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PAGE 54

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Buck Bumble
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Doom 64
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F1 Pole Position
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FIFA 64, 98 & 99
Fighters Destiny
Flying Dragon
Forsaken
F-Zero X
Gex
Glover
Goldeneye
GT 64 Championship Edition
Hexen
International Superstar Soccer
ISS '98
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Mario Karts
Mario Party
Micro Machines 64
Milo's Astro Lanes
Mike Piazza's Strike Zone
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Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
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NBA Courtside
NFL Quarterback 98
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Penny Racers
Perfect Striker
Pilot Wings
Quake 64
Rampage Universal Tour
Rampage World Tour
Rogue Squadron: Star Wars
Rush 2
San Francisco Rush
SCARS
Shadows of the Empire
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Virtual Pool
V-Rally
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War Gods
Wave Race
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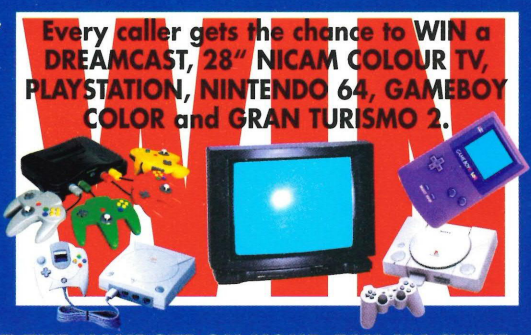
FAX CHEATS & TIPS

N64 & PSX FAX-BACK

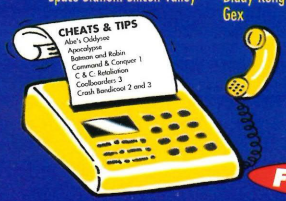
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COMPLETE N64 GUIDES & WALKTHROUGHS:
Banjoo Kazooie
Body Harvest
Buck Bumble
Castlevania
Gex
Glover
Goldeneye
Holy Magic Century
Star Fox/Lylat Wars
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Space Station: Silicon Valley
Super Mario
Turok 2
Zelda

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THE GAMES


Zelda 64


Turok 2


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ISS '98


1080º Snowboarding


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F-1 World Grand Prix

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Turn to page 90 to subscribe!



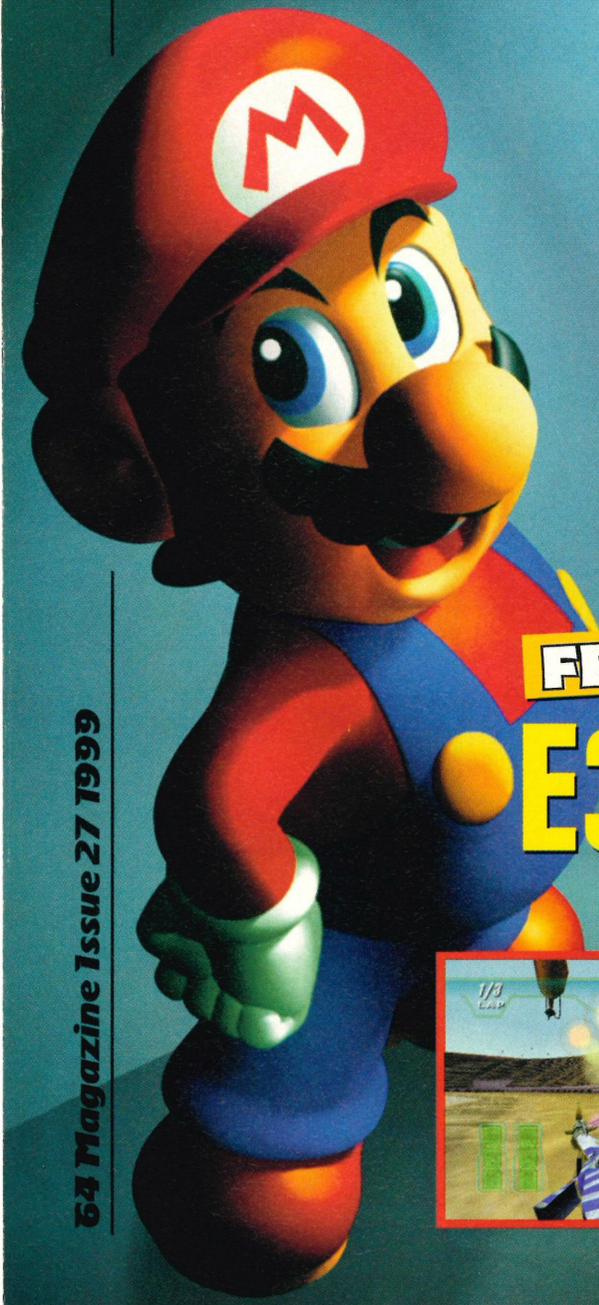
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64 COMPANION MAGAZINE



NEW SHOTS!

ELECTRONIC ENTERTAINMENT EXPO

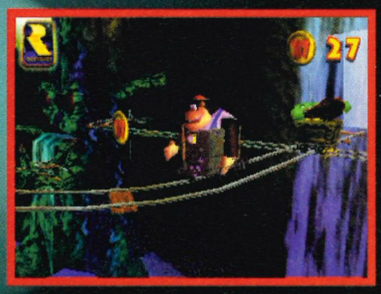


FEATURE

E3 Preview

The big Nintendo games for 1999 and 2000 – get your first look at them here!





FEATURE

Armorines

When monstrous alien bugs invade the Earth, there's only one team to call – and it ain't Ghostbusters!





ntents



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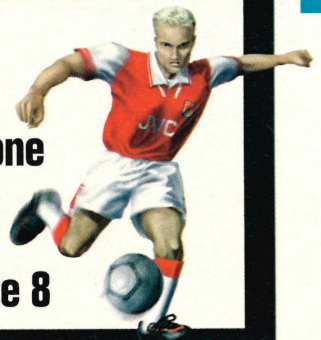
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the 64 showcase

news peripherals rumours • hot items of interest

EDITORIAL

By the time you read this, I will have returned from the E3 show in Los Angeles, the biggest videogame show in the world. Gee, it's a tough life being a games magazine editor. Japan in 1997, Atlanta last year, now LA... Wait a minute, Atlanta was horrible! Hey! *And* I have to fly back to England the day before the new *Star Wars* film opens! I've been stitched up!

Seriously, though, this year's E3 should be the most impressive ever, not least because a bunch of the N64 titles that were announced there last year (*Perfect Dark*, *Jet Force Gemini*, *Quake 2*) should actually be playable this time round. More to the point, they're nearing completion, and hopefully should be available within a few months of the show. Unlike the last E3, where a lot was promised and little materialised, this time we should actually get to see what everyone's been doing with their time.

This year, our deadlines tie in favourably with the show (unlike last year... yeesh, don't remind me) so next issue we'll be bringing you an absolutely *massive* report on every new N64 title at E3. But what will be the game of the show? *Perfect Dark*? *Donkey Kong 64*? *Command & Conquer 64*? *Pokemon Stadium*? (Uh, doubt it.) Or will it be one of the newly-announced Nintendo titles like *Riqa* or *Eternal Darkness*? Whatever it is, it's clear that a new wave of N64 games is on the way. And not before time – the threat of Dreamcast and PlayStation 2 is getting ever closer...

Andy McDermott, Editor

NAMCO IS GO!

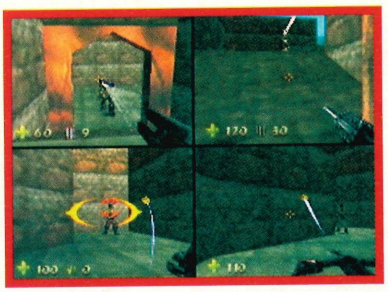


Ridge Racer is coming to N64 for 1999!

One thing the N64 isn't particularly short of is racing games, but one has just been announced that has got even hardcore racers excited. Namco's *Ridge Racer*, which some people consider to be one of the best racing games around, will now be coming out on the N64 later this year!

The game will get its first viewing at the E3 show (we'll be bringing you the full report next issue) and seems likely to be released by Nintendo. Not many details are available at the moment, but *Ridge Racer 64* (how *do* they think up these titles?) seems set to follow in the footsteps of the recent *Ridge Racer R4* on the PlayStation and offer a massive selection of cars and customisation options. If it's as playable as the PlayStation game, it could be a contender for the title of 'Best N64 racer'. We'll bring you our impressions next month!







LUST BOYS

Turok Bloodlust: kick some Bot!

The title of the game formerly known as *Turok Arena* has been announced; the next *Turok* game, due for release in time for Christmas, will now be called *Turok Bloodlust*.

Running on an updated version of the *Turok 2* engine, *Turok Bloodlust* is entirely based around the idea of deathmatches, with no one-player 'quest' game at all. Instead, it seems likely that there will be a one-player game where you fight against 'bots' – artificially intelligent enemies designed to act more like human players than the usual mindless cannon fodder – as found in the new *Quake III* for PC and Mac. The E3 show in Los Angeles should reveal all for next issue!



TRY B4 U BUY!



***WWF Warzone*: discounted.**

BLOCKBUSTER

Blockbuster Video is expanding its N64 game rental programme with a new 'try before you buy' initiative.

If you rent out an N64 game from Blockbuster that's part of the scheme, then should you choose to buy the game from them Blockbuster will refund the rental fee. According to them, this works out at about a 10% discount on the price of a game. Can't be bad – why not check it out?

HARD TIME

Die Hard explodes onto N64!

Yippee-ki-yay, melonfarmer! Fox Interactive is set to reveal an N64 game based on the block-rockingly successful *Die Hard* movies at the May E3 show.

The sharp-eyed among you might have noticed the game appearing in our Gamewatch section for the last couple of months, since we'd heard an almost-but-not-quite confirmed story that the game was on its way, but we decided to hold back on an announcement until we had full confirmation. Well, now we've got it, and can reveal that N64 *Die Hard* will not be based on the existing PlayStation *Die Hard Trilogy* – John McClane's N64 exploits will be a completely new experience!

From what we can gather, *Die Hard* will pit Bruce Willis' be-vested hero against the regular army of terrorists in a brand new storyline. Who the bad guys are and what they're after is a mystery that will hopefully be revealed at E3, but who cares what they want as long as McClane can riddle them with bullets and snap out his one-liners?

We'll have more on this exciting game next issue. Happy trails!



CLASS OF NUKEM HIGH

Andy McDermott 'Capitalist Pig': spends his time counting up all his money.



Roy Kimber 'Savage Grunt': leaps around doing odd dances and making 'whoop whoop' noises.



Ben Lawrence 'Custer': just can't resist those fringed buckskin jackets!



Nick Trent 'Evil Duke': constantly plotting his revenge. Not sure on whom, though!

This Month's Pig Cops: Stuart Taylor ('Marine') Nick Roberts ('Enforcer')

RADICAL DUDES

Goldeneye Guys Leave Rare

One possible reason for the long wait for *Perfect Dark* has emerged – some of the *Goldeneye* team, who were working on *Perfect Dark*, have left Rare to set up their own company.

Goldeneye's Steve Ellis and David Doak (yes, Dr Doak himself) have set up Free Radical Design, which has been signed by Eidos. The bad news is that they aren't going to be developing any N64 titles.



▲ Doak: gone.

If you're worried that this might affect *Perfect Dark*'s gameplay, don't – there's plenty more talent still at Rare, and don't forget that the company was voted Best Game Developer in our Reader Awards last issue. They're still on track to ace next year's awards too!

NEWS NUGGETS

FORCE IN A BOX – It looks likely that Nintendo of Europe will be following the example of its American counterpart and releasing an N64 packed with the forthcoming *Star Wars* game, *Episode 1 Racer*. The combined price of the game and machine will, rather cheekily, be £20 more than the current *Mario* and *Goldeneye* bundles, at £119.99...

DMA GOES NEXTGEN – After reporting last issue that DMA Design has abandoned development on *Wild Metal Country* for N64, it now looks as though the company is stopping all N64 development. Bad news? Not when you realise that they're already gearing up for the next Nintendo console...

LAST CHANCE – Nintendo Japan is currently insisting that it will be releasing the 64DD (remember that? It was meant to come out in 1997) this July, but only in Japan. The only named launch titles are Shigeru Miyamoto's *Mario Artist* series – whether these will prove a strong enough draw to persuade punters to shell out for new hardware remains to be seen...

EVIL EXPANDS!

Biggest ever Nintendo cart





***Resident Evil 2*: coming your way on the biggest cart ever!**



***Ogre Battle 3*: very nearly as huge.**

Capcom's *Resident Evil 2*, due out before the end of the year, looks set to stun people. Literally, if you hit them over the head with it. The game is going to come on a massive 512Mbit cartridge – that's 64 megabytes, or as much memory as a decent Mac or PC!

The monstrous cart will mostly be filled with the game's hi-res backgrounds and movie scenes (yes, you read that right, *movie scenes*). Comparing this with other N64 games, *Resident Evil 2* will be twice the size of *Zelda* or *Turok 2* (256Mbits each) and a hulking *eight times* the size of the first N64 game, *Super Mario 64*.

Resident Evil 2 isn't alone in bloating cartridges to the limit. *Ogre Battle 3*, a fantasy RPG/strategy game that will be released in the West by Nintendo, will appear on a 320Mbit cartridge. The question is, how much will they cost? Memory is expensive (bigger games tend to cost more, *Zelda* being an example) and Capcom will have to pay Nintendo more to make the games. Hopefully this won't be passed on to players.

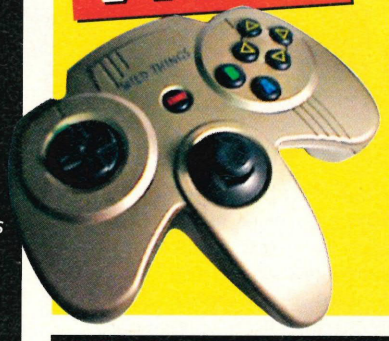
OLYMPIC GAMES



Saffire, developers of *Bio Freaks*, has announced what it hopes will turn into a big-name franchise – *The Young Olympians*. The third-person adventure features five young Greek demigods (Priscilla, Odysseus, Melanie, Damien and Lyssa) with supernatural powers, which they use to battle evil.

The Young Olympians will use the Expansion Pak, and have a two-player *Gauntlet*-style co-op mode. More on this game soon.

WIN!



IT'S NOT AN ILLUSION!

Ten Mirage Pads to be won!

Fancy a shiny new controller for free? Ten lucky winners will get just that, thanks to our pals at Wild Things, who have got three short of a baker's dozen of Mirage Pads to give away!

Winning is easier than a Sunday morning. Just answer the following question!

Where are you most likely to see a mirage?

A: The desert
B: Halfords

Send your answer on a postcard to *Mirage compo* at the usual address, to arrive before June 17.

ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 1 **ISSN: 1873-6508**

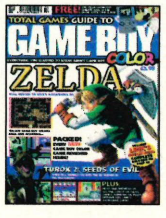
What's this DVD malarky all about, then? *DVD Review* tells you everything you need to know about the video format of the future, and reviews over 180 DVDs and six players! You know it's got to be good, since Andy and Roy chipped in with their words of wisdom, so if you want to get to grips with tomorrow's tech today, get *DVD Review* for just £2.95!



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, complete with a huge free tips book. Buy it now before it's gone forever!



64 SOLUTIONS

Issue 11 **ISSN: 1369-7064**

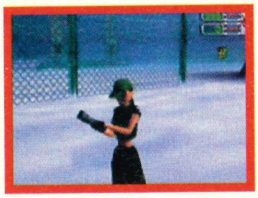
Absolutely packed with cheats, tips and guides, *64 Solutions* is the best-selling N64 tips magazine in Britain, if not the world! Issue 11 features in-depth guides to *Castlevania*, *Vigilante 8*, *Wipeout*, *Glover* and more, as well as a complete list of just about every cheat ever discovered for N64 games! You really can't afford to miss a single copy!



Late-breaking news on the world's biggest Nintendo show!



Eternal Darkness: scary.



Riqa: not Lara Croft.

Nintendo will use E3 to provide the world with first showings of several brand-new games, including *Resident Evil*-style game *Eternal Darkness*, and potential *Perfect Dark* rival *Riqa*. *Pokemon Stadium* will actually be the Japanese *Pocket Monsters Stadium 2*, with improved gameplay and more monsters. The full list of games on the Nintendo stand is to the right.

As well as almost-complete versions of *Rayman 2* and *Tonic Trouble*, Ubi Soft will be unveiling kayaking game *Wild Waters*, from developers Looking Glass.

Konami has surprised everyone by announcing that *Castlevania 2* will be on show at its stand, despite the first N64 *Castlevania* game only having been out for a few months. The other big Konami titles will be *ISS '99* and *Hybrid Heaven*, as well as the usual American sports titles.

EA Sports has got *FIFA 2000* (surprise!), *Madden 2000* and boxing title *Knockout Kings* ready to show, as well as, in their words, "Some surprises."

Kemco will be unveiling Snowblind's *Top Gear Hyperbike*.

Acclaim finally confirmed that the long-delayed *Acclaim Sports Soccer* (first seen in these pages as *Ultra Soccer* back in issue 5!) will be kicking off at E3. *Re-Volt* is also expected.

NINTENDO'S E3 LINEUP

GAME	DEVELOPER
Donkey Kong 64	(Nintendo/Rare)
Perfect Dark	(Rare)
Jet Force Gemini	(Rare)
F-1 World Grand Prix 2	(Video System)
Riqa	(Bits Studios)
Eternal Darkness	(Silicon Knights)
Pokemon Snap	(Nintendo)
Pokemon Stadium	(Nintendo)
Ridge Racer 64	(Namco)
Star Wars: Episode 1 Racer	(LucasArts)
Starcraft	(Mass Media)
Mario Golf	(Camelot)
New Tetris	(H2O)
Kobe Bryant 2	(Left Field)
Ken Griffey Jr's Slugfest	(Angel Studios)
Ogre Battle 3	(Quest)

GIZMOS & GADGETS

The word on N64 peripherals!

EXPANSION RAM PAK

JOYTECH • (01525) 852900 • £19.99

When the official 4Mb Expansion Pak finally arrived on the market, a lot of people were more than a little bit miffed, to put it mildly, at the rather hefty £30 price tag. Unfortunately, up till now we haven't had any choice in the matter as the official Pak has been the only game in town. Now though, everything's changed with the arrival of the first reliable third-party memory cartridge. The Joytech pack is a little bulkier than the official one because it contains twice the heat protection and has two neat little 'ears' for easy removal. We left our N64 running in the office for two days solid with this pack in it and it didn't crash once, which can't be bad.



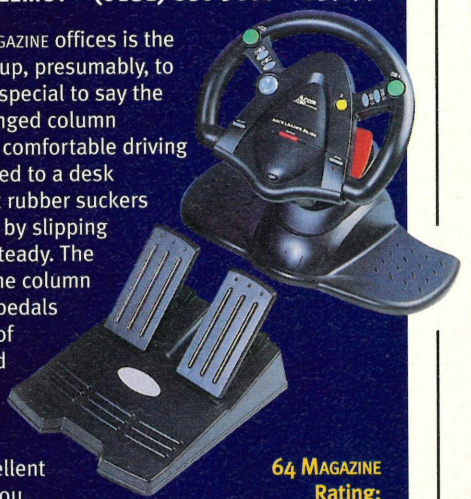
If you're looking to save a tenner and you're after hi-res on your N64, then try this one out!

64 MAGAZINE Rating:

RAGE 32/64 SHOCK 2 WHEEL

GUILLEMOT • (0181) 686 5600 • £39.99

The latest wheel to hit the 64 MAGAZINE offices is the Race 32/64 Shock 2 (the follow up, presumably, to the Race 32/64 Shock) and it's a bit special to say the least. With a large flat base and a hinged column allowing you to adjust it to the most comfortable driving position, this wheel can either be fixed to a desk (using what must be the two biggest rubber suckers ever manufactured) or used on a lap by slipping the base under your legs to hold it steady. The wheel has two F1-style paddles on the column and comes with two programmable pedals which can be assigned the function of any button on the N64 controller pad with less effort than it takes to select a channel on your cable remote. At the remarkable price of just under 40 quid this wheel is excellent value for money, particularly when you consider that it's compatible with not just the N64 but also the PlayStation too.



64 MAGAZINE Rating:

Zelda says: **Throw out Mario!**
Click **Sell Now** on **www.qxl.com**
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Gamewatch

With E3 just around the corner and a flurry of new releases announced, the future is looking a lot brighter for the N64. This list shows all the N64 games that we know about, along with their expected release dates (where known). Expect the list to get even longer next month!

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, to end those 'when-can-I-get-that-oh-probably-never' blues!

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

In association with Department 1

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

Department 1 0171 916 8440

MAY

A Bug's Life	US	May
Castlevania 64	UK	May
Duke Nukem: Zero Hour	UK	May
Gauntlet Legends	US	May 25
Goemon's Great Adventure	UK	May 28
Ken Griffey Jr Slugfest	US	May 10
Shadowgate 64	UK	May
Snowboard Kids 2	UK	May
Superman	US	May 25

JUNE

Airboardin' USA	US	Jun
Assault	UK	Jun
Charlie Blast's Challenge	UK	Jun
Command And Conquer 64	US	Jun 28
Earthworm Jim 3D	US	Jun
F-1 World Grand Prix 2	UK	Jun 04
Harrier 2001	US	Jun
Hybrid Heaven	UK	Jun
Hybrid Heaven	US	Jun 20
Lode Runner	UK	Jun 30
Looney Tunes: Space Race	US	Jun 20
Michael Owen's Soccer	UK	Jun
Pokemon Snap	US	Jun
Quake 2	US	Jun 02
Rat Attack	US	Jun 20
Superman	UK	Jun
Tonic Trouble	US	Jun 20
World Driver Championship	US	Jun

JULY ONWARDS

4x4 Mud Monsters	US	Jul
Army Men: Sarge's Heroes	US	Nov
Battletanx 2	US	Dec
Caesar's Palace	US	Aug 02
Command And Conquer 64	UK	Aug
Daikatana	UK	Nov
DethKarz	UK	Oct
DethKarz	US	Oct
Donkey Kong 64	UK	Dec
Gauntlet Legends	US	Sep 22
Jet Force Gemini	UK	Jul
Lego Racers	UK	Jul
Lego Racers	US	Jul
Mario Artist series (64DD)	Jap	Jul
Mario Golf	UK	Oct
New Tetris	UK	Jul
Ogre Battle 3	UK	Sep
Perfect Dark	UK	Sep
Rainbow Six	US	Nov
Resident Evil 2	US	Dec
Re-Volt	UK	Aug
Revolver	UK	Nov
Roadsters	UK	Sep
Shadowgate Rising	UK	Nov
Shadowman	UK	Sep
Shadowman	US	Aug 20
Star Wars Racer	UK	Jul 02
Top Gear Hyperbike	UK	Nov
Top Gear Rally 2	UK	Oct
Vigilante 8: Second Offense	US	Sep
WWF Attitude	US	Jul 06

2000

Eternal Darkness	US	2000
Hydro Thunder	US	2000
Riqa	US	2000
Turok 3: Oblivion	US	2000

DATE TO BE CONFIRMED

3Sixty	US	TBC
40 Winks	UK	TBC
Airport Inc	UK	TBC
Alien Saga	US	TBC
Animaniacs Ten Pin Alley	US	TBC
Asteroids	UK	TBC
Banjo-Tooie	UK	TBC
Battlezone	US	TBC
Blues Brothers 2000	UK	TBC
Daikatana	US	TBC
Derby Stallion 64	Jap	TBC
Die Hard	US	TBC
Dragon Sword	UK	TBC
Duck Dodgers	US	TBC
Earthworm Jim 3D	UK	TBC
Extreme Sports 64	UK	TBC
FIA Formula 1	UK	TBC
FIFA 2000	US	TBC
Fire Emblem 64	Jap	TBC
F-Zero Xpansion (64DD)	Jap	TBC
Gex 3: Deep Cover Gekko	US	TBC
Ghouls & Ghosts	Jap	TBC
Harvest Moon	UK	TBC
Hercules	US	TBC
Jeff Gordon XS Racing	US	TBC
Jest	UK	TBC
Jungle Emperor Leo	Jap	TBC
Knockout Kings	US	TBC
Looney Tunes: Space Race	UK	TBC
Madden 2000	US	TBC
Magic Flute	Jap	TBC
Metal Gear Solid	Jap	TBC
Mini Racers	UK	TBC
Mortal Kombat: Special Forces	US	TBC
Mother 3	Jap	TBC
Neon Genesis Evangelion	Jap	TBC
New Tetris	US	TBC
NFL Blitz 2000	US	TBC
Nuclear Strike	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
Rev Limit	UK	TBC
Ridge Racer 64	US	TBC
Road Rash 64	UK	TBC
Rollerball	US	TBC
Ronaldo Soccer	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	US	TBC
Star Wars: The Phantom Menace	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
Top Gun	US	TBC
Turok Bloodlust	US	TBC
Twelve Tales: Conker 64	UK	TBC
Ura-Zelda (64DD)	Jap	TBC
Velocity	US	TBC
War: Final Assault	US	TBC
Wetrix 2	UK	TBC
Wild Waters	UK	TBC
Win Back	UK	TBC
Winback	Jap	TBC
Worms Armageddon	US	TBC
WWF 2000	US	TBC
Xena: Warrior Princess	US	TBC
The Young Olympians	US	TBC



Twelve Tales: Conker 64

64 MAGAZINE CHARTS

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Chart Comment

Apart from the arrival of *Beetle Adventure Racing* in the top three, one of the very few new games released on the N64 recently, the big news this month is – as we predicted last time – the resurgence of the old titles that have been re-released on the new Players' Choice label. The five titles (*Mario Kart*, *F-1 World Grand Prix*, *Snowboard Kids*, *Wave Race* and *Lylat Wars*) aren't dominating the charts, though – maybe Nintendo should consider that against the PlayStation's Platinum range, £29.99 still looks a bit steep. Apart from this, the chart isn't really boiling over with excitement – *FIFA* and *Rogue Squadron* still hold onto the top slots for another month.

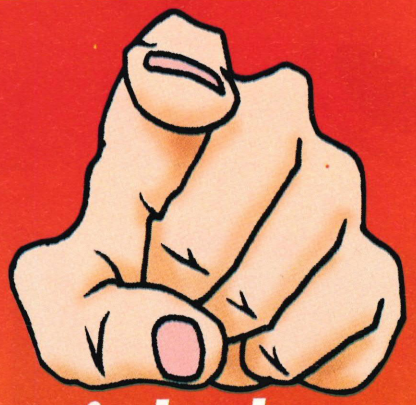
This Month	Last Month	Game	Publisher	64 Magazine Score
1	1	FIFA '99	EA Sports	91%
2	2	Star Wars: Rogue Squadron	Nintendo	92%
3	–	Beetle Adventure Racing	EA	92%
4	6	Vigilante 8	Activision	90%
5	4	The Legend Of Zelda	Nintendo	96%
6	10	Mario Kart 64	Nintendo	78%
7	3	South Park	Acclaim	73%
8	12	F-1 World Grand Prix	Nintendo	94%
9	8	Virtual Pool	Interplay	84%
10	–	Snowboard Kids	THE Games	83%
11	5	Mario Party	Nintendo	80%
12	9	Turok 2: Seeds Of Evil	Acclaim	85%
13	16	F-Zero X	Nintendo	90%
14	11	1080° Snowboarding	Nintendo	82%
15	18	Diddy Kong Racing	Nintendo	86%
16	–	Wipeout 64	Midway	80%
17	13	Banjo-Kazooie	Nintendo	95%
18	15	Goldeneye	Nintendo	95%
19	–	Yoshi's Story	Nintendo	79%
20	–	Buck Bumble	Ubi Soft	84%

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!*

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN



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GAMEBOY COLOR



10 TO BE WON



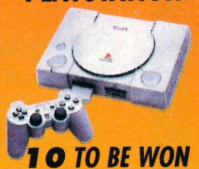
MOBILE PHONE



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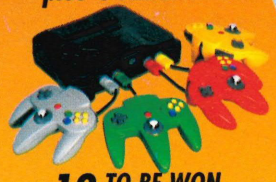
GRAN TURISMO 2
50 COPIES TO BE WON

PLAYSTATION



10 TO BE WON

NINTENDO 64 plus GOLDENEYE



10 TO BE WON

DREAMCAST



5 TO BE WON

09067 340920



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INTERACTIVE TELCOM

When I'm 64

12

Got a personal problem you need help with? Then write to an agony column or something. We don't care. All we're bothered about are N64 games, so if you've got something you want to say on that topic, then write to us here!

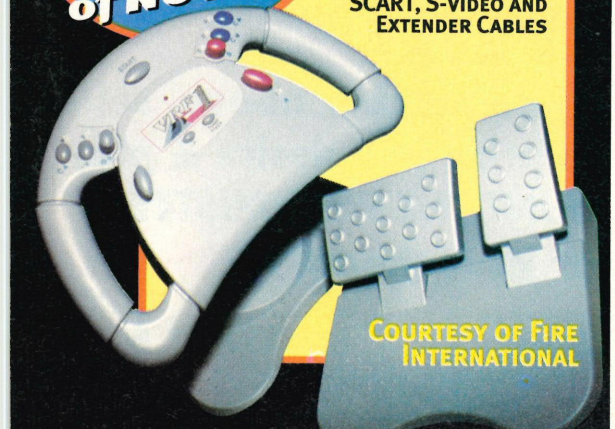
STAR PRIZE

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

STAR LETTER

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- VRF-1 Steering Wheel
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Courtesy of Fire International

Poster Poser

Dear 64 Magazine,

You tell them, McDermott! I totally agree with you about what you wrote in the editorial in issue 22. I think there should be a ban on American sports games temporarily. Sure, we like the graphics, and the sports are great, but the Americans have gone overboard with the games. It's always the same game, but with a new background or some new sounds – stop making them, dammit!

I choose your mag over others because when a game is crap, you say it's crap. For example, you said that *Goldeneye* was better than *Turok 2*; this is true, because I bought *Turok 2* the first day it came out and it wasn't as hot as other mags made me think it was. If it didn't have a multiplayer mode it would be a poorly-made game. This is also true of *South Park*.

I also like the way you give away mini handbooks along with the best mag. I think it would be a good idea to make your own poster mag as well, with posters of all the best games, or maybe you could start putting one or two posters in every issue of 64 Magazine.

Brad Proulx, Australia

Posters in the magazine are a problem because of the way it's bound – since we glue rather than staple the pages, there's no way to get them out without damaging the mag. We're looking into the possibility of giving away separate posters.

Great Scott!

Dear 64 Magazine,

In your latest magazine I have noticed that you have rated *Smash Brothers* at 87% and *WWF Warzone* 86%. How is this possible when *Smash Brothers* isn't even out yet? Do you have some kind of time machine where you go to the future, play the games and then come back to our time and rate them? I think you must! If you do have a time machine or some other method of knowing what the games are going to be like, could you please inform your readers about it?

Mark Austen, Maidenhead

Yes, Mark. Yes. We have a time machine. Next month we'll be going forward to 2002 so we can get *Perfect Dark* on the Players' Choice label and save some cash.

Blatant Blagger

Dear 64 Magazine,

Please could you send me some of your old magazines, some posters and some other N64 stuff. If you have some demo games could you please send me them.

Luke Dove, Birmingham

PRIZE WINNER

STAR LETTER

Generation Next

Dear 64 Magazine,

I am writing to you in despair. I fear that the glorious days of fun, addictive videogaming are coming to an end. I came to this dreadful conclusion when I read about the awesome next-generation PSX in issue 25, and to light the fuse on the bomb, our own Nintendo is moving on too. Oh yippee yahoo, hi-res graphics smoother than an ice cube sliding down a greasy pane of glass. But the sad thing is games are meant to be played, not to be watched.

My first console was my beloved NES. I played for hours attempting to finish *Super Mario Brothers 3* and *New Zealand Story*. I was about nine-years-old and couldn't be parted from it, until the Super NES was released. Feeling suicidal when my mum uttered the words "No, you can't get it," I settled for playing the 'old' one, not the 'super' one. Then one day the world was treated to the ultimate console, the PlayStation. "Cool," I thought, "I'm definitely getting that." Thankfully, I didn't. Although it looked incredible for its time, the controller felt uncomfortable, the buttons weren't responsive and the games weren't great. Okay, a little summary of that.

1: NES – loved it.
2: SNES – looked better, played the same.
3: PlayStation – looked the best, played the worst.

Do you see a pattern emerging? Improving technical specs, worsening gameplay? But then N64 came along and brought a whole new channel of gameplay. Maybe it was the analogue joystick or the four-player or 3-D Mario, but whatever it was, it worked. Now I think that's the pinnacle, unless you use those virtual reality things and actually run across a treadmill.

To make more sense of this, take two games like *Bust-A-Move 2* and *Turok 2*. *BAM2* has simplistic 2-D graphics and gameplay that would cure a drug addict. *Turok 2* is one of the best-looking games on the N64, but has boring gameplay and proves to be an inferior game to *Bust-A-Move*. The Expansion Pak improves the graphics, but doesn't improve gameplay in any way.

So if Nintendo's next console follows the trend of the PlayStation and can't maintain their playability in future games, they are going to learn the hard way that gameplay rules, graphics help. But if they manage to improve gameplay as well, bring on the next Nintendo!

Padhraig O'Donahue, Ennis



Prehistoric Mario!



Can't argue with that. For instance, for all of the Dreamcast's graphical power, the only game I've seen on it with any real playability is a conversion of *Puyo Puyo*! Sadly, the graphics tarts seem to hold sway these days – you only have to listen to the PlayStation 2 bores to know that.

Gee, why didn't we think of this brilliant scheme? 'Dear Bank of England. Please could you send us some of your unwanted banknotes.' Genius. And it's bound to work.

Keeps On Trying

Dear 64 Magazine,
You always seem to get people writing in raving about how mint your magazine is- [stop right there – Ed]
Tom Lowenstein, Newcastle Upon Tyne

Hint to people who want to get their letters published – it helps if you don't send us *exactly the same letter* regular as clockwork every month. It just makes us want to mock you.

Waffle Bore Drone

Dear 64 Magazine,
I do not expect reviews of games to reflect my own opinions. I do, however, expect them to be honest and objective, and regrettably the review of *Starshot: Space Circus Fever* in issue 25 was neither. Understand also that I believe the game to be lacking in many respects, and would award it only 65%. It is not, however, your score that I take issue with, but the content of the review.

The first paragraph sets the tone and makes me think it was all sour grapes due to the lack of a free review copy. You continue by saying that it 'so desperately wants to be *Banjo-Kazooie*' – rubbish. Who says it does? It's a platform/adventure game and as such it is just like many others. I could go through the whole review with a red pen and it would be covered in the stuff, ending up with '2/10, see me!' Even though the game doesn't deserve a good review it could still be handled fairly and objectively.
Ian Campbell, Sunbury on Thames

I have a suggestion for where to put your red pen... The bad review had nothing to do with us not getting a free review copy, because we got it on loan anyway. It had everything to do with it being a lousy game that we all honestly hated. We want games to be good, because it lets us feel enthusiastic about the N64. So when they stink, our evil selves get angry and spew bile. Better to be rude about a game than throttle people with piano wire, after all.



Starshot: suckfest – or is it?

Bond Age

Dear 64 Magazine,
I'm new to the Nintendo world as the N64 is my first console. Lately, my mate Matt has been talking about *Zelda* non-stop, so I saved up and bought it. Then I saw what drove him. It was brilliant, better than *Goldeneye* (so I thought). I completed it in a week with help from Matt. I played it for so long I had my own cow, 19 and a half hearts and a 20lb fish. I did all the puzzles (the frogs' bug-catching one is almost impossible). Then... I was bored. Very bored. So I went out and bought *F-Zero X*, *Silicon Valley* and *Mario Kart*.

Zelda and those three games haven't left their boxes since I went back to *Goldeneye*. Basically, *Goldeneye* is better than *Zelda*. You can play *Goldeneye* over and over, but once you've completed *Zelda* you would rather play *Clayfighter* than restart in Kokiri Forest stuck with absolutely nothing, doing exactly the same thing all over again. It's not a role-playing game, it's more of a straightforward platform game. All the people you meet say exactly the same thing.

Back to *Goldeneye*, it's just the best – no-one has topped it yet! I have heard that the second Bond game – *Tomorrow Never Dies* – is coming out, and the third is *The Facts Of Death*. If these games are of the same quality they will be the games I play, along with *Rainbow Warriors* [? – Ed]. Tell me more about these future purchases.

On a lighter note, your mag is just the best – honest reviews and previews, not just printing what Nintendo wants you to print!
Linden Alway, Bridgwater

Last things first, *Tomorrow Never Dies* is being released by MGM Interactive. For PlayStation only. Doh! Not sure where you got *The Facts Of Death* from, since the next Bond film is called *The World Is Not Enough* (it's his family motto, doncha know), and it's not going to be on N64 either. Doh again!

As for *Zelda*... fair point, I guess, since it is a pain having to slog through all the early bits again if you've already played them. But admit it, you were utterly engrossed while you were first playing it, weren't you?



Goldeneye: drags you back like a bungee cord!

Sad Chancer

Dear 64 Magazine,
I think that all the letters in your magazine are fake and nobody wins anything at all, due to the fact that the letters seem just too good for people my age, unless they are written by boffins. I think this is just a big scam to steal the good ideas of readers of your magazine and they become the victims. Me and my friends all agree and have nominated me to write for them. Of course, if I am wrong and I do win the kit it will be shared out between us.

But I think this is very doubtful! Luckily for you, there are some people that don't believe us and have great faith in you and are looking for you to prove me and my friends wrong. If you don't, we will be able to laugh at them forever and they will lose faith as well.
David Hathaway (and friends), West Wickham

If yours are the best ideas the readers can come up with, frankly we don't *want* to steal them. You've achieved your aim of getting your name in print, but your letter is too pants to win any prizes. Now the faithful can laugh at *you* forever. Ha ha!

Platform Schmatform

Dear 64 Magazine,
I got my N64 for Christmas a year ago and I have never regretted it... except when it comes to platform games. They're just too easy and repetitive. Games like *Super Mario* and *Banjo-Kazooie* last about a day, then you're so far through the game it just keeps repeating itself.

When *Zelda* came out, I nagged my parents for a whole month until I got it, but it was the same deal. By the time you're an adult, it's all the same stuff as before.

However, the racing games and shoot-'em-ups more than make up for the faults in platformers. When are we going to get some more challenging platformers that don't just keep repeating themselves?
Stephen Jay, somewhere in Britain

The main feature of any platform game is that you jump on platforms. If that's something you find boring, it kind of suggests that platformers aren't for you...

CONTACT US!

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

By email:
64mag@paragon.co.uk

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

Written by: Andy McDermott

HOORAY FOR HOLLYW

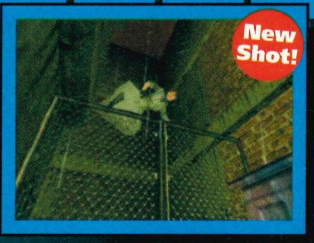


The world's biggest videogame show is the Electronic Entertainment Expo – E3 for short – which this year is being held at the Los Angeles Convention Center, as seen in *Face/Off* and *Rush Hour*. You can tell you're near Hollywood when even the buildings are famous!

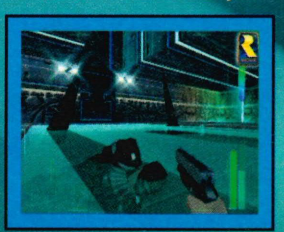
E3 is where the world's game developers show off their latest titles to armies of journalists and fat businessmen in suits. The latter are only interested in how much money they'll make from them, but the former group (you can spot them from their slightly stained t-shirts, cameras and bags full of free tat) are there to see how they play. 64 MAGAZINE will, naturally, be in the vanguard.

The games over the next six pages are a selection of those expected to appear at E3. Ultimately, some may be held back, but to make up for this you can guarantee that there will be some surprises that have come out of nowhere. We'll be bringing you a massive report on the show next issue, but here's a sneak look at what you're likely to see...

Perfect Dark



According to last issue's Reader Awards, this was the game most anticipated by you lot, and we can't blame you. If for some reason you haven't heard of it, *Perfect Dark* is the next game from the *Goldeneye* team, a futuristic secret agent shoot-'em-up involving corporate skullduggery and space aliens. With a cartridge getting on for three times the size of *Goldeneye*, faster action, new hi-tech weapons and a much-enhanced four-player deathmatch game, this could well be to '99 what *Zelda* was to last year.





Nintendo

We look ahead to the megagames we'll be playing at the Los Angeles E3 show!

OOD! E3

ELECTRONIC ENTERTAINMENT EXPO

Jet Force Gemini

This is the first of Rare's several games planned for this year, *Jet Force Gemini* is a shoot-'em-up where the Jet Force, which is made up of twins Juno and Vela and their dog Lupo, blast apart legions of insect scum with an arsenal of interesting weapons.



Rare

Revolver

Nothing is known about this game, beyond the fact that it's due for release in November. But it's a Nintendo title, so it's bound to be worth watching out for!



Nintendo

Banjo-Tooie

Another game from Rare, and another that's being kept under wraps. E3 may finally explain the mystery of how playing *Banjo-Tooie* will allow you to access the secret areas in *Banjo-Kazooie*...







Nintendo

Donkey Kong 64

From scowling villain in Mario's first ever videogame to hero of his own animated series, Donkey Kong has had quite a good career, and now he's on his way to the N64 courtesy of the busy Rare. No details about the game have yet been released, so hopefully E3 will reveal all!





Nintendo

Twelve Tales: Conker 64



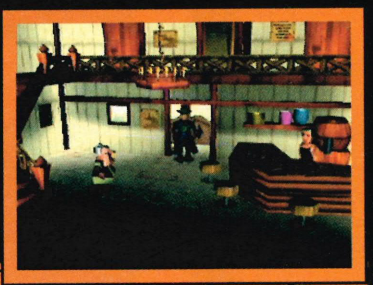
Originally planned for release around the same time as *Banjo-Kazooie*, *Twelve Tales: Conker 64* has been subjected to many delays and even a change of name. Nobody's quite sure why, but rumours persist that the game's somewhat twee scenario is being totally rewritten...



Rare

Earthbound

Announced way back in 1997 as a 64DD title, the shaky state of Nintendo's plug-in disk drive has meant most of its games have been transferred to cartridge. *Earthbound* is a more traditional RPG than *Zelda*, but should be accessible enough to draw in most gamers.



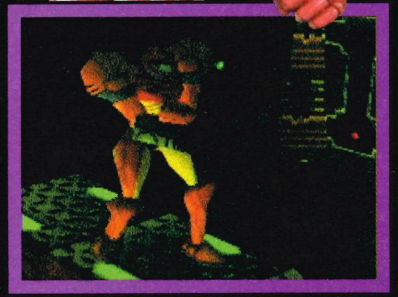


Nintendo

Metroid

It's anyone's guess whether this game will appear at E3, since Nintendo only recently admitted they were even working on it, but you never know. If it does, expect it to rival *Perfect Dark* in the jaw-dropping stakes.





Nintendo

Resident Evil 2

Forget your *Disney Tetris* – this is what we want from Capcom! The port of the gory PlayStation hit will offer extra gameplay to keep those who've played it before on their toes, as well as hi-res visuals and faster scene changes. Oi! Zombie! Eat this!





Capcom



Command & Conquer

A graphically-enhanced version of the highly successful series, *Command & Conquer 64* will be the N64's first proper strategy game (unless you count *Sim City 2000*, but that was all in Japanese). The GDI and the Brotherhood of NOD will be battling for world domination once again!



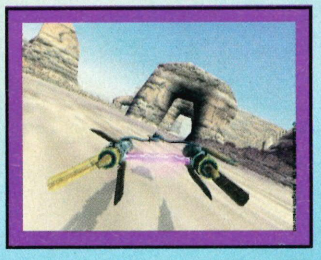
EA

Star Wars: Episode 1 Racer

Much to the annoyance of UK journalists, E3 finishes before *Star Wars: The Phantom Menace* opens in the States. Nintendo had better be holding a private showing... Anyway, this *Wipeout*-style racing game expands a ten-minute section of the film into a full-on game, and looks rather good from what little LucasArts has allowed us to see of it!







▲ Non-disclosure agreements: a pain in the arse. Oh, and some *Star Wars Racer* shots.

Nintendo

F-1 World Grand Prix 2

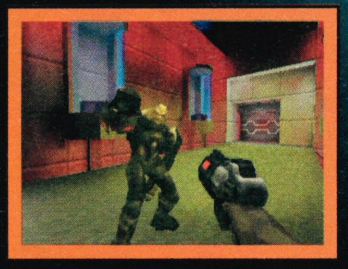
The first game was great, but developer Paradigm is confident that the second will be even better. Improvements include a higher frame rate, more detailed tracks, better car handling and updated team rosters.



Nintendo/Video System

Quake 2

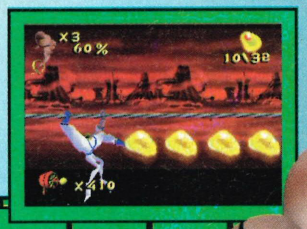
First revealed at last year's E3, *Quake 2* has come on by rocket-assisted leaps and bounds. With a fast four-player deathmatch game and Expansion Pak-boosted graphics, it could be a rival for multiplayer *Perfect Dark*.



Nintendo/Video System

Earthworm Jim 3D





Another long-delayed title, *Earthworm Jim 3D* has had many hurdles to overcome (not least the financial troubles of Interplay), but now seems to be nearing completion. Expect mucho bizarre humour and, if it ties in with the cartoon, the guy who does Homer Simpson is providing Jim's voice.

Interplay/Virgin



Gauntlet Legends

The old Atari arcade game gets a millennial remix with shiny new graphics and a bundle of extra spells and weapons. Although it's now in 3-D, the old four-player action remains more or less the same, so this may be one to watch out for.



Midway

Rainbow Six

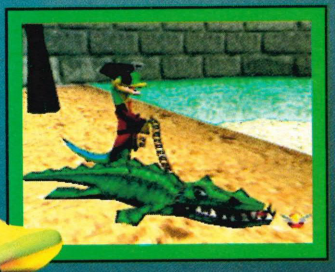


A combination of action and strategy, *Rainbow Six* is a conversion of the Tom Clancey-derived PC game where a crack anti-terrorist team is sent into harm's way with you in command. If it can recreate the complex gameplay, it could be superb.

Nintendo

Gex 3: Deep Cover Gecko

The long-tongued lizard returns with more pop culture parodies in a platform adventure that will hopefully be much improved over his first N64 mission. This time round, he's out to rescue his partner Agent Xtra (*Baywatch* babe Marlice Adrada) from the evil Rez.

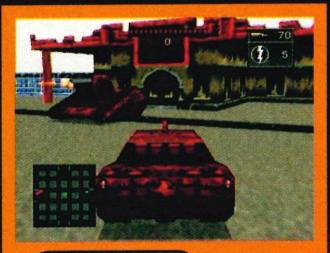




Eidos

BattleTanx 2

A follow-up to the lousy-looking but not-bad-playing tank game reviewed last issue, with more tanks, more devastating weapons, and hopefully better graphics!



3DO

Pokemon Stadium 2

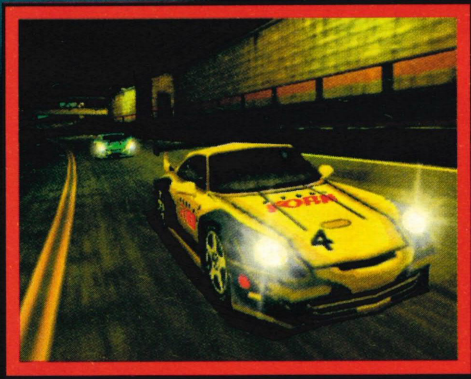
Hopefully it'll be more interesting than the first *Pokemon Stadium* title! That said, the Game Boy *Pokemon* games (on which this is based) have very simplistic combat, so we're not expecting any huge advances.



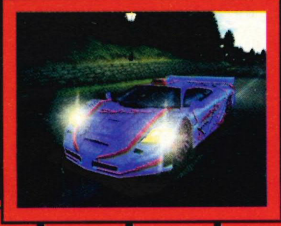


Nintendo

World Driver Championship



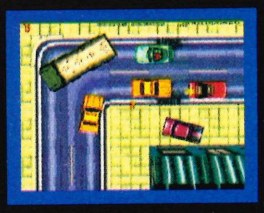
It looks fantastic, but how well does it play? We'll be getting behind the wheel of this potential *Gran Turismo*-crusher at the show to see whether it lives up to the promise of its hi-res visuals.



Midway/Boss

Grand Theft Auto

The controversial car-thieving, pedestrian splatting PC/PlayStation game gets a late conversion to the N64. E3 should reveal just how much Nintendo will want to cut out of the game... Will it be real people or zombies with green blood?





Take 2

Harrier 2001

The second of the Video System/Paradigm collaborations at E3 (the first being *F-1 WGP 2*) has been in development for a while, but is now looking quite promising. Once we get our hands on it, we'll see if the mix of simulation and action promised by Paradigm is right for N64 players.



Video System

Pokemon Snap

With *Pocket Monsters* – sorry, *Pokemon* – taking off in a big way in America, this 64DD title has been transferred to cartridge for release in the States. In it, you have to engage in a Pokemon photo safari. Er, sounds fascinating.



Nintendo

Pikachu

The exact title of the Western release isn't known – in Japan, it translated to 'Pikachu's Feeling Fine'. This is the game that lets you talk to the animals via a (supplied) microphone – an interesting idea, but it's more like a Tamagotchi than a game.





Nintendo

the future is DVD

Do you want to know more? yes



Turok Bloodlust

This looks as though it will be the next game in the *Turok* series, a multiplayer-oriented title that revolves less around wandering down miles of corridors looking for keys and more about shooting your friends in the back of the head. Well, who could have a problem with that?

Acclaim

Turok 3

Now looking as though it won't be appearing until the year 2000, *Turok 3* may well get an early showing at E3.

Acclaim

Daikatana

The creator of *Doom* and *Quake*, John Romero, is behind this promising first-person shooter that promises several new features, not least CPU-controlled allies who fight at your side! There's a plot involving time travel, but frankly non-stop carnage will be the main selling point...



Eidos

Vigilante 8: Second Offense

High-octane successor to the first *Vigilante 8* game, reviewed just two issues ago. The content of the sequel isn't known yet, but expect more tracks, more cars, more weapons, and even bigger afros, flares and funky 1970s collars.





Activision

Mortal Kombat: Special Forces

The latest in the *Mortal Kombat* series isn't a beat-'em-up, but another adventure. Thankfully, it isn't going to be a 2-D platformer like the abysmal *Mortal Kombat Mythologies*! Sonya and Jax are the heroes, hunting down one-eyed Cockney Kano.



Midway

Ogre Battle 3

One of the very few strategy games planned for the N64. Nintendo will be handing the selling of this Japanese title in the West; as you might guess from the title, it involves, ogres, and magic, and general sword 'n' sorcery stuff.



Nintendo

Winback

The game that may have the potential to be the N64's *Metal Gear Solid* is having its gameplay tweaked by none other than Nintendo itself. Hopefully, the omnipresent fog from early screenshots will be removed!

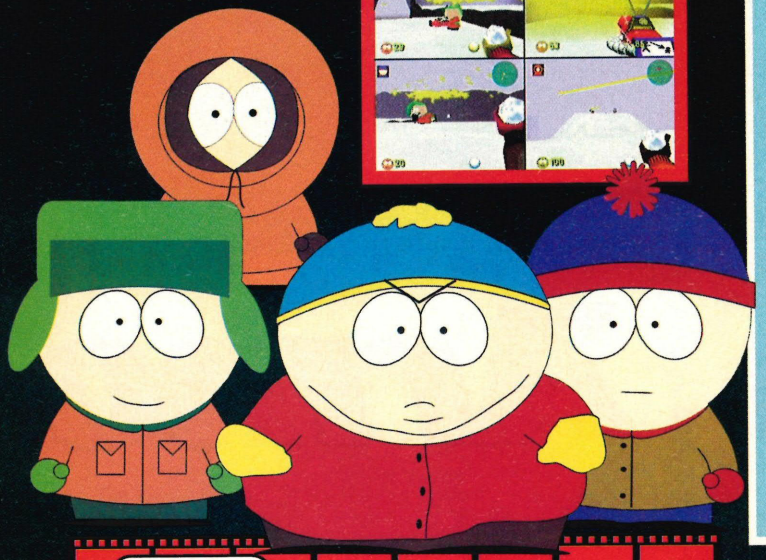


KOEI

South Park 2

The first *South Park* game was a bit of a disappointment – all the show's characters were there, but the gameplay was rather limited. With any luck, *South Park 2* will have more to offer.





Acclaim

Armorines



Using a modified version of the *Turok 2* engine, *Armorines* is a shoot-'em-up pitting a male or a female futuristic marine against an invading army of giant alien insects. You can find out more about the game on page 22 this issue!



Acclaim

Sport Billy

As usual, there will be myriad sports games for the N64 at E3. Expect to see reports on these next issue...

ISS '99
NFL Blitz 2000
In-Fisherman Bass Hunter 64
Jeff Gordon XS Racing
Jeremy McGrath Supercross 2000
Ken Griffey Jr's Slugfest
Tiger Woods 2000 PGA Tour Golf



...and doubtless '2000' editions of every sports game with NHL, NFL or NBA in the title!

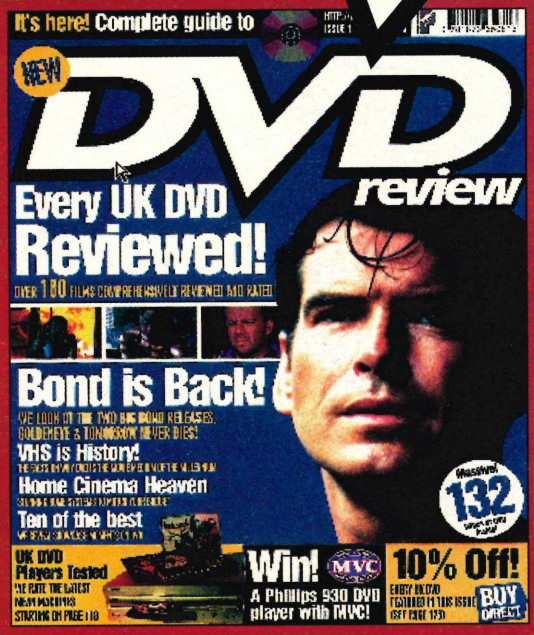
Remember Us?

All these N64 games were at last year's E3, and they still haven't gone on sale! Maybe they'll have better luck this year...

Twelve Tales: Conker 64
Jet Force Gemini
Shadowman
Hybrid Heaven
Quake 2
Rat Attack
Perfect Dark
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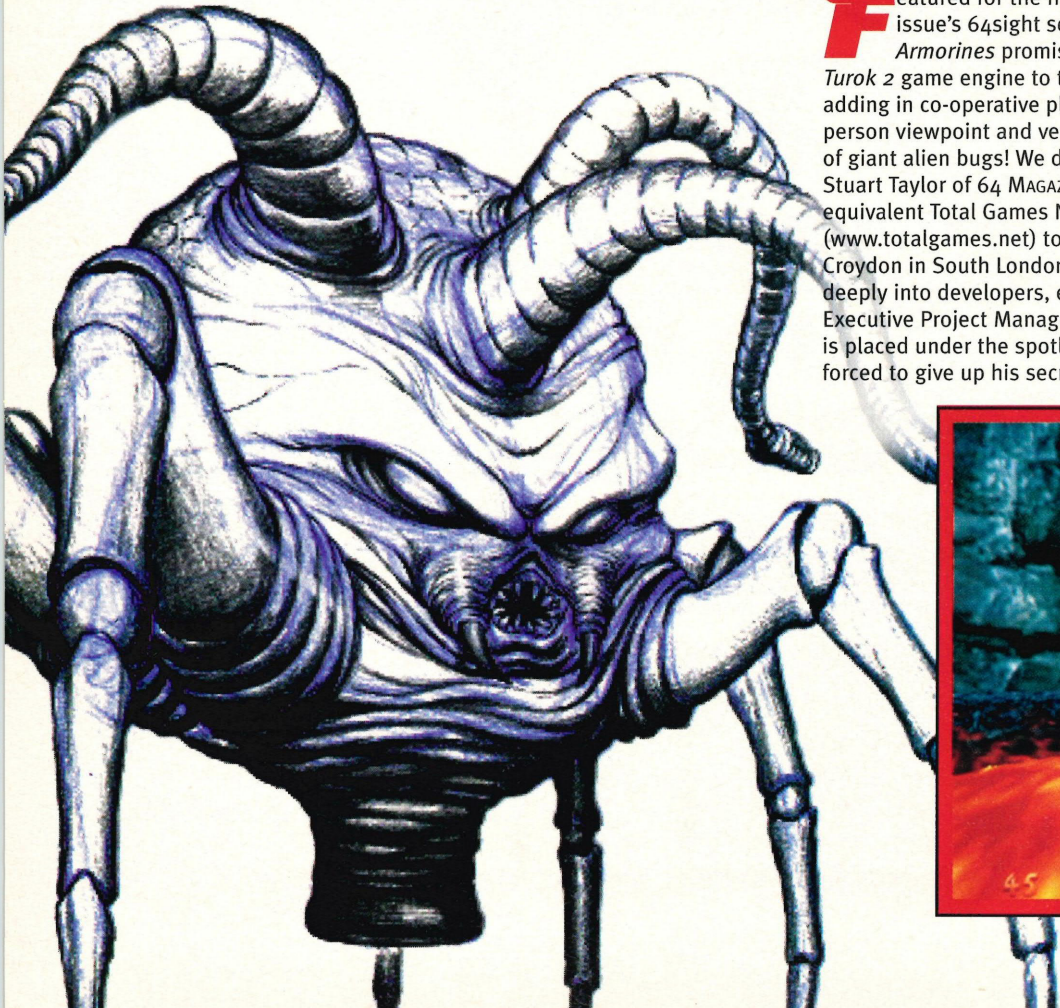
Written by: Stuart Taylor





Let's Go, Armo

Giant bugs are invading Earth, as they do. Only two people can save the planet!



Featured for the first time in last issue's 64sight section, *Armorines* promises to take the *Turok 2* game engine to the next level, adding in co-operative play, a third-person viewpoint and veritable legions of giant alien bugs! We despatched Stuart Taylor of 64 MAGAZINE's online equivalent Total Games Network (www.totalgames.net) to sunny Croydon in South London to probe deeply into developers, er, Probe. Executive Project Manager Mike Merren is placed under the spotlight and forced to give up his secrets...

64 How many people at Probe are involved in the development of *Armorines*, and what's your particular role in the proceedings?

Mike Merren: I basically oversee the day to day running of the project. We have 24 people in total working on the game. I worked previously at Virgin Interactive, on the Revolution series of games called *Broken Sword*, and also on Virgin's *Archer Maclean's Snooker* games, to name but a few.

64 How long has *Armorines* been in development?

MM: At the moment (late April '99), it's been in the works for 15 months, and we are looking at a release sometime before Christmas '99.



▲ One of the *Armorines* levels is set in a volcanic environment.



rines!

64 What is the plot behind *Armorines*?

MM: The basic plot is that an alien insect race have managed to send a small breeding pod to Earth; this pod then hatches and all hell breaks loose. The Armorines are called in as all other forces are defeated. An Armorine has a very specialised battle suit that protects against the toxins of the bugs. Which is still experimental.

64 How similar (if at all) is the *Armorines* game to the original Acclaim comic book?

MM: We are essentially taking the Armorines back to the very beginning. The comic books start with a squad of Armorines – we are saying that these are the first Armorines using an experimental suit.

64 What are the influences behind *Armorines*?

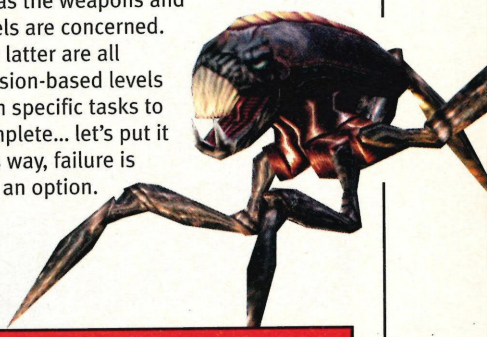
MM: There are strong movie influences inherent within *Armorines*, especially from *Starship Troopers*. There are also some manga-influenced bits as well.

64 What gaming modes are available in *Armorines*?

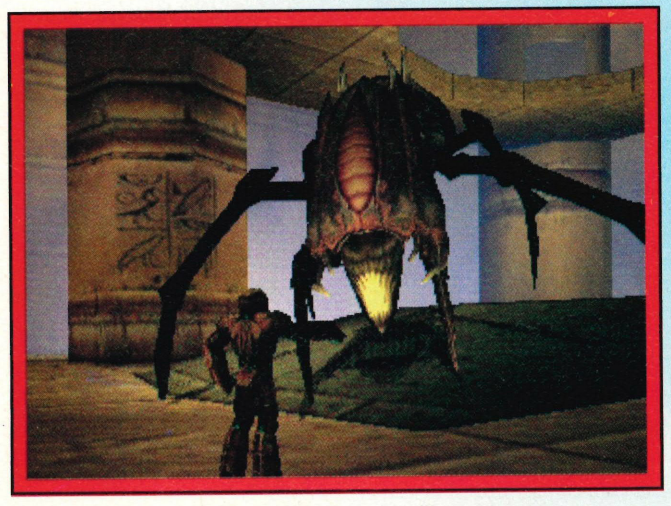
MM: We have a Story mode, which is a single player – taking on the role of either the male or female Armorine – mission-based play. Co-op mode has both the male and female character playing through the Story mode game, but with additional tasks thrown in for good measure. And then there's the obligatory Deathmatch option; up to four players can simultaneously go all out in a manic shooting fest.

64 What can you reveal about the weapons and levels on *Armorines* so far?

MM: All I can say – without giving too much away so soon – is that there are a few tricks up the Armorines' sleeves as far as the weapons and levels are concerned. The latter are all mission-based levels with specific tasks to complete... let's put it this way, failure is not an option.



▼ This screenshots depicts the action in a third-person perspective, but Probe intends that *Armorines* will be a first-person game.





▲ One of the Queen Bug aliens displays her pearly whites for our 'lucky' Armorine.



64 How did you approach the project – what was your first consideration?

MM: We took time at the beginning to decide what we really wanted the player to 'feel' while playing *Armorines*. A lot of time was spent discussing what kind of 'emotions' we wanted to try and give the player during their *Armorines* experience.

We hope that this will be a game that makes the player physically jump, whether it is from the sound effect that screeches in the distance, or the bug that jumps out from nowhere. We also hope that some of the bugs that have been designed will literally make the player's skin crawl!



▲ Probe promises to take the *Turok 2* game engine into new territory with Armorines, and will include a Co-operative mode.

64 What is the *Turok 2* engine like to work with?

MM: It is always very hard working with an engine that has already been used... especially when it has been used on such a successful game. However, we have tried hard to improve upon the few weaknesses that *Turok 2* had and to try and make the game look as different as possible as well. One of the more obvious aspects of this is the inclusion of the Co-operative gaming mode, something that was promised for *Turok 2*, but never made it to the final version.

▼ "Hands up, if you use Right Guard. Hands down if you don't." *Armorines* spouts the importance of personal hygiene.



64 What feature of *Armorines* are you particularly proud of, and why?

MM: Once the game has been completed, I hope that we have truly managed to scare the player in the process. If we do that, I think we will have done pretty well, and set out to achieve what we wanted.

64 How does *Armorines* make use of the 4MB Expansion Pak?

MM: In much the same way that *Turok 2* did; we have used the Expansion Pak to give *Armorines* a hi-res gaming mode.

64 Are there any plans for a follow-up to the game?

MM: Um... Well, the *Armorines* comic books have many more missions, against ever-changing enemies. So, you never know.

64 What titles will the *Armorines* development team be working on next?

MM: Well, we will have to wait and see if there is a sequel first!

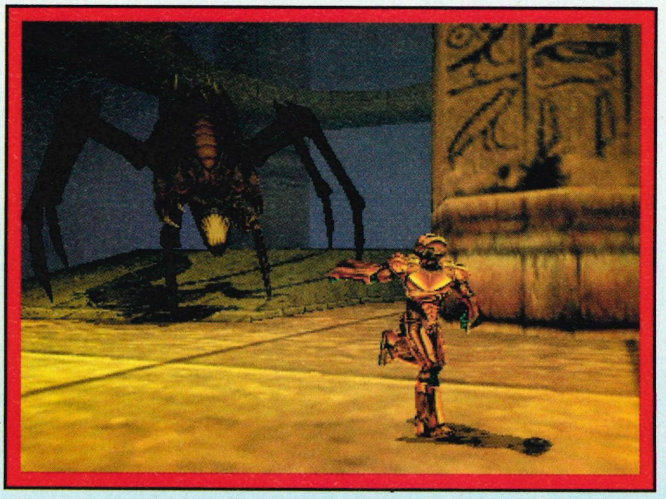
64 Finally, why do you think gamers should rush out and buy *Armorines* when it is released?

MM: If you have always wanted to shoot bugs since the release of *Starship Troopers*, Probe is pleased to finally offer you your chance!



▲ This early test level is based on *Turok 2*, but the final game will be a lot more varied!

▼ Discretion proves to be the better part of valour for this Armorine, as he turns tail and runs from the Egyptian Queen bug.

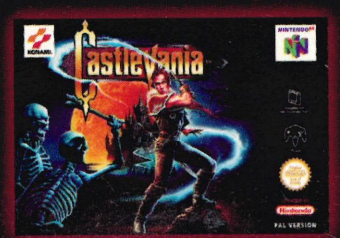




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64sight

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JET FORCE GEMINI 26
The latest cracker from Rare!

CARMAGEDDON 30
You can't have carnage without 'car'!

TONIC TROUBLE 34
Limbless alien saves the universe!

LODE RUNNER 38
Grab your gold in this tricky action-puzzler.

MONSTER TRUCK MADNESS 40
Are you mad enough to drive Bigfoot?

ROAD RASH 64 42
The Isle of Man TT was never like this!

NHL BLADES OF STEEL 46
Not swordfighting, but ice hockey.

PLAYER MANAGER 48
Are you the next Kevin Keegan?

MARIO GOLF 50
He's a plumber in plus-fours!

Jet Forc

Can you feel the force?

Aaaaagh! What is it with Rare and characters with what are, quite frankly, scary mad staring eyes? Timber from *Diddy Kong Racing* tried to suck in your soul with his glaring red and yellow peepers, and those black pits in the centre of Conker the squirrel's shark-like mince pies are like gateways to Hell itself. And now Juno and Vela, heroes of Rare's next game *Jet Force Gemini*, stare out at the world through glistening-yet-dead orbs that could probably lock Paul McKenna into a terminal trance. Maybe they're lining up for roles in *Village Of The Damned 2000*.

Fortunately, it's unlikely you'll have to worry about being given the whammy while playing *Jet Force Gemini*, since most of the time the characters will have their backs to you. By next issue we'll have played the game itself at the E3 show in Los Angeles, but since Rare recently popped out a bunch of new screenshots, we thought we'd share them with you in a kind of sneak preview stylee.

JET FORCE GEMINI

Publisher:	Rare
UK Release:	July



▲ If you were slightly disappointed by the N64 version of *Wipeout*, then don't worry – you can do more hover racing in *JFG*!

ce Gemini



▲ The evil bugs come in all shapes and sizes. This one might dwarf Vela, but don't expect him to be anywhere near the biggest in the game.



▶ Two of Mizar's verminous swarms of bugs descend from the skies. It looks as though one of the crafty sods has got a shield...

The plot is a videogame staple; a giant force of evil, headed by the villainous Mizar, is invading a federation of peaceful planets and not encountering too much resistance. Only a small force of heroes – the titular *Jet Force Gemini* – are prepared to stand in their way. The odds are against them, but that's the way they like it, baby!

Rocket Dogs

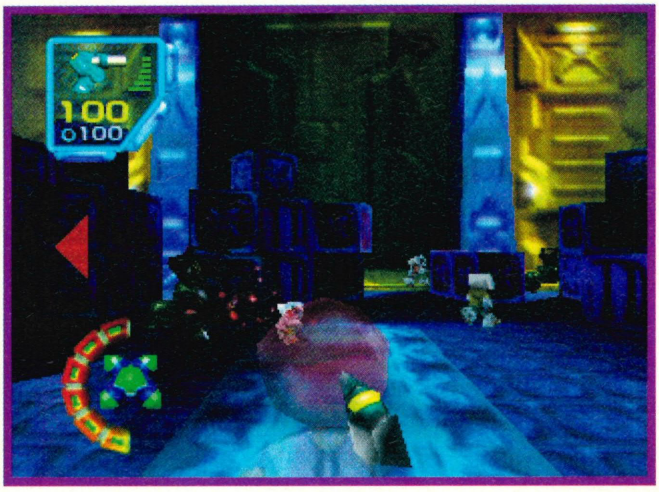
Jet Force Gemini is, according to Rare, "a wild space blaster on a traditionally epic scale." What this means to the player is that it's got lots of big levels full of lots of big enemies, whom you get to mow down with lots of big guns. Juno and Vela might look about eight-years-old, but they clearly got their firearms licences at a very early age. Maybe they live in Texas.

The Jet Force itself has three members. Aside from the brother-and-sister team (twins, Gemini, geddit?) of Juno and Vela, there's also Lupus the cyborg dog, who can clamp heavy weapons to his back and clomp about like the entirely unrelated cyborg dog from *Centurions*. There have also been sightings of a small hovering robot who, if rumour is to be believed, is called 'Floyd'. Because he's a droid. And it rhymes. Just be thankful he wasn't a banker.

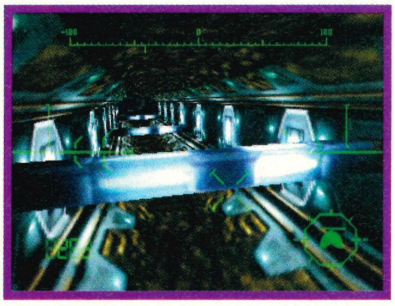
Each member of the team has different abilities, which are suited to dealing with certain types of puzzles, but most of the time the main requirement for the job of saving the universe is an itchy trigger finger. Despite its cutesy look, *Jet Force Gemini* is an all-out blaster, with armies of



▲ This is Juno, the more masculine of the Jet Force. Whether there's a connection between his huge gun and his sad cycling shorts is unknown.



marauding insects just begging to be swatted. Rare also claims that the numerous millennium bugs that attack the team have high levels of AI, which should make a change from the usual brainless cannon fodder found in games. Of course, if they're too smart they're going to dodge your bullets and kick your ass, so let's hope the bugs aren't *too* brainy.



◀ Thrilling neon tube action! There's not a lot happening in this shot, so we'll just point out that you're now in first-person viewing mode.



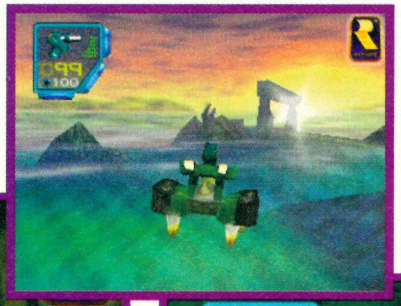
▲ In close combat, the camera moves behind your character's head, which helpfully goes transparent. Now no dwarf is safe!

Caring Sharing Killing

As well as having a four-player deathmatch game, which these days is almost essential to the success of a game, *Jet Force Gemini* will also boast a two-player co-operative mode. To date, only *Vigilante 8* and the original *Duke Nukem* have had these on offer, with mixed success, but *Jet Force Gemini* looks like it should introduce N64 gamers to the full delights of co-operation with a bang. Of course, when this peace and love ethic wears thin, you can still switch to the deathmatch mode and pop a few dozen grenades in your erstwhile partner's direction!

Originally meant for release in March, *Jet Force Gemini* has been postponed until July in the UK. However, we'll be playing it to death (along with Rare's other games, *Perfect Dark* and *Donkey Kong 64*) at the Los Angeles E3 show by the time you read this, and Rare has also promised to open its spanking new security doors to us before the game is launched. All our impressions of the game will be in next month's monstrous E3 report – be there to see what we think!

▲ Even the scuttling enemy insects are portrayed in a cartoony way, but don't let that get in the way of exterminating them!





▲ Juno has a close encounter with a... er, what *is* that thing?



▲ If a girl in a puffball skirt annihilates an army of insects in the woods, does anyone hear it?

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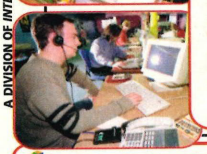
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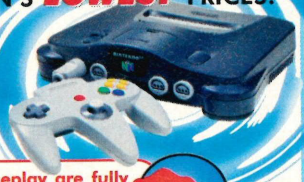




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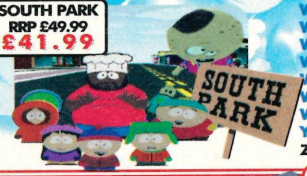
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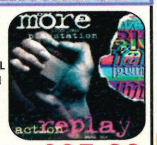
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The zombies have arrived!

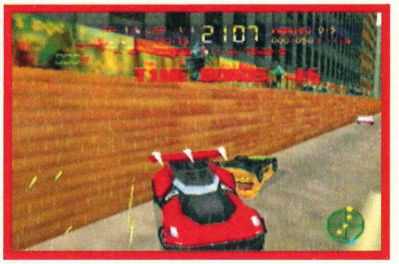
Carmaged

The last version of *Carmageddon 64* to arrive in the 64 MAGAZINE offices didn't exactly blow anyone away. It had no opponents, very little scenery, no zombies and ran somewhere around the speed of a slug in treacle. Impressed we weren't.

However, barely two issues later another, more complete version reared its plastic head and this one has left everyone practically salivating with excitement. Gone are the bare landscapes constructed almost entirely of blocks of dreary colour. Gone is the horrendous slowdown (for the most part at least, but the game is still only about 70% complete). The new build offers numerous deranged CPU opponents to test your mettle against and, far more importantly, someone to squish! Yes, carnage fans rejoice, the zombies are here!

CARMAGEDDON 64

Publisher:	SCI
Developer:	Software Creations
UK Release:	July '99

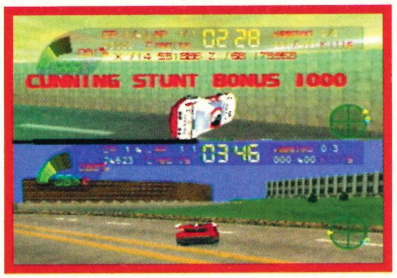


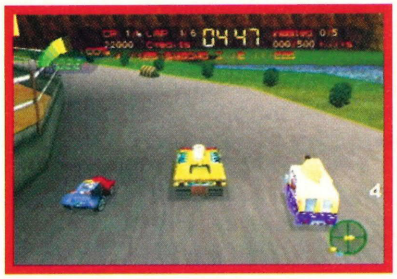
▲ With a car as cool as this, it's a shame to damage it. Fortunately you can repair any damage... for a small fee of course!



don 64







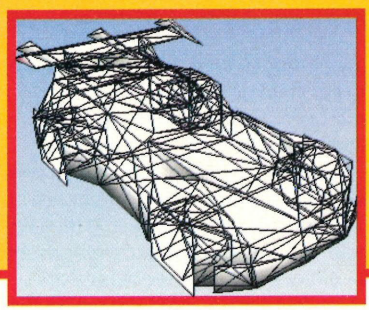
If you're wondering exactly what zombies have to do with racing, then you're kind of missing the point. However, for those who like to rationalise their computerised carnage with some sort of a storyline, the plot goes something like this.

It's the future (2026 if you want to be exact) and the years of constant pollution by the millions of inhabitants of the planet Earth have finally reached their peak, resulting in a dense, highly toxic atmosphere surrounding the whole planet. A small number of human beings have been safely housed in special 'Climate Emulation Centres' around the globe, but the remainder of the population has been left outside to the mercy of the toxins. The lucky ones died while those less fortunate mutated into a new form of almost-life, becoming undead zombies. These mindless creatures roam the former centres of population trying to satisfy their craving for blood and the flesh of the living. Kind of like an 18-30 holiday in Malaga.

Anyway, the World Government (the members of which, needless to say, all managed to survive) has recruited a bunch of slightly unbalanced drivers from amongst the various humans at the CE Centres and tasked them with dealing with the zombie problem... sort of. You see, the drivers compete against one another in a series of races, scoring points for speed, stunts, skill and squashing zombies, with the winner earning a new life in the clean, tropical

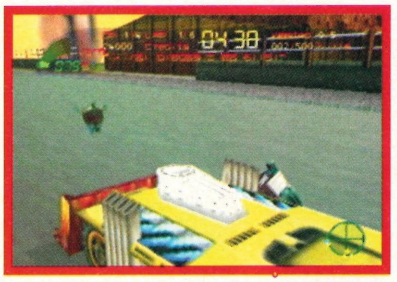
You've Been Framed!

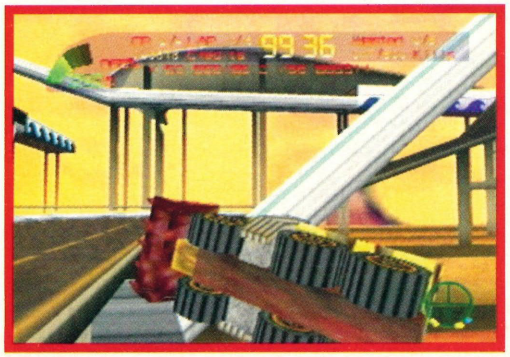
Each of the cars in *Carmageddon 64* starts life as a wire frame model. As you can see here, this allows the dimensions and shape of the car to be accurately plotted, after which the 'skin' of the vehicle can be added along with the all-important detail.



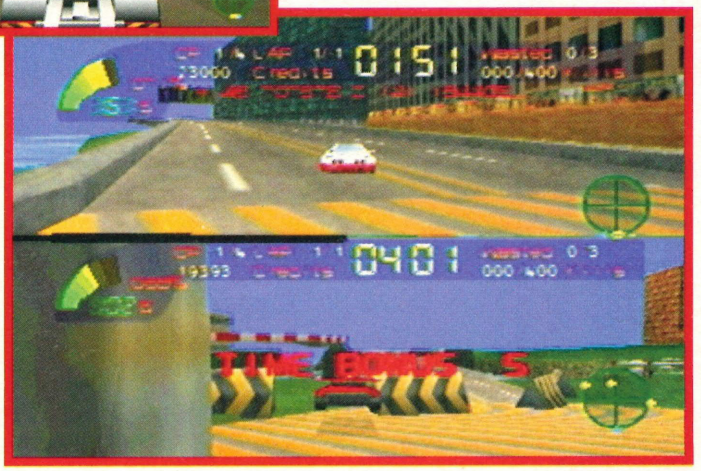








▲ No matter how large your vehicle, you're still able to drive it like an absolute nutter!



P-P-P-Pick Up A Mortar!

The number of different pick-ups is too numerous to list, but here are a few of the more interesting ones.

Glued Zombies
An instant timed pick-up which fixes the decaying fellows to the ground making them easy targets.

Lunar Gravity
Another instant timed pick-up which temporarily changes the game physics allowing you make huge gravity-defying leaps.

Zombie Electro Ray
Fires an electrical charge when you collect it which toasts any zombie within range – excellent!

Mad Zombies
Another timed pick-up that makes all zombies run towards you like dilapidated lemmings.

Slaughter Mortar
A stored pick-up which fires explosive charges from the front of your car.

Zombie Annihilator
Like the electro ray but can be activated when you need it, rather than immediately upon collection.

Opponent Repulsificator
Another stored pick-up which hurls your opponents violently away from you.

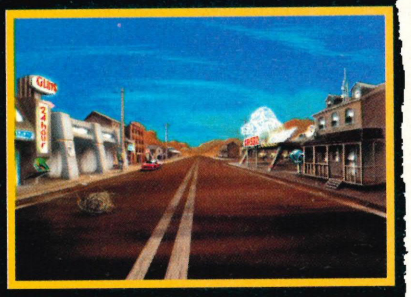
Five Free Recovery Vouchers
A semi-permanent pick-up which gives you five chances to repair your car at no cost to you.

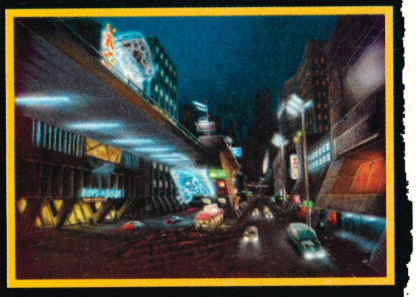
Double Extra Armour
A permanent pick-up which doubles your amount of armour points.

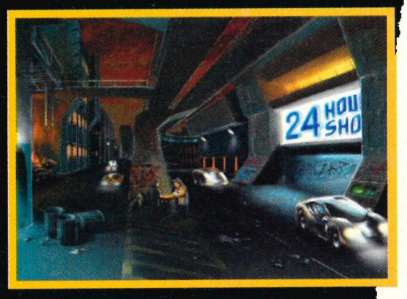
Double Extra Everything
Another permanent pick-up which doubles your armour, power and offensive points.

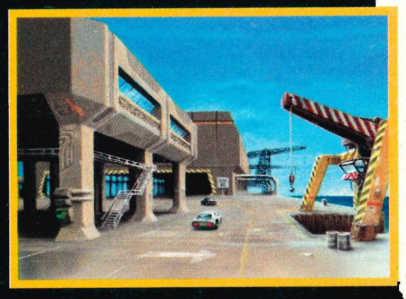
Scenic Scenarios

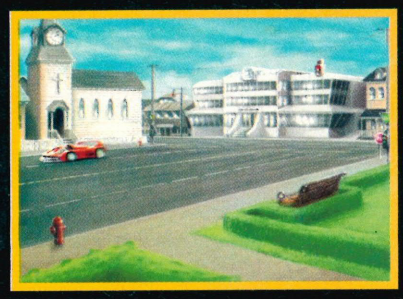
In the course of designing the various different arenas, some rather nifty artwork was created to try and give a feel of the *Carmageddon 64* world. A lot of these levels probably won't make it into the game, which is a shame as they look pretty damn good!













▲ Death to all zombies! Ah hahahahahaha! That'll teach them to, erm, shuffle around moaning all the time.

▼ Surely the best way to beat the opposition is to drive the biggest damn vehicle you can get your hands on!

colony worlds far out in space and the losers meeting a grisly end for the edification and entertainment of the small number of surviving humans.

Enter Max Damage, a psychotic hard-as-nails race driver who's out to win his ticket off-planet at any cost. With a little help from you of course. *Carmageddon 64* offers 23 different vehicles with which to create carnage over more than 30 thrill-packed levels, including some brand new ones created exclusively for the N64 version.

Initially you begin the game with access to only two vehicles and three different races. Complete all three races to access the first mission, then finish





▲ Die, you hot-rod driving scum! Die! You dare to challenge me? I'll tear you limb from limb! I... er, sorry, got a bit carried away.

the mission to unlock the next three races... which in turn lead to the next mission, and so on. Levels can be completed in a number of different ways, either by completing all the laps, destroying all your opponents' vehicles or killing all the zombies.

Any opponents' cars that you total during the race will then be up for sale at the end. If you can afford to repair them, they then become selectable vehicles on the successive levels.

Now, when you think of zombies, what image comes into your mind? For most it's probably a vision of a shambling male or female figure, gaunt and tattered, dragging him or herself painfully along a darkened corridor. Not so for the zombies in *Carmageddon 64*! They come in all shapes, sizes and occupations, and during the game you'll come across football players (both proper and American), devils, sports



▲ Oi mate! You've left your lights on! Oi! Oi! Oh it's no good, they can't hear me. They'll be sorry in the morning...



Because I'm The Unknown Stuntman...

Fancy yourself as a bit of an Evel Knievel, or maybe a budding Colt Seavers? (The latter being the central character in a 'classic' US TV series called *The Fall Guy*, in case you didn't know.) Well *Carmagaddon 64* gives you your chance to prove your worth with this rather spiffy stunt track. Drive all manner of unsuitable vehicles over, under and around this death-defying course, mashing zombies as you go!



girls, golfers, police officers, soldiers, red Indians, office workers, manual labourers, bikini babes and even zombie cows!

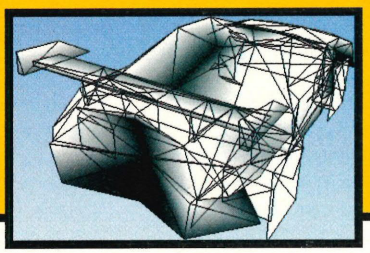
To deal with this menagerie of the macabre, and to aid you in successfully wasting your opponents, *Carmageddon 64* has a vast range of pick-ups which you'll discover scattered around each level. These come in four varieties – Instant Timed Pick-Ups, which last for a specific amount of time and activate immediately; Stored Pick-Ups, which are stored when collected and can be activated at any time; Semi-Permanent Pick-Ups, which remain in force until the conclusion of the current level; and Permanent Pick-Ups, which take effect as you collect them.

▲ There's nothing quite like a huge yellow construction vehicle for those all-important zombie mangling trips!

▶ A whole bunch of zombies have wandered into the airport hoping for a cheap package holiday. Find them and kill 'em all!

Damaging Information

Because the cars are based on a wireframe model, it's fairly simple to make them look damaged when necessary. The wireframe co-ordinates are changed to alter the shape of the car, then the detail is mapped onto the new outline – easy! (Well, easy enough for an experienced game designer!)









▲ The vehicles in the game aren't all the same size, oh no! Check out this mammoth construction vehicle.

With a host of satirical psychotic opponents like Buzz Lightweight, Ed 101, Batmad, Major Minor, Magnus Magnumsson and Otis P Jivefunk, and no fewer than five different two-player modes including Terminal Tag and Stampede, *Carmageddon 64* is shaping up to look like something very special – and very gory – indeed.







▲ Come on then, fight me! Think you're tough in your purple car with the spikes on the front do you? Stitch this!

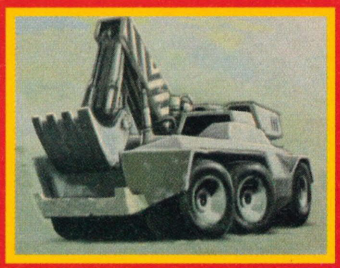
▲ The dead are walking the earth! It's finally happened! Armageddon! Armageddon! What? Oh... sorry, it's *Carmageddon*! Phew.



Pretty As A Picture

It's not only the cityscapes that get the Da Vinci treatment in *Carmageddon 64*. Here are some of the concept paintings for vehicles in the game.

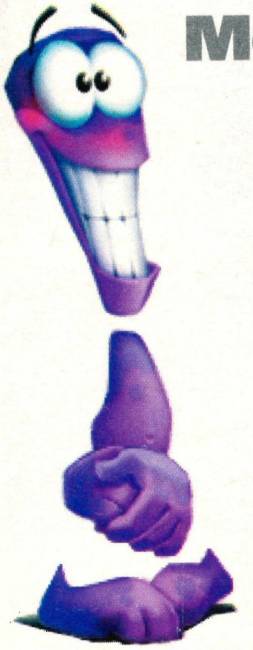






Tonic Trouble

Move over 007, Agent Ed's in town!



The Earth is facing destruction and the one, slim hope for salvation rests in the hands of a purple limbless dwarf. Could everyone now please join together for a rousing chorus of 'oh no, we're all doomed!'

But wait... said dwarf just so happens to be an alien from a civilisation far in advance of our own! Well, that sounds a little more promising, doesn't it?

Just one problem – this one particular alien isn't actually what you might call the brightest of his species. Not the sharpest tool in the box, so to speak.

TONIC TROUBLE

Publisher:	Ubi Soft
Developer:	Ubi Soft
UK Release:	September '99

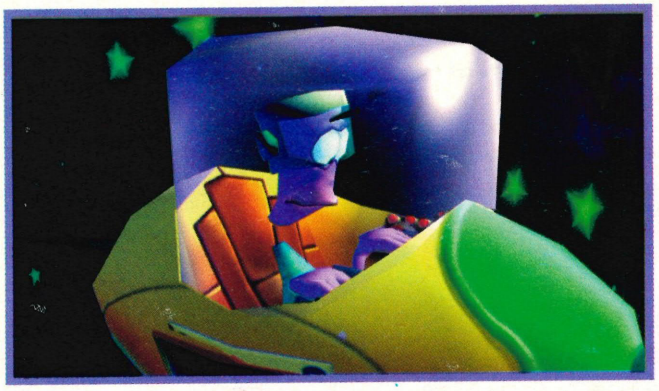
His crew duties include mopping up after the other aliens and... well, that's about it, really! Feeling doomed again?

This is the premise behind *Tonic Trouble*, one of Ubi Soft's two games about small blokes with no limbs (the other being the highly anticipated *Rayman 2*). While cleaning around one of the labs on the starship one day, Ed the alien (for he is the aforementioned small, purple chap) comes across a strange space-type rodent and decides to see it off with his broom. In the process a mysterious bottle of tonic gets knocked down the rubbish chute and falls to Earth, where all sorts of strange and rather unpleasant things start to happen, not least of which includes the mutation of ordinary, harmless vegetables into a race of psychotic killing machines. When Ed's bosses find out what's happened, rather than sorting things out themselves they decide to get Ed onto it and so the adventure begins.



The game starts off with Ed waiting at the top of a mountain where his starship has just dropped him off. Before he can begin the adventure proper, he needs to get down the mountain safely, avoiding the treacherous chasms along the way. Cue a kind of sledding mini-game.

Once he's safely made his way to the bottom, Ed meets the gorgeous Suzy, who explains that her father the Doc has been imprisoned by the vegetables but that if Ed can rescue him then the ageing inventor should be able supply our alien hero with some vital assistance. Which is where the adventure begins...



▲ Only one careful owner my foot! Where's the bloomin' steering wheel gone?







Brawn Over Brains

The first thing Ed needs to do is rescue the Doc. Here he has no offensive weapons though, so he needs help. By luring the jailer onto the grey panel Ed can raise the cage in the centre and get at the popcorn machine. Once safely 'biggified' it's then simply a case of pummelling the guard until he gives up the ghost and relinquishes a stick which Ed can use as a lever to free the Doc – and it makes a handy weapon too!

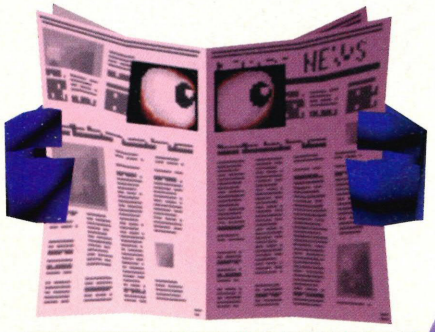




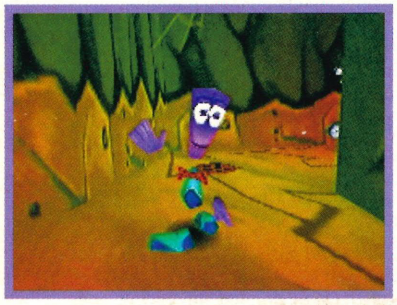
▲ Barcelona! It was the first time that we met... Barcelona!

Tonic Trouble is a 3-D adventure game in the same vein as *Super Mario 64*. Ed starts out with absolutely no weapons or special skills whatsoever. As he progresses through the game, solving puzzles and defeating bosses, he gradually gains various different abilities, such as the power of flight and the capability of turning into a huge Incredible Hulk-like being three times his normal size.

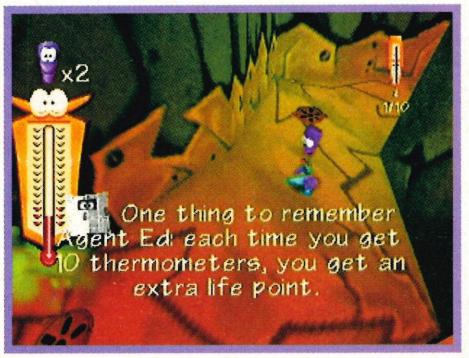






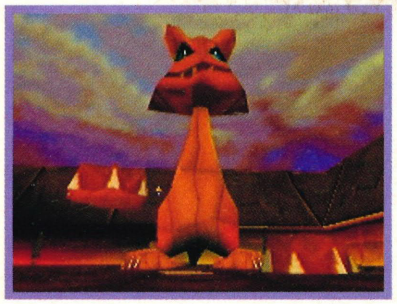






Aiding and abetting Ed on his mission to save the world are a variety of different individuals. The first that Ed meets is the previously mentioned Suzy, rather attractive daughter of the Doc and someone that Ed develops an instant crush on.

The second character Ed comes across is the mysterious Agent Xyz, who appears at strategic locations throughout the game to offer Ed – or 'Agent Ed' as he refers to the purple-skinned alien – helpful advice on dealing with the various puzzles and enemies that he encounters. Early on in the game this advice is fairly direct and to the point, but as you progress it gets a little more obtuse, making the puzzles that much more difficult.



▲ This huge cat is a actually one of the puzzles. You need to get down a hole under his paw. If only you had a mouse...



Big Bad Ed

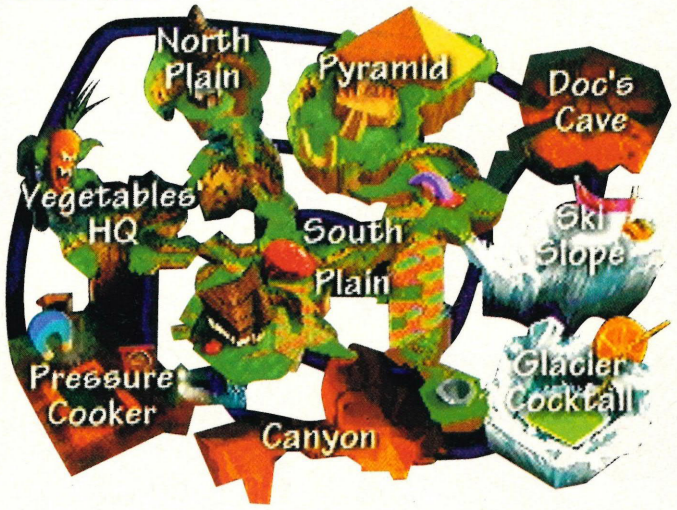
Although he starts the mission more or less defenceless, Ed gains various powers along the way. One of these is the use of magic popcorn which transforms tiny, weedy little Ed into the far more impressive Super Ed. This bulging chap can clobber bad guys that little Ed can't handle and can do lots of other superhuman-type things, such as bending steel bars. Ain't he cool?

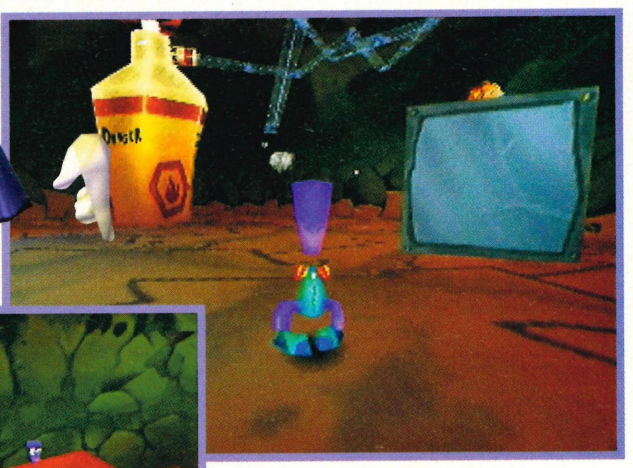


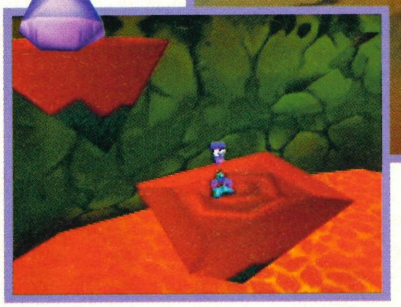


The Battlefield...

Although the tonic has affected the whole planet, fortunately Ed only has to deal with a small part of it. This map shows the major locations that he'll need to visit...







Toaster Tantrums

It isn't just the vegetables who want to stop Ed from saving the planet! Here he must run a gauntlet of manic toasters who fire burning pieces of tasteless toast at him.





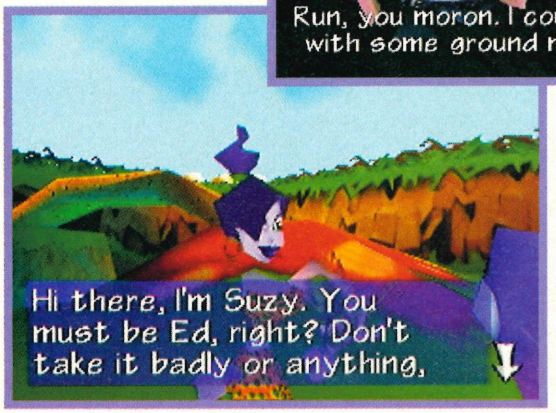




▲ I don't feel too hot... I wonder if this drink is past its sell-by... bleeeuch!



▶ This is one of the bosses in the game. He's not a very polite fellow! You need to run from him, *Crash Bandicoot*-style.

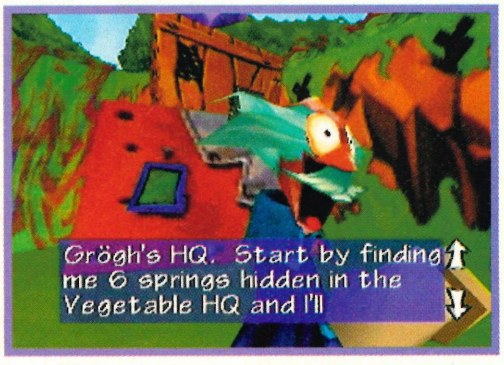


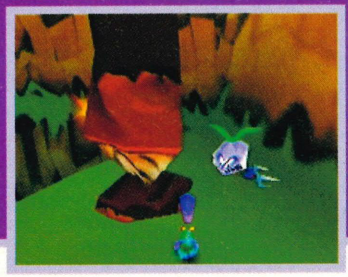
▲ This is Suzy, she's a babe. Even if she hasn't got anything connecting her hands, feet and head to her body!



The last time that 64 MAGAZINE saw *Tonic Trouble* it was a bit difficult to really get a feel for the game, because most of the puzzles had yet to be inserted and those that were in the game were often missing the vital elements that made them possible to complete! The new build of the game is a lot farther along however, and definitely shaping up well. Now that the various levels are linked together and it's possible to play through from the start, you get a much better feel for the whole adventure aspect of the game. Puzzles that were previously a bit strange when taken on their own now make more sense, and there's a definite feeling of adventure beginning to develop.

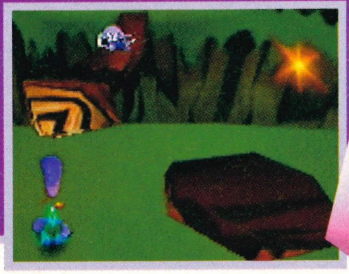
Little niggles from the previous version have been dealt with too, such as the portals between each section. In

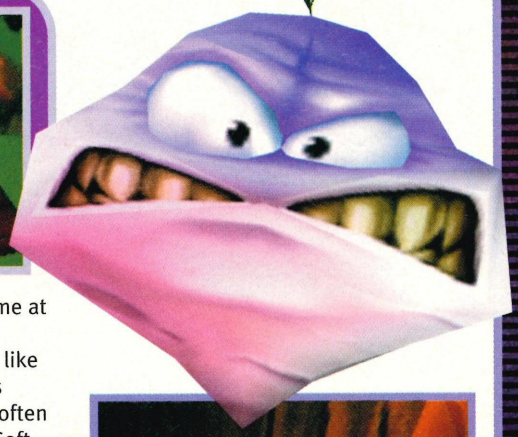




Alien's Log

The route to the Vegetable HQ is blocked by a deep chasm. Fortunately there's a log balanced very precariously nearby which only requires a quick whack with something small and stick-like to topple over and form a bridge.



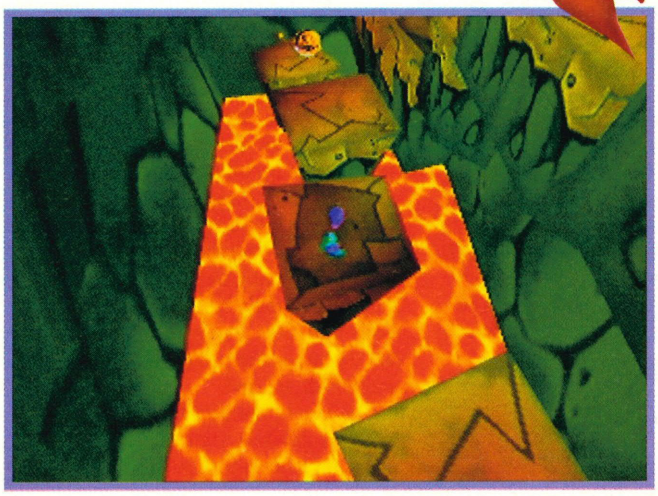


the last version of *Tonic Trouble* Ed walked up to a door and at some pre-determined point was sucked through to the next section. The annoying thing was that there was nothing to indicate where the doorway would capture Ed and this resulted in frequent instances of him passing through the portal by accident when you didn't want him to. To deal with this problem each portal now has a shimmering dome around it which marks the boundary of its influence, making it easy to use or avoid as you wish.

With details like these sorted out, *Tonic Trouble* is looking like potentially an extremely enjoyable 3-D adventure.

The only real problem with the game at the moment is the camera, which although not as bad as something like *Chameleon Twist* or *Castlevania*, is nevertheless pretty annoying and often detrimental to the gameplay. Ubi Soft assures us that the camera operation is one of the things which is being extensively worked on this very minute – well, probably not *exactly* this minute, but you know what we mean. Aside from the camera, *Tonic Trouble* is looking very impressive indeed. Be sure to check out future issues of 64 MAGAZINE for the review!



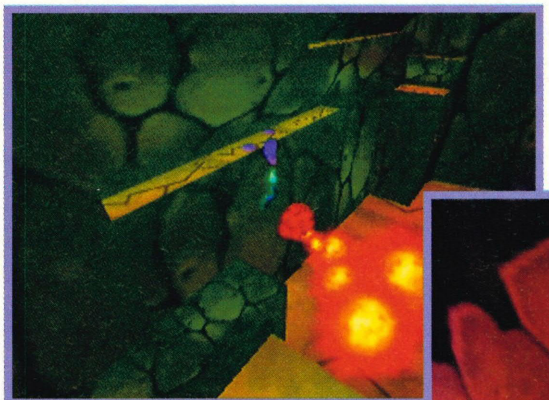




Cream That Corn!

Shortly after activating the popcorn machine for the first time, Ed comes across an angry corncob out for revenge. At this point Ed has no projectile weapons and no way of reaching the hovering cob, so instead he must stand in front of the targets and leap at the last moment to deflect the corn's... erm, corn back at him. Do this three times and it's all over bar the popping.

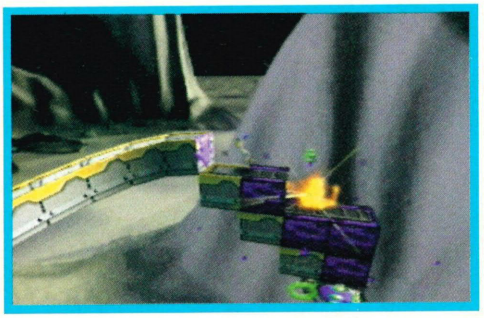


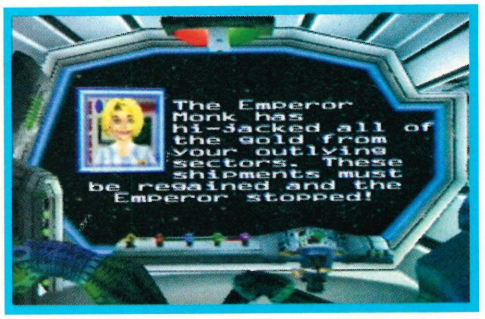


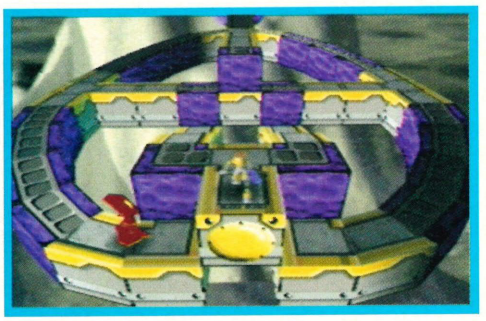
▲ Ed is a multi-talented individual. Here we see him doing his Lara Croft impression as he edges along a ledge.



▲ Grogh regrets that last half of bitter shandy that he downed for the road. If only he hadn't eaten so many salted peanuts!

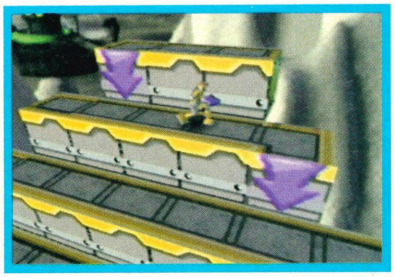




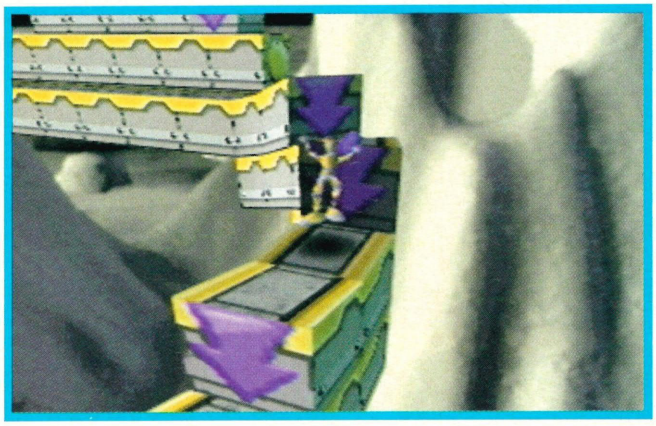


Lode Runner

Another classic blast from the past!



▶ The first level is child's play and simply involves finding your way along a track to an exit, collecting gold along the way.



▲ Although the tracks look pretty hazardous, you can only drop off them at specified points, which are marked with arrows.

Back in what many people refer to as the 'good old days' of gaming, when an 8-bit 6502 processor was considered as powerful as a modern G3 or Pentium III, loading times often exceeded 20 minutes and joysticks were looked on as advanced technology, there was a game called *Lode Runner*. This 2-D platformer took the concept of an arcade action title and combined it with puzzle elements to create a new style of game. Now, many years and some considerable technological leaps later, *Lode Runner* has had a 3-D facelift and is back to challenge N64 gamers.

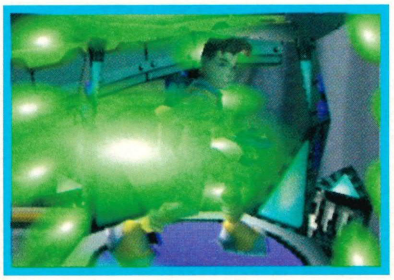
The concept behind *Lode Runner 3-D* is a simple one. An evil Emperor Monk has nicked your gold lode, and you've got to get it back by reclaiming it from a multitude of monk-infested, puzzle-filled levels. To aid you in your task you have a powerful gun which, for reasons integral to the gameplay but otherwise unexplained, can only be used to blast at the ground one square in front of you.

Every level in *Lode Runner 3-D* is basically a maze constructed of 3-D walkways, lifts, destroyable blocks and various other hazards. You need to guide our hero – the lode runner of the title, kind of a intergalactic gold miner – safely through each stage to the exit teleport. To accomplish this you need to puzzle a route through each stage and to begin with this is fairly simple – the first level, for instance, is basically a case of following an *Iggy's Reckin' Balls*-style track to the teleport. With each new level however, more puzzles are added and the route to the exit gets more complicated.

The key to the game is the lode runner's abilities. He can't jump, for one thing, and the rather peculiar operation of his gun means that he can only destroy blocks that are set into the track directly in front of him. This makes the choice of what blocks you destroy quite important, since if you destroy them in the wrong order you can often find yourself trapped!

LODE RUNNER 3-D

Publisher:	Infogrames
Developer:	Big Bang
UK Release:	June

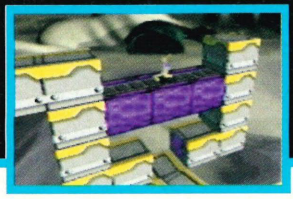


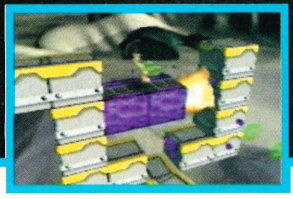
▲ Every level finishes with a teleport. You need to collect a specific amount of gold to activate it first, though.

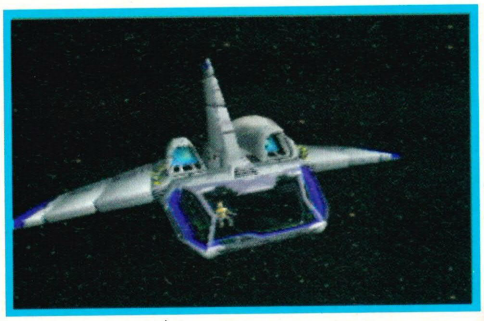


Carry A Big Gun

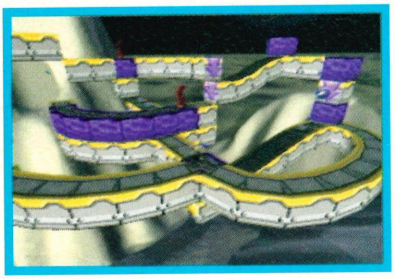
The weapon that the hero uses is pretty powerful. When he destroys a block with it, the recoil knocks him backwards one whole square. So don't go using it on any narrow ledges!





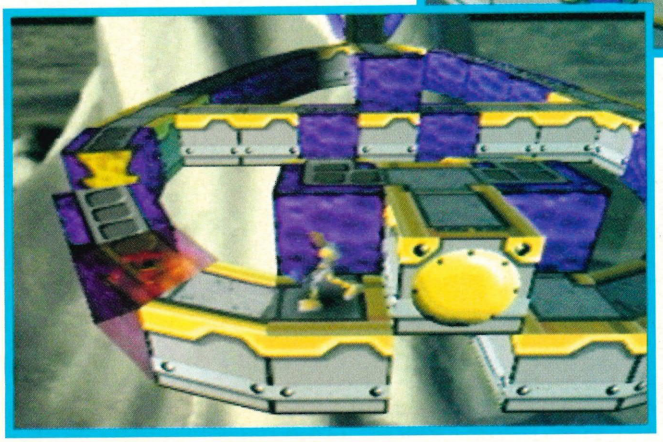


3-D



At first glance it's easy to dismiss *Lode Runner 3-D* as a rather simplistic-looking effort but once you start playing you realise that it's devilishly addictive. Check out the next issue of 64 MAGAZINE for a full review!

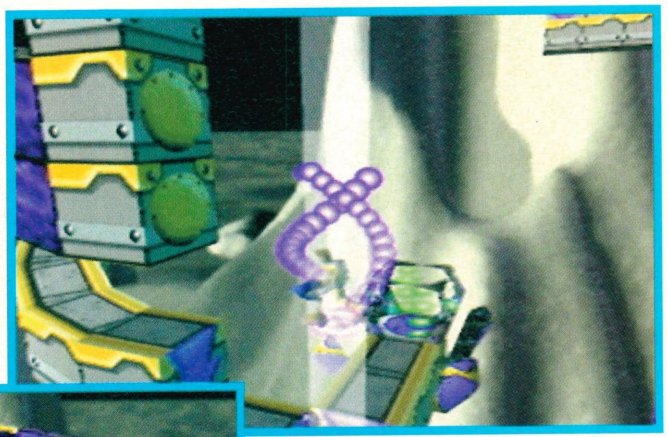








▶ Failure in *Lode Runner 3-D* comes in many forms. This is what happens to our hero if a monk manages to catch up with him.



▲ Anti-gravity lifts pop up on many levels. You activate them by pressing A. The catch is that the monks can use them too!



Meet Da Boys!

It's good versus evil and as usual evil have cheated and brought along extra players – boo evil!



The Hero

This is our hero, the eponymous lode runner. He's young, fresh-faced and carries a big gun. Monks watch out!



The Villain

The figure behind the gold heists is the evil Emperor Monk. He wears dresses and carries an ornate cane – the weirdo!

The Henchmen

These guys do the Emperor Monk's dirty work for him. They come in two flavours – standard and jetpack-equipped.





Incendiary Action

Blocks which are on the same level as our hero can't be destroyed with the gun, but fortunately on many levels you find a convenient bomb lying around somewhere nearby. Using a bomb is easy – just drop it and stand well back!





Monster Truck Madness

It's truckin' monstrous!

MONSTER TRUCK MADNESS

Publisher:	Rockstar Games
Developer:	Edge Of Reality
UK Release:	TBA

We showed you a few screenshots for this game last issue, but at the time we hadn't actually played a working version. Well now we have, and as such can safely say that although the code we got our hands on was still pretty early, *Monster Truck Madness* definitely shows promise.

At present there are 21 trucks included in the game, which is a little strange, as Rockstar Games' press release lists only 20 in the finished product. Of the seven tracks, six are on the menu and five appear to be working – although only the first one can be tackled in four player mode – and of the three battle games on offer, only one of them is currently playable.

The trucks in the game are quite simply superb. Graphically, they are superbly detailed with reflective windows and complex decals. There's even a police truck with working lights which rotate and illuminate the landscape as you're driving and look extremely impressive under night-time or pitch black conditions.

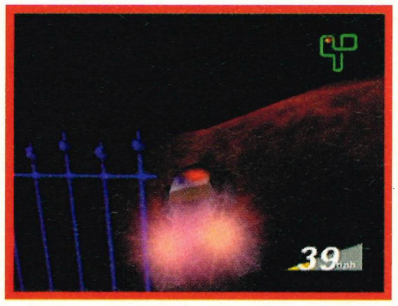
One of the first things that you notice when you start playing *Monster Truck Madness* is the handling of the vehicles themselves. They behave very differently to any other racer yet seen on the N64, which is as it should be when you think about how big these trucks actually are in real life. For those of you that don't know, they're huge, hence the term 'monster' truck.

As well as being larger and heavier than your average car, the monster trucks have some pretty serious suspension to compensate for bends and rough terrain. The engines on these beasts must be quite something too, as it's possible to climb up almost sheer faces of dirt and rock!

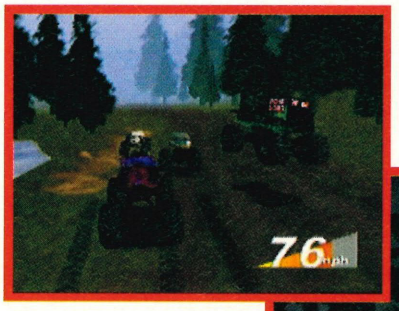
The game includes a range of power-ups from the fairly standard turbo boost to the gravity-defying super jump which



▶ These monster trucks can travel over almost any terrain. Some of the tracks are set on islands, and you can head out to sea!



▲ In addition to the dynamic weather conditions, another impressive feature of the game is the lighting effects.

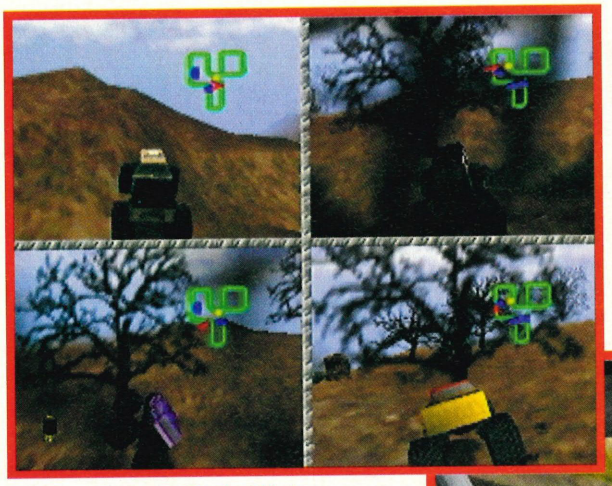


◀ It's neck and neck through woodland! The brown track marks the route, but you're free to wander off wherever you want!

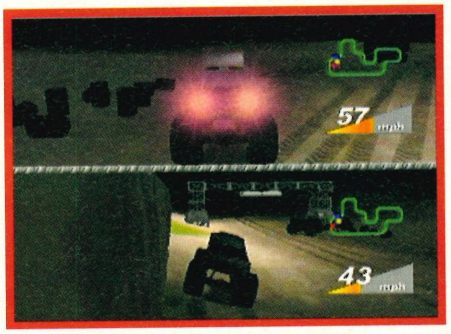


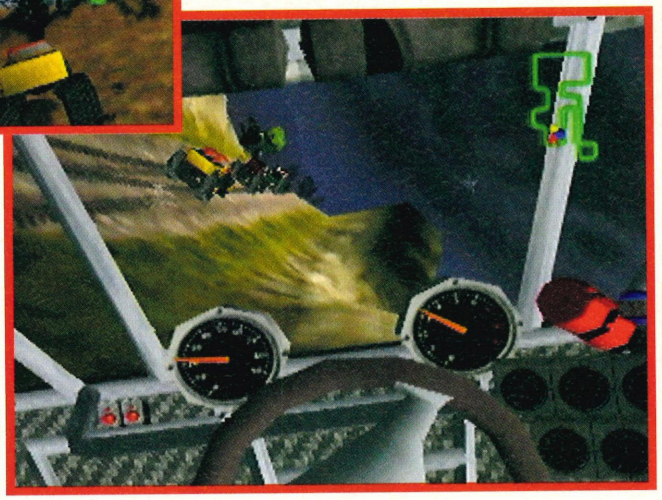


▲ Take on up to three opponents in the game, made up of any combination of CPU and human players.

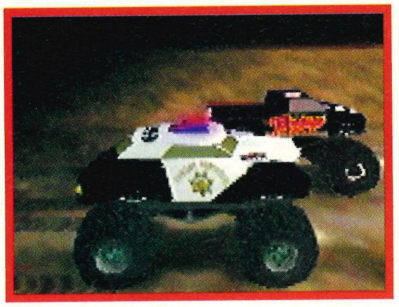


▲ So far only one track is playable in four-player mode, but the frame rate is pretty impressive.





▲ The in-car view is fairly detailed and the speed keeps up well, even on this early version of the game.



causes your truck to leap straight up in the air like a scalded rabbit. The hover power-up is lets your truck to lift off the ground with the wheels folded under the chassis like the cars in *Back To The Future II* and the missile power-up blasts opponents into the air and buckles their wheels temporarily.

For those people who like their racing games to have a selection of views, *Monster Truck Madness* has an almost limitless amount. Using the C Up and C Down buttons the camera can be moved inside the truck for a cockpit view, or zoomed all the way out for a perspective way out behind it. Using C Left and C Right it's possible to rotate the viewing angle around the truck to view from either side or from the front (which is useful when reversing) and the combination of these controls makes for a massive range of viewing angles.

With the variable weather conditions and the four different playing times (day, dusk, night and pitch black) plus the variety of battle games on offer and the free-roaming gameplay – it really is possible to drive anywhere and the trucks can even drive into and through the sea – *Monster Truck Madness* is looking very promising indeed. We can't wait to get hold of a version which has a working soccer battle mode in it!

So This Is Christmas...

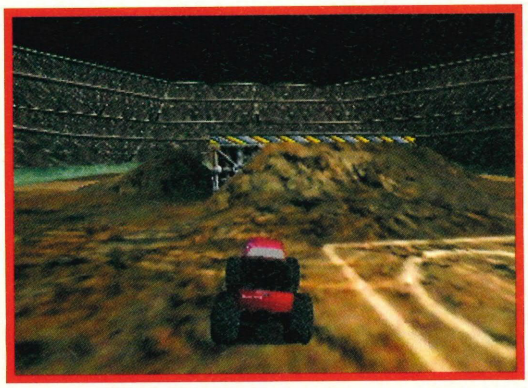
One of the truly unique and innovative features of the game is the weather as represented best by the snow. Sure, we've all seen snowy conditions in racing games before – the ground is simply coloured white and little blobs fall from the sky for aesthetic effect, right? Wrong. At least in *Monster Truck Madness*. When the level starts, if you stay still for a moment you realise that the snow is actually landing on the ground and settling! As time goes on, the snow continues to fall until finally it covers everything, then it carries on falling until you find yourself struggling through deep drifts! Now this is what we *call* weather conditions! Three cheers for Edge Of Reality!

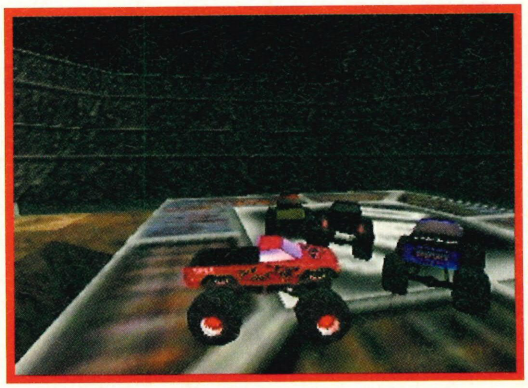












▲ This is one of the battle mode games. The object is to be the car that stays in the 'ring' on top of the platform for the longest.



Road R

One rash that requires

Road Rash first began life as a game on the immensely popular Sega Mega Drive (remember that?) offering the 16-bit console owners the chance to take a variety of powerful motorcycles on a test drive and to pummel each other with various blunt instruments while they were doing it. Since then the game has made the transition to a variety of other systems, including the ill-fated 3Do and the rather more successful PlayStation. However, many feel that it has failed to live up to its initial success. Until now!

THQ is hoping that the latest addition to the *Road Rash* family, *Road Rash 64*, will knock some life back into what has been starting to look like a rather dormant franchise. The general idea is

ROAD RASH 64

Publisher: THQ
Developer: Pacific Power & Light
UK Release: September '99

▲ Pedestrians are a common sight in the game and tumble hilariously if you run them down. Don't try this at home, though.



▶ Oh no, I'm skidding again! Oh well, at least the grass should make for a soft landing... hey, who put that wall there?



▲ Yeeeeehaaah! We have lift off! When they say that these bikes can really fly... they really do mean fly! Wahoo!

Give 'Em Some Stick!

"Oi! You! Where's your helmet? Don't you know it's an offence to ride without a helmet on? You biker types are all the same! No respect for the law. Just wait till I get my..." THUD! "...notebook out. Oh dear, suddenly I don't feel so good..."









Easy Riders

There are a number of different characters in the game, all of whom take a lot of care over their appearance. Check out what the best dressed bikers are wearing in the 64 Magazine *Road Rash* fashion parade!

This follicly-challenged fellow failed his audition for the Village People so he decided to become a Hell's Angel instead. They threw him out though for being too aggressive!

With wild hair and a garish yellow and red suit, this intrepid fellow just doesn't care what people think of him! And with the metal chain he's carrying, who'd argue?

She's cute, she's sultry, she a total psychopath! This young lady certainly wasn't made from sugar and spice or anything nice! Just look at that crowbar she's carrying!

This stern-looking fellow is wearing a suit which says 'come on over and we'll have a cool beer', complemented by a lead pipe which adds 'and then I'll smash your head in'. Charming!

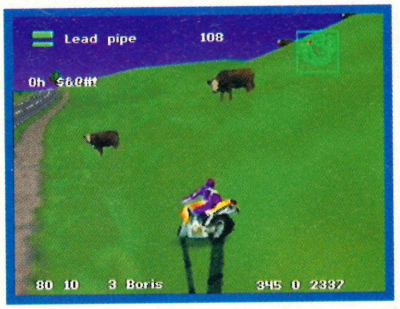
ash 64

no ointment!

still the same – players get to choose from one of a number of powerful two-wheeled racing machines and take part in a variety of road races. As with the previous *Road Rash* titles, although speed is obviously an important part of the game, it's not necessarily the key to winning. This is because every rider has access to a wide range of brutal weapons, which they are positively encouraged to use to bludgeon their fellow racers to a bloody pulp!

What none of the *Road Rash* games have had up until now is a four-player option, so you probably won't be surprised to learn that this is a feature which is being hyped up for *Road Rash 64*. And it's a goodie. When we got the latest version of the game in the office, although it was obviously still a fairly early build and some of the game options weren't up and running yet, the four-player mode was well and truly active and the spare joypads were quickly snapped up.





▶ **Oops! Think I took that corner a little too fast after all. No problem, I can hold it. Just got to keep it steady... ooh look, cows!**

After a few false starts and much crashing (that's crashing of the motorbikes, not the actual game) the combat soon began in earnest as writers and designers merrily battered seven shades of poo out of each other in a much-needed release of inter-office tension. Having three human opponents,





◀ **Okay, I'd like to categorically state right now that I was nowhere even near it and I most certainly did not bite it!**

▼ **If I had a hammer... I'd hammer in the morning... I'd hammer in the evening... I'd hammer all night!**



Tough Meat

You ever hear somebody get described as a 'hard cow'? No? Well the cows in *Road Rash 64* are *really* hard! Try to take one on and you'll always come off worst, which is strange as they're also the most anorexic cattle you're ever likely to meet!



Have A Quiet Chat...

Bikers never seem to have trouble with discipline. That's because they settle everything with a few well chosen words. Just like in this example...



"What was that you called me?"



"Right! I want you..."



"To go and sit..."

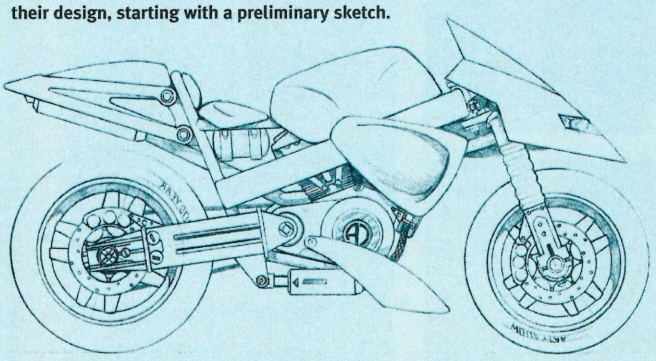


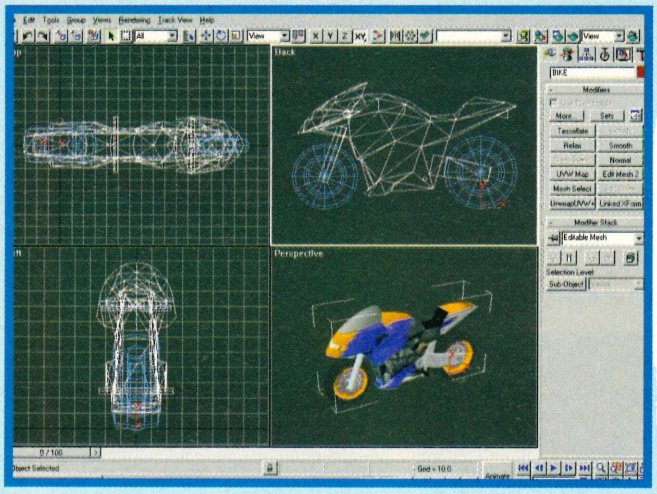
"Right over there!"



From Concept To Completion

The bikes in *Road Rash 64* aren't just knocked up any old how, you know! A lot of work goes into their design, starting with a preliminary sketch.

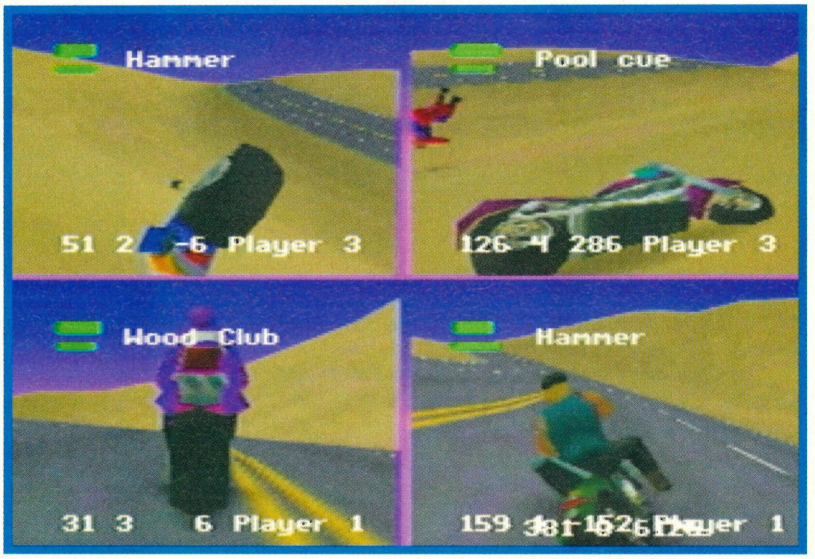




Next the sketches are developed using an application called *3D Studio Max* which turns them into three dimensional models.

And finally we end up with the finished product, a sleek, mean, racing machine which looks almost good enough to... er, ride.





▲ **Damn! I knew I should've paid the extra three dollars and hired the helmet too!**

instead of just the one, adds a whole new dimension to the gameplay and it wasn't long before everyone was committing GBH with a vengeance.

You might also be interested to know that *Road Rash 64* is the first game of the series to include hot biker chicks in the rider line-up. This means that now both sexes can have the opportunity of getting their heads smashed in with a lead pipe on a regular basis – a top triumph for sexual equality, I'm sure you'll all agree! In addition to the female bikers, there are also police officers who patrol the various roads and highways that the *Road Rash* clan have chosen for their race circuits and



▲ **Suddenly the racing bikers felt themselves being drawn inexorably upwards. They were being abducted!**





▲ **Now that is one huge mutha of a truck! You would not want to get between that guy and his Yorkie bar, would you?**



▲ What car? I don't see any car... oof! Oh dear, there goes my no-claims bonus again!

you can join their ranks if you so wish and race across the country in the guise of a Highway Patrol officer. It's not clear as yet though whether the rozzers are going to be hidden characters or available right from the start.

Your game progress in *Road Rash 64* is recorded – rather appropriately – on a 'rap sheet' (which is a term that anyone who's ever see *NYPD Blue* will be familiar with). This records your performance, how the police feel about you and your notoriety rating, which is obviously based on how violent you are towards your fellow bikers. Impressive performance and a high notoriety rating can result in an invitation to join one of the biker gangs – that presumably for reasons of political correctness are being referred to in the game as 'clubs' – and this can lead to road battles with rival gangs to find out who's the real king of the road.

The Long Stick Of The Law

The policemen in *Road Rash 64* aren't your friendly *Dixon Of Dock Green* types who think of criminals as misguided individuals who just need to be shown the error of their ways, oh no. In this game they're bike-riding psychos who sort out the slightest misdemeanour with a flurry of blows from their nightstick. Police brutality!





Road Rash 64 includes some totally new racing modes to keep the aggression level high, specifically: Team, Gauntlet, Escape and Pursuit. From the extensive playtesting we did in the office, the game looks like a very promising title indeed and as the first motorcycle racer to appear on the N64 it's bound to have a large following. Remember, you read it here first!



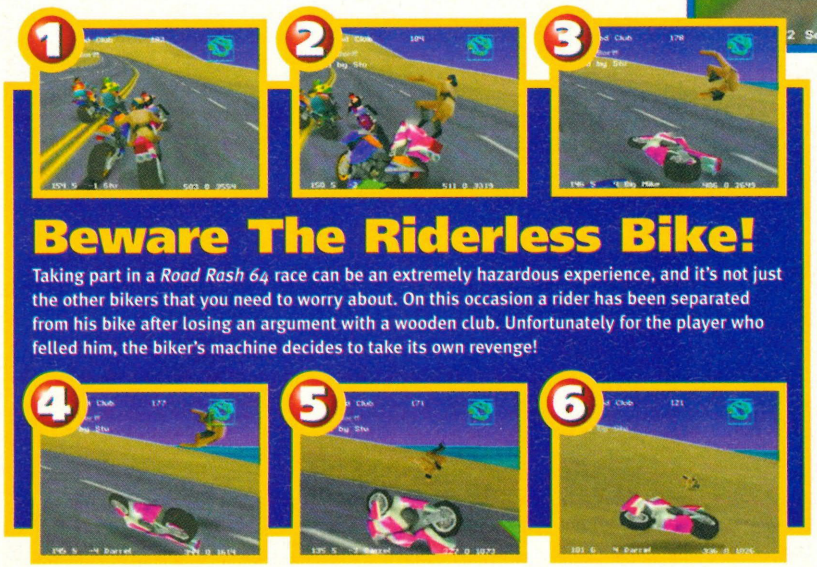
▶ Okay, are we expected to believe that this rider just pulled that huge club out of his pocket? I mean, come on!

Chick, Chick, Chick, Chick Chicken!

Welcome to Bernard's handy hints corner. This month we present the latest in our series of 'Things not to do when riding a speeding motorbike'. Number 37: When the driver of a bulky minivan inadvertently cuts you up on the on-ramp, don't overtake him, spin round and charge him head on. Not unless your life insurance is fully paid up, anyway.







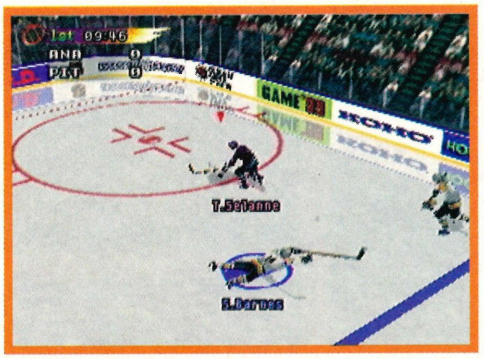
Beware The Riderless Bike!

Taking part in a *Road Rash 64* race can be an extremely hazardous experience, and it's not just the other bikers that you need to worry about. On this occasion a rider has been separated from his bike after losing an argument with a wooden club. Unfortunately for the player who felled him, the biker's machine decides to take its own revenge!



Dare you face the flashing blade?



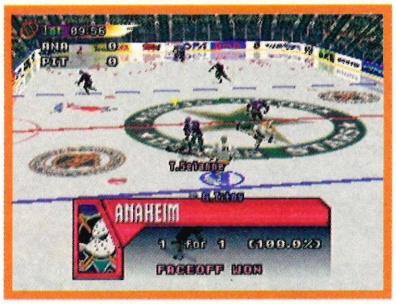




NHL Blades Of Steel '99

With several ice hockey games already on the N64, is there room for another? Konami seems to think so, lining up the excitingly-named *NHL Blades Of Steel '99* for release in August, the prime time for British ice hockey fans (or something).

Featuring 27 American and Canadian teams, as well as two All-Stars teams packed with the best toothless wonders in the world, *Blades Of Steel* tries to recreate the authentic ice hockey experience. Everything is included, from replicas of the actual stadia used by the teams, to flashy lightshows as the teams enter the rink.



Blades Of Steel certainly recreates the pace of the genuine article, and if reality is still too sluggish for you, you can crank the speed of the game up to insane levels. Camera angles can be switched between TV-style coverage and a more in-yer-face approach, and if you can tell one NHL player from another there are all kinds of management and player trading options to play with.

The Management

Want to be the skating equivalent of Kevin Keegan? Then put on your sheepskin coat and start swapping players and tactics about like Top Trumps...





◀ The Anaheim team is the Mighty Ducks, as featured in the films that ended Emelio Estevez's career as a serious actor.

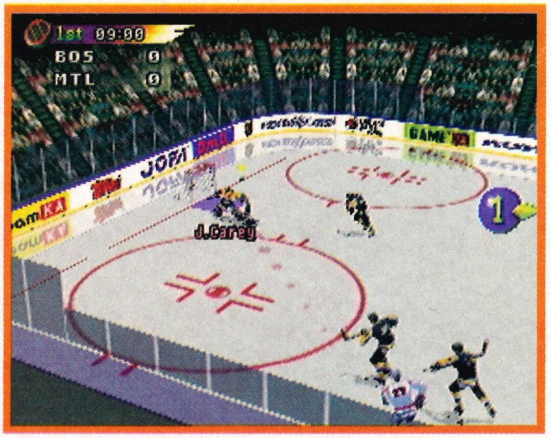
The big questions are, though, can Konami's lo-res game compete in a market dominated by the hi-res games from Acclaim (*NHL Breakaway*) and EA Sports (*NHL '99*)? And is there ever going to be the slightest chance of ice hockey becoming a big thing in Britain? We'll just have to wait and see whether *Blades Of Steel* is sharp enough to face-off against its rivals.

NHL BLADES OF STEEL '99

Publisher:	Konami
UK Release:	August

▶ There's always some funny sod who darts in front of you and pulls a face when you're having your picture taken.







▲ The lo-res graphics are a trade-off – they keep the speed up, but it can be hard to follow the action at times.



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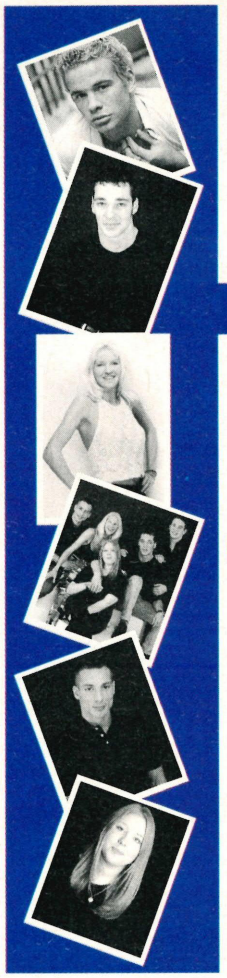
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Premier Man

You'd be amazed how many letters we've had over the years from readers wanting to know when there would be a football management game for the N64. Who would ever have suspected there were so many potential sheepskin coat wearers out there? Sadly, while the N64 may have been home to the best football game ever made (Konami's *ISS '98*), those who wanted to sit down in the management box could only look enviously at PC gamers and their almost weekly flood of footie management sims.

Well, all you potential Keegans, Atkinsons and even (God forbid) Taylors out there will have your prayers answered this summer. Gremlin Interactive, whose last N64 title was the insectile fluid-spurting *Body Harvest*, has produced something even better than a magic sponge – an N64 football management game!



▲ Financial management is just as important as training the players.

PREMIER MANAGER 64

Publisher: Activision
UK Release: November '99

Can you do better than Keegan?



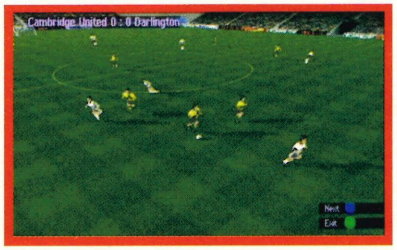




ager 64



▶ The League Cup is one of the many things you have to prepare your team for during the course of a season.



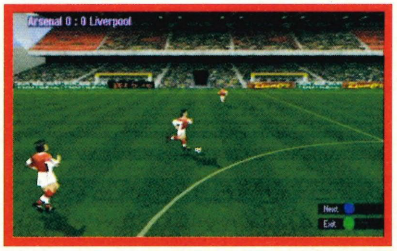
▶ Cambridge challenge Darlington in a Third Division match. Do a good job as manager and your team will get promoted.

Premier Manager 64 is an updated version of the popular PlayStation title *Premier Manager '99*. Offering up-to-date squads for all 92 English league clubs, as well as all the current European teams, the game puts you in the tasselled loafers of the manager of any one of them. The objective of the game is simple enough – guide your team to league success. Actually getting there is a bit harder, though, as you're responsible for every aspect of the club, from deciding cup final tactics right down to keeping the stand selling cups of hot Bovril in order. If things start going bad, you can expect your arse to be slung out onto the pavement by the annoyed directors faster than a Dwight York strike!





▶ Arsenal take on Liverpool in a Premier League clash. *Premier Manager* uses the *Actua Soccer 3* engine to show you the match highlights.



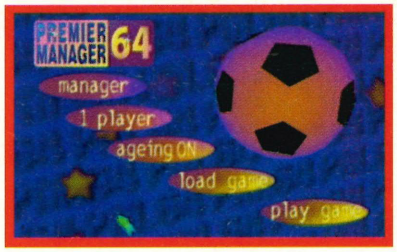


▲ Oh dear. West Bromwich Albion has just been hammered by Oxford. You've got some explaining to do to the directors...

Although a lot of *Premier Manager 64* revolves around static screens where tactics, squads, training and the all-important bottom line are presented for you to toy with, it doesn't skimp on showing you the results of your decisions. The graphics engine from *Actua Soccer 3* is used for the first time in any of the *Premier Manager* games to bring you ball-by-ball coverage of each match. Hmm, does this mean we can expect an N64 version of *Actua Soccer 3* later in the year?

In order to create the best team in England, you have four talent scouts at your disposal, who can be sent across the country – and also around Europe – to find the best upcoming football talent. If you play your cards right, you could discover the next Michael Owen kicking about in the murky depths of the Third Division or some backwater in France and snap them up for a song.

You're not just limited to taking on soulless computer-controlled teams in *Premier Manager 64*. Up to four budding managers can take part at once, battling against each other in the bid to take the championship. BBC

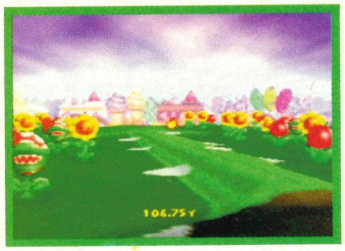


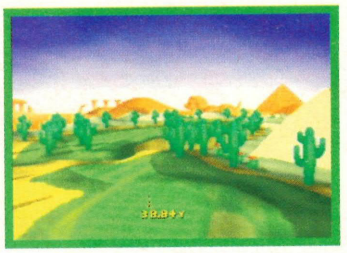
commentator Barry Davies will offer his opinions on your success (or otherwise) as each match is played.

As the first game of its kind for the N64, and one that a lot of people have been crying out for, *Premier Manager 64* looks like it'll be a big success. We'll be reviewing the game in time for its release in July. Up the Town! Maim the ref!









Mario Golf

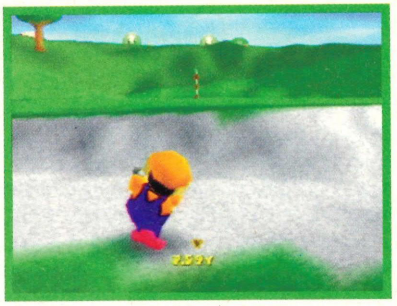
It's time for tee!

MARIO GOLF

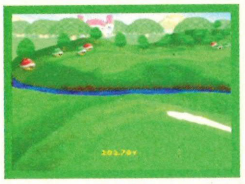
Publisher:	Nintendo
Developer:	Camelot
UK Release:	October

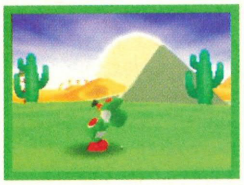
If you want to have a quick game of golf without running into the braying halfwits from the Audi advert, you need *Mario Golf*! Nintendo's mascot is having his name attached to yet another event, and so far it looks like it could result in the N64's best golf game to date. Not that there's much competition...

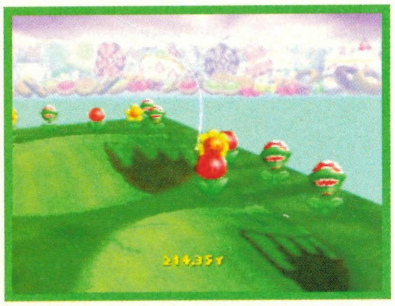
Mario Golf features ten Nintendo characters, with only the Mario brothers, Frasier and Niles – sorry, Mario and Luigi – available to begin with. New characters are revealed as you play through the six different Nintendo-themed courses.



▶ Wario gets stuck in a bunker. Will he switch to a sand wedge, or just take it out on his caddy?







◀ Once the ball has been hit, the camera changes to an aerial tracking view while it's in flight. Seagullcam, maybe?

Although *Mario Golf* will supposedly feature realistic physics as far as the movement of the ball goes, it's also got a more arcade-style sub-game called Ring Shot, which is apparently a kind of target shooting game, but with golf clubs and balls instead of guns! All should be revealed at the E3 show next issue.

British gamers have quite a wait to see *Mario Golf* – it's not due out here until October. But as soon as we can get hold of an import copy, we'll bring you a sneak advance look!



▲ Luigi took his shot just as the acid kicked in.

Mr Tee

Mario Golf has ten characters to choose from. Here are the ones we've seen so far...

Mario

His legs are so short, you can't actually tell if he's wearing plus-fours or not.



Luigi

Mario's lanky brother and eternal second banana. Maybe he'll beat his bro on the green!



Princess Peach

Shows her pins for the first time ever! Well, you can't play golf in a ballgown.



Wario

Mario's evil nemesis looks like he'll snap his clubs every time he drops a shot!



Yoshi

Mario's faithful steed proves that even dinosaurs like a quick round on the links.



Baby Mario

Either this is Mario from SNES *Yoshi's Island*, or Mario's been sowing his oats!



Japanese Chick

Don't know who this girl is, but she's quite cute. For a videogame character.



Fat Bloke

Again, we're not sure who this porky fella in a cowboy hat is. All right, fat bloke?





USA LIVE!

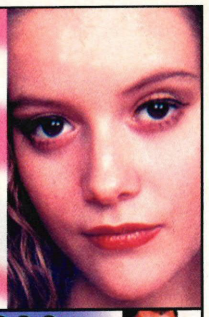
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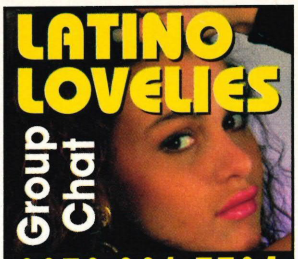
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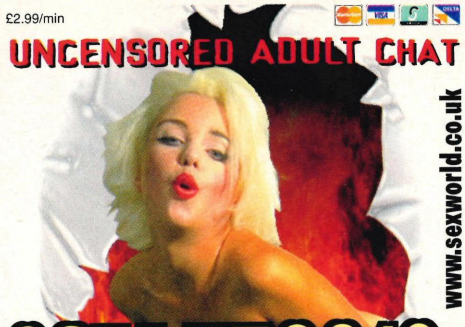


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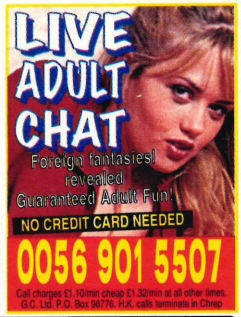
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REVIEWED THIS ISSUE!

64 MAGAZINE reviews



It's always a good time to kick some alien ass!

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!

54

DUKE NUKEM: ZERO HOUR

$64,000 Question

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

Memory Options

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

PAL Performance

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

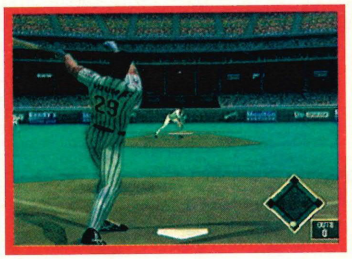
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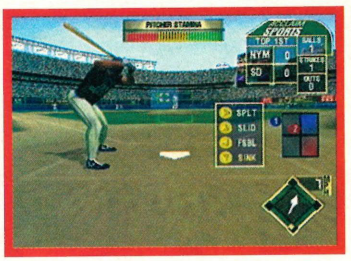
We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

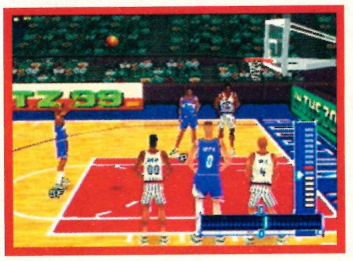
64 Magazine Rating

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

- Well above and beyond the call of duty – five in a category means it's damn near faultless!
- A good job – there might be a few rough edges that could have been better, but nothing serious.
- Average – a game that gets this score does its job adequately in this category, but isn't anything special.
- Things aren't looking good – a mark of two means that this part of the game is definitely below par.
- Complete rubbish – this part of the game has been done so badly you wonder why they bothered!

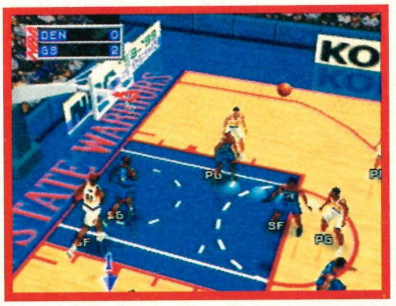






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65 **MARIO KART 64**
Join Mario and his crazy mates for some karting action!

66 **LYLAT WARS**
Corneria is under attack! Only you can save the planet!

67 **SNOWBOARD KIDS**
Summer's here – time for... snowboarding?

68 **WAVE RACE**
Hit the waves for some jetski thrills!





Final Score

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

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

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

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

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

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

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

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

64 Magazine Bottom Line

Controls



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

Alternatives

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

Rating

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

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

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

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

Overall %

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

Soundbite

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

Written by: Andy McDermott

DUKE NUKEM: ZERO HOUR

Alien scum beware – Duke Nukem is back in town!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	GT Interactive
Developer:	Eurocom
Game Type:	Shoot-'em-up
Origin:	UK
Release:	May (TBC)
Price:	£44.99

Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores game position

64 MAGAZINE SIZZLER







▲ Need to kill lots of people fast? The BMF (no prizes for guessing what that means) Thunderstrike should sort you out just fine.

Ahhhhh. After month after month of tedious braindead racing games and 17 million utterly indistinguishable American sports titles, it's as refreshing as a blast of pure oxygen at 3°C to get a game into the office that someone might actually *want to play*. That's a revolutionary concept that some companies might care to take on board, eh? Next thing you know, they'll be announcing at least 50 new games each month and getting them out faster than a lap dancer with an overdraft. No, that's pure fantasy. Never happen.

Duke Nukem: Zero Hour is the stopper of videogaming rot in question. While it's not going to be exploding the pants of techno-geeks with its radical technology or being applauded by the Booker Prize people for its delicate, multilayered storyline, it should at least be ringing the tills down at Game (or Electronics Boutique, since they're now the same thing). You start playing, you kill things, you keep playing. It's this latter part that seems to have confounded a lot of games of late.

You probably know who Duke Nukem is by now. For those who haven't had the pleasure, he's every Hollywood hero of the past decade dropped into a blender, reconstituted into the body of a WWF wrestler, injected with enough testosterone to turn the population of Newcastle-upon-Tyne bald and given a Johnny Bravo haircut. This means a bad attitude, more guns than a Montana militiaman's ranch and a lengthy list of crap one-liners to be growled out at vaguely relevant moments. Duke's stock-in-trade is the extermination of 'alien scum' (is there any other sort?) and the rescuing of scantily-clad 'babes', all of the latter being keen to thank the sandpaper-larynxed hero in ways Nintendo won't allow to be shown.

▲ "Don't lose your head... oh, too late." Bad guys have various death animations, but they're not as gory as *Turok 2*.

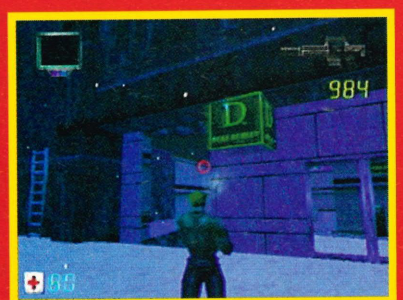
Come Get Some

Duke Nukem: Zero Hour is business as usual for the Nukemeister; aliens have invaded and must be destroyed. The twist this time round is that they're





▲ After the alien apocalypse, the familiar sights of New York are shrouded in the snow of a nuclear winter.



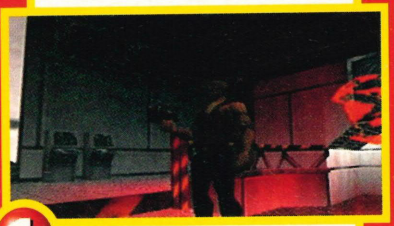
◀ One very cool touch is the way that zombies smash through doors piece by piece. "Heeeeeeereee's Johnny!"



$64,000 Question

- ⊕ Fast
- ⊕ Good control system
- ⊕ Action-packed
- ⊕ Amusing soundbites
- ⊕ Frantic deathmatch game
- ⊖ Visuals not stunning
- ⊖ Bosses get tedious
- ⊖ Lack of save points

In The Beginning



1 It's chaos as the game starts! Duke gets a transmission...



2 ...from himself! This Duke is trapped in Victorian England. What's going on here, then?

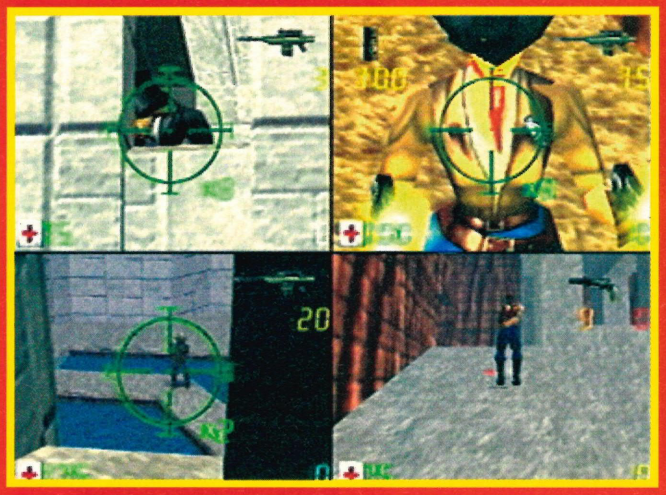


3 The past Duke explains, while casually wasting zombies, that aliens have attacked Earth's past.



4 Present Duke needs to travel through time and collect time machine parts to save the future... or something. Oh, just kill everything!

You start playing, you kill things, you keep playing!





▲ This barge guides you through the toxic sewers of Victorian London. Just watch out for the Octobrains.

worryingly complicated, but turns out to be surprisingly effective. Strafing moves are now a doddle, and to ease you into the method, all of Duke's early weapons feature laser sights. There's even an auto-aim option that instantly pops the little red dot of death right onto the heart of the nearest bad guy.

The boy Nukem has also become nearly as agile as Ms Croft. He shoots! He runs! He jumps! He climbs! He swims! He scratches his arse if you leave him standing still for too long! Mainly he shoots, though.

Sucking chest wounds the size of woks

using time travel to attack Earth in the past so that they can eliminate the present. Naturally, Duke is so indescribably hard that he's not affected by time travel technobabble, and spends much of the game travelling from one time period to another in order to set matters right. By killing things.

Duke's latest adventure differs from his first N64 outing, the paragon of titling imagination that was *Duke Nukem 64*, in that Duke now appears on screen, much like Lara Croft in the *Tomb Raider* games. (In fact, *Zero Hour* was originally going to be called *Duke Raider*, though doubtless some lawyer didn't see the funny side.) Duke is moved by using the C buttons a la *Turok*, and his many weapons are aimed with the analogue stick. It sounds

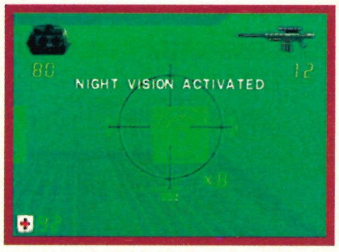
Unlike the first game, which looked somewhat dated by using flat sprites to represent enemies, *Zero Hour* finally gets with the program and makes use of polygons. Compared to *Turok 2*, the current benchmark for bad guy animation, *Zero Hour*'s villains are a bit clunky and stiff, and the more sadistic will be disappointed at the low-impact death routines. Heads may spin through the air like basketballs and sucking chest wounds the size of woks may open ventilation holes right through torsos, but they don't prompt any cries of "hoo-yeah!" Seeing enemies slump to their knees, clutching at their shredded crotch areas, is still amusing, though.

Groovy

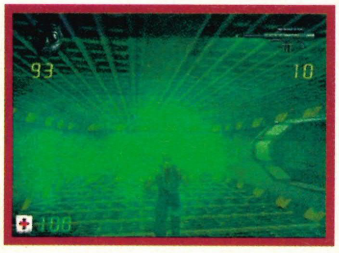
Zero Hour is Expansion Pak compatible, and it makes quite a difference. Although the lo-res, unexpanded game's visuals are serviceable enough, the Expansion Pak lets you pick out enemies against the background from a distance. This is really the game's biggest graphical flaw – the textures used for the scenery are usually repetitive and not very interesting. Rock faces look more like wallpaper from B&Q's new paranoid depressive range. Most levels are also quite dark; this might be in keeping with the feel of the game, but it makes everything blend together into a mush.

Take The Train

Before the game begins, Duke starts off in an underground complex. If you want, you can just run straight to the hangar and be whisked to New York in a gunship, but first-time players might as well get some practice in before doing some alien-killing in earnest. The training complex lets Duke hone up his skills at climbing, shooting, switch operating and, er, gasmask donning – all useful skills in the levels ahead!



▲ See in the dark!



▲ Breathe in toxic gas!



▲ Er, climb things!

▲ The Rocky Knoll deathmatch level is designed for snipers – sniper rifles can kill with a single shot.

▶ The sparkling item is the prized Atomic Health, which boosts Duke's hardness to insane levels. Like it wasn't already.



▼ Duke has only 90 seconds to fight through the alien hordes and enter a base to provide support to the beleaguered occupants.





▲ These alien spiders, ripped bodily from *Lost In Space*, can be found scuttling around several levels.



▲ As well as killing as many aliens as possible, Duke also has to collect parts for his past self's time machine.



open though torsos!

The levels themselves, despite the general blandness of the backdrops, are full of smart touches (the chortlesome double-entendres filling the first few levels are merely the most obvious) and it's rare that you get frustrated by an apparent lack of progress. If you do get stuck, there's a handy pocket TV in your inventory that tells you Duke's current mission objectives. This being the kind of game where the biggest problem is how to get brain matter off the sole of your boot, the puzzles you encounter are more or less limited to 'find-key-open-door' brain-nonteasers.

There are plenty of surprises along the way to saving the world, with a number of missions featuring unexpected time limits that kick the old adrenaline glands into action. An early timed challenge gives you a worryingly short amount of time to break through enemy lines and find your way into a military base before it's overrun, and later, when you're aboard the Titanic... well, you know what happened to *that* particular boat.



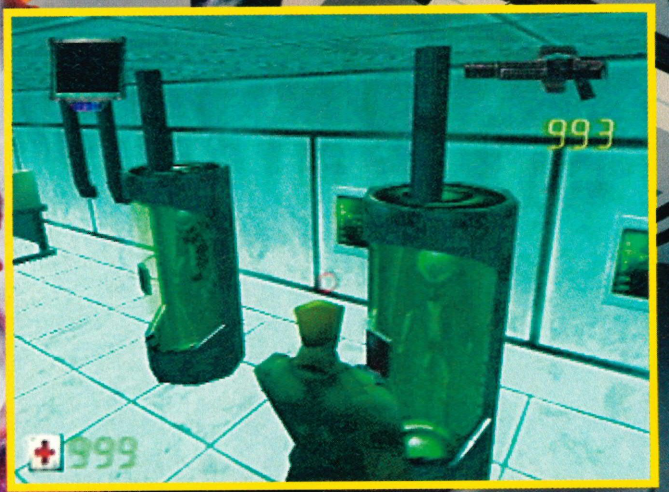
▲ Blow off a zombie's legs and they don't need to use a wheelchair – they just drag themselves on their bellies!

Does It Hurt?

Zero Hour's other big feature is its highly amusing deathmatch game. Initially you only get to choose between a selection of Dukes, but as you open up more levels, other combatants appear (see boxout). In this mode, the game is played from a first-person viewpoint, like *Goldeneye*.

▲ On some levels, soldiers are stationed at strategic points and can help Duke out – for as long as they stay alive.

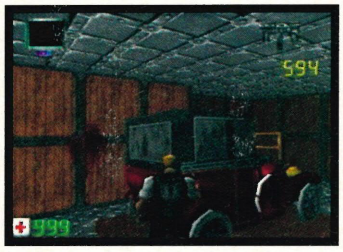




▲ No wonder the aliens are so mad at us – we've been pickling the spindly little buggers!

I'm The King Of The World

One level sees Duke aboard the Titanic with the mission of stopping it reaching its destination, for reasons to complicated to explain. But what's this in the cargo hold?



If the vintage Renault's rockin', don't come a-knockin'! Kate 'n' Leo are hard at it inside.



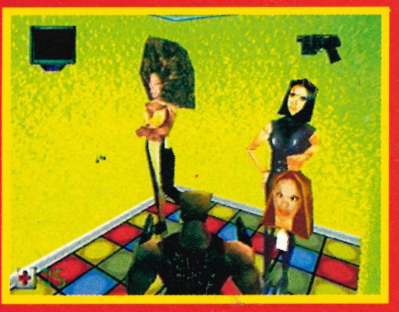
Duke's application of firepower to a crack in the hull soon puts paid to the Oscar-winning rumpy-pumpy.



▲ Most enemies are either Pig Cops or Enforcers, so when you get a new adversary it's an unpleasant surprise!

The levels look fairly bland, sharing the same unimaginative textures of the one-player game, but unlike some four-player shooters the levels are geared to different kinds of gameplay. Rocky Knoll is a sniper's paradise, with lots of high vantage points to send other players' heads back and to the left, while Atomic is tiny and ideally suited to mad running around firing off shotgun blasts at anything that moves, and Catacombs is a dark level where the first person to grab night vision goggles is at a distinct advantage.

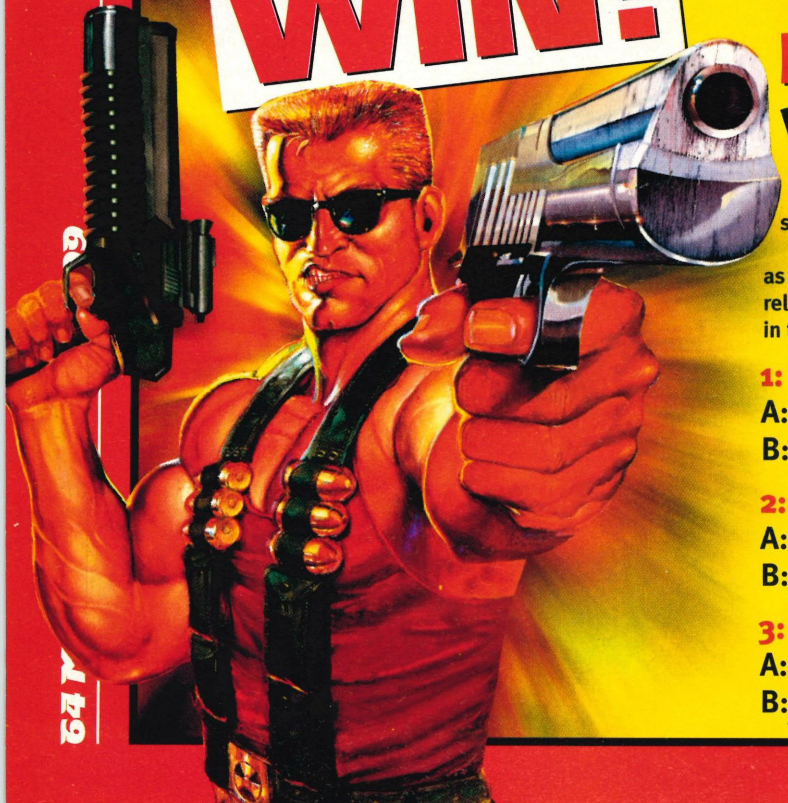
In play, the deathmatch games are generally speedy, slowdown only really becoming noticeable when explosions fill the screen. It's also a lot of fun – when you get killed you can drop instantly back into play (unlike *Goldeneye*, where there are several infuriating seconds before reincarnation) and you always begin with a weapon, ending those 'oh no, I'm a slapper' blues. As to whether it's a better multiplayer game than *Goldeneye*... eeeeeeh, no. Not quite. Rare's game is still the perfect skill thrill kill, but *Zero Hour* isn't far behind. It certainly held everyone's interest for longer than *Turok 2*'s deathmatch game.



▲ They've changed slightly since the preview – these obviously aren't the Spice Girls. Are they, Mr Lawyer?

Your Face, Your Ass

And now, the inevitable complaining part of the review. As well as the aforementioned muddy visuals, it's a pity there weren't more different enemies to shoot. Sure, the Pigs change



WIN! TEN COPIES OF DUKE NUKEM: ZERO HOUR!

When you need to save the world, you don't waste time with lame-os like Arnie or Sly or (god forbid) Jean-Claude. You go straight to the top of the beefcake chain and ask for the man himself, Dukeston J Nukem, Esq! Ten bicep-flexingly fortunate readers of 64 MAGAZINE will be able to guide Mr Nukem through his world-saving exploits absolutely gratis, courtesy of those fine fellows at GT Interactive.

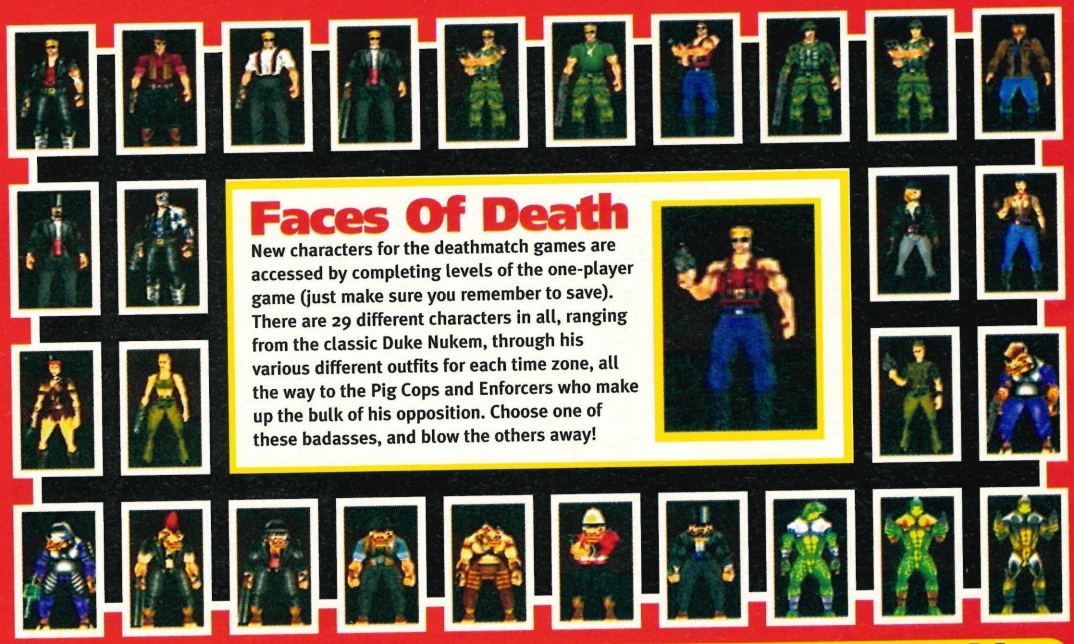
In the tradition of 64 MAGAZINE competitions, we've decided to make things as easy as blowing the head off a zombie. Just send in the answers to the following Duke-related questions on a postcard, and the flat-topped hardman could be insulting you in the comfort of your own home!

1: What does Duke wear over his eyes?
A: Sunglasses
B: Pies

2: Who are Duke's main enemies?
A: Pigs
B: Ocelots

3: What is Duke's catchphrase?
A: "Hail to the king, baby!"
B: "We're out of toner!"

Send your answers on a postcard to *Duke It Out compo, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS*, to arrive before June 17, and the first ten correct entries will win themselves a copy of *Duke Nukem: Zero Hour*!



Faces Of Death

New characters for the deathmatch games are accessed by completing levels of the one-player game (just make sure you remember to save). There are 29 different characters in all, ranging from the classic Duke Nukem, through his various different outfits for each time zone, all the way to the Pig Cops and Enforcers who make up the bulk of his opposition. Choose one of these badasses, and blow the others away!

Duke Nukem: Zero Hour is refreshingly playable!

their costumes to suit the era, but they still behave in exactly the same way – as thick as the stuff that isn't shineola. Admittedly the huge bosses look good, but they're very infrequent.

Speaking of the bosses, wouldn't it be great if a game came up with a boss that actually required a bit of imagination and ingenuity to defeat? *Zero Hour* isn't that game, because taking down a boss follows the traditional routine of unleashing thousands of rounds into them until they fall over. Sooner or later, a designer is going to be hit by a brainstorm and realise that this does get rather tedious.

Apart from these moans, and the fact that Duke's jumping ability is a bit clumsy for a game that has a few sections that require precise leaps, *Duke Nukem: Zero Hour* is a refreshingly playable game, which stands out like a basketball player in a nursery from the tide of plain averageness that seems to have washed over the N64 since *Zelda*. No bull, just a big man with a big gun and an awful lot of targets. It's what videogames are all about.



▶ Apparently, the picture Eurocom used as the basis for this poster had something else where the bottle is now...



▼ In the ruins of New York, a *Terminator*-style aircraft riddles Duke with bullets. Which he just shrugs off, natch.

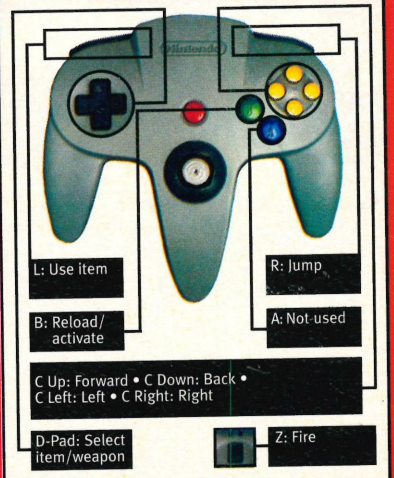
2nd opinion

It's *Duke Nukem* meets *Tomb Raider*! This game has been some time in coming but it was worth the wait! Duke fans are *not* going to be disappointed. A few more N64 games of this caliber and the PlayStation can kiss its ass goodbye! Buy it now! ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternatives

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

Rating

Graphics

Audio

Gameplay

Challenge

Overall

90%

Soundbite

Riotous fun with a very big gun!

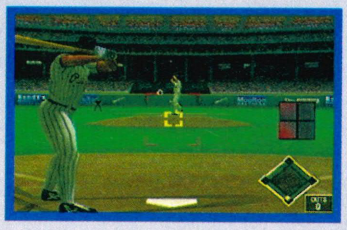
Written by: Andy McDermott

All-Star Baseball 2000

Baseball. For 2000. With stars. All of 'em.

Hitting A Homer (Doh!)

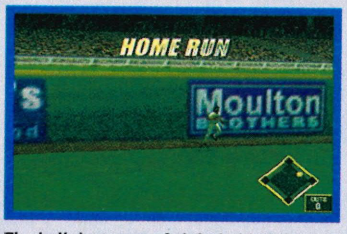
Home runs – hitting the ball past the boundary – are what baseball is all about. Here's one as it happens...



The batter pushes B – it reduces his chances of hitting the ball, but increases the power behind the swing.



Thwack! It's a good, solid hit, and the ball goes rocketing towards the opposite side of the pitch.



The ball drops out of sight behind the advertisement hoardings, to the annoyance of the fielder.



And there's the proof – 419 feet. The batter gets to stroll around the diamond, laughing insanely.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Iguana
Game Type:	Sports
Origin:	US
Release:	Out now
Price:	£39.99

$64,000 Question

- ⊕ Superb visuals
- ⊕ As stat-packed as you could hope for
- ⊕ All the official teams
- ⊕ Improved AI
- ⊕ Plays just like the real thing
- ⊖ Plays just like the real thing
- ⊖ Sound is fairly weak

Let's get the rant out of the way first. Attention, American game companies! Outside America, baseball is called rounders. And it's played by girls. And children at primary schools. We don't devote hours of prime-time TV to it. Nor do we paint our faces in the team colours and swill down gallons of beer and pounds of popcorn while we watch. Got that? *Nobody outside America likes baseball.* And while we're on the subject, American football is pants as well.

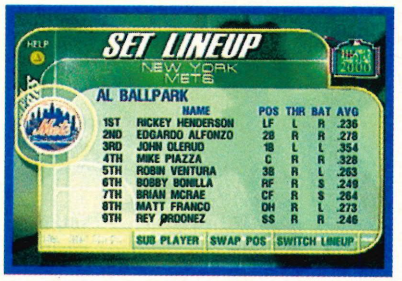
So, that out of the way, what's *All-Star Baseball 2000* like?

Yankees

Actually, it's rather good. As a simulation of the sport it includes everything anybody could reasonably expect, and there's also an Arcade mode for those who just want to get straight in and start hitting things with bats.

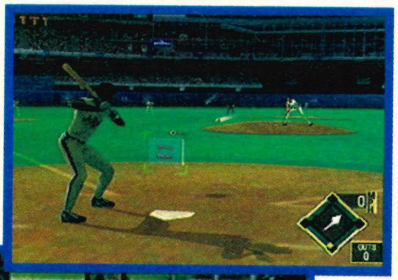
As is typical with many sports, things are much more interesting when you're the one who gets to hit the ball instead of just throwing it. A square on-screen represents the area where the pitcher can throw the ball without getting a, uh, 'ball' (which is really a 'no ball'). Inside this is a smaller square that represents where your bat will hit when you swing. If you want to get extra power, a quick tap of B gives you some extra grunt, but makes your bat target a lot smaller. Once the pitcher throws the ball (at anything up to 100mph) you have just a fraction of a second to move the target to intercept the ball and make your swing.

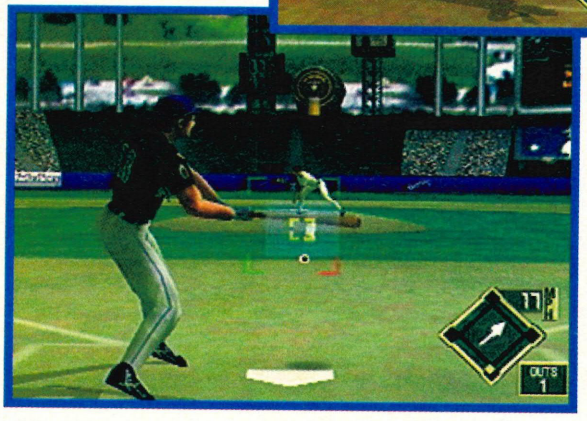
Pitching and fielding aren't quite as much fun. The C buttons are used to select one of four different kinds of throw, then the analogue stick is used to try and curve the ball in mid-air so the batter misses it. If he does hit (which, against computer-controller opponents, he usually will) then you have to guide the nearest fielder into position to catch the ball. Since it takes a second or so to work out which fielder you're controlling, it's even harder to catch the



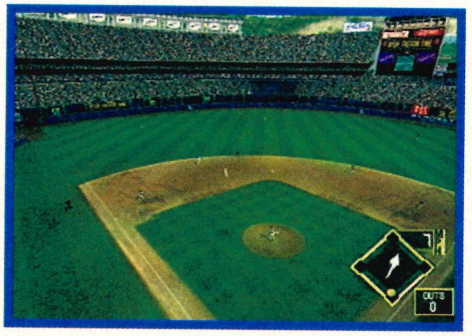
▲ Wannabe managers can play with the team line-up before a game. Over the course of a season, this is essential to keep players fit.

The presentation is

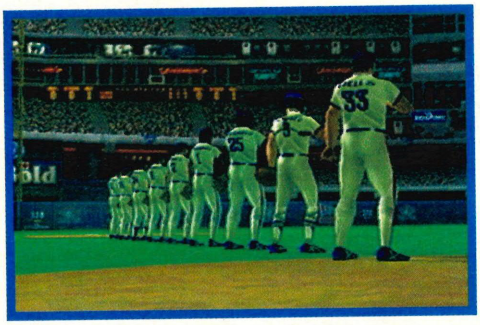




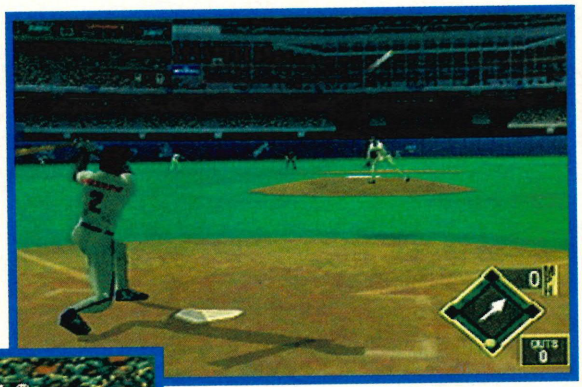
▲ The small yellow square shows where the batter's bat will swing – the larger grey box will still hit, but with less power and accuracy.



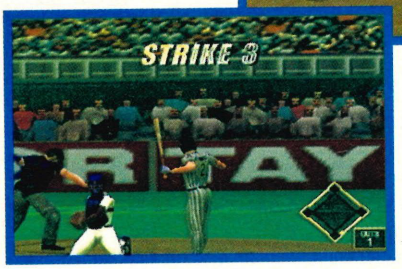
▲ If the 'action camera' is switched on, any kind of incident on the field is treated to fast zooms and whiplash-inducing tracking shots.



▲ The team lines up before the match. The hi-res graphics are so well done you can see the visible pantie lines!



▲ The most satisfying moment in *All-Star Baseball 2000* is when you hit the ball squarely with a 'crack!' and hoof it skywards.



▶ Aaaaaaand yeeeeeer out! The batter looks to the crowd of square-headed zombies for help, but receives no sympathy.

ball than it is to hit it. After that, the ball has to be chucked to one of the four bases to try to get any runners out, and... oh, it's all very complicated.

top-notch!



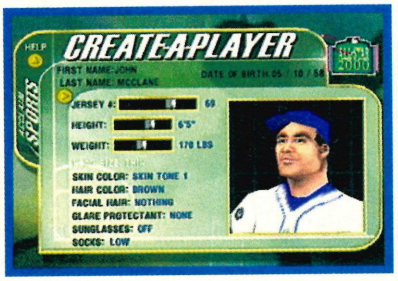
Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves custom players and teams, league stats and results

▶ No modern American sports game would be complete without the chance to put together your very own beefy alter-ego.

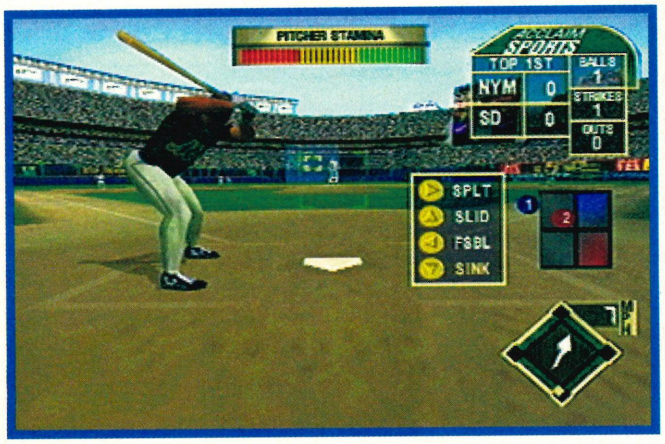
Mets

This being an official baseball licence, *All-Star Baseball 2000* features all the authentic teams, grounds and players. Not that anybody in Britain will know the difference. But for those who are interested, *ASB 2000* has a full team management option, and unlike its predecessor it's not full of bugs! The only downside is that to save a game, you more or less have to sacrifice an entire Controller Pak.



Visually, *ASB 2000* is just about faultless. It's hi-res even without an Expansion Pak (using one improves the frame rate) and is much better animated than the first game. Overall, the presentation is top-notch.

If you aren't one of the six weirdos in Britain who actually likes baseball, then you're not going to be converted by *All-Star Baseball 2000*. It might look good, but the incomprehensible rules (plus the fact that it's basically a tarted-up version of rounders) will have put you off long before you get to grips with its subtleties. If, on the other hand, you are one of the aforementioned weirdos, then you'll be in gimp heaven with *All-Star Baseball 2000*. It's just annoying that American companies are wasting time, money and resources trying to force games on us that 99.9% of the population would never even consider buying. America is not the entire world!



▲ The 'wide angle' view simulates the catcher's point of view, although he does seem to be wearing some Coke-bottle glasses!

2nd opinion

Since I was a fan of *ASB '99*, it comes as no surprise that I was eagerly looking forward to this year's effort. While the graphics and animations are far better, *ASB 2000* is let down by the difficult-to-beat CPU and the limited variety in the commentary. STUART TAYLOR

Rating

64 Bottom Line

Controls



Too many to list – the controls vary depending whether you're batting or fielding.

Alternatives

All-Star Baseball '99: Acclaim (£39.99)
Reviewed: Issue 16, 84%
Major League Baseball: Nintendo (import)
Not reviewed

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

85

Soundbite

Improved version of a game with a very minority appeal!

Written by:

62

NBA Pro '99

PLAYERS

EXPANSION PAK

RUMBLE PAK

	Konami
	Konami
	Sports
	USA
	Out now
	£39.99

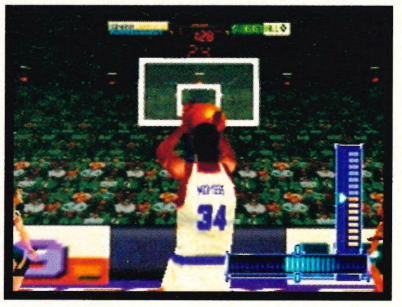
Fans of basketball, wherever you may be, here's another slice of action... and it's going stale.

Updated rosters do not take months of programming to achieve, everyone knows that. Fine-tuning a game already a year old doesn't take an eternity either. So why do we have *NBA Pro '99*? Could it be because with minimum effort Konami can get away with slapping a whopping price tag on a game that has been around the block a few times under the guise of *NBA Pro '98* and wasn't originally that good anyway? As if it would be so blatant – surely there has got to be something refreshing and new! So, cynicism aside, could this 'new' game be any good?

Hoop-la

Upon turning this revived beast on it was achingly clear nothing much had changed with regards to the old slap being applied. If anything, having aged like some withered old walrus, more slap was needed then ever before. The players lack detail and definition, bounding gormlessly around the court in a colour frenzy that actually hurts the eyes. Their bodies almost seem to meld together in a crowd and distinguishing between players is nigh on impossible. Not a good sign!

NBA Pro '98 stank of the early N64 haze, everything on screen being as blurry as Damon Albarn. *Pro '99* isn't quite as bad, but it's nowhere near as good as *NBA Courtside*. To combat this, the only choice was to zoom the camera angles as close as we could to the action. This helped, but it shouldn't have been required. Another aspect that caused one or two flurries of frustration was the player mechanics. They didn't look good, and to accompany that they didn't move very well either! Slow, jerky, lethargic or dead, choose your word.



▲ The tension mounts. The control bar is going mad and a silence descends upon the crowd. Someone then farts.



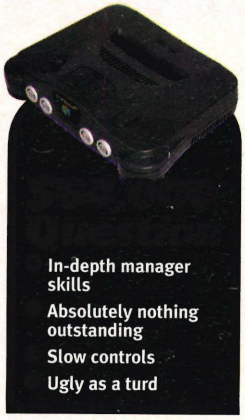
▼ If you can't tell where your men are then just look at the letters following them around. It doesn't happen in real life, but it helps!



NBA – Never Bother Again

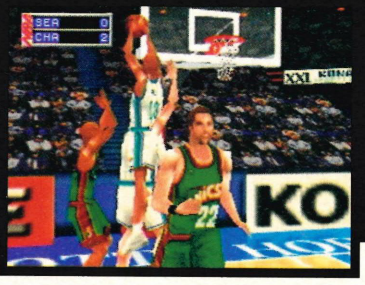
For NBA nuts, *Pro '99* does offer an absolute wealth of pointless trivia and squad swapping. Performing managerial duties, re-arranging line-ups, team strategies and navigating your way through a sheer chocolate box assortment of rules and regulations will have you dribbling like you'd just discovered a mine full of strawberry creams. Mmm... sugary.

Rules are there to be broken though, so if the arcade experience calls you greater than the sim experience, with the flick of a switch all rules, fouls and time penalties can be deactivated. With the flick of another switch you can whip this game out and plug in the likes of *NBA Courtside*, something you'll want to do if enjoyment comes high in your gaming priorities.



- In-depth manager skills
- Absolutely nothing outstanding
- Slow controls
- Ugly as a turd

Camera angles can be taken to both extremes to avoid the horrible hazing. Either they're all the size of giants, or they're all the size of ants. You choose!



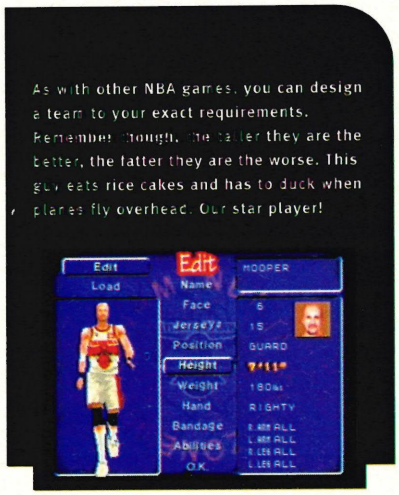




▲ After an abysmal performance on court, these three guys were ceremonially strung up from the basket.

9

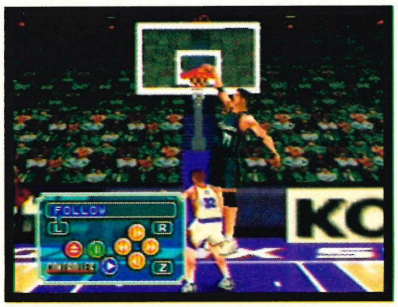
▶ If someone dares to foul you in the scorezone you get rewarded a penalty... which is nice.



Pro '99 still has a couple of pleasant surprises waiting for anyone with the stamina to see it through. The further into a season you progress the greater attention you have to pay to the players' performances, so weeding out all the bad players and replacing them with a few hardy perennials of the court is satisfying. Winning, of course is still rewarding, but with a game so de-motivating and ugly, just getting to the end is a reward.

Don't Do It Again!

It's such a shame that in this day and age (excuse us for sounding like OAPs) games developers can't push themselves to do things with more aplomb, to challenge gameplayers and themselves alike, to give the public a game worthy of admiration and attention rather than just another poor excuse for an original concept that is so obviously an exercise in banal. *NBA Pro '99* isn't worth mentioning again. Case closed.

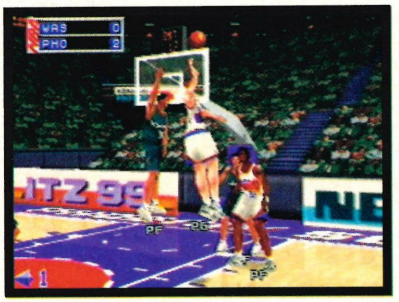


▲ With the now familiar replay facility you can re-live every glorious moment of morale-cracking, frenzy-inducing slam dunk. Ooh.





MEMORY:
None
CONTROLLER PAK:
Saves team stats, league positions, line-ups



▲ The others can only watch in awe as you soar high into the air, ready to slam that ball home.

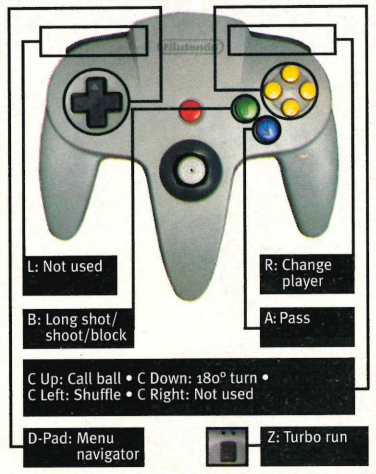
opinion

Don't get me wrong – I like basketball. The real thing is fun to play and exciting to watch on television. Sadly, this game captures none of the thrills and adrenaline of the real sport and is about as exciting as doing a yearly tax return. There are far better games.



▲ Launching yourself above the rest of the guys is important if you want to be able to score. Attaching springs to your feet also helps a bit!

Controls



Alternatives

NBA Courtside: Nintendo (£39.99)
Reviewed: Issue 16, 85%
NBA Jam '99: Acclaim (£39.99)
Reviewed: Issue 22, 83%

Rating

Overall

59%

Pointless and banal basketball game!

Written by: Andy McDermott

F-1 World Grand Prix

64 MAGAZINE SIZZLER

Stick it to Schumacher!

It's quite a surprise to see *F-1 World Grand Prix* appearing on the Players' Choice label so quickly – after all, the game has only been out in the UK for six months or so! Nintendo's reasoning becomes clearer when you realise that the sequel, the outrageously imaginatively titled *F-1 World Grand Prix 2*, is set for release in the summer.

F-1 WGP is an all-out simulation of the 1997 Formula 1 championship, and one of the best Formula 1 games ever. The main proviso is that's it's not for the easily frustrated. If you're the sort who throws down your controller in a fury while playing *Mario Party* because it takes too long to get into, then *F-1 WGP* will make you prolapse with rage.

If you're willing to put in some effort and learn how to handle the controls properly, though, *F-1 WGP* is a game that has near-infinite replay value. All the real Formula 1 courses are reproduced with surprising accuracy, and all the genuine cars, teams and drivers (with the exception of snooty Jacques Villeneuve) are available in play. There's even an option that lets you play using actual race data, so drivers keep to the positions they held in the real 1997 race – until, that is, you start carving your way through the field!

Anyone wanting a pure arcade racer is looking in the wrong place. Anyone who wants a challenging and realistic Formula 1 experience, on the other hand, should take their place on the grid.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Paradigm
Game Type:	Racer
First Reviewed:	Issue 18
Release:	Out now
Price:	£29.99



▲ As the race begins, Jean Alesi's Benetton is overtaken by Damon Hill and Jacques Villeneuve – er, 'Driver Williams'.



▲ The cars in *F-1 WGP* suffer damage just like their real-life counterparts, especially if you ram straight into barriers.







▲ Olivier Panis takes an unscheduled excursion onto the grass. Going off-track causes dirt to stick to your tyres, affecting traction until it wears off.



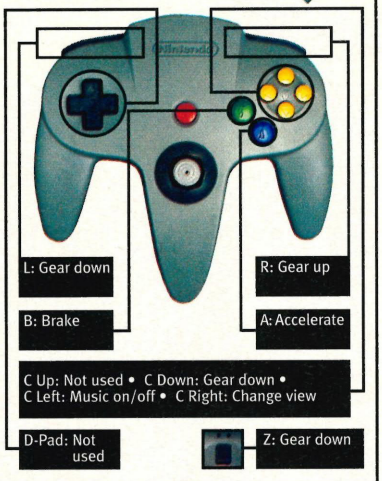
Memory Options

MEMORY:
Four save slots

CONTROLLER PAK:
N/A

64 Bottom Line

Controls



Alternatives

Racing Simulation: Ubi Soft (£44.99)
Reviewed: Issue 25, 87%
Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%

Rating

Graphics

Audio

Gameplay

Challenge

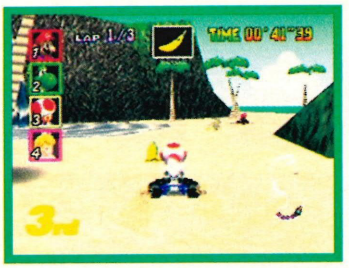
Overall

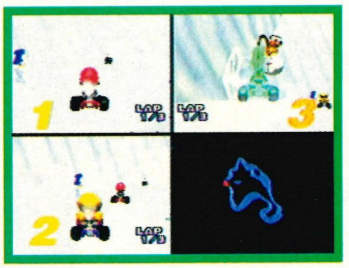
94%

Soundbite

Fantastically realistic racing action!







Mario Kart 64

Karty hearty, dudes!

People often ask us to justify our comparatively low score for *Mario Kart 64*. "How," they whine, "can you give such a fantastic game a lower score than, say, *Rakuga Kids*?" It's simple enough – *Mario Kart 64* is flawed.

Sure, it can be fun to play, especially as a four-player game. In fact, this is probably *Mario Kart 64*'s greatest strength – it actively encourages sneaky behaviour and poor sportsmanship in order to win. But then, so does *Goldeneye*'s deathmatch game, and in contrast to *Mario Kart* its single-player game is equally good.

Where *Mario Kart 64* stalls is the one-player game. Unlike its Super NES forebear, which is still widely considered to be one of the most perfectly-tuned examples of pure gameplay ever, *Mario Kart 64* resorts to blatant cheating to keep the computer-controlled opponents in the race. No matter how ruthless you are with your power-ups, the other racers catch up again in milliseconds. By meddling with the power-ups, especially the shells, combat has been made a lot less enjoyable, and to cap it all this PAL version is slow and has massive borders.

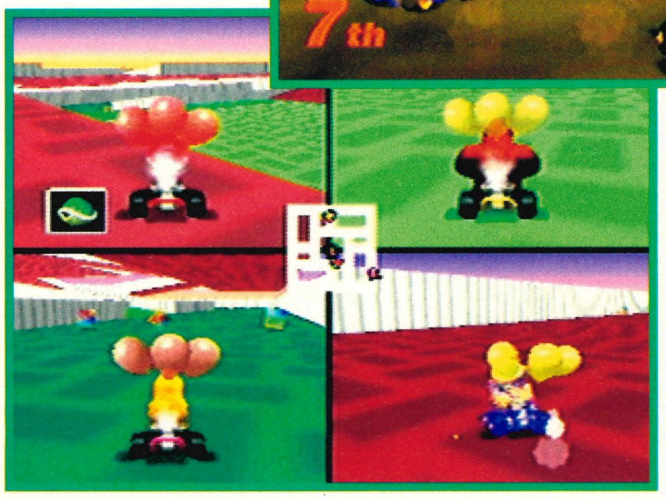
Of course, if you've never played the Super NES game then you won't have any basis for comparison, and will probably think *Mario Kart 64* is just fine. But trust us, if you nip down to your local second-hand shop and pick up a SNES and *Super Mario Kart* for 20 quid, then take on a friend in Battle mode, you'll quickly see what we mean.

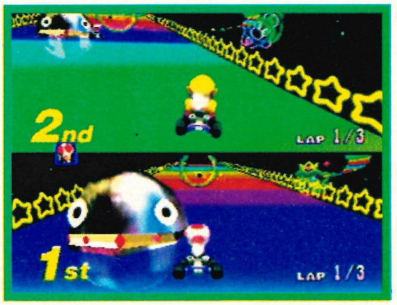
Ninfo

PLAYERS	
EXPANSION PAK	
RUMBLE PAK	
Publisher	Nintendo
Developer:	Nintendo
Game Type:	Racer
First Reviewed:	Issue 1
Release:	Out now
Price:	£29.99



▼ The balloons in Battle mode protect you from attacks, bursting each time you're hit. Once they're gone, you're defenceless!





▲ Rainbow Road in the N64 game is long, fenced-in and actually rather boring. We demand dangerous drops!



Memory Options

MEMORY:
Saves records
CONTROLLER PAK:
Saves Time Trial ghost

64 Bottom Line

Controls



Alternatives

Diddy Kong Racing: Rare (£49.99)
Reviewed: Issue 7, 86%
F-Zero X: Nintendo (£39.99)
Reviewed: Issue 21, 90%

Rating

Graphics
Audio
Gameplay
Challenge

Overall

78%

Soundbite

Provides some fun, but disappointing if you've played the SNES game.

Written by: Andy McDermott

Lylat Wars

Written by: Andy McDermott

Time to Fox up the bad guys!

Universe saviour required, no experience needed! The malevolent Andross, giant floating monkey head to the gentry, is invading the peaceful Lylat system. Only Fox McCloud (he's a fox, surprisingly) and his team of similarly animal-themed wingmen can stop him. Which doesn't say too much for the rest of Lylat's armed forces, really.

Lylat Wars is one of the few non-stop shooters on the N64, and it's also one of the best. Certainly, it's hard to beat in terms of presentation and imagination, with more varied speech than most DJs can muster, over a dozen very different combat zones and some almost film-like action scenes. While most of the game is spent in control of Fox's Arwing (presumably named because Nintendo's lawyers took one look at its similarity to an X-Wing and went "Ar..."), some worlds require other vehicles, namely the Landmaster tank and the Blue Marine sub.

Although the route through each level is preset, the gameplay isn't entirely on rails, as you can manoeuvre within a 'corridor' in order to destroy certain targets or avoid enemies. Alternate routes occasionally pop up within a level, though to reach them you usually have to perform a specific task like destroying a certain number of enemies.

Lylat Wars is spectacular to watch and entertaining to play, although it is rather on the easy side. Unless you've got no thumbs, you won't have much trouble seeing every stage within a few days. The multiplayer game is also a bit of a letdown, being a simplistic head-to-head (-to-head-to-head) shoot-'em-up that quickly palls. That, however, shouldn't stop you from buying *Lylat Wars* and having a blast.



▲ This is the *Independence Day* knock-off level, where a giant destroyer hovers menacingly overhead. Take it down fast!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Shoot-'em-up
Origin:	Issue 5
Release:	Out now
Price:	£29.99

Memory Options

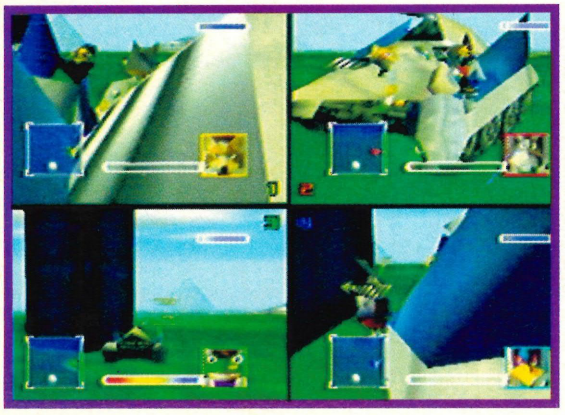
MEMORY:
Saves medals and high scores

CONTROLLER PAK:
N/A





▲ Bosses in *Lylat Wars* are huge and imaginative, often transforming into bizarre forms as they take hits.

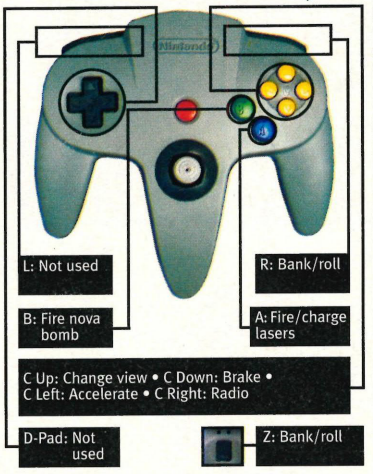




▲ The Blue Marine sub is the only vessel that can penetrate the deep waters of planet Aquas.

64 Bottom Line

Controls



Alternatives

Star Wars: Rogue Squadron: Nintendo (£49.99)
Reviewed: Issue 23, 92%
Forsaken: Acclaim (£49.99)
Reviewed: Issue 14, 86%

Rating

Graphics

Audio

Gameplay

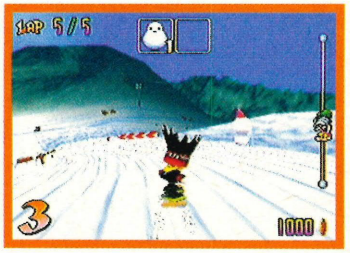
Challenge

Overall

87%

Soundbite

Visually stunning shooter with lots to destroy!


Snowboard Kids

This snow job's not just for kids!

PLAYERS' CHOICE

If big noses are your particular fetish, then *Snowboard Kids* is the game for you, since the characters have nostrils that could bankrupt the Columbian drugs cartel. Their facial topography is irrelevant, though, since the only snow they're interested in is the frozen type.

Snowboard Kids is, shock, a snowboarding game. Unlike Nintendo's *1080° Snowboarding*, *Snowboard Kids* dumps any pretence of being a serious sporting simulation and goes straight for arcade action. Just being able to snowboard over grass, wood and stone ought to tip you off, but in case you need the point hammering home, you can also blow up your opponents with bombs, encase them in blocks of ice or despatch a mouse to steal all their money!

It's unlikely to win any awards, but *Snowboard Kids* does manage to provide quite a lot of entertainment, especially as a multiplayer game. The straightforward gameplay means you can jump right into it, and the different weapons provide just enough tactical possibilities to keep things interesting. With four people playing, some of the graphical detail is lost (making it hard to spot certain obstacles) but to make up for this you get to reduce your mates to a state of incoherent rage as you hit them with a parachute weapon just before the finish.

Snowboard Kids doesn't have as many different courses as you might like, but in its favour it's fast, easy to play and appealingly daft. At the new lower price, it's well worth a go.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THE Games
Developer:	Racdym
Game Type:	Racer
First Reviewed:	Issue 10
Release:	Out now
Price:	£29.99





▲ Narrow sections of track are ideal points to ram your rivals into oblivion.



Memory Options

MEMORY:
Stores championship position and settings

CONTROLLER PAK:
Stores custom boards

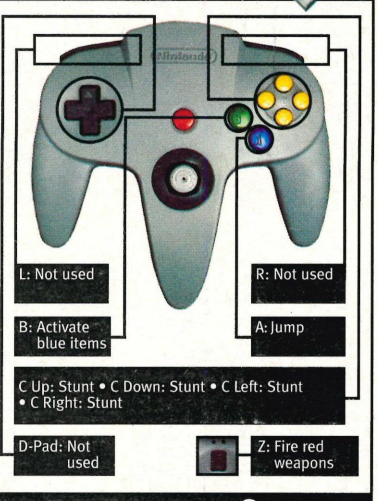




▲ Fat bloke Tommy Parsey gets in the way of spike-haired rebel Slash. Outta my way, round boy!

64 Bottom Line

Controls



Alternatives

1080° Snowboarding: Nintendo (£39.99)
Reviewed: Issue 17, 82%
Snowboard Kids 2: Atlus (import)
Reviewed: Issue 25, 80%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

83

Soundbite

Frosty fun, especially for several players!

Written by: Andy McDermott

Written by: Andy McDermott





Wave Race

PLAYERS' CHOICE

Get wet on your jet!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Racer
First Reviewed:	Issue 1
Release:	Out now
Price:	£29.99

One of the earliest N64 games, *Wave Race* still manages to be one of the better ones as well. A kind of aquatic predecessor of *1080° Snowboarding* in that it makes you work to get the best out of your on-screen counterpart, *Wave Race* – on Hard mode, at least – provides the kind of challenge that all too few N64 titles provide.

Taking control of one of four jetskiers, you race around a small but perfectly formed selection of courses. What makes *Wave Race* a different kind of racing game is that the waves are unpredictable and constantly changing. You may be able to make a jump with ease on one lap, but if on the next lap the waves are against you, you'll just plough straight into a pier! With waves constantly buffeting your jetski, you have to adjust your course every moment of the race to have any chance of winning.

Wave Race looks good too – it's full of the kind of little extras Nintendo excels in, like circling seagulls, killer whales leaping from the water and penguins scuttling about on ice floes. On the downside, *Wave Race* has the massive borders that afflicted many first-generation N64 games, and the PAL conversion is a bit sluggish.

With a decent two-player game and a Stunt mode, *Wave Race* is one of those games that gets overlooked in favour of newer titles, but shouldn't be. Now that it's available on the Players' Choice label, you ought to have a go and get yourself wet.



Memory Options

MEMORY: Saves best times and stunt scores

CONTROLLER PAK: Saves times and custom settings

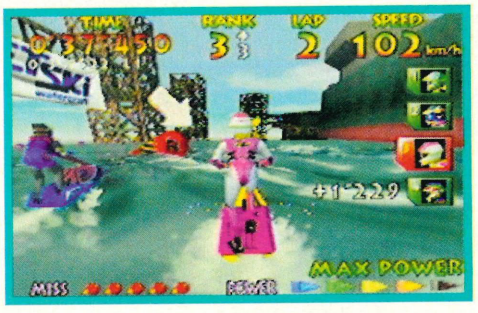


▲ Even a fairly small wave can send your jetski up into the air, so control is needed at all times.



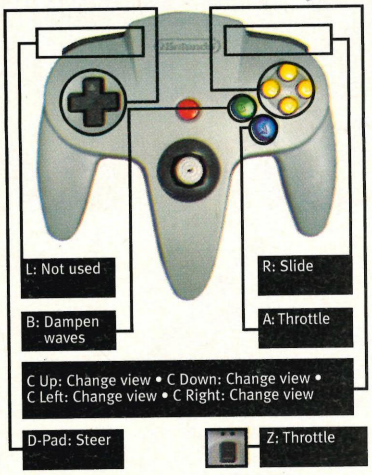


▲ The two-player game removes the computer-controller opponents, but still offers plenty of room for skillful racing.



64 Bottom Line

Controls



Alternatives

Diddy Kong Racing: Rare (£49.99)
Reviewed: Issue 7, 86%
1080° Snowboarding: Nintendo (£39.99)
Reviewed: Issue 17, 82%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

83%

Soundbite

Wet and wild action that's a long-term challenge!

NINTENDO 64 GOLD

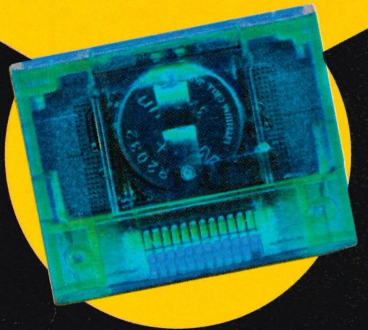
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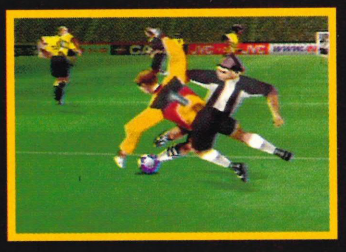
cheat central

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

Players' Guides

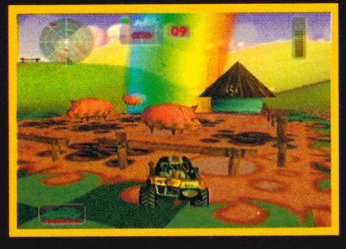
FIFA '99

80 Top tips to bring your favourite team to victory!

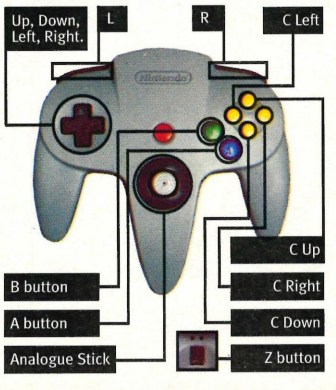


Vigilante 8

84 Final part of the high-octane guide!



Pad at a glance



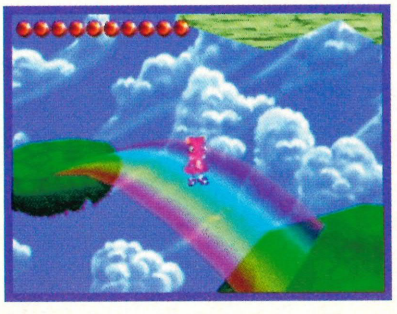
64 Magazine's Cheat Central publishes the newest cheats on the scene. However, we know that there are bound to be some of you who might be after cheats for older games that were printed in past issues. For all the working N64 cheats so far, try buying a copy of our sister magazine *64 Solutions*, which has a comprehensive archive of cheats that's updated every issue. If you're connected to the Internet, you can also search an online database using Paragon Publishing's top game-dedicated Web site. Simply point your browser at http://totalgames.net/

Chameleon Twist 2

Fancy dressing your chameleons in some fancy duds? Then try this!

Alternate Costumes

Pick up all 20 coins on any level and beat the Boss then press Start while on the level select screen to unlock a new 'Costumes' option.



All-Star Baseball 2000

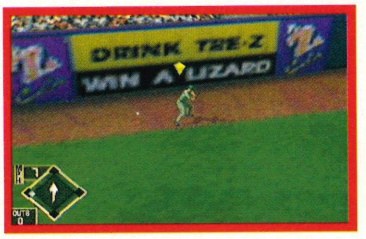
It's rounders, Jim, but not as we know it. If you're one of the growing crowd of baseball fans in the UK then you might very well be buying this game. So these are for you.

Faster Running

Hold Z and your players will run faster.

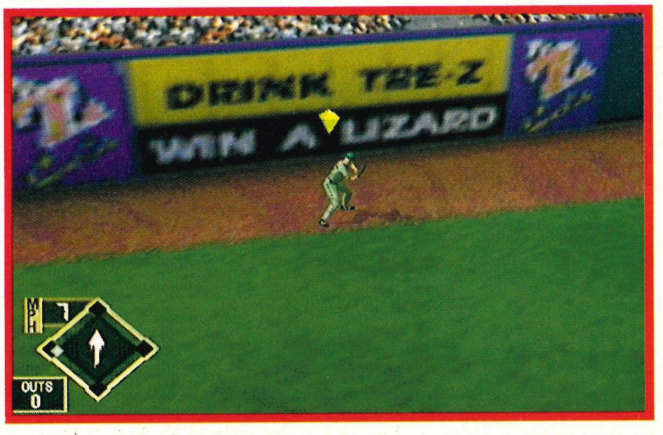
Lizard Team

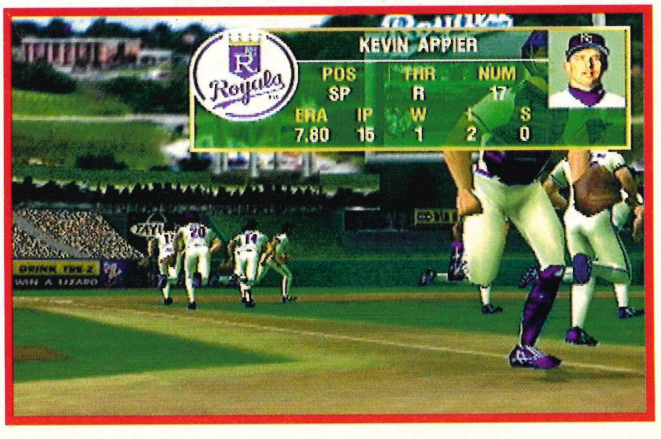
Play a game in exhibition mode at Kaufmann Stadium. If you manage to hit one of the signs that reads "Win a lizard" all the players will turn into lizards.



Super Fastball

In arcade mode, hold the C Down and A buttons when you're pitching to launch a fastball that can't be hit.





CALIFORNIA SPEED



Adjust Fog Colour
First choose to play a non-series race then hold L & R & C Up & C Down & C Left & C Right & Down from when the screen fades out to when the track selection screen has appeared. Now push Right and an option to adjust fog colour should appear.

Predator Car
Finish the Sport Series using the Five-Oh car.

Mano Car
Finish the Sport Series using the Predator car.

Dozer Truck
Finish the Do The State mode using the Semi truck.

Insect Car
Finish the Light Series using the Squirrel Car.

Forklift Car
Finish the Light Series using the Insect car.

Ol' Truck
Finish the Heavy Series using the Mountain Dew pick-up.

Camper Truck
Finish the Heavy Series using the Ol' Truck.

Fuji And Clover Tracks
Finish the Sport Series week two.

Oval Track
Finish the Heavy Series week two.

California Track
Finish the California Cup week five.

WIPEOUT 64

Not as good as *Wipeout 2097* on the PlayStation, sadly, but a title that a lot of people were waiting for nonetheless. And here are some cheats!



Unlimited Energy
During the game hold Z and L and R, and push C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right.

Unlimited Ammo
During the game hold Z and L and R, and push C Down, C Down, C Left, C Left, C Right, C Right, C Up.

Velocitar Track
Finish Race mode with a Bronze or better.

Cyclone Weapons Power-Up
Finish Weapons Challenge mode with a Bronze or better. This power-up doubles the damage caused by your weapons.

Piranha II Ship
Finish time Challenge mode with a Bronze or better.

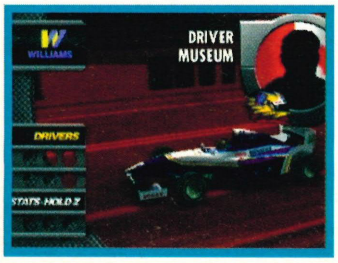
Super-Combo Challenge Mode
Finish all three Challenge modes.

Players' Choice Cheats

Now re-released at a new low price, Nintendo's Players' Choice games offer plenty of fun for fewer quids. Of course, we've got a bunch of cheats for them too!

F-1 WORLD GRAND PRIX





The best F1 game on the N64 when it arrived (out of two, admittedly). It's now ten quid cheaper and has another rival in the form of *Racing Simulation: Monaco Grand Prix*.

Name Changing Cheats
Enter Exhibition mode and select 'Williams' as your driver then change his name to the following to get the desired results:

Name	Effect
Vacation	Unlocks bonus Hawaii circuit on track selection screen.
Pyrite	Unlocks Gold driver on the driver selection screen.
Chrome	Unlocks Silver driver on the driver selection screen.
Museum	Unlocks the new Gallery option.
Credits	Unlocks an option allowing you to view the credits.

Broadcast Mode
Choose the television camera as your driver to access Broadcast mode.

Adjust Replay View
Push C Up during replay then use Up and Down to alter the view.

LYLAT WARS

Help Fox McCloud and co to defeat the evil Andross and save the universe once again!

Control Title Screen
Complete the game by any path then go to the title screen and manoeuvre the "64" logo around with the analogue stick.

Alternate Title Screen
Get all 30 of the medals in Normal and Expert mode to bring up an alternate title screen.

Use Land Master
Win a medal on the Venom stage in Normal mode in order to use the Land Master anti-aircraft tank in Vs mode.

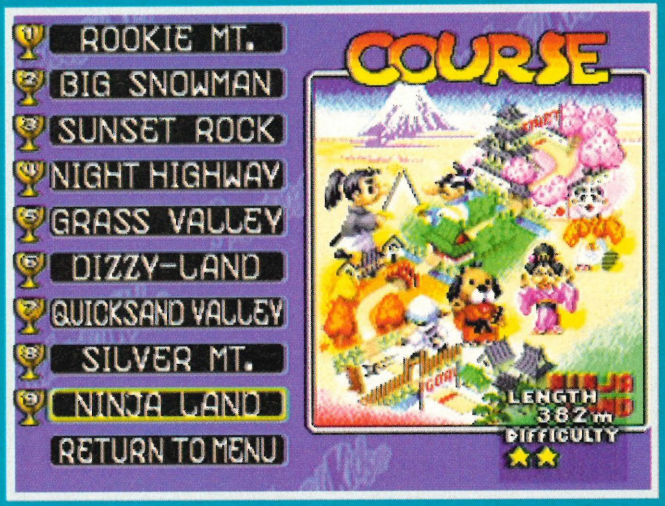
Play On Foot
Win a medal on the Venom stage in Expert mode in order to play on foot in Vs mode.

SNOWBOARD KIDS

The cutest snowboarding game on the N64 so far! Er... besides *Snowboard Kids 2*, that is.

All Snowboards, Characters and Courses

On the title screen press analogue stick Down, analogue stick Up, Down, Up, C Down, C Up, L, R, Z, Left, C Right, analogue stick Up, B, Right, C Left, Start. A laugh confirms correct code entry.



MARIO KART 64

It's one of the most popular games in the ScoreZone, even after all this time, and the re-release should make it even more so!

Banana Peel Recovery

If you hit a banana peel, hold the brake for a split-second then accelerate to prevent skidding or losing a balloon when playing in battle mode.

Turbo Start

Press A at the start between the dimming of the second light and the lighting of the third to accelerate rapidly away from the start.

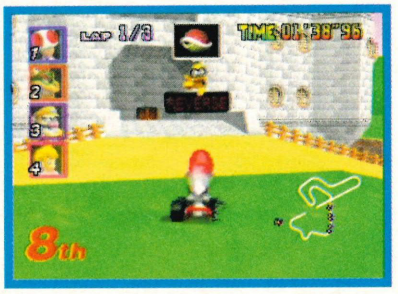
Mirrored Courses

Win the Gold cup 150cc class then reset the N64. The title screen should change, confirming it's worked. Enter GP mode to access the courses.

Mario Castle

Follow the yellow (brick!) road which goes to the right just after the big jump on Royal Raceway to reach the castle from *Super Mario 64*.





WAVE RACE 64

Still great fun even after all this time and the new low price should introduce a whole new generation of N64 owners to some watery fun!

Turbo Start

Hold Accelerate just before the announcer shouts "Go!" to increase speed to maximum immediately.

Fast Recovery

Repeatedly tap A if you fall off the jet ski to climb back on with as little delay as possible.

Colour Select

Highlight one of the characters and push the analogue stick Up when selecting a jet ski to switch between two different colour schemes.

Small Jumps

Press B just prior to hitting a large ramp or wave to reduce the amount of time you spend in the air.

Baby Dolphins

Select championship mode on normal and choose warm up. During the game, follow the dolphin around the course three times copying each stunt it performs and it should leap over the bridge by the Dolphin Park sign if you've done everything correctly. A school of baby dolphins should start swimming around.



Killer Whale

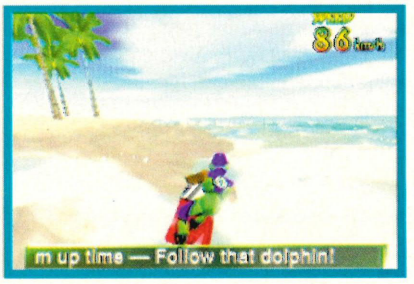
Repeat the procedure you used for the baby dolphins, but this time the dolphin must be followed for 20 laps. A killer whale then appears to lead the baby dolphins.

Penguin

As with the baby dolphins but follow the dolphin for 100 laps this time. The penguin should be waddling around on the shore.

Reverse Mode

Beat the game in expert mode, then return to championship mode and select the new reverse mode option to race the courses backwards.



Dolphin Ride

Choose stunt mode and compete in Dolphin Park. Go through every ring and perform the following stunts:

Handstand
(Release throttle, Down & Up)

Spin
(Release throttle, move analogue stick clockwise)

Stand
(Release throttle, move analogue stick anticlockwise) and **Somersault** (Hold Down)

Roll Left
(Come off ramp, push Right and hold Left)

Roll Right
(Come off ramp, push Left and hold Right)

Flip
(Come off ramp, hold Up and push Down)

Dive
(Come off ramp, hold Down and push Up)

A dolphin should cackle when you cross the finish line if you've done everything right. Next select championship mode and choose the warm-up option. Hold the analogue stick Down when selecting your character and then when the game starts your character will be riding a dolphin which can perform Flips, Barrel Rolls and Submarine stunts.

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

● This edition of Scorezone sees some new scores for *Vigilante 8*, *Zelda*, *Blast Corps* and *Space Station: Silicon Valley*, but more importantly also the successful conclusion of our most recent challenge! In issue 25 we set the 'Go For Gold' Challenge which we honestly thought was a bit of a toughy as it involved getting a Gold Medal on all 19 levels of *Star Wars: Rogue Squadron*. However, judging by the number of entries we've received and also by how quickly they came in, it wasn't as difficult as we thought – or perhaps we just underestimated you lot! Congratulations to everyone who succeeded but – just like in life – there can only be one winner and that accolade goes to the reader who got his proof in first; **Stephen Miller** of **Cumbria.** By virtue of completing the challenge, Stephen wins the Ultimate Player Award for this issue! However, he didn't send in his full address, so if you want us to send out your prize Stephen, you'd better get in contact with us real soon!

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

F-1 WGP Fastest Laps

ALBERT PARK, AUSTRALIA

0:35:08	Sam Doyle, Glossop
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

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
0:45:48	Andy Green, Sittingbourne
0:48:69	Jan-Erik Spangberg, Sweden
0:58:89	Alan Dundas, Arbroath
0:59:61	Kristoffer Thorbjornsen, Kirkcaldy

MAGNY-COURS, FRANCE

0:34:54	Chris Dunn, New Leake
0:45:51	Andy Green, Sittingbourne
0:46:81	Jan-Erik Spangberg, Sweden
0:58:53	Alan Dundas, Arbroath
0:59:09	Kristoffer Thorbjornsen, Kirkcaldy

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

0:43:48	Sam Doyle, Glossop
0:46:12	Chris Dunn, New Leake
0:48:92	Andy Green, Sittingbourne
1:03:54	Jan-Erik Spangberg, Sweden
1:18:16	Kristoffer Thorbjornsen, Kirkcaldy

HUNGARORING, HUNGARY

0:44:12	Chris Dunn, New Leake
0:45:29	Jan-Erik Spangberg, Sweden
0:48:64	Andy Green, Sittingbourne
1:00:84	Chris Devereux-Cooke, Witham
1:02:20	Alan Dundas, Arbroath

SPA-FRANCORCHAMPS, BELGIUM

1:03:82	Chris Dunn, New Leake
1:12:35	Sam Doyle, Glossop
1:13:25	Andy Green, Sittingbourne
1:13:63	Jan-Erik Spangberg, Sweden
1:24:66	Kristoffer Thorbjornsen, Kirkcaldy

MONZA, ITALY

0:44:00	Chris Dunn, New Leake
0:48:03	Andy Green, Sittingbourne
0:53:36	Jan-Erik Spangberg, Sweden
1:04:40	Alan Dundas, Arbroath
1:05:33	Kristoffer Thorbjornsen, Kirkcaldy

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
1:02:42	Andy Green, Sittingbourne
1:03:18	Jan-Erik Spangberg, Sweden
1:16:35	Alan Dundas, Arbroath
1:17:07	Matthys ten Ham, The Netherlands

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
0:38:71	Andy Green, Sittingbourne
0:45:48	Alan Dundas, Arbroath
0:46:08	Chris Devereux-Cooke, Witham
0:48:73	Jon Quarrie, Stapleford

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

01:02	Richard Dunn, New Leake
01:58	Paul Nicholls, Coventry
02:19	John Brennan, Bicester

RENDEZOUS ON BARKHESH

05:19	Richard Dunn, New Leake

THE SEARCH FOR THE NONNAH

03:33	Richard Dunn, New Leake
05:13	Paul Nicholls, Coventry
05:19	John Brennan, Bicester

THE JADE MOON

01:36	Paul Nicholls, Coventry
01:43	Richard Dunn, New Leake
02:45	John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

02:46	John Brennan, Bicester

ASSAULT ON KILE II

02:44	Richard Dunn, New Leake

RESCUE ON KESSEL

0:37	Paul Nicholls, Coventry
0:54	John Brennan, Bicester

PRISONS OF KESSEL

09:04	Richard Dunn, New Leake

BLOCKADE ON CHADRILA

05:25	Richard Dunn, New Leake

RAID ON SULLUST

01:43	Richard Dunn, New Leake

THE BATTLE OF CALAMARI

03:07	Richard Dunn, New Leake

Vigilante 8

SURVIVAL MODE

18:37 with 25 kills	Paul Nicholls, Coventry

Space Station: Silicon Valley

WALRACE 64

0:44	Matthys ten Ham, The Netherlands

GIVE A DOG A BONUS

2:10	Matthys ten Ham, The Netherlands

EVO'S ESCAPE

18200	Matthys ten Ham, The Netherlands

PUNCH UP PYRAMID

4 rounds	Matthys ten Ham, The Netherlands

Blast Corps

DIAMOND SANDS

1:58:0	Mark Nicol, Western Australia

OYSTER HARBOUR

2:55:5	Mark Nicol, Western Australia

SIMIAN ACRES

0:14:5	Mark Nicol, Western Australia

MOON

2:23:0	Mark Nicol, Western Australia

Wetrix

CLASSIC

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

PRO

644326	Mans Ericsson, Sweden

1 MINUTE CHALLENGE

9257	Pauline Cruise, Rotherham
7636	Mans Ericsson, Sweden

HALF FULL DRAIN

1550024	Mans Ericsson, 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

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

Top Gear Rally

Coastline
02:30:55 Gavin Deadman, Biggin Hill
02:34:75 Chris La Rosa, Hundelton
02:37:07 Chris Dunn, New Leake
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke

Jungle
03:29:74 Chris La Rosa, Hundelton
04:15:73 Chris Dunn, New Leake
05:04:39 Gavin Deadman, Biggin Hill



05:10:74 Jason Larosa, Pembroke
05:14:02 Andy Green, Kent

Strip Mine
02:02:00 Andrew Wetherell, Sandhurst
02:04:20 Chris La Rosa, Hundelton
02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke
02:59:43 Jan-Erik Spangberg, Sweden

Mountain
04:11:05 Chris La Rosa, Hundelton
04:52:82 Chris Dunn, New Leake
06:13:83 Andy Green, Kent
06:27:76 Gavin Deadman, Biggin Hill
06:29:16 Kuljit S Athwal, Dundee

Desert
04:02:57 Chris La Rosa, Hundelton
04:45:18 Chris Dunn, New Leake
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
1:05:552 Magnus Smith, Shetland
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill
1:12:026 Charles Nuttall, Oldham

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
0:26:56 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
1:37:23 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
1:35:23 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
1:29:36 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
1:41:63 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
1:35:83 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
01:34:30 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

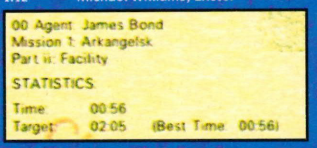
Silver Mountain
01:45:63 Kevin Seeney, Bury St Edmunds
01:45:80 John Lambregts, The Netherlands
01:46:63 Jan-Erik Spangberg, Sweden
01:46:86 Kenneth Dundas, Arbroath
01:47:33 David Dennison, Welwyn Garden City

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

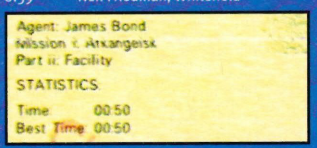
GoldenEye

Facility – 00 Level! *
0:56 Richard Dunn, New Leake
1:07 Matthew Stevenson, Bournemouth
1:10 Matthys ten Ham, The Netherlands
1:11 Stephen Hill, Maidstone
1:12 Michael Williams, Exeter



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
0:50 Richard Dunn, New Leake
0:55 Matthew Stevenson, Bournemouth
0:58 Matthys ten Ham, The Netherlands
0:59 Jon Quarrie, Stapleford
0:59 Neil Friedman, Whitefield



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
1:13 Andrew Joules, Weston-Super-Mare

Bunker 1
0:21 Andrew Joules, Weston-Super-Mare
0:22 Matthys ten Ham, The Netherlands
0:22 Tammy Harris, Birmingham
0:23 Matthew Stevenson, Bournemouth
0:23 Jon Quarrie, Stapleford

Launch Silo
1:26 Michael Williams, Exeter
1:26 Sam Doyle, Glossop
1:27 Matthys ten Ham, The Netherlands
1:27 Andrew Joules, Weston-Super-Mare
1:31 Matthew Stevenson, Bournemouth

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
0:57 Daniel Dunn, New Leake
0:57 Sam Doyle, Glossop
0:58 Paul Nicholls, Coventry
0:58 Matthys ten Ham, The Netherlands
0:58 Jon Burrows, Queensland

Bunker 2
0:26 Danny Dunn, Boston
0:31 Michael Williams, Exeter
0:31 Andrew Joules, Weston-Super-Mare
0:32 Matthew Stevenson, Bournemouth
0:32 Neil Friedman, Whitefield

Statue Park
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, Boston
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:40 Andrew Joules, Weston-Super-Mare

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
1:17 Andrew Joules, Weston-Super-Mare
1:18 Jon Quarrie, Stapleford
1:19 Michael Williams, Exeter

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
1:34 Sam Doyle, Glossop
1:37 David Hetherington, Coventry
1:38 Andrew Joules, Weston-Super-Mare
1:40 Jon Quarrie, Stapleford
1:42 Matthew Stevenson, Bournemouth

Jungle
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:16 Andrew Joules, Weston-Super-Mare
1:18 Daniel Doyle, Glossop
1:18 Karl Watt, Shetland

Control Centre
4:27 Richard Dunn, New Leake
4:32 Andrew Joules, Weston-Super-Mare
4:42 Karl Watt, Shetland
4:49 Jon Quarrie, Stapleford
4:50 Chris Dawson, NSW Australia

Water Caverns
1:08 Danny Dunn, Boston
1:09 Jon Quarrie, Stapleford
1:09 Matthys ten Ham, The Netherlands
1:09 Andrew Joules, Weston-Super-Mare
1:10 Kenneth Dundas, Arbroath

Cradle
0:47 Andrew Joules, Weston-Super-Mare
0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland
0:52 Matthys ten Ham, The Netherlands
0:54 Sam Doyle, Glossop

Aztec Complex
2:54 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop
3:11 Andrew Joules, Weston-Super-Mare
3:14 Magnus Smith, Shetland
3:15 Karl Watt, Shetland

Egyptian Temple
1:00 Andrew Joules, Weston-Super-Mare
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth
1:02 Matthew Stevenson, Bournemouth
1:02 Karl Watt, Shetland

Shadows Of The Empire

Battle of Hoth
0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Shetland
0:02:52 John Brennan, Bicester
0:04:27 Hans Lafeber, The Netherlands
0:04:59 John Lambregts, The Netherlands

Escape from Echo Base
0:03:28 Magnus Smith, Shetland
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth
0:04:04 Hans Lafeber, The Netherlands

The Asteroid Field
0:03:16 Matthew Stevenson, Bournemouth
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:36 Hans Lafeber, The Netherlands

Mos Eisley and Beggar's Canyon
0:02:05 Magnus Smith, Shetland
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

Imperial Freighter Suprosa
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

Skyhook Battle
0:06:06 Magnus Smith, Shetland
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth

Xizor's Palace
0:05:54 John Brennan, Bicester
0:06:21 Magnus Smith, Shetland
0:07:50 Hans Lafeber, The Netherlands

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



F-Zero X

Mute City
1:14:764 Richard Dunn, New Leake
1:25:393 Kevin Seeney, Bury St Edmunds
1:27:885 Jeffrey Van Der Aa, The Netherlands
1:28:331 John Brennan, Bicester
1:28:649 Jon Quarrie, Stapleford

Silence
1:05:357 Richard Dunn, New Leake
1:12:263 James Eyre, Donington Le Heath
1:13:401 Kevin Seeney, Bury St Edmunds
1:14:432 Jeffrey Van Der Aa, The Netherlands
1:17:557 Andy Colden, Cambridge

Sand Ocean
1:04:106 Richard Dunn, New Leake
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:18:639 John Brennan, Bicester
1:22:231 Jon Quarrie, Stapleford
1:25:055 Charles Nuttall, Oldham

Devil's Forest
1:12:321 Richard Dunn, New Leake
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:27:144 John Brennan, Bicester
1:30:556 James Eyre, Donington Le Heath
1:31:110 Andy Colden, Cambridge

Big Blue
1:22:983 Richard Dunn, New Leake
1:41:535 John Brennan, Bicester
1:43:191 Jeffrey Van Der Aa, The Netherlands
1:47:005 Jon Quarrie, Stapleford
1:53:416 Charles Nuttall, Oldham

Port Town
1:26:553 Richard Dunn, New Leake
1:37:712 John Brennan, Bicester
1:44:145 Andy Colden, Cambridge
1:45:253 James Eyre, Donington Le Heath
1:47:396 Jon Quarrie, Stapleford

Sector Alpha
1:11:875 Richard Dunn, New Leake
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:27:322 John Brennan, Bicester
1:27:483 James Eyre, Donington Le Heath
1:28:118 Jon Quarrie, Stapleford

Red Canyon
1:13:313 Richard Dunn, New Leake
1:19:755 Neil Friedman, Whitefield
1:21:782 John Brennan, Bicester
1:28:724 Jeffrey Van Der Aa, The Netherlands
1:31:930 James Eyre, Donington Le Heath

Devil's Forest 2
1:15:319 Richard Dunn, New Leake
1:29:666 John Brennan, Bicester
1:30:729 Jon Quarrie, Stapleford
1:32:278 James Eyre, Donington Le Heath
1:33:754 Jeffrey Van Der Aa, The Netherlands

Mute City 2
1:06:274 Richard Dunn, New Leake
1:21:892 Jeffrey Van Der Aa, The Netherlands
1:23:841 John Brennan, Bicester
1:24:677 Jon Quarrie, Stapleford
1:25:121 Andy Colden, Cambridge

Big Blue 2
1:03:132 Richard Dunn, New Leake
1:09:176 John Brennan, Bicester
1:09:395 Neil Friedman, Whitefield
1:09:891 Jeffrey Van Der Aa, The Netherlands
1:13:007 Jon Quarrie, Stapleford

White Land
1:26:437 Richard Dunn, New Leake
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:43:918 John Brennan, Bicester
1:47:591 Jon Quarrie, Stapleford
1:51:059 Andy Colden, Cambridge

Fire Field
1:12:820 Richard Dunn, New Leake
1:26:497 Neil Friedman, Whitefield
1:26:509 John Brennan, Bicester
1:30:000 Jeffrey Van Der Aa, The Netherlands
1:31:490 James Eyre, Donington Le Heath

Silence 2
1:29:615 Richard Dunn, New Leake
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:44:364 John Brennan, Bicester
1:50:559 Charles Nuttall, Oldham
1:50:639 Jon Quarrie, Stapleford

Sector Beta
1:31:773 Richard Dunn, New Leake
1:49:280 John Brennan, Bicester
1:54:929 Jeffrey Van Der Aa, The Netherlands
2:02:265 Charles Nuttall, Oldham
2:02:767 Jon Quarrie, Stapleford

Red Canyon 2
1:26:876 Richard Dunn, New Leake
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:49:232 James Eyre, Donington Le Heath
1:51:680 John Brennan, Bicester
1:56:243 Jon Quarrie, Stapleford

White Land 2
1:07:148 Richard Dunn, New Leake
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:18:480 John Brennan, Bicester
1:22:041 Jon Quarrie, Stapleford
1:23:483 Charles Nuttall, Oldham

Mute City 3
1:28:805 Richard Dunn, New Leake
1:49:873 John Brennan, Bicester
1:50:252 Neil Friedman, Whitefield
1:50:495 Jeffrey Van Der Aa, The Netherlands
1:56:048 Jon Quarrie, Stapleford

Rainbow Road
1:57:525 Richard Dunn, New Leake
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:24:284 John Brennan, Bicester
2:32:724 Charles Nuttall, Oldham
2:36:939 Jon Quarrie, Stapleford

Devil's Forest 3
1:14:348 Richard Dunn, New Leake
1:24:273 James Eyre, Donington Le Heath
1:25:460 Jeffrey Van Der Aa, The Netherlands
1:28:948 John Brennan, Bicester
1:34:662 Charles Nuttall, Oldham

Space Plant
1:48:750 Richard Dunn, New Leake
2:11:783 John Brennan, Bicester
2:13:827 Jeffrey Van Der Aa, The Netherlands
2:19:347 Charles Nuttall, Oldham
2:21:159 Jon Quarrie, Stapleford

Sand Ocean 2
1:31:967 Richard Dunn, New Leake
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:47:589 John Brennan, Bicester
1:51:207 Charles Nuttall, Oldham

Port Town 2
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
2:02:591 John Brennan, Bicester
2:02:607 Jeffrey Van Der Aa, The Netherlands
2:05:589 James Eyre, Donington Le Heath

Big Hand
2:09:511 Richard Dunn, New Leake
2:33:121 Neil Friedman, Whitefield
2:38:191 John Brennan, Bicester
2:40:272 Jeffrey Van Der Aa, The Netherlands
2:43:692 Andy Colden, Cambridge

Death Race Mode
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:47:395 Richard Dunn, New Leake
1:01:710 Andy Colden, Cambridge
1:04:454 Jon Quarrie, Stapleford

Banjo-Kazooie

Mumbo's Mountain
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, Boston
0:06:40 Jan-Erik Spangberg, Sweden
0:08:18 Jon Quarrie, Stapleford
0:09:34 Niall Hickey, County Waterford

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
0:15:48 Kevin Seeney, Bury St Edmunds
0:26:09 Ingvar Gunnarsson, Iceland

Bubblegloop Swamp
0:15:02 Kevin Seeney, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:21:01 Richard Dunn, Boston
0:22:33 Niall Hickey, County Waterford
0:28:04 Ingvar Gunnarsson, Iceland

Clanker's Cavern
0:08:47 Kevin Seeney, Bury St Edmunds
0:12:21 Jan-Erik Spangberg, Sweden
0:13:49 Richard Dunn, Boston
0:18:39 Niall Hickey, County Waterford
0:19:52 Ingvar Gunnarsson, Iceland

Click Clock Wood
0:32:25 Jan-Erik Spangberg, Sweden
0:43:46 Kevin Seeney, Bury St Edmunds

Rusty Bucket Bay
0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:28:38 Ingvar Gunnarsson, Iceland

Freezeezy Peak
0:13:34 Kevin Seeney, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:23:20 Niall Hickey, County Waterford
0:30:51 Ingvar Gunnarsson, Iceland

Gobi's Valley
0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:22:25 Niall Hickey, County Waterford
0:33:23 John Brennan, Bicester
0:33:25 Iain Russell, Newbury

Gruntilda's Lair
1:14:30 Niall Hickey, County Waterford
8:06:56 Gautam Rishi, Gerrards Cross

100 Jiggies, 900 Notes
2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Mischief Makers

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

WWF Warzone

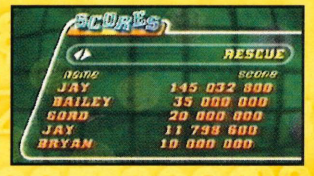
Fastest Win
0:24 Jon Burrows, Queensland



Tetrisphere

Rescue
145032800 Jay Scott, Fort-William
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey

Puzzle
4:44 Gavin Brennan, Claremorris

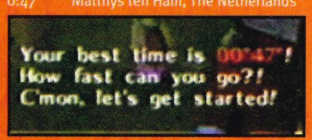


Legend Of Zelda

Biggest Fish
23 pounds Leigh Maddox, Cheshunt
20 pounds Adam Green, Stoke-On-Trent
20 pounds Mark Nicol, Western Australia

Marathon Race
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

Horse Race
0:46 Mark Nicol, Western Australia
0:47 Matthys ten Ham, The Netherlands



Horseback Archery
2000 Mark Nicol, Western Australia
2000 Matthys ten Ham, The Netherlands

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

1080° Snowboarding

Half Pipe Trick Attack
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn
85058 James Morris, Wolverhampton
72846 Gautam Rishi, Gerrards Cross

Crystal Lake Trick Attack
90417 Ryan Stevenson, Aberystwyth
71672 Daniel Dunn, New Leake
65542 Kevin Seeney, Bury St Edmunds
50236 Alan Dundas, Arbroath
49063 Chris Atkins, Walkington

Crystal Peak Trick Attack
89063 Ryan Stevenson, Aberystwyth
71288 Daniel Dunn, New Leake
66532 Kevin Seeney, Bury St Edmunds
63361 Chris Atkins, Walkington
58229 Chris Johnson, Sutton Coldfield

Golden Forest Trick Attack
76876 Ryan Stevenson, Aberystwyth
74732 Daniel Dunn, New Leake
59078 Alan Dundas, Arbroath
49156 Chris Johnson, Sutton Coldfield
46918 Kevin Seeney, Bury St Edmunds

Mountain Village Trick Attack
103773 Ryan Stevenson, Aberystwyth
84669 Daniel Dunn, New Leak
77354 Kevin Seeney, Bury St Edmunds
56577 Philip Ho, Arbroath
36826 Steven Dijkerman, The Netherlands

Deadly Fall Trick Attack
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
63368 Kevin Seeney, Bury St Edmunds
63140 Daniel Dunn, New Leake
50913 Chris Johnson, Sutton Coldfield

Dragon Cave Trick Attack
94856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeney, Bury St Edmunds
50321 Chris Atkins, Walkington
47922 Daniel Dunn, New Leake

Crystal Lake Race
1:03:26 Daniel Dunn, New Leake
1:03:29 Chris Atkins, Walkington
1:03:29 Jan-Erik Spangberg, Sweden
1:03:36 Chris Johnson, Sutton Coldfield
1:03:85 Ryan Stevenson, Aberystwyth

Crystal Peak Race
1:28:57 Jan-Erik Spangberg, Sweden
1:28:73 Ryan Stevenson, Aberystwyth
1:28:96 Chris Johnson, Sutton Coldfield
1:29:39 Daniel Dunn, New Leake
1:29:82 Chris Atkins, Walkington

Golden Forest Race
1:20:12 Jan-Erik Spangberg, Sweden
1:21:84 Daniel Dunn, New Leake
1:22:10 Chris Atkins, Walkington
1:23:75 Chris Johnson, Sutton Coldfield
1:24:84 Karl Watt, Shetland

Dragon Cave Race
1:27:45 Daniel Dunn, New Leake
1:28:70 Chris Atkins, Walkington
1:29:33 Jan-Erik Spangberg, Sweden
1:29:66 Chris Johnson, Sutton Coldfield
1:31:83 Kevin Seeney, Bury St Edmunds

Mountain Village Race
1:31:14 Chris Atkins, Walkington
1:31:64 Jan-Erik Spangberg, Sweden
1:32:03 Adam Charlton, Huntingdon
1:32:43 Billy Smith, Offord
1:32:73 Daniel Dunn, New Leake

Deadly Fall Race
1:09:63 Chris Johnson, Sutton Coldfield
1:09:76 Ryan Stevenson, Aberystwyth
1:10:22 Chris Atkins, Walkington
1:10:29 Daniel Dunn, New Leake
1:11:74 Chris King, Sidmouth

Best Contest Score
214377 Daniel Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146907 Chris Atkins, Walkington
131051 Steven Dijkerman, The Netherlands

Mario Kart 64

Luigi Raceway
01:10:98 Jeffrey Van Der Aa, The Netherlands
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

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
00:23:14 Stacy Needham, Bicester
00:23:52 Neil Friedman, Whitefield

Choco Mountain
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alvaston
01:40:71 Rob Pierce, Salisbury
01:44:13 Danny Dunn, Boston
01:47:33 Jamie Eccles, California

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
02:21:99 Thomas & Daniel Cruise, Rotherham

Kalamari Desert
01:29:45 James Eyre, Donington Le Heath
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
01:25:19 Stacy Needham, Bicester
01:32:73 Rob Pierce, Salisbury
01:42:95 Jamie Eccles, California

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
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California
01:55:55 Charles Nuttall, Oldham
01:56:23 Mick Smith, Worcester

Bowser's Castle
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham
02:10:44 James Eyre, Donington Le Heath
02:17:71 Rob Pierce, Salisbury

Toad Turnpike
01:46:63 James Allsopp, Alvaston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, Boston
01:58:25 Stacy Needham, Bicester
02:05:37 Aaron Norris, Western Australia

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
0:15 John Brennan, Bicester
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
0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

Map 7: Ziggurat Vertigo
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland
2:41 John Brennan, Bicester

Map 8: The Ogre Citadel
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stocksbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeney, Bury St Edmunds

Map 9: The Crypt Of Decay
1:12 John Brennan, Bicester
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
0:47 John Brennan, Bicester
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 20: The Elder God Shrine
0:37 John Brennan, Bicester

Map 21: The Palace Of Hate
0:47 John Brennan, Bicester

Map 22: The Pain Maze
0:49 John Brennan, Bicester

Map 23: Azure Agony
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stocksbridge

Map 24: The Nameless City
1:26 John Brennan, Bicester

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
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
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
01:21:86 Kevin Seeney, Bury St Edmunds

Everfrost Peak
01:30:91 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
00:57:62 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
01:36:30 Kevin Seeney, Bury St Edmunds
01:40:80 Raymond Burton, Stockbridge

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
01:47:51 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
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, Boston
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

Star City
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster

Turok Training Level

Turok Training Level
2:12 Michael Williams, Exeter
2:20 Richard Dunn, New Leake
2:44 Ben Webster, Liversedge
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland

Chameleon Twist

Jungle Land
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

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09:27 Robert Gallagher, Southampton

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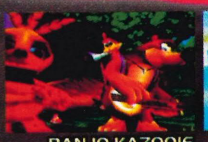
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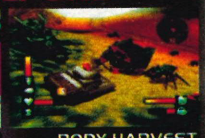

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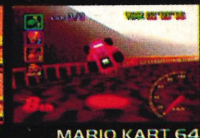
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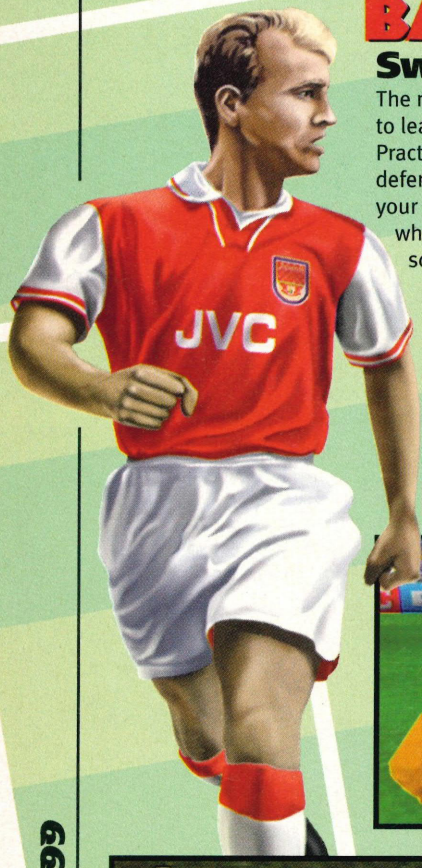
FIFA '99

Over 'ere son, on me 'ed! How about a guide to the great new EA Sports title FIFA '99? This is straight from the horse's mouth, well from EA's own soccer wizards anyway!

BASIC SKILLS

Switching

The most important skill for a beginner to learn is the use of the A button. Practise switching players while on defence to get the hang of controlling your team. You should switch to a player who is goal-side and close, rather than someone who is behind the player.



Pass Indicator

When you have the ball, practise changing directions and looking for the pass indicator. A subtle change in direction will target a different player for a pass. Practise picking different players with the pass indicator.





Off-Screen Passing

Keep an eye out for the off-screen pass indicator. This will show you any passing options that are off screen. If there isn't one, the chances are you'll be passing to the other team.

Chase Me, Chase Me

One-time passes will make it difficult for opponents to chase you down. Press B while the ball is in transit, plus the direction you wish to send the one-timer. These require more skill and a little thinking ahead.

Shielding The Ball

When you are receiving a ball in the air, practise shielding it away from opponents. Point the stick in a direction away from the opponent and your player will chest it in that direction and away from the waiting defender.



Sprinting

Be sure to use the sprint button selectively. The best strategy is to use it as a change of pace. If you sprint a player until he can no longer keep up the pace, he will take twice as long to recover than had you sprinted twice but for only half the time on each occasion. The key is letting your players recover.



GENERAL TIPS

Speed
For the novice player, make sure that you keep the game speed at Normal and the difficulty setting at Amateur. It's easier to learn how to use the various special moves and general gameplay with these settings.

Pressure
Be aware of different pressure zones on the field. If you want to build up slowly, you'll have plenty of room in your own third. You'll have to utilise your midfield to support the forwards as opposing defenders mark them tightly .

Stay Calm
Don't try and madly smash buttons, as this tends to trigger events you don't want. Being cool and deliberate always yields the best results.

One-Time
One-time passes are good for moving the ball up the field quickly, and do not allow the opposition to have enough time to set up tackles.

Through Pass
Make use of through passes to strikers/midfielders in order to create breakaway situations. The through pass is one of the most effective ways to counterattack.

Extra Space
When moving the ball upfield using a forward player, try passing back to a midfielder in order to give your forwards some extra space. This will relieve some defending pressure on your strikers.

Keeper Surprise
When the opposing team is on a breakaway, the new 'goalie charge' feature is an effective method of stopping the attack. Trigger it while the goalie is still off screen to gain the element of surprise.

Standing Tackles
If the opponent does make it close to your box, you're best off using standing tackles as these are less likely to give away dangerous free kicks or penalties.

Close Control
Don't try to run the ball too close to the goalkeeper – otherwise he can read your intentions and rush you.

You Got Skill
Use the skill moves to anticipate and avoid impending tackles. Certain skill moves are more effective at avoiding certain types of tackles (see 'Skill Moves').

Counter Tackle
Try using various tackles to counteract special moves. For example, someone performing a Hurdle move can be countered with the Conservative Tackle.

Player Switching
In Multiplayer mode, try sticking with one player instead of trying to constantly switch to different players. The computer will give you possession of the ball if it is passed off to one of your team-mates, whether you are in control of that player or not. Also, it is best to switch players when possession of the ball changes hands.

On The Rebound
You should try and get a shot away without trying to beat every defender. The goalie can't hold everything and rebounds are often the easiest source of goals.

Keeper Positioning
It's easier to score if you use the goalie's momentum against him. Take a look at the keeper's position and the direction he's moving in. Try and target your shots to the side that the keeper is moving away from.

Spin The Ball
Add ball spin to the free kicks and corners using the L and R buttons. More ball spin means that it's harder for the goalie to judge, even if the shot has less power.

Aggression
In Professional mode, turn the aggression all the way up if you like your CPU team-mates to do sliding tackles more often.



Injured Players
If you see an injury, be sure to substitute as soon as possible. It is often advantageous to kick the ball out yourself so the substitution can take place.

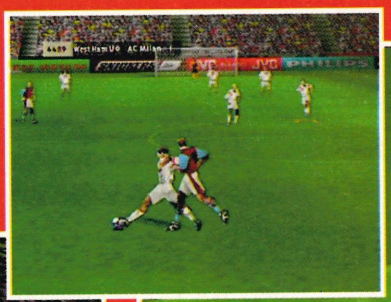
Visual Indicators
Often in closer camera views, your team-mates are off screen. Check the direction on the off-screen indicator as this is a signal one of your players is available to pass to.

IGM
Your CPU opponent will try several strategies to crack your defence, so you should adapt your formation and strategy accordingly using the IGM Strategy feature.

On Your Heels
If someone is right on your heels, you're better off passing the ball in the direction you're facing than trying to pass to someone in another direction.

Fake It
You can dummy defenders that are waiting for you to chest a ball down by holding either A or B while the ball is in the air. At the last second, your player will duck out of the way and let the ball run by.

Burn Out
Players can recover from fatigue at half-time. You should check your fatigue levels so that tired defenders don't burn out.







SKILL MOVES

Flick – This is great for beating a player who's rushing you. Hold Z and press C Down and he'll watch as the ball sails over his head to you.

360° Spin – This is the best way to shield off standing challenges and keep your momentum. Hold L or R and press Z or just double-tap L or R. A well-timed 360° at the top of the 18-yard box will give you a great chance on goal. However, although this move may look pretty fancy, you are likely to get hit really hard with a sliding tackle.

Lateral – Excellent for those impatient defenders who tend to slide right at you, as this move will pull you right out of the way. Two ways to do it: tap L or R once, or hold L or R and press Z. This move won't work against a conservative tackle, though.

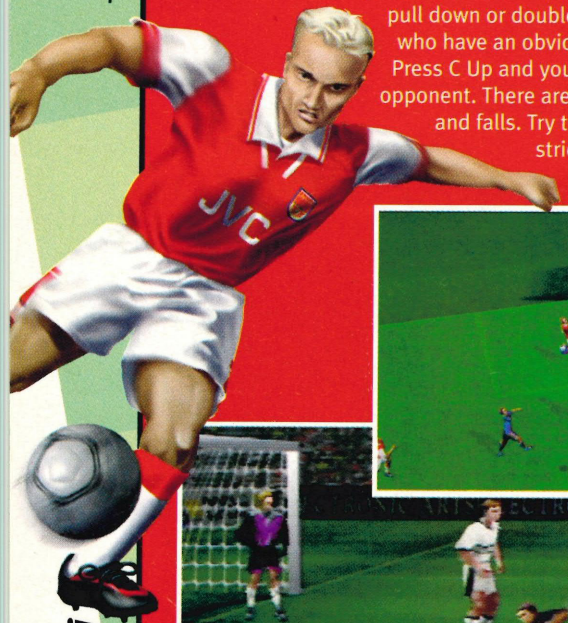
Hurdle – Press C Up to jump over an opponent's tackle. You can also hop over the goalie if you're good.

Step-Over Fakes – Holding L or R and using the stick and sprint button will make your player dribble more cautiously and pull fakes when direction is changed. Fakes will cause any tackles activated nearby to go in the 'faked direction'. Use these to make the defence look silly.

Step-Over Nutmeg – Holding L, then tapping Right on the stick will activate a step-over nutmeg. Holding R, then tapping Right on the stick will activate a double step-over.

Dive – If you get frustrated with the defence you can always take a dive and try to draw the foul. Hold L or R and press C Up.

International Foul – As a last resort you can pull down or double-foot-tackle players who have an obvious chance on goal. Press C Up and your player will foul the opponent. There are some cool reactions and falls. Try turning referee strictness down or doing it in Training mode.







INTERMEDIATE SKILLS

Probing

Try probing the centre channels as you have a better chance of scoring if you can get through. If you can't, then head for the flanks.

Pass, Cross & Lob

Practise using a combination of ground passes and crossing lobs to move the ball around the field. Although ground passes are a lot more successful, you will soon find that the ability to use a combination of ground passes and crossing lobs will add to the gaming experience. (Plus, you can pull off some pretty spectacular moves, which look really great in instant replays!)

Spectacular

On corners and free kicks, change your view. This will allow you to set up spectacular set plays using diving headers and bicycle kicks.

Crossing

When crossing the ball, you can use your joystick to pick areas of the field to aim for. If you hold the stick up, you'll cross to players at the near post. Holding the stick left will pick players further away from the goalie.

Heading

To head to a team-mate, press the B button while the ball is in the air (don't just tap it or you'll switch players).

This is an underrated feature and can pay major dividends in terms of keeping possession of the ball. You can head the ball back across the net to team-mates this way. To try a header



on goal, press the B button while the ball is in the air. If the player can reach it in the 18-yard box, he'll try a diving header. To head up in the air to a teammate's head or chest, just press the C Right button.

Show Off

You can pull off some spectacular volley moves by double-tapping the B button. Volleys are much more likely to score but require more time and space. Opponents trying to head or chest the ball away will more than likely beat you to the ball. If you face your player away from the net, he will attempt a bicycle kick.You can also pass and lob ball on the volley by double-tapping the A or C Down buttons respectively.

Non-commitment

In Professional difficulty you don't always have to commit to big slide tackles to regain possession. By keeping shape and letting the opponent come at you, you can force bad turnovers from passes. He'll be forced to run through areas of concentrated defence, making it less likely for him to be successful in penetrating.





ADVANCED SKILLS

Countering CPU Strategy

The CPU will try different formations and strategies depending on what the score is and how much time is left. You should have a general sense of how much pressure he's exerting on your team. If he's pressuring, you can be sure he's left a few holes at the back that you can exploit on a counterattack. You'll want to shore up your defence and play a quick counter, Manchester United style. If he's laying back, you know you can safely move more players up to the front lines. This will increase your chances of connecting on a cross and flood more players into his 18-yard box for rebounds.

Outnumbering By Line

To outnumber by line, reset your three IGM settings to be IGM1 – Super offensive, IGM2 – Neutral, IGM3 – Super defensive. For example: IGM1: 3-2-5 formation with an all-out offensive strategy. IGM2: 3-5-2 formation with a neutral strategy. IGM3: 5-4-1 formation with an all-out defensive strategy. As the play flows up and down the pitch, use the Select button to outnumber your opponents in that area of the field. This may cause your players to fatigue more but, can be a big advantage.



Wing-Back Run

Use the Wing-Back Run to start a quick break on one flank. While a defender has the ball, hold L + R and press Z.

Look for the player with the tactic indicator streaking up the wing. Move the ball away from that side to draw players away. Tactic players are easier to target than other players, so you should be able to hit that player with a through pass (C Right) or a lob before he goes offside.

Through Runs

This is a great way for forwards to lose tight markers. These guys are marked extremely tightly in the opposing third. Hold L + R and press C Up. Look for the player with the tactic indicator making a diagonal run to the back of the opposing defence. You should hit that player with a through pass (C Up) behind the defensive line. Watch out for the goalie though.

Defensive Pressure

Use the Attacking Press tactic to force the opponent to move the ball upfield more hastily. Hold L + R and press C Left. You may intercept a bad pass or catch him holding onto the ball for too long. Beware – using this tactic will fatigue your forward players, making them less effective in the long run.

Offside Trap

Holding L + R and pressing C Right will activate an offside trap. If your opponent has pushed all his players forward and is using an attacking strategy, this tactic will start to become useful.

Be careful with this tactic as CPU opponents are fairly intelligent and will try to recover to keep the play going.

Passback Mode

You can use Passback to get one-twos going. While holding L + R, press A to pass the ball and reposition for a return pass. There is another technique called Offball – while holding L + R, press B to gain control of another player and ask for a pass.

EA SPORTS TEN Quick Tips

1. Be aware of star players on the opposing team, as they are the ones who are likely to inflict the damage against you.
2. When on a breakaway situation, try using the hurdle move to evade the diving goalkeeper.
3. If you are close to goal – and there are no pass targets nearby – you can tap the A button to side-foot the ball into the corner of the net.
4. If you are close to goal – and there are no pass targets nearby – you can tap the B button to attempt a chip shot.
5. One-time shots (by using B) are more likely to wrong-foot the goalie
6. Most cool skill moves require holding down one of either the L or R buttons.
7. Try taking the ball upfield using the flanks – as these areas are harder to defend.
8. Why is that the pesky goalie always intercepts your crosses? You need to target your crosses further away from him!
9. Players who hold onto the ball tend to get closed down faster than those that pass it.
10. Try probing the wings and the centre channel to see where the areas of least resistance are when attacking.

CHEATS

Atlanta Attack team:
In order to get hold of the Atlantan team win the Champions Cup by playing as Brazil under the professional difficulty level.

Finding Ronaldo:
Ronaldo is hiding under a different name in this game. However, he may be found using the name of Calcio in the Inter Milan team.

Vigilante 8

Written by: Roy Kimber

Part Two of our complete guide to this funky shoot-'em-up!

It's time once again to dig out your flares, tie-dye your t-shirt and start saying 'man' after every sentence as we bring you the final maps for this crazy automobile-based battle game from Activision. This time we're taking you through the three hidden arenas, including the ultra-cool Nintendo-only Super Dreamland 64. Stay cool... man! [That's enough of that – Ed]







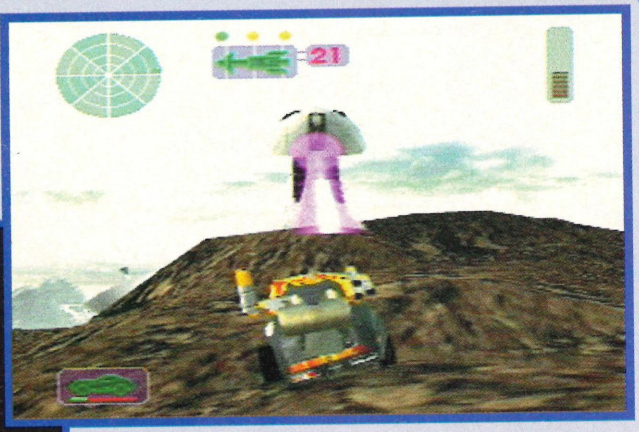
MAP KEY: Pink – Special only, Cyan – Any weapon, Yellow – Any power-up, Grey – Any weapon or power-up, Blue – Special or any weapon
One-time predetermined weapons or power-ups are marked with 'X', colour-coded as above. The wrench is pictured as an icon.
Red Triangle – Start point of player one in Arcade mode. In Canyonlands, the direction of the arrow indicates the way the boulders will fall.

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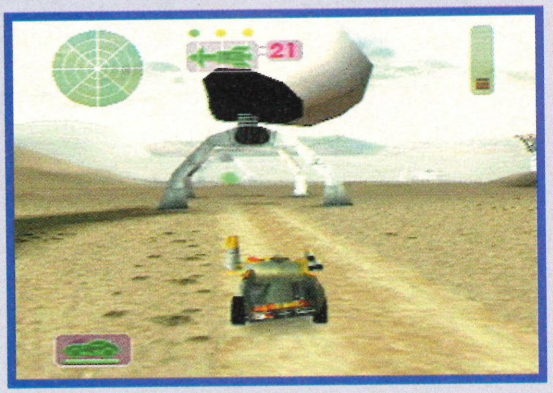
NEVADA

The conspiracy theorists were right all along! Deep in the heart of the Nevada desert lies a top-secret military base, complete with captured UFO!

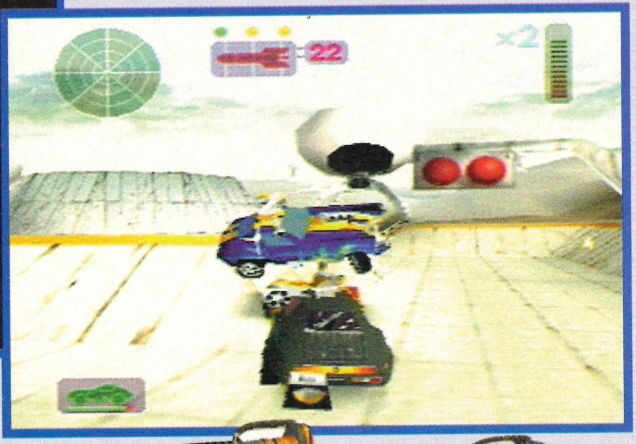




▲ Stay away from these gun turrets. There is a safe passage across the range – can you find it?



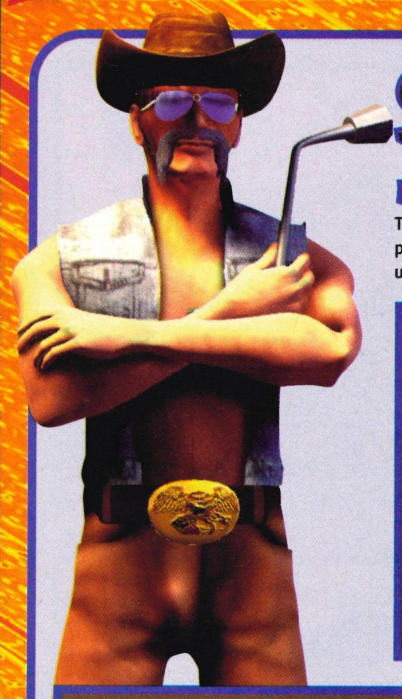
▲ When signalling, this radar will jam all weapons systems. Don't fire any tracking weapons during that time – they may come back to strike you!





◀ Check out one of the hangars to find a genuine '64 Luxo Saucer.

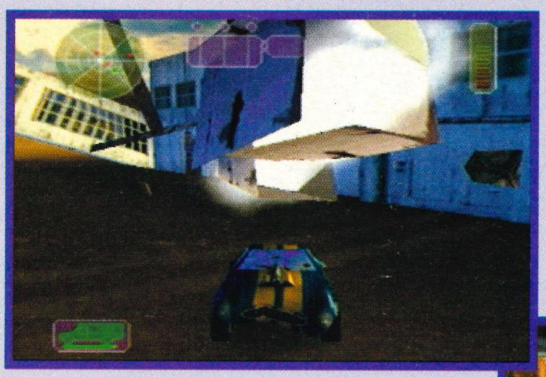


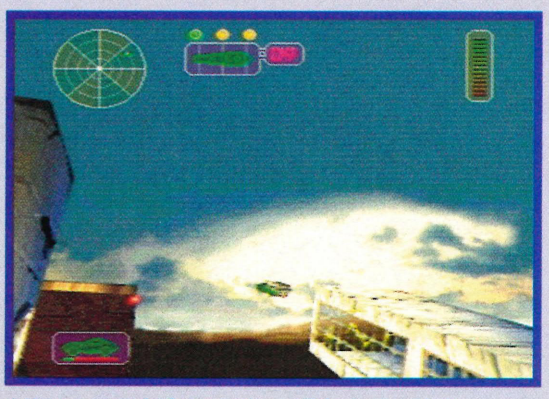


SAND FACTORY

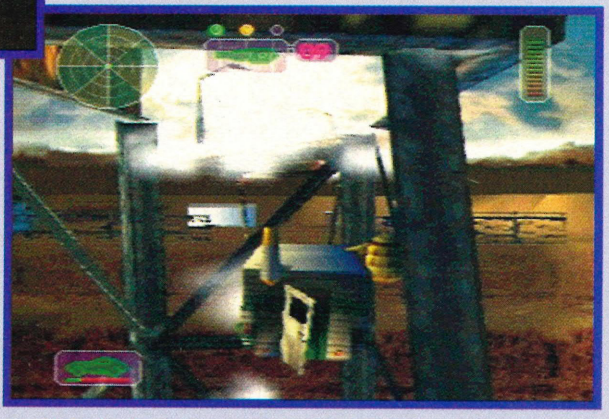
UTAH

This automated factory area provides a plethora of useful attack points from which you can ambush your fellow drivers. Make good use of the facilities to get those hard-to-reach weapons!





▲ You can enter the factory or jump off the conveyor belt.

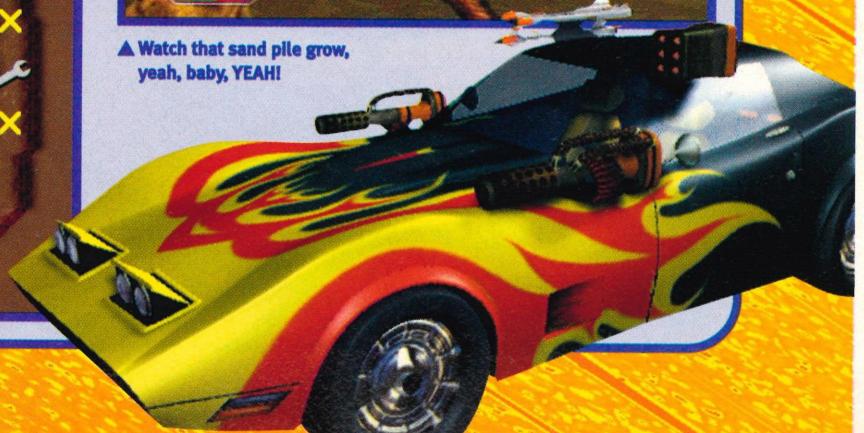


▲ Wait for the elevator to come down, then ride it up to the top; here you'll find a special weapon.



▲ Watch that sand pile grow, yeah, baby, YEAH!





SUPER DREAMLAND 64

CALIFORNIA

What do you mean you've been to California? But you've never heard of this place. Why do you think it's called a *hidden* area? Lots of cutesy knights and animals make easy targets – the chickens in particular are just asking for it!



▲ Abandon hope all ye who enter here! Or get ready for takeoff, anyway.



▲ The island in the centre of the map is guarded by a moat. You need to wait for the drawbridge to lower.



▲ These chickens get into every nook and cranny on the map. If you shoot them enough times they turn into butterflies – weird!



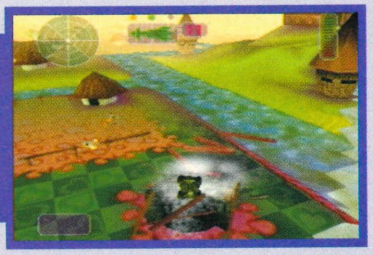


▲ At three different points on the map you find these cannons. They regularly hurl their dangerous balls all over the place!



▲ "Somewhere... over the rainbow..." Follow the moving rainbow and pass through it for a very helpful energy recharge. Get moving Dorothy!





▲ If you enter the castle or drop into the moat you find yourself teleported to the bottom of the nearest well, from which you are blasted like a bullet from a gun.



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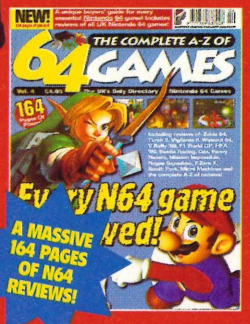


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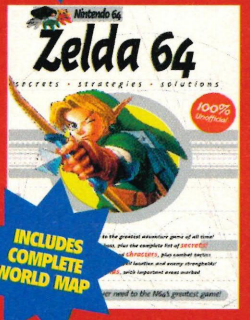
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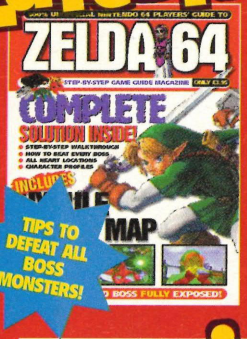


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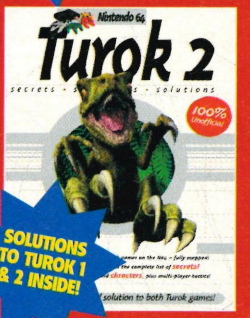
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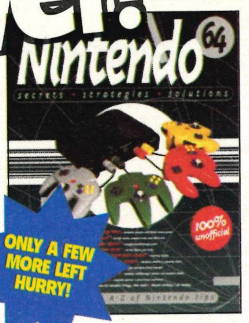
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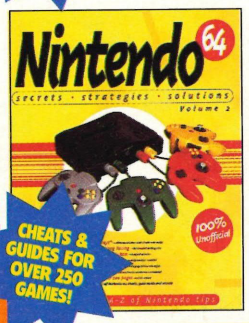


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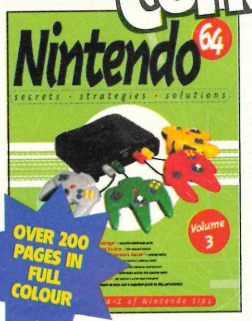
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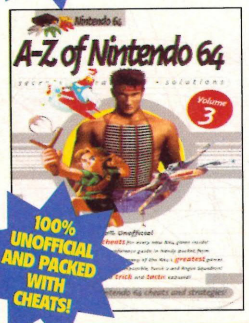


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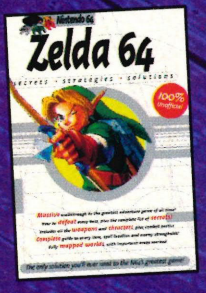

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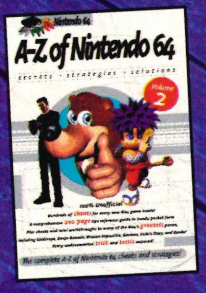

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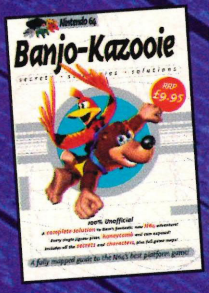

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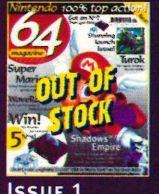
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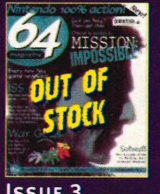
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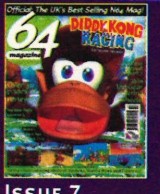


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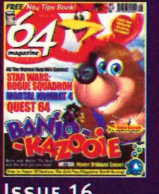
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From time to time you may be sent news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box ☐

nindex



The complete guide to every N64 game ever reviewed!

Welcome to the new-look Nindex! Regular readers will instantly spot some changes to these pages – we've redesigned them to take up less space in the magazine while being more informative than ever!

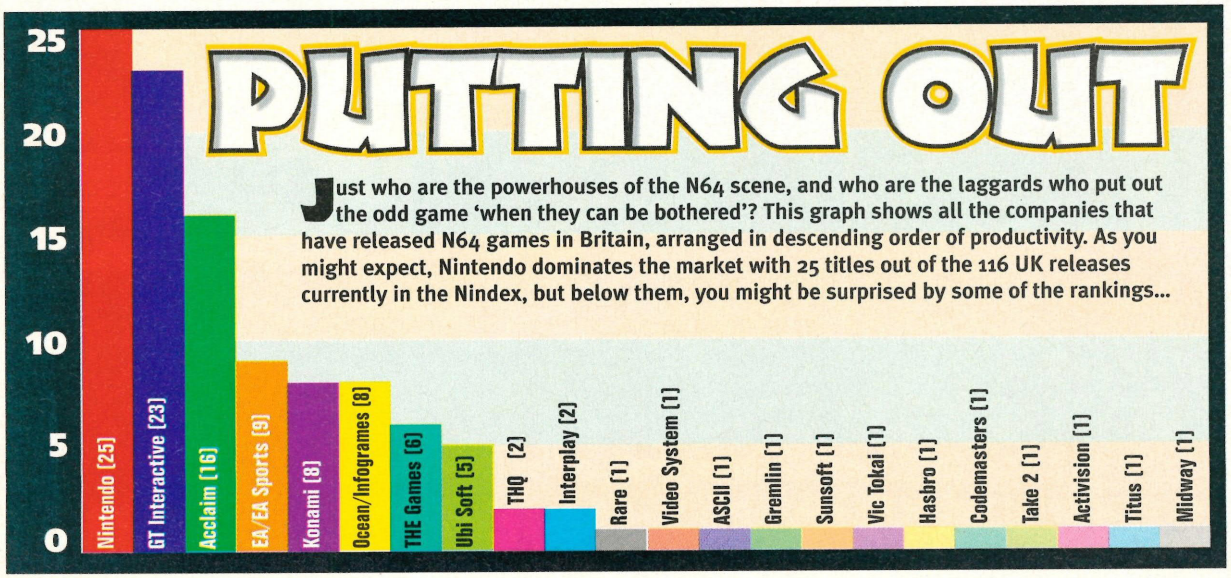
If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

NINDEX KEY

Game Name	Self-explanatory, really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE	DESCRIPTION
ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLER	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes

Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●	●	●	17	82%	The best snowboarding game on any machine!
Aero Fighters Assault	Video System	1-2				●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	●			●	15	40%	Slow and unplayable Wipeout ripoff.
Airboarder	Human	1-2	●	●			14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	●	●		●	16	84%	Good but bugged hi-res baseball game.
All-Star Tennis '99	Ubi Soft	1-4	●			●	24	70%	Not entirely successful 'real' tennis game.
Art Of Fighting Twin	Culture Brain	1-2	●	●			10	72%	Reasonable knock-off of Virtua Fighter 2.
Augusta Masters '98	T&E Soft	1-4	●				17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	●	●		●	8	68%	Four-player racer, but not realistic or thrilling
Banjo-Kazooie	Nintendo	1		●		●	16	95%	Excellent (if slightly easy) adventure.
Battletanx	3DO	1-4	●	●			26	78%	Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4	●	●		●	25	92%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	●	●		●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	●			●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1		●		●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●			●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1				●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●				12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	●	●		●	18	84%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	●			●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	●	●		●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2	●	●			26	45%	Tragically bad sequel to Cruis'n USA and World.
Castlevania	Konami	1	●				24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4				●	10	64%	Simple and easy tongue-oriented platformer.
Chameleon Twist 2	Sunsoft	1	●	●		●	23	75%	More of the same, and still too easy.
Chopper Attack	GT Interactive	1		●		●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2				●	8	8%	The worst game on the N64! It's rubbish!
Cruis'n USA	Nintendo	1-2				●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4		●		●	18	24%	A sequel that's nearly as bad as the original!

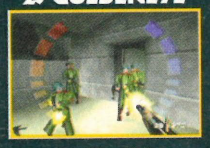


OUR TOP TEN

1: ZELDA



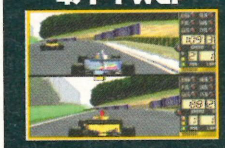
2: GOLDENEYE



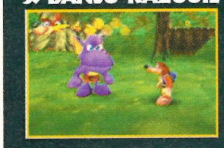
3: ISS '98



4: F-1 WGP



5: BANJO-KAZOOIE



6: MARIO 64



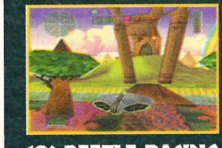
7: ROGUE SQUADRON



8: F-ZERO X



9: VIGILANTE 8



10: BEETLE RACING



64 TOP SHOOT-'EM-UPS



1	Goldeneye	95%
2	Star Wars: Rogue Squadron	92%
3	Vigilante 8	90%
4	Lylat Wars	87%
5	Forsaken	86%

64 TOP FIGHTING GAMES



1	Smash Brothers	87%
2	WWF Warzone	86%
3	Mortal Kombat 4	86%
4	WCW Vs NWO Revenge	85%
5	Bio Freaks	82%

Game Name	Company						Issue	Score	Comment
Dark Rift	Vic Tokai	1-2	●			●	4	47%	Bland and derivative fighter offering nothing exciting.
Diddy Kong Racing	Rare	1-4	●	●		●	7	86%	Fun mix of racing and exploration.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	●			●	7	81%	Good conversion of the PC one-linerthon.
Extreme G	Acclaim	1-4	●	●		●	7	80%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●			●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		●		●	18	94%	Excellent, though very hard, Forumla 1 simulation.
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of the Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●		●	24	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●			●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	●	●		●	11	80%	One of the better N64 fighters.
Forsaken	Acclaim	1-4	●	●		●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4		●		●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
The Glory Of St Andrews	Seta	1-4					3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		●		●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2					24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4		●		●	5	95%	The best multiplayer game on N64! Great for lone players, too.
GT 64	Ocean	1-2	●	●		●	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4	●			●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	●			●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
ISS 64	Konami	1-4	●			●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	●			●	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4	●				6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another J-League game with comedy players.

TEST OF TIME



This month, it's issue 21 that gets the retro treatment as we check to see whether games reviewed back then still stand up today. What do we make of this trio of titles from six months back?



TUROK 2

Acclaim • £39.99 • Original Rating: 90%

Great gore, huge levels, hi-res and a decent deathmatch game. But are we still playing it now? Hell, no – all the slogging around became tedious months ago. The deathmatch game still stands up, but for one player it's a bit dull.

85%



ZELDA

Nintendo • £49.99 • Original Rating: 98%

Once you've completed it there's still a lot to find, but it can't compare to playing it for the first time. However, in terms of overall quality it's still miles ahead of practically everything else. Holds onto its best N64 game title.

96%



S.C.A.R.S

Ubi Soft • £44.99 • Original Rating: 87%

Daft title (Super Computer Animal Racing Simulation, apparently) but quite a decent game. On the downside, it doesn't take long to see all the tracks, and it lacks the vital spark that sets the heart racing, despite a fun multiplayer game.

81%

Game Name	Company						Issue	Score	Comment
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4		●		●	22	26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1		●		●	21	96%	Nintendo's tour de force – one of the best games ever written!
Let's Smash	Hudson	1-4	●				21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4		●		●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2				●	7	70%	Run-of-the-mill medieval fighter.
Magical Tetris Challenge	Capcom	1-2					24	65%	Tetris with Mickey Mouse. Stunning.
Mario Kart 64	Nintendo	1-4	●			●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4		●		●	24	80%	Fun but simple multiplayer party game.
Micro Machines 64 Turbo	Codemasters	1-8	●	●		●	23	91%	Superb eight-player (yes, eight) party racing game.
Mischief Makers	Nintendo	1				●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1		●		●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	●	●		●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Mortal Kombat 4	GT Interactive	1-2	●	●		●	19	86%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2				●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	●	●		●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	●			●	13	83%	Wacky RPG/platformer set in a comedy ancient Japan.
NASCAR '99	EA Sports	1-2	●	●		●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●			●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●		●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●			●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4	●	●		●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4	●	●		●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	●	●		●	12	70%	Uninspiring basketball game with very blurry visuals.
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●		●	21	89%	Updated and improved version of NFL QBC '98.

64 MAGAZINE TOP ADVENTURE GAMES



1	Zelda	96%
2	Silicon Valley	87%
3	Castlevania	85%
4	Mystical Ninja	83%
5	Shadows Of The Empire	58%

64 MAGAZINE TOP PLATFORM GAMES



1	Banjo-Kazooie	95%
2	Super Mario 64	92%
3	Glover	85%
4	Mischief Makers	82%
5	Gex: Enter The Gecko	80%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!



Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Formula Race Pro

THRUSTMASTER • £69.99

Expensive, yes, but one of the best full-size steering wheels on the market. The Race Pro has a unique moulded underside that lets you put it in your lap instead of taking up valuable table space.

4 Meg Memory Card

DATEL • £29.99



Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.

Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



64 MAGAZINE NINDEX

64 TOP RACING GAMES



1 F-1 World Grand Prix 94%
2 Beetle Adventure Racing 92%
3 Micro Machines 64 Turbo 91%
4 F-Zero X 90%
5 Racing Simulation: Monaco GP 87%

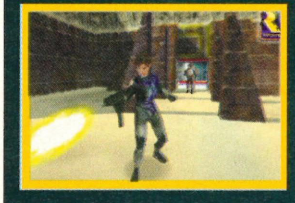
64 TOP SPORTS GAMES



1 ISS '98 95%
2 ISS 64 93%
3 FIFA '99 91%
4 Let's Smash 90%
5 NFL Quarterback Club '99 89%

Game Name	Company						Issue	Score	Comment
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	●	●		●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	●				24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2	●	●		●	17	27%	Based on Cruis'n USA, and nearly as bad!
Olympic Hockey '98	GT Interactive	1-4	●	●		●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Penny Racers	THQ	1-4	●	●		●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1	●			●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pocket Monsters Stadium	Nintendo	1-4		●			19	46%	Cute-but-dull fantasy animal fighter, intended for young kids.
Puyo Puyo Sun 64	Compile	1-2					8	87%	Simple but horrible addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4	●				16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2	●	●		●	13	82%	Slightly disappointing PC conversion, which only supports two players.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	●	●		●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rakuga Kids	Konami	1-2	●			●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	●	●		●	26	70%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	●	●		●	13	50%	Boring conversion of a dull old arcade game.
Robotron 64	GT Interactive	1-2	●			●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rush 2: Extreme Racing USA	GT Interactive	1-2	●	●		●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	●	●		●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	●	●		●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadows Of The Empire	Nintendo	1	●			●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) subgames.
Sim City 2000	Imagineer	1	●				12	60%	Japanese text-filled vesion of the old PC game.
Smash Brothers	Nintendo	1-4					24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4	●	●		●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4		●			26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	●	●	●	●	23	73%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1		●		●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1				●	25	44%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1		●			17	65%	Poor try to do an R-Type/Axelay shooter on the N64.

64 MAG'S MOST WANTED



PERFECT DARK

By next issue, Andy will have played this game at the E3 show, lucky dog. If it lives up to the hype (which it probably will) it could be the N64's best game, even better than *Zelda*!



DONKEY KONG 64

What, another Rare game? 'Fraid so, but they do have the most damnable habit of creating games that people actually want to play! The big chimp's new game is due for Christmas – too long!



STAR CRAFT

This is the game that has, of late, been responsible for more people staying late at Paragon's offices than even *Goldeneye*. And now it's coming to the N64. better watch out...



F-1 WGP 2

The first *F-1 World Grand Prix* game was fantastic (94%, sez us) and we've got every reason to believe that its sequel, due out this summer, will be even better.



DIE HARD

We don't know much about the game, except that it will be a completely new adventure for balding New York cop John McClane. Terrorists beware – Brucie's coming to town!

Game Name	Company						Issue	Score	Comment
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	92%	Superb Star Wars combat game, but can get slightly repetitive.
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2		●			20	49%	Useless giant robot fighter.
Tamagotchi World	Bandai	1-4					11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2				●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
Top Gear Overdrive	THE Games	1-4				●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	●	●		●	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●			●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Vigilante 8	Activision	1-4	●	●	●	●	25	90%	Aggressive car-based battle game set in the Seventies.
Twisted Edge Snowboarding	THE Games	1-2	●	●		●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2		●		●	21	69%	Poor conversion of a good PlayStation game.
Virtual Chess	Titus	1-2	●			●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●			●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4				●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2				●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●			●	1	83%	Excellent jetski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●			●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●			●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	●	●		●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4		●	●		20	85%	Update of WCW Vs NWO World Tour; slightly better.
Wetrix	Ocean	1-2	●			●	16	86%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3		●			10	30%	Pathetic, Jenny Powell-free US version.
Wipeout 64	Midway	1-4	●	●		●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●			●	14	86%	Yet another update of FIFA.
World Soccer 3	Konami	1-4	●				9	86%	Japanese version of ISS 64.
WWF Warzone	Acclaim	1-4	●	●		●	17	86%	The best wrestling game on N64 – just.
X62	Acclaim	1-4	●	●		●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Yoshi's Story	Nintendo	1		●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 MAGAZINE TOP PARTY/PUZZLE



1 Bust-A-Move 2 91%
2 Bust-A-Move 3DX 90%
3 Puyo Puyo Sun 64 87%
4 Wetrix 86%
5 Mario Party 80%

64 MAGAZINE TOP STRATEGY/SIMULATION GAMES



1 Blast Corps 80%
2 Pilotwings 76%
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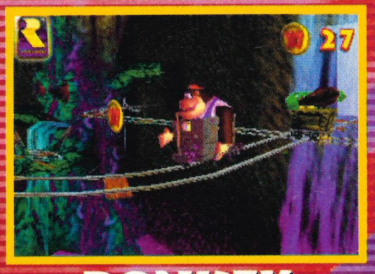
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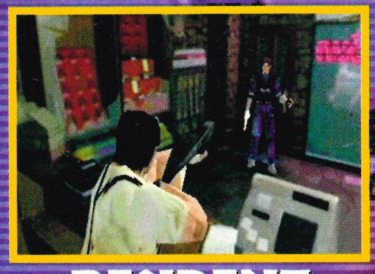
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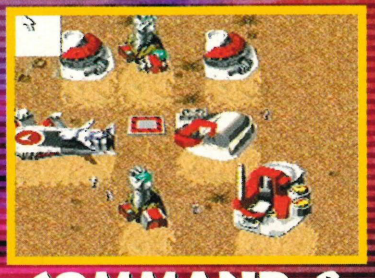
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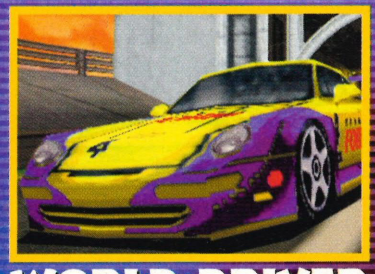
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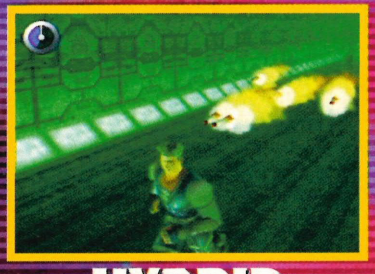
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URL: http://www.paragon.co.uk/n64
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Audit Bureau of Circulations

Editor
Andy McDermott
(64mag@paragon.co.uk)

Managing Editor
Nick Roberts
(nickr@paragon.co.uk)

Staff Writers
Roy 'vibe' Kimber (royk@paragon.co.uk)
Ben Lawrence (benl@paragon.co.uk)

Art Editor
Nick Trent (enty@paragon.co.uk)

Design Contributor
Lisa Johnson

News Editor
Stuart Taylor (staylor@paragon.co.uk)

Production Editor
Louise Wells (louise@paragon.co.uk)

Online Manager
Stuart Wynne
(ssw@paragon.co.uk)

Online Editor
Mark Eveleigh
(sparkie@paragon.co.uk)

Advertising Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Advertising Sales Executive
Adam Jordan (01202 200233)
adamj@paragon.co.uk

Classified
Emma Bedford (01202 200223)
emmab@paragon.co.uk
Claire Endean (01202 200254)
clairee@paragon.co.uk

Marketing Manager
Monica Casal-Guerra (monica@paragon.co.uk)

Advertising Production
Dave Osborne, Jo James,
Claire Hayton, Jane Evans

Senior Production Manager
Jane Hawkins (janeh@paragon.co.uk)

Systems Manager
Alan Russell (sysop@paragon.co.uk)

Bureau Manager
Chris Rees (chrisr@paragon.co.uk)

Art Director
Mark Kendrick

Editorial Director
Damian Butt (gecko@paragon.co.uk)

International Account Executive
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Finance Director
Trevor Bedford (trevorb@paragon.co.uk)

Joint Managing Directors
Di Bedford (dibedford@paragon.co.uk)
Richard Monteiro (richardm@paragon.co.uk)

Special thanks to:
Department 1: (0171) 916 8440
The Joypad: (01202) 311611
John@Konami, Simon@Rare, Shelly@THE, Russell@THE, Jeremy@Acclaim, Lee@GT, Amy@Take 2, Assam@THQ, Louise@Ubi Soft, Sam@SCI, Jay@Infogrames, Martin@Gremlin

Subscriptions
Tarik Alozdi (subs@paragon.co.uk)
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
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Dead pool this issue: That bloody terrible Geri Halliwell record; whoever scheduled E3 so that Brits miss the new *Star Wars* film; fickle Dreamcast tarts; pigeons and collared doves (and the stuff that comes out of them); boneless chicken with bones.

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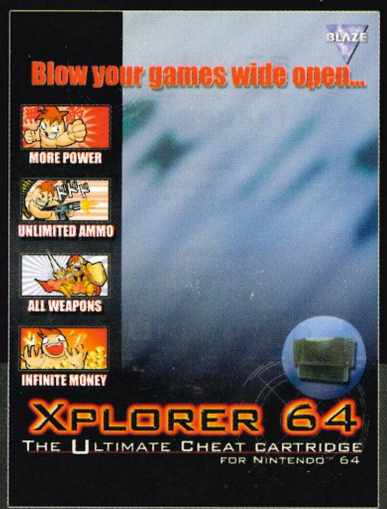
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