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ISSUE 28
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64 MAGAZINE

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JET FORCE GEMINI

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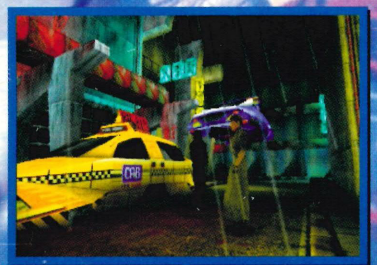
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DONKEY KONG 64



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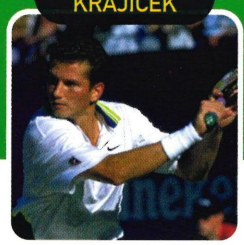
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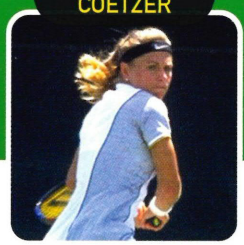
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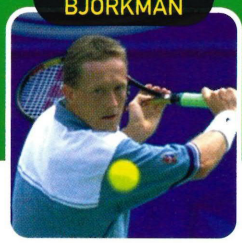
ONE BIG SMASH

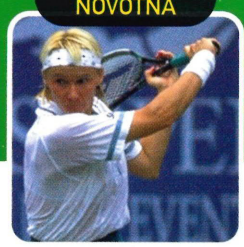
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The Lawn Tennis Association


RICHARD KRAJICEK

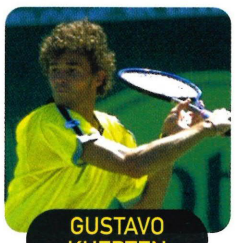

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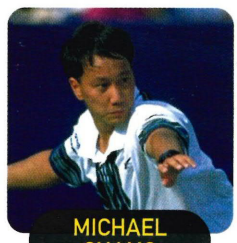

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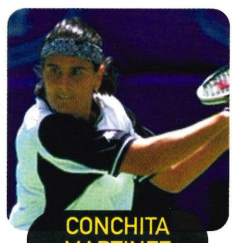

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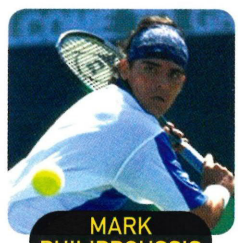
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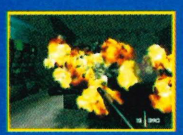
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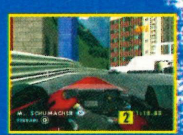

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EDITORIAL

Everybody knew it was under development, but nobody expected Nintendo to announce it quite so soon. I'm talking about Project Dolphin, the new Nintendo console that will replace the N64, which you can read all about just to the right of here. The announcement was obviously more political than informative, acting to take attention away from Sony's PlayStation 2, but it worked. Nintendo was the company that grabbed all the headlines at E3, overshadowing anything that Sony and Sega had to say.

Whether or not Nintendo will actually get the machine out when promised is another matter. The company is claiming a pre-Christmas 2000 launch, not-so-coincidentally the same time as PlayStation 2, but it's almost impossible to name any occasion where a Nintendo product went on sale on its original launch date. We had it on very good authority that there was a Dolphin prototype behind tightly closed doors on the Nintendo stand, where it was being demonstrated to directors and senior developers of a select few software companies, but taking as complex and powerful a machine as Dolphin from prototype to production in just 18 months won't be easy.

And what about the games? Only four companies (one of them being Nintendo itself, another being close ally Rare) have development kits yet, and if the N64 is anything to go by it takes at least two years to create a world-beating game. *Mario*, *Goldeneye* and *Banjo-Kazooie* all took two years, and *Zelda* even longer. The last thing Nintendo needs is a repeat of the early software drought that almost killed the N64.

Perhaps this is why N64 game development is actually increasing. Nintendo has always supported its older formats even when new ones go on sale, and E3's line-up of N64 games had some of the strongest titles yet. Thanks in no small part to *Pokémon*, the N64 has finally taken off in Japan, at last encouraging the major Japanese players like Capcom and Namco to take a chance and make games for something other than the PlayStation. Cartridges will soon be gone, and few will miss them, but they'll serve a very useful purpose by keeping the Nintendo name very much in the spotlight while games are developed for Dolphin. By our reckoning, there are still another two years of strong life left in the N64... and the console that will eventually replace it will be even more amazing than the N64 was originally.

Andy McDermott, Editor

the 64 showcase

news peripherals rumours • hot items of interest



DAY OF DOLP

It's official - new console for Xmas 2000!



Before the E3 show, rumours were flying around that Nintendo had finalised the hardware for the successor to the N64, codenamed 'Dolphin'. However, nobody was expecting the machine to be launched until at least 2001, which would have been after the launch of Sony's PlayStation 2.

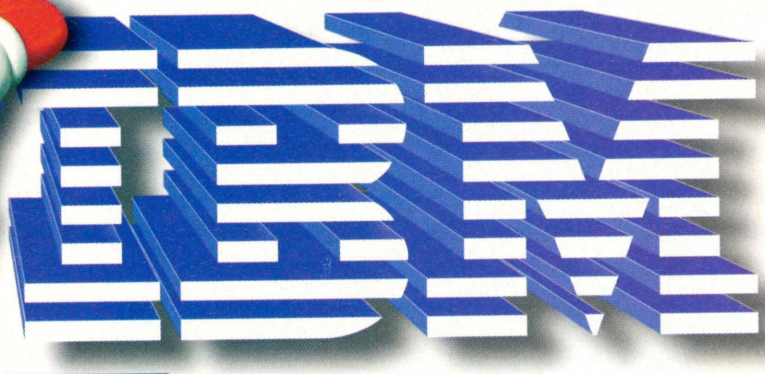
Imagine how surprised everybody was, then, when Nintendo took the occasion of their pre-E3 press conference to not only confirm that the machine existed, but that it would go on sale in time for Christmas 2000! Nintendo has made a billion-dollar deal with computer giant IBM to develop the CPU for the new console, and formed what business types like to call a 'strategic alliance' (which really means a 'let's get together and screw up Sony' deal) with Japanese electronics megacorp Matsushita, better known over here as Panasonic, to manufacture the console itself.

The biggest news about the machine is that cartridges are finally dead. Hurray! Nintendo's insistence on using cartridges for the N64 was probably their biggest mistake, as the sheer cost of making them discouraged software

SPECIAL REPORT!



Big N Joins Big Blue To Make Super CPU



THE HIN

companies from developing for the new format in its early days. Instead, Dolphin will use DVDs, which are as cheap to make as CDs but hold close to ten times as much data. To deter pirates, Matsushita will be developing a special Nintendo-only DVD variant that they claim will be extremely hard to copy. (Hmm. Didn't manufacturers once say that about CD-ROMs?) This, along with the low price of the console, means it probably won't be able to double as a standard DVD player, but with Nintendo you never know. (See boxout.)

Nintendo isn't letting anything slip about the design of the machine, but we do know that game guru Shigeru Miyamoto is heavily involved in designing its controller. Since Miyamoto has already said that he wants to take advantage of Nintendo's new technology to create new ways of playing games, we can expect Dolphin's controller to be as revolutionary as the N64's when it first appeared.

TECH SPECS

'PROJECT DOLPHIN'
CPU: 400MHz IBM 'Gekko' copper-technology G4-series processor

Graphics: 200MHz ArtX custom chip

Storage: Proprietary Matsushita DVD-based system – 6Gb capacity (minimum estimate)

Memory: RAM size not confirmed – minimum 16Mb high-speed NEC DRAM with 3.2Gb/sec bandwidth

The Game Makers

So the hardware is on the way – but who's going to make the software? At the moment, only four companies have been confirmed as Dolphin developers – Nintendo itself, Rare, Electronic Arts and newcomer Retro Studios. There was a rumour from Japan at the E3 show that Nintendo was *only* going to allow these four companies to make games, but this turned out to be a mistranslation – these are merely the *first*. Good job too, since even Nintendo and Rare combined couldn't support a console alone, and limiting the number of games would have been a bloody stupid idea.

Other good news comes about the price – Nintendo says Dolphin will go on sale at a "mass-market" price, which can be translated as "The same or less than PlayStation 2." Pundits are guessing it will be a $200 launch price in the States – which will, of course, almost certainly become a £200 price over here, since we Brits always get stiffed when we buy consumer electronics.

In a hugely welcome break from Nintendo tradition, Dolphin will receive a simultaneous worldwide launch, going on sale in Japan, America and Europe at the same time – probably November 2000. They obviously learned their lesson from the N64, which didn't go on sale in Britain until 18 months after it appeared in Japan!

But will Dolphin really make its launch date? Nintendo has a history of ignoring its own deadlines – Project Reality, which eventually become the N64, didn't appear until two years after its initial launch date, and the 64DD *still* hasn't materialised!

The CPU powering Dolphin is, well, so fast it's almost scary. IBM's 'Gekko' chip is a development of the PowerPC chips, which kick the arse of similar-spec Pentium chips in terms of speed, used in Macintosh computers. The current top-of-the-range G3 Mac uses a 400MHz PowerPC chip. Guess what Dolphin uses? A 400MHz G4 chip. And because it uses IBM's flashy 0.18 micron copper technology (which basically means you can make the chips smaller and faster) it's going to be even more powerful than a G3 PowerMac, yet cost less than a tenth of the price. Impressed?

The ArtX graphics chip powered by Gekko is no slouch either, clocking up an impressive 200MHz speed of its own. Although there was a fair bit of 'Sony do this, we do this +1' PR puffery at Nintendo's press conference, it's clear that Dolphin is easily on a par with PlayStation 2 with a bit to spare, and absolutely kicks Sega's Dreamcast in the nuts then takes a leak on its twitching form.

However much PR hype is floating around, it's clear that Dolphin will be an astounding piece of hardware. It'll be a bigger advance over the N64 than the N64 was over the SNES. Blimey!

Movies?

DVDs are very definitely the next big thing in home entertainment, and Nintendo's adoption of the format can only be applauded – but will you be able to watch DVD movies on Dolphin? At the moment, nobody knows for sure – according to one major US Internet site you will, but a major developer whom Total Games Network (www.totalgames.net) spoke to believes that you won't – DVD movie capabilities will only appear in what Nintendo's press release describes as "Other consumer electronic devices to be marketed under the Panasonic name." Only Nintendo knows for sure, and for now they're keeping very schtum...

Interestingly, Nintendo's deal with Matsushita allows the electronics giant to use Dolphin technology in other hardware. This suggests that Matsushita is keen to use Nintendo's machine as a stepping stone to the Holy Grail of hardware – the 'one box' ideal that combines TV, computer, console, DVD and Internet in a single unit. It might be some way off, but Project Dolphin could be a key element in making it happen.

NEWS NUGGETS

SUPER-SIZED E3 SPECIAL!

WHO OWNS WHO? – The biggest trend at E3 wasn't for *Banjo*-esque platformers, surprisingly, but for companies buying other companies. Infogrames now owns Gremlin (which has been renamed Infogrames Sheffield House) and Accolade, Titus has bought Interplay and THQ has shelled out for a number of developers, including *Road Rash*/*Nuclear Strike*'s Pacific Power & Light. Just as in the world in general, fewer and fewer companies are controlling more and more of the market...

BIG NUMBERS – According to Nintendo's latest figures, there are now over 25 million N64s in use around the world. That sounds impressive, but then remember that there are over 80 million Game Boys...

WAR, WHAT IS IT GOOD FOR? – Absolutely nothing, it seems, as Midway/Atari Games' N64 version of *War: Final Assault* has been scrapped and dropped unceremoniously into a bodybag...

THAT'S NOT ALL, FOLKS – Infogrames surprised people by not showing a single one of their forthcoming N64 titles at E3. According to sources, *Looney Tunes: Space Race* didn't meet Infogrames' expectations and is now being completely rewritten...

EVEN MORE PERFECT – Rare's *Perfect Dark* already includes two *Goldeneye* deathmatch levels – the Temple and Complex – and now it's apparently going to have a spanking new version of 64 MAGAZINE favourite the Facility as well. Now all we need is a four-player version of the Archive and a 100% score is assured...

GEO CLIMBER – Not really Nintendo news, but SNK is launching its own Game Boy Color rival the Neo Geo Color Pocket in the UK, with eight games available from the start. Will it be able to prise open the Game Boy's impenetrable grip on the market?

ATTENTION!

Are you Christian D'Amico from Walton-on-Thames? Who won the Star Letter prize in issue 26? If so, can you write and tell us your address because we, er, lost it. Sorry. Tell us where you live and we'll make sure your prize gets sent to you as fast as Postman Pat's little legs will allow.

DISNEY TIME

Nintendo and Rare sign Mickey Mouse deal

Mickey Mouse. Why is he popular? What does he actually *do*? He's got ears that always face directly at you no matter which way his head turns, a squeaky voice and, er, that's it. He's a personality-free do-gooder, if you ask us. But that hasn't stopped Nintendo signing a deal with Disney that will bring no fewer than 13 Mickey Mouse games to their various consoles.

The big news for gamers is that the games are going to be developed by those Warwickshire wizards at Rare. Two N64 titles have been announced – a racing game, currently scheduled to appear before the end of the year, and a *Banjo*-style adventure game the year after.

The bigger news for gamers is that Rare will be creating a Mickey Mouse game for the N64's successor. Rare has already got its Project Dolphin devkit, and their rodent-related runaround will be appearing on it in 2001.

NASTY!

Mag gets LA nom

64 MAGAZINE was nominated for an award at the recent E3 show in Los Angeles! Arranged in conjunction with UK videogame trade paper *CTW*, the prestigious Golden Bastards (we kid you not) included the category 'When Reviewers Attack', for the most savage examples of the critical art.

Although some chancer from an inferior mag laid claim to our quote, we set the judges straight, went to LA, and... didn't win. Oh well. Better luck next year – we need some more *really bad* games to practise on!

The actual review that was nominated was Loz Cooper's scathing look at *Dual Heroes* in issue 9, the part that captured the judges' attention being Loz's cruel observation that the game was, "As challenging as arm-wrestling Steven Hawking." It's good to know that 64 MAGAZINE's policy of going for cheap laughs is appreciated!

FALSE START



Artwork muddle delays Star Wars Racer

The new *Star Wars: Episode 1 Racer* box set, which packs together an N64 and the new game for £119.99, has been delayed. If you've been looking for it in vain in the shops, the on-sale date (originally 4 June) is now just after this issue reaches the shelves. The reason for the delay is simple – LucasArts didn't get around to issuing their approval on the packaging design in time!

ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 1 **ISSN: 1873-6508**

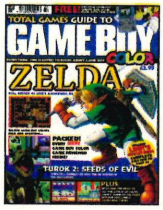
What's this DVD malarky all about, then? *DVD Review* tells you everything you need to know about the video format of the future, and reviews over 180 DVDs and six players! You know it's got to be good, since Andy and Roy chipped in with their words of wisdom, so if you want to get to grips with tomorrow's 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 – make sure you get yourself a copy quickly, as they'll sell out fast!



64 SOLUTIONS

Issue 11 **ISSN: 1369-7064**

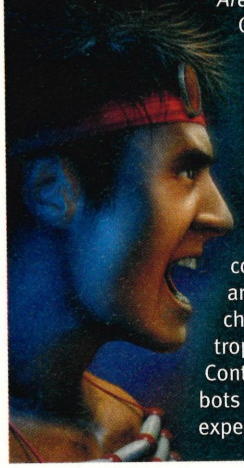
Absolutely packed with cheats, tips and guides, *64 Solutions* is the best-selling N64 tips magazine in Britain, if not the world! Issue 11 features in-depth guides to *Castlevania*, *Vigilante 8*, *Wipeout*, *Glover* and more, as well as a complete list of just about every cheat ever discovered for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



RAGE AGAINST THE BOTS

Another Turok name change!

Literally the day after the last issue went to press, Acclaim announced that the upcoming *Turok* deathmatch title formerly known as *Turok Bloodlust* (and before that, *Turok Arena*) will now be called *Turok: Rage Wars*. Couldn't they have mentioned this 24 hours earlier?



Although the game didn't appear at E3, the only sign of it being an endlessly repeating video of the developers nattering away, more details about the game have emerged. *Turok: Rage Wars* will have 16 characters, 16 weapon types (eight of them completely new), loads of deathmatch arenas and the ability to build up your character's skills through combat, winning trophies as you go, and save them to a Controller Pak. *Rage Wars* will also feature bots to fight against for solo players, and is expected to go on sale around December.

SMASHING SEQUEL

Stand by for Smash Brothers 2!



09

Smash Brothers was a big hit (ha ha) in both Japan and America, and the inevitable news has reached us that there will be a sequel. The original game sold over 800,000 copies in Japan alone, and Nintendo has already got cracking on *Smash Brothers 2*.

There's no news yet as to what characters will appear in the new game, but it's a safe bet that all the bods from the first game will return, along with extra Pokemon and the likes of Bowser and Ganon. No release date yet either, but it probably won't be until next year.

Good news for UK gamers – *Smash Brothers* (1) comes out in, er, December. Wow, don't rush on our account, eh?

GIZMOS & GADGETS

Grand Prix Racing Wheel II



JOYTECH • (01525) 852900 • £59.99

While there have been some pretty good wheels around for some time now, there really hasn't been one that can match the control of the N64 pad. Until now!

The Jordan wheel from Joytech has an excellent low-profile design, making it possible to stand it on a table in front of a TV without blocking the whole screen, while the wide base also makes it very good for 'on-the-lap' use. The optional pedals are comfortable to use and extremely easy to activate - no programming required. Since it claims to be a Grand Prix wheel, the first game we tested the Jordan with was *F-1 World Grand Prix*, and it performed beautifully. After successful testing with various other racing games, including *Beetle Adventure Racing*, it's clear that the Jordan wheel is a winner.

This is the first wheel that actually enhances the playability of a racing game and quite simply is the best wheel available on the N64 so far. If you're after that 'realistic racing feel' then you can't go wrong with Jordan Grand Prix II.

64 MAGAZINE Rating:

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

Now that all the new titles at E3 have been announced, the release list for the N64 has got a lot larger, with many games appearing on it for the first time. This list shows all the N64 games that we know about, along with their expected release dates (where known). GameWatch is updated every 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

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JUNE

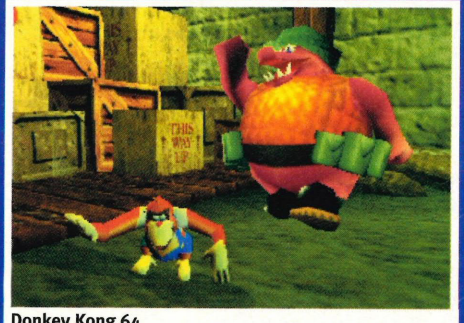
Airboardin' USA	US	Jun
Assault	UK	Jun
Charlie Blast's Territory	UK	Jun 18
Command And Conquer 64	US	Jun 28
Duke Nukem: Zero Hour	UK	Jun
Earthworm Jim 3D	US	Jun
F-1 World Grand Prix 2	UK	Jul 02
Harrier 2001	US	Jun
Hybrid Heaven	US	Jun 20
Lode Runner	UK	Jun 30
Looney Tunes: Space Race	US	Jun 20
Michael Owen's Soccer	UK	Jun
Pokemon Snap	US	Jun
Quake 2	US	Jun 02
Rat Attack	US	Jun 20
Tonic Trouble	US	Jun 20
World Driver Championship	US	Jun

JULY

4x4 Mud Monsters	US	Jul
Command And Conquer 64	UK	Jul 30
Hybrid Heaven	UK	Jul
In-Fisherman Bass Hunter	UK	Jul
Lego Racers	UK	Jul
Lego Racers	US	Jul
Mario Artist series (64DD)	Jap	Jul
Quake 2	UK	Jul
Shadowgate 64	UK	Jul
Superman	UK	Jul
World Driver Championship	UK	Jul
WWF Attitude	US	Jul 06

AUGUST ONWARDS

40 Winks	UK	Sep
Armorines	UK	Nov
Army Men: Sarge's Heroes	US	Nov
Battletanx 2	US	Dec
Caesar's Palace	US	Aug 02
Daikatana	UK	Nov
DethKarz	UK	Oct
DethKarz	US	Oct
Donkey Kong 64	UK	Nov



Donkey Kong 64

Gauntlet Legends	US	Sep 22
Jet Force Gemini	UK	Sep 17
Mario Golf	UK	Oct
New Tetris	UK	Sep 10
Nuclear Strike	UK	Nov
Paperboy	UK	Sep
Perfect Dark	UK	Dec
Rainbow Six	US	Nov
Rayman 2	UK	Oct
Ready 2 Rumble	UK	Nov
Resident Evil 2	US	Dec
Re-Volt	UK	Sep
Ridge Racer Revolver	UK	Nov
Roadsters Trophy	UK	Sep
Shadowgate Rising	UK	Nov
Shadowman	UK	Sep
Shadowman	US	Aug 20
Smash Brothers	UK	Dec
Starcraft	UK	Oct
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec
Tonic Trouble	UK	Sep
Vigilante 8: Second Offense	UK	Nov
Vigilante 8: Second Offense	US	Sep
Xena: Warrior Princess	UK	Nov

2000

Die Hard	US	2000
Eternal Darkness	US	2000
Hydro Thunder	UK	Mar
Riqa	US	2000
Turok 3: Oblivion	US	2000

DATE TO BE CONFIRMED

3Sixty	US	TBC
Airport Inc	UK	TBC
Alien Saga	US	TBC
Animaniacs Ten Pin Alley	US	TBC
Asteroids	UK	TBC
Banjo-Tooie	UK	TBC
Bassmasters 2000	UK	TBC
Battlezone	US	TBC
Blues Brothers 2000	UK	TBC
Cenzo's Carnival Adventure	US	TBC
Daikatana	US	TBC
Derby Stallion 64	Jap	TBC
Dragon Sword	UK	TBC
Duck Dodgers	US	TBC
Earthworm Jim 3D	UK	TBC
Eternal Darkness	UK	TBC
Excite Bike 64	US	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
Hot Wheels	UK	TBC
Jeff Gordon XS Racing	US	TBC
Jest	UK	TBC
Jungle Emperor Leo	Jap	TBC
Kirby 64	US	TBC
Kobe Bryant 2	US	TBC
Knockout Kings	UK	TBC
Knockout Kings	US	TBC
Looney Tunes: Space Race	UK	TBC
Madden 2000	US	TBC
Magic Flute	Jap	TBC
Metal Gear	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
Ogre Battle 3	UK	TBA
Ogre Battle 3	Jap	TBC
Pocket Monsters Stadium 2	Jap	TBC
Polaris Snocross	US	TBC
Puma Street Soccer	UK	TBC
Quest 2	US	TBC
Rally Masters	UK	TBC
Rev Limit	UK	TBC
Ridge Racer Revolver	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
Snowboard Kids 2	UK	TBC
South Park: Chef's Luv Shack	US	TBC
South Park Rally	US	TBC
Space Invaders	US	TBC
Spooky	US	TBC
Spy Hunter	US	TBC
Starcraft	US	TBC
Sydney Olympics 2000	US	TBC
Tazmanian Express	US	TBC
Thornado	US	TBC
Thrasher: Skate And Destroy	US	TBC
Tiger Woods 2000 PGA Golf	UK	TBC
Top Gun	US	TBC
Toy Story II	UK	TBC
Turok: Rage Wars	US	TBC
Twelve Tales: Conker 64	UK	TBC
Ura-Zelda (64DD)	Jap	TBC
Velocity	US	TBC
WCW Mayhem	UK	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

64 MAGAZINE CHARTS

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Chart Comment

Mario Party surges back up the charts to take the number one spot, displacing previous champion *FIFA '99*, but apart from this the chart holds absolutely no surprises this month. *Castlevania* comes in at a respectable third, but at the moment *any* new game could manage a top five placing with ease. It's unlikely that the situation will improve much soon, since many titles scheduled for spring/summer release have been put back until the autumn, or even later. The reason? Companies want to put games out across all of Europe at the same time, but France and Spain basically shut down over summer, so no games for them until autumn – and seemingly not for us either. European union? It stinks!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	9	Mario Party	Nintendo	80%
2	1	FIFA '99	EA Sports	91%
3	–	Castlevania	Konami	85%
4	2	Star Wars: Rogue Squadron	Nintendo	92%
5	–	Micro Machines	Codemasters	90%
6	4	The Legend Of Zelda	Nintendo	96%
7	5	Vigilante 8	Activision	90%
8	6	WCW/NWO Revenge	THQ	87%
9	3	South Park	Acclaim	73%
10	11	F-1 World Grand Prix	Nintendo	94%
11	7	Virtual Pool	Interplay	84%
12	–	Beetle Adventure Racing	EA	92%
13	13	Mario Kart 64	Nintendo	78%
14	12	Gex	GT	80%
15	19	F-Zero X	Nintendo	90%
16	8	Turok 2: Seeds Of Evil	Acclaim	85%
17	10	1080° Snowboarding	Nintendo	82%
18	–	Mission: Impossible	Infogrames	48%
19	17	Goldeneye	Nintendo	95%
20	20	Diddy Kong Racing	Nintendo	86%

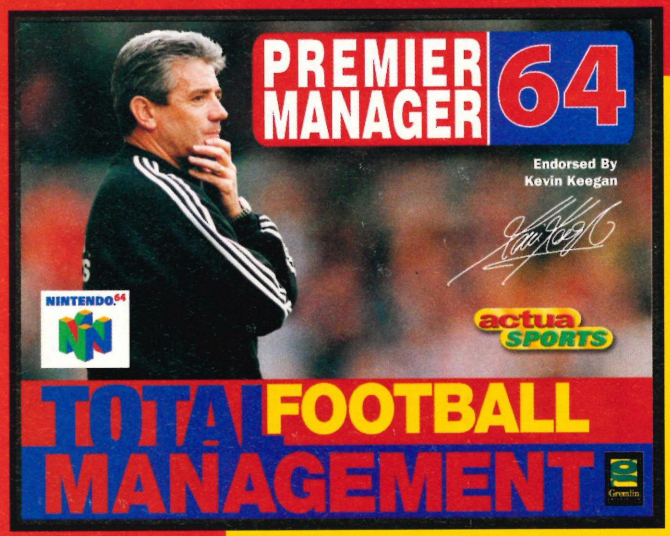
WIN £50

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*!

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

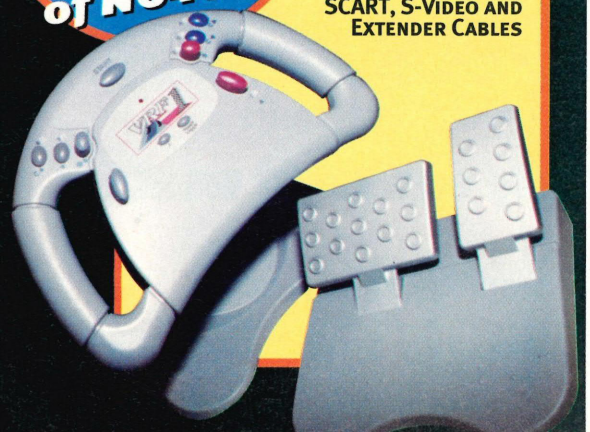
STAR PRIZE

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

STAR LETTER

WIN! £170 of N64 kit!

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



Sleazy Porn

Dear 64 MAGAZINE,

I've just put down a copy of issue 27, having been somewhat surprised at seeing half a page of ads for 'adult chat' and the like. Don't you realise that such adverts will quite literally lose you readers?

Many of the people who read your magazine are still at primary school. Whether or not they make use of these porn chat lines, and whether or not they understand what they are, any concerned parents that spot such ads in your mag may well ban their sons and daughters from ever picking up a copy again. Don't give me that 'most of our readers are 18-21' crap either – you shouldn't be responsible for exposing a single child to pornographic material of any kind. I'm not writing as a concerned parent myself, as I'm only 19, but there are certain publications that are not meant to carry such adverts – and in my opinion, 64 MAGAZINE is not one of them.

Don't get me wrong, I think yours is the best N64 mag on the shelves, and I realise that this particular issue is down to the advertising people on your publication. However, I feel very strongly that such adverts are totally inappropriate for a magazine such as yours.

Luke Kemp, Sevenoaks

I totally agree with you! I was more than a little annoyed when I got back from the E3 show and read issue 27 for the first time, only to find adverts for 'uncensored adult chat' and 'TV confessions' right next to *Mario Golf*. I've told our advertising department not to print any more dodgy chatline ads, since they're completely inappropriate for the magazine.

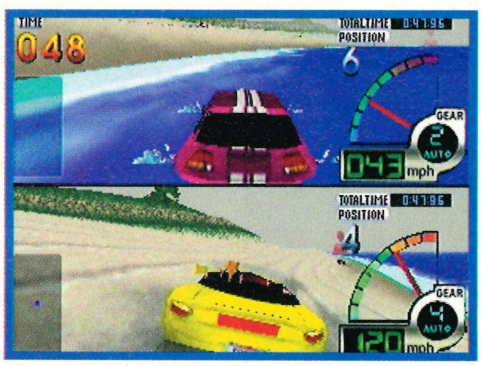
Make 'Em Laugh

Dear 64 MAGAZINE,

Thank you for giving me the biggest laugh in absolutely bloody ages! I refer to your review of *California Sleaze* – er, *Speed* in issue 26.

It is obviously a rather pants game, but after reading your review and nearly choking to death with laughter, I am actually thinking about buying it simply so that I can continue ripping the p*** where you left off!

I suppose that, in retrospect, I shouldn't find the fact that another crap game has been added to our already thin line-up of titles, and I don't.



California Speed: Nearly killed a reader!

What I really appreciate is your sense of humour. *Edge* take note!

I know we all want every new N64 game to be as mindblowing as the machine itself, but with people like you around even the low moments can be funny.

Pete Lowy, Kettering

Roy's head got so big after reading this letter that he had to chop off all his hair just to get through the door. As for terrible games, I have to admit that sometimes I deliberately choose to review really awful titles just so that I can hack them apart. It's petty and mean-spirited, but then, to thine own self be true...

Noted In Society

Dear 64 MAGAZINE,

I have owned a brilliant N64 for two years and I have never regretted it, yet I am confused about the lack of games. Okay, the ones that are out are pretty good, but they don't have the same quality that most PlayStation games have. Why don't Nintendo, Rare, EA and all the other game makers start making some games that are a bit more difficult than the past lot?

In issue 19, you listed some mini-games for *Goldeneye*. I've got one called 'Ambassador'. It's a game for three or four players. One person is Trevelyan and is the ambassador. He has one or two bodyguards to protect him. The other people are assassins. Their aim is to kill the ambassador while the bodyguards try to keep him alive.

Will *Command & Conquer 64* be any good?

Stephen Davies, Flixton

Longevity is a problem that affects a lot of N64 games – case in point, *Star Wars: Episode 1 Racer* this very issue. We knocked down the challenge rating when we discovered that it's possible to see everything in the game in under two days. As Anakin says in later life, "All too easy."

The *Goldeneye* game sounds quite a good laugh. Presumably the ambassador isn't allowed to use any weapon apart from slappers – he's better known for his exquisite taste as a host than his skill with a ZMG, after all.

Based on what we saw at E3, *Command & Conquer* plays as well as the other versions. Putting the action in 3-D hasn't necessarily made it easier to follow the action, though.

Random Thoughts

Dear 64 MAGAZINE,

So-and-so's letter in the last issue [Padhraig O'Donahue, we're guessing – Ed] hit a certain nail on its bonce. I don't need snazzy visuals to enjoy a good game. Why oh why oh why oh why (sorry, I've always wanted to say that) do we all buy a game, play it to death and then let it gather dust while we await the arrival of the next semi-decent game? What will keep us coming back for more?

Let's hear it for random elements! Three cheers for level-designing options! All go crazy for sub-games! And last but not least, let's not forget the fun of cheats!

However, it's a big thumbs down for endless identical sports sims, a nasty rash to eye-candied, no-gameplay carts of extortionate price, and a sulphuric acid enema to the incredible lack of development! After *Zelda*, we have all been living in a sort of zombie-like gameless limbo. Okay, so it's bad business to produce a game which has endless possibilities as who'd need to shell out for any other game afterwards, but it seems as if we Nintendo owners are being left in the deep freeze as far as choice is concerned. In all the game types available, the longevity is lacking. Strategy and RPG games are virtually non-existent. Nintendo developers had better pull their fingers out!
Kris Christopher, Maesteg

The machines been around for over three years in all, and now the N64 is finally starting to get some strategy titles. I have a nasty feeling that anyone wanting traditional-style RPGs and the like is going to have to wait until the arrival of Project Dolphin and its DVD drive...

Why Are We Waiting?

Dear 64 Magazine,
Great news about *Resident Evil 2* (and *Grand Theft Auto*). I've always loved the *Res Evils*, even more than *Zelda*, but I'm slightly worried about the release date. Christmas? Come on! They're only porting a game that's already out! Okay, there's going to be a few extra bits, but even if Capcom's programmers only came in Saturdays they could still get it finished ready for the summer!

If we really do have to wait until Christmas, then maybe Capcom could release *Resident Evil 1* to the zombie-deprived N64 gamers. How 'bout it, Capcom? Also, my mate reckons that Capcom has found a way to do FMV on cartridges. Is this true, or a mountain of mouldy foot cheese?

Finally, Nintendo, games like *Zelda* are all well and good for younger gamers, but most people will find them too easy! The N64 is the first and last Nintendo console that I'll ever buy, unless they can prove that they're worth my money and stop censoring games. So Nintendo, if you listen to anything in this letter, listen to this – sort your life out! If you don't, you'll lose a lot of customers like me who are waiting patiently for the PlayStation 2 to come out...
Martin Scott, Hemel Hempstead



Yes, Capcom really has come up with a way to put FMV on cartridges. They claim that all the PlayStation FMV from *Resident Evil 2* will be in the N64 game. I've seen a lot of it running, and while it's blurrier than on the PlayStation, it's all watchable.

Hard Times

Dear 64 Magazine,
It's fantastic news that there's going to be a *Die Hard* game for the N64! I know they're 18 certificate films, but I've seen them all (even though I'm only 15) and they're some of my favourite films ever. Although I bet Nintendo won't allow Bruce Willis to use his famous catchphrase in the game. I've got a question, though – you said the game was going to be at the big show in Los Angeles, but after the show I was looking on the Internet for news about it and nobody even mentioned it. What happened?
Sean Emmerson, Basildon

The absence of *Die Hard* at E3 was a disappointment as I was looking forward to seeing it, but Fox Interactive's representative told us that the game had been kept away at the request of the programmers, since they thought it was at too early a stage to show. Since it's not due out until next summer anyway, there'll be plenty of time to catch up with the new adventures of Brucie.

Not Quite Grasped It

Dear 64 Magazine,
Could you please make a *Simpsons* game.
Jamie, Southampton

We'll get right on it once our team of programmers has finished writing the first N64 RPG.

Choices

Dear 64 Magazine,
I am writing to you for some advice. It's my birthday soon and I'm getting some games off my family and friends, but I'm not sure what to get. These are my ideas. Please tell me if they're good ideas, and recommend five good games (not *California Speed* as it's rubbish).
1: *Zelda*
2: *WWF Attitude*
3: *Beetle Adventure Racing*
4: *Snowboard Kids 2*
5: *Rampage: Universal Tour*
Alex Clarke, Crumpsall

Well, don't get *Rampage*, for a start, since it's one of the most rancid piles of cack I've had the misfortune of playing in a long time. *Snowboard Kids 2* is all right, but hardly stunning. The other three games on your list won't give you any problems, though. As for replacements for *Rampage* and *Snowboard Kids 2*, how about any of the following: *Banjo-Kazooie*, *Rogue Squadron*, *Vigilante 8* or, of course, *Goldeneye*?



Zelda 64: Present it to a friend on their birthday.

PRIZE WINNER

STAR LETTER

Same Old Stuff

Dear 64 Magazine,
Is it just me, or have game makers practically stopped coming up with new ideas? I'm just asking this because I finished reading issue 27 of 64 Magazine, especially the E3 show preview part, and nearly all of the games that were mentioned in the issue were either sequels, remakes, transfers of PlayStation games or rip-offs of other N64 games. Only *Jet Force Gemini* didn't look like anything that I've already seen. One game in the whole issue!

I know it costs a lot of money to make a game, but it doesn't cost anything to use your imagination. If only game makers would actually do this before they started programming, it might make their games better when they finish. I mean, how many happy bouncy platform games do we need? We've got *Mario 64* and we've got *Banjo-Kazooie*, so why do we need even more games that look exactly the same but don't play as well?

If the people making the games don't use a bit more imagination, people are going to stop buying games at all. There's no point spending £50 on a game that's exactly the same as one you already own, except with a boss who's got three eyes instead of two or a gun that fires green lasers instead of red lasers. Come on programmers, use some imagination!
Tony Ames-Hatch, Bristol

The lack of imagination in many N64 games is rather depressing – simply adding different enemies to the same engine just isn't enough. On the other hand, by far the best N64 game – and arguably the best game on any format – at the E3 show was, at its most basic level, a jazzed-up version of the development team's last game. That game was *Perfect Dark*. It's a first-person shooter, it plays an awful lot like *Goldeneye*, but it's so well done and contains so many fantastic features that we just couldn't keep our hands off it. Videogames have been around so long that we've seen every different genre of game – but a great game doesn't have to be 100% original!

Written by: Andy McDermott

Our full report on the Los Angeles



Hollywood lied to me – LA is *not* the exciting wonderland that films and TV make it out to be. Instead, it's a ghastly, smelly, endless sprawl of low-rise houses, mini-malls and gas stations where the few interesting bits are scattered at random like a sneeze on a pepperoni pizza.

Still, at least it was better than Atlanta, where last year's E3 show was held. This year was something of a renaissance for the N64, with far more games appearing on the various stands, more companies supporting the console and dozens of new titles being announced. But there was a downside...

Innovation was the word of the 1999 E3 show. Unfortunately, it was in a negative sense, because there wasn't any. On the rare occasions when a game wasn't a variation on something that had already been seen many times before, you could bet the tacky blue ribbon on your media pass that it would have at least one clone on another stand. Four dirt bike racing games. Two boxing games. Two fishing games, for God's sake. And why can't developers ever come up with the right answer to the question, 'Does the N64 *really* need yet another *Banjo-Kazooie* clone?' (Hint: no.)

That said, there were good games to be found, even if some of them had all the originality of a Hale and Pace routine. Best N64 game was without a doubt Rare's *Perfect Dark*, which took the basic brief of 'futuristic first-person shooter' and piled so much amazing extra stuff into it that other developers were vomiting with envy. Capcom's *Resident Evil 2* was just a port of the PlayStation game, yet jaws still dropped when people realised they'd squeezed *all* the FMV intros and cut-scenes onto a cartridge, and made the game hi-res to boot. *Donkey Kong 64* showed that there are still plenty of new tricks that can be put into a *Mario*-style platform game.

Then, of course, there was Nintendo's announcement of their *next* console...

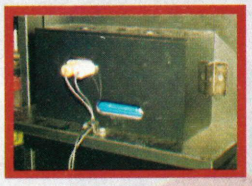
Over the next 25 pages, we'll try to squeeze in absolutely everything N64-related that the Paragon Massive – well, the Paragon Moderately Large – saw at E3. There's loads, so get ready for it!

L.A. Confidential

ELECTRONIC ENTERTAINMENT EXPO
E3

E3 show!

It's Alive!



Astoundingly, the almost-forgotten 64DD appeared at E3, albeit living in a box. But they couldn't fool us! It was being used to demo *Mario Artist*, which will appear on a cart for its western release. Nintendo still claims it'll start selling the 64DD in Japan this summer, and the fact that there's at least one working piece of software for it suggests they may be serious this time.

As for *Mario Artist* itself... um. Remember *Mario Paint* on the SNES? Well, *Mario Artist* is much the same, only now you can slap hideous textures on animated polygonal dinosaurs and the like. And swat flies in mini-games. And use the analogue stick to do lo-res drawings. Yup, well worth the two-year wait...

The Show Must Go On

Every show has its collection of games which were supposed to be there, but for one reason or another failed to appear. Here's the list of E3 '99 no-shows...

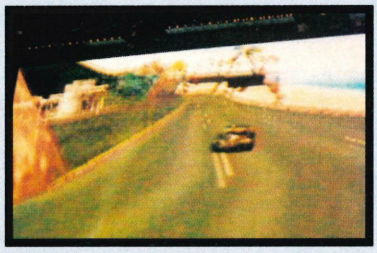
Brunswick Bowling (THQ); *Caesar's Palace* (Crave); *Castlevania Special Edition* (Konami); *Die Hard* (Fox); *Duck Dodgers* (Infogrames); *Earthbound* (Nintendo); *FIFA 2000* (EA); *Grand Theft Auto* (Rockstar); *Hercules* (Titus); *ISS '99* (Konami); *Looney Tunes: Space Race* (Infogrames); *NASCAR 2000* (EA); *NBA Showtime: NBA On NBC* (Midway); *Ogre Battle 3* (Nintendo); *Pokemon Snap* (Nintendo); *Polaris 2000 SnoCross* (Vatical); *Rat Attack* (Mindscape); *South Park Rally* (Acclaim); *Space Invaders* (Activision); *Spider-Man* (Activision); *Supercross 2000* (EA); *Taz Express* (Infogrames); *Turok: Rage Wars* (Acclaim); *Twelve Tales: Conker 64* (Rare); *X-Men* (Activision)

Straight To Video

Some of the games promised for the show ended up appearing only on video. Here's the list of what we saw...

Ridge Racer Revolver (Nintendo)

Nintendo said it was on the Namco stand. Namco said it was on the Nintendo stand. It wasn't on either. The only evidence of the highly anticipated racer was a brief clip on Nintendo's big screen, where it looked uncannily like the first PlayStation *Ridge Racer* game...



Riqa (Nintendo)

Just a few short seconds of this recently-announced action game appeared, but enough to show that the eponymous heroine will be strutting her stuff in a game that looks like a cross between *Tomb Raider* and the outdoor levels of *Mission: Impossible*...



Harrier 2001 (Video System)

The video-only appearance of Paradigm's air combat sim on the Video System stand was a huge disappointment, because if the video is to be believed, it's going to be absolutely amazing...

Super Mario Adventure (Nintendo)

Looking much as it did in early shots from the 1997 Space World show, this junior cross between 2-D platformer and RPG doesn't seem any closer to release...

Daikatana 64 (Kemco)

The legendary John Romero's follow-up to *Quake* will reach the N64 through Kemco in America, THE Games over here, but it didn't reach the show in playable form. From the footage we saw, it's very definitely from the creator of *Quake*...

Kirby 64 (Nintendo)

Huh? We thought this game had been killed years ago, but there it was on the big screen, larger than life. Pink puffball Kirby was waddling around chequerboard landscapes eating enemies and spitting them at other enemies, as is his wont...



Excite Bike 64 (Nintendo)

Dirt bike racers seem to be the in thing, with four companies making them, though only Kemco's *Top Gear Hyperbike* was at E3. Nintendo's offering looked much the same, with slightly nicer visuals, but there's only so much you can do with mud...

Battlezone 64 (Crave)

Another old arcade game gets updated, this time as a port of the well-received PC strategic shooter. What little was visible on Crave's tape loop seemed fast and full of action...

South Park: Chef's Luv Shack (Acclaim)

It's *Mario Party* with swearing! Featuring about a hundred mini-games like Weight Gain 4000 Juggling, Pie Eating and Terrance And Phillip Farteroids, this is due out for Christmas and ought to liven up social occasions no end...

LA Cool Things

- Seeing *The Phantom Menace* on the day it opened without even queuing for tickets.
- The *T2* and *Jurassic Park* rides at Universal Studios.



The Jurassic Park ride...

- Recognising movie locations all over the place.
- *The Simpsons* on Fox about six times a night.
- Getting to see new films months before UK release.
- Seeing the world's biggest comedy arse, on a monkey trainer in Santa Monica.
- Michael Myers dolls that play the *Halloween* theme music.



- Books Nippan's nifty Jap stuff.
- Witnessing the marvel of 72-inch hi-definition TV (want one).
- We got to leave.

LA Crap Things

- Always being a $20 taxi ride away from where you want to get to.
- Locals urinating in public.
- Pants band and stinky cheese at the Eidos party.
- *Phantom Menace* tat everywhere, even in places with no possible justification for selling it.



- Having to wait ages at pedestrian crossings.
- Hotel rooms with a mysterious odour of curry.
- Could be stabbed at any moment.
- Tipping people for doing the job they're paid to do.
- Adding tax onto the price of everything.
- Didn't see a single shootout or car chase.



▲ The opening cut-scene follows Joanna's dropship as it flies her through the towering skyscrapers before dropping her on the helipad of the dataDyne tower.

Perfect Da

The long-awaited 'sequel' to *Goldeneye* was playable at E3 for the first time. Was it as good as everyone was hoping?

Hell, yes!

Perfect Dark is the new game from the *Goldeneye* team – well, most of them, since a few of them defected to start their own company. The sensible souls that remained at Rare got to put in all of the cool stuff that, for one reason or another, couldn't be included in the first game. Set in the year 2023, the game stars secret agent Joanna Dark, assigned to rescue a defecting scientist from the sinister dataDyne megacorp in a mission that will ultimately uncover a worldwide conspiracy and lead to a confrontation with extraterrestrials...

The E3 version of *Perfect Dark* only had three playable levels in the one-player mode, but even these early stages were enough to show how far the game engine has advanced since it was used in *Goldeneye*. It's faster, smoother, more detailed and stuffed with more special effects. It's also bigger – the levels are far larger than in *Goldeneye*, spreading over multiple floors with a lot more variety in architecture. Different floors are connected by lifts, and it's now possible to drop down from ledges. There's still no jump button, but the levels are designed so that you don't need one.

Gun freaks have plenty to be happy about. We only saw a small selection of the numerous bits of lethal hardware in the game, but what we did see just left us drooling for more! Joanna's basic weapon is the Falcon 2 pistol with laser sights, but very soon into the first level she picks up the CMP-150 sub-machine gun, which is as handy in combat as *Goldeneye*'s ZMG – and you don't even

PERFECT DARK

Publisher:	Nintendo
Developer:	Rare
UK Release:	December

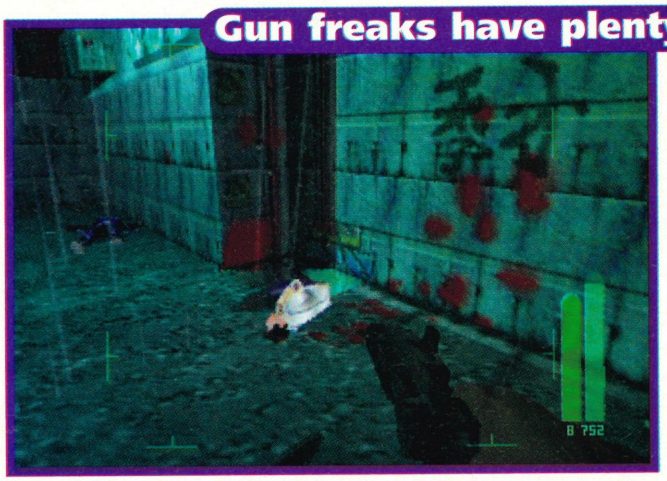


▶ This is where it all begins – the dataDyne building. The action ranges from the roof right down to the top-secret basement areas.

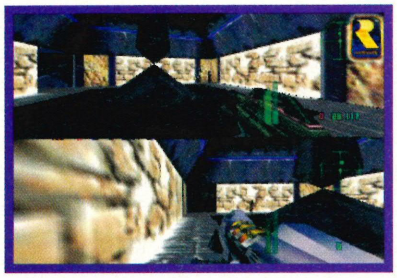
Gun freaks have plenty



▲ Wonder if anybody at Rare happens to like a certain Ridley Scott/Harrison Ford movie?



▲ More innocent victims die screaming – er, threatening opponents are justifiably terminated by Joanna's bucking rapid-fire handgun.



▲ The multiplayer game is both faster and smoother than *Goldeneye*, however many people are playing.





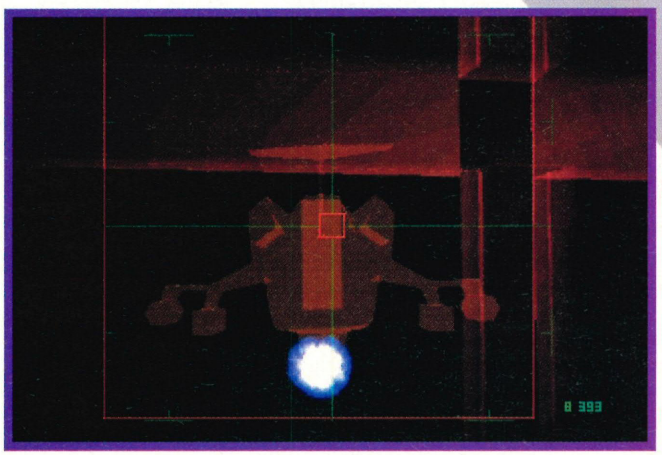
rk

have to battle your way to the final levels to get it! Also available in Joanna's arsenal of around 40 weapons are the Dragon and Super Dragon SMGs, the AR-34 (yes, 34) assault rifle, the Devastator grenade launcher, a crossbow and the alien-derived Farsight XR-20 laser... which comes complete with *Eraser*-style x-ray sights that let you see – and shoot – through walls. Coolest of all the weapons at the show was a nifty little number that starts off looking like an ordinary laptop computer, but unfolds into a lead-spewing machine gun!

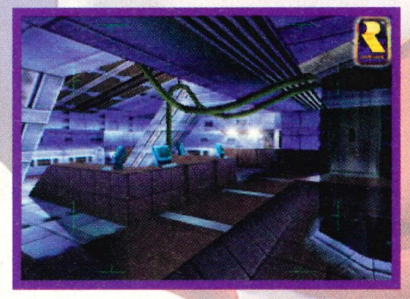
There are several extra features in *Perfect Dark* that came as complete surprises to everyone at the show. The most obvious is – get this – a way to put your own face on a character in a deathmatch! By using the 64GB pak with a Game Boy camera, you can take a snapshot of your own fizzog, then scale it to fit onto the skull of a deathmatch player. Another deathmatch feature is the addition of 'bots' – as well as four human players, another four computer-controlled opponents can be thrown into the mix. There are also 'simulants', bots that fight alongside you and respond to your commands from the D-pad.

Other additions are changeable weather conditions (one level, set in what looks like LA's flood control channels, takes place in a furious downpour), real-time lighting effects and... blood! Yes, you

to be happy about!



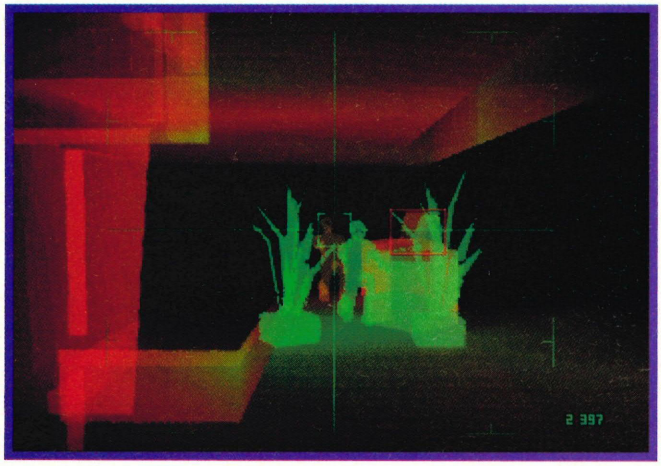
▲ The smartest weapon – so far – is the Farsight XR-20. It works like *Goldeneye*'s sniper rifle, but as well as magnifying your view it also sees (and shoots) through solid walls!



▲ All the levels, such as this sterile underground laboratory, are packed with detail, right down to the desktop computers.



▼ More Farsight action. In deathmatch games, this weapon puts a welcome end to 'camping'. Stand still and you're easy prey!





▲ Thanks to the Game Boy Camera, that could be *you* about to be killed by Joanna Dark!



▲ At the moment, some animations and special effects (like this explosion) are taken from *Goldeneye*. This will change in the final game.

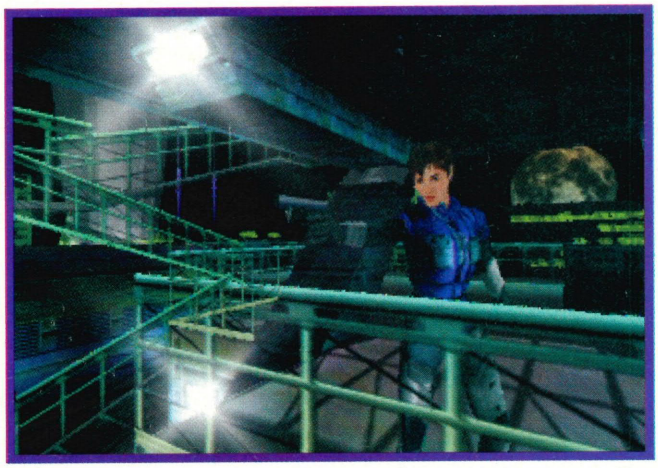


▲ Alien nation! Little Greys are playable in the deathmatch game. Why not put in Mulder and Scully to fight them?



asked for it, and now you've got it. There are also new death animations to go with the sluicing gallons of red stuff, as well as wounded enemies staggering around clutching at perforated body parts. Don't ignore them, though – they can still pull a trigger. Fallen enemies don't simply fade away after a few seconds, as they did in *Goldeneye* – they now stay put, so you can even navigate around a level by the corpses!

Goldeneye fans will be delighted to learn that at least two deathmatch levels – the Temple and the Complex – have been transferred to *Perfect Dark*, with new features (you can now drop through the holes in the Temple floor, for example). You have to be careful of falls now, since unlike *Goldeneye* long drops are lethal. Several deathmatch levels have narrow walkways over deadly chasms, and in the one-player game, if you shoot out a window in the dataDyne building, it's possible for you to be blown out of it by enemy fire...



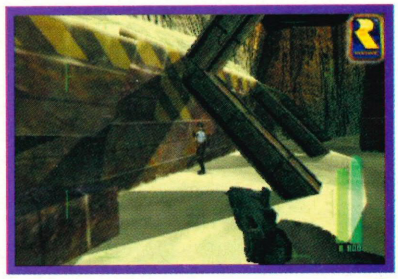
▲ *Perfect Dark* is full of new lighting effects. Bright spotlights like these put a blinding glare across the screen.



▲ Alone in the dark? Not to worry – just turn on your night vision goggles and you'll soon find company (to shoot).

Preview Playtest

A lot of people at the show came away with identical first impressions. "It's just like *Goldeneye*!" could easily have been the phrase of the show. Well, duh! What did you expect? It's based on the

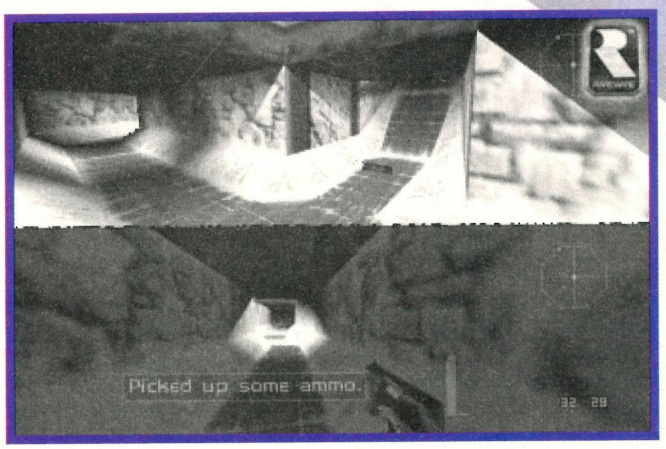


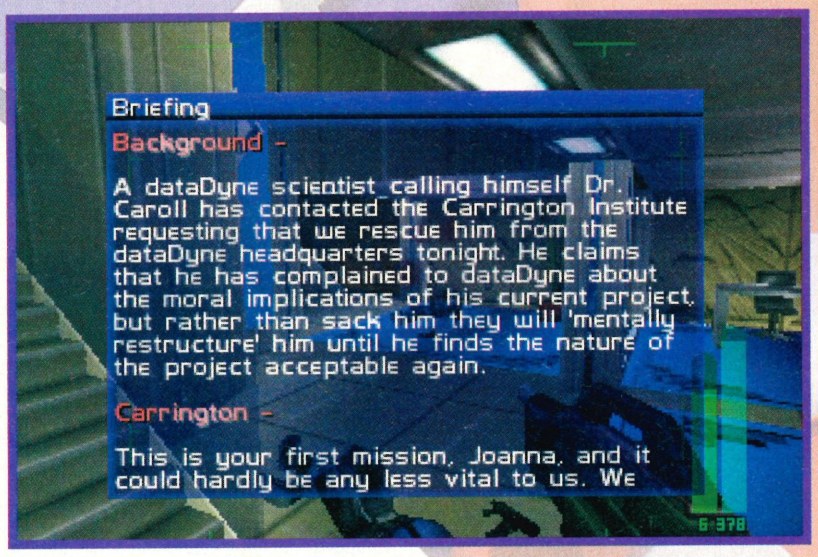
The deathmatch game takes multiplayer N64











▲ Like *Goldeneye*, each level has various objectives that must be met to proceed.

Goldeneye engine and written by the *Goldeneye* team!

Perfect Dark's main differences are under the surface. It's a lot faster and smoother than *Goldeneye*, the most noticeable improvement being in the four-player deathmatches. The game's lo-res visuals seemed to have annoyed a lot of people, but if the choice has to be made between frame rate and resolution, any action game should take the former. Besides, it's not as if *Perfect Dark* is undetailed, even at the standard 320 x 240 resolution.

▲ Deathmatch levels now include features like moving platforms, lifts and deadly drops. Just not in this shot.

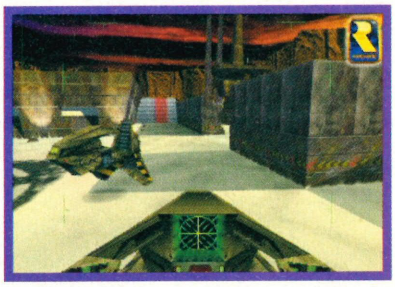
▼ Another unlucky dataDyne goon falls prey to Joanna's lead-spitting CMP-150. A fine weapon – and you get it on the very first level!

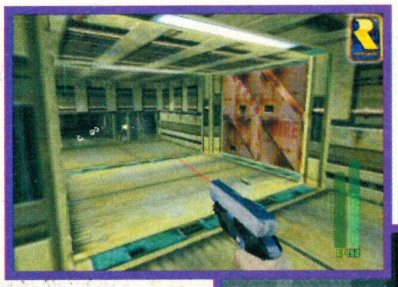


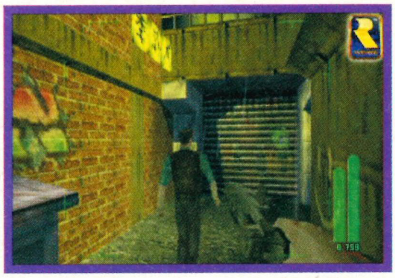
What pushes *Perfect Dark* way beyond being just a sci-fi *Goldeneye* are all the extras that Rare has crammed in. The Game Boy Camera feature on its own is sheer genius, and will be imitated by absolutely everyone, but the addition of the bots and simulants to the deathmatch game takes multiplayer N64 gaming to an entirely new level. As for the Farsight x-ray sniper rifle... hours of fun await!

Nintendo may peg *Donkey Kong 64* as their big game for late '99, but in terms of imagination, playability and sheer coolness we reckon *Perfect Dark* totally comes up trumps. Game of the show without any doubt, the queue for the ultimate action game starts here... ■

64 Magazine Rating: ★★★★★

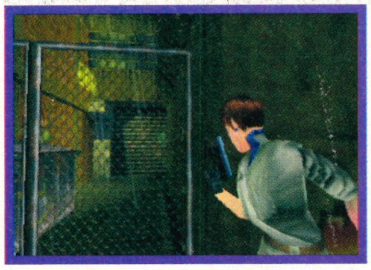




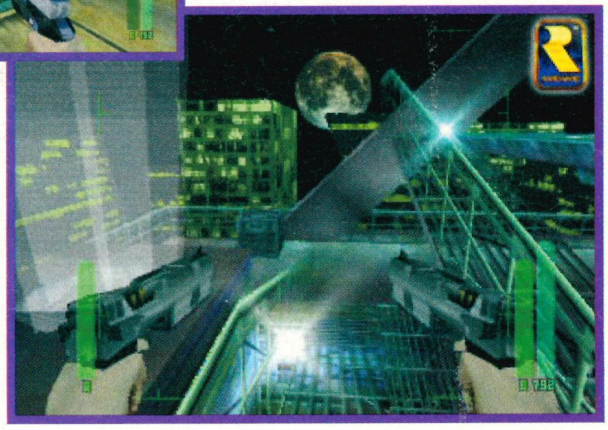


gaming to an entirely new level!

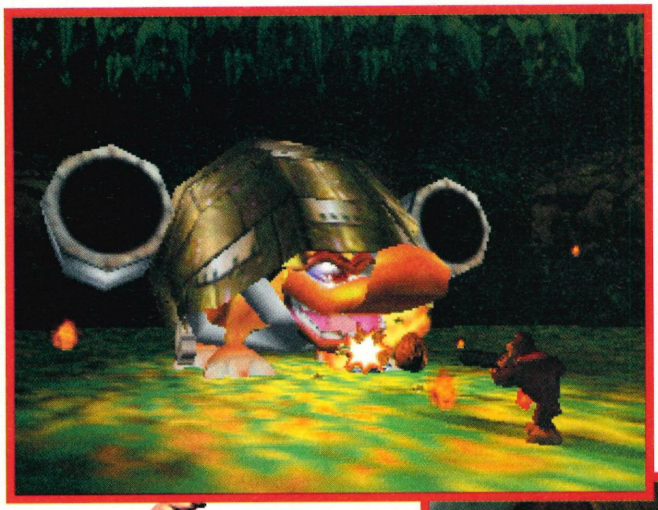




▲ *Perfect Dark* features some very lengthy story-advancing cut-scenes, as well as a lot of speech.



Donkey Kong



Stop chimping around and just go ape! Rare's recent announcement that it was working on *Donkey Kong 64* for Nintendo was followed up with the game's first public appearance at E3. Donkey and Diddy Kong are back, joined this time by more Kongs, namely Tiny, Chunky and Lanky.

At first glance, *Donkey Kong 64* looks worryingly similar to *Banjo-Kazooie*. The same graphical style is used throughout for both characters and landscapes, and even the music has some eerily familiar moments. If you've played *Banjo-Kazooie*, you won't have any trouble picking up *Donkey Kong 64*, as the controls are the same.

What's different is the structure of the game. Unlike *Banjo-Kazooie*, which took place almost entirely within platform environments, *Donkey Kong 64* features dozens of sub-games, successful completion of which helps you through the overall quest. The minecar sections were the ones that were shown the most at E3, but there are plenty of other, less showy but equally playable ones. You can play a game of Concentration against the clock hunting for fruit hidden in barrels, attempt to race through a maze without being caught in the glare of Kremling security guards' torches, take to the skies with a jetpack made from a barrel, and dozens more mini-games.

The various levels in each of *Donkey Kong 64*'s eight varied worlds have to be played through several times to



DONKEY KONG 64

Publisher:	Nintendo
Developer:	Rare
UK Release:	November



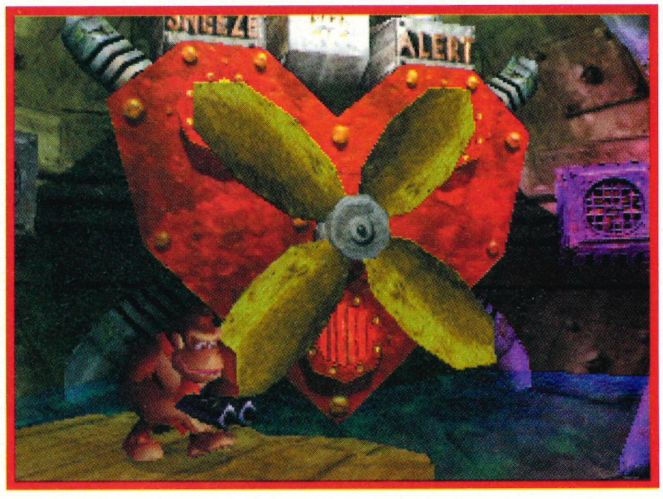


This sub-game involves firing watermelons at characters as they pop out of the barrels. It's a kind of fruity Wak-A-Mole.



▲ Chunky Kong blasts a Kremling with his bamboo bazooka.

It's obvious that Nintendo wants the

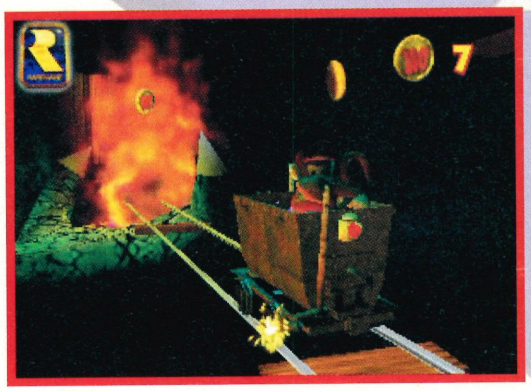


64

complete the game. In order to prevent 'seen this bit before' boredom, each of the apes gets to see alternate parts of the levels, thanks to their differing abilities. Tiny's small size, for instance, lets her enter areas that the larger Donkey or Chunky can't, while Lanky's extra height means he can reach certain ledges and object that remain tantalisingly out of reach if you choose to play as one of the other monkeys.

There are points in the game where progress can only be made by using a certain member of the team, so once they've opened the way you have to go back and guide the others through the newly-accessible route in order to catch up.

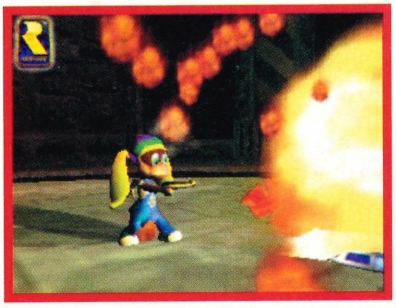
Although there are loads of enemies (and some *huge* bosses, like the giant armadillo of which there is a screenshot on the left-hand page) Rare has let the Kongs even the odds by giving them guns! Nintendo's happy fun image means these aren't ordinary guns, however, but are made from suitably jungle-style materials. Donkey Kong's shotgun fires coconuts, Diddy's pistols shoot peanuts, Tiny's crossbow unleashes deadly, er, feathers, Lanky has a grape-blasting blowpipe and



▲ The minecart levels require Diddy to leap from the cart to grab coins and bananas, while using the brake to dodge bombs.







▲ Tiny Kong may only be little, but she can still cackle insanely while immolating an unfortunate enemy.

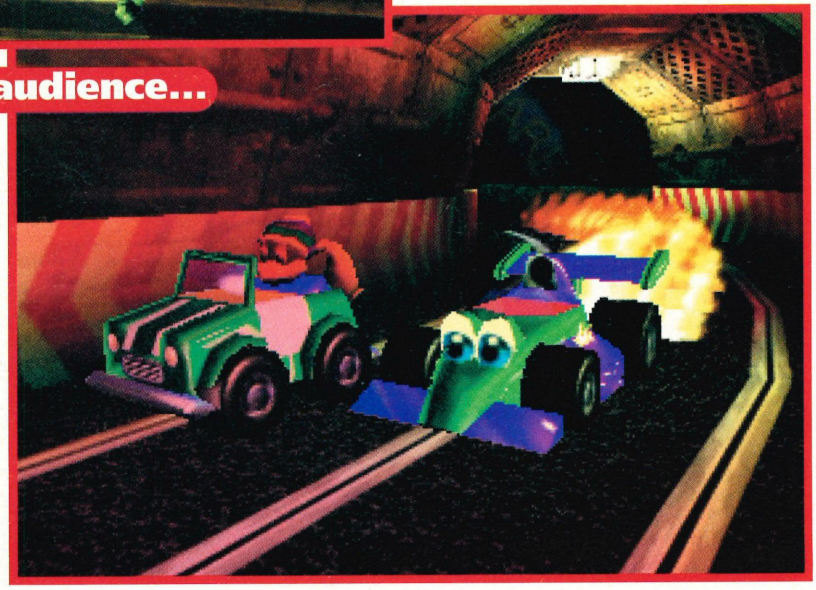




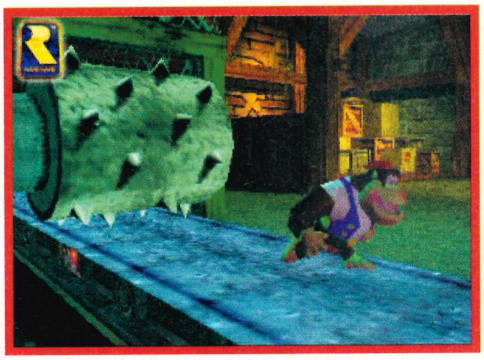
▲ Tiny flings herself down a long snake-themed slide. Wasn't there a bit like this in *Mario*? And *Earthworm Jim*- [stop it – Ed]

game pitched towards a younger audience...





▲ You can't be-eee-eee-eat Scalextric. Apparently.







▲ He's the king of the swingers, a jungle VIP. Diddy takes the scenic route through the game's Egyptian level.

▲ Chunky tries to relive a scene from *Indiana Jones And The Temple Of Doom*. Hopefully not ending up like Bomber did.

Chunky's bamboo bazooka knocks enemies cold with a barrage of pineapples. These weapons also play a part in the four-player deathmatch game, which has the various Kongs and their adversaries racing about arenas visiting fruity death upon each other.

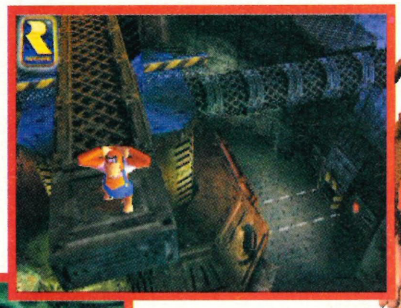


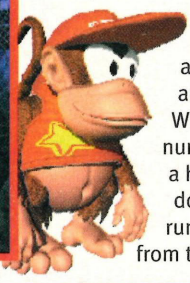
▲ Nice beaver! Those sharp teeth won't be much help for gnawing their way out from under a two-ton boulder...

Donkey Kong 64 will be the first N64 game that requires the Expansion Pak before it will run. In order to prevent halfwits from buying a game that they can't run, *DK 64* will be packaged with the plug-in. All very well, but what if you've already bought an Expansion Pak to use with *Rogue Squadron*, *Turok 2* or *Vigilante 8*? Since it's unlikely that Nintendo will be throwing in the £30 Expansion Pak for nowt *DK 64* will probably cost more than a standard N64 game, which means current Expansion Pak owners will be shelling out for a peripheral they already own. Any chance of a rebate scheme, Nintendo?

What's interesting about *DK 64*'s use of the Expansion Pak is that it's not being used for a hi-res mode. Instead, the extra memory is being used to extend the landscapes and get rid of pop-up, as well as adding more special effects.

Nintendo will be plugging *Donkey Kong 64* this Christmas with its biggest advertising budget ever, and is expecting it to be this year's *Zelda*. Find out for yourself when the game goes on sale in November.

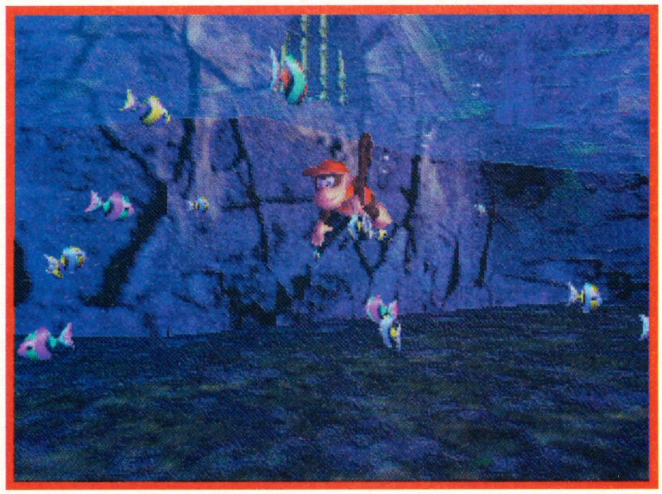




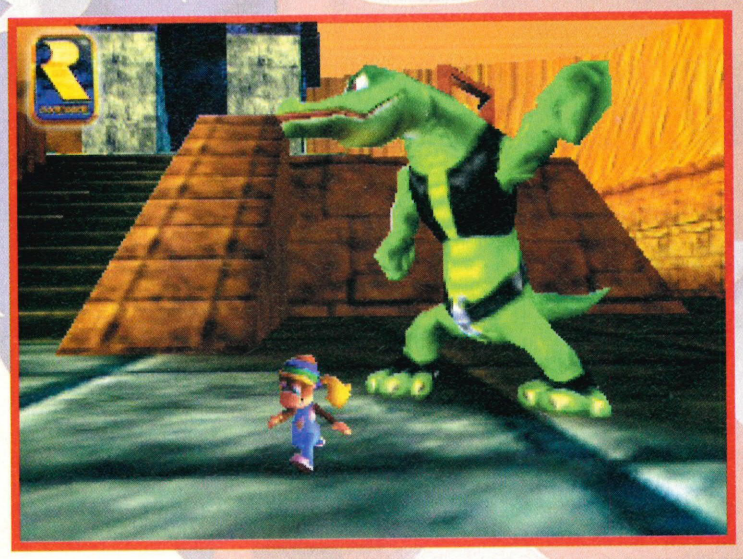
Preview Playtest

Rare is probably going to be heartily sick of people remarking that *DK 64* looks an awful lot like *Banjo-Kazooie*, but they must have expected it – it does! The platform/exploration sections play an awful lot like *Banjo-Kazooie* as well, with almost identical controls and character actions. Where it differs is in the number of sub-games, with a huge variety of things to do away from the usual running and jumping, but from the way these play it's





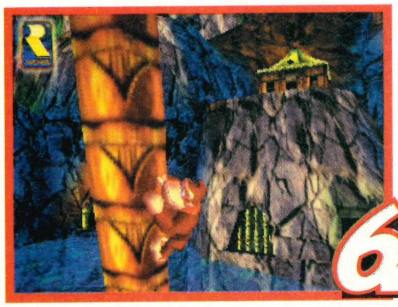
▲ Diddy Kong sleeps with the fishes! Underwater sections abound in *Donkey Kong 64*, with some very pretty marine life to gawp at.



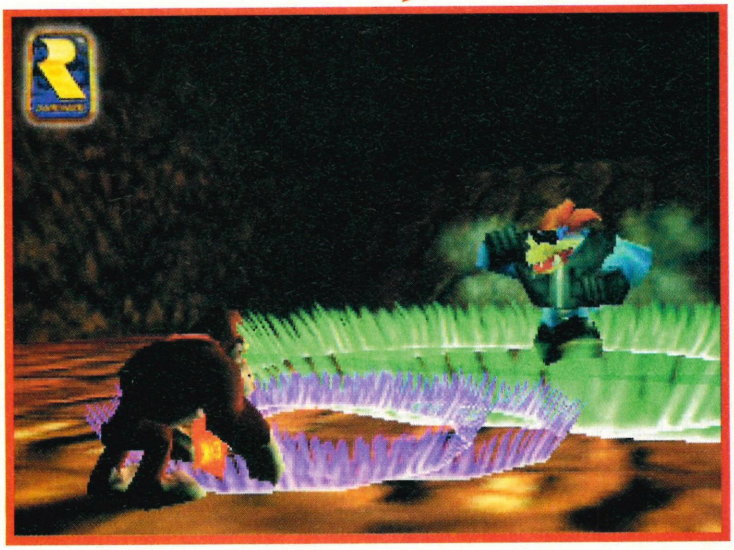
▲ Okay, we know that her name is *Tiny* Kong, but isn't this taking things just a little bit too far?

obvious that Nintendo wants the game pitched towards a younger audience. It'll no doubt sell a bazillion copies (Nintendo's sales estimates are almost scarily high – they think they'll sell more copies of this one game over Christmas than Sega will of the *entire* Dreamcast software range) but it won't be stunning people in the same way as *Donkey Kong Country* on the SNES. ■





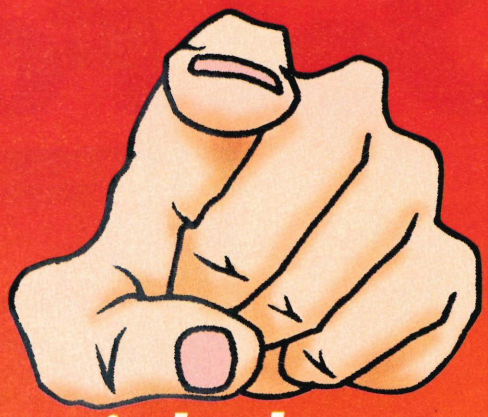
64 Magazine Rating: ★★★★★



▲ Donkey Kong's ground-pound attack is devastating!

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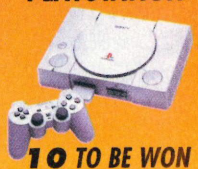
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GRAN TURISMO 2
50 COPIES TO BE WON

PLAYSTATION



10 TO BE WON

NINTENDO 64 plus GOLDENEYE



10 TO BE WON

DREAMCAST



5 TO BE WON

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Call the number above, select the prize you desire & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

Please ensure you have permission of bill payer. Calls cost £1 a minute. Maximum call cost £3. All entries must be received by the closing date of 30th November 1999. Ensure your'e calling from a touch tone phone. There is no limit to the amount of entries any individual can make. At least one of each prize will be awarded on the closing date and this is not dependent on the number of entries received. However winners for each prize, at volumes as stated below and up to the maximum offered over the term, will be selected before this closing date each time the number of entries reaches units of 100,000. For each unit of 100,000 entries 5 copies of Gran Turismo 2, 2 PlaStations, 2 N64/Goldeneye, 2 Mobile phones, 2 Gameboy Color, 1 Dreamcast and 1 28inch Colour TV will be awarded and then again every 100,000 entries. Send a SAE for full competition rules to Interactive Telcom, West Carclaze House, St Austell, PL25 5RY.

INTERACTIVE TELCOM

Jet Force Gemini

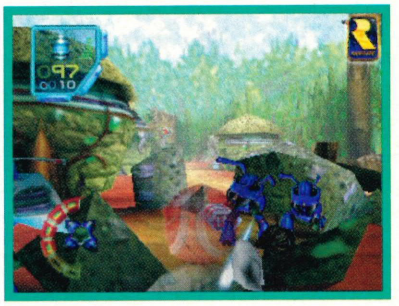
JET FORCE GEMINI	
Publisher:	Rare
Developer:	Rare
UK Release:	September

What? September? You read right, we're afraid – *Jet Force Gemini*, which for a long time was expected to appear at the end of spring, now won't be arriving until autumn.

Rare is obviously making a play for the Japanese market – you get an eyeful of Vela's white knickers right on the character select screen! Whatever turns you on, guys... Behind this is a great-looking shooter with more enemies than Peter Mandelson and explosions that would make James Cameron envious.

Footage of the game on the Nintendo stand's big video screen also revealed things not shown in the preview games, like vehicles and transforming equipment for the heroes, so there's obviously a lot more that Rare isn't ready to show yet. The E3 demo was fully playable, though. The one-player game is fast and colourful, with some hilariously overpowered weapons.

The two-player co-operative mode splits the screen vertically. Hopefully there is also a horizontal split available, since enemies more often attack from the sides than above. This mode should add a lot to the game, as players can now provide covering fire when faced with large numbers of enemies, and the frame rate doesn't drop even with two screens of havoc. Despite Internet reports that the co-op game has one player controlling movement and the other shooting (which sounds a bit crap, to be honest) we're certain we saw it with both players controlling a separate character on different screens, so either there were other builds of the demo at the show or someone had been putting peyote in their pasta. Hopefully not us.



▲ While you're aiming, the camera moves behind your character's head, which helpfully goes transparent.

There are also several competitive multiplayer games, not least the four-player deathmatch – not that we could test it, as the N64s at the show only had two controllers each. Doh! As well as traditional 'hunt your friends' deathmatch games, there were other varieties, like races and even an on-rails target shooting contest. If only the N64 had a lightgun...



▼ When the evil insects go to meet their maker, they do so in a huge splurge of coloured goop. It's a good job somebody else has to clean the place up.



Preview Playtest

To be honest, we're still not quite sure what to make of *Jet Force Gemini*. Most people we spoke to who'd played it tended to end their sentence with the word 'but', as in "It looks fantastic, but..." or, "There's a lot of action, but..."

E3 certainly isn't the place to go if you want in-depth critical analysis of games on show, since it's probably the most

If only the N64 had





▲ A peaceful campfire scene for the... well, we don't know what they are exactly, only that you're not supposed to kill them.







▲ Obstacles like barrels and crates can be climbed. In the deathmatch games, this gives you the advantage while sniping.

uncomfortable environment for playing games short of a working copper mine. We did, however, test all the available levels and gameplay options, yet still couldn't decide what we thought of it. We could have taken the easy option and said 'It's by Rare so it's obviously awesome, woohoo!' but we thought you deserved more.

It certainly *does* look fantastic – the levels are huge and varied, and the multitudes of insect enemies explode into fountains of multicoloured ick when you shoot them – and there certainly *is* a lot of action, with loads of ridiculously powerful guns to choose from. Problems lay with the camera, which often left you unable to see what was going on, causing you to end up firing wildly in the hope of hitting something. In between the frantic bursts of action, there were lengthy bouts of wandering around looking for things to shoot.

Jet Force Gemini turned out to be surprisingly hard. Part of this was because of the disorientation caused by switching between the standard view (where you can't aim at specific targets) and the targeting mode (where you can).



▲ Rare hasn't skimped on the effects in *Jet Force Gemini*. Just look at that reflection in the puddle. Marvellous.

The switch between camera positions is so abrupt that it takes a few moments to get your bearings, by which time every bug in a half-mile radius has locked onto you. It feels as though quite a bit of practice will be needed before killing bugs becomes second nature.

Hopefully all these complaints will be fixed by the time *Jet Force Gemini* reaches its new September release date. In the meantime, it looks fantastic, but... ■

64 Magazine Rating: ★★★★★





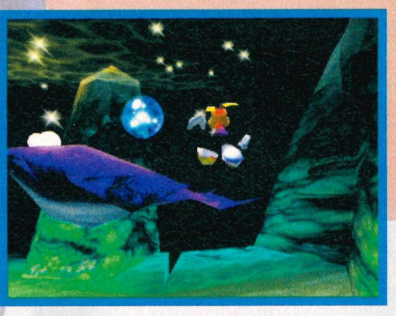
a lightgun...





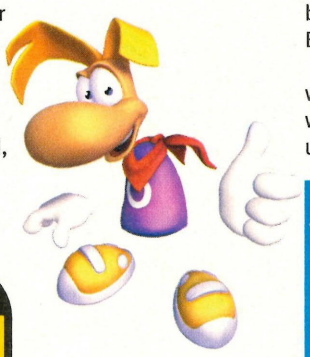
▲ Tight tunnels presented some problems in the E3 demo, as the camera was often obscured by walls or enemies attacking at close range.

Rayman 2: The Great Escape

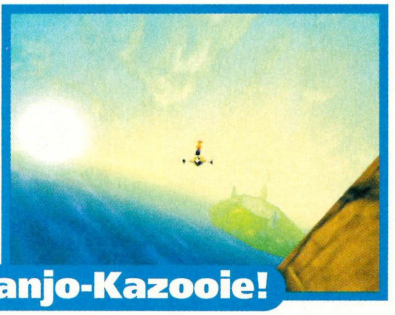


It's been a long time in the making, but the wait certainly seems to have paid off – definitely visually. *Rayman 2: The Great Escape* looks like a French comic book come to life, with lush graphics that are easily a match for the likes of *Banjo-Kazooie* and *Donkey Kong 64*.

What makes *Rayman 2* different is its look – since the last time we saw it, the visuals have been dramatically improved, and unlike several other companies showing off their platform wares at E3, Ubi Soft has deliberately moved away from the almost luminous Rare look. Instead, they've gone for a more subtle approach to texture and colour, and we have to say it looks fantastic – and even better if you're playing it in hi-res with the Expansion Pak.



The best part of the game at the show was a vertigo-inducing flying section, where Rayman has to fly a somewhat unreliable craft down a twisting, obstacle-filled corridor. It's like the Death Star trench section from the old *Star Wars* arcade game, only this time the whole thing spins around you as you turn. And when you get to the end and have to bale out, there's a good chance you'll be upside down!



RAYMAN 2

Publisher:	Ubi Soft
Developer:	Ubi Soft
UK Release:	October

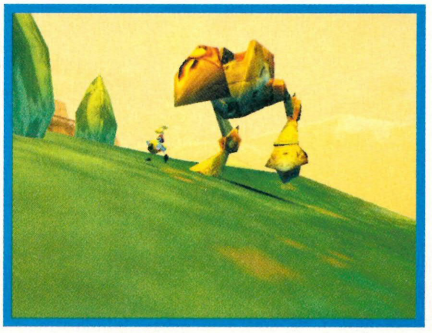
Preview Playtest

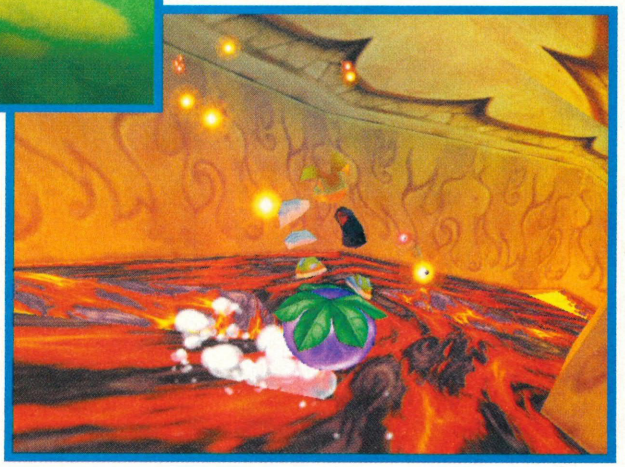
Rayman 2 dares to move away from the *Banjo-Kazooie* look to an equally stylised, but more subtle, approach, and it helps set it apart from the numerous other 3-D platformers at the show. If there's a complaint with the E3 version, it's that the camera isn't as helpful as it could be in places, but this applies to most games of this type. Gameplay is fast-paced, and Rayman as a character has quite a bag of tricks to help him out. Even though the cynical could complain that it's yet another N64 platform game, *Rayman 2* is a game that could stand out very strongly in a crowded genre. ■

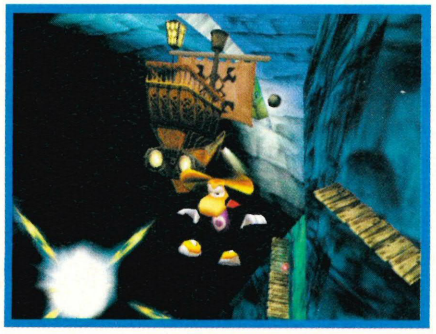
64 Magazine Rating: ★★★★★

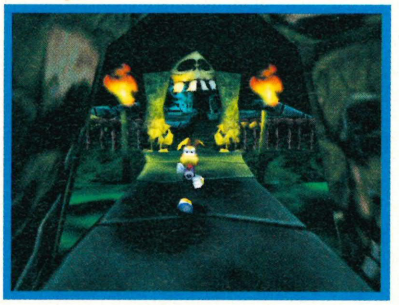
Easily a match for the likes of Banjo-Kazooie!

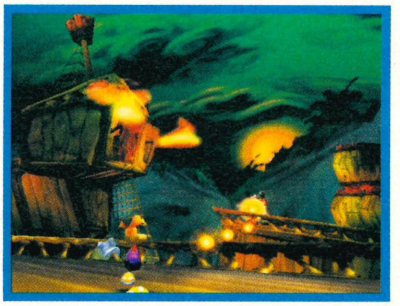








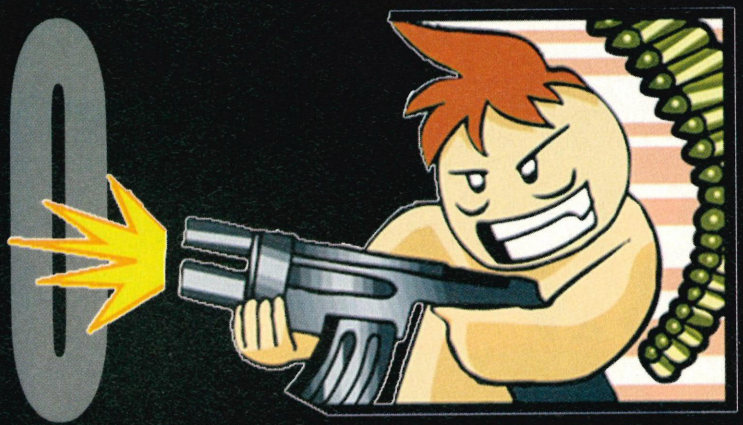






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MORE AMMO





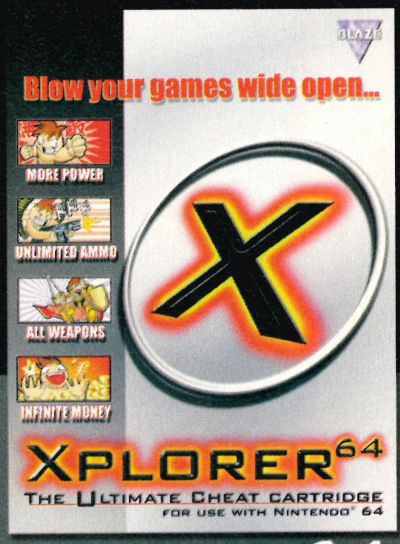
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Nuclear Strike





◀ Sadly, it was necessary to destroy the village in order to save it. Even the chickens had to die.



The *Strike* series has a long and honourable history, going way, way back to *Desert Strike* on the Mega Drive, where a Saddam Hussein-alike had his ass kicked and his oil wells torched by a lone pilot in an Apache gunship. Since then, the series has travelled all around the world, sorting out druglords and renegade commies en route, and it now reaches the N64 just in time to settle the hash of a terrorist with his finger on the nuclear button.

Although *Nuclear Strike* was originally a PlayStation game, changes have been made so that the extensive levels can fit onto a cartridge. That doesn't mean gameplay's been compromised, though. There are 15 different vehicles to control during the numerous missions, ranging from the traditional Apache helicopter to hovercraft and even tanks. The N64 game displays the combat zones in genuine 3-D, instead of the PlayStation's forced perspective, and a wide range of extra special effects like light-sourcing have been added.

Nuclear Strike is now due to appear in November, a month later than originally planned. We should be bringing you an in-depth report on the making of the game in the next few issues.

NUCLEAR STRIKE

Publisher: THQ
Developer: Pacific Power & Light
UK Release: November





▲ Although it's tricky to control at first, the gunship's manoeuvrability and firepower make it a great choice for ultra-large scale destruction.



Preview Playtest

Nuclear Strike on the PlayStation was a tough but enjoyable game, and the N64 update looks like it will uphold the *Strike* family honour. The new mission structures, caused by the N64's lack of a CD drive to stream the landscape off, make it different enough to offer old hands a new challenge, and first-time players will find plenty of variety. The only foreseeable problem is if *Nuclear Strike* is seen as an 'old' game, since it first appeared on the PlayStation two years ago, and the basic gameplay dates back to the days of the Mega Drive. Still, the N64's comparative lack of old-school blasters should give this new version an edge. ■

64 Magazine Rating: ★★★★★

First-time players will find plenty of variety...

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Buck Bumble
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 and 2
F1 Pole Position
F1 World Grand Prix
FIFA 64, 98 & 99
Fighters Destiny
Flying Dragon
Forsaken
F-Zero X
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Glover
Goldeneye
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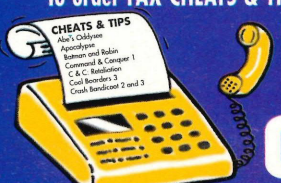
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Quake II

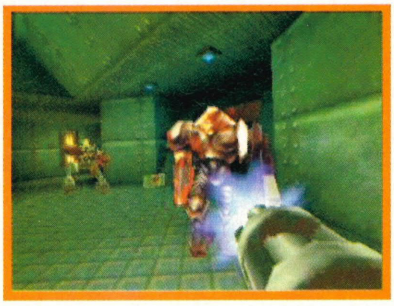
Quake II is a game that we've been waiting for ever since the original *Quake* arrived on the N64, since it promised a proper four-player deathmatch game (instead of *Quake*'s feeble two-player option) and a battery of new weapons to test out on an expanded menagerie of monsters. E3 was the first time we were able to play the finished game, and we were suitably impressed by its sheer speed. If you're familiar with the mental breakneck pace of the PC network game, you'll feel right at home here.

Quake II is Expansion Pak compatible, using the extra memory for lighting effects in both the one-player and deathmatch games. Unlike the grim greys and browns of *Quake*, *Quake II* is a riot of coloured lighting, which changes as weapons are fired – and *loads* of weapons are fired.

The N64 version of *Quake II* features 19 brand-new one-player levels, specially designed for the console, as well as ten unique deathmatch levels. The one-player stages have been given mission objectives that have to be completed, but fortunately it doesn't seem like they're going to distract you too much from the more important task of gibbing the bad guys!

QUAKE II

Publisher:	Activision
Developer:	Raster
UK Release:	July





▲ The robot Smithers vomited blood after taking a railgun hit to the noggin. Cyborg Mr Burns looked on impassively.





▶ Not all of the enemies in *Quake II* are limited to the ground, as this flying geek with a jetpack proves. Time to clip his wings!



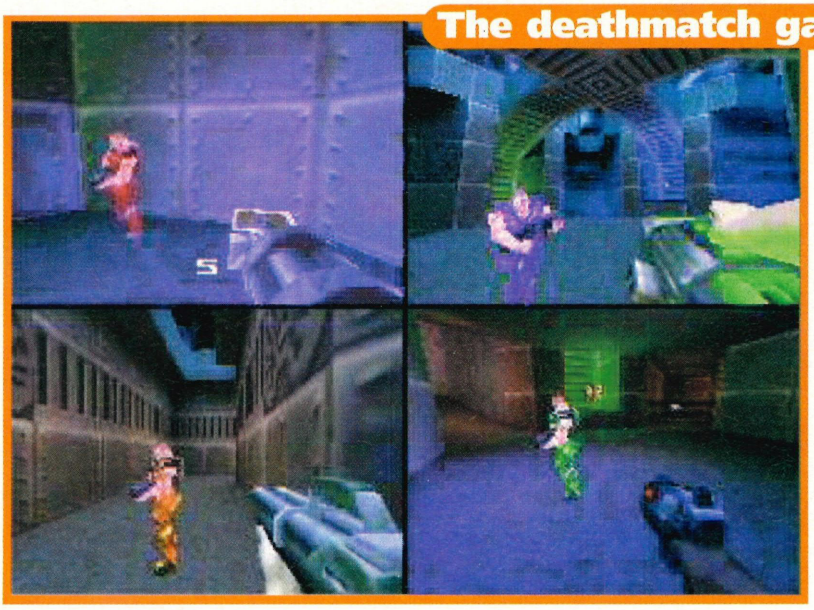
Preview Playtest

Quake II is fast, and has some extremely colourful lighting effects courtesy of the Expansion Pak. On the downside, maybe it's a bit *too* fast. The speed at which everything moves makes it quite hard to aim, and there's an almost mechanical feel to your marine's movements. Get used to this and a good game is waiting for you, but it doesn't feel nearly as nice as *Perfect Dark*. The deathmatch game is a riot, however, and even with four people caning it around firing off railguns at all and sundry there's no apparent loss of speed. We'll have a review next issue. ■



64 Magazine Rating: ★★★★★

The deathmatch game is a riot!





▲ As you can see, *Quake II* looks a whole lot more interesting than the all-brown browniness of the first *Quake* game on N64!

Madeira Games

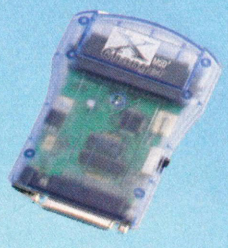
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Best Of The Rest

So what other games were at E3? Here's our exhausted – er, exhaustive round-up!



Armorines

Publisher: Acclaim
Developer: Probe
UK Release: December

Probe's bug blaster is coming along nicely, with a playable, if barren, build of the game making its way into Acclaim's invitation-only stand. There wasn't much scenery to look at, but the alien insects themselves are already looking good, scuttling from their hiding places as they detect you and turning on their backs, legs convulsing, as they die.





Preview Playtest

Armorines is still at a very early stage, but already Probe has made some improvements to the *Turok 2* engine, boosting the speed and increasing the number of enemies on screen. The infamous fogging is still very much in evidence, though!

64 Magazine Rating: ★★★★★

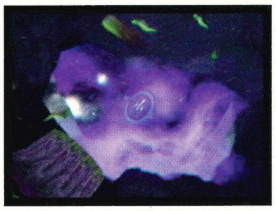
Asteroids Hyper 64

Publisher: Crave
UK Release: TBA



If you're old enough to remember the days of *Space Invaders*, you'll also remember *Asteroids*, where you played the pilot of a small spaceship trapped in an asteroid belt. The only way to survive was to blast all the drifting chunks of rock to atoms before they crushed you!

The new N64 version of *Asteroids* has the same 'plot', but now adds colourful new visuals and a larger assortment of asteroids and enemy spaceships, as well as co-operative and deathmatch games. Despite the presence of radioactive rocks, the gameplay is the same as always – so keep shooting, or die!



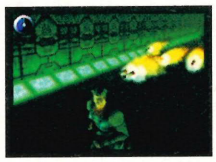
Preview Playtest

What can we say? It's *Asteroids*! Lurid nebulae and coloured rocks aside, it feels just like the two decade-old arcade game. The only real change is the inevitable addition of power-ups, but fortunately these aren't too overpowered, so you still need the same old skills to get through. But are cosmetically-enhanced updates of early videogames what modern gamers are really after?

64 Magazine Rating: ★★★★★

Hybrid Heaven

Publisher: Konami
UK Release: June (TBC)

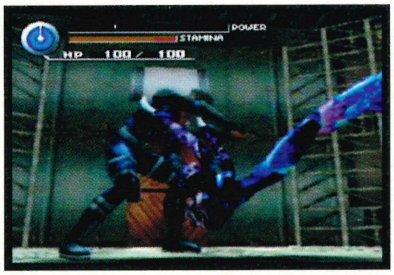


Yet another appearance for Konami's long-awaited action-adventure. For those not aware of the plot, it involves genetic experiments, body swapping and an assassination plot, and takes place in a 3-D world with an unusual turn-based combat system.

Preview Playtest

To be honest, the E3 version of *Hybrid Heaven* didn't offer anything that we hadn't already seen. The controls were maybe slightly more together than before, and it was now possible to shoot the hovering security robots, but the levels of the game on show were limited to the same subterranean complex tunnels that were at ECTS last September. With the game's release now getting closer, we'd hoped that there would be more on offer.





64 Magazine Rating: ★★★★★

BattleTanx II

Publisher: 3DO
UK Release: TBA

The ugly but playable tank game *BattleTanx* gets a sequel, moving beyond post-apocalypse America to trash cities all around the world. With seven new types of tank and plenty of new weapons spread through the 20 new levels (including London and Paris), the battle to rebuild the Earth looks set to just keep on raging!

Preview Playtest

Apart from new weapons and tanks, *BattleTanx II* doesn't really seem much different from its forebear. The textures are the same grainy, unattractive ones found in the first game, and in play it feels all but identical. This isn't necessarily bad, as the original *BattleTanx* was quite entertaining, but it's not really an advance in any way.

64 Magazine Rating: ★★★★★

Army Men: Sarge's Heroes

Publisher: 3DO
UK Release: TBA

A combat game with a difference, *Army Men: Sarge's Heroes* sets rival factions of toy soldiers – the Greens and the Tans – against each other in a battle of drastic plastic. The 3-D battlezones are of two types – scale model landscapes and real-world environments, where the combatants really are the size of toys.

There are plenty of weapons on offer, ranging from ordinary rifles to tank-killing bazookas and the hilarious flamethrower, which melts your adversaries down into pools of plastic after sending them running around with their arses aflame!

Preview Playtest

The controls are rather clumsy at the moment, with an awkward rotational control system that can make it quite hard to bring your soldier's guns to bear on an enemy before he starts shooting. This aside, *Sarge's Heroes* looks like it could be a lot of fun. Having two different scales for the battlegrounds keeps things interesting, and the multiplayer games look as though they'll offer quite a lot of entertainment.



64 Magazine Rating: ★★★★★



64 Magazine Rating: ★★★★★

Eternal Darkness

Publisher: Nintendo
Developer: Silicon Knights
UK Release: TBA



This horror game might actually turn out to be better than *Resident Evil 2*. For starters, it makes sensible use of the analogue stick – move the stick in any direction and that's where your knight in shining armour moves. No messing around making the hero rotate before you can move him here. The hi-res dungeons, which despite the stationary camera positions are made from polygons, benefit from real-time lighting effects, and even the occasional dynamic cut-scene.

Sorry about the crap picture, by the way, but it was all we could get – Nintendo couldn't be bothered to put any screenshots of *Eternal Darkness* in their press kit!

Preview Playtest

The E3 version of *Eternal Darkness* was very early; combat was very basic (one of the zombie enemies took about three seconds to realise he'd been hit, slow reactions even for the undead) and only a few locations could be explored. A nice dark and moody Nintendo game, however, could be just what people have been waiting for after a deluge of cutesy platformers!

64 Magazine Rating: ★★★★★

Gauntlet Legends

Publisher: GT Interactive
Developer: Midway/Atari
UK Release: September (TBC)



▲ ***Gauntlet Legends*: beefcake 'n' bimbos running around like maniacs.**

Another old Atari game, another new N64 update! *Gauntlet Legends* is an all-action *Dungeons & Dragons* affair, where up to four players hack, slash and zap their way through dank dungeons and eerie forests in search of treasure and the magic Rune Stones, which will help they destroy an evil demon.

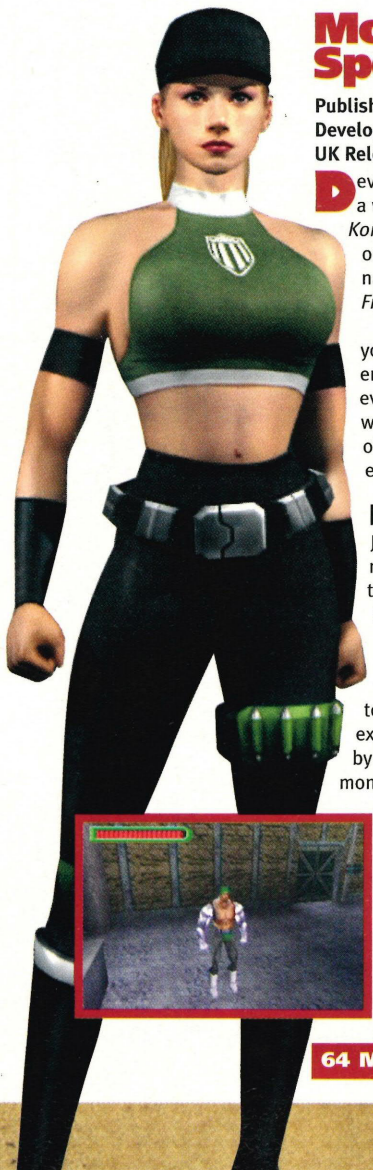
Preview Playtest

Gauntlet Legends turned out to be surprisingly playable. Even with four players the action rarely slows, and the simplicity of the old *Gauntlet* games has been kept. Minor annoyances did crop up though; sometimes it was possible for one player to get stuck in a corner of the screen, meaning everyone else had to come back to free the trapped fighter, and having to retrace your steps if you missed a vital switch seemed a lot more annoying in 3-D.

64 Magazine Rating: ★★★★★







Mortal Kombat: Special Forces

Publisher: GT Interactive
Developer: Midway
UK Release: TBA

Developers Midway claim they've created a whole new game genre with *Mortal Kombat: Special Forces*, though they oddly neglected to give this genre a name. How about *Tomb-Raider*-meets-*Fighting-Force*-'em-up?

Playing as either Sonya Blade or Jax, you have to fight your way through 3-D environments in order to hunt down the evil Kano. There are puzzles along the way, but since they're aimed at the level of the average *Mortal Kombat* fan, don't expect any MENSA-style problems.

Preview Playtest

Just as *Mortal Kombat Mythologies* moved away from pure fighting towards platform action, and failed at both, so *Mortal Kombat: Special Forces* tries to be *Tomb Raider* and makes a hash of it. PlayStation-level visuals and awkward controls combine to make a thoroughly uncompelling experience. Maybe things will improve by the final version, but don't put any money on it.



64 Magazine Rating: ★★★★★

Pokemon Stadium

Publisher: Nintendo
UK Release: TBA



Noooo! They're everywhere! *Pokemon* has already invaded Sky, and no doubt it'll be arriving on terrestrial soon. *Pokemon Stadium* is actually better animated than the TV show, and lets fans pit their favourite monsters against each other in no-holds-barred battles.

Preview Playtest

Although this is being called *Pokemon Stadium* in the West, it's actually the Japanese *Pocket Monsters Stadium 2*, and it bears an uncanny resemblance to the first. Which we thought was boring as hell. Perhaps we're just too old and cynical, but the repetitive, almost interaction-free fighting just doesn't appeal at all. But then, it's got all 150 Pokemon and loads of pretty special effects, so when *Pokemon* gets as big here as it is in Japan and the States it'll doubtless sell by the bucketload.

64 Magazine Rating: ★★★★★





Resident Evil 2

Publisher: Nintendo
Developer: Capcom/Angel Studios
UK Release: TBA

Astoundingly, *Resident Evil 2* on N64 will feature *all* of the PlayStation's video clips, thanks to some size-crushing compression. They do look rather blurry, but it's better than nothing! The compression is also used on the pre-rendered backgrounds in each scene, giving them a slightly fuzzy look despite the use of the N64's hi-res mode. However, the monsters are now sharper and more terrifying than ever.

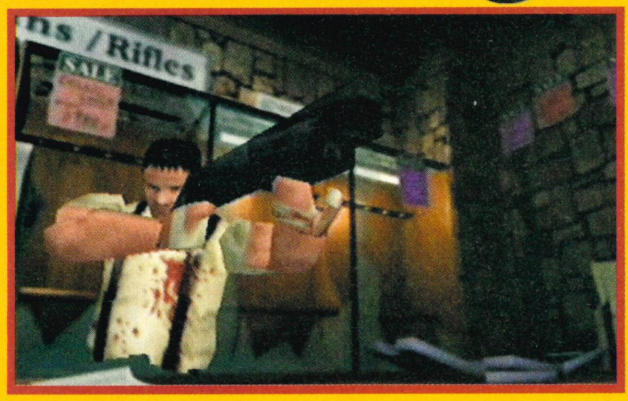


Preview Playtest

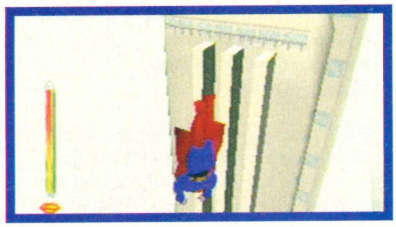
On the plus side, *Resident Evil 2* makes use of the N64's hi-res mode to give visuals that are even better than the PlayStation original. On the downside, the N64 game has the same iffy control method as the PlayStation, with a dated turn-move-turn system. Although the analogue stick is used to control the speed that your character moves, it would have been much better if the stick could also have been used to move Leon and Claire directly, as in *Eternal Darkness*. And if the game doesn't have to load rooms in off CD, why the hell do we still have to put up with watching those damn doors opening v-e-r-y s-l-o-w-l-y?



64 Magazine Rating: ★★★★★







Superman

Publisher: Titus
UK Release: June (TBC)

Virtual Reality may have disappeared from the public consciousness, but that doesn't stop villains using it for their evil purposes. Lex Luthor and Brainiac have created a VR simulation of Metropolis and trapped intrepid reporters Lois Lane and Jimmy Olsen inside it. Who can save them? Ghostbus- er, Superman!



The huge (3km by 3km) virtual city houses about 200 buildings, each of which contains multiple rooms and missions. All of Superman's powers – flight, x-ray vision, heat vision, freezing breath and so on – are in the game, and the visual style matches that of *Superman: The Animated Series*.

Preview Playtest

Completely rewritten since the last E3 (thank god), *Superman* now looks better than before, but to be honest it still doesn't feel quite 'there' yet. Whether it's the unrefined controls or the way you're led through the missions, it's currently lacking the vital spark that can turn a good game into a great one. On the plus side, there's a vast area to explore and loads to do, but it definitely feels pitched towards younger players.

64 Magazine Rating: ★★★★★

Winback

Publisher: Koei
UK Release: TBA



A four-player mode has been added to Koei's covert operations game, along with a claimed 350 different actions for the lead character, Jean-Luc Cougar. Stealth and skill with a variety of weapons are vital if you are to infiltrate the headquarters of the terrorist Crying Lions before they can fire an orbital weapons platform and wipe out a city...

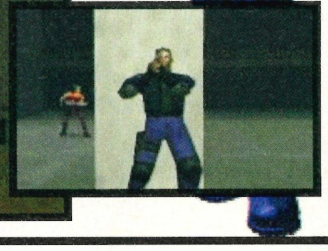


Preview Playtest

It's now clear that Koei has been peeking over somebody's shoulder while they played *Metal Gear Solid*, as *Winback* has a lot of touches that could have come straight from Konami's PlayStation hit. The essence of the game is surprise and concealment – trying to run up to the objective with all guns blazing will see you dead very quickly. There's still quite a high action content, and it looks as though there could be some depth behind the initial straightforward duck-and-cover gameplay. All they need to fix is the fogging – and Jean-Luc's mincing run...

64 Magazine Rating: ★★★★★





40 Winks

Publisher: GT Interactive
Developer: Eurocom
UK Release: September


"What's that crusty hankie?"

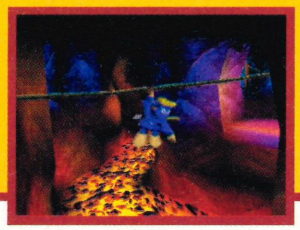
Ever wondered what causes dreams? According to *40 Winks*, it's all down to friendly little creatures called Winks. While you sleep, the Winks get inside your head and make sure you have a good time.

The only problem is that a miserable insomniac called NiteKap wants everyone else to suffer the way he has, so he's been kidnapping the Winks and turning them into nightmare-inducing monsters. There are now only 40 friendly Winks left in existence, so as twins Ruff or Tumble (guess their parents didn't like them much) you have to enter your dreams to save the Winks!

Preview Playtest

This looks an awful lot like *Banjo-Kazooie*, and from what we saw of it, *40 Winks* plays very much like it as well. It's got bright cartoony graphics, themed levels (including a Mad Monster Mansion-alike) and lots of jumping around collecting things and dodging monsters. Maybe after long-term play some original elements will appear, but *40 Winks* runs the risk of being lost among the all-too-many cutesy platformers heading for the market.

64 Magazine Rating: ★★★★★





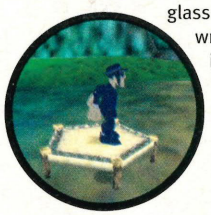
Blues Brothers 2000

Publisher: Titus
UK Release: TBA

Jake Blues may have snuffed it, but there are plenty of other brothers for Elwood to find! *Blues Brothers 2000* (thankfully *not* directly based on the terrible film) sees Elwood trying to get the fabled band back together, running and jumping through five levels ranging from the streets of Chicago to a haunted house in an attempt to collect enough cash to finance his comeback tour.

Preview Playtest

Another stand, another *Banjo-Kazooie* lookalike. *Blues Brothers 2000* even has its very own knockoff of Mad Monster Mansion, right down to the stained glass windows! The music may be good – it's hard to go wrong with classic blues, after all – but the gameplay is all too familiar. The most innovative feature we saw was Jake's hat, which is thrown around ike Oddjob's bowler, scathing down enemies before returning to its owner. Maybe if the movie had had a bit of that it wouldn't have tanked so badly...



64 Magazine Rating: ★★★★★











A Bug's Life

Publisher: Activision
UK Release: TBA

A PlayStation game based on *A Bug's Life* came out a few months ago, and now an N64 version is almost here. Although it's based on the PSX title, making it a 3-D platform puzzler, the N64 game has been given some new puzzles to solve as Flik the ant races through 15 levels to save his colony from marauding grasshoppers.

Preview Playtest

The N64 game is a fairly straight port of the PlayStation game, which was aimed primarily at young players. As a result, a lot of people may find its simplicity wearing. Surprisingly, it doesn't look all that spectacular – the intense colours of the film are often washed out by the N64's filtering effects. Most of the gameplay involves running around, jumping over obstacles and shooting enemies; all very standard stuff. Review next issue.

64 Magazine Rating: ★★★★★

Vigilante 8: Second Offense

Publisher: Activision
Developer: Luxoflux
UK Release: November



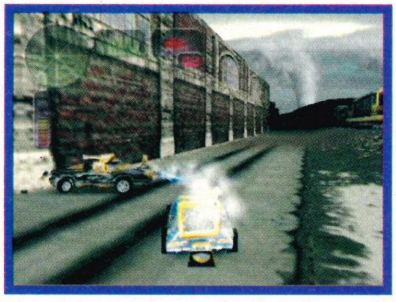
The first game is still warm on the shelves, and the sequel's already nearing completion! What gives? Not that we're complaining, since we all liked the original *V8* and the sequel keeps everything good about it while improving the weak areas. New cars include a hovercar, a transforming motorbike and a lunar rover, there are 12 levels in all (four being modified versions of old ones) and there's a slew of new weapons to try out!

Preview Playtest

The frame rate has been improved, even in hi-res, and the extra weapons and vehicles give players a few more tricks to play with. Coming so soon after the first game, though, it makes you wonder what the rush is, especially since it's not that different. Still, it looks like it should be at least as playable as *Vigilante 8*.

64 Magazine Rating: ★★★★★

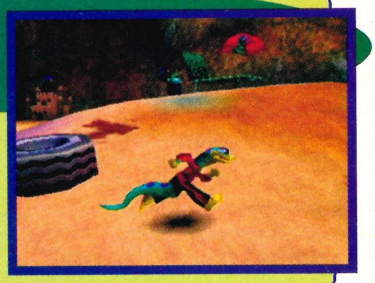






Gex 3: Deep Cover Gecko

Publisher: Crave
Developer: Crystal Dynamics
UK Release: TBA



Gex returns, this time to rescue his kidnapped partner, a *Baywatch* babe whose name we can't spell. The 24 levels of the game include more parodies, the evil Rez now taking potshots at the likes of extreme sports, spaghetti westerns and even Christmas TV specials. On some levels, players can play either Gex or two new characters, Rex and Cuz, and Gex can still transform into other characters, including spoofs of Hercules, Sherlock Holmes and Dracula.

Preview Playtest

Gex 3 is very much a *Gex* game, in that it has a lot of similarities to its predecessor. Maybe too many, in fact, since apart from new levels and slightly more colourful visual effects it plays almost identically. If you liked the first game you'll probably like this too, but like too many games at E3 it's nothing you haven't seen before.

64 Magazine Rating: ★★★★★



Tonic Trouble

Publisher: Ubi Soft
UK Release: September



This game's been featured in 64 Magazine more times than Soft Mick, and it's still not out yet! You know the drill by now – spilt magic tonic, world gone mad, set to rights, platforms, puzzles, 3-D, hero with no limbs, yadda yadda.

Preview Playtest

Tonic Trouble was always going to suffer from comparisons with stablemate *Rayman 2* – the two games are similar in style, Rayman is a known character, and to be honest *Rayman 2* looks a lot nicer. *Tonic Trouble* doesn't feel quite as good in play as *Rayman 2*, either, as hero Ed is rather clumsy. While this might be in keeping with his character, it's not what you want when you're balancing on the edge of a precipice!



64 Magazine Rating: ★★★★★

Toy Story II

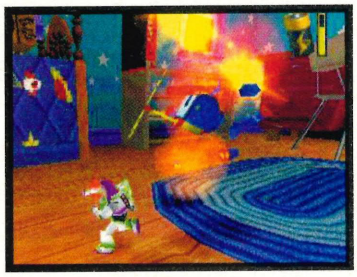
Publisher: Activision
UK Release: TBA



Woody's been kidnapped! Yes, the floppy-limbed star of Disney's excellent *Toy Story* has become the target of an obsessive toy collector, and the only person who can save him is his plastic pal Buzz Lightyear. You control Buzz, who comes complete with extending wings and a built-in laser (well, a flashing red light, at least), and guide him through seven perilous levels to rescue Woody and bring him back to the safety of his own toybox.

Preview Playtest

It might have Buzz Lightyear, but *Toy Story II* played like any number of other N64 platformers. Run, jump, climb, dodge or shoot bad guys... seen it all before. It's all very professionally put together, though, and has some smart touches like the first-person aiming system for Buzz's laser, so the name alone will probably draw the crowds, especially with the film on the way.

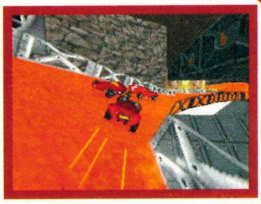


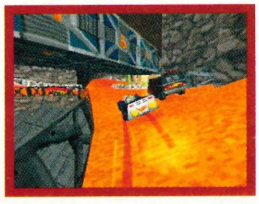
64 Magazine Rating: ★★★★★

Hot Wheels

Publisher: EA
Developer: Stormfront
UK Release: TBA







If you remember playing with toy cars as a kid – or if you're playing with them right now – then *Hot Wheels* should be right up your street. It's a racing game featuring the wacky Mattel vehicles, running on the kinds of courses only possible with those bendy lengths of plastic track. Crossovers, huge jumps and loop-the-loops are just some of the numerous hazards you have to face!

Preview Playtest

The crazy courses add a new twist – literally – to the tried-and-tested racing formula, with only *F-Zero X* having the kinds of looping and twirling tracks seen in *Hot Wheels*. What it didn't seem to have, at least at this stage, was the kind of smoothness offered by the Nintendo title. Much of time was spent simply bouncing off the sides of the track rather than actually steering. The stunt aspect of the game adds some interest, but as in titles like *1080° Snowboarding*, the fact that stunts don't count toward winning takes away the incentive to play around.

64 Magazine Rating: ★★★★★

Hydro Thunder

Publisher: Midway
Developer: Eurocom
UK Release: March 2000





Powerboat racing is a sport new to the N64, and this game, based on Midway's arcade machine, puts you at the wheel (rudder?) of one of 13 overpowered supermachines. The courses all feature huge jumps and secret shortcuts, as well as *Wave Race*-style water effects that mean no two laps are alike.

Preview Playtest

Midway's boat racer was still at a fairly early stage, and compared to the arcade machines hogging large parts of the stand it felt rather underpowered. It wasn't terribly fast, and the water effects were less than convincing. However, there's still plenty of time for these problems to be fixed.

64 Magazine Rating: ★★★★★



Mini Racers

Publisher: Nintendo
Developer: Looking Glass
UK Release: TBC







Reminding us a lot of the old arcade game *Super Sprint*, and also Rare's Game Boy title *RC Pro-Am*, *Mini Racers* is a *Micro Machines*-type racing game featuring toy cars. Unlike *Micro Machines*, *Mini Racers* has compact, twisting tracks that can be viewed from different angles, but it has the same frantic gameplay.

Preview Playtest

Mini Racers is very fast, at least as a one-player game, although the multiplayer races are still a bit on the chugging side at the moment. The tiny cars are so over-responsive that controlling them can be a nightmare at first. You soon get used to it, though. When it's finished, *Mini Racers* probably won't be getting *Zelda*-level scores, but as an old-school arcade romp it has potential.

64 Magazine Rating: ★★★★★

Re-Volt

Publisher: Acclaim
Developer: Acclaim Studios London
UK Release: Autumn

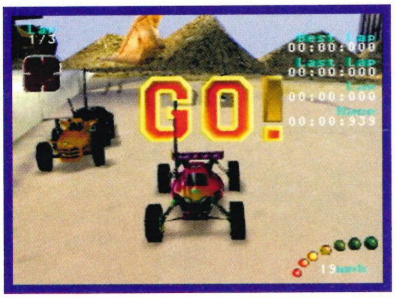


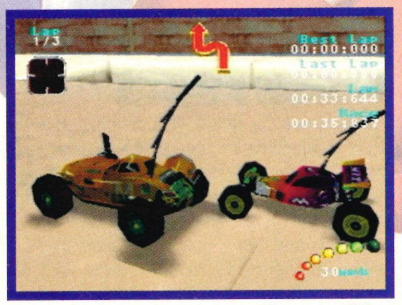
Acclaim's *Re-Volt* takes an off-kilter approach to the bloated racing genre, by using small radio-controlled cars as its vehicles and having them race through normal-sized courses like suburban streets, toy shops and even the British Museum. As a result, everyday objects become tricky obstacles.

Preview Playtest

Like *Mini Racers*, *Re-Volt*'s toy cars respond much faster than full-size vehicles would, so you often turn straight into walls and get flipped on your roof with worrying ease. Just getting the hang of the mad pace that everything moves is a challenge in itself. The giant environments give the game a new edge, but there are a *lot* of racing games on the N64 already, and this might not be spectacular enough to stand out.

64 Magazine Rating: ★★★★★





▲ **Apparently they're toy cars with personalities, trying to escape to freedom. By racing. Still, makes more sense than *The Mummy*.**

Lego Racers

Publisher: Lego Media
UK Release: July



Not many racing games let you build your car from scratch, but in *Lego Racers* it's one of the major attractions of the game. Starting with a basic chassis, you get to put various Lego bricks onto it in the hopes of creating the ultimate racer!

Preview Playtest

Because it's aimed at younger players, *Lego Racers* is a breeze to get into, and the option to build your own custom car has a lot of potential, but the actual racing feels rather simplistic. It also suffers from the same problem that affected a surprising number of the N64 racing games at the show – the races aren't actually all that exciting. Round and round and round you go, and – oh look, you've won.

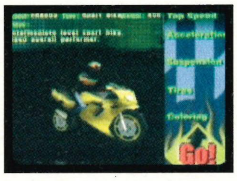
64 Magazine Rating: ★★★★★






Top Gear Hyperbike

Publisher: Kemco
Developer: Snowblind
UK Release: December



For no apparent reason, no fewer than four dirt bike racing games were announced at E3. Well, somebody must have asked for them! Kemco's example was the only playable one present, promising six tracks and up to four players.

Preview Playtest

"Woooaargh!" is the word that comes to mind most often when playing *Top Gear Hyperbike* – the bumpy course and wobbly nature of your vehicle mean you spend a lot of time flying uncontrollably through the air. At this stage of development, it's maybe a bit too hard to stay on the track. Since only one track was playable, and it only seemed to allow you a single lap before resetting the game, we'll wait until a more polished build becomes available before commenting more.



64 Magazine Rating: ★★★★★

Roadsters Trophy

Publisher: Titus
UK Release: September

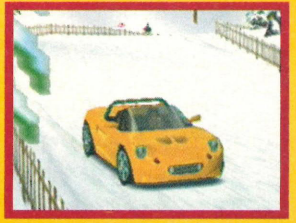


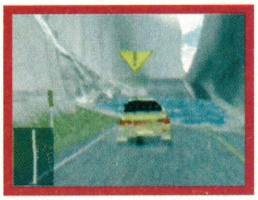
Roadsters Trophy has gone through many changes since the last E3, not least its title – it used to be called *Roadsters '98*! The new version is much improved, now featuring 30 cars in three different racing classes and a total of ten varied tracks. Like Titus' previous racer, *Automobili Lamborghini*, *Roadsters* has real-time pitstops, upgradeable cars and a four-player mode.

Preview Playtest

At the moment, the steering in *Roadsters Trophy* still needs work – it's far too sensitive, and the cars have yet to be given different handling characteristics. Even so, it feels like a definite improvement over *Lamborghini*. The variety of cars and tracks ought to give it a decent amount of longevity, and the variable weather conditions and pitstops add some tactical play.

64 Magazine Rating: ★★★★★

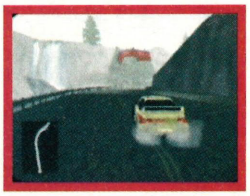


Top Gear Rally 2

Publisher: Kemco
Developer: Saffire
UK Release: October

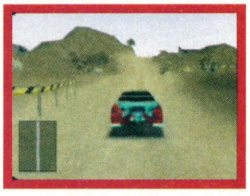


Top Gear Rally is still one of the N64's best racing games, and Kemco has now come up with the inevitable sequel. Up to four people can now take part, and unlike the made-up vehicles in the first game, *Rally 2* features real cars, including the Ford Focus and the Lancia Delta. As before, you can create custom paint jobs, and a new feature is a random track generator, so the game effectively has unlimited tracks!



Preview Playtest

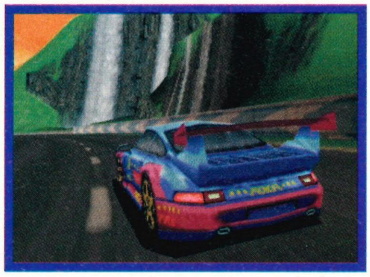
Kemco should have got Boss Game Studio, developers of the original *Top Gear Rally*, to do its sequel, because at the moment this isn't a patch on the first game. Control over your car is appalling and totally unrealistic, unlike the fantastic powerslides on offer in *Top Gear Rally*, and it's nothing awesome to look at either. Admittedly this was an unfinished preview of the game, with incomplete collision detection that let you drive through mountains, but it's hard to see how the necessary improvements in gameplay are going to be made before the game comes out.



64 Magazine Rating: ★★★★★

World Driver Championship

Publisher: GT Interactive
Developer: Midway/Boss Game Studio
UK Release: July (TBC)



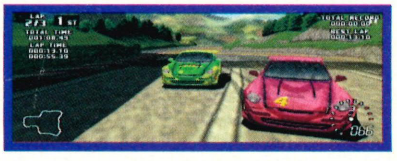
As Darth Vader once said, "Impressive." That's what everyone thought of Midway's *World Driver Championship*, which uses the Expansion Pak to great effect in hi-res mode, and is no slouch even without it.

Preview Playtest

While it's hard to fault *World Driver Championship* visually, even in lo-res mode, we ended up with an odd feeling of disappointment after actually playing the game. The problem, simply put, is that it doesn't feel like you're driving a high-performance sports car. No matter which car we tried, the steering always felt the same – leaden and unresponsive, with not nearly enough range. You end up missing corners and crashing into the barriers because your car didn't turn fast enough, then spinning around insanely doing doughnuts because you've over-compensated. This came as a big surprise because *WDC* is by the same team that produced *Top Gear Rally*, still a benchmark for precision car control. Let's hope the controls are still up for some fine-tuning.



64 Magazine Rating: ★★★★★

Command & Conquer



Publisher: Nintendo
Developer: Looking Glass
UK Release: August

Now in sort-of 3-D, *Command & Conquer* finally makes the journey to the N64. The 'sort-of' part comes because although the game has switched from a flat three-quarter viewpoint to true perspective, it makes no difference to the gameplay. The lack of a multiplayer game is slightly disappointing, but it does avoid the criticisms aimed at *Starcraft*, namely that being able to see your opponent's screen makes the multiplayer game totally pointless...

Preview Playtest



Command & Conquer has all of the playability of its previous incarnations, which is to say a lot! This kind of game isn't dependent on graphics, which is a good job as *C&C* won't be winning any awards for its little blobmen and boxy vehicles. Although the analogue stick isn't as easy to use as a mouse, the game's still as challenging as ever. The only problem now is that after years of having no strategy games on the N64 at all, now there are going to be two very similar ones – *C&C* and *Starcraft* – to choose from!

64 Magazine Rating: ★★★★★

Starcraft 64

Publisher: Nintendo
Developer: Mass Media
UK Release: TBA

One of the most popular real-time strategy games of late has been PC hit *Starcraft*, and now it's reached the N64. The game pits three technologically advanced civilisations (humans, Protoss or Zerg) against each other in a *Command & Conquer*-style battle to the death. *Starcraft* on the N64 makes good use of the controller buttons to command different units, and there's a two-player mode featuring levels only available to Nintendo players.

Preview Playtest

Various members of the Paragon console division have been known to come into the office at weekends solely to play *Starcraft* over the network, so the arrival of this console version was eagerly anticipated. However, the beloved multiplayer game, which works so well over a network, isn't nearly as compelling when you can glance at the other half of the screen and see what your opponent is doing... The graphics aren't great, either – it's hard to tell different types of unit apart.

64 Magazine Rating: ★★★★★







Shadowgate 64

Publisher: Kemco
UK Release: July

Trapped inside the grim Shadowgate Castle, adventurer Del Cottonwood has to uncover the items and solve the puzzles that will let him escape. *Shadowgate 64* has been improved since the last E3 – the dungeons can now be explored in free-roaming 3-D, and there are 30 characters to interact with on the road to freedom.

Preview Playtest

What, no monsters? *Shadowgate*'s all-exploration, no-fighting approach may set it apart from anything on the N64, but it's difficult to see who's going to be drawn to the idea of wandering very slowly through a range of not terribly interesting halls, corridors and dungeons in order to find objects and solve puzzles. The sequel, *Shadowgate Rising*, promises magical combat scenes, but *Shadowgate* itself feels like a bit of a yawner.

64 Magazine Rating: ★★★★★



This Sporting Life

As usual, E3 was host to the latest round of sports games, most of them updates of existing titles. Astoundingly, we didn't see any ice hockey games this year! Here's what was jogging around the pitch...

Kobe Bryant 2

(Nintendo)



It's now in hi-res, but in play *Kobe Bryant 2* feels much like its predecessor. This isn't a bad thing, as it was the best of the numerous basketball games on the N64. *KB2* still uses the same simple but very effective passing method, and it has all the speed and fluidity you'd expect. This could supplant the original *NBA Courtside* as the number one choice for hoopsters. ★★★★★

Madden NFL 2000 (EA Sports)

The portly commentator gets his annual upgrade, now with hi-res visuals that accurately portray the relative sizes of each player, a new physics engine, up-to-date player and team stats, improved animation and frame rate and and a new passing system. If you're serious about American football, Madden will be the one to buy. ★★★★★

Michael Owen Soccer (THQ)

Now under THQ's ownership, *Michael Owen Soccer* combines fast and easy gameplay, with a slightly more arcade-style feel than other footie games, with hi-res visuals and a load of genuine teams and players. The question is, will it be able to dethrone the mighty *ISS '98*? We'll be putting them head-to-head soon to find out! ★★★★★

NBA Live 2000 (EA Sports)

Live 2000's hi-res graphics are a step up from even the other recent basketball games. When we first saw the game being demonstrated behind closed doors on the EA stand, we assumed it was running on a PC!

Live 2000 also features player emotions – score and your man will smile and punch the air, but miss or get booked and he'll get appropriately downcast or angry. If regular basketball isn't ker-ay-zee enough for you, an Arcade mode adds flaming balls and shattering hoops. ★★★★★

NFL Blitz 2000

(Midway)



A sprucing up of *NFL Blitz* sees the addition of a new, less random passing system and the ability to create custom plays, but the underlying gameplay – mad, aggressive, rather cartoony action – remains the same. ★★★★★

WCW Mayhem

(EA Sports)

Wrestling games. People seem to go mad for 'em, and who are we to dispute the wisdom of the masses who made Tiffany from *EastEnders* a chart-topper? Anyway, *Mayhem* is EA's first wrestling game, and it's got over 60 WCW wrestlers, something like 600 different motion-captured moves and secret exits that let players take the fight out of the ring and into dressing rooms and car parks. ★★★★★

WWF Attitude

(Acclaim)



"Always two there are," says Yoda in *The Phantom Menace*, and he could well be talking about N64 game types. *Attitude* is Acclaim's follow-up to *WWF Warzone* and rival to *WCW Mayhem*. It has fewer wrestlers than the EA game, but the Create Wrestler option makes up for that, and it's also out a lot sooner. Which one you buy will probably depend on which brand of wrestling you follow. ★★★★★

Bassmasters 2000

Publisher: THQ
UK Release: TBA





Thanks to Sega's arcade machine *Get Bass*, bass fishing has suddenly become the 'in' videogame sport. The N64 may not boast fishing rod controller, but that hasn't stopped developers from coming up with their own fishing games. THQ's *Bassmasters 2000* was the first we saw, letting you, uh, catch fish on your N64!

Preview Playtest

Bassmasters takes its inspiration from Sega's game and plays a lot like it, with options that let you customise your rod, lure, bait and even the angler himself! The 'lure cam' underwater view, where most of the game takes place, is a bit indistinct – it might simulate cloudy water, but it's hard to keep track of the fish.

64 Magazine Rating: ★★★★★



▲ Fishing – not just for men who are tired of life.

In-Fisherman Bass Hunter

Publisher: Take 2
UK Release: July (TBC)



The second bass fishing game of the show, *Bass Hunter* takes a slightly different approach to THQ's *Bassmasters*. The anglers in *Bass Hunter* are more high-tech, using a sonar 'fishfinder' so that they can drive their motorboats to the most promising parts of the lakes. It also uses a split screen, the top half showing the angler's rod and the bottom the lure and any fish you've hooked.

Preview Playtest

The split-screen of *Bass Hunter* made it a lot easier to see what was going on than in *Bassmasters 2000*, and in general *Bass Hunter* felt easier to play. It remains to be seen whether the N64 controller can generate the feel of Sega's special pad with built-in reel, though!



64 Magazine Rating: ★★★★★

Knockout Kings

Publisher: EA Sports
UK Release: TBA

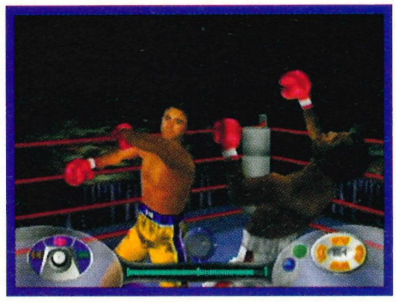


Featuring motion captured moves from Sugar Ray Leonard, *Knockout Kings* is the more realistic of E3's brace of boxing games. Numerous legendary pugilists, including Mohammed Ali and Joe Frazier, are featured, so you can replay famous matches and see if you can change the course of boxing history.

Preview Playtest

Unlike *Ready 2 Rumble*, which adopts a purely arcade approach, *Knockout Kings* is more of a simulation, with a complex range of combos and offensive/defensive tactics to learn to get the most out of the game. This made it hard to play in the short time available at E3, but suggests that it might have more long-term playability than *Ready 2 Rumble*. *Knockout Kings* also has the advantage of featuring real boxers – where else would you get the chance to fight Mohammed Ali? (And don't say, "The old folks' home.")

64 Magazine Rating: ★★★★★

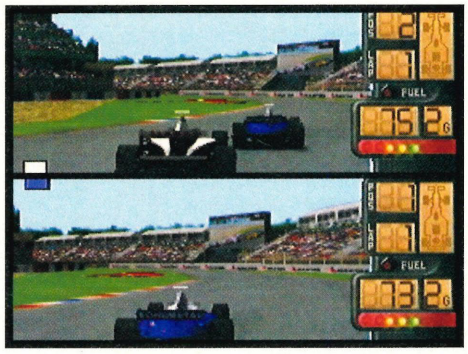




▲ *Knockout Kings* has plenty of genuine boxing champs to play as. Unfortunately, you don't get the chance to bite off any ears.

F-1 World Grand Prix 2

Publisher: Video System/Nintendo
Developer: Paradigm
UK Release: July



Based on the 1998 season, the sequel to the excellent *F-1 World Grand Prix* zooms along with a few extra features and improvements. More speed is the most obvious change – even on busy circuits like Monaco, slowdown has been much reduced – but there are also some graphical tweaks as well. Still no Jacques Villeneuve, though.

Preview Playtest

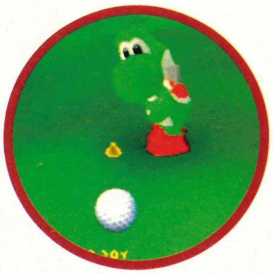
F-1 WGP 2 was always going to suffer from the first game being so good that it made it hard to improve it, but Paradigm has managed to squeeze out a little more speed and spruce up the trackside graphics while they were at it. The improved framerate aside, it plays just about identically to *F-1 WGP*, which is no bad thing.

64 Magazine Rating: ★★★★★





▲ Top vrooming action. You probably won't get to pull Dannii Minogue in the videogame version, mind.





Mario Golf

Publisher: Nintendo
Developer: Camelot
UK Release: October



Not one, but two golf games (the other being EA's *Tiger Woods* title) appeared at E3. Thankfully, both of them seemed much more playable than previous attempts! *Mario Golf* stars Nintendo's mascot and his chums, and as you might expect makes no attempt to pretend it's taking place in the real world.

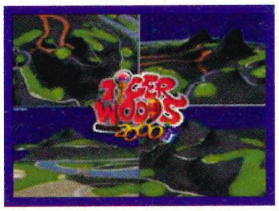
Preview Playtest

After an awful lot of attempts, it looks like the N64 is finally getting some decent golf games. *Mario Golf* is, as you might expect, a lot more cartoony and cute than *Tiger Woods*, but it still gives you a decent game, with realistic physics in amongst the cuddly trees and pink fluffy clouds. The control method is the traditional computer golf of hitting a button when a moving bar is in the right place, but since it's worked for many great golfing games in the past, why muck about with it? There were plenty of options that we couldn't suss out because they were in Japanese, but this should be a decent play when a readable version arrives.

64 Magazine Rating: ★★★★★

Tiger Woods 2000 PGA Tour Golf

Publisher: EA Sports
Developer: Saffire
UK Release: TBA



The second N64 golf game at the show, but fortunately the two titles are different in style and gameplay. *Tiger Woods 2000* isn't a totally straight representation of golf (Woods himself is represented by a caricature and the ball sprouts wings while it's in the air) but it's much closer than Nintendo's *Mario Golf*.

The main difference between the two titles is *Tiger Woods*' use of the analogue stick. The last game to try this was the pathetic *Glory Of St Andrews*, but EA's game has done a much better job. You pull back on the stick to determine the strength of your swing, then push forward to hit. If you don't keep the stick moving in a straight line as you swing, there's a good chance you'll slice the ball and send it off into the trees or a lake.

Preview Playtest

The analogue control makes *Tiger Woods* a lot harder to get into than the junior-themed *Mario Golf*, but in the long run it should allow for a lot more skill. Purists will also prefer *Tiger Woods*' more realistic feel, even if Tiger himself looks like he's just stepped out of some super-deformed anime. Typical – you wait ages for a good golf game, then two arrive at once!

64 Magazine Rating: ★★★★★

New Tetris

Publisher: Nintendo
Developer: H2O
UK Release: September

It's *Tetris*. Sure, it might have shiny new blocks, nice rendered images in the background and a four-player mode, but...



64 Magazine Rating: ★★★☆☆

In Brief

The roundup of games that, for whatever reason, we didn't get to play for as long as we would have liked...

Cenzo's Carnival Adventure (Vatical)

Vati-who? We'd never heard of them before, and if this 3-D platformer with a gangly hero and annoying music is as bland as it seems we may never do so again. ★☆☆☆☆

Earthworm Jim 3D (Interplay)

It's been heavily revised since it was shown at ECTS last September and it looks a lot better, but the guy doing the demo in Interplay's well-hidden suite wouldn't let us have a go, the tight git. ★★★☆☆

Harvest Moon (Crave)

The main stumbling block with this farming/marriage (yup) sim was that it was all in Japanese! ★★★☆☆

Monster Truck Madness (Rockstar)

We'd already played this extensively in the office just before the show (see last issue), and the E3 demo didn't seem any different. It still looks quite a promising title. ★★★★☆

Paperboy (Midway)

Messed-up revision of the classic arcade game, which doesn't play very well (you can now go back to houses you missed and try again – uh?) and looks rather skanky. ★☆☆☆☆

Premier Manager

(Gremlin... er, Infogrames Sheffield House)

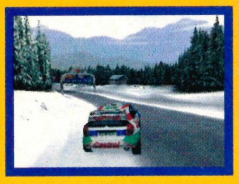
We didn't even see this game, to be honest, because we couldn't get an appointment! Doh! Still, if you read the preview last issue you'll know what it's all about. ★★★☆☆



Rainbow Six

(Nintendo/Redstorm)

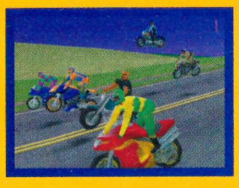
The super-SWAT team sim looks a lot better than its PlayStation cousin, and will have more AI team members at your command. With luck, we'll be able to tell you more about it next issue. ★★★★☆



Rally Masters

(Gremlin/Infogrames)

Another game hidden behind inpenetrable security in the Gremlin suite. Doesn't the screenshot look nice, though? ★★★★☆

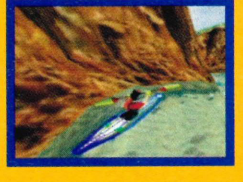


Road Rash (THQ)

Like *Monster Truck Madness*, we covered this extensively last issue. The build at the show had one definite improvement, though – when your biker falls off, he doesn't tumble along like a mannequin any more, but bounces around with his limbs flailing in all directions. Painful! ★★★★☆

Rugrats Scavenger Hunt (THQ)

A simple computerised board game, aimed at the very young. Lots of speech for *Rugrats* fans. ★★★☆☆



Wild Waters (Ubi Soft)

Although this kayaking sim was playable on the stand, it was at too early a stage to get a proper idea of the final gameplay. Developer Looking Glass has a good reputation, so we'll keep an eye on its progress. ★★★☆☆

Xena: Warrior Princess (Titus)

Good-looking characters and Xena's trademark "Aiaiaiaiaiai!" made it into this beat-'em-up, but the E3 version was too early to judge its playability. ★★★☆☆

Written by: Roy Kimber

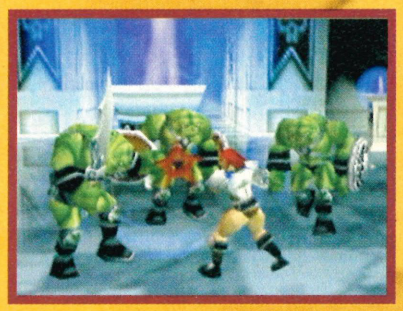
We take a swing with Interactive Studios' Dragon Sword!

Chasing The Dragon



Interactive Studios are based in deepest Leamington Spa, famed for its pump rooms and spa water which apparently doubles as a mild laxative (what a tourist draw). Its office is situated in a fairly unassuming building in the centre of town, the serene exterior of which disguises a hive of activity.

Interactive Studios was founded by twins Philip and Andrew Oliver who have been writing games since 1981, having started out on the indestructible Sinclair Spectrum. Their *Dizzy* and *Simulator* series helped make Codemasters the success it is now and it was inevitable that the twins would eventually set up on their own.



▲ Three against one, eh? That's hardly fair, is it? You guys had better go and round up some more friends!

The first N64 title from Interactive Studios was the rather impressive 3-D arcade puzzle game *Glover*, which had players controlling a sentient glove (hence the title) and a colourful rubber ball. Their next offering is a little different!

Axe The Way I Like It

Dragon Sword is a one or two-player 3-D fighting fantasy-style game, which pays homage to arcade oldie *Golden Axe* but also owes a little something to the yet-to-appear-on-the-N64 beat-'em-up, *Fighting Force*. The plot of the game revolves around the quest of a warrior (or warriors) setting out to recover the scattered pieces of the mythical Dragon Sword. Sounds like a cue for a story...

The once peaceful land of Avantaria has been invaded by the Darrc Horde, followers of the Dark God. The Light God, the only entity who could have stopped the invasion, has been imprisoned within a living creature of utmost evil, the Darrc Dragon and the only thing that can destroy the Dragon is a mythical sword – the Dragon Sword.



▲ The Oliver Twins: they look remarkably similar – could almost be brothers!

DRAGON SWORD

Publisher:	MGM Interactive
Developer:	Interactive Studios
UK Release:	September (TBC)



▲ Er... hello? The joke's over now, could someone come and unlock me? Aw, come on guys! Look, this isn't funny anymore!



▲ Look, I'm telling you, you don't want to fight me! Haven't you ever heard the story of David and Goliath? The small guy always wins!

Now the sensible thing for the Dragon to do in this situation would be to lock the sword away in the basement where he can be sure of knowing where it is. However, this Dragon instead shatters the sword into several pieces and entrusts each piece to various commanders of the Darrc Horde, thus practically guaranteeing the initiation of some kind of heroic quest.

Enter Kailan and Cutter, two rather unlikely heroes – Kailan's a barbarian chieftain while Cutter is actually heir to the Darrc throne. These anti-heroes find themselves imprisoned by the Darrc Horde and decide to track down the Dragon Sword and bring peace back to Avantaria.

Harsh Swords

Dragon Sword is well along the road to completion, although there's still some way to go yet. When we saw it there were only a few different monsters actually up and running, the development team preferring to get all the combat systems worked out before adding the others. It does, however, look extremely impressive. The first thing

My Armour!

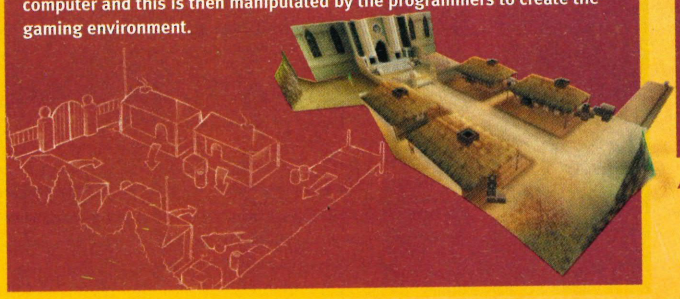
When you begin the adventure your character is clad in armour. As you take hits this armour is gradually knocked off (as in *Ghouls 'n' Ghosts*). Once the armour has gone, additional hits reduce your health.

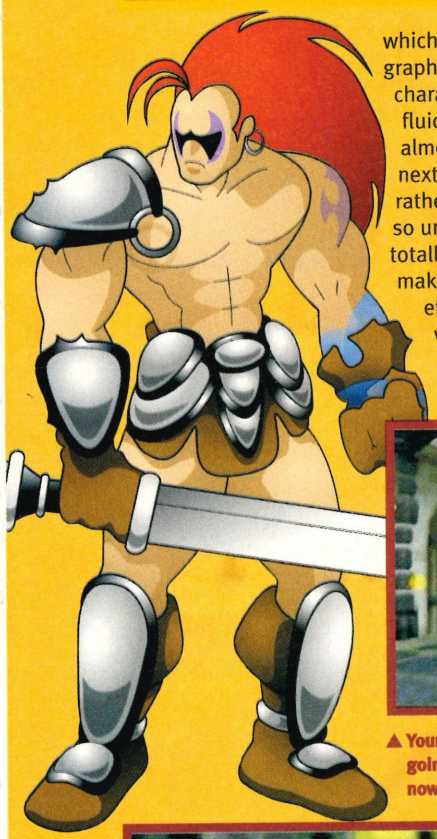




Designing Your World

All the levels in the game are first designed on paper. Once they've been approved, someone then has to construct them as a 3-D model on computer and this is then manipulated by the programmers to create the gaming environment.





which strikes you about the game is the graphics – they're superb. Each character is clearly drawn and moves fluidly and realistically – you can almost see their muscles rippling! The next thing you notice is the camera. Or rather you don't notice it, because it is so unobtrusive. *Dragon Sword* utilises a totally new camera method which makes the action flow smoothly and efficiently without the usual 'Hey, why am I looking at that wall?' that most 3-D games suffer from to some degree or other.



▲ Your torch doesn't scare me! What are you going to do, light me to bed with it? Aaah... now I see. Someone call the fire brigade!



▲ So, thought you could mess with 'Bruce Lee' Kailan, did you? See how this supercharged spinning underarm reverse roundhouse kick grabs you!



▲ You can growl, dribble and snarl as much as you like! I'm telling you, it's not my round, I bought the last one!



▲ Come on baby! Let's do the twist. Come on baaaby, let's do the twist! Come on you two, don't be shy, join in!

In two-player mode the gameplay remains the same, which means you can play the whole game through in its entirety with two players rather just than a cut-down or simplified version. To stop things getting too easy though, two players have to deal with more monsters and tougher bosses than in the single player mode.

It's obvious that Interactive Studios has a knowledge of popular arcade games of yore. Besides *Golden Axe*, *Dragon Sword* has a feature which was last seen in the arcade classic *Ghouls 'n' Ghosts*. At the beginning of the adventure your hero is clad in imposing metal armour. As the adventure progresses and he takes blows from the various monsters, his armour is knocked off piece by piece. This makes a satisfying change from the usual boring energy bar and adds a note of realism to the whole thing.

To begin with, the good guys start off unarmed with just their feet, fists and a variety of unarmed combat moves at their disposal. By searching around however they soon uncover various items such as shields, swords, axes, crossbows and throwing knives, all of which prove useful in battling the forces of the Darrc Horde. Rather than faff

the future is DVD

Do you want to know more? yes



▲ Kailan encounters the not-so-jolly green giant. And rather surprisingly he's not offering any peas!



▲ Sure, I know a perfect cure for your headache... let's try removing your head, you green-skinned freak!



▲ Will you look at the size of that sword? No faffing around with rapiers or fencing foils in this game, oh no!



▼ Forget other beat-'em-ups with their namby-pamby weapons – these guys wield some serious hardware!

about with a complicated inventory system – that might be okay in RPGs but it's not what *Dragon Sword* is about – you change weapons simply by running over a new one. Magic spells can also be collected in the same way and learning how to use these adds yet more depth to the gameplay. As you progress through the game, the enemy forces get harder and more skilled and the higher level bad-guys have magic of their own too.

Ian Pestridge is the Assistant Creative Manager for Team Storm, the guys responsible for *Dragon Sword*. We tied him to a nice hard chair, shone a rather bright light in his eyes and asked him very politely to give us the lowdown on the N64's first co-operative 3-D fighting game...

64 How many people are there in 'Team Storm' and what are their roles?

Ian: There are nine members of Team Storm currently working on *Dragon Sword*; three of those are programmers and the other six are the games artists.

64 How long has *Dragon Sword* been in production?

Ian: *Dragon Sword* has been in the works for about two years now and we are looking for an autumn release. A lot of designing has gone into making it the game it is today.

64 How did the idea for *Dragon Sword* come about?

Ian: *Dragon Sword* was created by its team members love of medieval fantasy, Tolkien, *Dungeons and Dragons* and films such as *Conan The Barbarian*. We also wanted to emulate some of the great 16-bit games such as *Golden Axe* and *Streets Of Rage* and bring them into the 64-bit era with improved graphics and playability.

64 Why is your group called Team Storm?

Ian: Our team title was based on the game's original name, *Dragon Storm*, but it was found that an online adventure game already existed with that name. The game name changed but the Team Storm title stuck as we all liked the feel of it.





▲ Every level contains some extremely impressive backdrops. This harbour has ships coming in and out while you wander around.

64 How many levels will there be in the final finished game?

Ian: There will be about 10 levels or chapters in the final game, each one referring to a part of the adventurers' journey. Each chapter is split into four to six areas for the player to tackle. The environments that the player explores throughout the game will become progressively more difficult and fantastical. Kailan and Cutter begin the game imprisoned on a dungeon isle and as the story progresses they will fight through swamplands, dockside towns, hell-filled sewers, broken-down graveyards and twisted palaces, then on to other darker elemental planes of existence.

Dragon Sword is loo

64 How many different characters are in the game and are there any that you're particularly fond of?

Ian: There are many different devious, malignant and terrifying characters within the game. Each beast or creation you meet will need to be tackled and

The Bad Guys

The land of Avantaria is populated by all sorts of unfriendly creatures. Here are just a few of the opponents you can expect to meet on your quest for the Dragon Sword...





▲ Avast me hearties! Shiver me timbers and splice the cabin boy! Yo ho ho and a bottle of... aw forget it, who wants a fight?

fought in a different way to the last. Some creatures will single-handedly hunt you down till the end, others are more tentative and only fight en masse.

We are particularly fond of the Numpuk, a simple peasant-like creature that toils and tasks endlessly, is frightened off by the slightest sign of trouble and has a tendency to scratch his butt and cry at inopportune moments.

64 How many polygons does it take to make a character?

Ian: To ensure that a heated battle can always take place – even in co-operative mode – our characters range from 250 to 400 polys. The more important the character (such as the player characters) the more polygons are assigned.

64 And finally, what weapons are there for the characters to use?

Ian: As the game progresses, more powerful weapons will become available – better weapons will be rewarded to the player that earns them. All the weapons are of hero proportions, from the double bladed axe to the giant warhammer and throwing knives.

The player can pick up many of the landscape's natural weapons such as animal bones and flaming torches when in dire need, and shielding is also an integral part of the game and the key to defeating many of the more tougher enemies. Aside from the earthy weapons and in true fantasy style the player can cast many different spells from a Lightning Storm to the Dragon's Flame.

At time of viewing *Dragon Sword* the dragon of the title had yet to be put in the game. Sensing our obvious disappointment however, one of the team tried to cheer us up with a detailed description of exactly what the mythical creature would be like. "He'll be big and have wings." Right, so he's not a gerbil then.

Lack of dragons not withstanding, *Dragon Sword* is looking damn good. If the rest of the game lives up to the levels that we saw then Interactive Studios is going to have a very palpable hit on its hands and this is one game which we can't wait to get into the office. Nintendo can keep all its American football and ice hockey licences – we want to play with the *Dragon Sword*!



▲ Ow! What'd you do that for? I was only going to ask you for the time! Just cause I'm big and look mean, doesn't make me a bad person!



T Oops! Duh... are you alright? I mean you did ask me for a light! How was I to know you were inflammable?



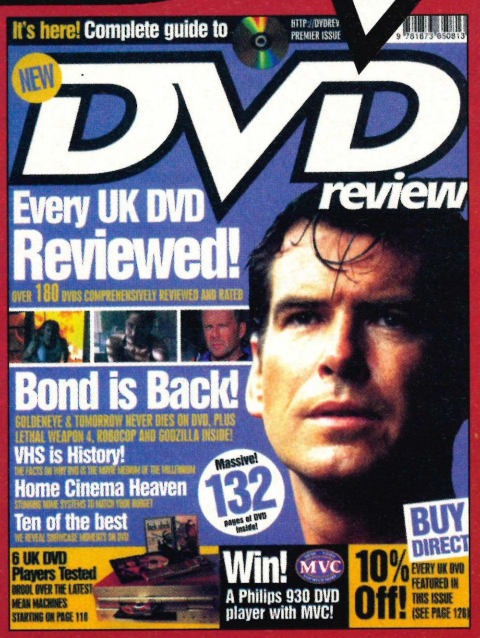
king damn good!

Lovva Nuvva Glover

Follow up to the first *Glover* game, *Glover 2* is intended to build on the positive elements of the game while losing the negative aspects. Gone are the instant-death falls which frustrated many gamers and gone too is the assault course training level – replaced instead by various challenges around the hub which can be tackled at your leisure. The control method has also been adjusted because while the designers didn't feel that there was anything wrong with it they did feel that it might have been a bit tricky for some people to master, particularly younger players.

Rather than focusing on the ball this time, the gameplay revolves around collecting various ingredients to make up spells. Enemies can now be manhandled like the ball and there is going to be more emphasis on utilising exterior objects like the spacehopper in the first game.

DVD review



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To make the competition as *Star Wars*-y as possible (and also to gloat about the fact that Andy's seen it already), the questions relate to the review of *The Phantom Menace* on this page. (Don't worry, it doesn't have any spoilers!) Just read the review, then use the knowledge you've gleaned to answer the questions below...

1: What planet is the Trade Federation blockading?

2: Who is the bad guy?

3: What piece of footwear does Jar Jar Binks resemble?

Write your answers on a postcard and send them to *Feel The Force compo*, 64 MAGAZINE, *Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS*, to arrive before July 20. The first three correct entrants drawn from Jar Jar Binks' severed head will win the games!

STAR WARS EPISODE 1: THE PHANTOM MENACE

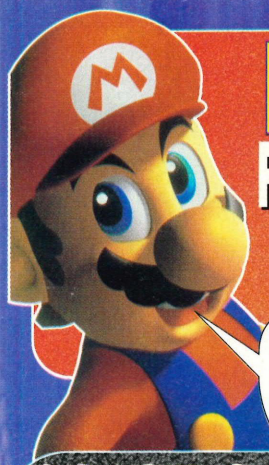
Reviewed by Andy McDermott

The Phantom Menace is an odd mix. As cinema it's stunning, full of incredible sights and spectacular action sequences – the pod race is good, but the final lightsaber battle alone is worth the price of a ticket. As a story it's slow and clumsy, with too much droning exposition and a central plot – the illegal blockade of planet Naboo by the greedy Trade Federation – that's not exactly as gripping as destroying the Death Star.

The good news: Lucas might write clunky dialogue, but he definitely got his money's worth out of the SFX wonks at ILM, and he still knows how to thrill an audience. Bad guy Darth Maul is also a genuine kick-ass villain, and you wish he had twice as much screen time.

The bad news: The revelation that the Force is caused by germs (or something) sounds like *Star Trek* technobabble, and goofy CGI sidekick Jar Jar Binks is every bit as bad as you've heard. If you want to know how annoying he is, imagine a cross between Neelix from *Voyager* and Scrappy Doo. With a face like a talking carpet slipper. Ugh.

Jar Jar provides most of the 'comedy' moments, which feel completely at odds with all the portentous dialogue and political chicanery elsewhere, like a custard pie fight in the middle of *The Godfather*. Still, if you can endure him and the other kid-friendly bits, *The Phantom Menace* is a must-see film, if only to be dazzled by the marvels on screen. It's *Star Wars*, after all!



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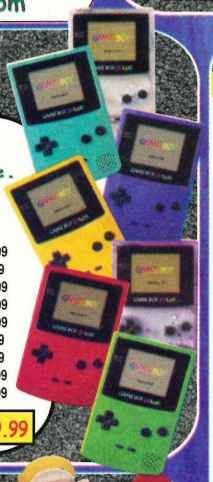
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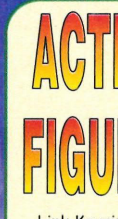
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EXCITEMENT DIRECT LIMITED Ref: 64 MAGAZINE

Written by: Roy Kimber

Star Wars: Ep

Forget F-Zero X, the fastest racing game in the universe has just landed!

A long, long time ago (22 years ago to be exact) in a galaxy far, far away (well, in America actually, but stick with it) a man wise beyond his years named George Lucas gave the world a new movie called *Star Wars*. He followed up with two further movies based on the first, but the most cunning part of the story is that George later relabelled the first film 'Episode IV' thus giving himself the opportunity now, more than two decades on, to make a whole heap of money producing three prequels.

And thus begins the story of *Star Wars: Episode 1*. At this point in a review where you're discussing something fairly well known it's customary to say something like 'you'd have to have been on another planet for the last year not to have heard about this'. However in this case even if you *have* been stranded on Mars for the last year, chances are you'll still know about it!

The Force Is Strong...

Quite simply, *Star Wars: Episode 1* is the biggest movie event of the year with merchandising to match. As a result you probably won't be surprised to hear that there's an N64 game based on the film. Or on a small part of it at least. Oh, and it has what must be one of the most unimaginative titles ever. So, without further ado, we give you... *Star Wars: Episode 1 Racer*!

Quite why the game has such a dull title is hard to say. Perhaps it was a working title which for some reason never got changed. Perhaps Nintendo and LucasArts felt that simply having *Star Wars* in the title would be enough to sell the game. Or maybe it's just the fact that the game is so amazingly cool that it doesn't need a flash title!

SW:E1 Racer deals with a section of the film where the young Anakin Skywalker (who will one day become Darth Vader, blow up a planet, kill Obi Wan Kenobi, cut off his son's hand, kill his boss and finally die by being turned into a Crispy Critter™.



▲ Here he is, the boy who started it all, Anakin 'Don't call me Darth' Skywalker. Initially his podracer is fairly feeble, so save those pennies!





isode 1 Racer



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Racer
Origin:	USA
Release:	Out now
Price:	£39.99

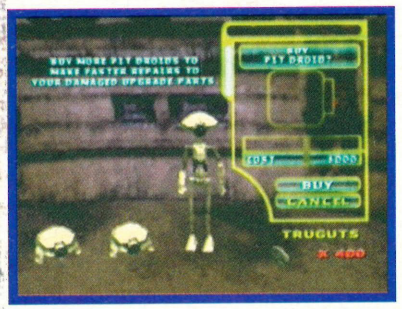
$64,000 Question

- The fastest racing game ever!
- 25 different tracks
- 23 distinct racers
- Top-quality pulse-pumping music
- Unique craft upgrade system
- Amazingly detailed racer and track graphics
- It's *Star Wars*!
- Maybe a little *too* fast!
- Some of the tracks are quite similar
- Occasionally the textures make the route difficult to see

Memory Options

MEMORY:
Stores four saved game files

CONTROLLER PAK:
N/A



▲ These are the pit droids. You can purchase up to three of them and they are a must for all self-respecting racers.

just after returning to the Light Side) takes part in a podracing tournament. And that's all we know about it, LucasArts presumably not wanting to give away too much about the forthcoming film. Despite the fact that the novel and script are already in the shops!

Now I Am The Master!

As you may already have guessed from the title, this game has you taking on the role of a the pilot of a podracer. Initially you can choose from six different characters, including Anakin, with more characters and vehicles getting unlocked as you play through the various tracks. But what, you cry, is a podracer?

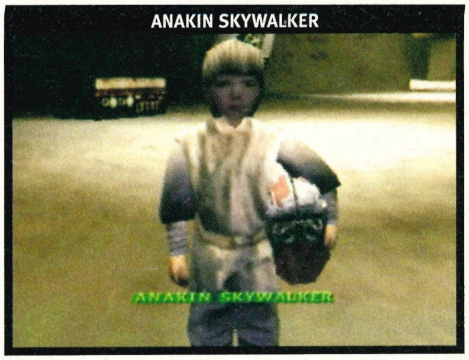
The speed becomes absolutely



▲ The scenery in the game ranges from dark and dingy swamps, to picturesque architecture like this dome.

Speed Freaks

The first thing you notice when you see the racers in this game is that Anakin is the only one who's human! Some of them look decidedly strange and you might recognise a few from the first three *Star Wars* films.





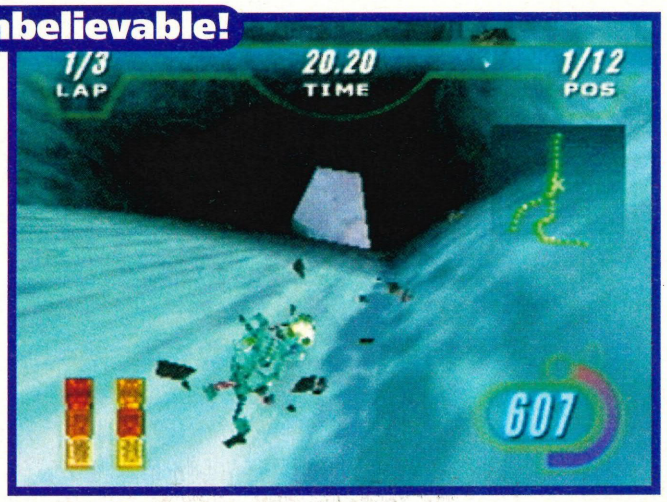
Basically a podracer is a cockpit – or pod – connected via flexible cables to two powerful engines which pull it around the track. This means that your engines are actually in front rather than behind your craft. What it also means is that the podracer handles a little differently to vehicles you may have experienced in other racing games, such as *Wipeout 64* or *F-Zero X*. The podracer is therefore a two-section vehicle and as a result when the craft turns it moves from the engines and the pod on the back follows. This means that although the engines themselves respond immediately the pod itself is always a split-second behind and as a result it behaves much like a (very fast) horse-drawn carriage.

Attitude Problems

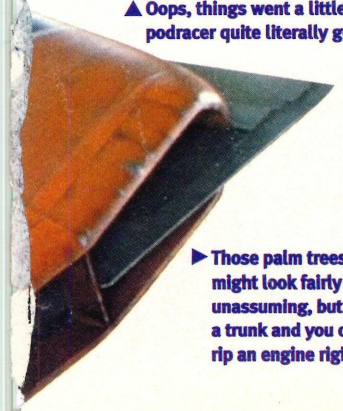
This is quite an important feature as it changes the way you need to pilot your podracer. Because you're not moving the craft as a whole when you take bends and corners, you need to judge them differently or else you'll find the pod constantly swinging into walls. The pod momentum also affects the engines too, so if you do swing round and smack the pod against a wall this can result in the engines flipping off course too.

Podracer control is handled with the analogue stick, and in addition to worrying about cornering you also have to deal with the attitude of the craft. Hit a ramp and it's possible to keep your podracer in the air for some considerable time by pulling the nose up so that the craft glides. This becomes important on some tracks, because unlike some games, where making a jump successfully is just a case of steering properly and getting up enough speed, in *SW:E1 Racer* you need to make sure your nose is at the

unbelievable!



▲ Oops, things went a little bit wrong there! Take too much damage and your podracer quite literally goes to pieces on you!





▶ Those palm trees might look fairly unassuming, but clip a trunk and you can rip an engine right off!



▲ The stripes on this section of the track look rather disturbingly like you're taking it from the wrong direction. Let's hope nothing comes the other way!

The Planets

All the races take place on one of eight different planets, each with particular characteristics.

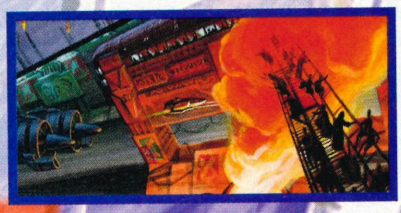
Tatooine

Anakin's (and Luke's!) home planet, this planet is remarkable for its barren deserts and inhospitable climate. Nice and sunny, though!



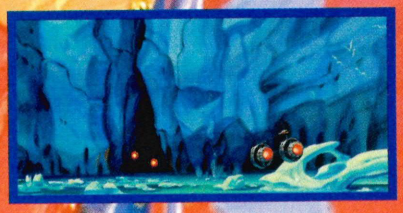
Mon Gazza

A mining planet, Mon Gazza is almost over-run by industrial operations to unearth its valuable spice deposits. Watch out for drilling machines.



Ando Prime

An ice planet very similar to Hoth, tracks on this course are noted for their treacherous slippery surfaces. Oh, and wrap up warm!



Aquilaris

As its name suggests, this planet is covered entirely by water. Racing takes place on islands and floating cities joined by underwater tunnels.



Malastare

A dry and dusty planet, Malastare has unique pools and rivers of highly volatile gas which can be ignited by a podracer exhaust, so watch out!



Oovo IV

Actually a moon rather than a planet, Oovo IV has been hollowed from years of mining. As a result it contains many zero-gravity tunnels.



Ord Ibanna

An old planet which was once a busy gas-mining colony, Ord Ibanna still has a mass of floating cities connected by cable suspension bridges.



Baroonda

A volatile planet, Baroonda contains a mixture of ancient and modern structures alongside many active volcanoes. Watch out for lava pits!



The Legal Bit...

Just as we were about to go to press, a short note turned up in the office from Nintendo/LucasArts demanding that we include the following information in any review of the game otherwise they'd 'send the Ewoks round'. Obviously the thought of an office full of smelly, squeaky, singing and dancing overgrown hamsters just didn't bear thinking about, particularly with the 64 MAGAZINE customised AT-ST Ewok-squisher in the garage all week for repairs, so we had no choice but to comply. So... here you go:

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▲ Just look at that moon! How could anyone possibly worry about anything as petty as a race on a beautiful night like this?

right angle, too, or you won't make it. Even seemingly easy jumps can be a problem – on one track you go off a small rise to land on a frozen lake. If you don't keep your nose up, however, your podracer plunges through the ice and into the water!

There are three different tournaments in the game and when you begin you can access one track from each of them. Each time you successfully complete a race the next track in the tournament is unlocked. This means you can start on the more difficult tournaments right from the word go, although you'll

▼ When you're playing the game, about the only time you see this many racers on screen at once is at the start.

Audio-wise this game





▶ Hurrah! We've won the race and gained a whole 5500 truguts! How many of those do you think there are to the pound, then?

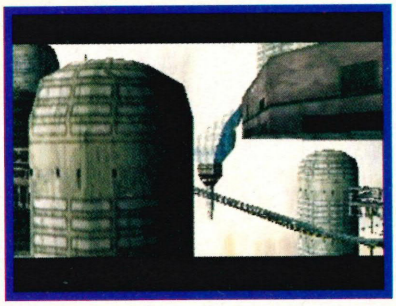


▲ All the views that you can access in one player are also available when playing against a friend. Including the rear view.

probably find that if you do this you aren't very successful because your podracer simply isn't fast enough. Which brings us to the upgrade feature.

Build A Better Racer

Every podracer starts off as a fairly basic model. To improve the performance of your craft, you need to purchase better components and for this you need to visit Watto's shop. You can get to the shop in two ways. First, you can go to the 'vehicle upgrades' menu option, which takes you to your repair bay and lets you check out the status and power of each component on the podracer. In this section you can study your pod's stats and decide which part it is you want to upgrade, at which point you are



▲ Each level begins with a short cut-scene which introduces the level. This one is very similar to Cloud City in *The Empire Strikes Back*.

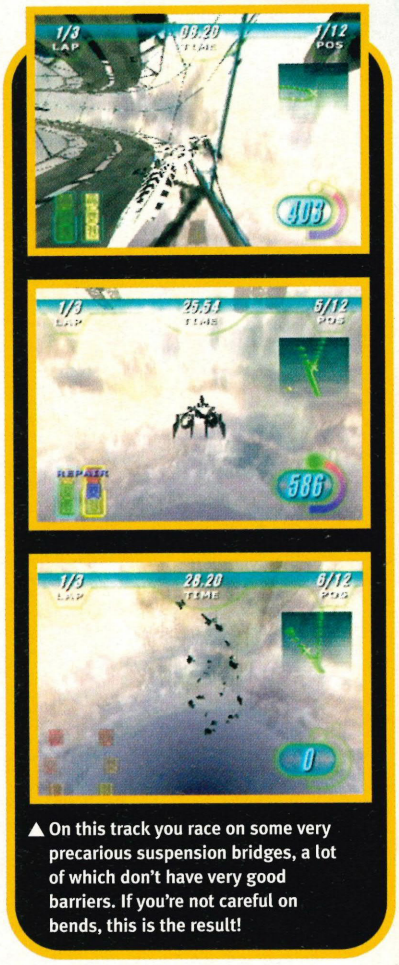
taken to the shop where the suitable component is on display.

If, however, there's nothing specific that you need to buy, you can just select the 'buy parts' options and browse around the shop at your leisure examining the various components that Watto has in stock.

There are basically two reasons for replacing the components on your podracer. The first is the fairly obvious one of wanting to upgrade the performance of your craft. The second reason is if one of your current



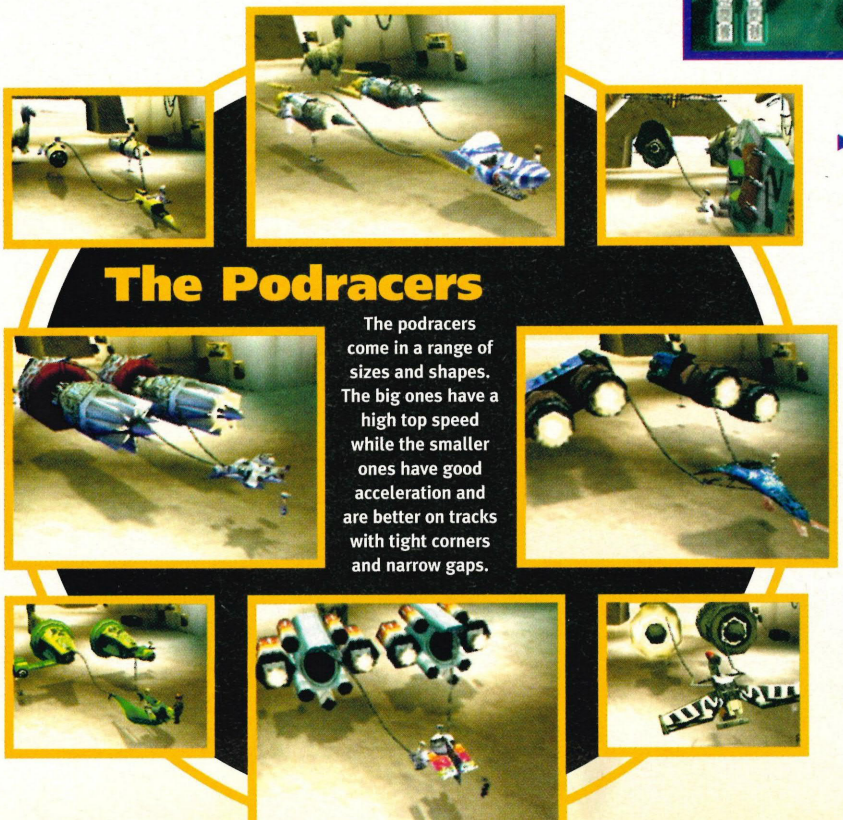
is faultless!



▲ On this track you race on some very precarious suspension bridges, a lot of which don't have very good barriers. If you're not careful on bends, this is the result!

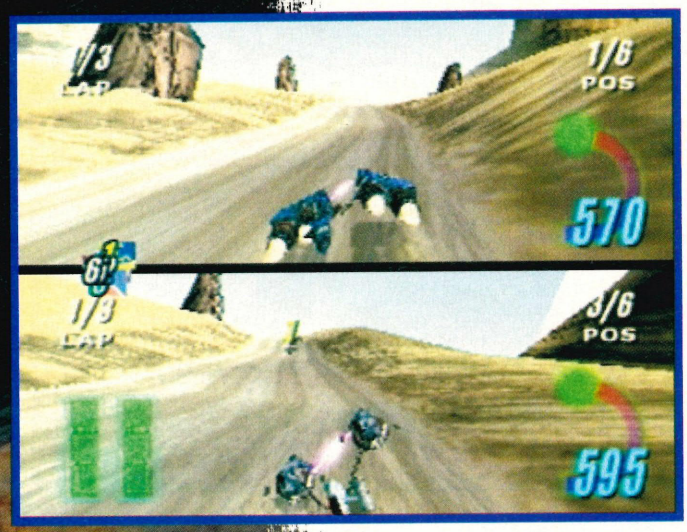


▶ Look at the smoke from that engine! They obviously don't have such a thing as an emissions test on Tatooine!





▲ This mist is one of the most impressive graphical effects. It lies on this lake and the podracer engines suck it up and spew it out when you pass through.



▲ It's Tatooine, and there's not a Jawa in sight! Good thing too, the smelly little midget droid thieves!

components has been damaged. If you crash or collide too much during a race then podracer parts can take damage. When this happens, the performance of the affected components is reduced. You might have a grade two thrust unit, for example, which gets damaged and as a result only gives you the power of a grade one unit, so you need to replace it.

Trading Standards

When you buy a new component the old one isn't just scrapped, but instead you can trade it in on the value of the new part. The cash you get for a component depends on its condition and whatever it's worth is subtracted from the cost of



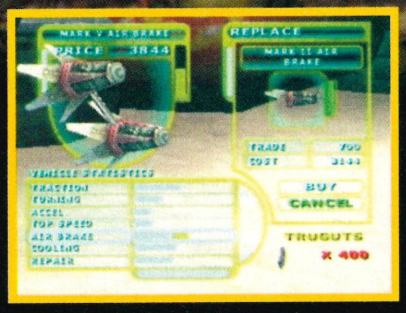
▲ This track passes through some zero-gravity tunnels and other, wider areas like this one. Watch out for that energy beam!

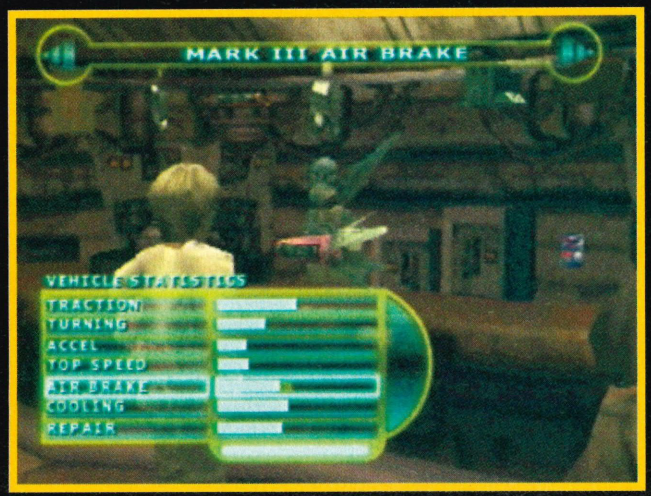


▲ I don't know! You'd think if they were going to hold a race they could at least clear out all the rocks from the tunnels first!

Watto And His Shop

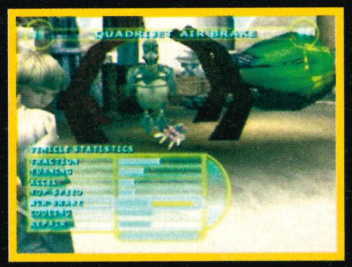
This is Watto, a Toydarian. He sounds distinctly dodgy and gets very angry if you look at a component but don't buy it. At the end of a race while you're checking the positions, he hums the cantina tune from the first *Star Wars* film – very weird! If you've damaged any parts of your podracer during a race, then it's worth visiting here.

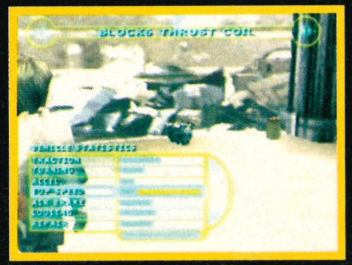




Short Of Cash?

If you can't quite afford a brand new component then this is the place to go for all your used podracer parts. Bear in mind that, like the shop, it's owned by Watto, and he'll happily sell you a useless component if he thinks he can get away with it.







▲ The second track is remarkably short. You can finish the whole race in less time than it takes to do a lap on most others!

the new one. You can also trade in more expensive components for cheaper ones and collect the monetary difference. This can come in handy at times. If, for instance, you damage an acceleration component which you really need but can't afford to get a replacement, then you can then trade another less important part in for a cheaper one and use the extra cash to buy the acceleration component you need!

Now let's say you need a replacement part but you can't quite afford it and don't want to trade in something else. You're scuppered, right? Wrong. Because the enterprising businessman Watto runs a little sideline – the junkyard. Pop in here and you find all sorts of components that have been used to some extent, but which go for somewhat less than the cost of buying them new. Obviously these parts aren't quite as good as first-hand ones, but usually they do the job.



▲ Looks a little like rain out there. Better close the sunroof and switch on the windscreen wipers. What do you mean there aren't any?



▲ Rear view is useful for checking on anyone following you, although don't use it for too long or you'll end up embedded in a wall.

It's The Pits!

Once you've kitted out your podracer and you're happy with its performance (or at least you're happy based on the amount of cash you had to spend) it's time to race. There's just one more place you need to visit first though, the pit droid sales centre. The pit droids are essential purchases, as they help fix your podracer between races. The more droids you have, the more problems can be fixed before the next race. This means that with a full complement of three droids your components should hopefully last that much longer so in the long run it'll cost you less.

As mentioned already, driving a podracer is a little different from driving your average racing machine because of the way that it's designed, and the tracks in this game are something special too. Racing takes place across eight different planets, each with their own distinct conditions. The first race in the first tournament finds you on the desert planet Tatooine, which you will recognise from the original *Star Wars* film, and this race is fairly straightforward. However, as

▶ It's the final lap! This is where the music begins and the tempo really steps up – as if things weren't fast enough already!

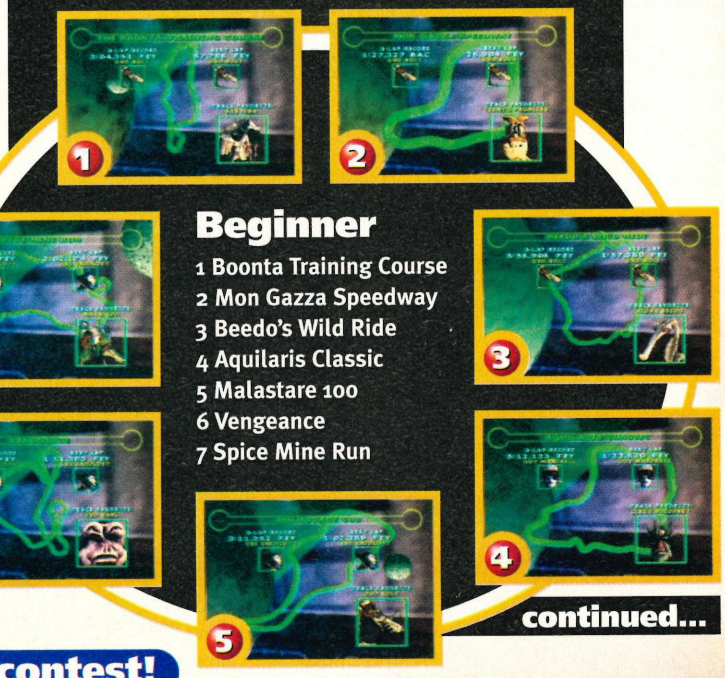


▼ These huge cogs are incredibly dangerous. Clip one of them and you usually lose an engine, at the very least.



On The Right Track...

There are three tournaments in the game, which comprise seven races each. If you manage to successfully complete a tournament you can then compete in a special invitational which only the best racers will survive!



Beginner

1 Boonta Training Course
2 Mon Gazza Speedway
3 Beedo's Wild Ride
4 Aquilaris Classic
5 Malastare 100
6 Vengeance
7 Spice Mine Run

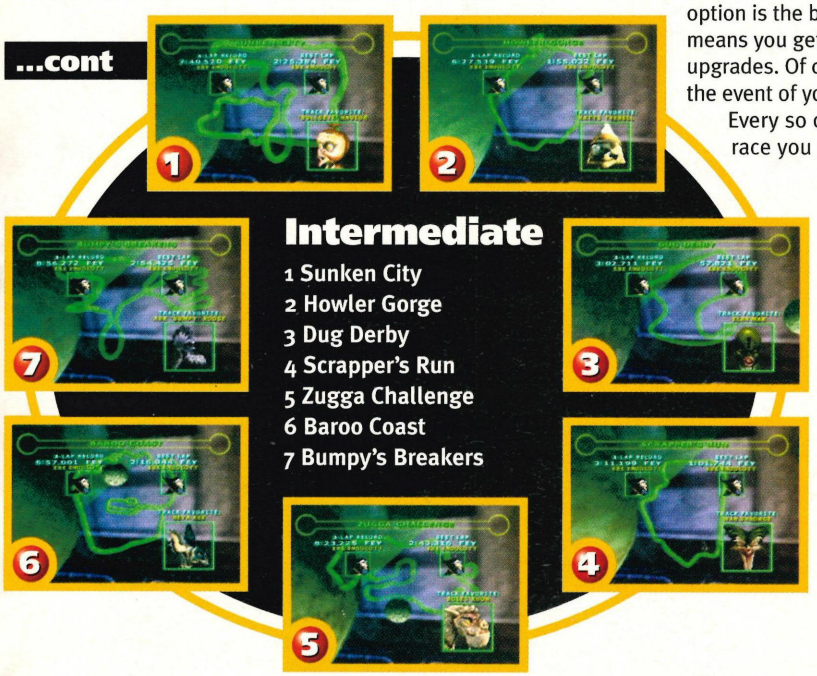
continued...

Blows all potential rivals away – no contest!



▲ For even more of a feeling of speed this view is recommended. The lower angle makes anticipating corners that much more difficult though.

...cont



Intermediate

1 Sunken City
2 Howler Gorge
3 Dug Derby
4 Scrapper's Run
5 Zugga Challenge
6 Baroo Coast
7 Bumpy's Breakers



Expert

1 Executioner
2 Sebulba's Legacy
3 Grabvine Gateway
4 Andobi Mountain Run
5 Dethro's Revenge
6 Fire Mountain Rally
7 The Boonta Classic

you progress the tracks get weirder and a lot more dangerous, with all manner of jumps, sharp turns, moving doors and a positive plethora of multiple routes, some of which can shave an awful lot of time off of a race. And the only way you can find this out which route is best is to race them all.

Gimme All The Money!

Before you race in a tournament, you get to decide how the winnings will be split. This gives you the option to allocate the money between the first few racers to finish, or to go for the winner takes all option where, to quote Abba, 'The winner takes it all'! [Oh dear – Ed] If you're confident of winning then the latter option is the best one to choose, as it means you get lots of cash to spend on upgrades. Of course, it does mean that in the event of you losing, you get nowt!

Every so often when you finish a race you get a new podracer. You know when this happens because you see a short cut-scene of your pit droids backing the new machine in. If you fancy a change you can then simply go to the 'change vehicle' option and choose the new craft to continue the tournament with.

In addition to repairing your vehicle between races, all podracers have a built-in repair function that can be used while competing. If you crash your machine against the walls or other obstacles on a track too much you can damage your engines, and this is represented by two status bars on the bottom left of the screen. If either of these status bars turn red your engine is severely damaged, and this means loss of speed and can cause your engine to catch fire. To prevent this you simply hold down the R button for a few seconds and the repair process starts. The only catch is that while repairs are taking place, your craft slows down.

Audio-wise this game is faultless. Rather than having music running through the whole race, which would quickly fade into the background, you hear nothing but sound effects for the first two laps, then when you hit the final lap the music kicks in. This has the effect of getting your adrenaline going even more and really ups the pace of the race, particularly if you're trying for the lead.

If you're after speed, this is the

▶ If your engine looks like this you're in trouble. A rapid repair is in order if you want to stay in one piece.



▼ This wooden bridge is fairly narrow and if you're not careful it's quite possible to plunge over the side into oblivion.





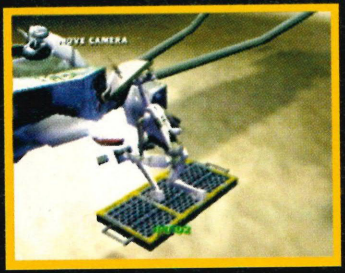
▲ Yes, Tatooine has two suns! That of course means twice as much lens flare. Fortunately, you can turn this off if it gets annoying.

I Feel The Need...

Star Wars: Episode 1 Racer is an excellent game that blows all potential rivals away – no contest. The upgrade and repair sections should ensure that it appeals to simulation enthusiasts, while the sheer speed and adrenaline of the game is going to knock everybody else out. Although the first tournament is fairly easy to complete, it soon becomes apparent that the second one is no walkover at all, and this is good as it gives you a wide range of tracks to play with at first but a lot to practice and aim for later. When you get onto the later tracks and the later vehicles the speed becomes absolutely unbelievable! As if this weren't fast enough, if you really want to you can make your craft faster during the racing by triggering boost mode – the only catch being that if you use this for too long your engines catch fire and the podracer can explode!

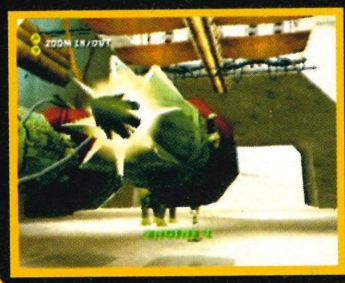
only game you need to own!

The only real criticism there can be of *Star Wars: Episode 1 Racer* is that it supports only two players rather than four. However the speed keeps up incredibly well, with a slightly more noticeable pop-up rate being the only difference between the two modes. Quite simply, this is the fastest game you're going to play on the N64 for a long while to come and anyone else who's developing a racing game had better go back to their drawing board for another look. Forget *Ridge Racer*, forget *Gran Turismo*. If you're after speed, this is the only game you need to own.



Da Pits!

If you want to check on your podracer, you can visit the pits at any time and see how the work is going. Although this doesn't actually affect the repairs (that's all dependent on how many droids you've bought) it all adds to the atmosphere.





▶ Some of the races take place at night and you're forced to watch for the lights marking the course in order to stay alive.



▲ Woah! Artoo, a stabiliser's broken loose – can you see if you can't lock it down? Artoo? Arrrtoooooooo!

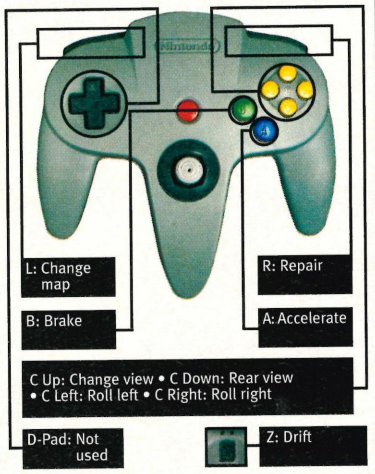
2nd opinion

Episode 1 Racer is certainly fast, but to be honest *F-Zero X* is more playable. *Racer* is a bit on the easy side, and while it's more polished than *Wipeout*, it's still not as smooth as it could be, so you spend a lot of time bouncing off walls. ANDY MCDERMOTT

Rating N N N N N

64 Magazine Bottom Line

Controls



Alternatives

F-Zero X: Nintendo (£39.99)
Reviewed: Issue 17, 90%
Wipeout 64: Midway (£44.99)
Reviewed: Issue 21, 80%

Rating

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

Overall %

90

Soundbite

Feel the need for speed? Then buy this – they don't come any faster!

Written by: Roy Kimber

Lode Runn

The most addictive puzzle game on the N64 – no contest!

Ninfo

PLAYERS

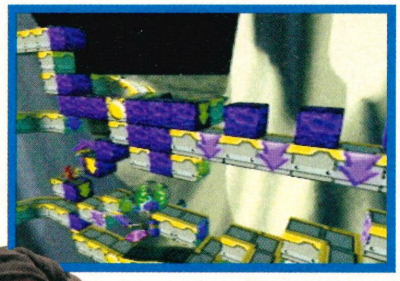
EXPANSION PAK

RUMBLE PAK

Publisher	Infogrames
Developer:	Big Bang Software
Game Type:	Arcade Puzzler
Origin:	France
Release:	Out now
Price:	£39.99

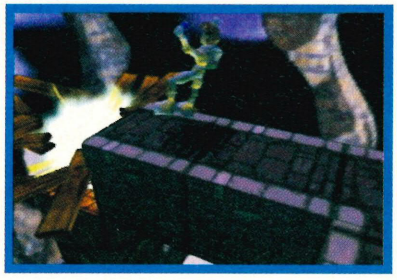
It's the future. You're a space-faring gold miner. Somebody's nicked your gold. What do you do? What do you do?

And that's the plot! Basically an unpleasant fellow called the Emperor Monk has developed the rather nasty habit of stealing your gold (habit! Get it? Monks? Habit? Oh forget it!) Rather than calling the interstellar cops and getting them to bust the thieving git, the company you work for is sending you – equipped with nothing but a puny mining laser and a pair of running shoes – to get the gold back. And to make things more difficult the gold is scattered across five different planets.



▲ Stages range in size from small to fairly large. This is one of the bigger ones from the first planet you encounter.

Lode Runner 3D is based on an old Commodore 64 game called, rather unsurprisingly, *Lode Runner*. This was a 2-D platformer with much the same plot of the new game – in other words, you controlled a small bloke who had to hunt through level after level to find blocks of gold.



▲ One of the things you need to watch for with the lode runner's gun is the recoil. If you're not careful this can knock you off of a platform.

Solid Gold

From a graphical point of view, *Lode Runner 3D* is fairly uninspiring. That's not to say that it's particularly bad – it's just nothing to write home about. The playing area is constructed primarily of 3-D blocks of various colours, and the lode runner and his enemies (the monks) are nice enough, but they won't win any awards for innovative design. So visually the game isn't stunning which might put some people off. However those people will be missing out! *Lode Runner 3D* is not a game about flashy visuals. The graphics are more than adequate for the job at hand, which is to portray the most addictive puzzle game on the N64 – very possibly the most addictive puzzler on any console – ever!

As mentioned already the gold which you have to find is spread over five different planets. Each planet has five stages and each stage contains four levels. This gives you a total of... hang on a minute, where's that calculator... carry the three... a total of 100 levels. While this might not seem many to some people, it should be emphasised that although the first world can be completed fairly quickly providing you're more intelligent than the average

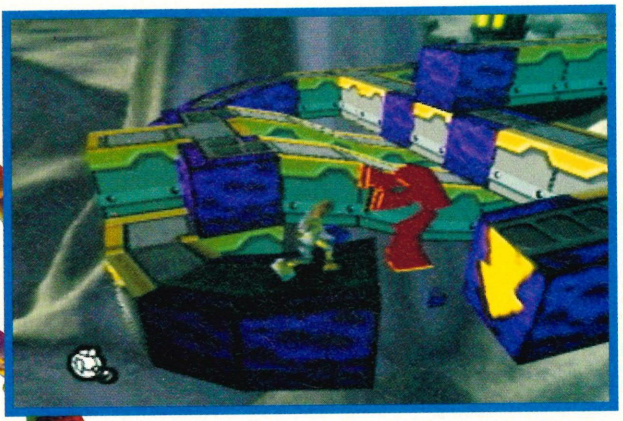
Very possibly the most addictive puzzler



▲ The gold is what you need to activate the exit portal. If you can't find it all it usually means a monk has nicked some.

er 3D





▲ Although you can trap the monks in blocks you need to remember that after a while they often climb out!



Memory Options

MEMORY:
Stores four saved games on the cart

CONTROLLER PAK:
N/A



▲ The hub section is where you access each of the planet's stages. The higher you climb, the more difficult the levels become.

lobotomised hamster on the later worlds, the difficulty level increases exponentially and it takes longer and longer to complete the each stage so you shouldn't finish this game anytime soon. Plus there are the gems which are scattered throughout the stages. Collect these and you're transported to one of several bonus levels where you get one chance to collect as many extra lives as you can. On the earlier levels the gems are relatively easy to get to but as you go farther into the game it gets a lot more difficult and on the fourth and fifth worlds the gems are often in seemingly impossible to reach locations. This means that even if you finish the game there's going to be some levels where you haven't collected the gems and

on any console – ever!

figuring out how to get these and then how to complete the bonus levels themselves should considerably increase the game's longevity.



$64,000 Question

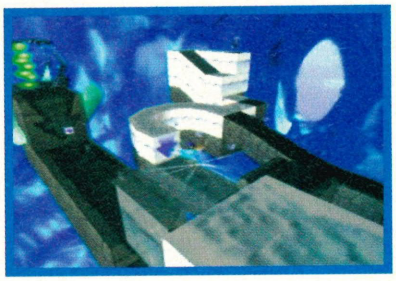
- ⊕ Five distinct environments
- ⊕ Mind-boggling puzzles
- ⊕ Well-judged learning curve
- ⊕ Incredibly addictive gameplay
- ⊕ Excellent camera (gotta be a first!)
- ⊕ Gets better the more you play it
- ⊖ Graphics not really anything to shout about
- ⊖ Replay value questionable

Lodes Of Puzzles

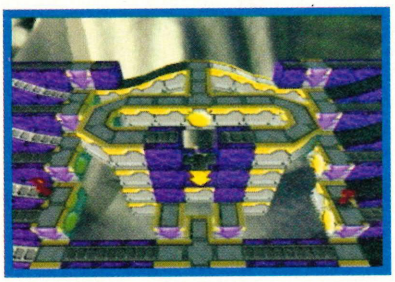
For anyone not clear on exactly what a 3-D puzzle game entails, *Lode Runner 3D* basically involves negotiating a three-dimensional 'maze'. Rather than your standard circular maze that you might expect to find in the grounds of a big country house though, the mazes in *Lode Runner 3D* are obstacle based.

It all centres around the abilities of the lode runner himself. This dashing young chap can run fairly fast and can drop any distance without getting injured. However he can only drop off the edge of platforms which have arrows pointing downwards, and although he's got a gun this can only be used to shoot a block which is set into the floor in front of him. (A bit of a design flaw there.) He can't shoot blocks which are on the same level as him or blocks which he is standing on. Oh, and he can't jump either.

This means that each level is constructed of a mixture of blocks, some of which can be destroyed and some of which can't. To aid the lode runner on his quest for cash he finds various items on each world. The first thing he encounters is the bomb. This device destroys any blocks within one square of it and can thus be used to take out blocks which can't be removed with the gun. Once used, the bomb reappears wherever it was first found and can be collected again. Some puzzles rely on you re-using the same bomb several times in succession to clear a group of blocks.

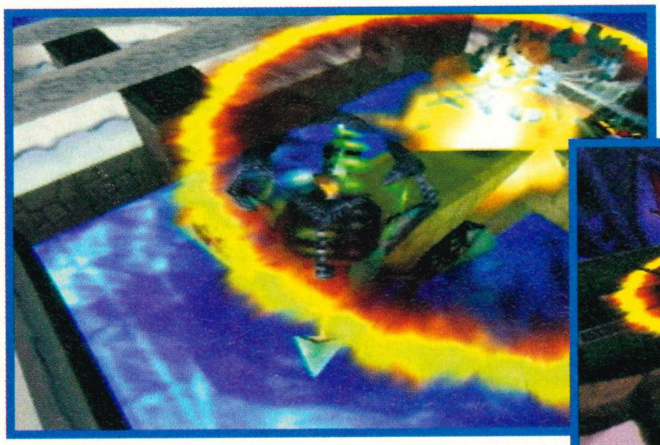


▲ On the third planet the pure white blocks go off in a chain reaction if you shoot one or explode a bomb nearby.



▲ Some of the stages – like this one on the first planet – are symmetrical. Others seem to have been designed seemingly at random!

Other elements – some of which crop up on several worlds, others which are exclusive to just one – include teleports, lifts, hovering platforms, rock-boring devices, bridge-building robots, organic bridges which swallow you if you approach them from the wrong direction, rolling boulders and a variety of blocks including wooden ones, organic ones and ones which make other blocks disappear in a chain reaction. Any block on a level which is destroyed reappears after a short time, which is both a help and a hindrance. It means that if you blow the wrong block





▲ Bombs are fairly impressive to watch. The thing to remember is not to stand too close to them or your lode runner is history!

A Different World...

Each world in the game is unique and offers you a different set of challenges.

World 1





The first world is fairly bright and breezy. The concept of lifts and bombs is first introduced and you'll encounter the monks.

World 2

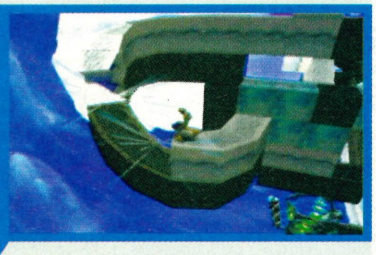




A rocky world with fiery lava jets, this planet is a fairly barren place. Rock borers provide handy help – just don't get in their way!

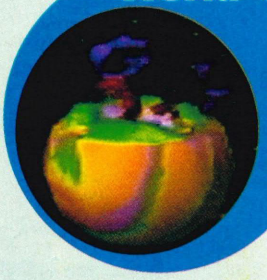
World 3

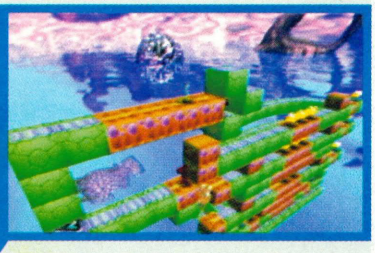




An icy, cold world, this is where you encounter the chain reaction blocks. Try to predict how best to negotiate them.

World 4





This world is populated by all sorts of organic objects, including amoebic blocks and living rock bridges with an appetite for adventurers!

World 5



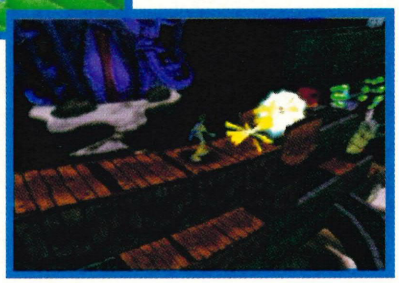


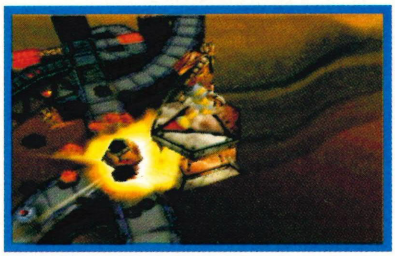
The final world, as you approach the castle of the Emperor Monk everything's made of wood and stone. Watch out for boulders!



◀ The organic blocks on planet four come in two types. Some of them require more than one shot before they can be destroyed.

▼ On the fifth planet you can activate a machine which produces boulders. These can be directed to clear a path of any blocks.





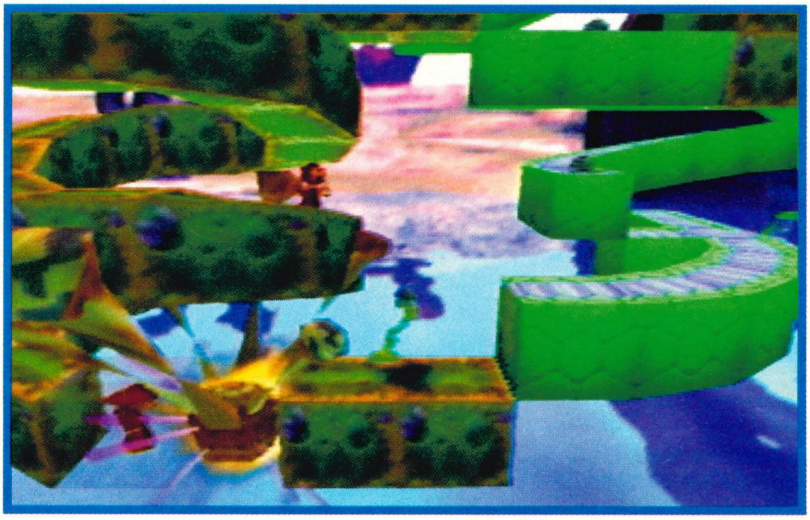
▲ Activate the rock borer and it sets off along the walkways of the level, destroying any blocks – and monks – that get in the way.

up it soon comes back but it also means that when trying to clear a group of blocks and get past them you've got a limited time in which to do it.

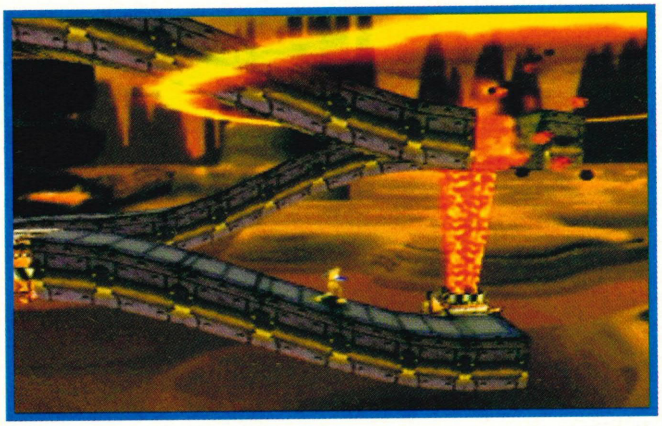
Manic Monks

In general, most levels are set up in such a way that you have plenty of time to think about each puzzle. The emphasis is on working the puzzle out rather than just being the quickest on the analogue stick. That said, as you progress through the game many of the puzzles start to rely on not just figuring out what to do, but on timing everything to the split second. You might need to drop a bomb on one block, dash up a ramp, collect the replacement bomb, drop this in the gap made by the first and drop down as the new bomb goes off to prevent getting trapped by the reappearance of the first block.

As an added problem, many levels contain monks. These slaves of the Emperor are intent on preventing our hero from recovering his gold and if you kill them they just reappear. To deal with these monks you can trap them in blocks, blast them with bombs or simply isolate them so that they can't get to you. Everything that affects you affects them too, so they can ride lifts, get killed by explosions and fall off the edge of the appropriate platforms. The only restriction they have is that they can't operate anything. So while they can follow you up on an active lift they can't actually activate it themselves and they can't pick up and drop bombs. What they do however is collect gold. If they



▲ The fourth planet contains blocks that explode with a nauseating squishing sound. You can't help feeling that they're alive!



▲ The fiery jets on the levels in planet two heat up any metal platforms which they touch and this can set off bombs.

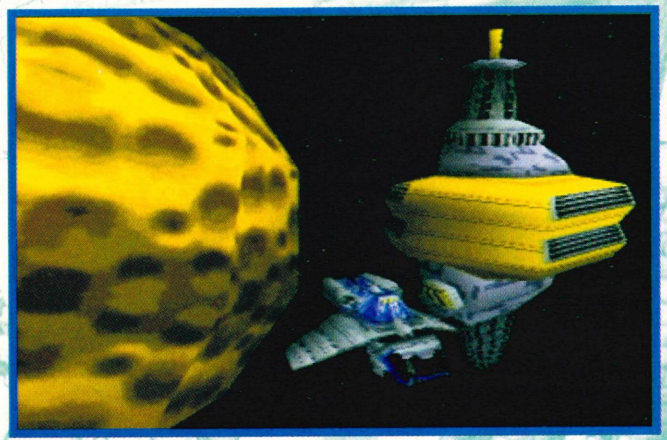
do this then you need to either kill or trap them to make them release it. Blast a block in front of them and they drop into it, leaving the gold on top. This is also a good way of bridging certain gaps as you can pass across a space with a monk trapped in it even though it's not solid.

Puzzletastic Mate!

Lode Runner 3D is a game which starts off great and just gets better and better with each successive level. Haunting music plays throughout the game creating just the right atmosphere and each new world in addition to giving you a change of scenery requires you to master a whole new style of play. The optional automatic/manual camera is perfect – an N64 first – and the only real criticism of the game is that once you've puzzled out a level it's doubtful how much fun it would be to play over again, making the replay value limited. That said though, the number of levels should be more than enough to keep you going for a long time so this isn't a major problem. Unfortunately *Lode Runner 3D* is the kind of game that you couldn't really get a feel for just playing a few levels in your local software store, as it just wouldn't do it justice. But then that's what you buy review magazines for, isn't it?



◀ When you take a lift it's a good idea to make sure that there's an exit at the top. You need to watch out for monks following you up, too.



▲ Each time you change planets you are shown a fairly unimpressive cut-sequence of the lode runner's ship in flight. Luckily it can be skipped.

Tourist Information

Each planet has a console on the hub level which gives you access to information on the local environments, hazards and objects.





2nd opinion

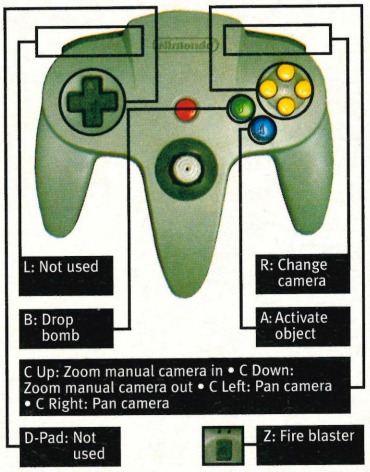
If you liked games like *Lemmings* then you'll like this. The problem is that once you've completed a level, there's no incentive to play it again. It's not a looker, either. Fans of tough puzzles should apply here, but expect much frustration before it's completed. ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

Bust-A-Move 3DX: Acclaim (£39.99)
Reviewed: Issue 22, 90%
Wetrix: Ocean (£39.99)
Reviewed: Issue 16, 86%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

82

Soundbite

One of the best puzzle games on the N64!

starts off great and just gets better and better!

Written by: Roy Kimber

Castlevania

If this is a PAL game then where are the borders?

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Konami
Developer:	Konami
Game Type:	Adventure
First Reviewed:	Issue 24
Release:	Out now
Price:	£39.99

It must have been a nightmare in the 19th Century. As if the total lack of computers, televisions, effective medicine and fluffy toilet-seat covers wasn't enough, anyone unfortunate enough to live in that time also had to put up with all manner of strange monsters and demonic creatures. Well, that's if Hollywood can be believed.

Take Transylvania for example. Centre of Europe, loads of attractive real estate, should be a wonderful place to live – apart from the blood-sucking vampires. At the time of our story the people of Transylvania have been enjoying a good few years blissfully vampire-free, but of course it's all about to change. The most famous vampire in history has returned to his old haunts and the spooky-looking gothic castle on the edge of town now has lights burning in the windows and some nice new curtains – Dracula, the evil count himself, has returned.

Now there are those who feel that vampires are misunderstood. There are even those who are so pro-vampire that they dress up in black, paint their faces white, sharpen their canines and go around telling everyone that they're going to live forever. These kind of people would probably just embarrass a real vampire if he ever ran into them. There are those however, who recognise vampires for the menace that they are and two of these individuals have come to find and defeat Dracula, once and for all!



▲ I'll just open this big door... ah. Er, sorry to bother you. Don't get up, I must go – think I left the gas on at home!



▲ Er... nice doggie! Good boy! Now just stay there and don't do anything silly... like ripping my arm off or anything...

Bloodsuckers

The vampire-hunters in question are Reinhardt Schneider and Carrie Fernandez. Each of them has different abilities and they have one thing in common – they both hate vampires.

At the beginning of the game you select which character you want to use and this choice affects which path you take through the game. This is because while a lot of the game remains the same at various key points, the plot branches depending on which character you're playing with. As a result, even if you finish the game once there'll still be



Memory Options

MEMORY: N/A

CONTROLLER PAK: Four save slots



▲ While Reinhardt has a mighty whip and a sharp sword, Carrie gets two round things like they use to land planes – that's fair!



▲ He's naked! He's not wearing anything at all! Not even skin! Naked as the day he was buried.

The camera angle can be annoying, to say the least...



▲ It's Dracula's castle! Now that is one scary building! Just looking at it makes you want to run home and cower under the bed.



▲ This tiger-striped fellow bears a startling resemblance to the character Tigerman in 'classic' sci-fi series *Buck Rogers*.



▲ These bats are a pain. They usually attack you from just off-camera and have a habit of appearing when you're on a tricky ledge.

sections of it which you haven't seen thus giving you the incentive to play through again. There are also two different endings for each character.

Castlevania is a third-person 3-D game which means, for those who don't already know, that you view your character from behind most of the time (a la *Tomb Raider*). You can also look through your character's eyes to get a better view of your surroundings, and the camera angles also change when you encounter a boss. When this happens the camera moves so that it keeps both you and the boss in view.

Anyone For Stake?

While we're on the subject of the camera, it hasn't really changed from the import version. While it's not awful, it's certainly not the best camera in the world, floating around as it does and changing direction to give you what presumably the game designers thought was the best view of the action. Although the boss cam is a good idea at other times the camera angle can be annoying to say the least. Basically, much of *Castlevania* involves 3-D jumping where a small mistake can lead to your character's demise and often the camera moves into a position which, frankly, just isn't helpful at all.

Camera problems aside though, the rest of the game is very atmospheric. Right from the off you're in the thick of the action, with the first boss appearing soon after you start. As you progress further you encounter various puzzles, some of which take a while to figure out and at almost every turn there seems to be some new monster waiting to take a chunk out of you.

At various points in the game Dracula himself pops up to taunt you and before you reach him you have to wade through myriad minor vampires. If you get bitten by a vampire in a fight you



PAL Performance

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

Borders: No – count 'em, *no* – borders!

Speed: If anything it's faster!

Hidden Treasure

Throughout each level you find these burning torches. Smash them open and you uncover a hidden item. Usually this is just a run-of-the-mill jewel but occasionally you find something a bit more valuable.





▼ Come on then, you ugly vampire mutha! Turn *me* into a creature of the night will you?





▲ One way of dealing with the skeletons is to slide into them at a run. This is an effective way of taking out several at once.



Now this is one nice house! Look at the beautiful decorations on the wall and the exquisite architecture... let's trash it!



▲ Is this guy ugly or what? I thought vampires were supposed to be hypnotically attractive? No wonder the cloaked wasters all go around at night!





▲ I've heard of dogs having bad breath, but this is ridiculous! Ah, hot, hot! Time to exit I think, what we need to find is a nice, cool, shower... ah, that's better!

become infected and your character's abilities become more limited. Reinhardt, for example, can't use his whip – perhaps vampires don't like leather or something?



Although Carrie's weapons become a lot more deadly once powered up, at first they're weedy – not what you need in this situation!

Suck On This!

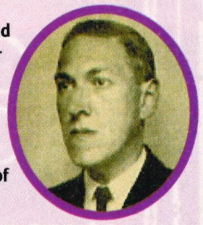
Saving the game is done via fixed position crystals ,which stops the game becoming too easy. Plus, in a rather original feature, if you play the game on the easy difficulty setting you can't rush through and finish the whole thing too quickly because the game won't let you play past the fifth level.

In what must be a first for a PAL conversion *Castlevania* doesn't have any borders at all – aside from the cut-scenes where small borders top and bottom are there to indicate that it *is* a cut- scene – and the game seems to suffer from no loss of speed or even the usual PAL blurriness. Now that Konami have proven to everyone that full-screen PAL conversion is possible, nobody has any excuse for any more huge borders on UK games!

In summation, *Castlevania* is an exciting 3-D adventure game which is by no means easy to finish. While the camera angles can be a pain the gameplay and atmosphere more than makes up for this minor annoyance and adventure fans should be extremely happy with it. Invite a *Castlevania* vampire into your home today!

HP Source

Castlevania opens with a book – the legendary Necronomicon, reputedly written in blood and bound in human skin. The Necronomicon has been a major plot element in many stories and movies and many people believe that it's actually real, written long ago by a mad sorcerer called Abdul Alhazred.



The more down to earth theory behind the Necronomicon however is that it was the creation of horror writer H P Lovecraft who devised it to add more substance to many of his stories. Lovecraft mentions the Necronomicon in many letters to friends and correspondents: "...I read the Arabian Nights at the age of five. In those days I used to dress up in a turban, a burnt-cork beard on my face, and call myself by the synthetic name (Allah only knows where I got it!) of Abdul Alhazred – which I later revived, in memory of old times, to confer on the hypothetical author of the hypothetical Necronomicon!"

The Necronomicon made its first appearance in a Lovecraft story called *The Hound* where it was also referred to as *The Book of Dead Names*. This is usually shortened in modern fiction to *The Book of the Dead* and if you translate direct from the Latin Necronomicon actually means *The Book of Dead Laws*.



One reason there's probably so much confusion about the reality/fiction of the Necronomicon is that in the Seventies many fake versions of it appeared each one claiming to be a translation of the real thing.

Of course, it *might* be that the Necronomicon was real and that H P Lovecraft was a practitioner of the Black Arts who mentioned the Necronomicon in his stories specifically for the purpose of misleading people into believing it was a fictional tome and thus diverting attention from the more sinister truth...

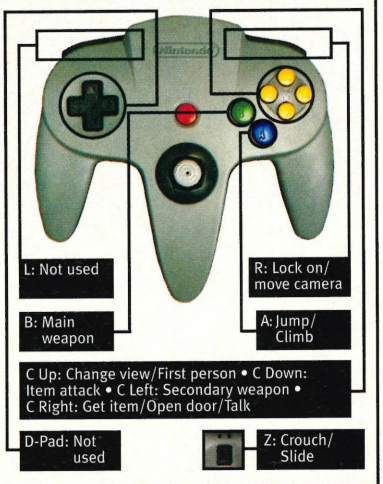
2nd opinion

Castlevania is one of those games you grow to love. Okay, so the 3-D restyling takes a bit of getting used to but that's only to be expected. Old-school fans will hate this new version at first, but the more you play, the better it gets. Trust me – this one's tasty. MARTIN MATHERS

Rating

64 Magazine Bottom Line

Controls



Alternatives

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

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

85

Soundbite

A hauntingly atmospheric 3-D action adventure.

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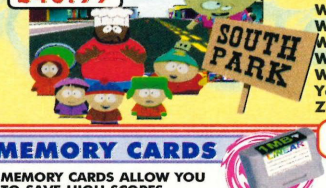


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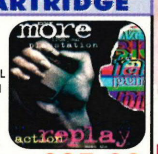
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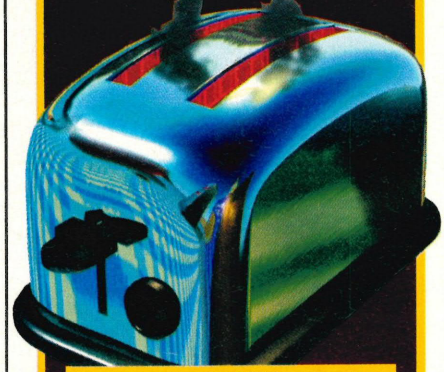
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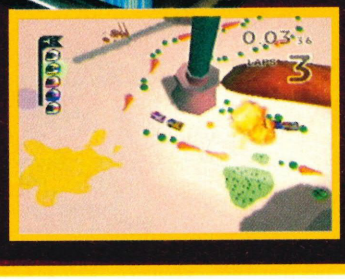
Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine 64 Solutions contains a regularly updated archive of top tips. Alternatively, you can go online and browse the online database of cheats at http://www.totalgames.net

PLAYERS' GUIDE

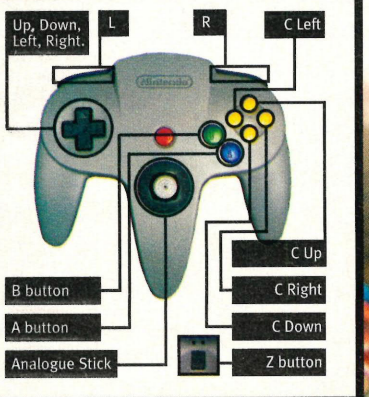
Micro Machines 64 Turbo

76 Small cars, big game! If you want to get ahead, look no further!





Pad at a glance



STAR WARS: EPISODE 1 RACER

Our big game of the month cheats-wise is the new podracing 'sim' from LucasArts. Barely is it out on the streets than the codes start appearing. Who needs the Force when you've got Cheat Central?

Invincibility

Select Tournament mode and select an empty save position. Hold Z and enter RRJABBA, using L to select each character, then select 'End'. Begin a race on any track, pause the game and press Left, Down, Right, Up. You can now access invincibility from the new cheat menu.



Mirror Mode

Select Tournament mode and select an empty save position. Hold Z and enter RRTHEBEAST, using L to select each character, then select 'End'. Begin a race on any track, pause the game and press Left, Down, Right, Up. The mirrored tracks option is now available on the cheat menu.

Debug Menu

Select Tournament mode and select an empty save position. Hold Z and enter RRDEBUG using L to select each character then select 'End'. Begin a race on any track, pause the game and press Left, Down, Right, Up. The debug option can now be accessed from the cheat menu.





Dual Control Option

Select Tournament mode and select an empty save position. Hold Z and enter RRDUAL using L to select each character then select 'End'.

Bonus Pilot



Select Tournament mode and select an empty save position. Hold Z and enter RRJINNRE using L to select each character then select 'End'. This character can only be accessed when you've unlocked the later tracks and replaces one that you already have.

Taunt Opponent

Select Tournament mode, hold Z and press A to begin a race. A cut-scene featuring your character taunting their opponent appears. Press R twice during the race for more taunting fun.

Quick Start

Press A as the final '321' character disappears for a turbo start.

KEN GRIFFEY JR'S SLUGFEST

Yet another (will they ever stop) baseball game! This cheat is for those of you who fancy themselves as budding Babe Ruths.

Home Run

When Ken Griffey Jr himself is in the batter's box and before a pitch is made quickly press Left, Left, Right, Right, Right, Left, Left, A.

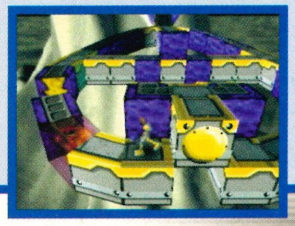
Griffey should now point to the outfield with his bat. Now just make contact with the ball to hit a home run.

LODE RUNNER 3-D

Easily the best puzzle game on the N64 to date, but if it's too much for you and you get stuck on a puzzle then you might find the following cheat useful.

Access All Levels

During a game press Start to pause and then hold down Z. Without releasing Z press R, B, A, B, A, C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right. If you've done this correctly, a sound should confirm entry and a new option should appear. Select that option to access any level.







BEETLE ADVENTURE RACING

This issue of Cheat Central is a bit of a beetle-fest because we're uncovering all 18 locations for the daisy crates in EA's hit *Beetle Adventure Racing*! Each box you collect grants you one cheat either for the one player or the Beetle Battle game. There are three on each track, starting with...



Coventry Cove

The first daisy crate is in a small yard just after you jump the level crossing. Slam on your brakes and look for the gap in the wall on the left to get to it.



The second crate is by the barn at the top of the big hill. As you approach the barn you can see two haystacks. Drive through the one on the left to get your next cheat.



The final crate on this level is on the miniature recreation of Stonehenge. Jump onto the island and look behind the stones on the left to find it.



Mount Mayhem

To get the first daisy crate on this course, take the high route on the right as if you are heading towards the ski-jump, then aim left as you launch from the edge of the path so you land on a ledge on the far left. The crate is partly buried in the snow on this ledge.



The second and third crates are on two different routes so get them on different laps. After passing through the crystal cave as you're heading for the large cave, instead of taking the entrance ahead of you go up the side between the trees so that you take off, fly across the top part of the large cave and land on the ledge on the other side. Then take the right branch of the path and follow it until you cross a bridge, to the left of which is the crate.

For the third crate drop into the large cave and follow the road through it. When you come to three arrows marking a left turn, look behind them by a tree to find the third box.



Inferno Isle

Shortly after the start of the race, just after you leave the beach you should see a dirt road leading off to the right almost concealed by foliage. Take this path until you come to small house in a swamp. Jump onto the platform the house is standing on (which destroys the house) and look to the right for the crate.



The second crate is in the town. The easiest way to get it is to go down the sloping road to the first turn which goes right, then as you pass under the arch after the turn aim to the right. If you've got enough speed your car should take off and land on a flat roof. Look behind you for the daisy crate.





The final crate can only be collected on the last lap because it's at the top of the volcano. Follow the track up to the top and look out for the last hut on the right before the finish line. Smash through this hut to collect the crate.

Sunset Sands



At the very beginning of the race drive up the second slope on the right and you should find the box somewhere near the top of it.

The next crate is in a slightly more obscure location. Follow the road until you come to the first of the man-made rock pillars and turn right onto a track which cuts through the dues. Keep following this path over two jumps into a stone courtyard where you should see a third ramp ahead of you leading up. Don't take the ramp, instead turn right and look in the far corner of the courtyard for the crate.



The third crate is in the town which you come to just past the boarded up tunnel entrance. Take the first right as you enter the town, then go straight across at the crossroads and the daisy crate is hidden behind two wooden boxes under a wooden awning on the right.



Metro Madness

Follow the route until you come to some petrol pumps on your right with a large barrier pointing to the right ahead of you. Go straight on past the barrier, then immediately left and crash through some glass doors to arrive in a train station. Drive slowly onto the tracks and head right to find the crate by a wall. If you follow the arrows from the gas pumps, you go up a large hill and down another one, then turn left.





As you drive along this section, watch for the stairs on the left. Drive up these to jump onto the Roman palace and follow the roof around to the right. When you leap from the roof, aim to the right to drop onto another lower roof, then go right and then left and follow the wall of the building left until you reach the next crate.

Near the end of the lap you come to a loading dock on both sides of the road. Take the slope on the right up to the covered bridge which crosses the road and inside is the last crate for this track.



Wicked Woods

Follow the track to the Cathedral and after you pass through it turn immediately left and look down the side of the building for the crate.



The second crate on this course is probably the most difficult one to get in the whole game. Pass through the town and take the path which forks off to the left and leads you to a jump. The crate is high in the air above a bank across from here, but you need to get your speed right in order to hit it. Top speed is too fast, so you just need to keep experimenting until you hit it. The best thing to do is to try and collect lots of continues on the early tracks to give you as many chances as possible.



The final daisy crate of the game is in the haunted house. Take the gates through the graveyard up to the house and go up the staircase on the right to find the crate on the landing at the top.



CHARLIE BLAST'S TERRITORY

A game that's not even out yet – anywhere in the world, as far as we know – and we've already got some cheats for it!

Level Passwords

Key:

H - Hearts	A - Ace
C - Clubs	J - Jack
S - Spades	Q - Queen
D - Diamonds	K - King

Level 2:	4C, 5H, 10C, QC, QC
Level 3:	4C, 5H, 10S, 9C, 4C
Level 4:	AC, 7D, 6H, 6S, 2H
Level 5:	6H, 2H, AS, 5H, 8H
Level 6:	9D, 10D, JD, JH, QH
Level 7:	9D, 10H, 10H, 7D, 5H
Level 8:	AC, 7D, 8D, 5C, 8H
Level 9:	6D, 4H, 9H, 6H, QC
Level 10:	7D, 10H, AH, 9S, 6H
Level 11:	7D, 4S, 9D, 7H, QH
Level 12:	6D, 4D, 9C, 8C, 4C
Level 13:	5C, 9C, JH, 6C, 4C
Level 14:	2H, 3D, 9D, 3D, 2C
Level 15:	4C, 5H, QS, 4C, 8C
Level 16:	6D, JS, 2H, AD, 6H
Level 17:	6H, 2H, QC, 7S, 3H
Level 18:	6C, KH, 10H, AC, 3S

RAMPAGE 2: UNIVERSAL TOUR

Love it or loath it [very definitely loath it – Ed], *Rampage* is here to stay! If you can't cope with playing all the way through to unlock the secret characters, try these instead...

Unlock Secret Monsters

Big Al the Cyclops

On the password screen enter the code B1G4L.

Green Cyclops

On the password screen enter the code NoT3T.



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64 MAGAZINE score zone

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

● Another ScoreZone, another pinboard (hurrah!) We'd really like to run one of these every issue, but for that we need more photographs of you lot. So come on, don't be shy, let's have those Polaroid portraits – the wackier the better.

The Ultimate Player Award this issue goes to nine-year-old **Stacy Needham** from **Bicester** who's been slaving away on *Diddy Kong Racing* to get the top times on Greenwood Village, Snowball Valley and Star City. Well done Stacy, a joypad and memory card is on its way to you right now.

ENTER THE ZONE!

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

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

64 MAGAZINE PINBOARD



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

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
00:53 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:58 Paul Nicholls, Coventry
02:19 John Brennan, Bicester

RENDEZOUS ON BARKHESH
05:19 Richard Dunn, New Leake

THE SEARCH FOR THE NONNAH
03:31 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
01:50 Ben Webster, Millbridge
02:45 John Brennan, Bicester

THE LIBERATION OF GERRARD V
04:05 Richard Dunn, New Leake

IMPERIAL CONSTRUCTION YARDS
02:46 John Brennan, Bicester

ASSAULT ON KILE II
02:44 Richard Dunn, New Leake

RESCUE ON KESSEL
0:25 Richard Dunn, New Leake
0:37 Paul Nicholls, Coventry
0:54 John Brennan, Bicester

PRISONS OF KESSEL
09:04 Richard Dunn, New Leake

BATTLE ABOVE TALORAAN
02:02 Danny 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
03:04 Richard Dunn, New Leake

BATTLE OF HOTH
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN
01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge

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

Snowboard Kids

Rookie Mountain
0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 Chris Dawson, New South Wales
0:26:63 Kenneth Dundas, Arbroath
0:27:23 Jay Scott, Fort William

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
1:31:20 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath

Grass Valley
1:41:63 Kevin Seeney, Bury St Edmunds
1:42:26 Rob Pierce, Salisbury
1:43:43 Chris Dawson, New South Wales
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands

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
1:37:33 Chris Dawson, New South Wales

Quicksand Valley
01:34:30 Kevin Seeney, Bury St Edmunds
01:36:66 Chris Dawson, New South Wales
01:37:10 Rob Pierce, Salisbury
01:37:40 John Lambregts, The Netherlands
01:37:83 Kenneth Dundas, Arbroath

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
2780 Mike Hutton, Kingswear
2704 Mike Brear, Wirral

Starfox/Lylat Wars

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

Corneria
282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

Meteo
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
302 kills Gavin Brennan, Claremorris
190 kills Greg Smith, Wamberal

Sector X
246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
161 kills Gavin Brennan, Claremorris

Katina
217 kills Kevin Seeney, Bury St Edmunds
214 kills David Ryan, Dublin
192 kills Gavin Brennan, Claremorris
167 kills Greg Smith, Wamberal

Sector Y
187 kills David Ryan, Dublin
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

Sector Z
85 kills Greg Smith, Wamberal

Venom 2
232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds
227 kills David Ryan, Dublin

Area 6
374 kills Mark Nicol, Western Australia

Star Wars: Episode One Racer Challenge!

Our Scorezone Challenge for this issue is to unlock and come first on all four invitational races in the stupendously fast Star Wars podracing game. This is a bit of a toughy, but we're sure that you're up to the task. Remember young Jedi that the Force will be with you... always.

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

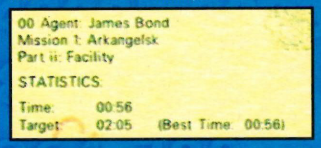
Southern Island
1:17:721 Gavin Deadman, Biggin Hill
1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:25:820 Charles Nuttall, Oldham
1:31:904 Ruaidhri Dunn, Enfield

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

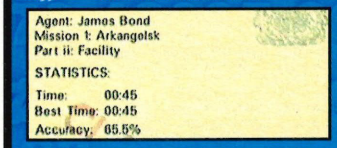
GoldenEye

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
0:45 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, New Leake
1:10 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth
1:12 Antonio Debs, Tripoli
1:13 Neil Friedman, Whitefield

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

Launch Silo
1:12 Richard Dunn, New Leake
1:26 Michael Williams, Exeter
1:26 Sam Doyle, Glossop
1:27 Matthys ten Ham, The Netherlands
1:27 Andrew Joules, Weston-Super-Mare

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 Danny 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, New Leake
0:29 Richard Dunn, New Leake
0:31 Michael Williams, Exeter
0:31 Andrew Joules, Weston-Super-Mare
0:32 Matthew Stevenson, Bournemouth

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

Military Archives
0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands
0:21 Michael Williams, Exeter
0:21 Sam Doyle, Glossop

Streets
1:14 Danny Dunn, New Leake
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Joules, Weston-Super-Mare
1:18 Jon Quarrie, Stapleford
1:18 Antonio Debs, Tripoli

Depot
0:24 Richard Dunn, New Leake
0:30 Sam Doyle, Glossop
0:30 Jon Burrows, Queensland
0:31 Michael Williams, Exeter
0:31 Richard Lovelock, Newbury

Train
1:32 Richard Dunn, New Leake
1:34 Sam Doyle, Glossop
1:37 David Hetherington, Coventry
1:38 Andrew Joules, Weston-Super-Mare
1:40 Jon Quarrie, Stapleford

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
3:52 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, New Leake
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
0:53 Jon Burrows, Queensland
0:52 Matthys ten Ham, The Netherlands
0:54 Sam Doyle, Glossop

Aztec Complex
2:07 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

F-Zero X

Mute City
1:14:764 Richard Dunn, New Leake
1:18:608 John Brennan, Bicester
1:25:393 Kevin Seeney, Bury St Edmunds
1:27:885 Jeffrey Van Der Aa, The Netherlands
1:28:649 Jon Quarrie, Stapleford

Silence
1:05:357 Richard Dunn, New Leake
1:12:263 James Eyre, Donington Le Heath
1:12:483 John Brennan, Bicester
1:13:401 Kevin Seeney, Bury St Edmunds
1:14:432 Jeffrey Van Der Aa, The Netherlands

Sand Ocean
1:04:106 Richard Dunn, New Leake
1:08:518 John Brennan, Bicester
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:21:813 Valter Lindgren, Sweden
1:22:231 Jon Quarrie, Stapleford

Devil's Forest
1:12:321 Richard Dunn, New Leake
1:18:305 John Brennan, Bicester
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:30:428 Valter Lindgren, Sweden
1:30:556 James Eyre, Donington Le Heath

Big Blue
1:22:983 Richard Dunn, New Leake
1:29:318 John Brennan, Bicester
1:43:057 Valter Lindgren, Sweden
1:43:191 Jeffrey Van Der Aa, The Netherlands
1:47:005 Jon Quarrie, Stapleford

Port Town
1:26:553 Richard Dunn, New Leake
1:27:346 John Brennan, Bicester
1:37:298 Valter Lindgren, Sweden
1:44:145 Andy Colden, Cambridge
1:45:253 James Eyre, Donington Le Heath

Sector Alpha
1:11:875 Richard Dunn, New Leake
1:15:561 John Brennan, Bicester
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:27:483 James Eyre, Donington Le Heath
1:28:118 Jon Quarrie, Stapleford

Red Canyon
1:13:313 Richard Dunn, New Leake
1:18:100 John Brennan, Bicester
1:19:755 Neil Friedman, Whitefield
1:21:820 Valter Lindgren, Sweden
1:28:724 Jeffrey Van Der Aa, The Netherlands

Devil's Forest 2
1:15:319 Richard Dunn, New Leake
1:19:348 John Brennan, Bicester
1:28:558 Valter Lindgren, Sweden
1:30:729 Jon Quarrie, Stapleford
1:32:278 James Eyre, Donington Le Heath

Mute City 2
1:06:274 Richard Dunn, New Leake
1:15:398 John Brennan, Bicester
1:21:892 Jeffrey Van Der Aa, The Netherlands
1:23:912 Valter Lindgren, Sweden
1:24:677 Jon Quarrie, Stapleford

Big Blue 2
1:03:132 Richard Dunn, New Leake
1:07:047 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
1:32:414 John Brennan, Bicester
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:47:591 Jon Quarrie, Stapleford
1:48:374 Valter Lindgren, Sweden

Fire Field
1:12:820 Richard Dunn, New Leake
1:18:032 John Brennan, Bicester
1:25:173 Valter Lindgren, Sweden
1:26:497 Neil Friedman, Whitefield
1:30:000 Jeffrey Van Der Aa, The Netherlands

Silence 2
1:29:615 Richard Dunn, New Leake
1:35:995 John Brennan, Bicester
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:48:993 Valter Lindgren, Sweden
1:50:559 Charles Nuttall, Oldham

Sector Beta
1:31:773 Richard Dunn, New Leake
1:39:107 John Brennan, Bicester
1:52:794 Valter Lindgren, Sweden
1:54:929 Jeffrey Van Der Aa, The Netherlands
2:02:265 Charles Nuttall, Oldham

Red Canyon 2
1:26:876 Richard Dunn, New Leake
1:36:998 John Brennan, Bicester
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:49:232 James Eyre, Donington Le Heath
1:54:124 Valter Lindgren, Sweden

White Land 2
1:07:148 Richard Dunn, New Leake
1:12:474 John Brennan, Bicester
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:20:368 Valter Lindgren, Sweden
1:22:041 Jon Quarrie, Stapleford

Mute City 3
1:28:805 Richard Dunn, New Leake
1:43:646 John Brennan, Bicester
1:50:252 Neil Friedman, Whitefield
1:50:495 Jeffrey Van Der Aa, The Netherlands
1:54:993 Valter Lindgren, Sweden

Rainbow Road
1:57:525 Richard Dunn, New Leake
2:05:518 John Brennan, Bicester
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:30:515 Valter Lindgren, Sweden
2:32:724 Charles Nuttall, Oldham

Devil's Forest 3
1:14:348 Richard Dunn, New Leake
1:20:437 John Brennan, Bicester
1:24:273 James Eyre, Donington Le Heath
1:25:460 Jeffrey Van Der Aa, The Netherlands
1:31:701 Valter Lindgren, Sweden

Space Plant
1:48:750 Richard Dunn, New Leake
1:57:356 John Brennan, Bicester
2:12:010 Valter Lindgren, Sweden
2:13:827 Jeffrey Van Der Aa, The Netherlands
2:19:347 Charles Nuttall, Oldham

Sand Ocean 2
1:31:967 Richard Dunn, New Leake
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:47:280 Valter Lindgren, Sweden

Port Town 2
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
1:54:904 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
2:17:050 John Brennan, Bicester
2:33:121 Neil Friedman, Whitefield
2:37:497 Valter Lindgren, Sweden
2:40:272 Jeffrey Van Der Aa, The Netherlands

Death Race Mode
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:58:20 Nick Newton, Roath
1:01:710 Andy Colden, Cambridge



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
14503280 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

1080° Snowboarding

Half Pipe Trick Attack
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn
85058 James Morris, Wolverhampton
81496 Danny Dunn, New Leake

Crystal Lake Trick Attack
90417 Ryan Stevenson, Aberystwyth
71672 Danny 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 Danny 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 Danny Dunn, New Leake
59078 Alan Dundas, Arbroath
49156 Chris Johnson, Sutton Coldfield
46918 Kevin Seeney, Bury St Edmunds



Mountain Village Trick Attack
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leak
77354 Kevin Seeney, Bury St Edmunds
56577 Philip Ho, Arbroath

Deadly Fall Trick Attack
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
81931 Danny Dunn, New Leake
63368 Kevin Seeney, Bury St Edmunds
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 Danny Dunn, New Leake

Crystal Lake Race
1:02:73 Danny 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
1:27:21 Danny Dunn, New Leake
1:28:57 Jan-Erik Spangberg, Sweden
1:28:73 Ryan Stevenson, Aberystwyth
1:28:96 Chris Johnson, Sutton Coldfield
1:29:52 Caleb Barnes, Yeovil

Golden Forest Race
1:19:82 Danny Dunn, New Leake
1:20:12 Jan-Erik Spangberg, Sweden
1:22:10 Chris Atkins, Walkington
1:22:89 Caleb Barnes, Yeovil
1:23:75 Chris Johnson, Sutton Coldfield

Dragon Cave Race
1:25:76 Danny 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
1:30:15 Danny Dunn, New Leake
1:30:51 Adam Charlton, Huntingdon
1:31:14 Chris Atkins, Walkington
1:31:64 Jan-Erik Spangberg, Sweden
1:32:43 Billy Smith, Offord

Deadly Fall Race
1:08:21 Danny Dunn, New Leake
1:09:63 Chris Johnson, Sutton Coldfield
1:09:69 Caleb Barnes, Yeovil
1:09:76 Ryan Stevenson, Aberystwyth
1:10:22 Chris Atkins, Walkington

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

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

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

Mario Kart 64

Luigi Raceway
00:49:64 Richard Dunn, New Leake
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

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, New Leake
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
01:04:37 Aaron Norris, Western Australia

Wario Stadium
00:21:22 Richard Dunn, Boston
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake
00:23:14 Stacy Needham, Bicester
00:23:52 Neil Friedman, Whitefield

Choco Mountain
01:00:56 Richard Dunn, New Leake
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, New Leake

Royal Raceway
01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, New Leake
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
02:07:94 John Brennan, Bicester
02:09:38 Danny Dunn, New Leake

Yoshi Valley
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
01:13:36 Matthys ten Ham, The Netherlands
01:25:19 Stacy Needham, Bicester
01:32:73 Rob Pierce, Salisbury

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, New Leake

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
00:29:03 Aaron Norris, Western Australia
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, Boston
00:56:32 Kevin Seeney, Bury St Edmunds

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, New Leake
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
0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

Map 3: The Necropolis
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

Map 4: Gloom Keep
0:37 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
1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

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
1:48 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stocksbridge

Map 11: The Dismal Oubliette
1:53 John Brennan, Bicester
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
0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stocksbridge

Map 14: The Vaults Of Zin
0:54 John Brennan, Bicester
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
2:53 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, New Leake
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
1:21:75 Stacy Needham, Bicester
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
00:55:66 Stacy Needham, Bicester
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, New Leake
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, New Leake
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
01:44:66 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

Star City
01:28:15 Stacy Needham, Bicester
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

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

Ant Land
09:27 Robert Gallagher, Southampton

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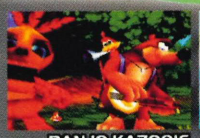
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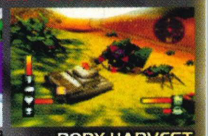

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Written by: Martin Mathers

Micro Machi

Race round the remains of last night's curry as we guide you through the bizarre tracks of this top miniature racer!

Tips and Cheats

There are loads of different cheats to use if you're finding things a bit hard. Pause the game and enter the code (a beep will confirm success) then continue racing as normal. Each code only lasts for the current race though so you need to enter it again if you want to use it more than once.

Behind Car View
Left, Right, C Left, C Right, Left, Right, C Left, C Right. This code puts the camera right up behind your car, giving you a closer look at your surroundings and making it virtually impossible to see where you're going! One for the experts.

Big Bounces
C Left, Right, Right, Down, Up, Down, Left, Down, Down. Use this code to enhance your leaping power and every time you press the jump button, you'll go flying into the air! Handy if you need that little extra lift in your life.

Double Speed
C Left, C Down, C Right, C Left, C Up, C Down, C Down, C Down, C Down. Enter this and the whole game become amazingly fast. Of course this also makes every track *really* hard – especially on Turbo Level 5!

Turbo Jump
This one is really just for show. As you cross the finish line to end the race hit the jump button. If you time it right then when your car starts bouncing it'll leap twice as high with a big cloud of smoke. Only works if you manage to come in first place, though.



Slow CPU Cars
C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down. Now all the other cars will travel so slowly you should have absolutely no trouble beating them – even if you travel round at a snail's pace!

Transform Car
Down, Down, Up, Up, Right, Right, Left, Left. Each time you enter this code your car changes into an object from the track that you're on. So you can drive around the garden as a bunch of daisies or the kitchen as a toaster!

Debug Mode
C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down. When you've entered this code there are several options open to you. Just enter one of the following combinations to get the desired result:

Quit Race and Win
(doesn't work in time trials)
Hold Z and press C Down

Change Camera Angle
Hold Z and press Up, Down, Left or Right

Change Camera Zoom
Hold Z and press L or R

Turn Player into Computer Drone
Hold Z and press C Left

Turbo Start
Not really a cheat as more a helpful hint. Before the race starts there are three loud bleeps. Hit the accelerator as each bleep sounds and on the third bleep your car races away!

Beginner

There are four tracks in this challenge tournament but they're only really meant as a warm-up for some of the nastier tracks that lie ahead. You should be able to race through these fairly quickly.

BEGINNER
Swerve Shot
Track type: Pool Hall
Car available: Sixties F1
Power-ups available: Grabber
Target time: 00:19.46





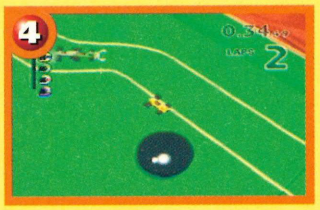
Grab a Turbo Start here and you'll be laughing. Don't touch that stick yet though – just race along the straight and take the first jump at full speed.



Be prepared! As soon as you leave the ramp, turn 90° in mid-air. There's a big corner coming up so make the turn early to avoid slamming into the side cushion.



Once you've slid around the top corner try to line up with this ramp on the far left-hand side of it. This way once you've landed safely you'll be ready for what's coming up...



If you've lined yourself up properly you won't need to bother swerving as you go through this fast little chicane. Don't stray too far outside the course, though, or you explode!



The Sixties F1 car has good speed as well as nifty steering so you shouldn't need to slow down for the final corner. Try not to turn too early or you end up crashing into the pool balls.



On your way round try to nab the Grabber power-up on the other side of the second ramp. If someone gets in front of you just use it to grab them and throw them behind you.

nes 64 Turbo



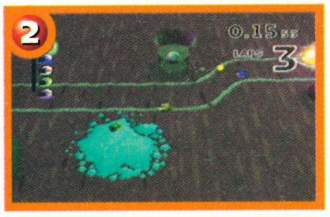
BEGINNER
Periodic Park

Track type: Laboratory
Car available: Tank
Power-ups available: Mallet, Mines
Target time: 00:58.78





The start of this track shouldn't really pose any problems. Try to get away as fast as possible and speed round the first couple of easy corners.



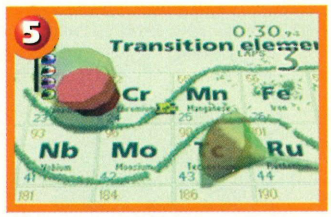
Don't slow down as you race though the first simple chicane, then take a quick swerve to the left and nab the Mallet power-up before anyone else gets to it.



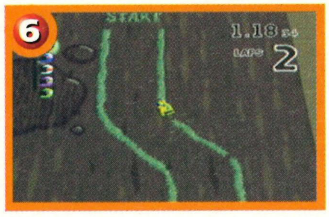
Be careful when you come up to this corner. It might look easy but if you turn too early you hit the eye-dropper. Clever drivers take the shortcut on the inside of it of course...



As you race down the straight go under the bottleneck for the Mines power-up and take this corner at speed. If you're sneaky you can go under the pipe to cut out the 90° left-hand corner.



Watch out as this chicane can turn ugly if you mess it up. Use the smooth cornering of the tank to dodge through and then do the same for the following one.

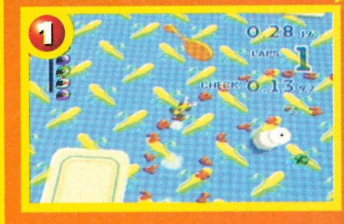


Past the boxes of matches, slide around the last big corner up to the finishing straight. Don't worry about the little shimmy before the line, just don't hit the glue that's next to it!

BEGINNER
Cheesey Jumps

Track type: Breakfast
Car available: Sixties F1
Power-ups available: Shield, Grabber
Target time: 00:33.47





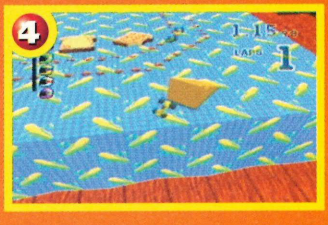
Fly away from the start and take the first corner at speed. You shouldn't need to slow down but if you slide out there's some honey that stops you from falling off the table.



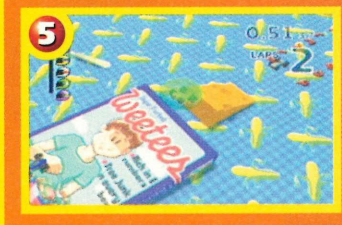
Stay at full pelt while on the top straight then use the salt pot as a marker for when to slam on the brakes. Go slowly around here or you end up falling to the kitchen floor.



Floor the accelerator once more and race down the next straight. Try to stay in the middle of the track so that you don't have to dodge much of the cutlery blocking your way.



Past the cutlery watch out for a really horrible 90° corner. Slow down to take it or you slide out and run up this sneaky ramp at the side which throws you right off the table!



Once you are round the big nasty corner, get back in the middle of the track. If you don't, you will end up missing the big cheese jump and this could prevent you from coming first.



After the cheese jump keep the speed up and use the milk puddle to slide safely round the final corner. Make sure you turn early enough to save correcting your racing line after the skid.

Characters



SPIDER

With his slicked-back hair and leather jacket, Spider is an example of what happens if you watch too many episodes of *Happy Days* as a child. He ain't no Fonz but he's bad to the bone and will do anything to win.



JETHRO

With his funky dreads and love of reggae, Jethro's as much at home lying on the beach as he is driving on the racetrack. He might be laid back but that doesn't make him a push over. Just don't ask him what he keeps under his hat!



WALTER

He's fat, he's round, he weighs a hundred pounds. Yep, Walter is the token podgy kid that everyone adores. He's so nice that he even wears the woollen jumpers that his Nan knits for him at Christmas. The poor sap.



CHERRY

Phwoar! With her flowing blonde hair and big blue eyes, Cherry is a looker and she knows it. Don't let her fool you – she might be a top racer but that won't stop her using her charms on the guys if she wants something her own way.



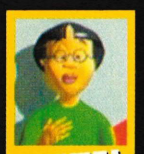
DWAYNE

What's to say about Dwayne? Well, he's a bit mental. Just look at him – with hair styled by shock therapy and a crazy look in his eye you'd be a fool to try and take him on face to face. Don't mess with him – he's mad for it!



JADE

She's a no-nonsense girl who's out to prove she can beat the boys when it comes to low-down dirty racing. Keep your comments about having a fight with a lawnmower to yourself too or she'll give you a good slap.



CHEN

This Chinese wonder is a bit of a technical whizz so he's handy to have around if you've got a problem with your motor. Shame about the rest of him – like Walter he's the lonely speccy type with no girlfriend so take pity on the guy.

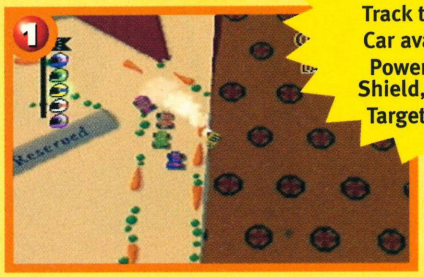


BONNIE

Bonnie will push it to the limit if it means taking the win – she tries to act tough but underneath she's got a real soft spot for Jethro. That won't stop her from taking him out of the race though so watch out!

BEGINNER

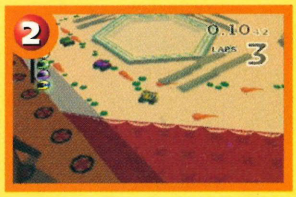
Vindaloo Drive-Thru



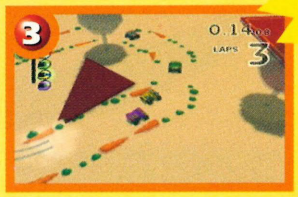
Track type: Restaurant
Car available: Dumper
Power-ups available: Shield, Rockets, Mallet
Target time: 01:28.48



Right from the outset this track is tough. Most of it is set on the edge of the table so it's easy to fall off, especially on this speedy little corner near the start.



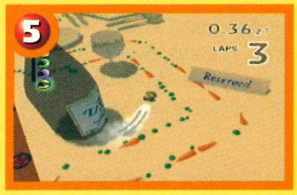
Race down the side of the table and take a quick turn until you have to edge around the dinner set. If you go carefully you can make it round here at full speed.



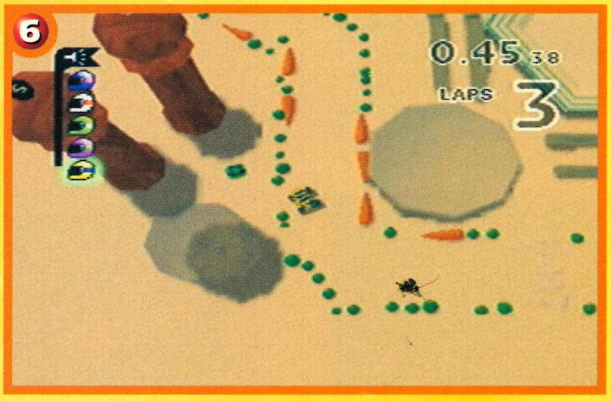
Use the brake sparingly to make it round this next big hairpin. Look out for a knife by the road – stick to it to cut the corner and prevent falling off the table.



When you're speeding down the straight after another 90° turn watch out for napkins lying in the road. If you drive into them you slow right down or even drop to the floor.



There's plenty of scope for cutting corners here. Instead of taking this series of 90° turns just cut across them. You save time and can collect the Rocket power-up nearby.



As you race around the edge of another dinner plate, watch out for the next napkin lying by the side of the road. Now take the last quick right/immediate left back over to the start line.

Tricky

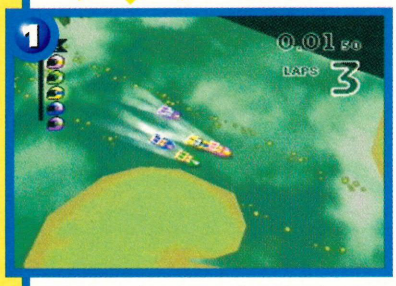
The difficulty steps up a gear but again you shouldn't have too much hassle making it round in first place. Use these courses to hone your skills ready for the real challenges yet to come.

TRICKY

Pond Life

Track type: Garden
Car available: Speedboat
Power-ups available: Grabber, Rockets, Mines
Target time: 01:05.68





You need to remember that boats handle differently to cars. If you don't take the drift into account you end up swerving out when you take bends, so try to turn early into each corner.



As you ease round the first corner make sure you don't drift out and land on a lily pad. If you do you get stranded and lose loads of time waiting for your boat to reset itself.





TRICKY
Formula X

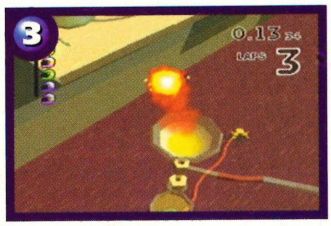
Track type: Laboratory
Car available: F1
Power-ups available: Fireball
Target time: 01:20.69



As soon as the race is underway get ready for this immediate right/left turn combo. The F1 car slides badly at high speed, so be careful not to slip off the table when turning.



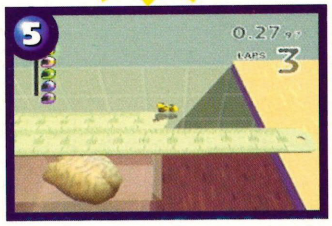
Past the first big hazard, line yourself up with the centre of the track and power along to the funnel. If you miss it you need to come back again as it's the only way up to the next section.



You can steer your car from the second you're thrown out of the bottle so be ready for the hard turn when you're back on the table. Then drive straight, leaping from table to table.



Two tables along you have to swerve to avoid the bottle of acid, but be quick to straighten up or you miss the jump over to the next table before an easy right-hand turn.



Line yourself up precisely with the bridge if you don't want to fall. If you get the short end of the bridge use the jump button to make it across before turning right and racing for the finish.



Whizz down the bottom straight and then use your momentum to swing round the sharp hairpin at the end. Don't turn too quickly or you hit the rocks and lose speed.



The next set of twisting turns are a pain for boats because of the drifting. If you're feeling cocky you can just cut them all out and race off the track to the left.



After the long straight ease down on the speed so that you don't end up slamming into the wall. Turn and whack the power back on to pull round the 90° bend.



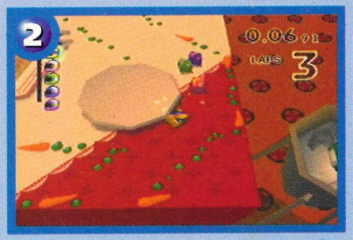
Go along the last long straight at full speed, keeping slightly to the left if you want the Mines lying under the bridge. At the end make a wide sweeping turn so that you clear the last two corners in one go.

TRICKY
The Main Course

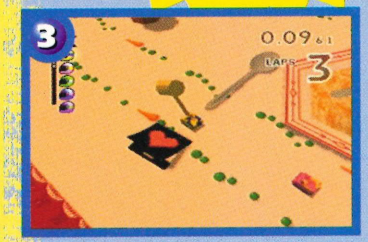
Track type: Restaurant
Car available: APC
Power-ups available: Mallet, Shield
Target time: 00:41.07



Zip away from the start and then immediately slow down for this tight chicane. If you go too fast you end up hitting everything on the table and kill your chances for a big win.



Head to the bottom of the table and – using the brake again – slide round the corner as close to the plate as you can to prevent falling off. Use other cars if necessary to 'bump' round safely.



Line yourself up and speed between the spoon and the matches. There's no way around these two obstacles, so make sure you get it right.



These corners are tough – obstacles all around mean one false move could cost you the race. Stay in the middle of the track, go wide for the shield power-up and don't skid on the puddle of wine.



Turn early enough into the final corner and you make it round without losing any speed. If you slide too far try not to hit the ramp by the side of the finish line or you take off.



TRICKY

Beached Buggies

Track type: Beach
Car available: Dune Buggy
Power-ups available: None
Target time: 00:49.92



This course isn't tough in itself but the sand under your tyres makes control an absolute nightmare. Use a combination of early turning and brakes to survive.

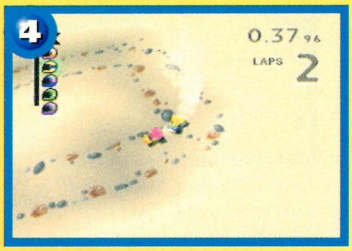


The best way to handle a normally easy chicane like this in sand is to make two wide turns, one to the right and one to the left. You swerve off the track but make it round safely.





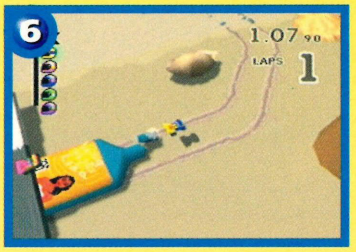
The second nasty turn is a little way along from the slippery chicane. Turn really early and use the sand to slide around the bend, but don't relax just yet...



Next up is a *really* tough hard-left/hairpin/hard-right combo. If you slide over the hill onto the track opposite you blow up – use the brake and slide round the corners.



Now get into the middle of the track and race hell for leather down the straight, leaping the sand dunes. When you're level with the green skittle make a hard left.



Wet sand isn't quite so slippery so you can relax a little bit. Race along and use the plank to leap the sun-tan lotion then turn left as you land and speed over to the finish line.



TRICKY

Superbowl

Track type: Breakfast
Car available: Dumper
Power-ups available: Rockets x2, Fireball
Target time: 00:52.43



This is a perfect course to go for that turbo start, as the first corner is easy and can be taken at high speed. Just watch out for sliding into the radio at the side and the little wiggle that follows.



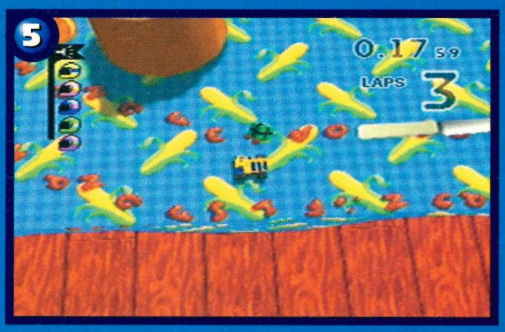
Racing down the top straight, take your finger off the power and use your speed to slide around the next corner while picking up the Fireball power-up along the way. Burn, baby, burn!



Head down and watch for the cutlery on the left – it's your signal to make a swift right/left turn to avoid the banana perched inside the chicane. Hitting it brings you to a halt.



Apply the brake early into the next corner and slide around onto the bottom straight, using the banana to stop you falling off if you need to. Hit the power and peel away (ho ho) down the straight.



Stick close to the outside of the track along the bottom – that way you avoid hitting any cutlery lying on the track. Use the knife as a marker to slow down and slide round the final corner.



Don't relax on the final straight. Instead stay close to the outside again or you fall foul of the large piece of toast blocking the road that sends you flying off the table.

Difficult

Okay, now we're starting to find out what truly horrible tracks this game has up its sleeves. If you can master these toughies you'll be a real champion – just don't start celebrating too early...

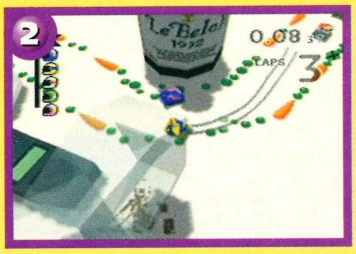
DIFFICULT
Baguette Balance



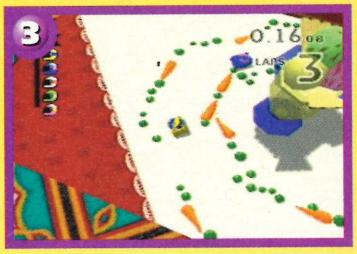
Track type: Restaurant
Car available: APC
Power-ups available: Fireball, Shield, Rockets
Target time: 01:02.77

This track's a bit different from the rest. Basically you don't want to speed away from the line. If you do you get caught in the crowd over the first bridge and may well fall off.

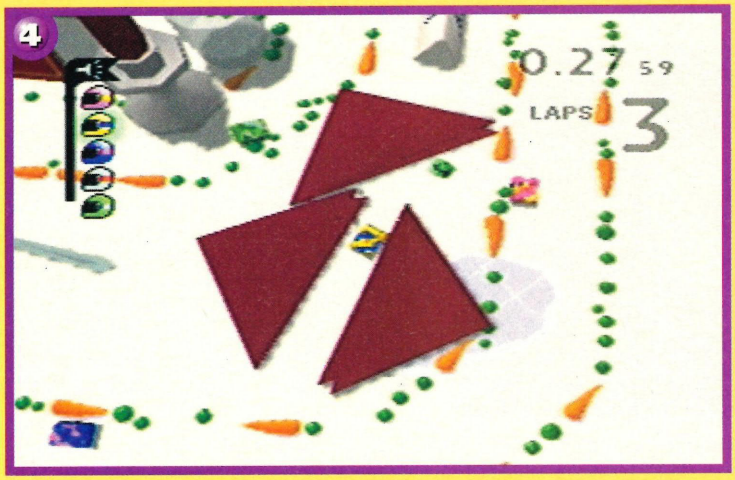




Use your superior turning skills to overtake the opposition on the corners. There are some tricky turns here, so as you go round mind you don't get caught on the obstacles.



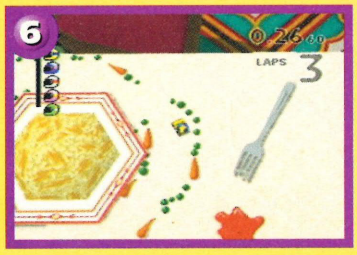
When you exit the series of weaving turns be a bit sneaky. This ice cream sundae is useful for cutting off the wide corner, but don't go inside it or you explode.



For those of you feeling brave you can take this little shortcut between the napkins and collect the easy Shield power-up. Use it when you're crossing the narrow bridge ahead to send the other cars flying!



Take the wide right-hand bend carefully as it's easy to slide out and end up missing the ramp onto the next bridge. Now speed down the straight ready for the final corner.



The last corner is a wide, sweeping turn that can be taken at full speed. Swing the APC round and then straighten up so you don't fly off the table before racing for the finish.

DIFFICULT
Beware Of The Dog

Track type: Garden
Car available: Rig
Power-ups available: Grabber, Shield, Mallet
Target time: 01:25.46





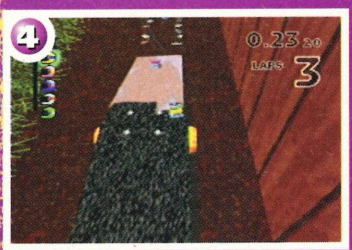
This course is a pain for the first part, simply because most of the turns spring themselves on you without warning. Use markers like this stone to work out when to turn.



Among all the grass, swing your rig round this large stone at top speed. Be careful not to turn too early or you cut inside the track and end up blowing yourself to bits.



Take a hard 90° right by the snail and then another by the large yellow flowers to end up alongside the back fence. Now speed along negotiating the easy rights and lefts.



When you turn away from the fence, power down the straight, stick to the middle of the track to run up the plank and leap off the skateboard, turning right 45° before you land.



If you turn and land properly, you avoid the dog that's lying in wait for you at the end of the skateboard jump. Now skid in and out of the bricks along the garden path.



The bottom section is another tough part of the track – the bricks are annoying to avoid and the sharp 90° left-hand turn halfway along is nasty. After the second pot plant turn right and head over to the finish line.

Weapons

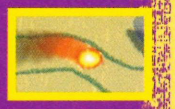
When you play the game against other drivers (as opposed to in Time Trial mode) you find small present boxes dotted around the tracks. Drive over them to collect weapons which are displayed in the panel on the top left of the screen along with a number telling you how many times you can use it.

Grabber



This giant claw will grab any car in front of you and drag it backwards before throwing it behind your car. **Uses: 5**

Fireball



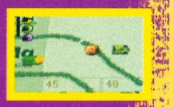
When you pick up this fiery number your car bursts into flames. Now all you've got to do is drive into other cars to make them explode! Sadly, it doesn't last very long. **Lasts: 3 seconds**

Mallet



Press the button and this oversized croquet mallet slams down, squashing anything it hits to scrap metal. Tricky to aim though. **Uses: 5**

Mines



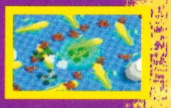
You don't get many of these but they're extremely useful if someone's on your tail. Drop a mine behind you and watch anyone who hits it crash and burn. **Uses: 3**

Flame Burst



Once collected, a huge flame jet bursts from the rear of your car and chargrills any vehicles behind you. Only useful if someone's close behind though. **Lasts: 3 seconds**

Bounce Shield



Puts up a protective barrier around your car... only it doesn't protect you! Instead pressing the fire button makes it expand, sending anyone nearby flying off the track! **Uses: 3**

Molotov Cocktail



It's a bit tricky to use these but they don't turn up often. They sail through the air and explode when they hit the ground... just don't drive into the flames! **Uses: 6**

Ricochet Missile

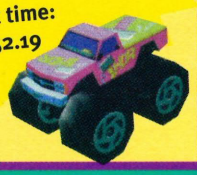


This little beauty flies off ahead of you and reduces any cars in its way to scrap iron. If it hits any obstacles it just rebounds and keeps going... so stay out its way! **Uses: 3**

DIFFICULT

Right On Cue

Track type: Pool Hall
Car available: Barbarian
Power-ups available: Fireball, Shield, Molotov Cocktail
Target time: 00:52.19





From the start you can pretty much power round the first section of the course – speed down the straight and then slide left between the yellow balls and under the card tunnel.



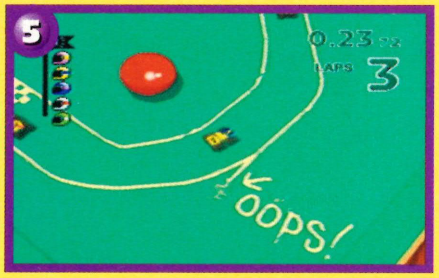
Try to collect the Fireball power-up as you pass so that anyone trying to cut inside hits you and explodes. Take the hard right and then centre yourself on the track so you hit the ramp squarely.



It might sound like a risky option but the best place to be on the cushions is close to the outside – this way you cut out the chance of falling into the pockets as you go round.



You have to negotiate two pockets before you get back onto the table. The best tactic is to go fast, then slam on the brakes and turn quickly before applying the power once again.



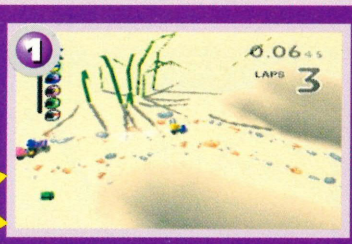
Once back on the cloth, the race to the finish is easy. Swerve left slightly if you want the Molotov power-up and then go full pelt round the bottom corner back to the finish.

DIFFICULT

Bucket And Speed

Track type: Beach
Car available: Dune Buggy
Power-ups available: Rockets, Mallet, Flame Burst
Target time: 01:25.83





Once again you have to be careful around this track as staying within the boundaries is really tough. Swing round the top two corners and then drop down past the grass into this trench.



As you exit the trench turn early to avoid colliding with the skittles waiting by the side of the road. Use your momentum to slide back to the right and take the wide corner with ease.



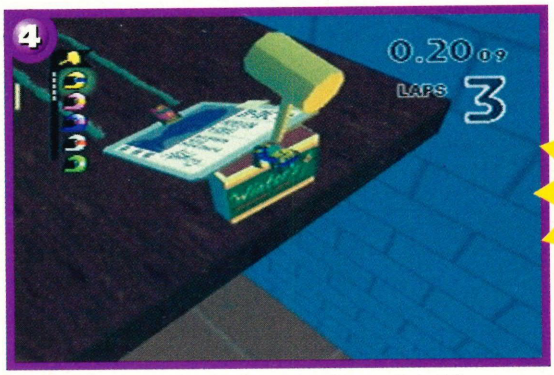
As you leap away from the start, swing round the first two corners without slowing down. If you're clever, you hit this green goo and burst into flames, taking out anyone nearby!



Take care when racing along the edge of the table – slow down for the corner and then go along the sink and take a hard left and easy right before making your way across the textbook.



Whatever happens *do not* slide into the red goo on the side of the tracks – it's invisible ink! You disappear for a short time, making it incredibly hard to see where you're going!



Round the U-turn by the funnel, take a quick shimmy round the spilt bottle and line up nicely for the big leap that throws you over to the opposite lab table.

DIFFICULT

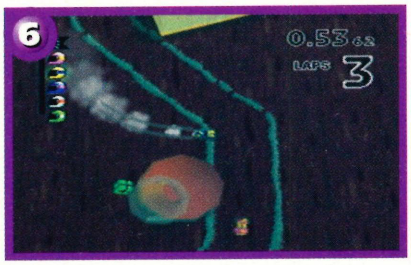
Interesting Voyage

Track type: Laboratory
Car available: Willys
Power-ups available: Grabber, Molotov Cocktail, Mallet, Mines
Target time: 02:54.49





When you land, be careful not to slam into the funnels lying on the side of the tracks, and then take a couple of quick turns right before lining yourself up with the next ramp.



Out of the microscope it gets tough – there are some corners coming up and the handling of the Willys doesn't make it any easier. Try to keep your speed down.



Drive past the last tight bend and then take the wide corner round the bunsen burner at high speed. Just be careful not to hit the invisible ink near the exit of the corner.



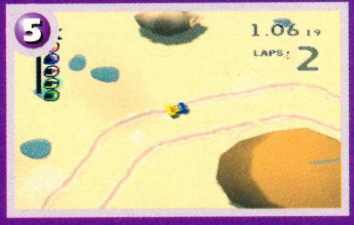
Speed down the last straight being careful to brake slightly for the tight chicane just before the bridge. Remember to stay central on the track because it's a long way down...



You have to be lined up smoothly with the middle of the course as you peg it down this straight, otherwise you miss the ramp over the two buckets and lose all hope of winning the race.



As soon as you land swing the buggy round the 90° right-hand turn and (staying central once again) speed down the next long straight, hopping over the seashells lying on the track.



At the end of the track are two sandcastles to swing around – use the fourth seashell as a reminder to make a big U-turn to the right, then carry on down the short straight to the final part.



The last part is crucial – you must slide carefully round the bottle overhanging the track and get back on line to head through the sandcastle. If you miss the tunnel you'll lose for sure!

Prize Cars

Each time you win a race in Challenge or Time Trial Challenge or complete a set of races in Head To Head mode you're rewarded with a prize car. Which car you get depends on the skill level that you're racing at. Beginner gives you the bog-standard vehicles while Rock Hard lets you race the creme de la creme of racing machines! Remember, though, that if you use any cheats to win you won't be awarded *any* prize cars. You only get them if you win each race with your own skill – so get practising!

Here's just a selection of the cars that you could be driving away with today...

Surf Wagon
It might look like a pretty cool vehicle but that doesn't mean it is. In fact, it isn't. It's slow with lousy cornering and backfires all the time. Steer clear of it!

Hovercraft
The hovercraft is really useful on tracks with water and because it can go on land as well you don't get stranded on those lily pads. It has awful cornering, though.

Super Snail
The name gives it all away about this one. To say it's slow and unresponsive is an understatement! Don't touch it with a ten-foot bargepole.

APC
The armoured personnel carrier really is one of the better motors. Good speed and nifty turning abilities mean that no matter what's ahead you should always be able to cope with it.

Willys
Possibly the worst name for a car ever but it's a pretty nice drive. Willys has a pretty good top speed but tends to be a little slippery on the turns at higher levels.

Conemasters
Why anyone would want to drive an ice cream truck is anybody's guess – but there's one here. It's pretty average but when you blow the horn you get a nice little tune instead. Cool.

Micro
This power version of a Mini can hold its own on the racetrack. Sadly it makes compromises – good turning and poor speed to begin with or top speed and slippery cornering at higher levels.

Advanced

The first of the 'extra' tournaments doesn't pull any punches – if you've been struggling up to now, you might as well give up and go home. From here on in the prize cars get much better too though so there's even more incentive to come first!

ADVANCED

Snail Trail

Track type: Garden
Car available: Dune Buggy
Power-ups available: Shield, Mallet, Flame Burst
Target time: 01:39.68





If you can get a fast start here then you should cruise through the first section of this track. It's a straight run up the plank and over the bridge – just remember to turn when you reach the large stone.



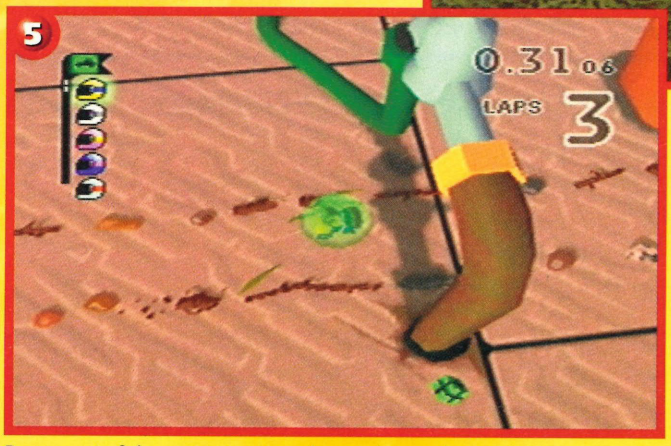
Whizz down the next straight and use the snail as a marker for when the next big corner is coming up. If you take it early enough you can slide round without slowing down.



This side of the garden isn't quite so easy – you have to be in the middle of the track to make it safely across the bridge and then it's a quick chicane around some badly placed bricks.

Just after the chicane you take a left into the grass. This can be a pain – the track isn't marked very well, and if you skid off into the grass you slow right down, so be careful.





Power out of the grassy area and onto the garden path. Swerve to the left and then go straight under the tap (or round it if you want the power-up) before edging round the flowerpot.



The final section of the track is a few dodgy turns under the hosepipe. You have to line yourself up perfectly as only certain parts of the hose are raised and there's no other way back to the finish line.

ADVANCED

Learning Curves

Track type: School
Car available: Rattler
Power-ups available: Mines, Mallet
Target time: 01:07.37



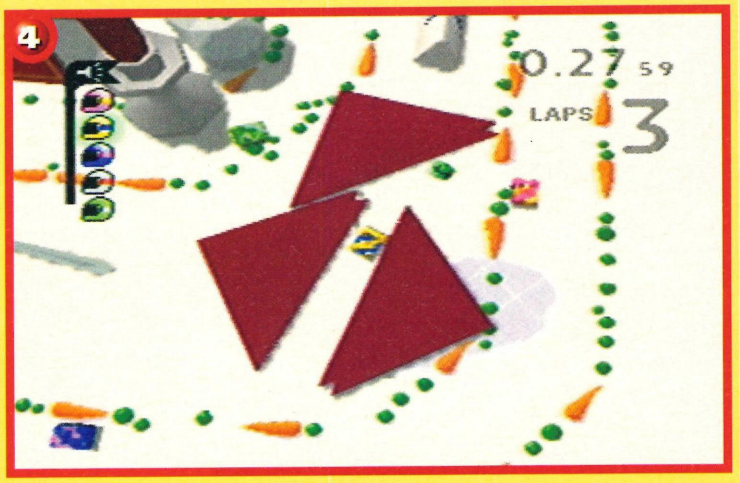
This is a tough track, if only because the Rattler is such a difficult car to control. There are plenty of ramps and tunnels that you need to line up with, plus the corners are placed near the edge of the table... nasty!



As you bound straight over the first ramp be ready to slam into a hard left-hand turn – if you don't you either fall off or miss the entrance to the tunnel that's round the corner.



Again it's another hard turn, but to the right this time. Now slide back to the left and pass under the short tunnel before making another quick sliding turn to the right.



Past the apple lying by the side of the road come off the accelerator and slide around the next corner, levelling up with the newspaper bridge. Take care on the exit as there's another table edge ahead.



Swing back round in a wide circle to run back under the bridge you just crossed, making sure to avoid the pens lying inside the track that can easily throw you off the table.



A quick left/right leads you back to the ramps and tunnels. Fly over the first book and under the second back to the finish line – watch out for the gum inside the last corner.



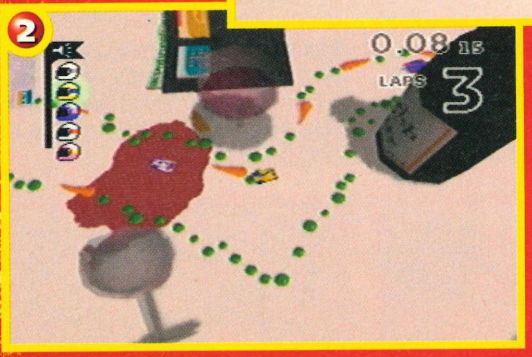
ADVANCED

Tanks A Lot

Track type: Restaurant
Car available: Tank
Power-ups available: Shield, Mallet x2, Mines
Target time: 01:19.11

This course is nothing but trouble – there are corners all over the place and you even run along the edge of the table. The tank has great cornering though, so keep your cool and you should be fine.

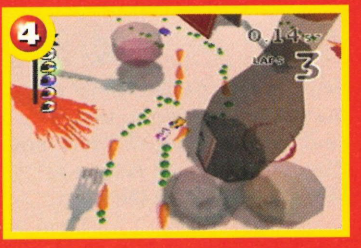




The whole first section of the course is a narrow winding path around a whole host of obstacles. Keep to the middle of the track but watch out for other tanks firing missiles!



Now this is horrible – there are chocolates all over the track and it's impossible to get through without hitting something. Find the route that works best for you and stick to it.



More incredibly tight turns around here. Don't get caught up on any of the obstacles, then whizz quickly over the menu and down to the bottom of the track.



Your first encounter with the edge of the table isn't too taxing – slow down slightly and breeze round the plate, but watch out for the chocolates just around the corner.

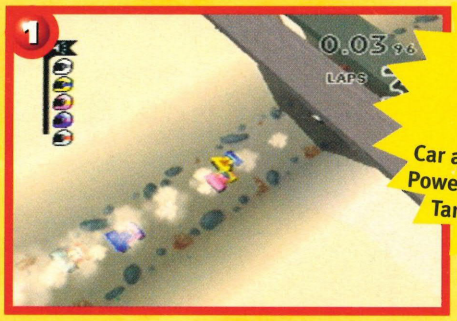


Two more major hairpins lie ahead but with the tank's superior turning ability you're able to take these at full pelt. Then speed round the last 90° left-hand bend to the finish.

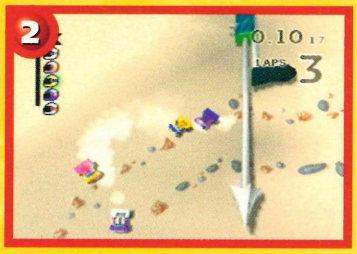
PLAYING GUIDE

ADVANCED Dunes Of Hazard

Track type: Beach
Car available: Dune Buggy
Power-ups available: None
Target time: 01:20.28



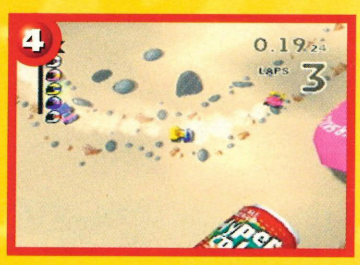
Yes, it's yet another slippery sand track! After the smooth right-hand turn at the start, stay in the middle or you miss the trench under the bridge and wind up blowing yourself to pieces.



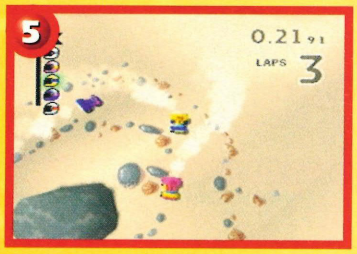
Take a left by the beachball then slide around the top corner, making sure to miss the flipper and passing under the harpoon – if you hit them you have to do a lot of catching up.



Swerve round the spade and then stay central, pushing the power to maximum as you speed down the long straight over the dunes. Don't miss the bridge ahead.



When you see pebbles either side of the track it's your signal to make a hard 90° turn to the left. Don't worry if you miss it though as there are obstacles to cushion the turn.



This part's easy – it's a wide hairpin around a stone. Use momentum to swing the back end of the buggy out and then slide around to power down to the next little chicane.



Take a right-hand swerve around the skittles just up ahead from the right/left chicane and then speed on up to the last chicane. Don't go too fast or you plough into the skittles and crash.

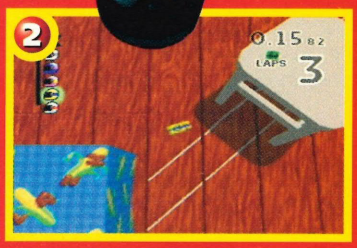
ADVANCED Cereal Killer

Track type: Breakfast
Car available: Cor!
Power-ups available: Mines x2, Shield, Mallet
Target time: 01:54.03



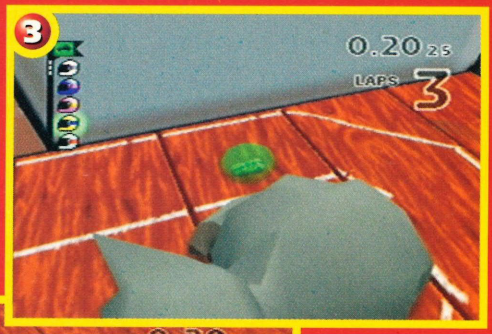


As you power round the table-top at the start be careful – the Cor(vette)! corners badly so if you skid through any milk puddles here it's probably going to throw you way off course.



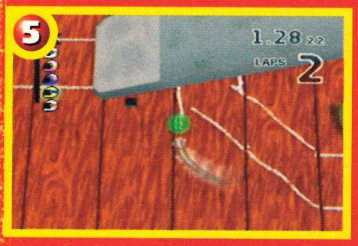
Go up the table mat and ride across the toaster, then stick to the left-side of the track so when you fly off the table at full speed you collect the Shield lying on top of the chair.

Once past the chair get ready to brake quickly and take a sharp hairpin turn around the cat. Now race down the long straight and when you pass the shoes take two quick turns left to go under the table.





Stay in the middle of the track here, otherwise you miss the cheese jump up onto the skateboard. Leap off the end and skid right around the toast and under the two chairs ahead.



Try to skid out to the left to pick up the Mines lying next to the ironing board then take a long drive up and round the dog basket so that you loop round and go up the board back onto the table.



It's just a short trip back to the start line but be careful as there's a little chicane and a hard 90° left turn. Watch for the treacle by the finish too as it will really slow you down if you hit it.

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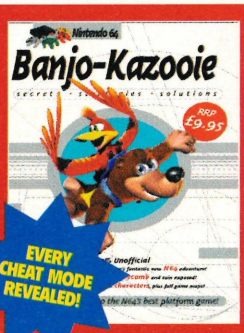


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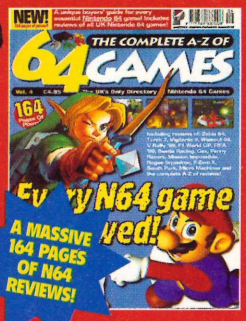
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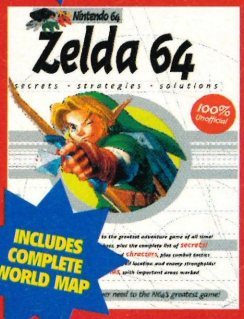
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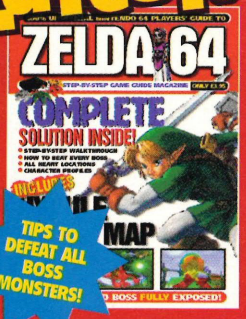
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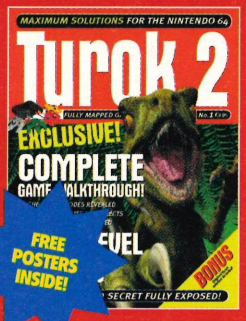
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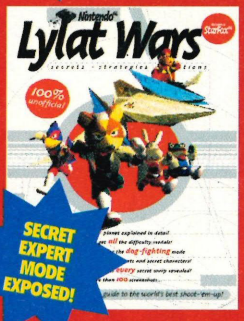
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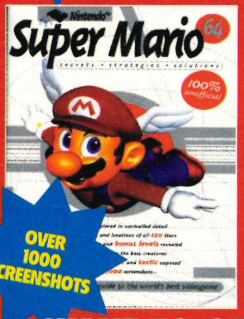
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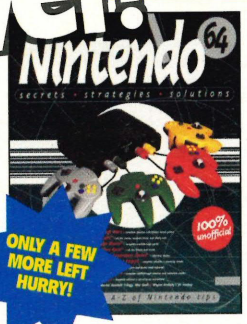
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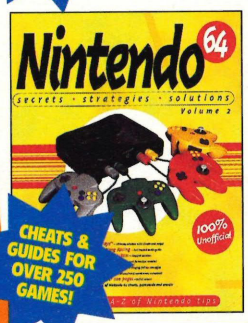




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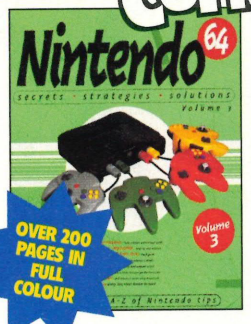


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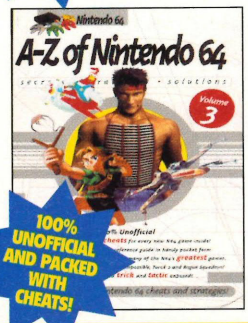
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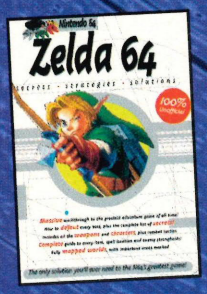

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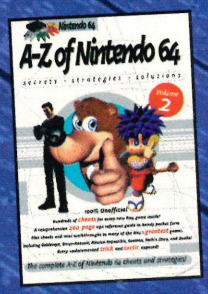

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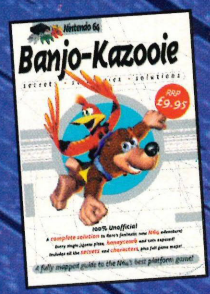

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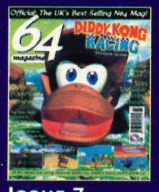
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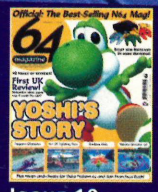
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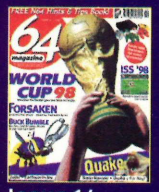
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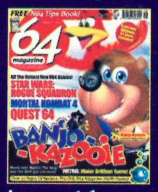
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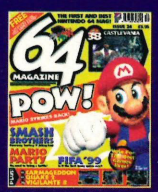
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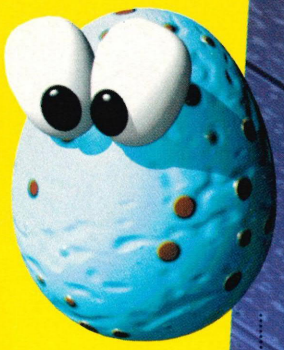
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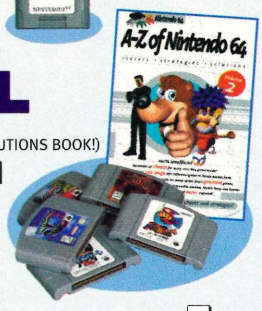
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nindex



The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

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!

90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

64 MAGAZINE SIZZLER

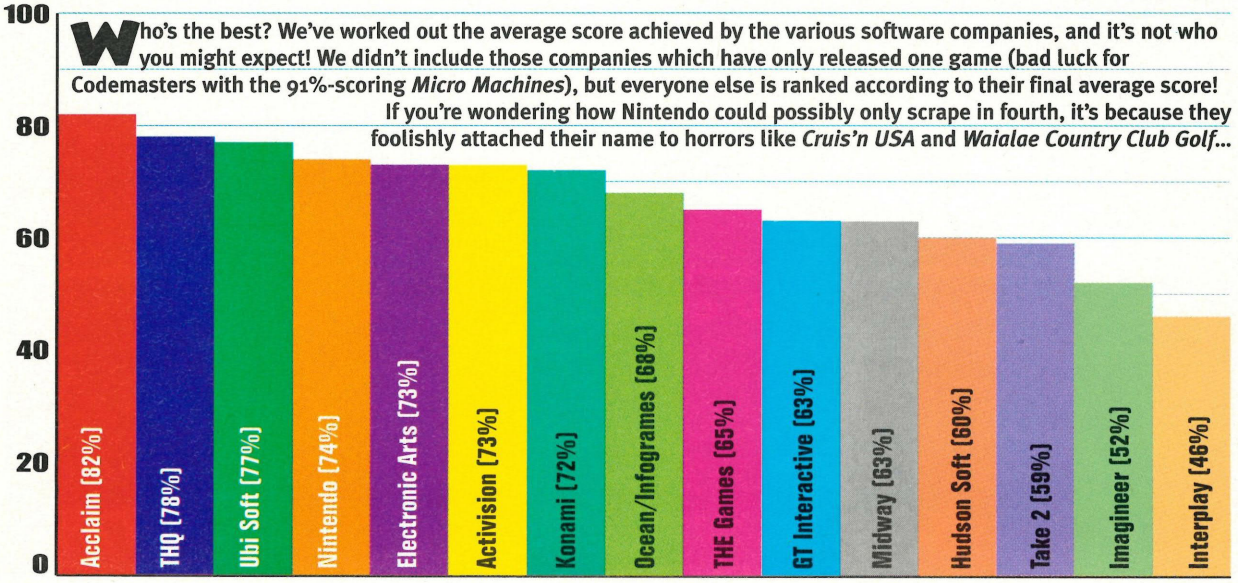
95% and above

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

64 MAGAZINE GOLD MEDAL AWARD

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 Baseball '2000	Acclaim	1-4	●	●	●	●	27	85%	Improved version of the above
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!



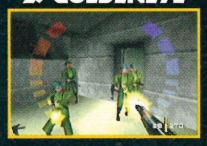
Who's the best? We've worked out the average score achieved by the various software companies, and it's not who you might expect! We didn't include those companies which have only released one game (bad luck for Codemasters with the 91%-scoring *Micro Machines*), but everyone else is ranked according to their final average score! If you're wondering how Nintendo could possibly only scrape in fourth, it's because they foolishly attached their name to horrors like *Cruis'n USA* and *Waialae Country Club Golf*...

OUR TOP TEN

1: ZELDA



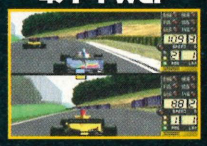
2: GOLDENEYE



3: ISS '98



4: F-1 WGP



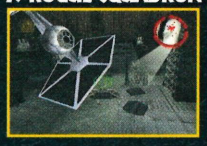
5: BANJO-KAZOOIE



6: MARIO 64



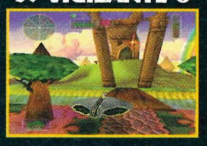
7: ROGUE SQUADRON



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	Duke Nukem: Zero Hour	90%
5	Lylat Wars	87%

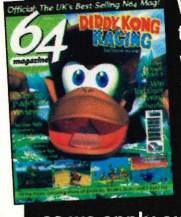
64 TOP FIGHTING GAMES



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	84%	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.
Duke Nukem: Zero Hour	GT Interactive	1-4	27	90%	Fine alien blaster with the hard-as-nails hero
Extreme G	Acclaim	1-4	7	77%	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.

TEST OF TIME



We travel way, way back in time this issue as we apply our re-reviewing skills to three games from issue 7. Can games this old still cut the proverbial mustard, or have they gone off?



DIDDY KONG RACING

Rare • £49.99 • Original Rating: 95%

Set new visual standards at the time, but now the 'Rare look' has become all too familiar. Longevity has proven a problem for *Diddy* as well, since solid play soon cracks every track, and the multiplayer game eventually loses its pull.

84%



TOP GEAR RALLY

THE Games • £49.99 • Original Rating: 90%

Still not a bad game at all – we'll stick with the current mark. Only having a two-player mode is a let-down these days, but the visuals are top, the car painting option is a laugh, and it's still got the best-feeling controls on the N64.

80%



EXTREME G

Acclaim • £49.99 • Original Rating: 91%

The hi-tech bike racer is still fast, and its certainly much better than the sequel, *XG2*, but time has cost it most of the sparkle that it had when new. Multiplayer racing is still okay, but the deathmatch games are very clumsy.

77%

Game Name	Company						Issue	Score	Comment
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another J-League game with comedy players.
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.
NBA Pro '99	Konami	1-4	●	●			27	59%	Highly disappointing basketball title
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.

64 TOP ADVENTURE GAMES



1	Zelda	96%
2	Silicon Valley	87%
3	Castlevania	85%
4	Mystical Ninja	83%
5	Shadows Of The Empire	58%

64 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

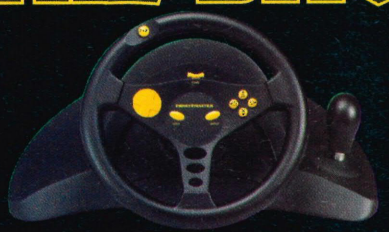
If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

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 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 MAGAZINE 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%

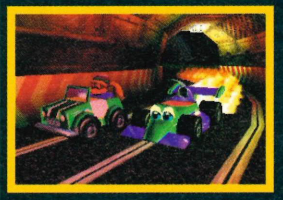
Game Name	Company		Issue	Score	Comment
NFL Quarterback Club '98	Acclaim	1-4	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	21	89%	Updated and improved version of NFL QBC '98.
NHL '99	EA Sports	1-4	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	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.

64 MAG'S MOST WANTED



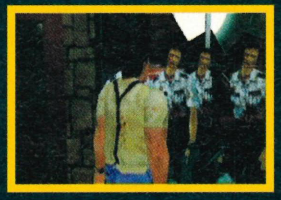
PERFECT DARK

Now that we've actually played it, we want it more than ever! Using the Game Boy Camera to put your face on deathmatch characters is simply the greatest idea of all time.



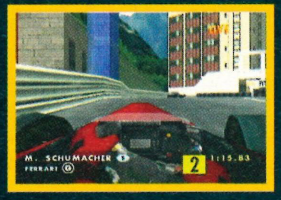
DONKEY KONG 64

Yes, it looks an awful lot like *Banjo-Kazooie*. But there's more to *DK64* than jumping from platforms, with five different characters to play and dozens of quirky subgames to beat.



RESIDENT EVIL 2

You may have seen it on the PlayStation, but until you've seen the Licker come after you in hi-res you haven't seen it at all. And then there's all that FMV – an N64 first!



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.



QUAKE II

Hopefully we should have a review in the next issue, but the E3 version looked pretty damn sharp. It might not be the most original game on the N64, but there's a good chance it could be the fastest!

Game Name	Company						Issue	Score	Comment
Star Soldier: Vanishing Earth	Hudson	1		●			17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
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.
XG2	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%
3	Virtual Chess	65%

EXPANSION PAK GAMES

If you want to take N64 gaming to the next level, then you'll need to lay your grubbies on the Nintendo Expansion Pak! Costing £29.99, this little gizmo plugs into the front of your N64 and enhances its performance no end. Improved graphics, better AI – you'll wonder how you managed without one!



OUT NOW

- Star Wars: Rogue Squadron
- Turok 2: Seeds Of Evil
- South Park
- Vigilante 8
- NFL Quarterback Club '99
- Top Gear Overdrive
- All-Star Baseball 2000
- Duke Nukem: Zero Hour

COMING SOON

- World Driver Championship
- Hybrid Heaven
- Perfect Dark
- Michael Owen's Soccer
- Rayman 2
- Shadowman
- Armorines
- Winback
- Quake 2
- Army Men: Sarge's Heroes
- Ken Griffey's Slugfest
- Turok Bloodlust





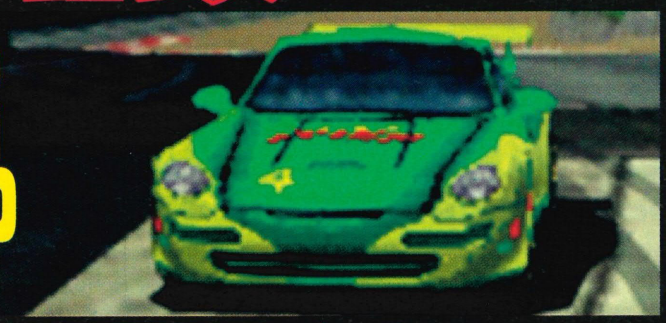
CARNAGE!



QUAKE II

CARS!

WORLD DRIVER CHAMPIONSHIP



CAMELS!

Well, maybe not that last one. But there will definitely be the first two, as well as very close looks at *Starcraft* and *Battlezone*. Who knows, perhaps there might even be a couple of games in for review!

ISSUE 29 ON SALE 15 JULY

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64 MAGAZINE

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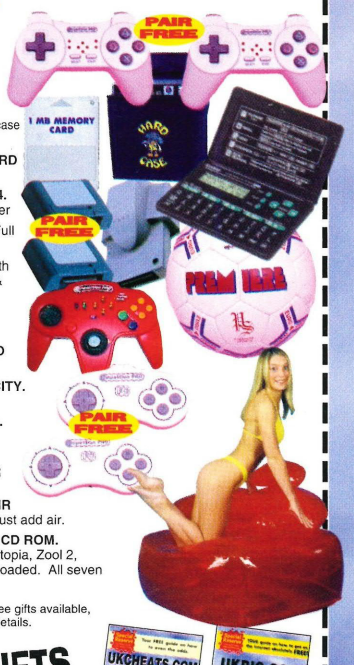
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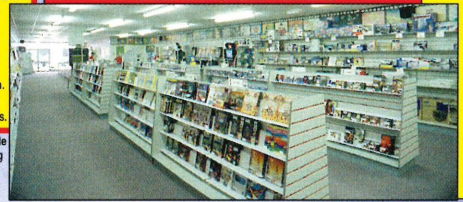
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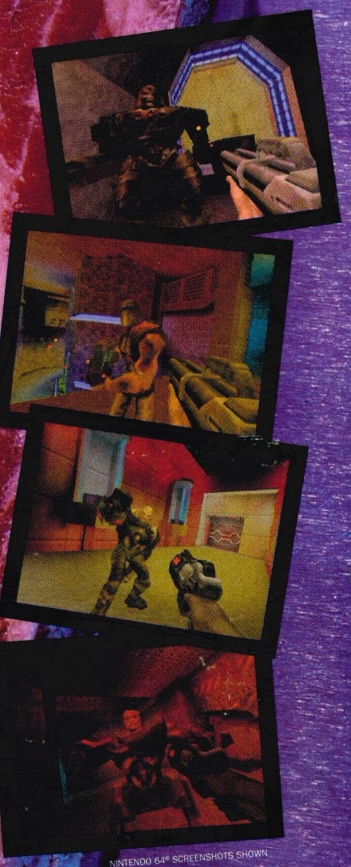
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