the key to the Magma Mountain stage in the shop.

ETERNAL STAR STAGE
Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

SPECIAL ITEMS IN SHOP
Complete the Eternal Star stage successfully and after the ending sequence will appear special items will be available in the shop.





POWERFUL WORLD SOCCER 3

Yet another import game which hasn't materialised. Soccer fans of the world rejoice!

ALL-STAR TEAM
Push Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, Z and Start on the title screen.

BIG HEAD MODE
Push C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A, Z and Start on the title screen.

Snowboard Kids 2

Arriving just too late to be included in this issue, if *Snowboard Kids 2* is anything like the first game it's gonna be something special!

PLAY AS MR PENGUIN
To enable Mr Penguin as a selectable character, beat him during the training session.

PLAY AS DAMIEN AND EXPERT MODE
Successfully complete the story mode to enable Damien and unlock Expert mode.

PLAY AS MR DOG
Successfully complete the Shoot Cross skill test to play as this canine character.





TWISTED EDGE SNOWBOARDING

Not quite as impressive as *1080°* but pretty good fun nonetheless, this game is bound to have built up a reasonable following by now... and here are some cheats!

HIDDEN BOARDERS
Get an overall ranking of first place on each difficulty level in competition mode to unlock hidden boarders Ben, Nieno, Tok, and Boreth.

BONUS BOARDS
Get first place in the each race to unlock the XXX6, Top Gear Rally, and Midway boards, complete the Stunt Challenge mode to unlock the Bucky board and come first on all three courses in the first round of Competition mode to get your hands on the Flower board.

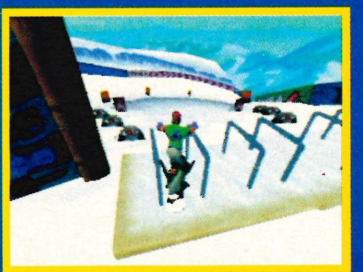
MASTER MODE
Beat the game on the first three difficulty levels.

TWISTED MODE
Beat the game in Master mode.

MIRROR MODE
Beat the game in Twisted mode.

BOSS SNOWBOARD AND BOB
Get overall first on the Mirror course for the Boss snowboard and hidden character Bob.

HIDDEN G CHARACTER
Finish Stunt Challenge mode with more than 28,000 points and get a first place ranking.



QUICK START
Press Up twice right after the word 'Go' vanishes.

NBA JAM '99

Love 'em or hate 'em, the basketball games just don't stop coming (like all the other American sports games). If you're invested in this ball-bouncer, then try out a few of the following:

PRE-GAME ALTERNATE CAMERA ANGLES

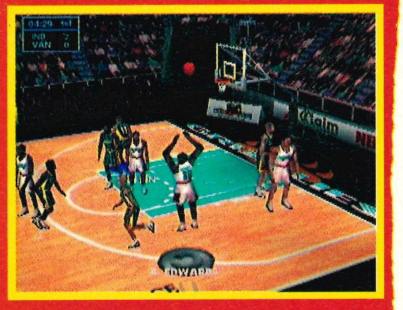
Press the Start button before the tip-off and select the Camera option, choose the required viewing angle and resume play. The pre-game sequence will now be displayed from the selected angle.

HUGE PLAYERS

Pause the game and press L, L, C Right, L, L, C Right, L, L, C Right, Z.

TINY PLAYERS

Pause the game and press L, L, C Left, L, L, C Left, L, L, C Left, Z.



WCW NITRO

Wrestling games are getting as prolific as hockey games these days, but they certainly seem to be more popular! Here's a few tips for one of the latest.

CALL FOR BACKUP

Press the Z button during a fight to call a friend into the ring.

UNLOCK HIDDEN WRESTLERS

Beat Tournament Mode on Normal or Hard difficulty to unlock a hidden wrestler. You get another new wrestler for each different character you complete the mode with so use all the initial wrestlers to unlock all the hidden ones.

Goemon 2

A follow up to one of the maddest games on the N64, and it is, if anything, even madder! The first cheats have already come filtering through for the import version of this great game.



FOUR-PLAYER MODE

Insert four controllers into into the machine and begin the game using controllers one or two. Collect 44 'hands' then press C Right and Start on controllers three and four.

ALTERNATE COSTUMES

Unlock four-player mode, then go to the Prediction House to get new costumes for every character.



BattleTanx

We're still waiting to get our hands on this tank-based battle game, but in the meantime here are yet more cheats for it!

PASSWORD	EFFECT
MSTSRVV	Invincibility
LVFRVR	Infinite Lives
PLVRZM	All Weapons
LTSFBLLTS	Infinite Ammo
CRSTLCLR	Invisibility
FRGZ	Frog Mode
TDZ	Toad Gang
CDPLT	Run Story Mode
CNCTHRTM	Psychedelic View
HVRL	Spinning View





SUICIDE

Hold down all the C buttons together.

NHL BREAKAWAY '99

Acclaim – obviously having recently attended the 'school of old rope' – release a game that's very similar to *NHL Breakaway '98*! However, there's still bound to be someone who buys it...

CHEAT OPTIONS

Push C Left, C Right, C Left, C Right, R, R while on the main menu.

EXTRA POINTS

After enabling the cheat options push C Left, C Left, C Right, C Right, C Left, C Left, C Right, C Right, R, R while on the main screen in Season mode.

BONUS TEAMS

After enabling the cheat options go to the main screen in Exhibition mode and push C Up, L, C Left. Three new teams will now be selectable in between the Controller Pak and Anaheim teams.

FULL PLAYER ATTRIBUTES

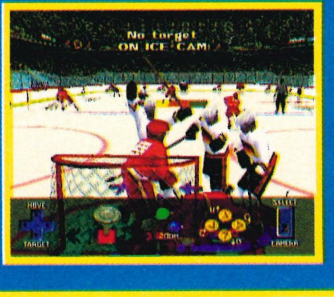
Put in 'Douglas Yellin' as a case-sensitive name on the Player Creation screen.

SUPER PLAYERS

Put in one of the following case-sensitive names on the Player Creation screen:
grEEn jeLLo
Perfect C
Perfect RW
Perfect LW
Perfect D
Perfect G

RANDOM TEAM SELECT

Push Z & R together on the team selection screen.



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

● All the scores that are fit to print! This edition of ScoreZone sees the first entries for the excellent *Star Wars: Rogue Squadron*, and - coincidentally - a whole new ScoreZone Challenge!

We had a lot of great scores this month, but the Ultimate Player award has to go to **Kevin Olding** of **Muscliffe** for his frankly amazing time of **43:025** on the *F-Zero X* Death Race! What'd you use Kevin, a nuke?



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

Go For Gold!

A while ago we set you the challenge to get a total time on *Goldeneye* (00 level) of less than an hour. The first to successfully complete this task was Michael Williams of Cardiff with his time of 56:27, and we've since had a few who have managed to do it even faster.

Now we feel it's time for a new challenge. Your mission, should you decide to accept it, is to get a gold medal on every mission in *Rogue Squadron*, including the three bonus levels – so 19 in all. Whether you use any of the available cheats is up to you – it's no easy task even *with* them – so get flying, and may the Force be with you!

F-1 WGP Fastest Laps

ALBERT PARK, AUSTRALIA
0:41:68 Chris Dunn, New Leake
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

INTERLAGOS, BRAZIL
0:39:24 Chris Dunn, New Leake
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

BUENOS AIRES, ARGENTINA
0:38:63 Chris Dunn, New Leake
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

IMOLA, SAN MARINO
0:43:72 Chris Dunn, New Leake
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

MONTE CARLO, MONACO
0:42:68 Chris Dunn, New Leake
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

BARCELONA, SPAIN
0:47:79 Chris Dunn, New Leake
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

MONTREAL, CANADA
0:37:80 Chris Dunn, New Leake
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

MAGNY-COURS, FRANCE
0:34:54 Chris Dunn, New Leake
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

SILVERSTONE, GREAT BRITAIN
0:39:19 Chris Dunn, New Leake
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

HOCKENHEIM, GERMANY
0:46:12 Chris Dunn, New Leake
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

HUNGARORING, HUNGARY
0:44:12 Chris Dunn, New Leake
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

SPA-FRANCORCHAMPS, BELGIUM
1:03:82 Chris Dunn, New Leake
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

MONZA, ITALY
0:44:00 Chris Dunn, New Leake
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

A1-RING, AUSTRIA
0:41:04 Chris Dunn, New Leake
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

NURBURGRING, LUXEMBOURG
0:43:55 Chris Dunn, New Leake
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

SUZUKA, JAPAN
0:58:32 Chris Dunn, New Leake
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

JEREZ, EUROPE
0:48:09 Chris Dunn, New Leake
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

BONUS TRACK
0:34:74 Chris Dunn, New Leake
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

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

Fighter's 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

Top Gear Rally

Coastline
02:30:55 Gavin Deadman, Biggin Hill
02:37:07 Chris Dunn, New Leake
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke
03:40:70 Jan-Erik Spangberg, Sweden

Strip Mine
02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke
02:59:43 Jan-Erik Spangberg, Sweden



03:02:79 Chris La Rosa, Hundelton
03:05:58 Kuljit S Athwal, Dundee

Jungle
04:15:73 Chris Dunn, New Leake
05:04:39 Gavin Deadman, Biggin Hill
05:08:10 Chris La Rosa, Hundelton
05:10:74 Jason Larosa, Pembroke
05:14:02 Andy Green, Kent

Mountain
04:52:82 Chris Dunn, New Leake
06:05:59 Chris La Rosa, Hundelton
06:13:83 Andy Green, Kent
06:27:76 Gavin Deadman, Biggin Hill
06:29:16 Kuljit S Athwal, Dundee

Desert
04:45:18 Chris Dunn, New Leake
05:53:39 Chris La Rosa, Hundelton
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

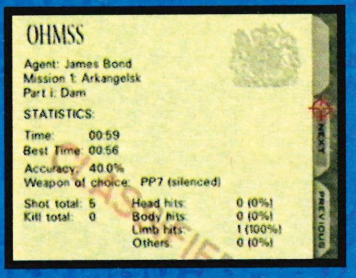
Ninja Land
0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath
0:24:43 Kristoffer Thorbjornsen, Kirkcaldy

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
1:12 Jon Burrows, Queensland

Byelomorye Dam
0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:56 Jon Burrows, Queensland
0:57 Zack King, Surrey



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
0:58 Jon Burrows, Queensland
0:59 Andrew Jones, Weston-Super-Mare
0:59 Sam Doyle, Glossop

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

Statue Park
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, Boston
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:41 Jon Burrows, Queensland

Military Archives
0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands
0:21 Michael Williams, Exeter
0:21 Sam Doyle, Glossop
0:21 Jon Burrows, Queensland

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
0:30 Jon Burrows, Queensland
0:31 Michael Williams, Exeter
0:31 Richard Lovelock, Newbury
0:31 Matthys ten Ham, The Netherlands

Train
1:37 David Hetherington, Coventry
1:38 Sam Doyle, Glossop
1:40 Jon Quarrie, Stapleford
1:42 Matthew Stevenson, Bournemouth
1:43 Jon Burrows, Queensland

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
0:51 Jon Burrows, Queensland
0:52 Matthys ten Ham, The Netherlands
0:54 Sam Doyle, Glossop
0:55 Neil Friedman, Whitefield
0:59 Danny Dunn, Boston

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
1:02 Jon Burrows, Queensland

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

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

F-Zero X

Silence
1:14:432 Jeffrey Van Der Aa, The Netherlands
1:18:757 John Brennan, Bicester
1:19:441 Charles Nuttall, Oldham
1:19:667 Jon Quarrie, Stapleford
1:19:767 John Lambregts, The Netherlands

Silence 2
1:32:231 Richard Dunn, New Leake
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:45:793 John Brennan, Bicester
1:50:559 Charles Nuttall, Oldham
1:50:639 Jon Quarrie, Stapleford

Big Hand
2:16:179 Richard Dunn, New Leake
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

White Land
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:47:591 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
1:16:528 Richard Dunn, New Leake
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

Red Canyon 2
1:26:876 Richard Dunn, New Leake
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:52:801 John Brennan, Bicester
1:56:243 Jon Quarrie, Stapleford
1:58:151 Charles Nuttall, Oldham

Big Blue
1:30:485 Richard Dunn, New Leake
1:44:978 John Brennan, Bicester
1:47:005 Jon Quarrie, Stapleford
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
1:15:333 Richard Dunn, New Leake
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:27:168 John Brennan, Bicester
1:32:676 John Lambregts, The Netherlands
1:34:602 Jon Quarrie, Stapleford

Devil's Forest 2
1:19:634 Richard Dunn, New Leake
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

Devil's Forest 3
1:16:141 Richard Dunn, New Leake
1:25:460 Jeffrey Van Der Aa, The Netherlands
1:32:361 John Brennan, Bicester
1:34:662 Charles Nuttall, Oldham
1:34:742 Jon Quarrie, Stapleford

Sand Ocean
1:05:861 Richard Dunn, New Leake
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:20:925 John Brennan, Bicester
1:22:231 Jon Quarrie, Stapleford
1:25:055 Charles Nuttall, Oldham

Sand Ocean 2
1:34:295 Richard Dunn, New Leake
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
1:28:059 Richard Dunn, New Leake
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
1:49:698 Richard Dunn, New Leake
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
1:29:072 John Brennan, Bicester
1:29:961 Jeffrey Van Der Aa, The Netherlands
1:30:975 Charles Nuttall, Oldham

Mute City 2
1:08:898 Richard Dunn, New Leake
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

Mute City 3
1:35:297 Richard Dunn, New Leake
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
2:07:586 Richard Dunn, New Leake
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:29:526 John Brennan, Bicester
2:32:724 Charles Nuttall, Oldham
2:36:939 Jon Quarrie, Stapleford

Sector Alpha
1:13:489 Richard Dunn, New Leake
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:28:108 John Brennan, Bicester
1:28:118 Jon Quarrie, Stapleford
1:29:596 Charles Nuttall, Oldham

Sector Beta
1:34:883 Richard Dunn, New Leake
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

Fire Field
1:14:872 Richard Dunn, New Leake
1:29:221 John Brennan, Bicester
1:30:000 Jeffrey Van Der Aa, The Netherlands
1:33:418 Jon Quarrie, Stapleford
1:33:496 Charles Nuttall, Oldham

Space Plant
1:59:229 Richard Dunn, New Leake
2:19:347 Charles Nuttall, Oldham
2:21:159 Jon Quarrie, Stapleford
2:21:442 John Brennan, Bicester

Death Race
0:43:025 Kevin Olding, Muscliffe
0:57:174 Richard Dunn, New Leake
1:04:454 Jon Quarrie, Stapleford
2:02:12 John Brennan, Bicester
2:21:30 John Lambregts, The Netherlands

1080° Snowboarding

Half Pipe Trick Attack
110389 Alan Dundas, Arbroath
85852 Tim Smith, Prestatyn
85058 James Morris, Wolverhampton
72846 Gautam Rishi, Gerrards Cross
67769 Jon Quarrie, Stapleford

Crystal Lake Trick Attack
71672 Danny Dunn, Boston
65542 Kevin Seeney, Bury St Edmunds
50236 Alan Dundas, Arbroath
49063 Chris Atkins, Walkington
43756 Mark Spowage, Woodhouse

Crystal Peak Trick Attack
66532 Kevin Seeney, Bury St Edmunds
63994 Daniel Dunn, Boston
63361 Chris Atkins, Walkington
45994 Alan Dundas, Arbroath
45396 Mark Spowage, Woodhouse

Golden Forest Trick Attack
74732 Daniel Dunn, Boston
59078 Alan Dundas, Arbroath
46918 Kevin Seeney, Bury St Edmunds
42880 Chris Atkins, Walkington
37916 Mark Spowage, Woodhouse

Mountain Village Trick Attack
84669 Daniel Dunn, Boston
77354 Kevin Seeney, Bury St Edmunds
56577 Philip Ho, Arbroath
32519 Chris Atkins, Walkington
30349 Mark Spowage, Woodhouse

Deadly Fall Trick Attack
133069 Ross Toad, Arbroath
63368 Kevin Seeney, Bury St Edmunds
49239 Daniel Dunn, Boston
42021 Chris Atkins, Walkington
30664 Mark Spowage, Woodhouse

Dragon Cave Trick Attack
62966 Kevin Seeney, Bury St Edmunds
50321 Chris Atkins, Walkington
47922 Daniel Dunn, Boston
39054 Alan Dundas, Arbroath
35753 Edward Nugent, Reading

Crystal Lake Race
1:03:26 Daniel Dunn, Boston
1:03:29 Chris Atkins, Walkington
1:04:31 Kevin Seeney, Bury St Edmunds
1:04:58 Dave Fryer, Seaton
1:05:10 Andy Green, Kent

Crystal Peak Race
1:29:39 Daniel Dunn, Boston
1:29:82 Chris Atkins, Walkington
1:29:89 Karl Watt, Shetland
1:31:01 Kevin Seeney, Bury St Edmunds
1:32:10 Gautam Rishi, Gerrards Cross

Golden Forest Race
1:21:84 Daniel Dunn, Boston
1:22:10 Chris Atkins, Walkington
1:24:84 Karl Watt, Shetland
1:25:47 Kevin Seeney, Bury St Edmunds
1:27:97 Andy Green, Kent

Dragon Cave Race
1:27:45 Daniel Dunn, Boston
1:28:70 Chris Atkins, Walkington
1:31:83 Kevin Seeney, Bury St Edmunds
1:34:84 Edward Nugent, Reading
1:39:69 John Lambregts, The Netherlands

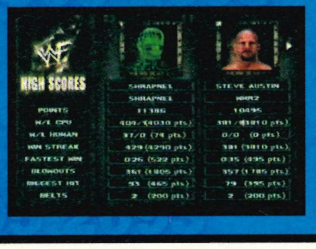
Mountain Village Race
1:31:14 Chris Atkins, Walkington
1:32:03 Adam Charlton, Huntingdon
1:32:43 Billy Smith, Offord
1:32:73 Daniel Dunn, Boston
1:37:31 Karl Watt, Shetland

Deadly Fall Race
1:10:22 Chris Atkins, Walkington
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
159195 Edward Nugent, Reading
146907 Chris Atkins, Walkington
126513 Tim Smith, Prestatyn
110799 Tom Grigg, Alrestford

WWF Warzone

Fastest Win
0:24 Jon Burrows, Queensland



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

Mischief Makers

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

Extreme G

City 1
2:03:91 Sam Doyle, Glossop
2:05:40 Jon Burrows, Queensland
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton
2:09:65 Karl Watt, Shetland

City 2
3:08:95 Jon Burrows, Queensland

City 3
2:08:83 Jon Burrows, Queensland

Desert 1
2:02:68 Jon Burrows, Queensland
2:02:88 Michael Williams, Exeter

Desert 2
1:59:76 Jon Burrows, Queensland

Desert 3
2:33:01 Jon Burrows, Queensland

Space Station 1
2:08:36 Jon Burrows, Queensland

Space Station 2
2:15:95 Jon Burrows, Queensland

Space Station 3
2:50:78 Jon Burrows, Queensland

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

Star Wars: Rogue Squadron

Ambush At Mos Eisley
02:19 John Brennan, Bicester

The Search For The Nonnah
05:19 John Brennan, Bicester

Imperial Construction Yards
02:46 John Brennan, Bicester

Rescue On Kessel
0:54 John Brennan, Bicester

The Jade Moon
2:45 John Brennan, Bicester

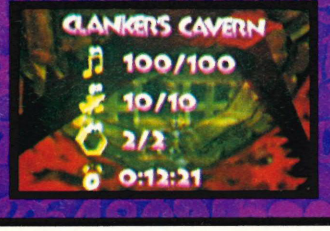
Banjo-Kazooie

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
0:18:50 Niall Hickey, Tramore

Mad Monster Mansion
0:14:15 Jan-Erik Spangberg, Sweden
0:18:24 Kevin Seeney, Bury St Edmunds
0:26:09 Ingvar Gunnarsson, Iceland

Bubbleloop 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
0:34:59 John Brennan, Bicester



Clankers 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

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
0:43:09 John Brennan, Bicester

Gobi's Valley
0:21:56 Kevin Seeney, Bury St Edmunds
0:33:23 John Brennan, Bicester
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

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
01:20:51 James Allsopp, Alvaston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:28 Jamie Eccles, California

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
01:32:06 James Allsopp, Alvaston
01:40:71 Rob Pierce, Salisbury
01:44:13 Danny Dunn, Boston
01:47:33 Jamie Eccles, California
01:49:89 Mick Smith, Worcester

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 Turnpike
01:46:63 James Allsopp, Alvaston
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

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
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston
01:12:81 Thomas Ferrari, Norfolk

Jungle Falls
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
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
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

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
01:01:61 Thomas Musgrove, Tasmania

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
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
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
01:46:41 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

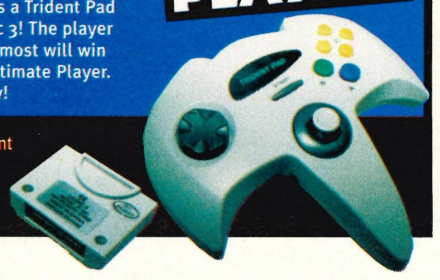
Turok Training Level

2:12 Michael Williams, Exeter
2:44 Ben Webster, Liversedge
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland
3:02 Jan-Erik Spangberg, Sweden

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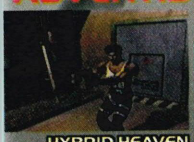

GOEMON 2


FIFA '99

Dept 1

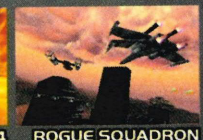
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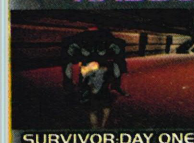

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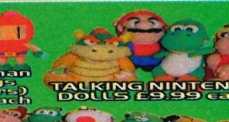

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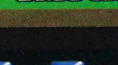
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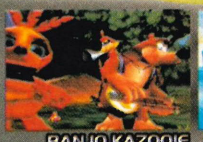
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Written by: Russell Murray

ISS 98

Howay the lads! If you want to take on the world in the best footie game ever, you need our fantastic tips!

GAME MODES

***ISS '98* has six different game modes to test your soccer skills.**

OPEN GAME MODE gives you the chance to play friendly matches against the computer or up to three friends.

INTERNATIONAL CUP MODE is a smaller version of the World Cup; each team must qualify for the knockout stage then battle on to the final.

WORLD LEAGUE is the ultimate test of skill. You must play each team twice to become the champion.

PENALTY KICK mode is the ever-exciting penalty shoot-out – England are not the best choice of team for this event.

SCENARIO MODE allows you to recreate football history by taking over control at a crucial point and trying to imitate the original result.

TRAINING MODE gives you the chance to try out new moves and practice taking corners and free kicks.





GOAL SCORING TECHNIQUES

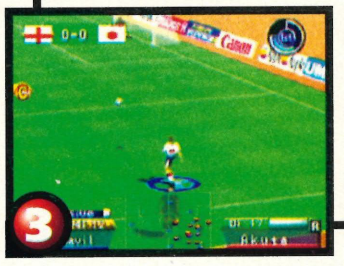
Football is a game of goals, and you will not get very far unless you have the golden touch when it comes to attacking. There are two easy ways of creating a goal-scoring opportunity. Follow these simple techniques in order to score two perfectly easy goals.



1. Player picks up the ball in the middle of the pitch, and passes along the wing to his team mate.



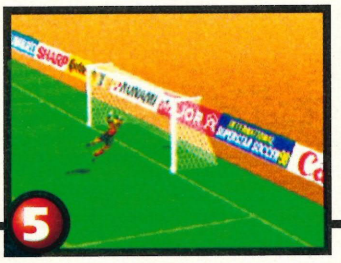
2. The winger runs with the ball towards the by-line while creating some space for a cross.



3. When level with the six yard box, the winger turns and knocks the ball across the box using C Left.



4. The unmarked striker in the centre has plenty of time to set up for a rather spectacular volley.



5. The stranded goalkeeper can only dream of stopping this blockbusting shot as it sails into the net. Goal!

POWERSHOTS

Hitting the ball while on the move will create a power shot, giving the goalkeeper no chance of saving it.



1. Player waits on the edge of the box for an attacker to make a forward run.

2. A through ball pass sees the attacker clear of the defence with a chance of a shot.

3. Without stopping, the striker blasts the ball in the direction of the goal, hitting the ball with plenty of power.

4. The ball flies past the goalkeeper into the net, leaving you to run towards the sidelines and celebrate.







CORNER KICKS

When taking a corner kick you must aim the ball over the six yard box and press C Left to hoist the ball across. Once the ball is in the air, use B to make your attackers hit the ball towards goal, then hold the analogue stick to aim your shot. Usually one of your attackers will be in the correct position to shoot, and if you manage to head or volley the ball you will leave the goalkeeper stranded.









Cheats

BONUS TEAMS

On the title screen press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B, A, then hold Z and press Start.

BIG HEADS

On the title screen press C Down, C Down, C Up, C Up, C Right, C Left, C Right, C Left, B, A, then hold Z and press Start.

FREE KICKS

Free kicks can be extremely important when they are around your opponent's area. You are able to shoot directly from the free kick, or you may prefer to cross the ball over and try for a header. When shooting directly at goal, position your pointer just wide of the wall of defenders and lower the height a little to enable a harder shot.

Once you're happy with the position, charge up the shot power hold Z and move the control stick towards the goal to curve the free kick. If you have struck the ball correctly it will curl around the defensive wall, and land in the corner of the net or occasionally the side netting. If the goalkeeper does manage to stop the ball from entering the net, it will sometimes drop in front of your attacker presenting you with an easy tap in.



▲ The pointer is positioned slightly wide of the wall and struck at full power.



▲ The ball sails around the end of the wall and then begins to curl towards the goal.



▲ A lucky striker gambled on a rebound and has the simplest of tap-ins to score a goal.

PENALTY KICKS

Penalty shoot-outs are full of excitement and tension – it's one striker against a terrified goalie and the one with the fastest reactions will win. When taking a penalty, you must position your cursor at the exact position you wish to aim the ball, then press the shoot button to start your run up. You can still move the cursor while running, although it is now invisible meaning the goalkeeper has no idea where the ball is going to go. When trying to save a penalty you must watch where the striker's cursor is aiming, then try to anticipate exactly where the ball is going to go. Once the ball has been kicked quickly place the large cursor at the point where the ball is going to hit and press B to dive at the ball. If you have moved fast enough your goalie will parry the ball and become a national hero.



▲ The attacker aims his shot to the goalie's right, and starts his run-up towards the ball.



▲ The goalkeeper needs ultra-fast reactions to dive at the correct point to stop the ball.



▲ The ball bounces away from the goalkeeper and he becomes the new hero.

Written by: Roy Kimber

You thought the battle was over? Think again – here come the bonus missions!

Star Wars: Rogue Squadron

BEGGAR'S CANYON

LEVEL 17: MISSION BRIEFING

"Race through Beggar's Canyon in your T-16 Skyhopper! Test your skill against Zev, Dack or Wedge."

MISSION OBJECTIVES

- Win the race

DEFAULT SHIP: T-16 Skyhopper
IMPERIAL FORCES: None!

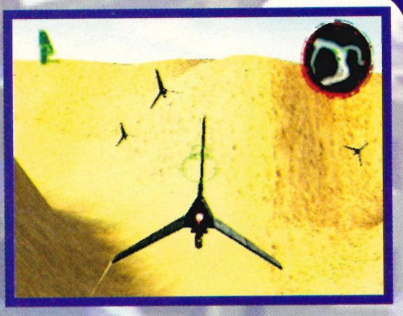
This mission involves no hostile action and no enemy forces, yet it is one of the most difficult on which to get a Gold Medal. Basically, you take part in a race against three different Rogue Squadron pilots; Zev, Dack and Wedge.



◀ Your T-16 Skyhopper isn't very durable. Brush against the canyon walls and this is the result!

As you fly down Beggar's Canyon each pilot takes a different route. Wedge breaks off first and goes right. This is the most difficult route. Dack breaks off next and goes left. This is the medium difficulty route. Zev, meanwhile, takes the fastest and most direct route through the canyon, which is also the easy route.

Basically if you follow and beat Zev you get Bronze, follow and beat Dack you get Silver and follow and beat Wedge you get Gold – it's as simple as that. However, while it's fairly easy to beat the first two (when racing Dack, as long as you follow him on the first leg of the course you can then switch to Zev's route half-way through and use it as a shortcut) Wedge is a bit trickier. His route twists and turns like a mutilated colon, and you'll need to use the brake at certain corners to accomplish tight turns and avoid hitting the walls. The easiest mistake here is to fly too high and clear the canyon walls, which gets you disqualified from the race.



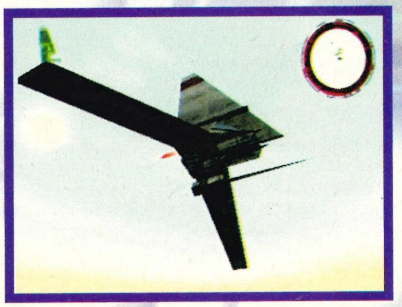
▲ You start racing against three other pilots. As you fly down the canyon they separate off one by one, taking different routes.

To make things even more tricky it's possible to collide with your competitors, but if you do and they crash... let's just say that killing fellow pilots in practice races is frowned upon by the Rebel Alliance!





▲ You'll find that your fellow pilots often try to block you when you pass. If you collide with them they then crash, which is bad.







THE DEATH STAR TRENCH RUN

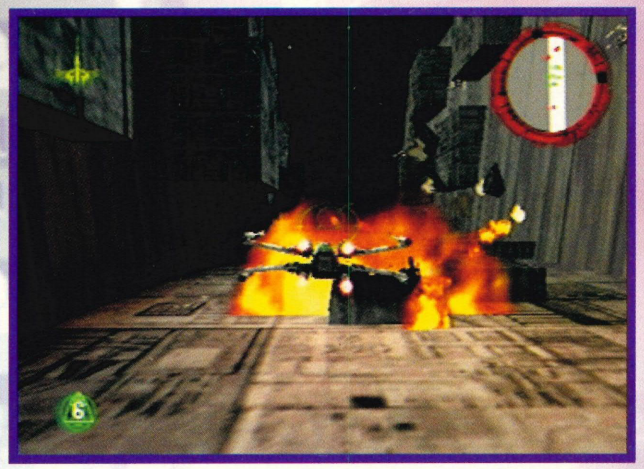
LEVEL 18: MISSION BRIEFING

"Travel down the Death Star trench eliminating as many laser cannons as possible. If the trench guns stop firing, you can bet the Death Star's compliment of TIEs will be in close pursuit. Continue down the trench until you reach the exhaust port area. Good luck, and may the Force be with you."

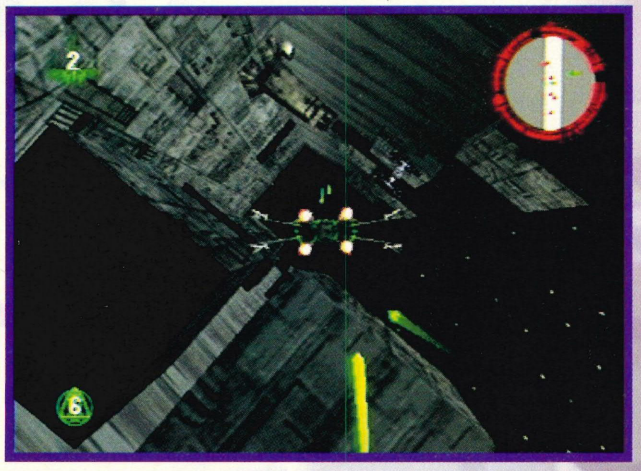
MISSION OBJECTIVES

- Chase the Imperials through the trench
- Destroy the power plant at the end of the trench

DEFAULT SHIP: X-Wing
IMPERIAL FORCES: TIE Fighters, Sentry Turrets



▼ Turrets are the biggest danger in the trench and you have no choice but to fly at them head on. Take 'em out!







This is where you get to recreate what is arguably the best scene in *Star Wars*. As you fly down the trench you'll have support from a plethora of other rebel craft, but just like in the film the Death Star gun turrets and the marauding TIEs soon take their toll on them (see ya, Porkins). By the time you reach the end of the trench – which this time around rather inconveniently has 90° corners – it'll just be you in your X-Wing, plus the predictable arrival of a strangely reticent Han Solo in the Millennium Falcon.

As you approach the end of the trench you need to get up fairly high, then angle downwards and pop off a torpedo into the exhaust port.

Unlike the film, to get your Gold Medal this time round you need to do more than simply reach the end of the trench in one piece and get the torpedo in. For Gold you need to do this very fast, while at the same time taking out practically all the gun turrets and a number of the defending TIEs too – which is a little daft as when you put the torpedo in the hole presumably the Death Star explodes taking all the turrets and TIEs with it.

Best technique for success on this level is to keep low and keep firing. You'll need to use some of your torpedoes early as there are some fairly meaty turrets in the trench, but you get a new stock when you die and it's often worth sacrificing a life in order to have the use of a full-batch of torpedoes. Not exactly good piloting practice, but Luke had the Force to help him!

Oh... and don't leave the trench, or it's game over!





BATTLE OF HOTH

LEVEL 19: MISSION BRIEFING

"Experience the Battle of Hoth from the cockpit of your Snowspeeder, as you hold of Imperial forces and help the Rebel transports escape."

MISSION OBJECTIVES

- Destroy Probe Droids
- Defend Rogue Ten from AT-ST attack
- Defend the generator from the Imperial attack

DEFAULT SHIP: Snowspeeder
IMPERIAL FORCES: AT-AT Walkers, AT-STs, Probe Droids, Imperial Stormtroopers

It's the *Empire Strikes Back*, you're on Hoth and all hell has broken loose! The Imperial forces have discovered the Rebel base and your task is to delay the attack long enough for the Rebels to evacuate.

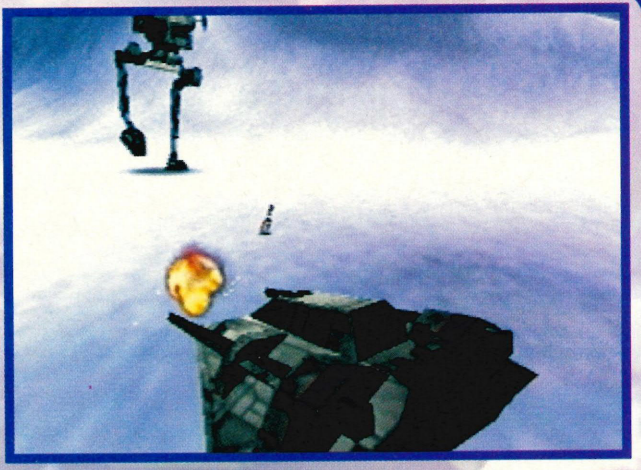




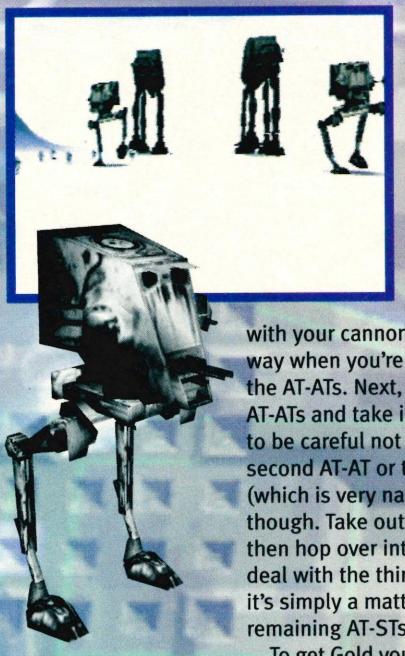
This mission basically consists of dealing with three waves of Imperials. The first is easy, providing you've actually played the game proper at all and haven't just used the DEADDACK code immediately after opening the box. Simply target and destroy a group of Probe Droids.

Once the Probe Droids have been dealt with you receive a distress call and need to follow the radar to a downed Snowspeeder, which is being harassed by AT-STs. Destroy the three AT-STs and your final objective is then to locate and destroy three AT-ATs and numerous AT-STs that are approaching the Rebel shield generator. The best way to do this is to take out the two lead AT-STs fast with your cannon, as they can get in the way when you're trying to bring down the AT-ATs. Next, target the first of the AT-ATs and take it down fast. You'll need to be careful not to collide with the second AT-AT or the walls of the canyon (which is very narrow) while you're at it though. Take out the second AT-AT next, then hop over into the next canyon and deal with the third and final AT-AT. Then it's simply a matter of mopping up the remaining AT-STs and going home!

To get Gold you're going to need to finish this mission fast and with a lot of accurate kills. So don't go wildly shooting at everything, and try to take out each of the AT-ATs first time. Good luck!

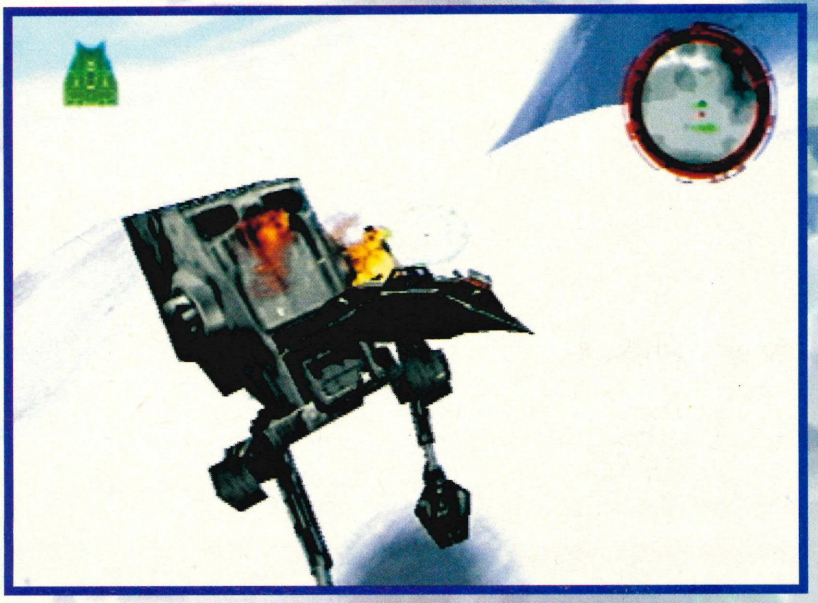


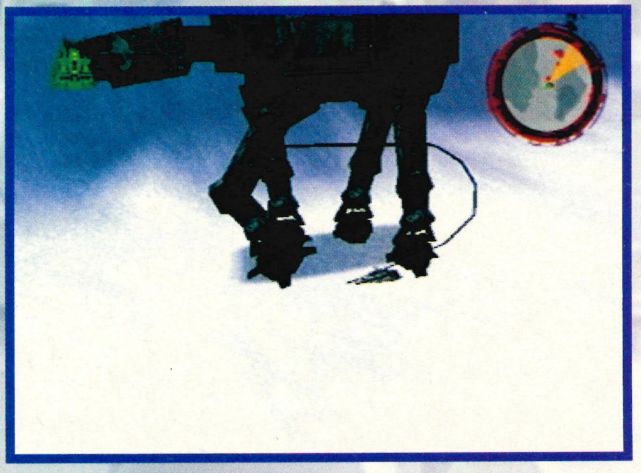
▲ This snowspeeder pilot ran out of petrol, the fool! Should've filled up before he left, shouldn't he?



◀ It's all-out war this time and the Imperials have brought out the big guns! Take out the little AT-STs first.

▼ By the time you take on this stage you'd better have mastered the art of bringing down an AT-AT with your harpoon.





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Written by: Russell Murray

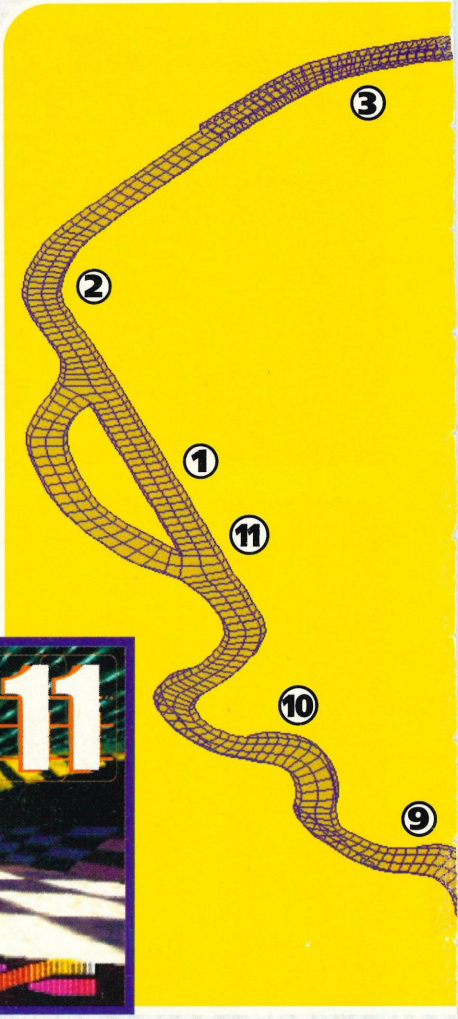
Wipeout 64

There's only one way to wipe out the competition – with our help!

DYRONESS



Dyroness is a working hydro-electric company that has an excellent race track built around their structures. It is fast and testing, with plenty of tricky corners to try the most successful antigrav racers. Races at this venue are often televised and attracts millions of viewers worldwide.





▶ If you can make it around the track without crashing into any of the walls you'll be awarded with a perfect lap. Go for the lap record.



▶ Keep to the right as you approach the final bend to gain extra speed, then fire your turbo to carry you over the finish at top speed.



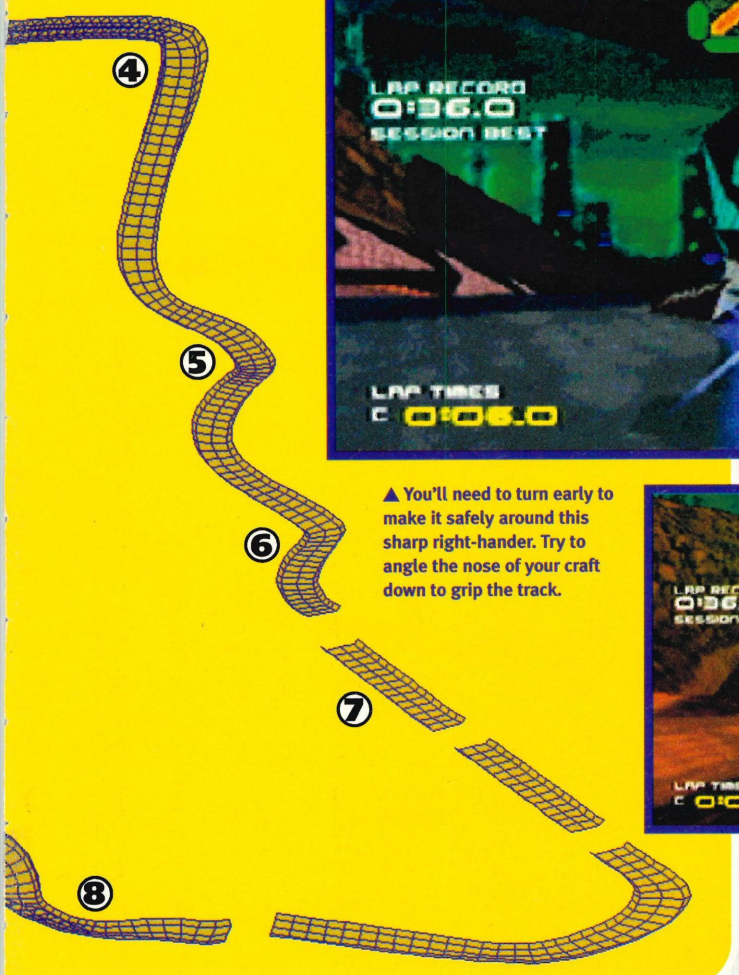
▲ Near the end of the course there are several twisting bends which will test your flying skills. Try to fly over the speed arrows on the track to gain extra speed.



◀ Keep to the left-hand side of the track around the first two corners to gain extra speed.

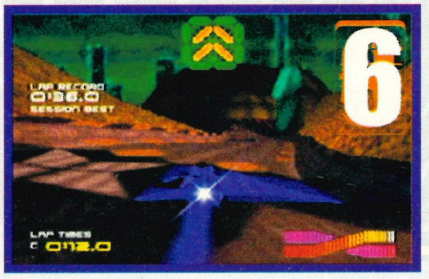




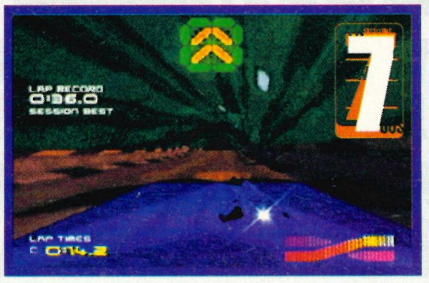


▲ You'll need to turn early to make it safely around this sharp right-hander. Try to angle the nose of your craft down to grip the track.









Cheats

CYCLONE WEAPONS

Complete Weapons Challenge and get at least a Bronze medal for each track to unlock the Cyclone weapons upgrade. All your attacks will now cause 100% more damage.



PIRANHA II CRAFT

Complete Time Trial Challenge and get at least a Bronze medal for each track to unlock the hidden Piranha II craft.



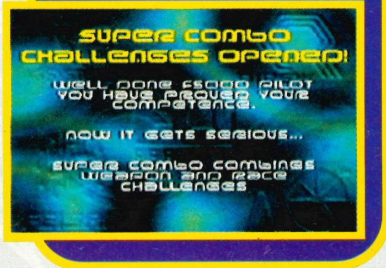
VELOCITAR TRACK

Complete Race Challenge and get at least a Bronze medal for each track to unlock the the hidden track, Velocitar.



SUPER-COMBO CHALLENGE

Beat all three challenges to unlock the Super-Combo Challenge. This mode combines different objectives for much more challenging tasks.



KLIES BRIDGE

A Touch Of Class

There are four racing classes in all, each faster than the last. New classes are opened as you emerge victorious from the old – how far can you take it?

VECTOR

For beginners and grannies only. If you haven't busted this ambling class wide open within hours there's something wrong with you!

VENOM

Things start to get faster on Venom, and all the other racers are a bit more competitive as well. This is where the action in *Wipeout 64* really starts.

RAPIER

Now you're talking! Rapier class races are designed to get your blood pumping with fast, deadly action and strict time limits to overcome.

PHANTOM

The ultimate challenge. Phantom class is awesomely fast and devilishly hard – you'll be lucky to finish a race, never mind win.

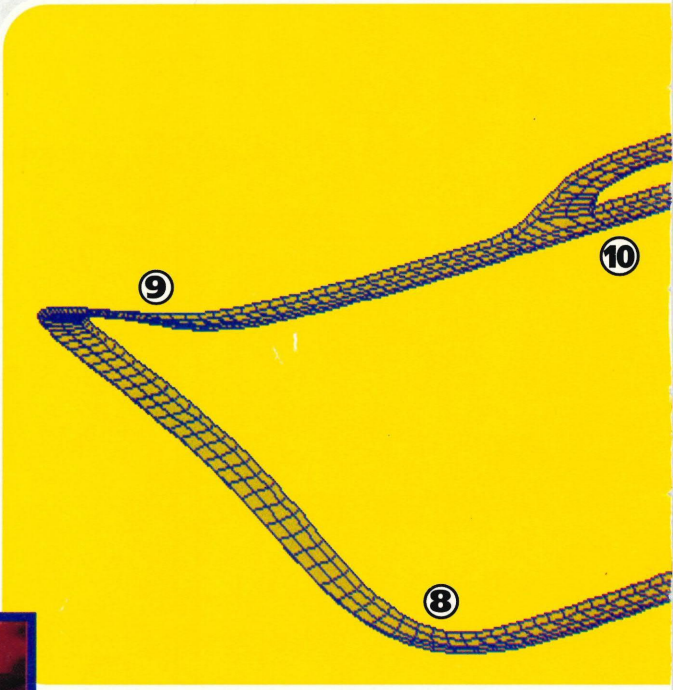
Klies Bridge is a working radar base, and the track was built in secret to avoid confrontations with the media. This track is short and extremely fast which makes it very popular with the F5000 racers, but spectators are subjected to rigorous tests meaning attendances can be left lacking somewhat.







▲ If you can steer your craft around the track without crashing into the walls you'll get a message to confirm your flying skills are of a top standard.







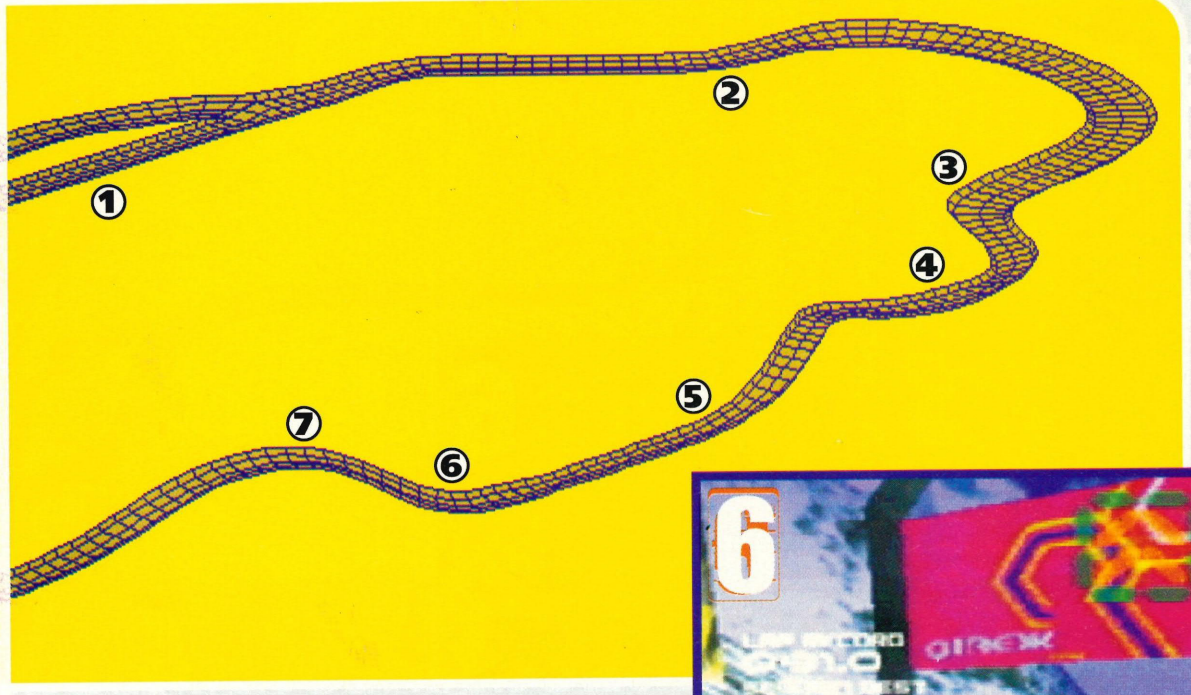
▲ No slowing down around the last bend! Keep to the right to hit the speed arrows then fire your turbo to fly across the finish line.







▲ Exit the tunnel and turn sharp to the left, then turn quickly to the right to angle your craft around the next corner. Use the air brakes here to help you turn.





▲ Keep as close as possible to the inside of this right-hand corner and you'll be in the perfect position to take the next turn.

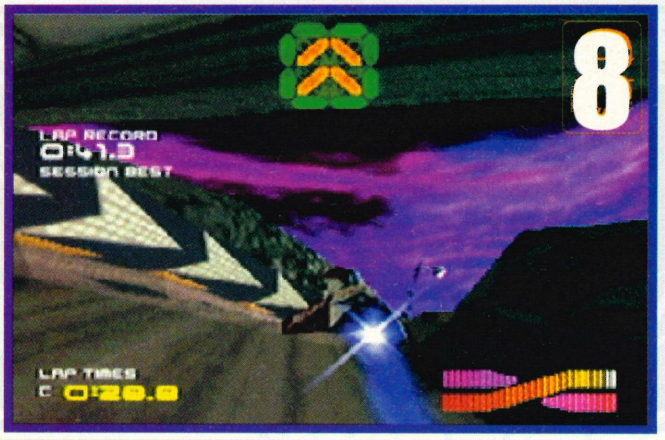


SOKANA

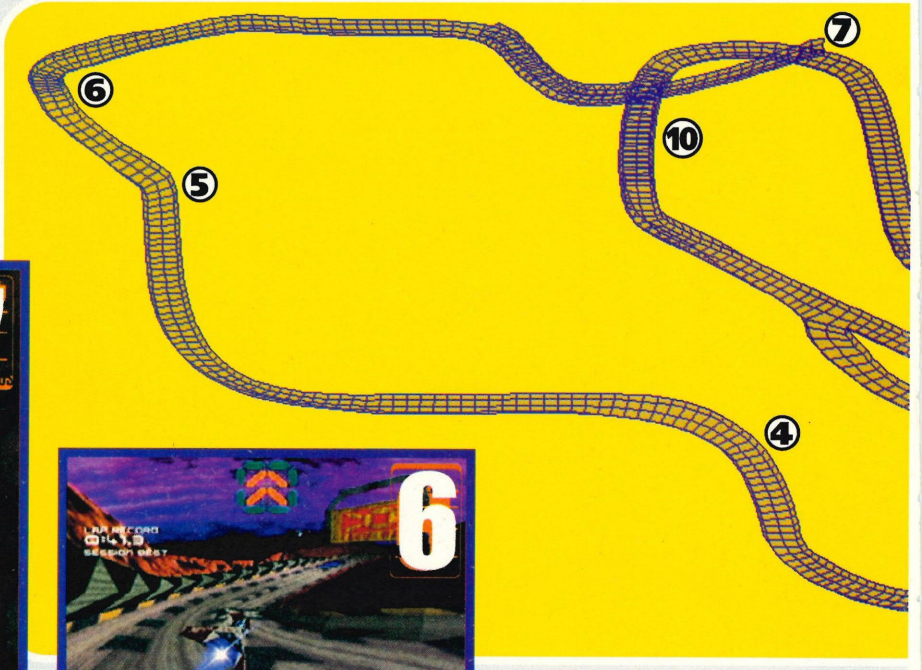
This track was built on the site of an active volcano in an attempt to boost viewing figures. It is extremely twisty and has many sharp turns which makes this a fantastic race to compete in. Accidents are rare and although a lava flow destroyed a few buildings last year, no spectators or racers have ever been killed on this circuit.



▲ Turn early in order to keep your speed up and avoid crashing into the wall. Use the air brakes here to raise the side of your craft and make turning the corner a little easier.



▲ At the top of the hill after the jump is a really tough right hand bend. Keep to the inside land and angle the nose of your craft down to grip the surface better.





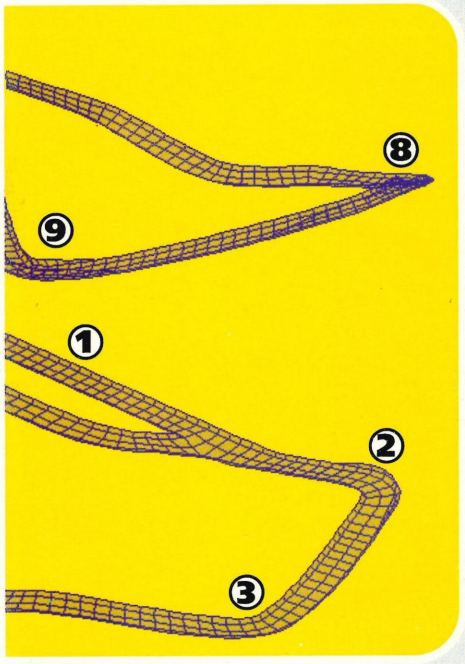


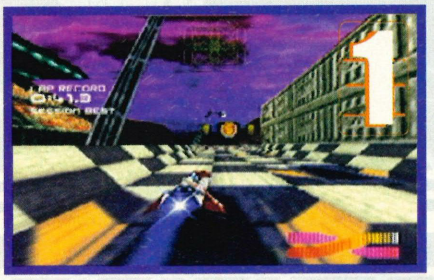






▲ The final bend is a long easy left hand corner. Keep close to the left-hand side of the track and allow your craft to drift around the corner, this will make sure your speed remains constant.





▲ The start is the most important part of the race. Watch the gauge and try for a turbo start.



▲ Keep to the inside of this bend and touch the air brakes to avoid crashing into the outside barrier.



Weapons

When you fly over the star-shaped symbols on the track, you will pick up a new weapon. Here are all the weapons that are available to you.

AUTOPILOT
This is not a weapon as such, but a special computer pilot that takes control of your craft for a short period of time. This pilot is an expert and will guide your craft around the toughest parts of the track without crashing or slowing down.

ELECTROBOLT
Listen carefully to hear this weapon lock on to the opponent's craft, then fire it quickly before they jet away from you. Once hit with this electrical surge the craft will lose speed and its shield energy will begin to drain away.

E-PAK
This energy pak will not harm any of your opponents, but will recharge a small amount of your shield energy. You will only normally collect these power-ups if you are running low on power, so use them quickly to avoid disaster.

MINES
These are highly explosive and are laid in a line behind your craft. They will detonate should any other ship come in contact with them, and can only be destroyed by using a Thunder Bomb.

MISSILE
Listen to hear this weapon lock on to an opponent's craft, then press the B button to launch the weapon into action. Unlike the Electrobolt, you are also able to fire these missiles at opponents behind you by pressing down on the control stick as you fire.

QUAKE DISRUPTER
This weapon is great for blasting multiple enemies, as a huge ripple is sent along the track throwing anyone on it high into the air. This causes massive damage to enemy craft and can sometimes knock them right off the track.

ROCKETS
This weapon fires three rockets along the track in a straight line, causing havoc to any ship in the firing line. When fired at close range these rockets can totally destroy a ship in one hit, so aim carefully.

SHIELD
This power-up equips your ship with a shield protecting you from any damage for a short period of time. While the shield is operational you are unable to fire any other weapons, but can still collect extra weapons for use when the shield is deactivated.

THUNDER BOMB
This huge bomb sends out a blast wave that inflicts damage on any craft in sight. This can destroy multiple targets if fired at the right time, and can also be used to destroy enemy mines on the track ahead of you.

TURBO BOOST
This item will give your craft a burst of high speed allowing you to tear past any opponents in front of you. Use this item on straight parts of the track to gain maximum effect from the extra speed.

Super Weapons

Each team has been allowed to produce a super weapon in this version of *Wipeout*. Here are the low downs on all the new weapons available.

FEISAR: MINIGUN



This multi-barrel cannon can totally destroy any craft caught in the crossfire, but once fired can't be stopped until the ammunition runs out. Use this weapon wisely and you can destroy several enemy craft in one short burst of fire.

AG SYSTEMS: SHIELD RAIDER



Wait for this weapon to lock on to the craft ahead, then fire it to totally drain your enemy's shield. This energy will then be transferred to your craft and the slightest of nudges will be enough to destroy the opponent's craft.

AURICOM: ENERGY SPHERE



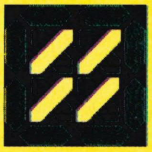
This weapon fires a sphere of energy in a straight line, damaging any craft that it contacts. It can be charged by holding the B button for a short time until the ball on the front begins to glow; this causes more damage to other ships.

QIREX: POWER SNARE



This fires from the front of the craft, creating a wall a little way up the track that damages any opponent attempting to fly through it. Because your ship has the same electromagnetic frequency as the snare you will be able to fly through the blockade unharmed.

PIRANHA: STEALTH



This is the ultimate weapon and is available only to the Piranha team. When activated this weapon renders you invincible to other craft's weapons, and enemies won't be able to lock on to your ship. You are also able to fly right through enemy craft without sustaining any damage, but it only lasts for a short time.

QORON IV

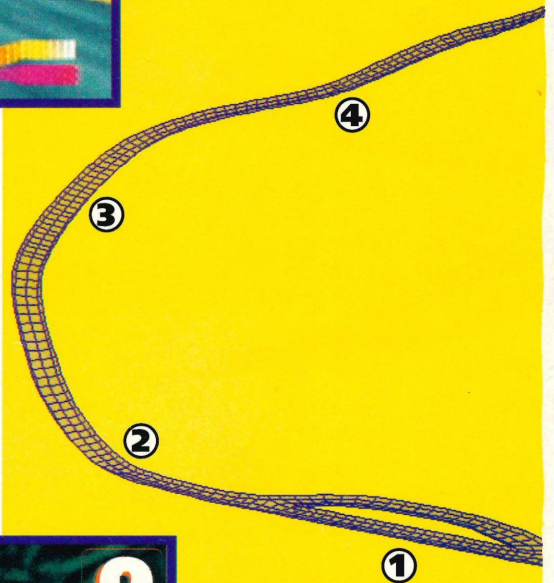
This is the only track built underwater, and is right next to the Qoron IV research facility. The track consists of many tight tunnels and because of the lack of sharp turns this has become and extremely fast circuit. No spectators are able to watch these races live, but the action never stops.



▲ This slow gentle right-hand bend leads into the tunnel. Keep to the right-hand side for a speed arrow.







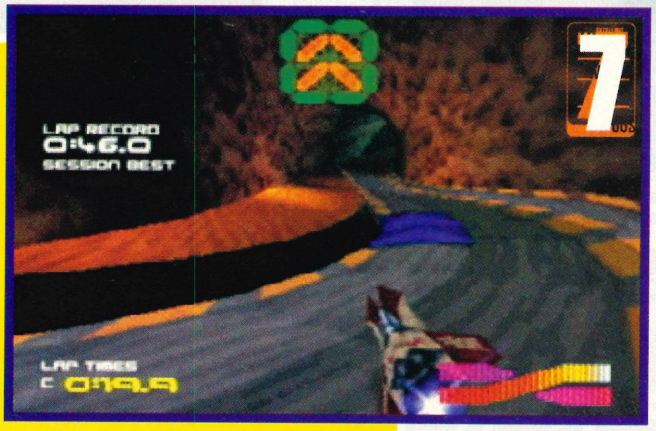




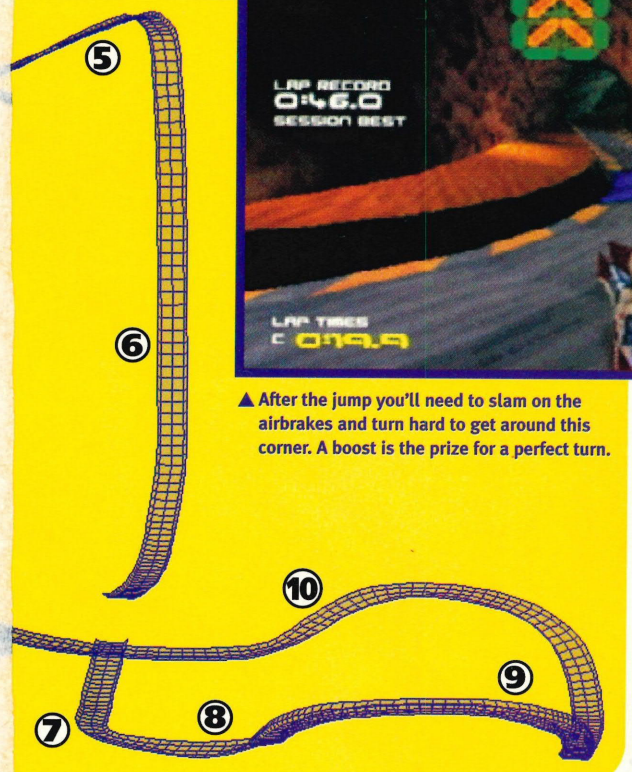
▲ The first few corners are really easy, try to keep your craft near the track and make sure you pass over all the speed arrows on the right.



▲ In the tunnel, angle the nose of your craft towards the track to gain more speed down the hill. Remember to change the angle of the nose to climb the hill on the far side at constant speed.



▲ After the jump you'll need to slam on the airbrakes and turn hard to get around this corner. A boost is the prize for a perfect turn.









◀ The final turn is a medium right-hander. Keep to the right for extra speed arrows.

Ships Ahoy

There are five different teams that compete in this antigravity racing league. Each craft has its own strengths and weaknesses, so here's a guide to help you to choose your ultimate racing machine.

AG SYSTEMS

Thrust:	7/10
Top Speed:	5/10
Turning Ability:	6/10
Shield Energy:	3/10
Aerodynamics:	6/10

FEISAR

Thrust:	6/10
Top Speed:	3/10
Turning Ability:	7/10
Shield Energy:	6/10
Aerodynamics:	7/10

AURICOM

Thrust:	5/10
Top Speed:	6/10
Turning Ability:	5/10
Shield Energy:	5/10
Aerodynamics:	5/10

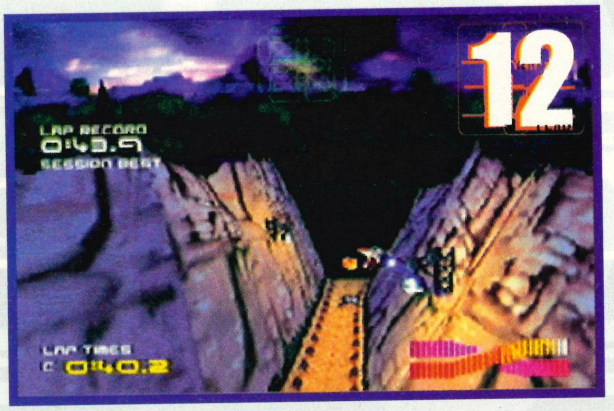
QIREX

Thrust:	4/10
Top Speed:	7/10
Turning Ability:	3/10
Shield Energy:	7/10
Aerodynamics:	5/10

PIRANHA

Thrust:	10/10
Top Speed:	10/10
Turning Ability:	10/10
Shield Energy:	10/10
Aerodynamics:	10/10





▲ This huge jump will cause major damage to your shields if you nosedive into the track. Aim for the centre of the track and pull up.

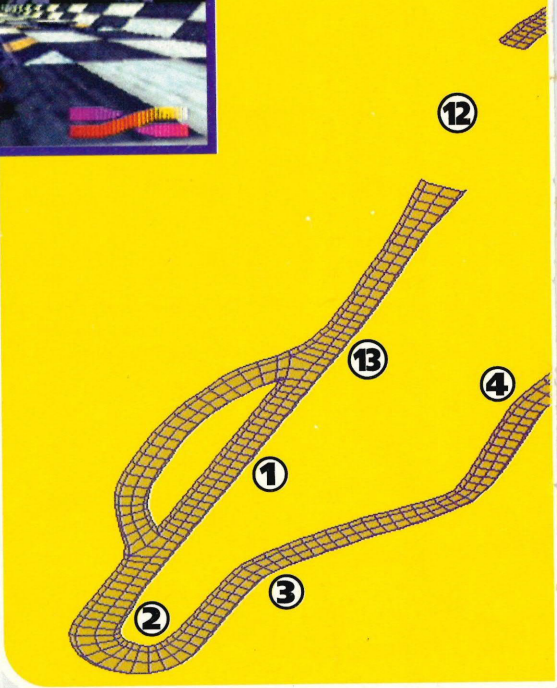
MACHAON II

Machaon II was built in South America after a fuel expert decided to design a new racetrack. This course is very fast and has loads of sharp corners to test the pilots to the max. The large jumps and twisting turns make this course one to test your flying skills beyond the call of duty.





▲ The first corner is extremely sharp and you'll need to use the air brakes to avoid flying off the track and into the wall on the right.





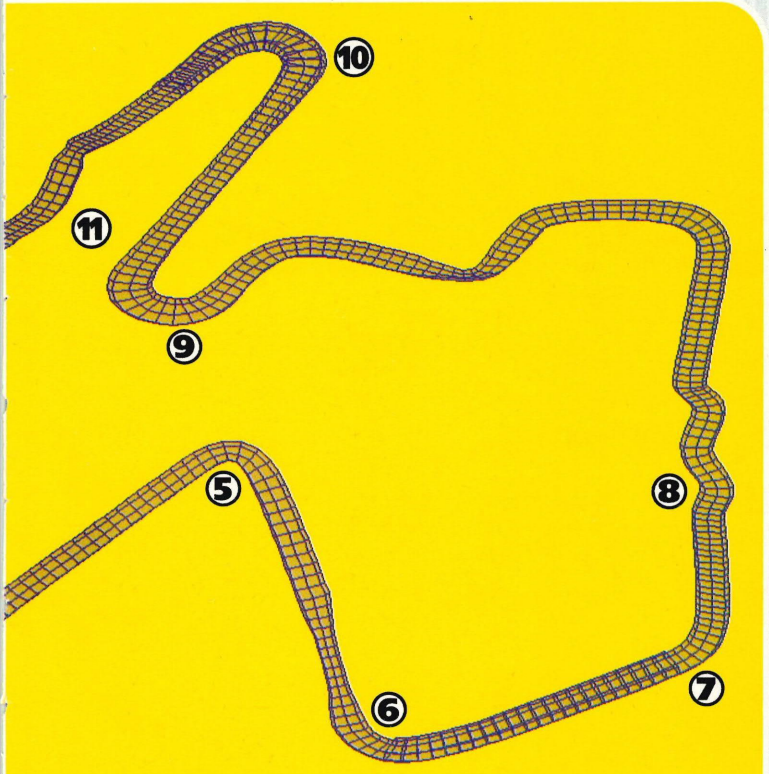


▲ The second corner is easy but you will need to keep your speed up to make it to the next checkpoint in time. Use the speed arrows to gain a little help.





▲ The second corner is easy but you will need to keep your speed up to make it to the next checkpoint in time. Use the speed arrows to gain a little help.













TERAFUMOS

Built on the Tera construction site, this is one of the newest courses in the F5000 racing league. It has plenty of tight corners to test your nerve and is raced at a speed second only to the Velocitar track. This race always draws a large crowd and is one of the most popular races of the season.



▲ This is the most difficult corner on the circuit to take at speed. Turn early and dab the airbrakes to get around this corner without crashing.





▶ This left hander is not too hard, but if you take the corner early you'll be in a perfect position.

Challenge Races

There are four types of challenge races, in which you can compete against 14 other craft in the search of medals.

RACE CHALLENGE

The challenge here is quite simple – get around the track and beat the other contenders any way you can. First past the post is the winner!

1st Gold Medal
2nd Silver Medal
3rd Bronze Medal

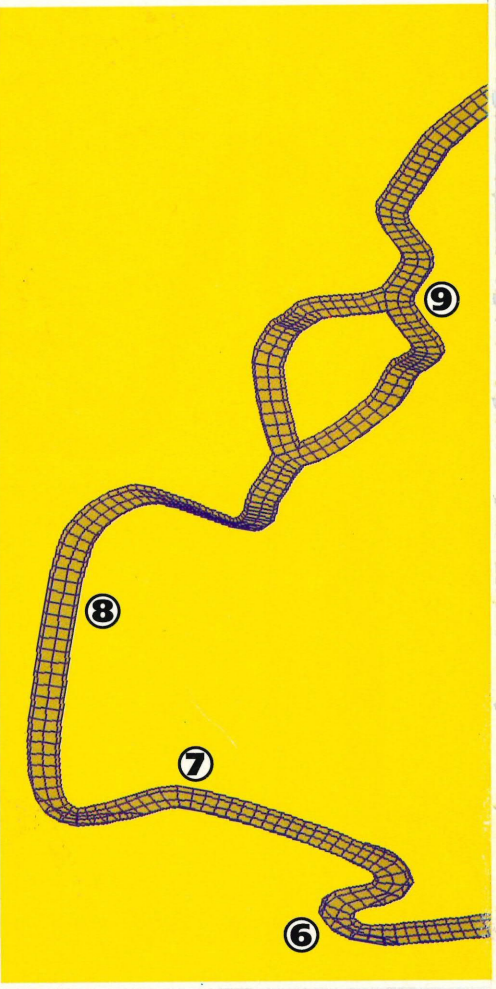
Race 1 – Klies Bridge
Race 2 – Pyroness
Race 3 – Qoron IV
Race 4 – Terafumos
Race 5 – Sokana
Race 6 – Machaon II

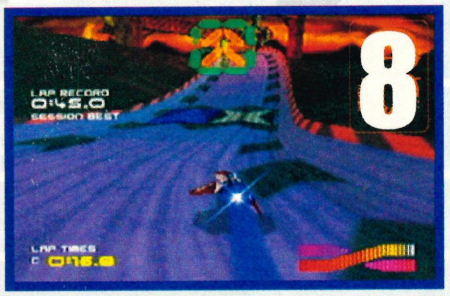




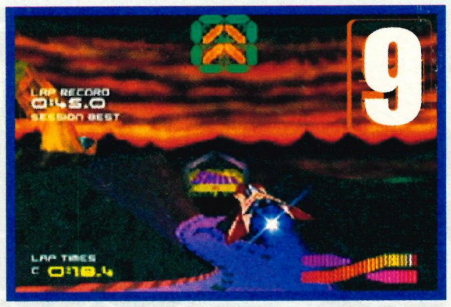
▲ As you fly over the jump angle your craft to land in the centre of the track, and you'll jump over this easy right-hand corner.







▲ Angle the nose of your craft up to climb this steep hill and try to avoid touching the walls. If you lose speed at this point the hill becomes more difficult.



▲ As your craft leaps over this jump try to land in the centre of the track. If you angle the nose of your craft up you won't bounce as much on landing.





Time Trial Challenge

Try to fly around the course as fast as possible to set a new lap record. You have only one lap to produce the highest speed, so only the most skilled of pilots will take the Gold medal.

RACE 1 – PYRONESS
Gold Medal – 33.5 seconds
Silver Medal – 35.5 seconds
Bronze Medal – 37.0 seconds

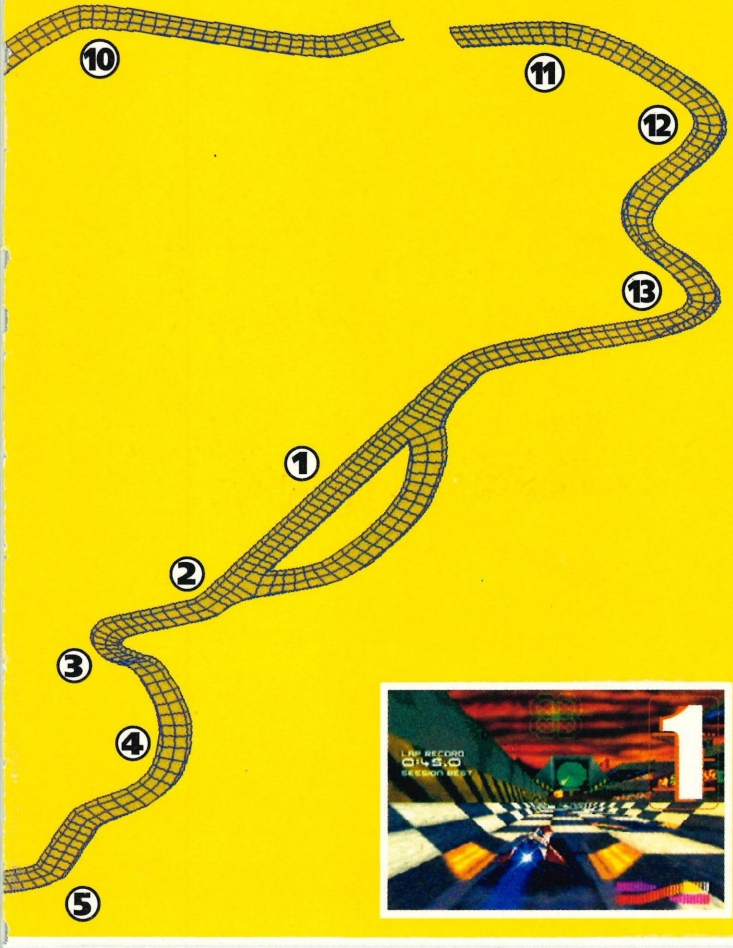
RACE 2 – TERAFLIMOS
Gold Medal – 43.5 seconds
Silver Medal – 45.5 seconds
Bronze Medal – 47.0 seconds

RACE 3 – SOKANA
Gold Medal – 37.5 seconds
Silver Medal – 40.0 seconds
Bronze Medal – 42.0 seconds

RACE 4 – MACHAON II
Gold Medal – 40.5 seconds
Silver Medal – 42.5 seconds
Bronze Medal – 44.0 seconds

RACE 5 – QORON IV
Gold Medal – 30.5 seconds
Silver Medal – 32.0 seconds
Bronze Medal – 33.0 seconds

RACE 6 – KLIES BRIDGE
Gold Medal – 20.5 seconds
Silver Medal – 22.0 seconds
Bronze Medal – 23.0 seconds









VELOCITAR

Weapon Challenge

Fly around the courses within the time limits and try to destroy as many of the opponents' craft as possible. If there are no other contenders on the track, there can only be one winner.

RACE 1 – MACHAON II
Gold Medal – Destroy 5 ships
Silver Medal – Destroy 3 ships
Bronze Medal – Destroy 1 ship

RACE 2 – QORON IV
Gold Medal – Destroy 7 ships
Silver Medal – Destroy 5 ships
Bronze Medal – Destroy 3 ships

RACE 3 – TERAFUMOS
Gold Medal – Destroy 5 ships
Silver Medal – Destroy 3 ships
Bronze Medal – Destroy 1 ship

RACE 4 KLIES BRIDGE
Gold Medal – Destroy 4 ships
Silver Medal – Destroy 2 ships
Bronze Medal – Destroy 1 ship

RACE 5 – SOKANA
Gold Medal – Destroy 4 ships
Silver Medal – Destroy 2 ships
Bronze Medal – Destroy 1 ship

RACE 6 – PYRONESS
Gold Medal – Destroy 4 ships
Silver Medal – Destroy 2 ships
Bronze Medal – Destroy 1 ship



Designers have been trying for a long time to place a track on the surface of the moon but have failed every time. The Velocitar track was built in the Lunar Simulation Environment near Texas and is available only to the best pilots in the world. Practice your racing skills and one day you may be able to compete against the best pilots on the fastest track.

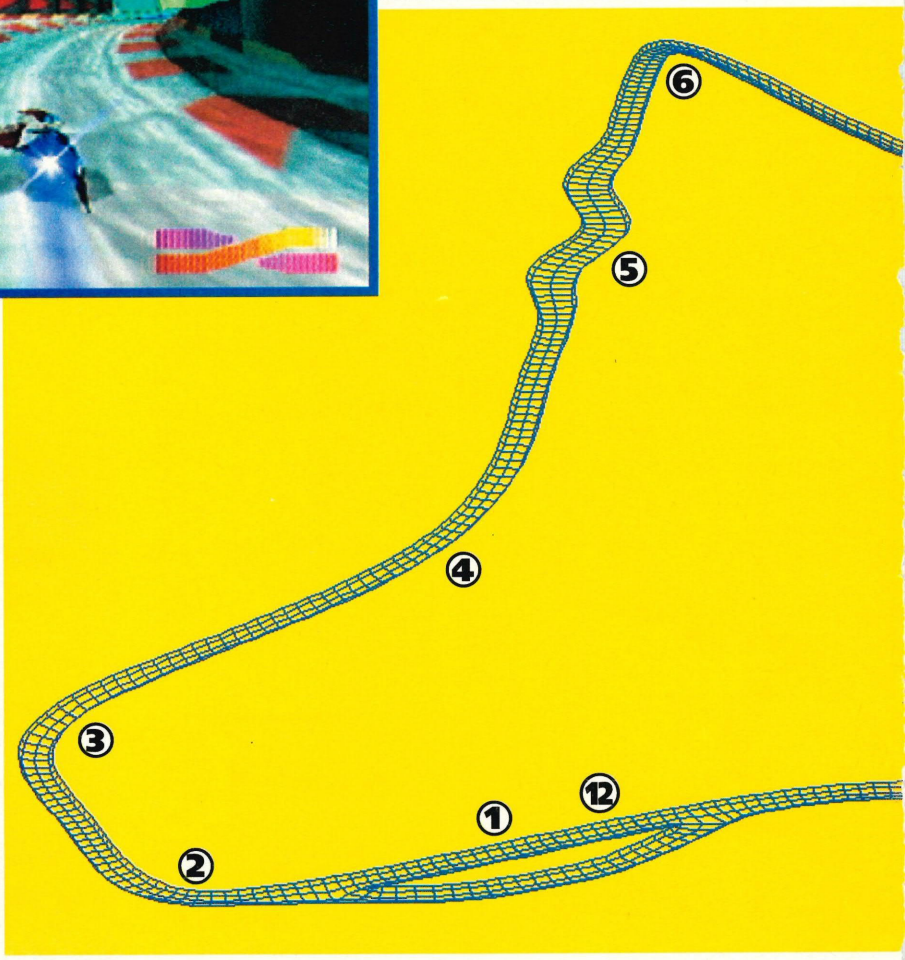






◀ The first few corners aren't hard and can be taken at top speed. Use the speed arrows.







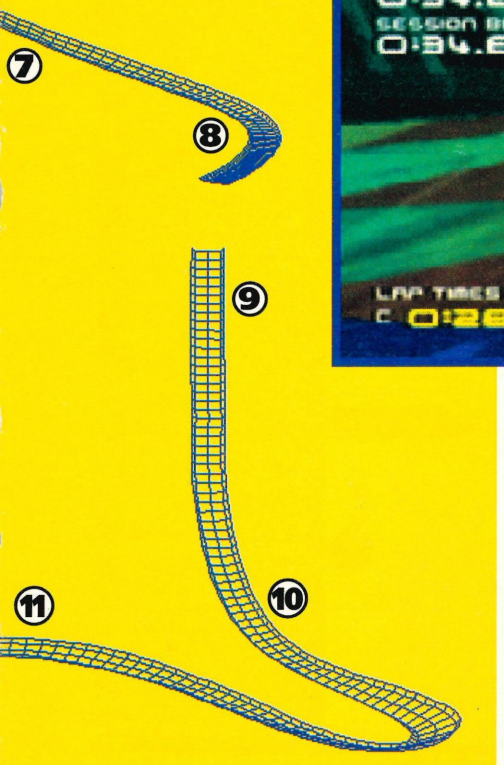
▲ At the top of this hill is a sharp right-hand bend. Turn early and angle the nose of your craft down to grip the track better a gain speed.













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RACE 1 – PYRONESS

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RACE 2 – SOKANA

Gold Medal – Finish 1st and destroy 5 ships
Silver Medal – Finish 2nd and destroy 3 ships
Bronze Medal – Finish 3rd and destroy 2 ships

RACE 3 – TERAFUMOS

Gold Medal – Finish 1st and destroy 8 ships
Silver Medal – Finish 2nd and destroy 5 ships
Bronze Medal – Finish 3rd and destroy 3 ships

RACE 4 – QORON IV

Gold Medal – Finish 1st and destroy 5 ships
Silver Medal – Finish 2nd and destroy 3 ships
Bronze Medal – Finish 3rd and destroy 2 ships

RACE 5 – MACHAON II

Gold Medal – Finish 1st and destroy 8 ships
Silver Medal – Finish 2nd and destroy 5 ships
Bronze Medal – Finish 3rd and destroy 3 ships

RACE 6 – KLIES BRIDGE

Gold Medal – Finish 1st and destroy 6 ships
Silver Medal – Finish 2nd and destroy 4 ships
Bronze Medal – Finish 3rd and destroy 2 ships



▲ If you can successfully make it around this speedy circuit without hitting the walls you'll be awarded with a perfect lap.

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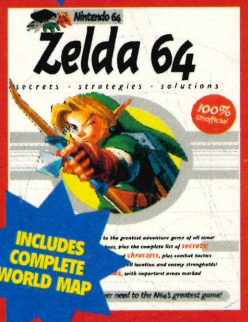
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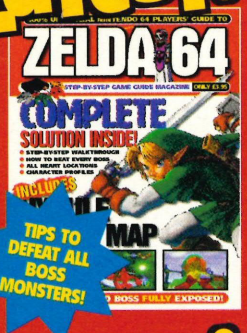
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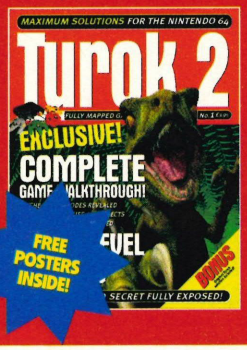


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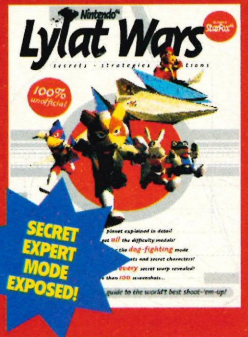
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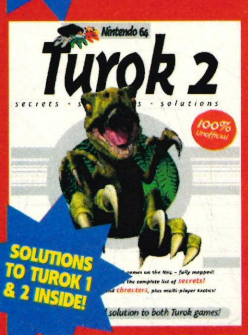
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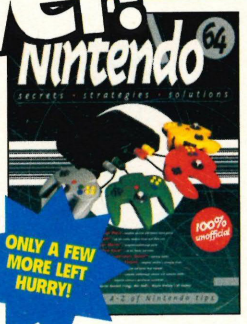
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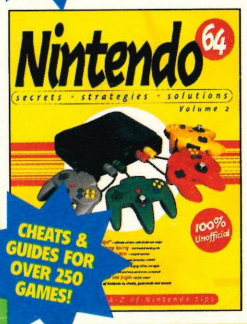


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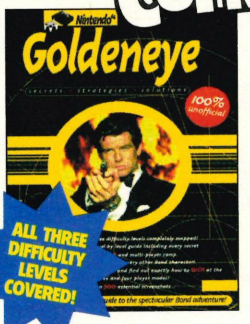
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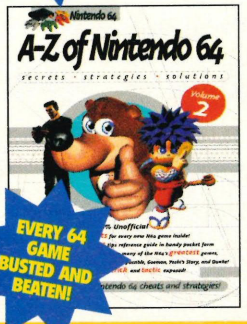


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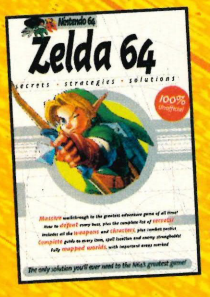

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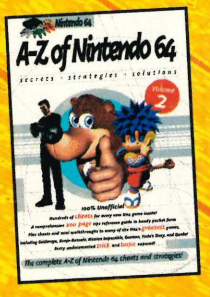

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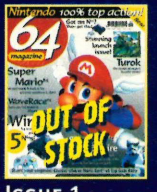
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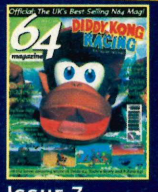
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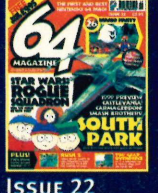

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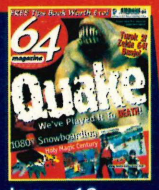
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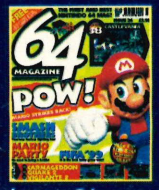
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64 nindex

64 MAGAZINE GAME CHARTS

RATED

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%
9=	FIFA '99	EA Sports	91%
12=	Turok 2	Acclaim	90%
12=	Let's Smash	Hudson Soft	90%
12=	F-Zero X	Nintendo	90%
12=	Bust-A-Move 3dx	Acclaim	90%
16	NFL Quarterback Club '99	Acclaim	89%
17=	WWF Warzone	Acclaim	88%
17=	NHL '99	EA	88%
19=	Smash Brothers	Nintendo	87%
19=	Lylat Wars	Nintendo	87%
19=	Puyo Puyo Sun 64	Compile	87%
19=	SCARS	Ubi Soft	87%
19=	Silicon Valley	Take 2	87%

HATED

Yuck! Avoid at all costs!

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

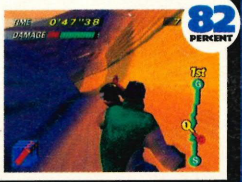
The Gold Medal Award only goes to those few games that you absolutely *must* own!

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.



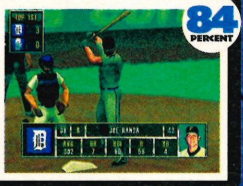
73 PERCENT

⊕ 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.



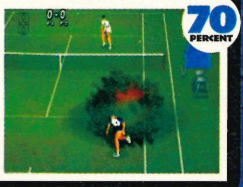
84 PERCENT

⊕ Fantastic graphics, smooth gameplay
⊖ Prone to crashing

ALL-STAR TENNIS

PUBLISHER: Ubi Soft PRICE: £44.99 REVIEWED: Issue 24 BL

An attempt to do a realistic (ish) tennis game, which isn't bad, but lacks the playability of *Let's Smash*. Also oddly short on actual stars!



70 PERCENT

⊕ Smooth movement
⊖ Physics of ball contact a bit iffy

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

NINDEX

AUGUSTA MASTERS '98

Publisher: T&E Soft | Price: Import | Reviewed: Issue 18 LC

Ghastly golf game that puts you right off trees, grass and healthy walks. Lousy controls, worse graphics, and the gameplay? Ptui!

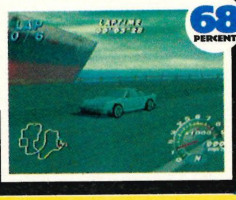


- ⊕ Not as bad as *St Andrews Golf*
- ⊖ Just about everything

AUTOMOBILI LAMBORGHINI

Publisher: THE Games | Price: £54.99 | Reviewed: Issue 8 RK

Arcade-style racer featuring real supercars which is some fun with four players but lacks speed and excitement otherwise.



- ⊕ Fast, four players
- ⊖ Drab, unrealistic handling

BANJO-KAZOOIE

Publisher: Nintendo | Price: £49.99 | Reviewed: Issue 16 AM

One of the very best games on the N64 – or anywhere – thanks to Rare's attention to detail. Fantastic platform action that you must own!



- ⊕ Pretty much everything
- ⊖ You need the sequel to see it all...

BIO FREAKS

Publisher: Midway | Price: £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...



- ⊕ Blood, severed limbs, 3-D combat
- ⊖ Slightly awkward

BLAST CORPS

Publisher: Nintendo | Price: £59.99 | Reviewed: Issue 3 AM

Unusual game that defies categorisation – it's a sort of racer-puzzle-adventure thing. Entertaining but not that long-lasting.



- ⊕ Massive destruction, lots of vehicles
- ⊖ Can get frustrating

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.



- ⊕ 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.



- ⊕ 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.



- ⊕ Variety of levels
- ⊖ Far too easy, some frustrating sections

BRAVE SPIRITS WRESTLING

Publisher: Hudson Soft | Price: Import | Reviewed: Issue 12 RK

Japanese wrestling game that pales in comparison to the likes of *WCW Vs NWO* and *WWF Warzone*. Not really worth getting.

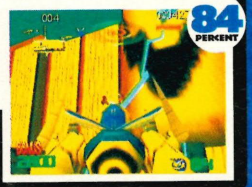


- ⊕ On-screen move help
- ⊖ Unknown Japanese wrestlers, unresponsive

BUCK BUMBLE

Publisher: Ubi Soft | Price: £49.99 | Reviewed: Issue 18 RK

Mission-based shooter with a cyborg bee as hero. Plenty to do and nice characters, but not as frantic as it could have been.



- ⊕ Lots of action, cool weapons
- ⊖ Horrible fogging

BUST-A-MOVE 2

Publisher: Acclaim | Price: £39.99 | Reviewed: Issue 15 RK

A simple action-cum-puzzle game that doesn't look like much but is so addictive you need methadone to get away from it!



- ⊕ Incredibly playable, lots of options
- ⊖ Brain-melting music

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.



- ⊕ Great fun, very playable
- ⊖ Just like *BAM 2*!

CASTLEVANIA

Publisher: Konami | Price: Import | Reviewed: Issue 24 AM

Spooky and enthralling vampire-hunting adventure with loads to do, let down slightly by some bland graphics and a horrible camera system.



- ⊕ Atmospheric, great music, challenging
- ⊖ Useless camera

CHAMELEON TWIST

Publisher: Ocean | Price: £54.99 | Reviewed: Issue 10 RK

A simple platformer, its only real innovation being the main character's use of his tongue in order to move himself around.

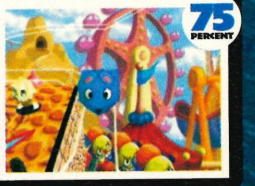


- ⊕ Inventive controls
- ⊖ Useless camera, too easy

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.



- ⊕ 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.



- ⊕ Wide range of hardware
- ⊖ Slow, dated visuals, awful music

CLAYFIGHTER 63 1/3

Publisher: Interplay | Price: £59.99 | Reviewed: Issue 8 AM

Absolutely the worst game on the N64! There isn't a single good thing about this game – if you see it, alert the authorities!



- ⊕ Nobody's making you buy it
- ⊖ Everything about it

CRUIS'N USA

Publisher: Nintendo | Price: £34.99 | Reviewed: Issue 10 RK

Pathetic driving game that's fun only for those with half their brain kept in a jar by the bed. Avoid at all costs. You've been warned.



- ⊕ Nothing
- ⊖ Crap graphics, crap sound, crap gameplay, etc etc

64 SCORE Platformers



HIT THE HEIGHTS

1	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 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!

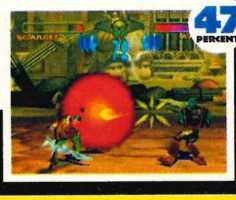


- ⊕ Four-player game
- ⊖ See *Cruis'n USA*

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.



- ⊕ 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.

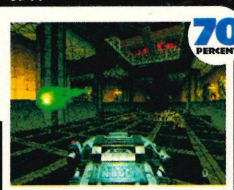


- ⊕ Great visuals, lots to do
- ⊖ Loses appeal when you've seen everything

DOOM 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 1 JM

Graphical update of the classic PC game with new N64-only levels. Now feels dated, but very good for no-nonsense killing action.



- ⊕ Grim atmosphere, classic gameplay
- ⊖ Very dark and hard to see

64 SCORE Shoot-'em-ups



HIT THE BULL

1	Goldeneye	95%
2	Star Wars: Rogue Squadron	92%
3	Turok 2	90%
4	Lylat Wars	87%
5	Forsaken	86%

LOAD OF BULL

Aero Fighters Assault	20%

DORAEMON

Publisher: Epoch Price: Import Reviewed: Issue 3 AM

Very simple *Mario* knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear.



- ⊕ 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.

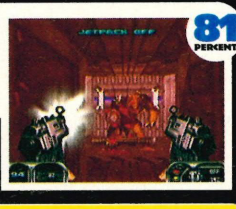


- ⊕ Hasn't killed anyone – yet
- ⊖ You might as well burn your money

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.



- ⊕ 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.

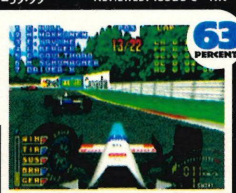


- ⊕ Fast, impressive visuals
- ⊖ Duff Battle mode, often uncontrollable

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.

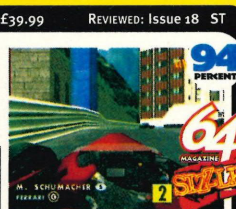


- ⊕ Speedy gameplay
- ⊖ Unrealistic, out of date

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.

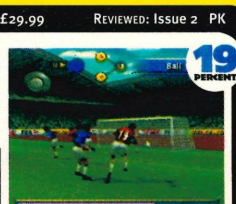


- ⊕ Looks gorgeous, real race events
- ⊖ Requires lots of practice

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*.



- ⊕ It's cheap
- ⊖ As is *ISS '98*, so get that instead

FIFA '99

Publisher: EA Sports Price: £39.99 Reviewed: Issue 24 TS

The fourth N64 incarnation of *FIFA* and the best of the series. Great football action, but not quite as good as Konami's *ISS '98*.



- ⊕ Smooth, fast, hi-res mode, commentary
- ⊖ Occasional slowdown

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.



- ⊕ 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.



- ⊕ 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.

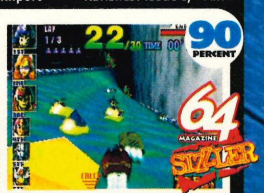


- ⊕ Enemy AI, looks great, loads of weapons
- ⊖ Some short levels

F-ZERO X

Publisher: Nintendo Price: Import Reviewed: Issue 17 AM

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator!



- ⊕ Speed, smoothness, control
- ⊖ Minimalist graphics

GASP!! FIGHTERS' NEXTREME

Publisher: Konami Price: £49.99 Reviewed: Issue 21 AM

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky.

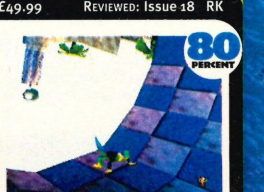


- ⊕ Build your own fighters
- ⊖ Poor combat, jerky, seen it all before

GEX: ENTER THE GECKO

Publisher: GT Interactive Price: £49.99 Reviewed: Issue 18 RK

Film-spoofing platformer starring a mouthy lizard. Amusing and well done, but not up to the standards of *Banjo-Kazooie*.



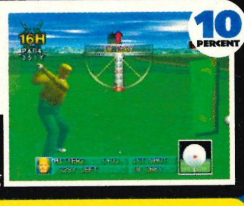
- ⊕ Wisecracks, varied and immersive levels,
- ⊖ Dated feel, dodgy camera

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.



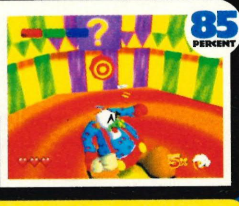
10 PERCENT

- ⊕ 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

GOEMON 2

Publisher: Konami | Price: Import | Reviewed: Issue 24 RK

Enjoyable pseudo 3-D platformer in the tradition of the SNES Goemon games. Probably worth waiting for an English version, though.



80 PERCENT

- ⊕ Varied, two-player action, lots to explore
- ⊖ Japanese text

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.



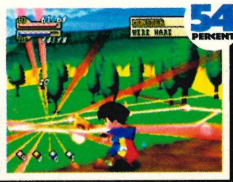
30 PERCENT

- ⊕ 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.



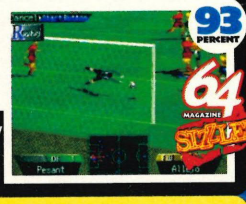
83 PERCENT

- ⊕ 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

64 MAGAZINE SILVER

- ⊕ 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

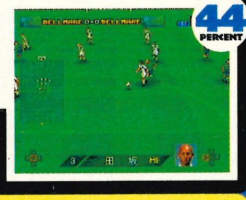
64

- ⊕ 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.



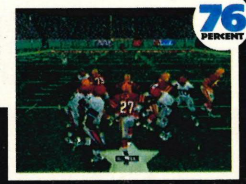
30 PERCENT

- ⊕ 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

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.



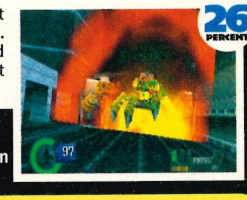
70 PERCENT

- ⊕ 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 PERCENT

64 GOLD MEDAL AWARD

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

64 MAGAZINE SILVER

- ⊕ 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

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

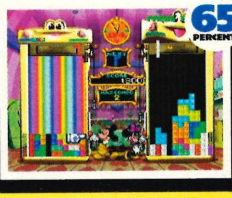
- ⊕ Fast, interactive scenery
- ⊖ Jerky animation, gets repetitive

NINDEX

MAGICAL TETRIS CHALLENGE

Publisher: Capcom Price: Import Reviewed: Issue 24 RK

Capcom's first N64 game, and they choose... *Tetris*? It's been dressed up and given gimmicky new features, but it's still just *Tetris*!



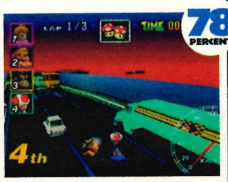
65 PERCENT

- ⊕ It's *Tetris*!
- ⊖ It's *Tetris*, some new options spoil gameplay

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

MARIO PARTY

Publisher: Nintendo Price: Import Reviewed: Issue 24 AM

A video board game with dozens of little mini games for up to four players. Most of them are fun, but it's really for younger players.



80 PERCENT

- ⊕ Plenty of variety, colourful
- ⊖ Can get repetitive

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.



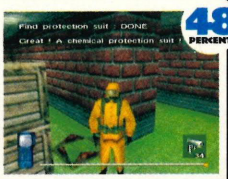
82 PERCENT

- ⊕ Lots of variety, humour
- ⊖ Nothing really visually amazing

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.



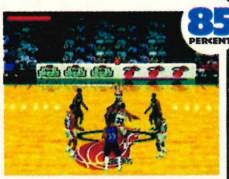
65 PERCENT

- ⊕ 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.



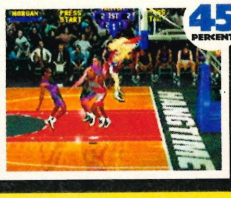
85 PERCENT

- ⊕ 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.



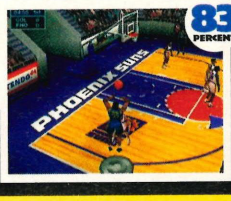
45 PERCENT

- ⊕ 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*.



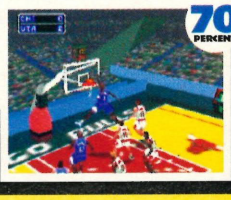
75 PERCENT

- ⊕ 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.



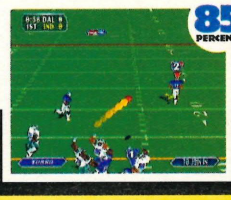
70 PERCENT

- ⊕ 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.



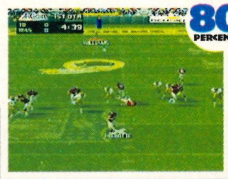
85 PERCENT

- ⊕ Fast, fun and full of comedy violence
- ⊖ A bit simplistic

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.



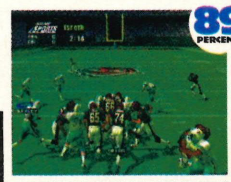
80 PERCENT

- ⊕ 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.



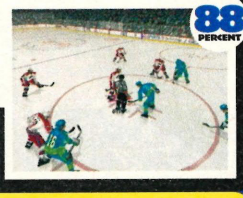
89 PERCENT

- ⊕ Looks great, plays well, official licence
- ⊖ It's American football

NINDEX

NHL '99

Publisher: EA Sports Price: £49.99 Reviewed: Issue 20 BL



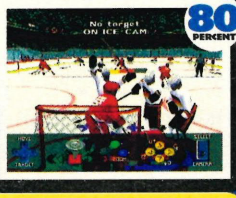
88 PERCENT

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.

- ⊕ Hi-res, camera options, smooth
- ⊖ Large borders

NHL BREAKAWAY '98

Publisher: Acclaim Price: £59.99 Reviewed: Issue 12 RK



80 PERCENT

Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay.

- ⊕ Good looking, player creation
- ⊖ Minority appeal

NIGHTMARE CREATURES

Publisher: Activision Price: Import Reviewed: Issue 24 RK



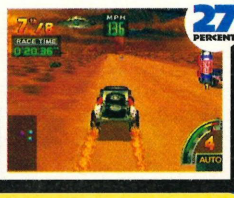
55 PERCENT

Turgid translation of a run-of-the-mill PlayStation game, involving ghastly goings-on in Victorian London. Get *Castlevania* instead.

- ⊕ Gore
- ⊖ Boring gameplay, duff controls

OFF-ROAD CHALLENGE

Publisher: Midway Price: Import Reviewed: Issue 17 AM



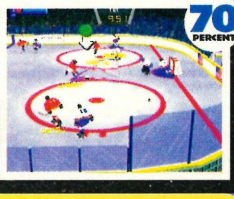
27 PERCENT

If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game.

- ⊕ Not the tiniest thing
- ⊖ Sucks like a White House intern

OLYMPIC HOCKEY '98

Publisher: Midway Price: Import Reviewed: Issue 12 RK



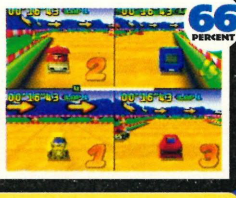
70 PERCENT

Yet another tepid reworking of the *Wayne Gretzky* engine, this time with an Olympic flavour. If you like ice hockey, get *NHL '99*.

- ⊕ Olympic teams
- ⊖ Fewer teams than *Gretzky '98*

PENNY RACERS

Publisher: THQ Price: £39.99 Reviewed: Issue 23 AB



66 PERCENT

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.

- ⊕ Track designer
- ⊖ Takes ages to build up cars, slow

PILOTWINGS 64

Publisher: Nintendo Price: £59.99 Reviewed: Issue 1 GN



76 PERCENT

Early N64 game where you fly various aircraft over well-detailed landscapes. Looks great, but it's all a bit slow and aimless.

- ⊕ Undeniably attractive, lots of missions
- ⊖ Unfocussed, a bit dull

POCKET MONSTERS STADIUM

Publisher: Nintendo Price: Import Reviewed: Issue 19 AM



46 PERCENT

Strange creatures battle each other in Nintendo's big Japanese hit – which is as dull as ditchwater if you're not a small child.

- ⊕ Cute, looks great
- ⊖ Very dull, needs Game Boy game

PUYO PUYO SUN 64

Publisher: Compile Price: Import Reviewed: Issue 8 AM



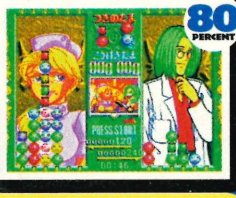
87 PERCENT

Simple but ultra-addictive puzzle game, best with two players but still great with one. May get a UK release as *Carbuncle's Avalanche*.

- ⊕ Infinitely playable, cute, Japanese madness
- ⊖ Audio drives you mad

PUZZLE DAMA

Publisher: Konami Price: Import Reviewed: Issue 16 RK



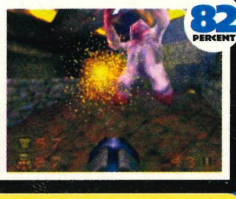
80 PERCENT

Similar idea to *Puyo Puyo*, though relying more on chance and therefore not as addictive. Most fun as a two-player game.

- ⊕ Simple to grasp, amusing sub-games
- ⊖ Random elements

QUAKE

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13 ST



82 PERCENT

Decent fist of a PC conversion, keeping all the original's labyrinths and gore, but falling down on the weak two-player game.

- ⊕ Fast action, spooky atmosphere
- ⊖ No advances over PC

QUEST 64

Publisher: THQ Price: Import Reviewed: Issue 16 AM



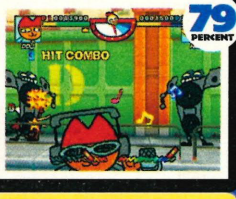
56 PERCENT

Should have been a great RPG, but ended up so simplistic and challenge-free that it is actually rather a bore to play.

- ⊕ Expansive landscapes
- ⊖ No puzzles, tedious combat

RAKUGA KIDS

Publisher: Konami Price: £39.99 Reviewed: Issue 21 AM



79 PERCENT

Very strange but playable beat-'em-up, aimed squarely at younger players. Graffiti creations come to life and start fighting. Strange.

- ⊕ Fast and colourful, funny to watch
- ⊖ No skill needed

RAMPAGE WORLD TOUR

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 13 RK



50 PERCENT

Arcade conversion where giant monsters trash buildings and eat people. Sounds fun, but is repetitive and mind-numbing.

- ⊕ Lots of levels
- ⊖ Infinite continues sap replay value

ROBOTRON 64

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 17 RK



79 PERCENT

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.

- ⊕ Non-stop action
- ⊖ Looks crude, easier than original *Robotron*

RUSH 2: EXTREME RACING USA

Publisher: Midway Price: Import Reviewed: Issue 22 RK



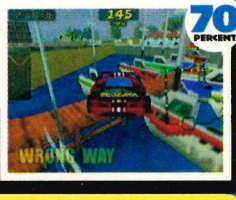
80 PERCENT

Sequel to *San Francisco Rush* with better car handling and more tracks, but less of the mad stuntwork and exploration.

- ⊕ Better controls, more varied tracks
- ⊖ Some bland courses

SAN FRANCISCO RUSH

Publisher: GT Interactive Price: £59.99 Reviewed: Issue 9 RK



70 PERCENT

Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover.

- ⊕ Freedom of movement
- ⊖ Skanky control method, looks clunky

SCARS

Publisher: Ubi Soft Price: £44.99 Reviewed: Issue 21 RK



87 PERCENT

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

64 SCORE Sports



CUP WINNERS

1	ISS '98	95%
2	ISS 64	93%
3	FIFA '99	91%
4	Let's Smash	90%
5	NFL Quarterback Club '99	89%

GOING HOME IN AN AMBULANCE

St Andrews Golf 10%

NINDEX

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

SMASH BROTHERS

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 24 RK



Thoroughly mad four-player fighting game, where popular Nintendo characters lamp each other. Great fun, especially for Yoshi-haters!

- ⊕ Easy to pick up, loads of moves, four-player
- ⊖ A bit on the simple side

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	Smash Brothers	87%
2=	WWF Warzone	86%
2=	Mortal Kombat 4	86%
4	WCW Vs NWO Revenge	85%
5	WCW Vs NWO World Tour	83%

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

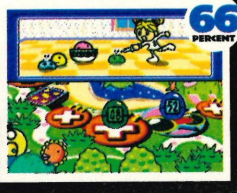


Rather poor anime robot beat-'em-up that can be beaten by hitting one button repeatedly. A skill-free zone – avoid it!

- ⊕ A few nice effects
- ⊖ No skill needed, looks unfinished

TAMAGOTCHI WORLD

PUBLISHER: Bandai PRICE: Import REVIEWED: Issue 11 AM

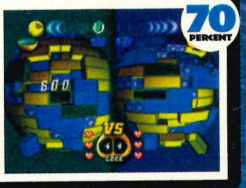


Tamagotchis were yesterday's fad, so a computerised board game based on them probably won't grab you. Moderate fun for a while.

- ⊕ As cute as regular Tamagotchis
- ⊖ Jap text, few sub-games

TETRISPHERE

PUBLISHER: Nintendo PRICE: £39.99 REVIEWED: Issue 10 LC

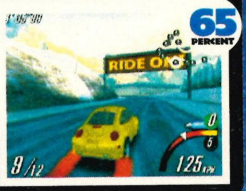


Technically interesting attempt to update the classic *Tetris*, but maybe a bit too clever for its own good and hard to get into.

- ⊕ 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

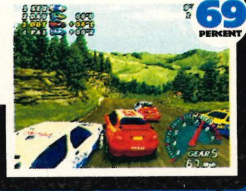


A *1080°* beater that isn't. *Twisted Edge* has good visuals, but in terms of control and 'feel' lags way behind Nintendo's game.

- ⊕ 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*.

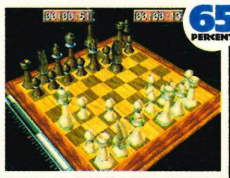
- ⊕ Lots of cars and courses
- ⊖ Poor controls, lots of slowdown

NINDEX

VIRTUAL CHESS

PUBLISHER: Titus PRICE: £49.99 REVIEWED: Issue 19 RK

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.

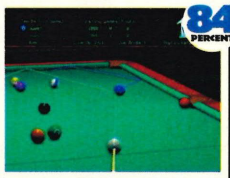


- ⊕ Plays at a high level
- ⊖ Animated scenes get annoying

VIRTUAL POOL 64

PUBLISHER: Interplay PRICE: £39.99 REVIEWED: Issue 24 BL

Fine simulation of the noble pub sport, with every possible variation on the game you could ask for. All that's missing is the pint!

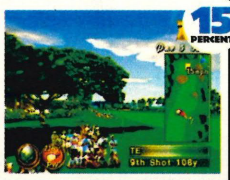


- ⊕ Accurate simulation, loads of options
- ⊖ Dodgy backgrounds

WAIALAE COUNTRY CLUB

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 18 ST

Revolting golf game based far too closely on *Augusta Masters*, which was also as welcome as a sloppy floater. Absolute garbage.



- ⊕ Games can't get that much worse
- ⊖ Where should we start?

WAR GODS

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 6 AM

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay.

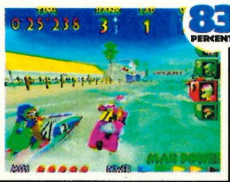


- ⊕ A few amusing fatalities
- ⊖ Pathetic combat, stupid fighters

WAVE RACE 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1 SW

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion.

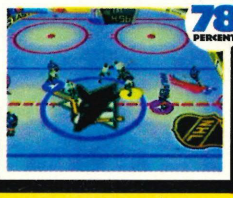


- ⊕ Realistic water action, great control
- ⊖ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5 DB

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*.

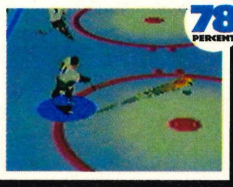


- ⊕ Very fast, easy to get into
- ⊖ It's ice hockey, dated

WAYNE GRETZKY'S 3-D HOCKEY '98

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 10 RK

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game.

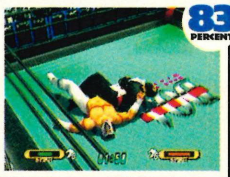


- ⊕ See first *Gretzky* game
- ⊖ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

PUBLISHER: THQ PRICE: £54.99 REVIEWED: Issue 9 RK

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people.

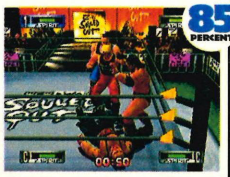


- ⊕ Good multiplayer game
- ⊖ Slightly clumsy, not as good as *WWF Warzone*

WCW VS NWO REVENGE

PUBLISHER: THQ PRICE: £49.99 REVIEWED: Issue 20 BL

Updated wrestling game that plays slightly better than *WWF Warzone*, but doesn't look as polished with slightly blocky wrestlers.

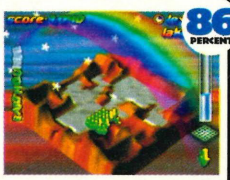


- ⊕ Real wrestlers, lots of moves, weapons
- ⊖ Bad music

WETRIX

PUBLISHER: Ocean PRICE: £39.99 REVIEWED: Issue 16 RK

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams.



- ⊕ Keeps bringing you back, cool idea
- ⊖ Weak two-player game

WHEEL OF FORTUNE

PUBLISHER: Gametek PRICE: Import REVIEWED: Issue 10 RK

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks."



- ⊕ Spin the wheel and the Rumble Pak rattles! Ooh!
- ⊖ American questions

WIPEOUT 64

Publisher: Midway Price: £49.99 Reviewed: Issue 21 RK

Fast-paced PlayStation conversion which works well as a one- or two-player game, but struggles after that. Still worth considering.

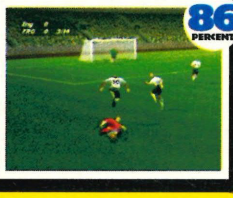


- ⊕ Great music, superb controls
- ⊖ Pop-up, few tracks

WORLD CUP '98

PUBLISHER: EA Sports PRICE: £54.99 REVIEWED: Issue 14 RK

EA finally got it right, but then this was their third attempt. Very good soccer game based around the now-historic 1998 World Cup.

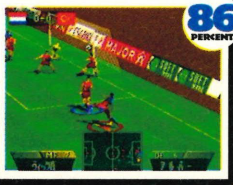


- ⊕ Official licence, sharp controls
- ⊖ We know the Frogs won

WORLD SOCCER 3

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 9 RB

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version!

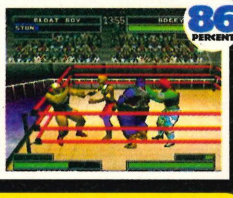


- ⊕ All the playability of the *ISS* games
- ⊖ Loads of Japanese text

WWF WARZONE

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 17 RK

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people.



- ⊕ The best wrestling game on the N64
- ⊖ It's wrestling...

XG2

PUBLISHER: Acclaim PRICE: £49.99 REVIEWED: Issue 20 RK

A very disappointing sequel to *Extreme G*, slowed down far too much and racing through murky, ill-defined backdrops.

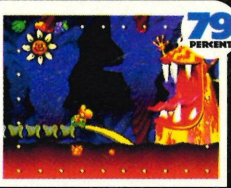


- ⊕ Improved deathmatch game
- ⊖ Poor controls, dark, jerky

YOSHI'S STORY

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 13 RK

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't.



- ⊕ Beautiful graphics, cute
- ⊖ Way too easy, sickly-sweet

64 SCORE Racing



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%

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Dead pool this issue: Death, for topping Stanley Kubrick before he could finish *Eyes Wide Shut*; people who think 100 + 52 = 164; PlayStation 2 bores.

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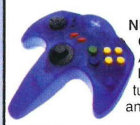
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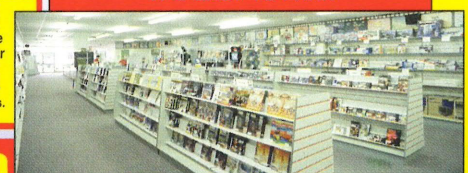
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