THE UK'S BEST-SELLING DEDICATED N64 MAG!

Paragon Publishing Ltd
9 771366 626005 29
ISSUE 29 £3.95

STAR WARS: EPISODE 1 RACER
EXCLUSIVE MAPS AND TRACK GUIDES

64 MAGAZINE

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

PAGE 38

WORLD DRIVER CHAMPIONSHIP



FREE!
64 PAGE BOOK
MARIO PARTY – IS YOUR NAME ON THE LIST?

QUAKE II

The End Of Goldeneye?

20 PACKED PAGES OF REVIEWS!



Call for a swat team! The ant adventure arrives!

A BUG'S LIFE

STARCRAFT 64

Conquer the galaxy! Top PC strategy explodes onto N64!

PLUS: PREMIER MANAGER • MARIO GOLF • MYSTICAL NINJA 2 • BATTLEZONE 64

QUAKE II™
NOW IN RARE FORM.



NINTENDO 64® SCREENSHOTS SHOWN

NINTENDO 64'S BRAINS.
ID'S GUTS. YOUR SOUL.
SIMPLY PUT, THIS IS AS RAW AS IT GETS.

MEET YOUR MAKER ON AN ENTIRELY NEW PLATFORM. QUAKE II™ FOR THE NINTENDO 64 FEATURES MORE NEW LEVELS AND TOTALLY REDESIGNED EXISTING LEVELS THAT HAVE IT ALL FLESHED OUT. ALL THE RESPONSIVENESS OF THE PC WOVEN IN WITH THE SPECIAL EFFECTS AND SHADING OF THE NINTENDO 64. PLUS A GRITTY TWO-AND FOUR-PLAYER DEATHMATCH, FULLY CUSTOMISABLE CONTROLS AND SAVE GAME OPTIONS. ONLY ID SOFTWARE COULD MASTERMIND A VERSION SO INTENSE - AND ONLY THE MOST HARDCORE OF PLAYERS WOULD DARE UNDERMINE IT. AND YOU THOUGHT YOU WERE DONE.

DISTRIBUTED BY
ACTIVISION.

NINTENDO 64

PUBLISHED BY
id™

QUAKE II™ ©1998 ID SOFTWARE, INC. ALL RIGHTS RESERVED. DISTRIBUTED BY ACTIVISION, INC. UNDER LICENSE. QUAKE™, THE ID LOGO, THE QII™ LOGO AND THE ID SOFTWARE™ NAME ARE TRADEMARKS OF ID SOFTWARE, INC. IN ALL COUNTRIES IN WHICH THIS PRODUCT IS DISTRIBUTED. QUAKE IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN THE UNITED KINGDOM, FRANCE, SPAIN, GERMANY, ITALY, AUSTRALIA AND JAPAN AND QUAKE II IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN AUSTRALIA. ACTIVISION® IS A REGISTERED TRADEMARK OF ACTIVISION, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS. QUAKE II™ IS LICENSED BY NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS.

subscribe

64 MAGAZINE

Subscribe to 64 MAGAZINE now, and you can not only get 12 issues of the UK's best-selling N64 magazine for over £38 less than you'd pay in the shops, but also get one of the eight fantastic Nintendo games listed below for just £33!

As if that wasn't enough, we're also throwing in your choice of the N64 *Secrets, Strategies & Solutions* books – *Zelda 64*, *A-Z of Nintendo 64 Volume 2* or *Banjo-Kazooie* – completely FREE!

save up to £38

MEGA DEAL

Save pounds by choosing one of these Nintendo games!


Zelda 64


Turok 2


Goldeneye


Banjo-Kazooie


ISS '98

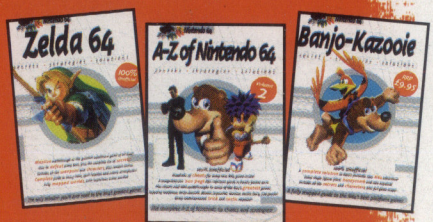

1080º Snowboarding


Diddy Kong Racing


F-1 World Grand Prix

PLUS!

One of these great *Secrets, Strategies, Solutions* books absolutely FREE!





Turn to page 90 to subscribe!

Issue 29

64 MAGAZINE

CO

FEATURE

STARCRAFT 64

28 First look at the N64 version of the huge PC hit!



REVIEW

PREMIER MANAGER 64

34 Are you better than Keegan? Here's your chance to prove it by taking the cup!



ntents

FEATURE

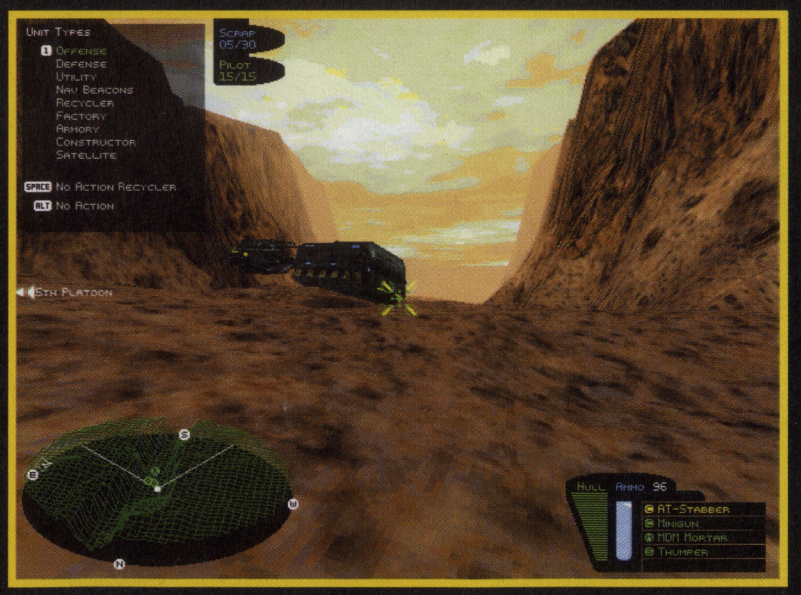
BATTLEZONE 64

24 The classic arcade game gets a millennial makeover – we've got the lowdown!









REGULARS

06 64 Showcase
10 When I'm 64
90 Subscriptions
92 Nindex
98 Next Issue

GAME BUSTERS

58 Cheat Central
60 ScoreZone
66 Star Wars: Episode 1 Racer
82 Micro Machines 64 Turbo

FEATURES

Battlezone 64 24
Starcraft 64 28

64SIGHTS

Quake II 14
Tonic Trouble 17
40 Winks 18
Superman 22
Rally Masters 23

REVIEWS

Premier Manager 34
World Driver Championship 38
Mario Golf 42
Charlie Blast's Territory 44
Fighting Force 46
Ken Griffey Jr's Slugfest 48
A Bug's Life 50

UK UPDATE

Mystical Ninja 2: Starring Goemon 54

EDITORIAL

Summer's here, and the time is right, apparently, for dancing in the streets. Well, maybe after a few beers... Traditionally, the summer is a bad time for games, as companies assume that everybody is going to be out frolicking in the sun – it's the same reason why telly is completely crap between May and September.

However, some companies are ignoring conventional wisdom and releasing games over the summer of '99. They're not just sneaking out their D-list titles in the hope that nobody will notice, either – there are some really big N64 games on the way. *Quake II*, *Command & Conquer*, *WWF Attitude*... all are due out right at the height of the pollen count.

To a certain extent it's a gamble, since there's always the risk that the weather will turn out to be spectacularly good and gamers will be forced out for some fresh air whether they want to or not. But if it pays off, everyone will benefit, because players get some excellent games without any waiting around, and the companies making them get to clean up because of the lack of competition. Plus we actually have something to write about over summer!

Andy McDermott, Editor

NEWS NUGGETS

LINK FOR THE CHOP? – Rumours are flying around the industry that the next batch of cut-price Players' Choice games will include *Zelda*. Nintendo, however, has declined to comment...

GET CONNECTED – Nintendo has finally got around to setting up its long-threatened Internet connection for the N64. Unfortunately, it's only available in Japan, and it only works with the 64DD. Still, it's a start...

PETER GUNN – Another old arcade classic is set for an N64 makeover. This time it's *Spy Hunter*, the driving shoot-'em-up that captivated our Editorial Director in his youth...

TREASURE CHEST – *Mischief Makers* creator Treasure is releasing a new game in the mould of Mega Drive cracker *Gunstar Heroes*, called *Bakuretesu Muteki Bangaioh* (uh?). Annoyingly it will be a Japan-only title, and just 10,000 copies will be made...

YOUR MOVE, CREEP – Titus has got the rights to *RoboCop*, and an N64 game is already being planned. Let's hope it's based on the original film and not the lame TV series...

the 64 showcase

news peripherals rumours • hot items of interest



ZELDA 2!

Nintendo announces sequel – but there's a catch



It's confirmed – Nintendo is making a sequel to *Zelda*. The bad news is that you won't be able to play it!

Zelda Gaiden, formerly known as *Ura-Zelda*, will be shown for the first time at the Nintendo Space World show in August. The reason we won't be able to play it over here is that it's only going to appear on the 64DD, which Nintendo has decided will only ever be sold in Japan. The 64DD is supposedly due to go in sale in July (three years late, which must be a record even for Nintendo!) and *Zelda Gaiden* will appear around December.

None of Nintendo's worldwide subsidiaries have any plans to release *Zelda Gaiden* on cartridge. We wouldn't rule it out, though, since *Zelda* was such a massive hit. We'll tell you more about *Zelda Gaiden* as soon as we can – assuming we're able to get hold of a 64DD!

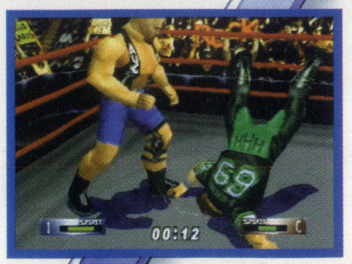
Millennial Mania!

THQ pins down WWF heroes

Having grabbed the official WWF licence from Acclaim, THQ has wasted no time in announcing its first game featuring the wrestling superstars. *WWF Wrestlemania 2000* is due for release in time for Christmas!

THQ previously brought us the official WCW range of games (in a kind of licencing musical chairs, the WCW rights have now been grabbed by Electronic Arts) and *WWF Wrestlemania 2000* will use an upgraded version of their *WCW* engine to bring the likes of Stone Cold Steven Austin to life. As THQ's previous wrestling game, *WCW/NWO Revenge*, has been in the charts apparently since the last ice age, it's obviously the peoples' choice for gameplay!

We hope to bring you the low down (and dirty) on *WWF Wrestlemania 2000* next issue. The game will be on sale in November – that's the bottom line!



ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW
Issue 2 **ISSN: 1466-593X** **£3.95**
Packed with over 300 DVD reviews, including all the latest and best film releases such as *Starship Troopers*, *Scream*, *Dracula*, *Elizabeth* and loads more! Also featured are head-to-head tests of all available DVD players and advice on how to set up your home cinema system. DVD is the way of the future, don't miss out!



TOTAL GAMES GUIDE TO GAME BOY COLOR
Issue 3 **ISSN: 1464-5904** **£1.95**
With exclusive reviews of Rare's *Conkers Pocket Tales* and Nintendo's *Super Mario Bros Deluxe*, issue three of Paragon's *Game Boy* magazine gets off to a flying start. The magazine is packed with all the latest reviews and previews, plus you can win Game Boys, games and gadgets!



64 SOLUTIONS
Issue 12 **ISSN: 1464-5904** **£3.95**
All the latest N64 cheats, hints and tips are here for you, as well as some of the best guides in town. There's tons of top racing madness as we give you a total solution to *Beetle Adventure Racing*, *Micro Machines 64* and the fastest of them all, *Star Wars Racer*! With *Castlevania* and *Mario Party* too, can you afford to miss it?





Call 4 Cheats

DOES CHEAT CENTRAL NOT ANSWER ALL YOUR N64 CHEATING PROBLEMS? Well, as from this issue we have expanded our cheat-giving capabilities with something brand new, up-to-date and packed full of useful information for hundreds of N64 games.

It's called Infogenie, and it's a playing tips, cheats and passwords hotline that's been specifically tailored towards 64 MAGAZINE readers. You can call the number between 8am and 11pm, seven days a week to find out whether *Star Wars: Episode 1 Racer* has any cheats, where the pesky coins are in *Mario 64* or how to obliterate your mates in *Goldeneye*.

You can find out more about the new 64 MAGAZINE Infogenie service on page 57, but remember – **calls cost £1.50 per minute at all times and you must get permission from the person who pays the bill before you call.** Happy cheating!

Jet Farce

Rare megagame delayed

An N64 game having its release date put back? Shocker! Unfortunately, the game being delayed is Rare's *Jet Force Gemini*, and not some inconsequential baseball game or something. Damn!

Jet Force Gemini will now not be appearing in the UK until October, a month later than planned. This means that after a long drought, there will be no fewer than three Rare games appearing in quick succession – *Jet Force* in October, *Donkey Kong 64* in November and *Perfect Dark* in December. Well, they do say that everything comes to he who waits...



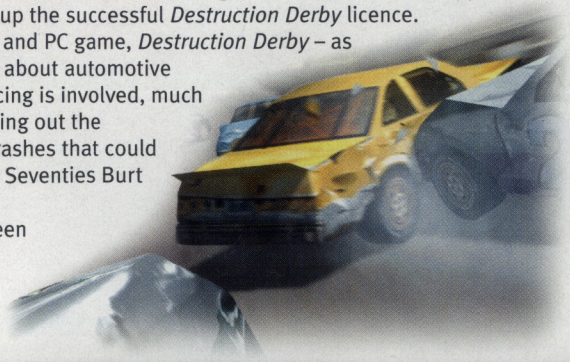


CRASH! Destruction Derby for N64

THQ has been busy! Not content with obtaining the WWF licence (see opposite), they've also snapped up the successful *Destruction Derby* licence.

Originally a PlayStation and PC game, *Destruction Derby* – as the name suggests – is all about automotive armageddon. Although racing is involved, much of the fun comes from wiping out the opposition in enormous crashes that could have come straight from a Seventies Burt Reynolds film!

A release date hasn't been set yet, but *Destruction Derby* probably won't appear until early 2000.

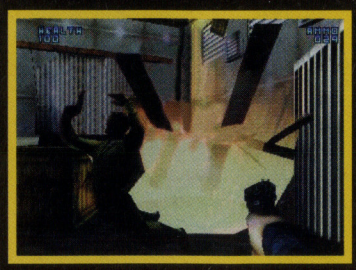


Brucie Bonus

Die Hard 64 screenshots!

After our exclusive revelation in issue 28 that Fox Interactive is developing a *Die Hard* game for the N64, we thought we'd follow that up by showing you a couple of screenshots. We're good like that.





▲ Terrorists die screaming at Bruce's hands.

Zelda says: **Throw out Mario!**
Click **Sell Now** on **www.qxl.com**
qxl
Europe's Online Auction

Gamewatch

When you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

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

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!

Department 1 0171 916 8440

RELEASE DATES

JULY

4x4 Mud Monsters	US	Jul
Assault	UK	Jul
Command And Conquer 64	UK	Jul 30
Harrier 2001	US	Jul
In-Fisherman Bass Hunter	UK	Jul
Lego Racers	UK	Jul
Lego Racers	US	Jul
Mario Artist series (64DD)	Jap	Jul
Michael Owen's Soccer	UK	Jul
Quake 2	UK	Jul
Rat Attack	UK	Jul
Shadowgate 64	UK	Jul
Superman	UK	Jul
World Driver Championship	UK	Jul
WWF Attitude	UK	Jul

AUGUST

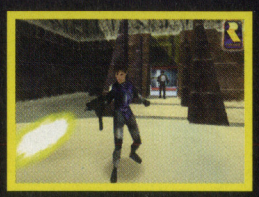
Caesar's Palace	US	Aug 02
Hybrid Heaven	UK	Aug
Shadowman	US	Aug 02

SEPTEMBER ONWARDS

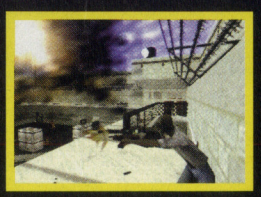
40 Winks	UK	Sep
Armorines	UK	Nov
Army Men: Sarge's Heroes	US	Nov
Battletanx 2	US	Dec
Blues Brothers 2000	UK	Nov
Carmageddon	UK	Sep
Daikatana	UK	Nov
DethKarz	UK	Oct
DethKarz	US	Oct
Donkey Kong 64	UK	Nov
Duke Nukem: Zero Hour	UK	Aug 20
Gauntlet Legends	US	Sep 22
Jet Force Gemini	UK	Oct
Mario Golf	UK	Oct
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
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
WWF Wrestlemania 2000	UK	Nov
Zelda Gaiden (64DD)	Jap	Nov

2000

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



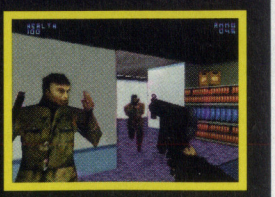
Perfect Dark: She will be mine!



Shadowman 64: Spooky stuff.



Jet Force Gemini: Nice outfit?



Die Hard: One-liners aplenty.

DATES TO BE CONFIRMED

3Sixty	US
Airport Inc	UK
Alien Saga	US
Animaniacs Ten Pin Alley	US
Asteroids	UK
Bassmasters 2000	UK
Battlezone	US
Cenzo's Carnival Adventure	US
Daikatana	US
Derby Stallion 64	Jap
Dragon Sword	UK
Duck Dodgers	US
Earthworm Jim 3D	UK
Eternal Darkness	UK
Excite Bike 64	US
Extreme Sports 64	UK
FIA Formula 1	UK
FIFA 2000	US
Fire Emblem 64	Jap
F-Zero Xpansion (64DD)	Jap
Gex 3: Deep Cover Gekko	US
Ghouls & Ghosts	Jap
Harvest Moon	UK
Hercules	US
Hot Wheels	UK
Jeff Gordon XS Racing	US
Jest	UK
Jungle Emperor Leo	Jap
Kirby 64	US
Kobe Bryant 2	US
Knockout Kings	UK
Knockout Kings	US
Looney Tunes: Space Race	UK
Madden 2000	US
Magic Flute	Jap
Metal Gear	Jap
Mini Racers	UK
Mortal Kombat: Special Forces	US
Mother 3	Jap
Neon Genesis Evangelion	Jap
New Tetris	US
NFL Blitz 2000	US
Ogre Battle 3	UK
Ogre Battle 3	Jap
Pocket Monsters Stadium 2	Jap
Polaris Snocross	US
Puma Street Soccer	UK
Quest 2	US
Rally Masters	UK
Rev Limit	UK
Ridge Racer Revolver	US
Road Rash 64	UK
Robocop	US
Rollerball	US
Ronaldo Soccer	UK
Sim City 2000	UK
Sim City 64 (64DD)	Jap
Snowboard Kids 2	UK
South Park: Chef's Luv Shack	US
South Park Rally	US
Space Invaders	US
Spooky	US
Spy Hunter	US
Sydney Olympics 2000	US
Tazmanian Express	US
Thornado	US
Thrasher: Skate And Destroy	US
Tiger Woods 2000 PGA Golf	UK
Top Gun	US
Toy Story II	UK
Turok: Rage Wars	US
Twelve Tales: Conker 64	UK
Velocity	US
WCW Mayhem	UK
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
Winback	Jap
Worms Armageddon	US
The Young Olympians	US

64 MAGAZINE CHARTS

In association with GAME

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

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

Chart Comment

Hardly anyone was surprised that *Star Wars: Episode 1 Racer* came straight in at number one, despite the game being slightly disappointing. More surprising was how far the previous champion, *Mario Party*, fell. *FIFA '99* is still going strong in the number two slot, and a second *Star Wars* game – *Rogue Squadron* – completes the top three. And the film isn't even out yet! Further down, *Banjo-Kazooie* makes a surprise reappearance, and *Goldeneye* has a minor resurgence. It takes more than a few new games to finish off 007! From the fairly static nature of the whole chart, though, it's clear more games are needed and quickly. Nintendo, sort it out!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	Star Wars: Episode 1 Racer	Nintendo	90%
2	2	FIFA '99	EA Sports	91%
3	4	Star Wars: Rogue Squadron	Nintendo	92%
4	6	The Legend Of Zelda	Nintendo	96%
5	5	Micro Machines	Codemasters	90%
6	9	South Park	Acclaim	73%
7	7	Vigilante 8	Activision	90%
8	13	Mario Kart 64	Nintendo	78%
9	–	Banjo-Kazooie	Nintendo	95%
10	3	Castlevania	Konami	85%
11	10	F-1 World Grand Prix	Nintendo	94%
12	1	Mario Party	Nintendo	80%
13	12	Beetle Adventure Racing	EA	92%
14	19	Goldeneye	Nintendo	95%
15	16	Turok 2: Seeds Of Evil	Acclaim	85%
16	20	Diddy Kong Racing	Nintendo	86%
17	–	Bust-A-Move 3	Acclaim	90%
18	17	1080° Snowboarding	Nintendo	82%
19	14	Gex	GT	80%
20	–	Wave Race	Nintendo	83%

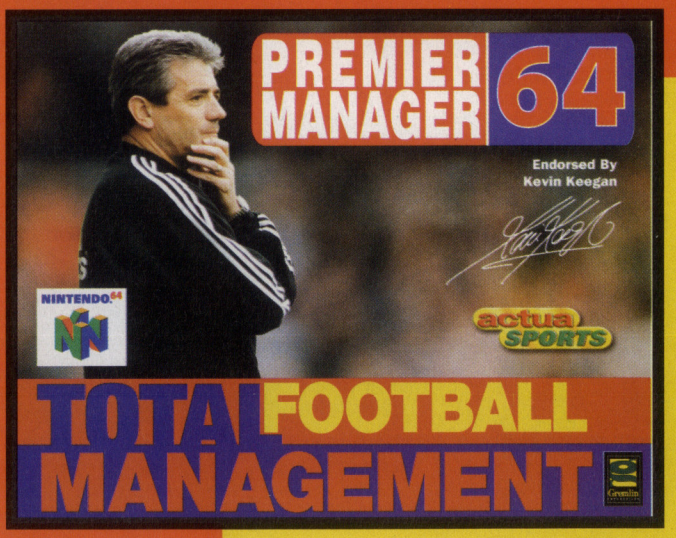
WIN £50

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*!

WORTH OF GAME VOUCHERS

PREMIER MANAGER 64

the only football management simulation you can play on N64



and the only one you'd want to

www.premier-manager.com

Premier Manager® and Actua® are registered trademarks of Gremlin Interactive Ltd.
All Rights Reserved. NINTENDO ®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO, LTD.

When I'm 64

Got something to say? Then say it to us! Let our editor answer your questions and bring light to your life. Or something.

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



You Limey Scum!

[Andy's rant in issue 27 about way too many American sports games being forced on the British market prompted this reply...]

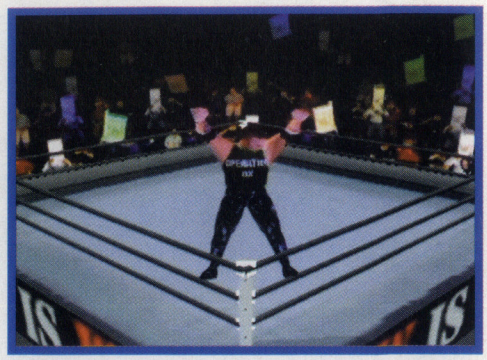
Dear 64 Magazine,

Huh? Ever wonder why American game companies make these games for the American market? I guess it is because Nintendo would not exist *without* the American market. Why don't they make cricket and rugby games? Because no-one here would even bother to waste the time on a game that would have no chance of selling one single copy (here or abroad). They are boring sports from a boring country (I have been there a few times to see for myself). The second you realise this and move on, the better you will be. If American sports games are just not your style, then why don't you guys create an English game company to release some of these tea and crumpet games? Oh, I forgot, your £5 GDP will not support such an endeavor [sic]. Maybe next time you will be lucky enough to be born into a country with some culture and/or some clout. Right now, your only hope is suicide, or acceptance.

Mike Roskell, email

PS: If you spent less time bashing American sports and more time playing the games, you would see that they are actually some of the best games on the N64.

And there's the thing – they're technically very proficient translations of games nobody outside America plays (or likes), which is kind of the point I was unsubtly trying to make. Wow, and I thought it was *irony* that Americans didn't get! And where do you get off with dissing Britain? Listen, sonny, if not for us you'd all be Mexicans. You should be thanking us for getting shot of those Pilgrim tosspots! Rule Britannia!



Wrestlemania

Dear 64 Magazine,

Yes, all my questions are about wrestling, but please do not turn me away because of that. I know, being one myself, that there are many wrestling fans out there who probably have the same questions as me. So here it goes...

1: Your feature on *WWF Attitude* was excellent, but why did you not show any pictures of 'The Brood'?

2: Is it true that the pay-per-view mode may not end up in the finished version?

3: In your Gamewatch release date section, I noticed something called *WWF 2000*. What would this be, then?

Joe Jebroni, Nottingham

1: Because we weren't given any. (We assume you're not talking about the David Cronenberg horror film starring Ollie 'burst liver' Reed, by the way.)

2: There will be a pay-per-view section, but at the time of writing Acclaim isn't sure what form it will take.

3: That would be the next WWF game, which has now been named *WWF Wrestlemania 2000*.

Peripheral Palaver



Dear 64 Magazine,

Ever noticed that whenever Nintendo brings out a new peripheral for the N64, it's always copied by an unofficial company like Joytech or somebody? And most of the time, the copy's a great deal cheaper than the official one.

So I was wondering, does it affect the quality of the product very much? For example, would an unofficial memory expansion pack be just as good as an official one? And does the same apply to other peripherals?

Chris Fuller, Luton

PS: In issue 25, referring to the editorial on page 6, do you know if the new Nintendo console will be backwards-compatible with N64 games and peripherals?

The Joytech expansion pack works just as well as the Nintendo plug-in, as far as we can tell, though there have been other unofficial expansion packs that haven't worked as well. As far as other peripherals go, unofficial memory cards can be notoriously unreliable. For controllers themselves, there isn't one on the market that matches the official Nintendo pad.

Project Dolphin will not be backwardly compatible with the N64, unfortunately. If you want to play *Perfect Dark* in 2001, you'll need to keep your little black box!





Demo Doom

Dear 64 Magazine,
I am writing to ask if you can tell me why Nintendo does not make demo carts. A friend of mine wanted to buy *The Legend Of Zelda* as 64 Magazine had given it a brilliant rating, but some of his other friends had said it wasn't very good because you can't make Link jump when you want to. I didn't think this mattered, because there is no need to jump in the middle of a field and he automatically jumps off anything higher than his waist.

Myself, I bought *Zelda* as soon as it came out in the shops and within minutes of playing it became addicted. I completed it a few times, thought it was brilliant, and then sold it. My friend came round a few days later in the hope of trying it out, but obviously couldn't, so he decided to try a few game rental shops. Unfortunately, they were all booked up for weeks, which just proves what an exceptional game it is.

So would you agree that if Nintendo made demo carts, then not only my friend but lots of other people could try out different types of games (for a price, of course). Then they would probably want to buy the real thing, and surely the number of copies of a game sold would go even higher. One ideal game for this situation would be *Star Wars: Rogue Squadron* because it has had ratings ranging from 47% to 92%, which is very confusing for people who are thinking about buying it.

I suppose it would be a bit like seeing a film trailer, something to whet your appetite. It may not be as expensive as they think, and I am sure that with the right marketing it could make a good profit.
Michael Webb, Andover

The only demo carts that we know of are the ones Acclaim had made for *Turok 2: Seeds Of Evil*, which featured an early build of the first level. However, Acclaim has a fair bit of dosh swimming around, and *Turok 2* was its biggest game of 1998, so they could afford to promote it with demos. Most companies can't. When Project Dolphin arrives, its DVD drive will make it much easier and cheaper to produce demos. Yes, covermounted disks will finally be possible!



Turok 2: a lonely demo.

Ahead Of His Time

Dear 64 Magazine,
I was wondering whether there are any cheats for *Perfect Dark*, and if you have them please would you send them to me.
M M W Davies, Northwich

Since *Perfect Dark* isn't even finished yet, I doubt we'll be seeing any cheats for a while...

Late Arrivals

Dear 64 Magazine,
I am very worried about the delays of highly anticipated games on the N64. Take, for example, *Zelda* and *Body Harvest*. They were some of the first games announced for the N64, but they only came out five or six months ago.

In the editorial of issue 23 you said Easter was when the next batch of big games were out, but so far the only decent game to have come out is *Vigilante 8*. However, games like *Jet Force Gemini*, *Duke Nukem: Zero Hour*, *Shadowman*, *Win Back* and even the doomed 64DD were all due out by now, yet we've seen as much of them as Bernard Manning has of his feet in recent months.

If games keep being delayed like this, then the N64 will be history and Sony will take over the videogame market. I know I paint a grim future for the N64, but this is what I see happening unless Nintendo or third-party developers like Rare or DMA can produce great games quickly and efficiently, and not make games like *Mario Artist* or *Pokémon Snap*.
Jon Perry, Faringdon
PS: If *Metal Gear Solid* is coming to the N64, how are the long FMV sequences going to be transferred to cartridge? One near the end of the game is a good 15 minutes long!

That's the downside of owning an N64 – it's becoming increasingly rare that games come out when they were supposed to. Sometimes it's because the companies making them think they can still improve them (Nintendo is notorious for this, but it generally pays off), and sometimes there's no apparent reason – *Duke Nukem* was finished months ago and still hasn't gone on sale!

It now seems that there won't be a conversion of *Metal Gear Solid* to the N64, but Konami has carefully not denied the prospect of a *Metal Gear* game with a different suffix...



Bored, Bored, Bored

Dear 64 Magazine,
I'm writing to have a moan in the hope that someone out there in happy wonderland will realise that this cannot continue. The fact is, I'm becoming bored. Why? because there has been nothing new in the games market that has been either groundbreaking or interesting since Christmas. For the past few months, what good new games have appeared that haven't been American sport or car/racing related? Sure, there was *Castlevania* which was okay, but it had faults and wasn't groundbreaking in any way.

The bottom line is that both supply and choice are lacking in the N64 gaming market. Not since *Turok 2* has there been a decent shoot-'em-up, and after the millionth mile of corridor, this became tedious.

At last it was June and *Duke Nukem: Zero Hour* was out, and my boredom would be relieved. Alas, whoever it is that decides these things decided that we were not ready for *Duke Nukem*, so the release date was put back to September! Instead we get *Star Wars Racer*, another racing game.

I want to shoot and I want to shoot now. If not for *Zelda* (no, I haven't finished it yet!) and *Rogue Squadron*, I think I would have shot my N64 to pieces. promises of great new games are not enough, I'm losing patience. Time is running out before I do something rash and go and buy a PlayStation with *Metal Gear Solid*!
Charles Andrews, Coventry

Just hold on there! Don't do anything insane! *Quake II*, which is due out soon, will sate your bloodlust quite nicely until Rare's brace of blasters – *Jet Force Gemini* and *Perfect Dark* – appears near the end of the year. As you'll see on page 93, the N64 is overloaded with sports games and racers. Hopefully some software companies will be shamed into producing more original stuff!

(And then we gave Charles a steering wheel. Oh, the irony!)

Blood Splats

Dear 64 Magazine,

Why does everyone think that the N64 is a kiddie console? We have plenty of realistic and gory games like *Goldeneye*, *Turok 2*, *Castlevania*, *Forsaken*, *Mortal Kombat*... the list goes on. There are also tons of games that are coming out that are gory – *Shadowman* is meant to be an 18 certificate.

Well, enough of my raving on. Your magazine is the best in the business and the only one I buy, and the best for answering questions. Speaking of questions, I have a few.

1: What happened to Ask Andy?
2: Also, what happened to the 'cart size' bit in the Ninfo?
3: In issue 25, Andy rated *Vigilante 8* at 90% and in the second opinion, Roy rated it five Ns. In the review of *Beetle Adventure Racing*, Roy rated it 92% but Andy gave it four Ns in the second opinion. Which one is better?
4: I think you should split the Nindex into two halves, under 50% and over 50%. That way, it would be easier to find the good games that are worth buying and the bad games you want to miss. Could you do that?
5: Will there ever be a *Diablo 64*? I thought it was a great game on the PC.

Well, that's all I have to say besides keep up the good work!

Sam Warner, Coomboona, Australia

The N64's so-called 'kiddie image' comes entirely because of Nintendo's heavy use of cuddly mascot characters like Mario and the Kongs. If Nintendo had a long-running series starring a character called Gutrip Throatslitter or something they probably wouldn't have the same image, but since they *want* to sell themselves as the Disney of videogames they're not likely to. Instead it's Mario, Yoshi and Pokémon, Pokémon, Pokémon all the way, and to be honest it hasn't done their bank balance much harm.

1: Not enough people wrote in asking questions.
2: Nobody cared, so we replaced it with the more useful Expansion Pak information.
3: Obviously, what Andy says is right. Always.
4: Compiling the Nindex is hassle enough as it is without splitting it into different sections!
5: Not that we've heard.



Pikachu: Cute Japanese character or albino Furby?

Sucking Brains

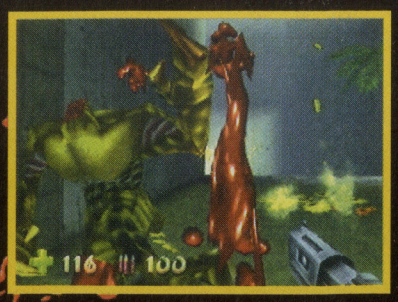
Dear 64 Magazine,

I'm writing to you to complain about the people who think violence in videogames influences us children. They say games like *Turok*, *Mortal Kombat*, *Quake*, and many more which contain gruesome deaths, influence us to behave differently or violently.

I think this is a load of rubbish! For a start, I know violence is wrong and should never be committed, but it is very unlikely that *Turok 2* will influence me to pull out a Cerebral Bore and suck out somebody's brain, or pull out a mace after playing *Mortal Kombat 4* and brutally hammer something to death. I mean, where would I get one from? Not even the corner shop sells them. I don't think many people pop down to B&Q for a rocket launcher from *Goldeneye* either.

So I think dumb people who believe this should see a doctor, because they're the ones who are making us enraged and unstable by complaining all the time. I suggest they shut up until they have some hard evidence of this being true!

Craig Woodall, Sedgley



Any time you see mainstream media stories about videogames, you can almost guarantee they'll be A: biased and hysterical, and B: complete rubbish, like that one in the *Daily Mail* a few months back about the baby playing *Goldeneye*. The stories about the school killings in Colorado being linked to *Doom* were downright irresponsible. Games are games, real life is real life, and anybody wrong enough in the head not to tell the two apart should have set alarm bells ringing long before they're in a position to hurt anybody.

Slip-Sliding Away

Dear 64 Magazine,

The other day I was messing around on *Mario 64* when I had an idea for a pretty neat sub-game. The idea of the game is to go down the Princess' Secret Slide, without collecting any coins, in under 20 seconds. You start with 70 points and for each coin you accidentally collect you lose one point. Also, for each second over 19 seconds it takes you complete the course you lose one point. Cool, eh? My best score is 68 – it was the time I found hard, because you have to go round the corners very slowly. If you can do better then email me.

Jonathan Brown, Bangor
(JDWBROWN@hotmail.com)

We're always on the lookout for quirky challenges in games that you might think have been played to death. If you have a smart challenge for any N64 game, why not send it to us? If we get enough, we'll compile the best of them in a future issue!



Get Coltrane: top 'quirky challenge' action!

Mutants

Dear 64 Magazine,

I have recently started buying your magazine and think that your ScoreZone is the best out of all the ones in the N64 mags, because of the huge variety of games. Okay, it may not have all the best scores, but it gives an opportunity for people like me to get our names in your magazine. I also love the mutated pictures and what you did to Jeffrey Van Der Aa's hair in issue 26. What, you didn't? Oh dear! Whoops, sorry!

Andrew Harvey, Reading

Glad you like it. We enjoy mutating the pictures, and we'd like to do it more often. If you want the dubious honour of having members of the 64 Magazine staff set loose on your photo with a copy of *Adobe Photoshop*, make sure you include a picture with your scores! ■

CONTACT 64 MAGAZINE

By Post:

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

By email:

64mag@paragon.co.uk

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

STAY ONE STEP AHEAD



LODE RUNNER IS BACK!

Only this time, it's been transformed into a deep, challenging 3-D puzzle adventure for all ages! Enter the mad Emperor Monk's realm and manoeuvre between 5 worlds with your specially modified LR-29 combat transport. Recover the stolen gold, explode a few bombs and collect some gems along the way. Eliminate the Emperor Monk, and return to Earth alive. Check it out at

www.loderunner3d.com

LODE RUNNER™ 3-D

INFOGRAMES
www.infogrames.net

BIG BANG SOFTWARE

NINTENDO 64

© 1983 Douglas E. Smith. All Rights Reserved. © 1999 Big Bang Software, Inc. and Banpresto Co., Ltd. Lode Runner is a trademark of Douglas E. Smith. Packaging © 1999 Infogrames Entertainment, Inc. © 1998 Nintendo of America Inc. Nintendo, the official seal, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc.

64sight

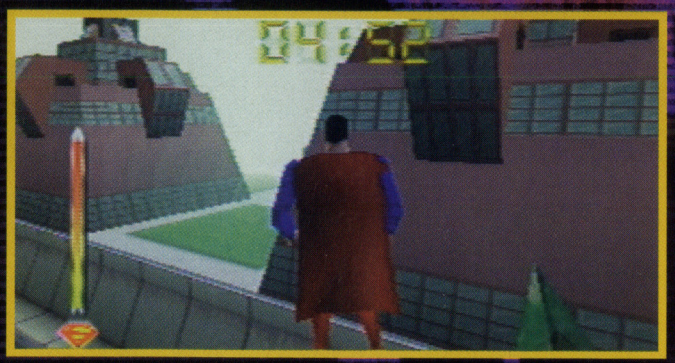
Looking ahead to the games you'll be playing tomorrow!

QUAKE 2 14
The game to beat *Goldeneye*?

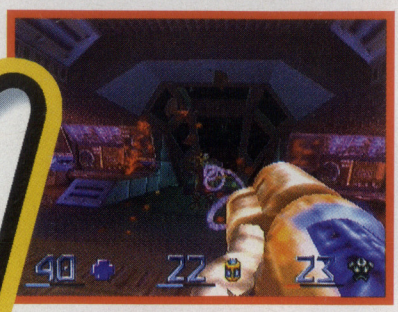
TONIC TROUBLE 17
Weirdness a-go-go!

40 WINKS 18
Hopefully it's not the effect it'll have!

SUPERMAN 22
Man in tights and cape alert!



RALLY MASTERS 23
Drive, he said!





Quak

Scores a 10 on the Richter Scale!

After months of waiting, it's almost here! Annoyingly, we have to wait until next month until we can give you a review (don't blame us – Activision's PR guy practically had the cart handcuffed to his wrist when he brought it down for us to see) but you can get an idea what we thought of *Quake II* in our Preview Playtest (page 16).

The first *Quake* game on the N64 was a bit of a disappointment, since it didn't manage to capture the panic-inducing speed of the PC version and only managed a two-player deathmatch game to boot. *Quake II*, on the other hand, has everything an N64 gamer could ask for. Blinding speed, dazzling effects, monstrous enemies, huge guns and a four-player deathmatch that's so fast and ferocious it makes *Turok 2* look like a mild disagreement between valium-eating pensioners!

QUAKE 2

Publisher:	Activision
Developer:	Raster
UK Release:	July '99



▲ The rocket launcher is ideal for a no-messin' settlement of an argument.







e II

▲ A five line caption for this picture of the chaingun rattling into action and blowing some git away? Surely you jest!

Quake II is one of those games that really can't be bothered to waste time thinking up a plot when there's killin' to be done. The evil Stroggs (a bunch of Paul Daniels-ugly aliens) want to take over the Earth, and you, as a tough Space Marine, are violently opposed to this. Starting off with your trusty handgun (Space Marines never go anywhere unarmed) you have to charge through a couple of dozen levels, reducing any Stroggs you meet to a ketchup-like paste.

This new N64 incarnation of *Quake II* adds a few mission objectives so that it's not pure mindless violence, but Gandhi and Einstein still need not apply. If you can find a few switches or lob the odd bomb at the right target, you'll do just fine.

Numerous graphical improvements have been made since the first game. The dismal brown and grey corridors of *Quake* are gone, replaced with a much wider variety of environments, ranging from high-tech bases to positively Satanic otherworldly strongholds. If you have an Expansion Pak, you even get an extra bonus – real-time lighting effects,

▲ The 'skins' on each enemy change as they take hits, giving the illusion of them being filled with gory holes.

bringing new life to the already colourful worlds as weapons fire illuminates them and their inhabitants.

The enemies themselves are changed from *Quake*, being more technological (if just as disgusting). Bizarre cyborgs with mechanical claws, metal spikes or plain old big guns where their hands should be run riot, and the further you go through the game, the nastier they get. A smart, if gruesome, new touch in *Quake II* is that the enemies visibly take damage

▶ Blood splatters are done in an unusual but effective way – small sprites are used to represent the drops of blood.



▼ The Stroggs are specialists in cyborg technology, though they could learn something about style from the Borg.



the future is DVD

Do you want to know more? yes

Hey Joe!

Where you goin' with that gun in your hand? *Quake II* has some of the best weapons you'll find this side of, er, *Quake III*. If the size of your pistol at the start of the game makes you feel inadequate, don't worry – these big shots will soon put some lead in your pencil!

Shotgun



Always handy for taking down weaker enemies quickly. Up close, this'll kill them with one shot!

Super Shotgun



This double-barrelled monster is even more powerful than the shotgun, but takes longer to reload.

Machine Gun



Individual bullets from this gun don't do much damage, but it fires so many it rapidly becomes lethal!

Chain Gun



First of the really heavy weapons, this six-barrelled Gat spews out more bullets and is more accurate than the Machine Gun.

Grenade



A futuristic pineapple – lob it and leg it before it blows up! Just watch out for ricochets...

Grenade Launcher



Fires grenades further and more accurately than just throwing them by hand, but rebounds are still a problem.

Rocket Launcher



Top destructive action! Fires devastating explosives in a straight line – just don't get caught in the blast!

Hyperblaster



A multibarrelled energy weapon with a withering rate of fire. Makes clearing out crowded rooms a doddle!

Railgun

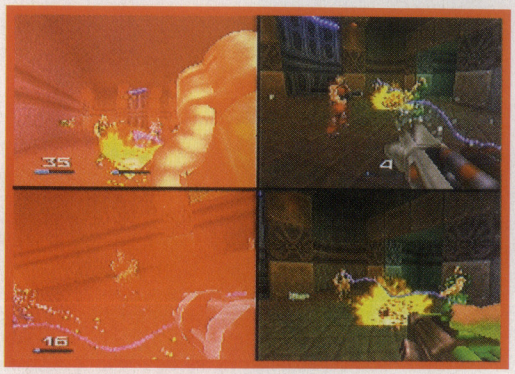


Everyone's favourite – the railgun is utterly deadly, but suffers from its rather slow rate of fire.

BFG



There's always one of these in an id-derived game... Its green bolts of doom vaporise all opposition!



▲ Multiplayer games feature all the weapon effects of the one-player mode, with no apparent slowdown.



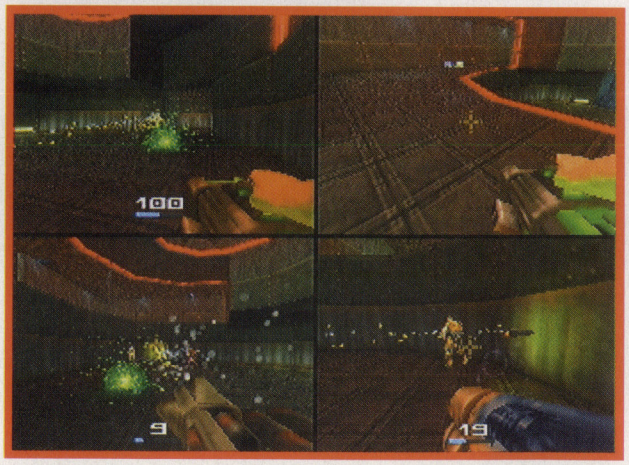
▲ When confronted by a flying enemy, there's only one thing to do – and it's *not* run away crying like a baby!

when you shoot them – shoot some goon in the chest with your pistol and you'll see his flesh start to fly off in chunks, or use a more powerful weapon on his head and you'll take out half his skull. Not that this always stops them – in fact, it often makes the bad guys even more angry!

All this one-player stuff is good, but *Quake II* is best known for its multiplayer side. The N64 game does a fantastic job, giving up to four players the chance to engage in some insanely fast deathmatch action in ten (possibly more) excellently designed arenas where there's literally nowhere to hide.



◀ With an Expansion Pak fitted, *Quake II* lights up with all kinds of funky real-time effects.



▲ Some unlucky player is about to feel the force of an exploding rocket right against his back. Say goodnight!

However good the one-player game may be (and judging from what we've seen we think it's going to be very good indeed) it's the deathmatch side of things that's going to be the crowd-pleaser, and the crowd is definitely going to be pleased!

Preview Playtest

We don't normally give any critical comments in previews, because that's not what they're there for. On this occasion, though, we just couldn't wait – *Quake II* is bleedin' brilliant!

Not only is it unstoppably fast in the one-player game, no matter how much action is going on, but it's just as fast when you want to engage in a bit of hot four-player action. It doesn't matter how many railgun spikes, rockets, grenades, high-velocity bullets and body parts are flying around, *Quake II* laughs in the face of slowdown, then kicks it in the nuts and nicks its wallet.

What makes all the difference is the frame rate. *Turok 2*'s characters moved around at pace, but the game was so jerky that it often became almost unplayable. *Quake II* is even faster, but rarely skips a beat. Not even the extra lighting effects that appear when you have an Expansion Pak plugged in can slow things down.

The game itself is as plotless as most first-person shooters, but it's the action that counts, and *Quake II* has more action than James Cameron's entire career! Whether as a single-player adventure or a four-way blood feast, *Quake II* blew us away with its speed and thrills.

We'll have a full review next issue, but as you can probably tell, we like it already. Expect high marks – could this be the game to dethrone *Goldeneye*?

64 Magazine Rating: ★★★★★

Trouble with tonic? Here's the antidote!

Tonic Trouble



Yet another version of *Tonic Trouble* arrived in the office this issue and the game is starting to come together very nicely. Frankly we were a little worried by earlier versions of the game which suffered from a rather obstructive camera and didn't always make sense – although that was generally down to various bits of the different levels not actually being finished!

As those of you who have read previous *Tonic Trouble* previews will know, the basic premise for the game is that Ed, the janitor on a passing alien spacecraft has managed to spill (okay, puke) some rather strange tonic onto the Earth which has caused quite a bit of trouble, and now he's got to sort things out.

TONIC TROUBLE

Publisher:	Ubi Soft
UK Release:	September '99



▶ This Dreamcast-type symbol is a piece of antidote. You need to collect 160 of them to successfully complete the game.

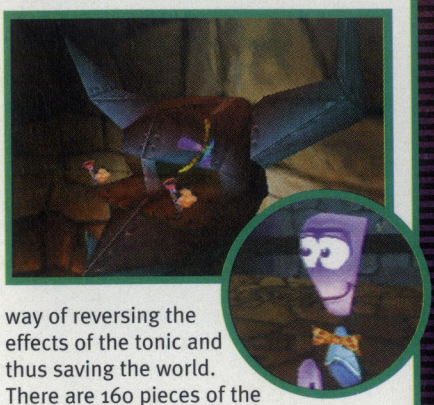


▲ It's Grogh the Hellish! He's determined to thwart Ed's attempts to save the world and will stop at nothing in his quest for absolute power!

The camera in the game has been radically sorted and now operates superbly. It's amazing quite how much difference the camera does make to the gameplay – the whole thing is now vastly more playable and a lot less frustrating.

Another addition to the latest version of *Tonic Trouble* is the antidote to the tonic itself! This is actually one of the most important elements of the game, because without the antidote Ed has no way of reversing the effects of the tonic and thus saving the world. There are 160 pieces of the antidote to collect – a fact made abundantly clear on many occasions by just about every character you meet. You begin to wonder after the sixth or seventh time someone has just said, "Oh yes, and don't forget, you need 160 pieces of the antidote to defeat Grogh" quite who the game designers think are going to be playing this game – amnesiac goldfish perhaps? Watch out for a full review of *Tonic Trouble* in just a couple of months! ■





DVD review



ISSUE 2 OUT NOW ONLY £3.95

- EVERY UK DVD REVIEWED
- THE BEST PLAYERS TESTED
- HOW TO SET-UP THE PERFECT DVD SYSTEM

the future is here...

DVD Review is available from all good newsagents, please ask for your copy now

Wakey wakey, it's, er, time for bed!

40 W

Dreams have always had the power to fascinate. Some people believe they predict future events, others connect them to occurrences in past lives and Sigmund Freud was convinced they showed how we all wanted to have sex with our mothers.

Love 'em or hate 'em though, dreams are all around us. Robert Englund stalked through children's dreams with a razor blade-bedecked glove in the *A Nightmare On Elm Street* films and Bucks Fizz had a... erm, 'hit' song about dreams with *The Land Of Make Believe*.

40 Winks is the first N64 game to venture into the world of dreams and it promises to be a goody. The plot behind the game revolves around the machinations of an evil chap called NiteKap. Well, evil's probably a bit of a strong term. Grumpy and



▼ Yes, he's called Ruff and in order to save the world he's got to dress up as Jester – some kids just don't have much luck, do they?



40 WINKS

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



▲ This is the boss stage for the Pirate level. Ruff must fire the cannons at Thread Bear on the other ship and avoid the flying crewmen.



Winks

bad-tempered would be a better description. And to be honest he's got good reason – having not had any sleep at all in a long, long time. Think about how irritable you get if you miss a few hours of sleep, then multiply that effect a thousandfold...

I Command You To SLEEEEEP!

Although this sounds like the cue for a blood-drenched rampage through the slumbering imaginations of loads of lusty adolescents, *40 Winks* is aimed primarily at an audience around the nine- to ten-year-old mark, so that sort of thing would be a tad inappropriate. Instead our ageing insomniac sets out to make sure that if he can't have a good night's sleep then no-one else is going to have one either – by giving everyone nightmares. Ooh... the nasty man!

To this end, NiteKap has taken to the dreamscape and kidnapped all the Winks. The what? You know, the Winks! As in, I'm just off to have 40 Winks? And you thought it was just an expression! The Winks are a race of little creatures who see to it that everyone who's asleep only has good dreams. They're there to see off the nightmares and generally make sure you get a decent night's sleep.

NiteKap has turned the majority of the nice little Winks into Hood-Winks. As the name suggests, the Hood-Winks aren't quite so nice and their one pleasure in life is to give everyone else bad dreams. Luckily though, not all the Winks have been transformed. NiteKap has imprisoned 40 of them across six different levels. It's not clear exactly why he's done this but it's important to the plot so we'll let it pass.

Which brings us to the heroes of the game, Ruff and Tumble. They're brother and sister (with parents who wanted them to get beaten up a lot at school, presumably) and our only hope if we ever want to have pleasant dreams again. Ruff and Tumble must make their way through the six different dream-themed levels to find and free the imprisoned Winks before defeating nasty old NiteKap.



Nudge, Nudge, Hood-Wink!

This unpleasant chap is a Hood-Wink. They're the evil alter egos of the Winks, sent by NiteKap to make sure that no-one gets a good night's sleep. Don't mess around with these little furballs – just give 'em a good slapping!



▲ **The aliens have landed! Call Fox Mulder! Well, no space-themed level would be complete without a Grey alien, would it?**



◀ **Ever wondered what a Wink looks like? Well wonder no longer! Not very imposing, are they?**

Dog Ruff

The various dreamlands they must explore are Castle, Space, Pirate, Underwater, Nightmare and Prehistoric. So no 'planet of the naked nymphos' then? Or is it just me that dreams about that? Anyway, each dream-themed level has three stages, each of which contains hordes of suitably-themed nasties, all of whom are intent on stopping Ruff and Tumble from rescuing the Winks. Fortunately, our youthful saviours aren't exactly what you would call defenceless. This being a dream, both kids have a variety of different offensive moves with



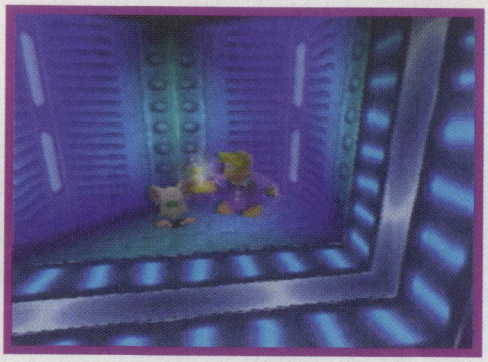


Don't Be Alarmed!

This is Wakey Wakey the alarm clock. He performs a similar function to Bottles the mole in *Banjo Kazooie* in that he's your tutor and guide to the world of dreams. At the beginning of the game, he explains the various moves and also the initial puzzles. Later on he pops up if you get stuck for too long on a particular puzzle and drops hints to help you get through it.



▲ **The candle that Ruff carries is actually used as a weapon. Just remember kids, don't play with fire!**







which to deal with NiteKap's minions, and that's not all!

At certain points on each level, Ruff and Tumble come across colourful jack-in-the-boxes. By jumping into one of these, the children receive a nifty new costume which has its own special powers. Both kids can become a Monster, a Robot and a Ninja, and Ruff can also transform into the apparently rather powerful Jester, while Tumble takes on the role of a Fairy. No sexual stereotyping there, then!



▲ If you go down to the woods today, you're sure of a big surprise... and with Thread Bear about you can be sure there ain't gonna be no picnics!



Probably the coolest outfit that Ruff gets to use is the ninja one. He looks remarkably like a Teenage Mutant Ninja Turtle!

Many of the puzzles throughout the six stages require the kids to be wearing a specific costume. When we played the game, the costumes were set on a timer and vanished after a limited period. Game producer Chris Johnson explained that the costumes were being changed so that instead of being timed they could take a certain number of hits, thus giving you more freedom to make use of the special powers they grant you.

A Quick Tumble

Of course, this wouldn't be a real adventure without boss characters. In *40 Winks*, the bosses come primarily in the form of one character – Thread Bear. This cuddly fellow is NiteKap's chief sidekick and he pops up in a variety of guises to try and hamper the children's progress – as a knight on a horse, captaining a pirate ship and inside a huge robot spider, to name but three.

Graphically it must be said that *40 Winks* is very reminiscent of *Banjo Kazooie*, having as it does elements in common with the Rare title, such as making the heroes transform to perform certain puzzles and the use of a tutor character to teach you about the game. That said, *40 Winks* does offer some new ideas, including possibly a co-operative two player mode, and it should also be emphasised that this game is aimed at an audience with rather a lower age range than *Banjo* so the puzzles are going to be a little bit easier. All in all, *40 Winks* is looking like being a very attractive title for younger gamers – keep an eye out for more news as we get it!



Come On, Race Yer!

As well as each level in the game having a boss section each themed world also includes a special race. Here, Ruff and Tumble must hop on the back of something suitably themed (in this case a firework rocket) and race various characters through a specially designed course. The finished game may also develop this concept further and provide players with multiplayer battle arenas, although at the time of writing that hadn't been finalised.





▶ When they're in their robotic forms, Ruff and Tumble have homing missile ability, which definitely comes in handy!



▼ The Pirate stages have all sorts of ocean-related enemies for Ruff and Tumble to deal with. Like these crabs, for example.



NEW & IMPROVED DIGITAL SERVICE

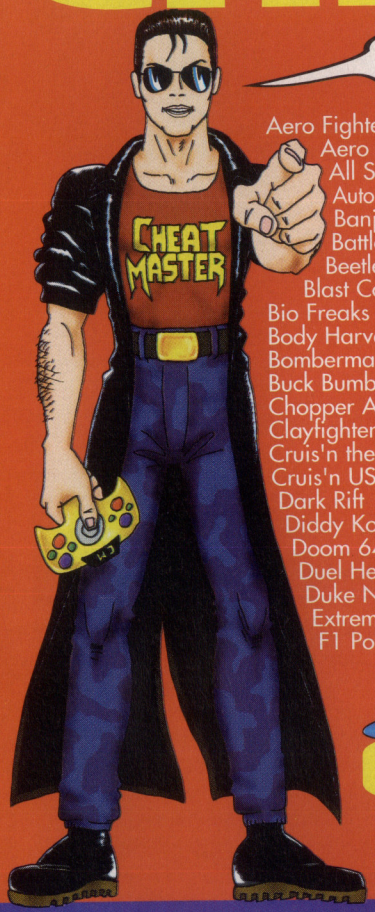
CHEATS & TIPS FOR OVER 1000 GAMES

INCLUDING release dates, charts, reviews & news

INTERACTIVE TELCOM

N64, PSX, PC & GAMEBOY

NINTENDO 64 CHEATS & TIPS



HI I'M THE CHEATMASTER. IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLD'S LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

Aero Fighters Assault
Aero Gauge
All Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Racing Aventure
Blast Corps
Bio Freaks
Body Harvest
Bomberman 64
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
Gex
Glover
Goldeneye
GT 64 Championship Edition
Hexen
International Super Soccer
ISS '98
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Mario Karts
Mario Party
Micro Machines 64
Milo's Astro Lanes
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi Racing Championships
Nagano Winter Olympics '98
NBA Courtside
NFL Quarterback 98
NHL 99
Penny Racers
Perfect Striker
Pilot Wings
Quake 64
Rampage Universal Tour
Rampage World Tour
Rush 2
San Francisco Rush
SCARS
Shadows of the Empire
Snowboard Kids
South Park
Space Station
Star Wars: Racers
Star Wars: Rogue Squadron
Super Mario
1080 Snowboarding
Top Gear Rally
Top Gear Overdrive
Turok 1 and 2
Vigilante 88
Virtual Chess 64
Virtual Pool
V-Rally
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3d Hockey
Wipeout 64
WCW Vs NWO World Tour
WCW Vs NWO Revenge
World Cup '98
WWF War Zone
XG2
Yoshi's Story
Zelda

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

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

AUDIO SERVICE

09066 098008

Calls cost 60p a minute to this number

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00 after 24 June, before this date once the call time has exceeded 5 minutes the call will be terminated upon next request. Ensure you're calling from a touch tone phone. Accuracy of the information is not guaranteed. Please put comment or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA or call our customer service on 0845 0202011 (local call rate applies)

CUSTOMER SERVICE: 0845 0202011

FAX CHEATS & TIPS NEWSLETTER



N64 & PSX FAX-BACK

CHEATS, TIPS, REVIEWS & WALKTHROUGHS FOR ALL THE TOP GAMES INCLUDING:

Zelda	Beetle Ad Racing	South Park
Goldeneye	Castlevania	WCW Revenge
FIFA 99	Micro Machines	Vigilante 8
V-Rally	Rogue Squadron	Turok 2

Plus the latest NEWS, CHARTS and a chance to WIN over £10,000 worth of prizes

To order FAX CHEATS & TIPS, lift the handset on your fax machine, dial the number below and follow the simple instructions.

FAX-BACK SERVICE

09062 994950

TOTAL-GAMES-NETWORK Calls ONLY cost 25p a minute to this number

COMPETITION HOTLINE

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

GAMEBOY COLOR
10 TO BE WON

28in COLOUR TV
3 TO BE WON

MOBILE PHONE
10 TO BE WON

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

09066 098101

Calls cost 60p a minute to this number

Call the number above & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. All entries must be received by the final closing date of 30th November 1999. Ensure you're 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 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.



HI I'M THE CHEAT MISTRESS. WHY DON'T YOU CHECK OUT MY SPECIAL FEATURES!

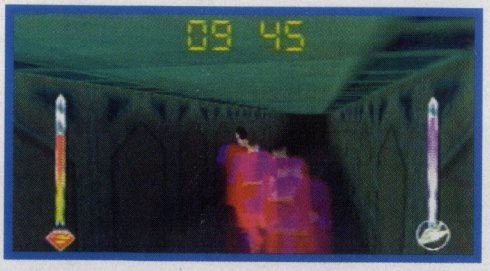
GOLDENEYE WALKTHROUGH

CHEATMISTRESS PRESENTS THE ULTIMATE WALKTHROUGH TO THE ULTIMATE GAME

AUDIO SERVICE

09062 995020

Calls cost 25p a minute to this number







Superman



Clap your hands, Superman!

It's no end of trouble being a superhero. There's always a madman to defeat, a city to save, a baby dangling precariously from a flagpole to rescue. It's even worse if you're a superhero and your nemesis knows who your best mates are, since they instantly become prime kidnap target!



◀ Lex Luthor quite literally has Superman jumping through hoops for him! Fly through them all in a strict time limit.

Superman sees (you guessed it) Superman being forced to enter a virtual reality world to rescue Lois Lane and Jimmy Olsen, who have been kidnapped by the evil Lex Luthor and Brainiac. To save them, Superman is forced to enter the virtual world. Here, everything is under the control of Luthor and his supervillainous partners, and he'll do everything in his power to ensure that Superman doesn't leave the VR version of Metropolis alive.

The game is played from a third-person viewpoint, and Superman has to complete increasingly difficult objectives at Luthor's whim if he's to have any chance of seeing his friends alive again.

Because the virtual Metropolis is only a simulation of the real world, Superman doesn't have access to all of his powers at first, only his flight and super strength. He is only able to gain his famous abilities like heat vision, ice breath and x-ray vision by collecting power-ups from within the numerous buildings inside the city, and even then they only work for a limited time.

Superman also has two different multiplayer games. The first is a *Forsaken*-style battle game, where up to four players can shoot it out while flying through a number of levels, and the second is a race game. Oddly, in the multiplayer games all the players fly little spaceships instead of controlling the Man of Steel and his enemies directly. No doubt Clark Kent's journalistic prowess will rub off on us and let us find the reason for this when we bring you the full review next issue! ■

SUPERMAN

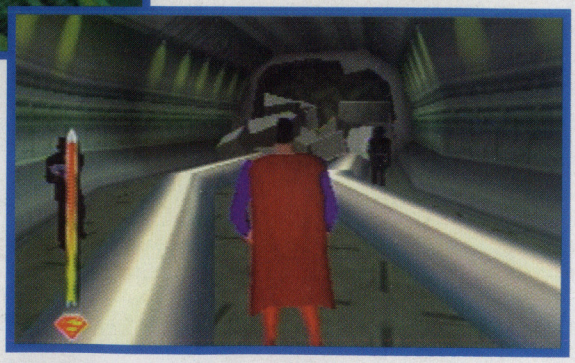
Publisher:	Ubi Soft
UK Release:	July











▲ Superman runs into *Big Issue* sellers in a subway tunnel.





Rally Masters

RALLY MASTERS

Publisher:	Gremlin Infogrames
Developer:	Digital Illusions
UK Release:	Autumn (TBC)

If you've ever been struck with the urge to rip down a country lane at 90mph and powerslide through muddy corners, but you don't think Mum would let you take the Metro, then *Rally Masters* could be just what you're looking for. This game from the newly-merged Gremlin Infogrames is a rally simulation that's already looking better than the previous Infogrames game, *V-Rally*.

Rally Masters boasts a large number of cars to choose from, all of them based on real rally vehicles like the Peugot 306 Evo and the Lancia Stratos. The game also promises to have realistic physics, so those tumbling crashes into ditches should be common until you get the hang of driving on loose surfaces!





▲ *Rally Masters* could be the most realistic racing game to date!





The Videodrome
01242 269609

FREE VIDEO SEARCH

IF YOU'RE LOOKING FOR A SPECIFIC VIDEO AND FINDING IT SIMPLY IMPOSSIBLE TO GET, THEN GIVE US A CALL. WE TURN OVER THOUSANDS OF MOVIES EVERY WEEK, NEW, USED, EX RENTAL, RARE AND DELETED. WITH THOUSANDS OF TITLES IN STOCK AND A TEAM OF SEVEN BUYERS WE WILL SEARCH FOR ALL OF THOSE ELUSIVE TITLES.

ALL TAPES ARE BBFC CERTIFICATED OF UK RELEASE AND SHIPPED TO YOU IN PRISTINE CONDITION WITH A FULL GUARANTEE.

MOVIE MERCHANDISE

POSTERS, POSTCARDS, COSTUMES, MUGS, KEYRINGS AND ALL MANOR OF MOVIE MEMORABILIA. NOW IN STOCK:-

SIMPSON MASKS	£19.99	BLEEDING SCREAM MASKS	£19.99
SCREAM MASKS	£9.99	BORG MASKS/MAKE UP KITS	£49.99
EPISODE 1 MASKS	£29.99	STAR TREK UNIFORMS	£39.99
SCREAM MASK/CAPE SETS	£29.99	DARTH VADAR TWO PIECE MASKS	£49.99
STAR WARS CHESS SETS	£39.99	LIGHT SABRES	£9.99/£16.99

MOVIES WANTED

WE BUY NEW, USED, EX-RENTAL & BOXED SET VIDEO & DVD SO IF YOU ARE THINKING OF HAVING A CLEAROUT GIVE US A CALL AND WE WILL OFFER A NO OBLIGATION QUOTE-YOU MAY BE PLEASANTLY SUPRISED! WE WILL ARRANGE FOR SECURICOR TO COLLECT FREE OF CHARGE AND GUARANTEE PAYMENT WITHIN 48 HOURS

The Videodrome, Cheltenham, Worcester & Pershore 01242 269609

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...





MR. FURY
09060 111660

THE DETECTIVE
09060 111661

MR. STAMMER
09060 111662

...THEN WAIT FOR THE REACTION

IRATE DELIVERY DRIVER
09060 111663

MY DAUGHTER'S PREGNANT
09060 111664

Calls charged at £1/min at all times. Jokelines, P.O. Box 43, Warminster, BA12 7PP

GADGETZONE
GAMERS
www.gadgetzone.com
01524 730500/730600



30 Block Memory Card



Smart Joypad Adaptor - Use your PlayStation/N64 on your PC
£15.99



Cordless Dual Shock Joypad
£26.99



PlayStation Pocket Station, Available in white and clear - Only **£49.99** in white and **£51.99** in clear



Gamebooster- Allows you to play Gameboy games on your PlayStation

OUR EMAIL CONTACT ADDRESSES ARE sales@gadgetzone.com & info@gadgetzone.com

OFFICE ADDRESS: 32 VICTORIA STREET, MORECAMBE, LA4 4AJ (CALLERS WELCOME)

POSTAL ADDRESS (FOR ALL POSTAL ORDERS AND CORRESPONDENCE): PO BOX 46, LANCASTER, LA1 5FH

ALL OUR PRODUCTS INCLUDE P+P AND VAT,

Written by: Roy Kimber

What do you get if you cross Starcraft with Goldeneye?

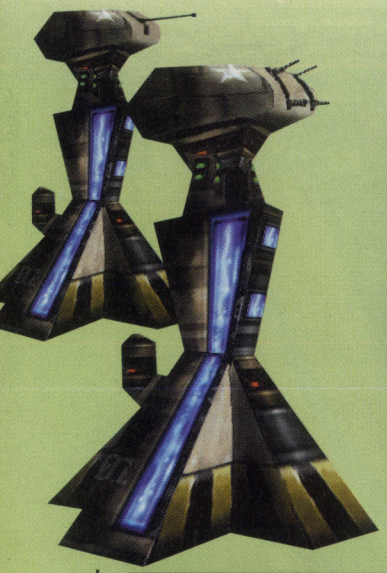
Battlezone

There are probably few people who have even heard of Fareham. It's a (fairly) small town on the south coast of England between Southampton and Portsmouth. There's little to draw people to the place – no huge tourist attractions, no big leisure parks, no prominent sports clubs. It is however, the town where I grew up. So there is at least one thing interesting about it.

What not many people know, probably not even those who actually live in Fareham, is that the town is also home to top software developer Climax, which is currently working on the N64 version of the PC title *Battlezone*. So, armed with my local's guide to Fareham, and risking the rather obvious puns that would be made when the rest of the office learned my destination, I grabbed my dictaphone and headed off to Climax.

As mentioned already, *Battlezone 64* is based on an existing PC title and as such the storyline in the console version is pretty much the same as in the original. The plot is based loosely on one of the many conspiracy theories surrounding the 1969 US moon landing. Many people – in the US at least – are under the firm conviction that the landing was faked and that people have never in fact been to the moon. Okay, fair enough, keep taking the pills. Another slightly more credible theory is that not only did we go to the moon, but we actually landed well in advance of the Armstrong and Aldrin mission and the landing shown 'live' on TV was in fact actually recorded in advance to ensure that nothing went wrong on the day. And this is the theory that runs underneath the *Battlezone* plot.

In *Battlezone 64* the year is 1962, seven years before Neil Armstrong will utter his famous "One small step for man..." quote on the steps of the Eagle lunar lander. The USA and the USSR are involved in a desperate race for alien artefacts which have been discovered on the moon. These artefacts are important because the material they are constructed of – an intelligent 'bio-metal' – can be transformed into



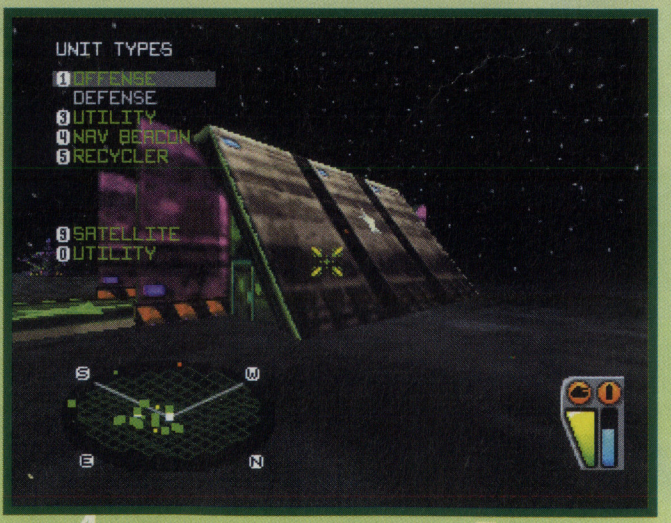


▲ Say what you like about alien planets – they certainly get some interesting cloud effects. This one's a nice shade of 'lemon yellow'.

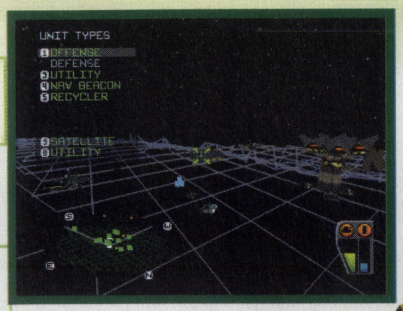








▲ You need to learn the function of the various strategic structures at your disposal if you want to mount a successful campaign.





powerful weapons and advanced vehicles. This means that whichever superpower controls the supply of the metal could conceivably turn the course of the Cold War in their favour. And so the game begins...

In the PC version of *Battlezone* you can play as either the Soviets or the Americans. For the N64 version a third force is also available, but at the moment Climax is keeping their identity under wraps. What we can tell you is that they'll be a special black ops unit working independent of both the US and the Soviet armies. Apparently this force did pop up in the PC game as a kind of wild card opposition force, but there was little background given and you couldn't actually play as them.

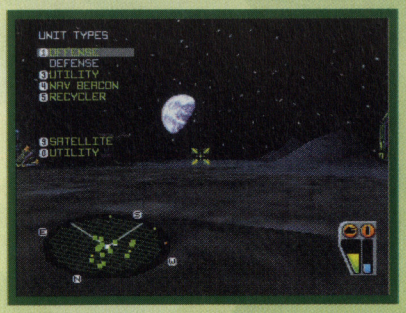


▲ **At the moment the vehicles are still being put into the game. This is one of them and... er, it's a green one.**

At first look *Battlezone 64* appears to be just another first-person shoot-'em-up, albeit one which is set outside on alien planets rather than in the tunnels and corridors of more familiar N64 titles like *Doom* and *Quake*. As soon as you play the game though, you realise that there is far more to it than that.

Battlezone 64 offers three different modes of play. The first and most straightforward is Arcade. This basically sticks you in a hover tank and sends you onto the battlefield to blast anything that moves. Nothing too cerebral there! The emphasis is firmly on seat-of-the-pants action, and up to four players can face each other head-to-head in this mode.

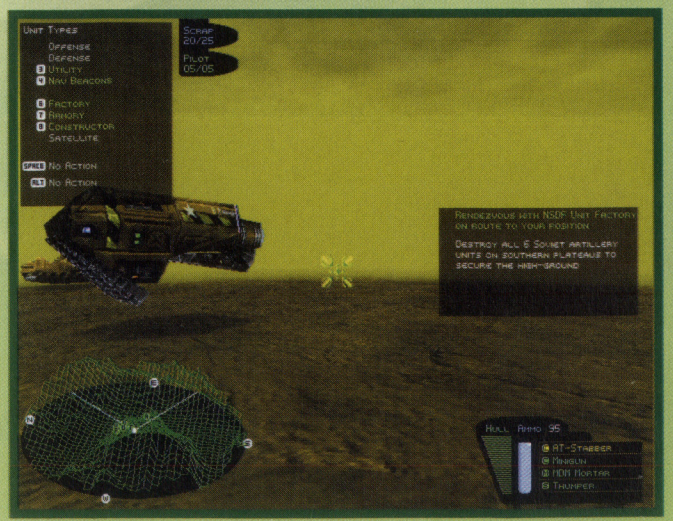
Commander Mode is the most in-depth and complex mode in the game. The best way of describing it is as a first-person version of *Starcraft* or *Command & Conquer*. You can take control of any vehicle you want and issue orders to various units under your command. Under your instruction, your



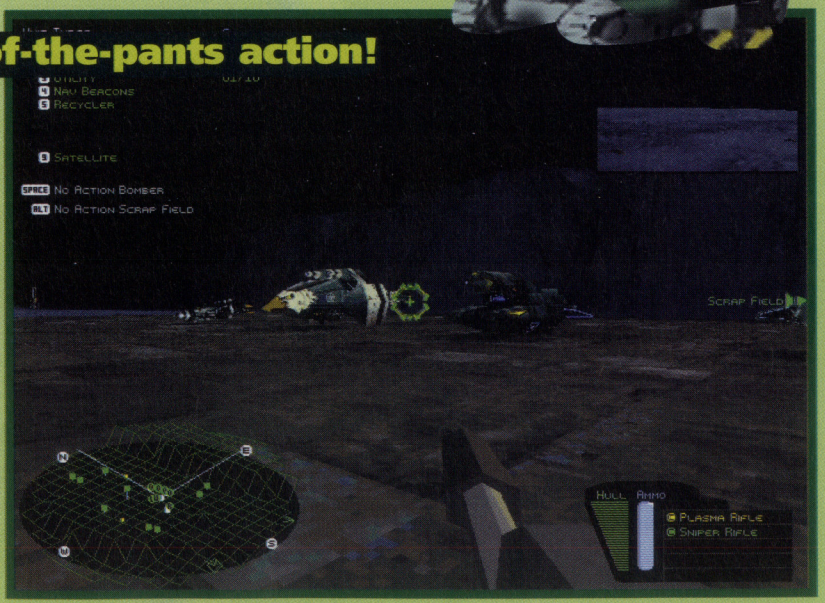
◀ **That large blue and white marble in the sky is the Earth... so we must be on the moon! Gosh Holmes, how do you do it?**



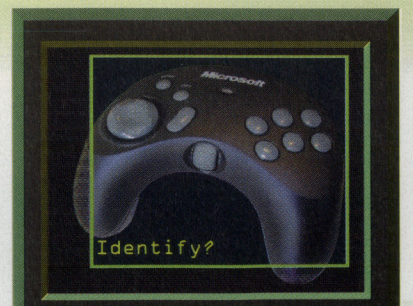
The emphasis is firmly on seat-of-the-pants action!



▲ **Your objectives pop up in boxes on-screen as you progress through each mission. The commands box is on the left.**



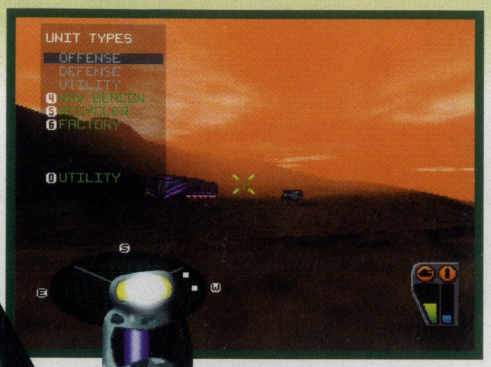
▲ **You can move around on foot if there aren't any vehicles you fancy. In this mode you can snipe at objects some considerable distance away.**

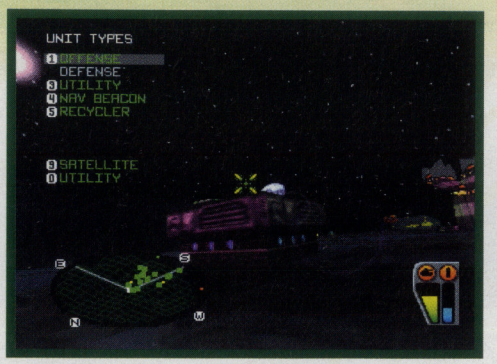


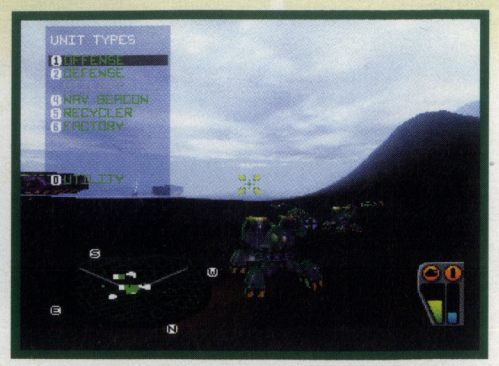
▲ The Sidewinder pad

PC Slave To N64!

To find out whether it was even possible to create a version of *Battlezone* for the N64, Climax first rewrote the PC code so that all the keyboard and mouse commands could be operated from a Microsoft Sidewinder controller (which has a similar button configuration to the N64 joypad). All the missions in the N64 game were designed and play-tested on this PC version before being transferred to the console. In effect, Climax has created a new PC game, the sole purpose of which is to serve the N64 – take that, PC owners!









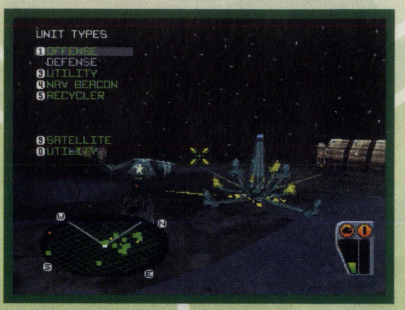
forces must scavenge for resources then build structures and vehicles with which to take on the enemy. It's all very well being a top-rate pilot and a brilliant shot, but in this mode you need to be more than that. Strategic planning is the order of the day and careful resource management is essential in order to survive.

If you find that all this strategic command business is a little too much for you, then there's also a third mode for you to consider. Pilot mode lets you play through all the missions available in Commander mode, but instead of running the whole operation you're just one member of the team operating under orders from the force commander. This means that if something happens your fellow troops respond to it on their own, but this doesn't mean you can just sit idly by. Although your force will defend itself against attack, your role in each mission is weighted carefully so that if you don't get the job done, your side is going to crumble very quickly beneath the enemy assault!

In addition to the multiplayer arcade game *Battlezone 64* has a two-player only option – Pitched Battle. This pits you against a friend, with each of you in control of a squad of different units ready to obey your every command. If the unit you're directly controlling gets destroyed then you shift to control of another one – assuming that there are any functional units left – and the last player standing wins.

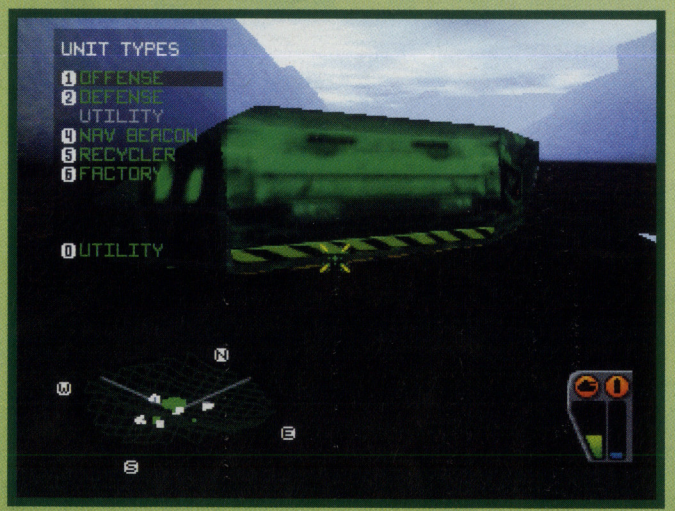
With 40 missions in all, which can be played in a variety of different modes, *Battlezone 64* is certainly looking very promising. The depth of gameplay and the massive range of units that you can utilise promises to supply a top gaming experience which will hopefully appeal to both fans of strategy and also to those who have so far steered clear of that type of game because they can't get excited moving small units around on a map. Putting you in the thick of the action arcade-style while still letting you command multiple units potentially offers you the best of both worlds!

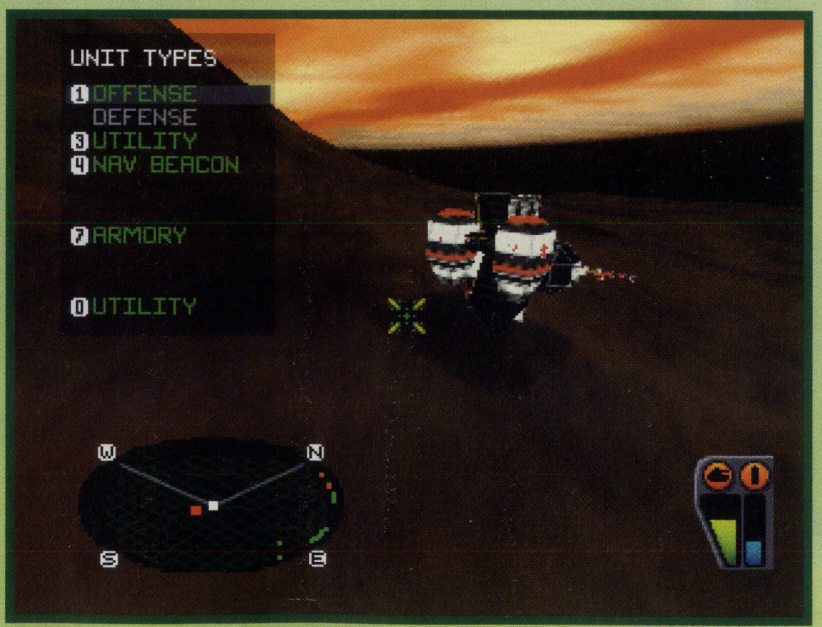
▲ One of the planets you battle on looks remarkably similar to Earth. Well, aside from the lack of trees, rivers and people, that is!



▲ Strange alien architecture or high tech ruskie hardware... It doesn't really matter, let's blow it away. International relations my foot!

Battlezone 64 is certainly looking very promising!





What A Rush!

How's this for a cool item of office furniture? Climax worked on the PlayStation version of *San Francisco Rush* and during production Midway sent them one of the genuine arcade machines which they've still got – it's all right for some!



TOP PLAYERS, TONS OF DIFFERENT SHOTS...

ONE BIG SMASH

Look out for the great LTA on-pack competition offering the chance to win an exclusive day's coaching at a top tennis club.

The Lawn Tennis Association



89% N64 PRO

'ALL STAR TENNIS IS AN ABSOLUTE BLAST'

All Star Tennis '99

- Featuring an all star cast of 8 top players
- Stunningly realistic gameplay
- Amazing 3D rendered courts in different locations
- Multiplayer option for up to 4 players

NINTENDO 64 PlayStation GAME BOY COLOR

Available on Playstation, N64 and coming soon on Game Boy Color

smart dog Ubi Soft ENTERTAINMENT

© 1998 Ubi Soft Entertainment / Smart Dog. All rights reserved. Nintendo®, Game Boy™, Nintendo 64, Nintendo and are trademarks of Nintendo Co. Ltd. The and PlayStation are registered trademarks of Sony Entertainment

www.ubisoft.co.uk

Written by: Stuart Taylor

The PC Men

Welcome to the 23rd Century – where the only allies are enemies!

Nintendo owners are soon going to be visited by a strange extraterrestrial force. One so powerful, that it turns the strongest of men into gibbering loons, slave to the simple addictive pleasures of strategy-based slaughter. This force is commonly known as *Starcraft*, and it has already swept through the Paragon Publishing offices, thanks to the recently released Apple Macintosh version.

Originally released last year on PC, the N64 version of *Starcraft* – imaginatively called *Starcraft 64* – was one of the highlights on the Nintendo stand at the E3 videogame show. Although initially the game may not be much to look at – after all, it doesn't feature 3-D first-person thrills like *Goldeneye* – *Starcraft*'s appeal comes from the intuitive gameplay that makes it easy to pick up but virtually impossible to put down.



The origins of *Starcraft* go back to the mid-Nineties, when PC software company Blizzard Entertainment released *Warcraft*, a fighting fantasy variation on *Command & Conquer*. A critical and commercial success, *Warcraft* was swiftly followed by a number of expansion packs (a CD with additional levels and new playable characters which can only be accessed via a full version of the original game) and the inevitable sequel – in this case, *Warcraft II*. This was another resounding success, but for the second sequel, Blizzard decided to take a different route, abandoning dwarves and orcs for something even more off the wall... and off planet.

Make War Not Love!

Starcraft was released in 1998 and was the recipient of a host of rave reviews, with some quarters even going so far as to declare it Game Of The Year. So what is *Starcraft* exactly? Anyone who has played the likes of *Command & Conquer* will find themselves in familiar territory, as *Starcraft* is firmly routed in the real-time strategy genre. The aim of the game is to harvest precious resources – mineral crystals and vespene gas – so that you can build up a powerful army to flatten your opponents. The strategy comes from knowing where and when to build



◀ A small Protoss army steam in for some battle action. The left-hand panel indicates what unit has been selected.



▲ This shot from the Apple Mac version of *Starcraft* should give you an idea of the interface differences in *Starcraft 64*.

ace!

certain installations, like barracks for your troops and factories for your engines of destruction, as well as being aware what your opponents' weak spots are... because you can be sure that he'll be looking for yours!

There are three separate races to control – Terran, Zerg and Protoss (see Alien Race Relations boxout for more info) – and each of their units and buildings have their own particular strengths and weaknesses, which you will need to understand fully if you are to become a mighty *Starcraft* war general. Knowing how to use the terrain around you is also essential. For example, trees on jungle worlds prove to be ideal cover for your ground troops; building missile turrets on clifftops will prevent the enemy aerial attack squads from wandering too close to your base; and controlling the traffic across important bridges to prevent the enemy from harvesting resources can slow down their expansion whilst maintaining yours.

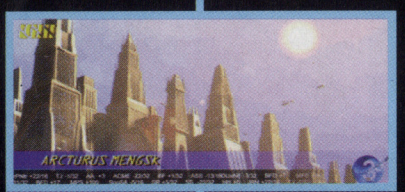
So, now you know what *Starcraft* is, who has been given the unenviable task of reproducing this sci-fi strategy classic on the N64? Mass Media, that's who. You would be forgiven for shrugging your shoulders if you have never heard of this developer before, but it has been around for quite a while now. The company began developing software for the ill-fated CD-I (ill-fated as in "I've never heard of CD-I") and its most recent release was *Game Of Life* on PC for Hasbro Interactive. Mass Media is currently working on three N64 games for 2000 which have yet to be officially announced, but this year we can expect to see *Bassmaster 2000* as well as *Starcraft 64* on the shelves from Mass Media by Christmas.

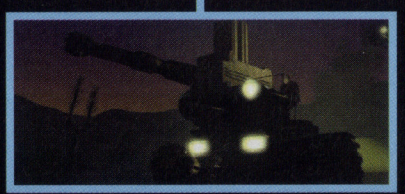
Video Nation

Unfortunately, the top notch FMV from the PC original of *Starcraft* will not be included in the N64 version. This added depth to the game's intriguing backstory.









Mass Media Slaughter

Obviously, due to the vastly different natures of the PC and N64, some substantial changes had to be made when converting *Starcraft* to a console format. For starters, the PC version had a heavy reliance on keyboard short cuts – a simple key press followed by a mouse click would allow you to build, move, repair or attack – and since there are significantly fewer buttons on a Nintendo control pad, Mass Media has had to make some modifications to the control method. For *Starcraft 64*, the quick keys are the C buttons, which Mass Media proclaims are the only keys you'll ever need. It has also changed the default button from Move to Attack, so troops will actually get stuck in and not stand around waiting for a command while watching their base being destroyed, as they sometimes did on the PC version!

Also, the harvesting probes will automatically look for the nearest crystal resource when they are created, saving you the trouble of pointing and clicking them yourself. All this may not sound particularly spectacular for the non-*Starcraft* aware, but when you are trying to control your forces from a number of directions, these N64-only short cuts are truly inspired.

Mass Media has not only included all the single campaign and some of the multiplayer levels of the PC original and the *Brood War* expansion pack, but also has Blizzard Entertainment developing some special levels specifically for the N64.



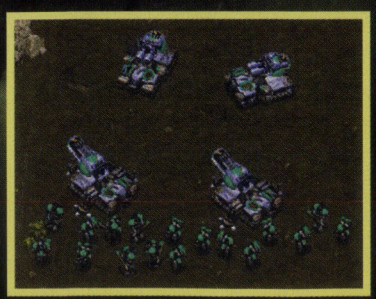
Alien Race Relations

Starcraft features three very different races for you to control and master, each of which have their own strengths and weaknesses. 64 MAGAZINE gives you this introduction to these warriors of the 23rd Century, as well as highlighting what we consider each race's best single unit.

Terran

HOME PLANET: Tarsonis [what happened to Earth?]

Humanity has come a long way by this future date, and has successfully colonised a number of worlds... which has put out a few alien races in the process. The Terrans are quick to build and upgrade, making them highly adaptable and the easiest to get to grips with.



COOLEST CRITTER: Arclite Siege Tanks

These mighty tanks work best in groups – three at least – and are ideal for taking out ground-based targets, softening up an enemy base before a full-frontal assault. However, their inability to attack aerial craft requires that they have sufficient cover.



Zerg

HOME PLANET: Unknown

Inspiration-wise, the slimy organic Zerg owe more than a little to the fevered imagination of HR Giger. Rather than constructing buildings, the Zerg 'evolve' into whatever is required. Confusing to get a handle on first, once mastered, the Zerg are lethal and genuinely terrifying on the battlefield.

COOLEST CRITTER: Queen

This air-based creature has no major defensive capabilities of its own, but once it has evolved to the peak of its potential, a swarm of Queens can wreak havoc in the mightiest of armies. Its most lethal attack is the ability to spawn Broodlings: tiny parasitic creatures which hatch within any ground unit – including Siege Tanks – killing it instantly.



Don't Give A Protoss

Unfortunately, due to the limitations of the hardware, the gorgeous and highly entertaining FMV sequences from the original game will not make it onto the N64, and nor will the level creation programme. However, Mass Media has ensured that Nintendo owners will get a loads of extras to compensate for it. As well as the new features mentioned above, *Starcraft 64* will also include an in-game encyclopedia detailing the game's alien races, units and buildings; use of the additional units, upgrades and locations created for *Brood War*; a Quick Build function, which allows you to build, upgrade and research from anywhere on the battlefield; and a two-player split-screen gaming option.

The latter is particularly interesting, as arguably the main appeal of *Starcraft* was the satisfaction that came from teaming up with, or going against, your friends across a network or Internet connection. Obviously, since the N64 currently lacks a link-up option, split-screen was the only way to go. Rather than detracting from the strategy element – ie, your opponent being able to see what you are doing – Mass Media appears confident that it has created a different but no less enjoyable way to play *Starcraft*. So far, gamers can play



▲ Mass Media is adamant that *Starcraft 64*'s split-screen multiplayer mode will be just as compulsive as the PC one.

Starcraft on their own in the single-player campaigns, declare war on up to seven computer-controlled opponents, fight against a human opponent, or team-up with a friend against up to six computer-controlled players.

Surprisingly, when you consider the amount of stuff that Mass Media has crammed into this cartridge, *Starcraft 64* has only been in development for less than a year. Mass Media appears confident that it will be ready to hit the shelves as soon as October, and obviously, 64 MAGAZINE will be the place to come for a full review. ■



▲ Arguably the most interesting – and certainly the most stomach-churning – race on offer in *Starcraft* are the Zerg. Mmm, slimy!



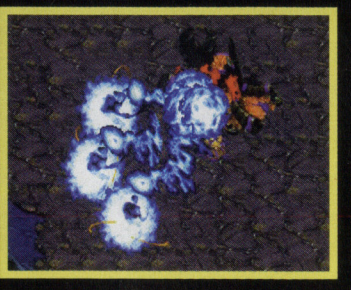
Protoss

HOME PLANET: Aiur

A proud warrior race steeped in tradition and honour, the Protoss find themselves drawn into the conflict between the Terrans and Zerg. Expensive to produce buildings and units, this is compensated by Protoss' shielding ability, a defensive shroud that covers all buildings and units, making them incredibly tough to destroy.

COOLEST CRITTER: Archon

Two High Templar ground warriors can sacrifice themselves to form a single Archon. These glowing balls of blue light are incredibly powerful, with a mere handful being more than capable of devastating entire units and buildings in record time.



ONLY £3.95

64 SOLUTIONS



INCLUDING:

Star Wars Racer, Mario Party, Beetle Adventure Racing

MORE

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

SORTED

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

GIANT

132 pages of unadulterated gaming heaven!





PLUS! The complete A-Z of N64 cheats and tips.

ORDER NOW

Please rush me 64 Solutions #12 priced at £4.95 including postage and packing.

I would like to pay by:

☐ **Cheque/Postal Order**

(Please make payable to Paragon Publishing Ltd)

☐ **Credit Card** ☐ **Switch/Delta**

Card type: .....

Card number: .....

Expiry date: .....

Switch/Delta number: .....

Name: .....

Address: .....

.....

.....

.....

.....

Postcode: .....

Phone number: .....

Signature: .....

Date: .....

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

64 SOLUTIONS SUBS/BACK ISSUES, PARAGON PUBLISHING LTD, FREEPOST (BH 1255), BOURNEMOUTH BH1 2TA.

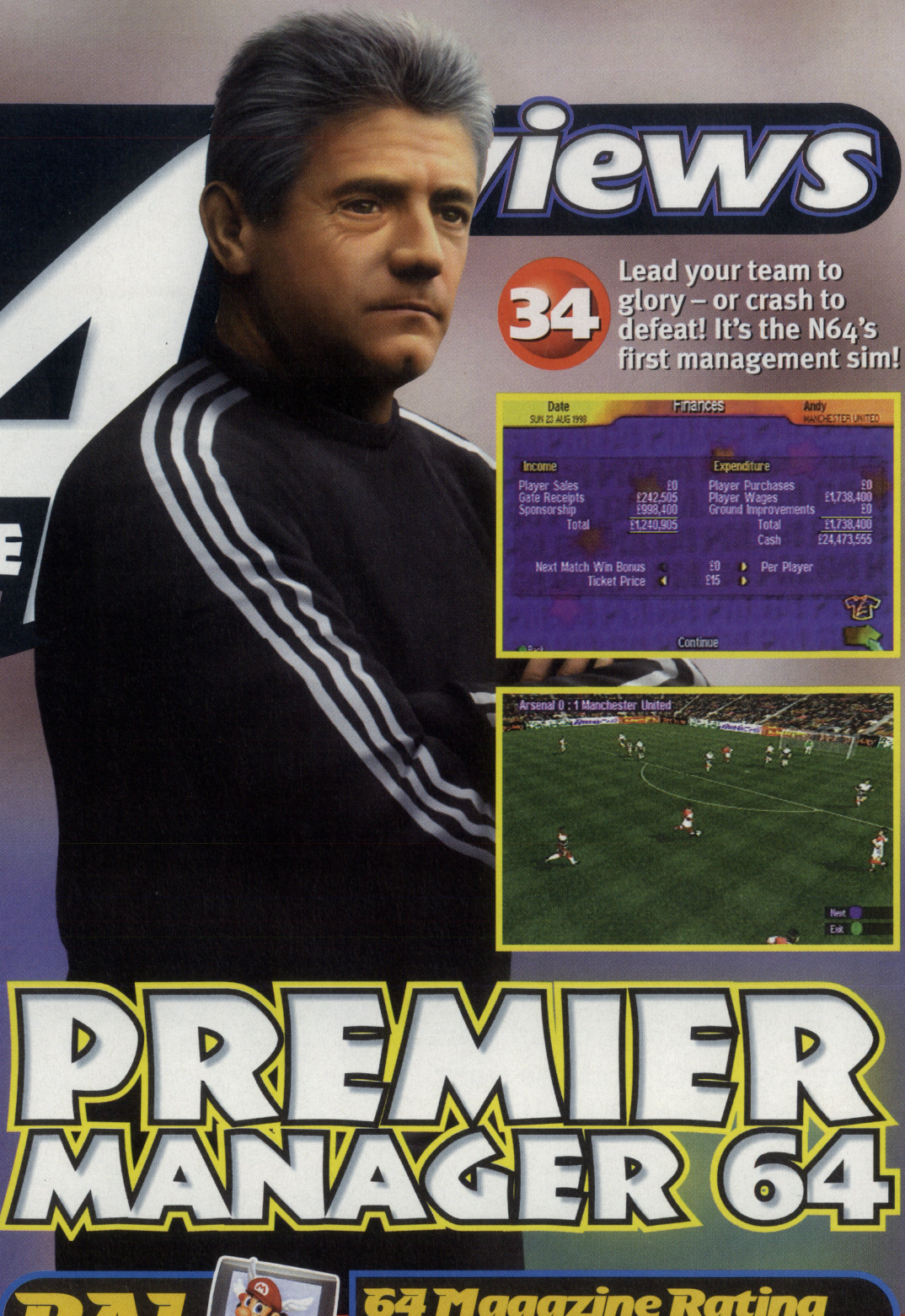
Alternatively fax your coupon to: (01202) 200217

or ring the 24 hour order hotline on: (01202) 200200

REVIEWED THIS ISSUE!

64 MAGAZINE

Reviews



34 Lead your team to glory – or crash to defeat! It's the N64's first management sim!

PREMIER MANAGER 64

Those Boxes Explained!

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

Ninfo

PLAYERS
The number of people who can play the game

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

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

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

$64,000 Question

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

Memory Options

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

PAL Performance

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

Supplied By

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

64 Magazine Rating

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

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







38 WORLD DRIVER CHAMPIONSHIP
Could this be the N64's *Gran Turismo*?

42 MARIO GOLF
Nintendo's mascot takes to the fairway!

44 CHARLIE BLAST'S TERRITORY
Control a fat bloke with a visible bum-crack!

46 FIGHTING FORCE
Only you (and a mate) can save the world!

48 KEN GRIFFEY JR'S SLUGFEST
Baseball. Don't all rush at once!

50 A BUG'S LIFE
Why can't it bug-er off?

54 MYSTICAL NINJA 2: STARRING GOEMON
Who you gonna call? Goemon!



Final Score

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

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

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

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

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

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

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

Below 10% Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 Magazine Bottom Line

Controls



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

Alternatives

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

Rating

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

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

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

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

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

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

Premier

We're on our way to Wem-ber-lee!

Back in the prehistoric days of videogaming, when ginger boffin Clive Sinclair was Britain's brightest hope for technology and not merely trying to foist electric bikes on us from the back pages of the Sunday papers, there was a game called *Football Manager*. Advertised by a grinning beardy called Kevin Toms, it did exactly what it said on the tin, giving legions of teenagers the chance to take their team to victory, accompanied by graphics of tiny stick-men hobbling about a crudely-drawn pitch and occasionally sending a dot in the direction of the goal.

You couldn't take part in the game itself, but instead had to watch from the manager's box and hope that your team selection and tactics were good enough to beat the other team. Despite being as high-tech as a sundial, it was curiously compelling.

Now, over 15 years later, N64 owners get to play much the same game. The presentation may have changed – there are now minor additions like graphics and sound – but the underlying gameplay is the same. Using your skill, judgement and more than a little luck, you have to take charge of an English football team and lead them to goal-scoring glory – or face the sack!

This Is Liquid Football

Premier Manager 64 is one of those games that requires an investment of time on your part – if you threw down *Robotron* after five minutes because it was too complicated to get into, you might as well skip the rest of the review and go straight to page 46, where *Fighting Force* will probably be more your kind of thing. Although *Premier Manager* boasts the Nintendo premiere of the *Actua Soccer 3* graphics engine to show match highlights, you don't get to affect the result directly. A good 90 percent of the game takes place on the numerous text and stats screens, so illiterates need not apply.

Premier Manager 64 requires an investment

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Infogrames
Developer:	Gremlin
Game Type:	Management sim
Origin:	UK
Release:	Out now
Price:	£39.99



▲ You can choose to watch a match in progress as a purely statistical experience, but it's not very exciting!





▲ The Red Devils slam in a goal against Chelsea. *Premier Manager* uses the *Actua Soccer 3* engine for replays.



▲ Man United head into Europe to take part in the Super League. Doesn't look like they're going to do all that well...



$64,000 Question

- ⊕ Only game of its type
- ⊕ Oddly compelling
- ⊕ Match highlights
- ⊕ Real teams and players
- ⊕ Statistics heaven
- ⊖ Statistics hell
- ⊖ No customisation options

Manager 64

There are two modes of play – Manager, where you can choose any team from the four English divisions, or Career, where you start from the bottom at one of ten Division Three clubs. The latter is obviously harder, as you begin with much less money!

The first order of business is to examine your team. You can have the computer select the best squad possible, or if you're a real glutton for punishment, choose the team by hand. The Training option lets you create custom training regimes for each player individually – some may need to work on their skills, while others have to build up their fitness. If matches are scheduled close together, you have to make sure players get enough rest, or they won't be able to perform on the pitch.

of time on your part...

Foot Like A Traction Engine

As well as handling the players, you're also in charge of the financial side of things. You can choose sponsors, set ticket prices, decide when and where the ground needs to be improved, offer bonuses for good play, set wages and, of course, buy and sell players. The transfer market is one part of *Premier Manager* that shows where the N64 is lacking compared to a PC – flicking through all the different teams, players and rankings can take ages.

After you've got the team set up as you want, you then have to sit back and watch with gritted teeth from the sidelines as your boys go out and play the match. You can choose to watch a statistics-only version of the match, showing possession, territory, shots, bookings and so on, or go to the match highlights. These are played out using the *Actua Soccer 3* engine, and look quite impressive, if a bit grainy. The animation isn't up to *ISS* standards, either. Highlights are



◀ The Team Tactics screen lets you set up the perfect formation. Formations and styles of play can be set for each match.



A Game Of Eight Screens

Navigating around *Premier Manager* looks complicated at first, but it's not all that hard when you know what you're doing.



Fixtures

Tells you what your next game is, and how long you have to train the team.



Top Team

It's not just the name of the team at the top of your division – rather, it shows a 'dream team' of the best players in each position.



Top Scorers

Self-explanatory – it's a list of the players who have the most accurate shooting feet!



League

Displays all the league tables, including the European Super League.



Squad & Formation

The heart of the game. This is where you change the squad, train players, check out the opposition, choose tactics and set contracts.



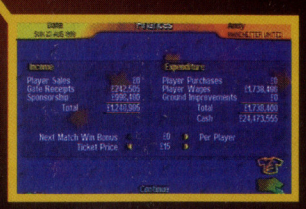
Transfer Market

From here you can buy and sell players. If you've sent out scouts, you may be able to pick up the next Ryan Giggs for a song!



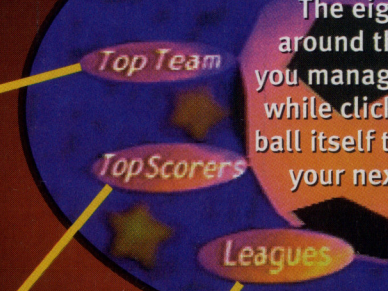
Results

Tells you how each team fared in the most recent round of matches.



Finances

The bottom line! It doesn't matter how well the team is playing – if you lose too much money, you're out on your ear!



It's surprising how compelling PM64 becomes!



accompanied by commentary from Barry Davies, although his soundbites make him sound like Alan Partridge at times.

▲ Arsenal sweep in for an attack. Replays can be quite nail-biting, as you have no direct control over the game and can only watch!

Football Pie

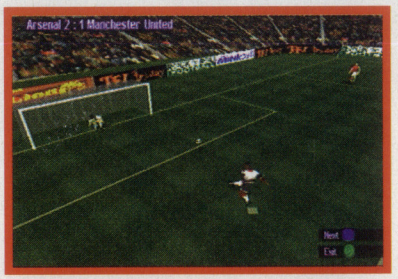
As well as League matches, you also get the chance to play in the FA Cup and the European Super League, assuming your team is good enough not to get knocked out. Though *Premier Manager* only lets you take command of the English teams, top European sides are included as opponents. All the players, whether at home or abroad, are real (no *ISS*-style goofy pseudonyms) and have appropriate statistics for the 1998-9 season.

The controls on the menu screens can sometimes be a bit fiddly. The analogue stick isn't as precise as it could be, and some of the icons are a bit small, so you often have to slide the cursor back and forth before you can select an option.

One disappointment is that you can't rename the players to put yourself and your friends into a team, or give Manchester United an obscene new name. It also means, if you're a hardcore Statto type, that *Premier Manager* can't be updated to reflect real-world team changes. Obviously none of this is essential to enjoy the game, but it would have been a fun extra.

If you're not the slightest bit interested in football, then you're clearly going to eat ground glass rather than play *Premier Manager*, and the same applies if the whole idea of a management sim instantly sends you to sleep. However, if you're willing to give it a try, it's surprising just how compelling *Premier Manager* quickly becomes. If you're not careful, it starts to eat away at your life, food going cold, TV shows missed, angry people left waiting outside cinemas. Football fanatics will love it, especially over the footie-free summer season, and even people who don't wear a team shirt as day-to-day apparel might find themselves eyeing up a sheepskin coat! ■

▶ Some games are decided on penalty shootouts, which can be just as annoying as when they happen in real life!



Come On You Shaymen!

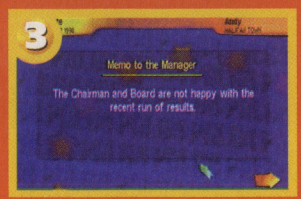
If you want a real challenge, try taking a Division Three team to success with limited finances and far from the best players around. Your reviewer chose his home town of Halifax – which is known more for its building society than its footballing prowess – and tried to find out how long he'd last...



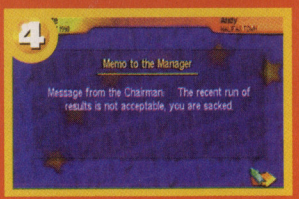
▲ The team is selected. What's that feeling of impending doom?



▲ Oops. Losing to Macclesfield, among many other defeats.



▲ As the Shaymen languish near the bottom of the league...



▲ ...the directors decide they've had enough. Sling yer 'ook!

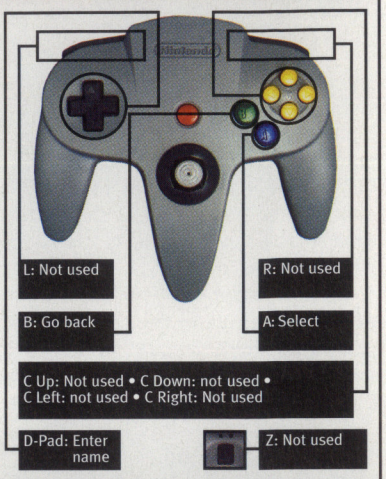
2nd opinion

I admit to not being a fan of this kind of game – to be honest I find it more interesting watching paint dry! *Premier Manager* does do what it sets out to do though, so if you're into this kind of thing then go out and buy it. Just not one for non-football fans. ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternatives

ISS '98: Konami (£39.99)
Reviewed: Issue 18, 95%
FIFA '99: EA Sports (£39.99)
Reviewed: Issue 24, 91%

Rating

Graphics

Audio

Gameplay

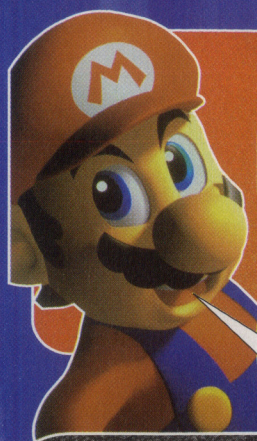
Challenge

Overall %

85

Soundbite

Not for everyone, but those who like the sound of it will love it!



"MONEY BACK GUARANTEE"
"CALL FOR OUR FREE COLOUR BROCHURE"

FAST DELIVERY SERVICE

USUALLY WITHIN 3 WORKING DAYS
POSTAGE FREE FOR UK
OPTIONAL RECORDED DELIVERY £1 PER ITEM

Tel:01993 844885
FAX: 01993 840750
website: ukcomputergames.com

N64 from £67.99

"ALL N64'S COME WITH AN OFFICIAL CONTROLLER AND RF LEAD"

1ST CLASS SERVICE GUARANTEE: ALL MACHINES ARE OFFICIAL UK CONSOLES AND ARE FULLY GUARANTEED BY NINTENDO FOR ONE YEAR AND WE OFFER FULL AFTER SALES SUPPORT. IF YOUR MACHINE IS FAULTY WE WILL COLLECT IT FROM YOU AND REPLACE IT FREE OF CHARGE.

GO FOR GOLD Just ADD £2 to any of the packages below if you want a GOLD coloured Official Control Pad instead of a grey on

Prices Include FREE DELIVERY within 2 working days.

N64 CONSOLE	£67.99
N64 & MARIO	£82.99
N64 & GOLDENEYE OR F ZERO	£89.99
N64 & ROGUE SQUADRON OR SUPERMAN	£99.99
N64 & ZELDA OR F1 WORLD GP 2	£99.99
N64 & STARWARS:RACER	£103.99

Plus £1.00 OFF every additional game or accessory brought at the same time.

EXCITEMENT DIRECT
THE NINTENDO SPECIALISTS

COLOR GAMEBOY £58.99

Color Gameboy now available in various colours: Berry Red, Yellow, Lime Green, Turquoise, Clear, ClearPurple & Purple.

"BUY ANY 2 GAMEBOY GAMES AND GET £2 OFF THE TOTAL"

"PURPLE GAMEBOY COLOR & ANY COLOR GAME ONLY £72.99"

FULL COLOUR GAMEBOY GAMES

720 SKATING	£21.99	TOP GEAR RALLY (+ RUMBLE)	£22.99	SUPER MARIOLAND 1 OR 2	£18.99
DEFENDER & JOUST	£21.99	V RALLY	£21.99	WARIOLAND 1 OR 2	£16.99
F1 WORLD GRAND PRIX	£21.99	WARIOLAND 2	£21.99	ZELDA	£14.99
INT. SUP' STAR SOCCER 99	£21.99	WWF ATTITUDE	£22.99	GAMEBOY MACHINES & ACCESSORIES	
HARVEST MOON	£18.99	ZELDA	£21.99	GAMEBOY POCKET PINK	£28.99
HOLY MAGIC CENTURY	£21.99	OTHER GAMEBOY GAMES		GAMEBOY POCKET PRINTER	£46.99
MAYA THE BEE	£21.99	ALLEYWAY	£7.99	ACTION REPLAY	£17.99
POCKET TALES CONKER	£21.99	DONKEY KONG LAND	£16.99	TRAVEL BAG GB,GBP & CGB	£7.99
POKEMON PINBALL	£24.99	DR MARIO	£9.99	LINK LEADS - UNIVERSAL GB,GBP & CGB	£9.99
POKEMON YELLOW	£24.99	FINAL FANTASY LEGEND 1,2 OR 3	£19.99		
STARWARS	£21.99	JAMES BOND 007	£18.99		
SUPER MARIO BROS DELUXE	£21.99	LION KING	£17.99		
THREE LIONS	£21.99	MARIO & YOSHI	£9.99		
TOM & JERRY	£21.99	POKEMON (RED OR BLUE)	£24.99		

GAMEBOY CAMERA £28.99

NINTENDO 64 GAMES

GET £4 OFF If You Order A US Game Before The Release Date...

UK NINTENDO GAMES

	NEW	UK 2nd HAND
1080 SNOWBOARDING	£33.99	£29.00
ALLSTAR BASEBALL 2000	£33.99	£29.00
ALLSTAR TENNIS 99	£36.99	£31.00
BANJO KAZOOIE	£29.99	£23.00
BEETLE ADVENTURE RACING	£33.99	£29.00
BLADES OF STEEL NHL '99	CALL	CALL
BODY HARVEST	£19.99	£16.00
BUGS LIFE	CALL	CALL
CASTLEVANIA	£32.99	£28.00
CARMAGEDDON	£34.99	£28.00
CHARLIE BLASTS CHALLENGE	£28.99	£25.00
COMMAND & CONQUER	CALL	CALL
DIDDY KONG RACING	£23.99	£20.00
EARTHWORM JIM	CALL	CALL
F1 WORLD GRAND PRIX	£24.99	£21.00
F1 WORLD GRAND PRIX 2	£33.99	£30.00
F1 WORLD GRAND PRIX 2 & MAD KATZ WHEEL	£68.99	£55.00
FLYING DRAGON	£34.99	£30.00
F-ZERO	£28.99	£24.00
F-ZERO & RUMBLE PAK	£33.99	£30.00
FIFA 99	£33.99	£30.00
GOLDENEYE & N64 GAME CASE	£31.99	£28.00
HOLY MAGIC CENTURY	£22.99	£19.00
JET FORCE GEMINI	CALL	CALL
LYLAT WARS	£27.99	£24.00
MARIO 64	£24.99	£21.00
MARIO KART 64	£24.99	£20.00
MARIO PARTY	£34.99	£30.00
MICHAEL OWEN'S SOCCER 99	CALL	CALL
MICRO MACHINES TURBO	£33.99	£30.00
MISSION IMPOSSIBLE & FREE MISSION IMPOSSIBLE VIDEO	CALL	CALL
MONACO GRAND PRIX	£35.99	£31.00
MYSTICAL NINJA	£24.99	£21.00
MYSTICAL NINJA 2	£36.99	£32.00
NASCAR REVOLUTION	£33.99	£28.00
NBA PRO 99	£36.99	£32.00
NEW TETRIS	£33.99	£33.00
NFL QTR BACK CLUB 99	CALL	CALL
QUAKE 2	£33.99	£28.00
RAKUGA KIDS	£24.99	£21.00
ROGUE SQUADRON	£37.99	£31.00
RUSH 2	£32.99	£28.00
SHADOWGATE 64	£40.99	£34.00
SNOWBOARD KIDS	£24.99	£21.00
SOUTHPARK & PLAYERS GUIDE	£41.99	£36.00
STARWARS:RACER	£38.99	£36.00
SUPERMAN	£35.99	£32.00
TONIC TROUBLE	£36.99	£34.00
TUROK 2 & FREE PLAYERS GUIDE	£33.99	CALL
VIRTUAL POOL	£33.99	£28.00
VIGILANTE 8	£35.99	£32.00
V RALLY	£33.99	£30.00
WAVE RACE 64	£23.99	£26.00
WCW/NWO REVENGE	£27.99	£30.00
WIPEOUT 64	£28.99	£32.99
WWF ATTITUDE	£41.99	£26.99
WCW NITRO	CALL	£20.00
YOSHIS STORY & YOSHI BEANIE	£32.99	£22.00
ZELDA	£37.99	£23.00

US NINTENDO GAMES

	NEW	2nd HAND
1080 SNOWBOARDING	-	£19.00
BUGS LIFE	£49.99	£39.00
CARMAGEDDON	£49.99	£39.00
COMMAND & CONQUER	£49.99	£39.00
EARTHWORM JIM	£49.99	£39.00
F1 WORLD GRAND PRIX 2	-	£39.00
JET FORCE GEMINI	-	£39.00
MISSION IMPOSSIBLE	-	£19.00
MONACO GRAND PRIX	£49.99	£39.00
POKEMON SNAP	-	£39.00
QUAKE 2	£49.99	£39.00
SHADOWGATE	£49.99	£39.00
SUPERMAN	£51.99	£39.00
SMASH BROTHERS	-	£39.00
STARWARS: RACER	-	£39.00
SUPERMAN	£39.99	£32.00
SHADOWMAN	£49.99	£39.00
TONIC TROUBLE	£49.99	£39.00
WCW NITRO 64	£52.99	£39.00
WWF ATTITUDE	£52.99	£39.00

PLAYSTATION GAMES

DRIVER	£29.99
FINAL FANTASY VII	£16.99
GRAN TURISMO - Platinum	£16.99
METAL GEAR SOLID	£29.99
RIDGE RACER - TYPE 4	£29.99

WATCHES

MARIO OR YOSHI ONLY £7.99

OFFICIALLY LICENSED NINTENDO BEANBAG COLLECTABLES

Available: Mario, Yoshi (4 Colours), Donkey Kong, Bowser, Wario, DiddyKong, Luigi, Toad, Banjo Kazooie & Mumbo Jumbo. £7.99 Buy 3 get Mumbo Jumbo Free

"Buy all four Yoshis for £24.00"

Soft Character Beanie Babies - £3.99

Talking Beanies - £9.99

(Buy Yoshi & Bowser and get Donkey Kong FREE)

12" Plush Talking Characters - £19.99

ORDER YOUR DREAMCAST NOW!
They will initially be in short supply so make sure you get yours first!!!

POKEMON Merchandise now in stock

ACTION FIGURES

DUKE NUKEM
"Buy all five for ONLY £44.95 Save £7.00"
Also Available: Battlelord £9.99, Octabrain £9.99 & Pig Cop £9.99
Nightstrike Duke £11.99
Duke Nukem £9.99

Link Keyring £4.99

STAR WARS EPISODE 1 Action Figures from £6.99

TOMB RAIDER 9" Lara Jungle Outfit £21.99

Single Large Figures Link £7.99 or Gannon £9.99

ZELDA Pack of three (Zelda, Link & Gannon) £14.99

Quake II
Female Jungle Marine £9.99
Male Major £9.99
Also Available: Iron Maiden £11.99

TEKKEN 3 SERIES 2
Yoshumitsu, True Ogre, Heihachi Mishima & Devel
FROM £9.99 Set of 4 only £39.95

RESIDENT EVIL II Series Three Two Figure Sets from £9.99

TUROK II

Turok Dinosaur Hunter Display £9.99

METAL GEAR SOLID

FROM £9.99
SET OF EIGHT ONLY £66.90

BUYMERYL FOR JUST £3.99 IF PURCHASED AT THE SAME TIME AS ANY OTHER METAL GEAR SOLID FIGURE.

"NEW LIMITED EDITION STEALTH FIGURES AVAILABLE"

CRASH BANDICOOT SERIES 2 £10.99 each

MARIO Kart Figures from £9.99

SOUTHPARK VOCALISERS These speak the words you'd like to in the voices of Kyle & Cartman. WARNING: Adult Language £9.99

CONTROL PADS

OFFICIAL COLOURED CONTROLLERS £17.99 or £16.99 for two or more

OFFICIAL GOLD COLOURED CONTROLLER £19.99 or £18.99 for 2 or more!

MANTARAY CONTROLLER Features Slow motion and Turbo - available in grey, clear red, clear blue and clear black - £12.99

N64 WHEELS

TOP DRIVE STEERING WHEEL £45.99 TOP DRIVE PLUS £54.99

MAD KATZ WHEEL & PEDALS MEMORY CARD SLOT AND BUILT IN RUMBLE £35.99

GAMESTER RUMBLE WHEEL £49.99 PROGRAMMABLE FOOT PEDALS NO BATTERIES REQUIRED

RUMBLE PAKS

OFFICIAL RUMBLE PAK only £14.99 Nugen £7.99

RUMBLE PAK & MEMORY CARD With built in 1MB Memory Card only £11.99 With 1MB Memory Card (No Batteries Required) only £13.99

SHOCKWAVE adds force feed-back to ALL GAMES- 1MB Built In Memory Card only £19.99

INTERACTOR Lets You Experience the Blows, Kicks and Explosions only £19.99

CABLES & CARDS

ACTION REPLAY PRO	£29.99
EXPLORER CHEAT CARD	£25.99
PAIR OF EXTENSION CABLES	£9.99
SCART CABLE	£8.99
STEREO AV CABLE	£8.99
S-VHS CABLE	£6.99
SCART CONVERTER CABLE	£24.99
SCART LEAD	£9.99
OFFICIAL 256K MEM. CARD	£13.99
256K MEM. CARD	£6.99
1MB MEM. CARD	£7.99
4MB MEM. CARD	£14.99
8MB MEM. CARD	£18.99
ISS98 OFFICIAL MEM. CARD	£14.99
OFFL EXPANSION PACK	£29.99
DATEL EXPANSION PACK	£18.99

MISCELLANEOUS

GAMEBOY BOOSTER	£34.99
N64 GAME CASES (PK. 3)	£6.99
N64 PASSPORT	£24.99
MOUSE MATS	£5.99
WRIST RESTS	£6.99
CASTLEVANIA 64 PLAY-GUIDE	£10.99
SOUTHPARK PLAYERS GUIDE	£4.99
QUAKE PLAYERS GUIDE	£4.99
TUROK 2 PLAYERS GUIDE	£4.99
YOSHIS STORY PLAYERS GUIDE	£6.99
ZELDA PLAYERS GUIDE	£5.99
N64 STICKER KITS - COVERS N64 & CONTROL PADS	£4.99

9am-9pm Monday, 9am-8pm Tuesday-Friday, 10am-6.30pm Saturday, 10.30pm - 4pm Sunday & Bank Holiday

Money Back Guarantee - If you are not delighted with your purchase for any reason you may return it to us within 3 days of receipt and we will happily exchange it for you or send you a refund. Simply ring for authorisation and return it to us by recorded delivery. We will make a small handling charge of 10% (minimum £5) of the purchase price and we would ask that you return the item in perfect condition.

NAME: ADDRESS

ITEM	PRICE
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

POSTCODE: TEL:

CARDHOLDERS SIGNATURE:

(THE CREDIT CARD GIVEN MUST BE REGISTERED IN YOUR NAME AT THE DELIVERY ADDRESS)

IF YOU ARE PURCHASING A GAME WITH AN 18 CERTIFICATE PLEASE SIGN BELOW TO CONFIRM YOU ARE OVER 18 YEARS OLD

I CONFIRM I AM OVER 18 YEARS OLD

Postage is free for all orders shipped within the U.K. Optional recorded delivery £1 per item.Optional NEXT DAY DELIVERY available, £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £3.50 per software item

CASH ☐ CHEQUE (IMMEDIATE CHEQUE CLEARANCE) ☐ POSTAL ORDER ☐ CARD ☐

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE: ☐☐☐☐ ISSUE NO: ☐☐

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE.
CHEQUES PAYABLE TO: EXCITEMENT DIRECT, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ
Inevitably some items may not yet be available. Please phone to check availability.
Prices correct at time of going to press.E & OE.

EXCITEMENT DIRECT LIMITED Ref: 64 MAG

Written by: Andy McDermott





▲ The hi-res widescreen mode only uses half the TV screen, but runs without an Expansion Pak.

World Dri

The greatest racer on the N64? Er...



▲ Look, ma, no fogging! *WDC* has almost no pop-up, and fogging is used only for effect.







$64,000 Question

- ⊕ Superb visuals, even in lo-res
- ⊕ Realistic handling
- ⊕ Lengthy replays
- ⊕ Very smooth
- ⊕ Various racing modes
- ⊕ Clever team system
- ⊖ Dumb opponents
- ⊖ Lacking in genuine thrills
- ⊖ Only two players
- ⊖ No damage or crashes
- ⊖ Pants 'rawk' music

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Midway
Developer:	Boss
Game Type:	Racer
Origin:	US
Release:	Out now (import)
Price:	£59.99

There are many racing games on the N64 – some might argue too many – but few of them look as impressive as *World Driver Championship*. Boss Game Studio's touring car simulation features two graphics modes, normal full-screen lo-res and letterbox hi-res, and both of them look equally impressive.

As you might guess from the screenshots and the title, the game involves racing cars around circuits. The cars in *World Driver Championship* are

Few games look as

slightly altered versions of real vehicles, just different enough to keep the lawyers at bay. The tracks – ten basic circuits in all, with as many as six variations on each – span the whole world, ranging from places as far afield as Sydney and Rome.

The last racing game devised by Boss was the excellent *Top Gear Rally*, which



▲ The two-player game pits players against each other over the regular tracks.

The Car's The Star

As you advance through the ranks of the top racers, new cars become available. Top of the list is the near-legendary Mystic, but on the way you'll probably be giving these a try...

Eclipse Stallion



One of the two cars available at the start of the game, the Stallion is a thinly-disguised Ford Mustang. Even at its best, it's overweight and one of the weaker cars.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT

Rage 512 Evo



While its body shape falls somewhere between a 911 and a 959, Herr Doktor Porsche might not be amused to learn that the 512 really isn't all that hot a choice.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT

Elan Swift TT

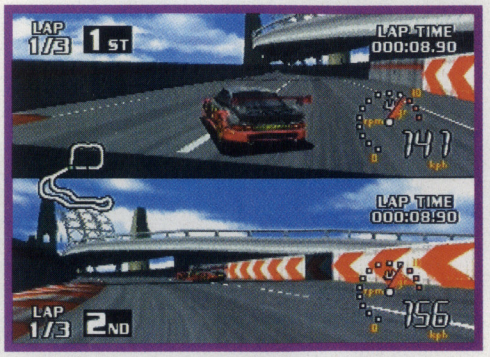


Not entirely dissimilar from a Lotus Esprit, the Swift is a reasonable all-rounder that becomes available when you start scoring points. Shame about the dull colours on offer.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT







ver Championship

owed its success to a combination of excellent visuals and fantastic car control. *World Driver Championship* has certainly got the first of those down pat. Whether you're caning it through the neon-lined streets of Las Vegas or enjoying the mountain views of the Black Forest, everything is lushly detailed and realistically modelled.

Top Gear

Unlike *Top Gear Rally*, which featured car damage and huge crashes, *World Driver Championship* keeps the cars on the track in pristine order and concentrates on no-nonsense racing. As you win races, your car is upgraded by your team and more powerful models are introduced. Alternatively, you could switch teams to get a better car, but this is only possible once you've proven yourself capable of winning races.

Car control is very different to the usual N64 go-karts. The cars have independent suspension (best seen during the replays as the cars tilt while cornering) and respond quite realistically. If you don't slow down for the turns, your car will just keep going in a straight line until it hits something! Turn too sharply, on the other hand, and the car will spin.

It's a great-looking game, but what lets *World Driver Championship* down, unfortunately, is the racing itself. Although things improve slightly when you gain access to the later cars, the races don't have any real sense of urgency. Old women in beige Maestros are hooting their horns, angry that they can't get past you. Well, that's an exaggeration, but *World Driver Championship* rarely generates what ought to be a vital component of any racing game – adrenaline.



▲ Pushing C Down during a race gives you a quick look at the track behind you – useful if there's somebody closing.



impressive as World Driver Championship...



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves championship status, records, replay

Flat Tyre

There's little of the edge-of-adhesion cornering that characterised *Top Gear Rally*, unprovoked spins being an all too common occurrence, and while the rival cars are bunched up much more closely than in Boss' previous game, they don't

Reeds R12 Manta



The headlamps are different, but from the sides and back the Manta is the dead spit of a Corvette. Although you have to score more to use it, the Manta is inferior to the Swift.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT

Ram Venom GTR



Hardly an effort has been made to stop this looking like a Dodge Viper! As long as you can keep it on the track (not an easy task) you'll be up with the big boys in a Venom.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT

Furio LS



From the front it's hard to tell, but the rear gives it away – this is really a Marcos Mantara! A much better car than the skiddy Venom, this is a real race-winner.

TOP SPEED
ACCELERATION
HANDLING
WEIGHT

EXR Challenger



We think it's based on a TVR Cerbera from the tail-lights, but we're not sure. It doesn't really matter – it certainly shifts its arse when you put your foot down!

TOP SPEED
ACCELERATION
HANDLING
WEIGHT



▲ Spinning the car and producing loads of burning rubber smoke as you doughnut about is all too easy.

The races don't have any real sense of urgency...

feel like genuine opponents. They're more like mobile roadblocks, always following the racing line even if that means they have to knock you out of the way to stick to it.

One of the most frustrating things about *World Driver Championship* is the way other cars keep on banging into you if you're in their path, instead of braking to avoid a collision like real drivers would. A couple of nudges are all that's needed to spin you out, no matter how hard you try to keep control – although the other cars often skid, it's incredibly rare that they end up facing backwards in a sand trap. Too bad the same can't be said for you. Because there's no car damage, you eventually resort to brute force ramming or deliberately bouncing off barriers on certain corners to get past other cars, which isn't right for a supposedly realistic game.

Another disappointment is the multiplayer side of things, which only offers a two-player mode. It looks just as good as the single-player game, but again fails to excite.

Although *World Driver Championship* is technically superb and looks gorgeous, it's arcadey where it should be realistic and vice versa. The end result is that it's just not thrilling enough to stand out among the numerous other N64 racers. ■

▼ The widescreen hi-res mode can even be used in two-player games, the screen being split down the middle.



Smells Like Team Spirit

At the start of the Tournament game, you're given the choice of joining one of two teams – Speedcraft or Kohr Racing. Each team has a different car, which is gradually upgraded as you progress through the different tournaments and racing classes. Stick with your original team and you'll eventually get the best car they have to offer... or you could be a duplicitous, treacherous creep and defect to a rival team (there are 15 in all) in order to get a better motor!







Supplied by: Software Box
Contact info: (01202) 684642

▶ The in-car view doesn't feature a dashboard, although it does have a levitating rear-view mirror – weird!



2nd opinion

Initial impressions are not good. The game is slow and it's only when you fully upgrade the cars that it reaches anything like the speeds of, say, *Ridge Racer 4* on the PlayStation. It's extremely smooth, especially in the hi-res mode, but lacks feel and excitement. DAMIAN BUTT

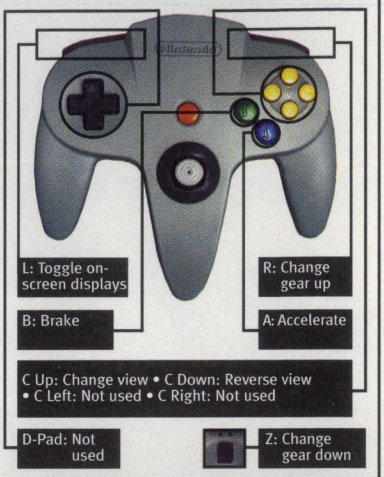
Rating



▲ Who needs reality when you've got glorious sunsets like this?

64 Magazine Bottom Line

Controls



Alternatives

F-1 WGP: Nintendo (£39.99)
Reviewed: Issue 18, 94%
Top Gear Rally: THE Games (£49.99)
Reviewed: Issue 7, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

79

Soundbite

Fantastic looks let down by ordinary gameplay.

BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!

GAMEplay

SALES LINES 0870 444 0999

CALL FOR YOUR FREE 64 PAGE CATALOGUE!

mon to fri 9.00am - 8.00pm
sat 10.00am - 7.00pm
sun 10.00am - 4.00pm

LINES OPEN SEVEN DAYS A WEEK
fax 0113 234 0770
email gameplayuk@aol.com

MONEY BACK GUARANTEE!!!

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery. (We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)
*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD



THE WORLD'S MOST **POWERFUL** CONSOLES AT BRITAIN'S **LOWEST** PRICES!

FREE 48 HOUR COURIER DELIVERY
To most areas in the U.K ,subject to security checks and stock.

OUR SERVICE GUARANTEE
All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**



N64 Console	£69.99
N64 Console + Mario 64	£89.99
N64 Console + Zelda 64	£104.99
N64 Console + Turok 2	£99.99
N64 Console + Int'l S/Star Soccer '98	£96.99
N64 Console + Goldeneye	£91.99
N64 Console + F Zero X	£93.99
N64 Console + Rogue Squadron	£103.99
N64 Console + Banjo Kazooie	£96.99
N64 Console + Star Wars: Racer	£107.99

SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!

Dust Cover	£4.99
Top Gear/Drive Steering Wheel	£38.99
Official Grey or Coloured Joypad	£16.99
Rumble Pack	£5.99
1 MB Memory Card	£4.99
RGB/S-VHS Scart Cable	£6.99
Logic 3 Carry Case	£14.99

PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!



- ***ORDER WITH CONFIDENCE*** from one of the largest games suppliers in the country. Over 300,000 customers so far!
- ***1st class delivery free of charge*** to UK mainland. We provide the ***FASTEST*** delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock).
- ***1000'S OF TITLES.*** We also stock games and accessories for Sony Playstation & other consoles and PC CD ROM.
- Other companies may take your ***MONEY*** immediately but with Gameplay you will be safe knowing that ***your credit card will not be debited until your order is despatched!***
- Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

NINTENDO 64 GAMES

FREE Joypad extender cable with every order!
Please ask for one when ordering



ROGUE SQUADRON RRP £44.99 £36.99

1080° Snowboarding	£33.99
Allstar Baseball 2000	£33.99
Allstar Tennis '99	£36.99
Banjo-Kazooie	£26.99
Beetle Adventure Racing	£33.99
Bio Freaks	£34.99
Blastcorps	£18.99
Body Harvest	£19.99
Bomberman	£18.99
Bomberman Hero	£27.99
Buck Bumble	£29.99
Bust A Move 3	£29.99
Carmageddon	£33.99
Castlevania	£32.99
Chameleon Twist	£16.99
Chopper Attack	£37.99
Clayfighter 63 1/3	£9.99
Dark Rift	£22.99
Diddy Kong Racing	£24.99
Doom	£19.99
Duke Nukem Zero Hour	£32.99
Extreme G	£14.99
Extreme G 2	£33.99
F1 World Grand Prix	£24.99
F1 World Grand Prix 2	£33.99
FIFA '99	£33.99
FIFA Road to the World Cup	£27.99
Fighters Destiny	£24.99
Flying Dragon	£34.99
Forsaken	£26.99
F Zero X	£27.99
G.A.S.P.	£21.99
Gex 64	£32.99
Goldeneye	£35.99
GT Racing 64	£19.99
Holy Magic Century	£21.99
Int'l Superstar Soccer 64	£24.99
Int'l Superstar Soccer '98	£32.99
Lamborghini 64	£14.99
Lylat Wars no Jolt Pack	£24.99
Mace	£24.99
Madden NFL 64	£25.99
Madden NFL '99	£33.99
Mario Kart 64	£23.99
Mario Party	£34.99
Micro Machines 64	£32.99
Mission Impossible	£32.99
Monaco Grand Prix	£35.99
Mortal Kombat 4	£42.99
Mortal Kombat Mythology	£21.99
Multi Racing Champ	£14.99
Mystical Ninja	£24.99
Mystical Ninja 2	£39.99
Nagano Winter Olympics	£24.99
NASCAR Racing '99	£29.99
NBA Courtside	£24.99
NBA Live '99	£33.99
NBA Pro '98	£21.99
NFL Quart'back Club '99	£37.99
NHL Breakaway '99	£29.99
Penny Racers	£29.99
Premier Manager 64	£35.99
Quake	£24.99
Rakugakids	£24.99
Rampage World Tour 2	£32.99
Rogue Squadron	£36.99
SCARS	£34.99
San Francisco Rush 2	£33.99



ZELDA 64 RRP £49.99 £37.99

Shadows of the Empire	£34.99
Snowboard Kids	£24.99
South Park	£40.99
Space Station Silicon Valley	£32.99
Star Wars: Pod Racer	£39.99
Super Mario 64	£27.99
Tetrisphere	£18.99
Tonic Trouble	£35.99
Top Gear Overdrive	£34.99
Top Gear Rally	£34.99
Turok 2	£31.99
Twisted Edge Snowb'ing	£37.99
Vigilante 8	£32.99
V Rally 99	£18.99
Virtual Pool	£34.99
Wailiae Golf	£32.99
Wave Race 64	£24.99
Wayne Gretzky's Hockey	£25.99
Wayne Gretzky's '98	£36.99
WCW vs NWO: Revenge	£24.99
Wetrix	£19.99
Wipeout 64	£28.99
World Cup '98	£29.99
WWF Attitude	£41.99
WWF Warzone	£39.99
Yoshi's Story	£31.99
Zelda 64	£37.99



MICRO MACHINES RRP £39.99 £32.99



SOUTH PARK RRP £49.99 £40.99

2nd Games

Gameplay also stock pre-owned games in addition to our new games:
- ✔ All games must pass inspection to ensure "nearly-new" quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive price.

This is how you can sell us a game:

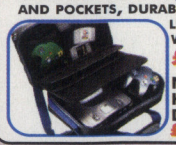
1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. All prices listed here are for new games. Please ring for 2nd hand prices.

BUY 2 2ND HAND GAMES, GET £4 OFF!

CARRY CASES, ETC

LOGIC 3 CARRY CASE
CUSHIONED INTERIOR, PARTITIONS AND POCKETS, DURABLE, LIGHTWEIGHT & WATERPROOF.
£15.99



N64 CLEANING KIT £9.99
DUST COVER £7.99

HINT BOOKS

1080° SNOWBOARDING SECRETS	£10.99
BANJO-KAZOOIE UNAUTH'D SECRET	£9.99
DIDDY KONG UNAUTH'D SECRETS	£10.99
GAMEBOY SECRETS & STRATEGIES	£10.99
GOLDENEYE SECRETS, STRATS & SOLS	£10.99
MARIO 64 SECRETS, STRATS & SOLS	£10.99
N64 SECRETS, STRATEGIES & SOLS	£14.99
SOUTH PARK OFFICIAL GUIDE	£10.99
TUROK 2 UNAUTHORISED GUIDE	£11.99
VIGILANTE 8 HINT BOOK	£9.99
WCW v NWO REVENGE GUIDE	£10.99
ZELDA OFFICIAL GUIDE BOOK	£11.99

RUMBLE PACKS



RUMBLE PACK WITH 1MB MEMORY £10.99
256KB MEMORY £9.99
RUMBLE PACK £7.99
RECHARGEABLE RUMBLE PACK £12.99
SHOCKWAVE - UNIQUE SENSOR ADDS RUMBLE TO ALL GAMES £21.99

CHEAT CARTRIDGE

DATEL ACTION REPLAY PRO
CONTAINS LOADS OF BUILT-IN CHEATS FOR ALL N64 GAMES. YOU CAN ADD MORE CHEATS AS NEW GAMES ARE RELEASED OR *INVENT YOUR OWN!*
NEW LOWER PRICE! **£27.99**



MEMORY CARDS

MEMORY CARDS ALLOW YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS

NINTENDO 256K MEMORY CARD THE ONLY CARD TO WORK WITH TUROK 2 & SOUTH PARK.. £13.99

1MB MEMORY CARD
4 TIMES BIGGER THAN THE 256KB MEMORY CARD. £5.99 OR £4.99 WITH A GAME

8MB MEMORY CARD - 40 TIMES BIGGER THAN THE 256KB MEMORY CARD. £17.99

JOYPAD EXTENDER CABLE	£3.99
COMPOSITE/RGB SCART CABLE - IMPROVE PICTURE/SOUND QUALITY WHEN CONNECTED TO A SCART TV	£8.99
S-VHS CABLE - HIGHER QUALITY THAN COMPOSITE SCART BUT REQUIRES SVHS COMPATIBLE TV OR VIDEO	£8.99
REPLACEMENT RF LEAD	£11.99
HI-FI AUDIO LEAD - PHONO LEAD TO CONNECT AN N64 TO A HI-FI	£9.99
DUST COVER	£6.99

NINTENDO 64



COLOURS AVAILABLE
GREY RED GREEN BLUE YELLOW BLACK
£17.99 EACH OR £16.99 EACH WHEN YOU BUY TWO OR MORE

MEMORY

Allows you to play all compatible games (e.g. Turok 2, South Park) in hi-res graphics.
NINTENDO 4MB RAM UPGRADE £23.99
JOYTECH 4MB UPGRADE £16.99



GAMEBOY POCKET (CHOICE OF COLOURS) £39.99



RRP £69.99 Our price £58.99

GAMEBOY PRINTER £46.99
GAMEBOY CAMERA £36.99



GAME BOY COLOR

Bust A Move 4	£23.99
Colour Tetris DX	£18.99
Game & Watch Gallery 2	£21.99
Gex	£19.99
Monopoly	£18.99
Mortal Kombat 4	£22.99
Pocket Bomberman	£18.99
Quest for Camelot	£18.99
Rugrats	£20.99
South Park	£22.99
Top Gear Rally	£24.99
Turok 2	£22.99
V Rally	£22.99
Warioland 2	£22.99
Zelda	£22.99

ATARI JAGUAR & 5 GAMES only £34.99

TOP DRIVE WHEEL

Steering Wheel & foot pedals with working gearstick. Fully programmable with leather steering wheel cover Works on N64, PSX & Saturn. Rumble facility..
RRP £49.99 **£35.99**



COOL FURNITURE

The coolest furniture in the world! Choose from green, orange and blue. Two styles - Game Throne and Tomato chair **£14.99 each.**
Experience the calming hypnotic effect that volcano lamps bring to your room. Choose from pink, green, orange, purple and blue. **£21.99**



N64 Cheat Line 09066 098050 100 games & walkthroughs!
Calls cost 60p per minute. Please ask permission before calling!

ALSO AVAILABLE

PLEASE RING TO CONFIRM AVAILABILITY AND PRICES BEFORE ORDERING

GAMEplay

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:..... HAVE YOU ORDERED BEFORE? YES / NO

ADDRESS:.....

.....

POSTCODE:..... SIGNATURE:.....

TEL:..... FAX:.....

Thank you for your order!

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD 50p HERE FOR EXPRESS CLEARANCE*	£
Postage is FREE for all games shipped within the U.K. Optional NEXT WORKING DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

Cheques payable to 'Gameplay'.
Prices subject to fluctuation. E & OE.

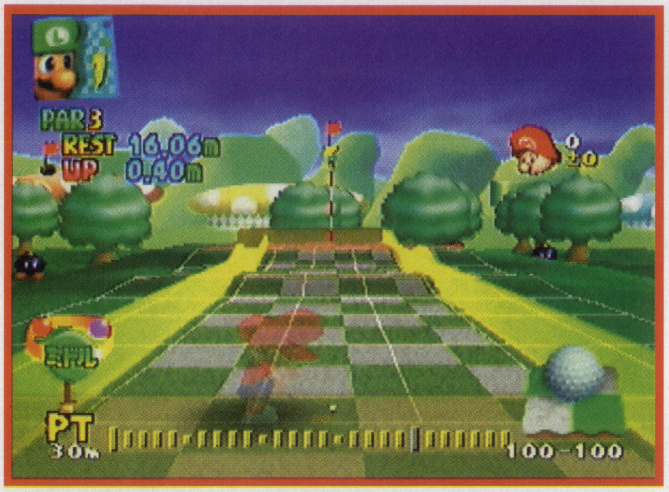
CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

P64(8)

*Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

Sent to press 22/6/99

What do Mario and the gang get up to on their days off? Golf, of course!



▲ Now this is a nice touch! When it comes to putting the ball home your character goes all see-through to help you!



▲ And Wario gives it some welly! Unfortunately for his opponent Yoshi, Wario is well in front and is likely to win. Bah!



▲ If royalty can't get up to a spot of golf then who can? Whether she'll get a hole in one is a different matter though!

Mario

On a welcome break from mending blocked toilets, leaky taps and riding the back of mushroom-gobbling monsters, Mario decided on a relaxing golfing weekend. Just him, a few friends and a suitcase full of tartan trousers. Could this be the most boring thing Mario has ever tried his hand at? Yes. Could this be the most boring game ever, then? Oh, no. Far from it.

Jimmy Tarbuck

Despite switching on the game only to be confronted by more Japanese text than TV Tokyo's Ceefax pages, *Mario Golf* came across beautifully conceived and packed chock-full of garish Mario-isms. The menu system (although still in Japanese) came animated with brightly coloured icons that gently led you into the game. Anyone wanting this on import will therefore have no problem understanding what the hell is going on. Honestly!

Once you've been slowly guided into play it comes down to a choice of just who you want to play as. All the gang are here, from Mario and Yoshi to Wario and Donkey Kong. Every one has their own slightly differing strengths and weaknesses, although to be honest, you need to be a bit of a Nick Faldo to truly appreciate the subtle nuances in style they have. They are not all accessible at first either; only with practice and a few trophies under your belt do you have the chance to use them all. In four-player mode though most of the characters are open for selection, allowing the more impatient gamer to get stuck in.

Aesthetically, a few things are left to be desired. The landscape contours and meanders about the screen perfectly, and the fairway is superbly detailed, but beyond these fundamental aspects of the game, little else has been included. Backdrops have a rushed feel about them, as do the trees and other objects littering the land. Despite this though, touches of humour are injected

Simple, addictive and

throughout to keep the game fresh. Leaves cascade gently to the ground if a ball zings through a tree, and goldfish jump out of ponds to try and eat your ball when it skims over the surface. Pleasantly unnecessary, but nonetheless, its the little touches that count.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Camelot
Game Type:	Golf
Origin:	Japan
Release:	Out now (import)
Price:	£59.99



$64,000 Question

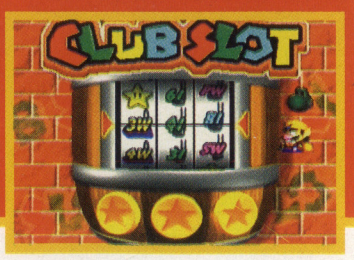
- ⊕ Great party game
- ⊕ Loads of courses
- ⊕ All the Mario gang are included
- ⊕ Extremely user-friendly
- ⊖ Some courses are very similar
- ⊖ Not everybody likes golf!



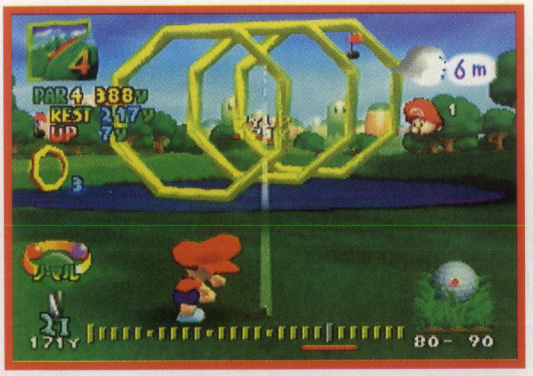
▲ If you're really good at golf then you should be able to put the ball straight through the hoops!

Hold In One

If you thought shooting through hoops was an unusual addition to golf then look at this! During a two-player head-to-head match you can actually gamble which clubs you get. Depending on just how quick you are to stop the slot machine spinning, you will be rewarded with differing clubs. It promotes gambling, but it's a fantastic idea!







Golf

Tom O'Connor

Where *Mario Golf* really strides ahead of other golf games is the use of the extra features. Time trials and tournaments are as standard, but Mario can earn points in a game requiring you to get the ball as close to the hole as possible, he can shoot the ball through Sonic-style hoops and even play crazy golf over a vast array of psychedelic courses bleached and splattered in a variety of eye-stinging colours. Sunglasses are optional!

Supplied by: Software Box
Contact info: 01202 684 642

most importantly... fun!

The ball physics are nigh-on perfect, too. The control is slightly over-responsive, requiring a very delicate hand to bring the ball to your choice of landing spot rather than the rough or a bunker, but you actually get the feeling that the ball does travel through the air and that it does bounce brilliantly on the smoothed green. The players even go transparent just to let you see exactly where you are aiming, and if that wasn't enough, the camera angles are almost infinitely adjustable, allowing you to travel the length and breadth of the course, mapping out exactly what areas need playing towards. Simple, addictive and most importantly... fun!

This is far better than any other golfing effort the N64 has spewed up in the past and we had to wait for the trusty little plumber to prove again just why he's the dog's danglies at almost everything he does. All we need now is for *Smash Brothers* to appear over here and Mario will be top dog in every genre imaginable! ■

2nd opinion

I'm not a big fan of golf games to tell the truth, but this is definitely the most enjoyable one that I've played on the N64 so far. The interface is extremely easy to use and the Nintendo characters add a sense of fun to the whole proceedings. Not bad! ROY KIMBER

Rating

Whack!

You can change the camera angles to almost any position you want. Even from way up in the clouds we managed to perform a top-notch belter of a shot! Honestly, that's what it says!





Memory Options

MEMORY: Saves times and tournament positions
CONTROLLER PAK: N/A

▶ Hitting the ball hard enough means it won't go in the water. If you're a softy though the fish will have it for dinner!



64 Magazine Bottom Line

Controls



L: Not used
R: Hole camera
B: Change target area
A: Shoot
C Up: Camera zoom in • C Down: Camera zoom out • C Left: Pans the camera left • C Right: Pans the camera right
D-Pad: Move club position, change clubs
Z: First person perspective

Alternatives

The Glory Of St Andrews: Seta (import)
Reviewed: Issue 3, 10%
Waialae Country Club: Nintendo (£39.99)
Reviewed:Issue 16, 25%

Rating

Graphics
Audio
Gameplay
Challenge

Overall

84%

Soundbite

The best N64 golf game yet... and Mario has it!

Written by: Martin Mathers

Charlie Blast's Te

Blowing things up. With bombs. Repeatedly. Oh, what fun...

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THE Games
Developer:	Kemco
Game Type:	Puzzle
Origin:	US
Release:	Out Now
Price:	£39.99

The life of a demolition expert is not a happy one, if we're to believe the tale of Charlie Blast. Apart from the obligatory dirty vest, hard hat and workman's crack, there's not only the fiendish puzzles set by the Evil King of Industry to overcome, but the fact that your girlie is a Rainbow Fairy. If this is true, you've got to think that someone's been on the special mushrooms again...

Now, those of you aged 20 and over may remember a game way back on the Amiga called *Bomboozal* where you moved a little blue man around, pushing bombs to make the level blow up. If you fit into this category, *don't panic* – it really is déjà vu you're sensing. You see, *Charlie Blast's Territory* is practically the same game, except without the strange blue version of Mr Blobby to move around.

The object of the game is simple enough – as Charlie Blast, you have to move the bombs around within a level so that when you set off the detonator, they all go off in sequence and destroy the level. The reason why you've got to blow everything up is unclear, but it certainly isn't an easy task, that's for sure. The earlier levels might be a piece of cake, but if brain-teasers aren't your bag (baby) then you might get really frustrated very quickly.

Boom, Boom, Boom

The problem with *Charlie Blast's Territory* is that, as a puzzle game, it's ultimately flawed. Fair enough, it's one of those games that you might hate at first but grow to enjoy as you get into it, but that doesn't stop it from having faults. Take, for example, the whole 'learning curve' idea. Whereas usually you'd find that a game such as this gets harder as it goes along, *Charlie Blast* just doesn't agree – while some of the levels early on take hundreds of attempts, you can cruise through some of the later ones without even thinking.

And then there's the problem that each level is against the clock. Normally, this would mean that if you fail to complete a level in the time given, you'd fail and have to try again – fair enough. This would be okay if it wasn't for the fact that when you pause the game, the clock stops and yet you can still pan around the level working out which bombs to move and where to move them. Many people might think this is a plus point, but in a puzzle game where long-lasting challenge is the key, it's just another crack in its surface.



$64,000 Question

- ⊕ Puzzle freaks will love it
- ⊕ Plenty of challenge appeal
- ⊕ Slightly groovy four-player shenanigans
- ⊖ Learning curve is all over the place
- ⊖ Gorgeous graphics? Where?
- ⊖ Really, really repetitive



As a puzzle game, it's ultimately flawed...



▲ The real fun part of the game has to be the multiplayer mode – the more people, the merrier. Take control of the board and beat the others into submission!

Island Hopping

Despite being a lowly demolition expert, Charlie has plenty of time and money on his hands. How else would he be able to cruise around such exotic locations as those found within his territory?

Desert Islands



Full of simple tasks and puzzles, Charlie starts his quest on the desert island of the Evil King of Industry. Don't be fooled though – these are just to break you in gently...

Arctic Islands



These icy islands introduce you to such perils as embedded bombs, moving platforms and automatic detonators. Quick, it's gonna blow!

Tropical Islands



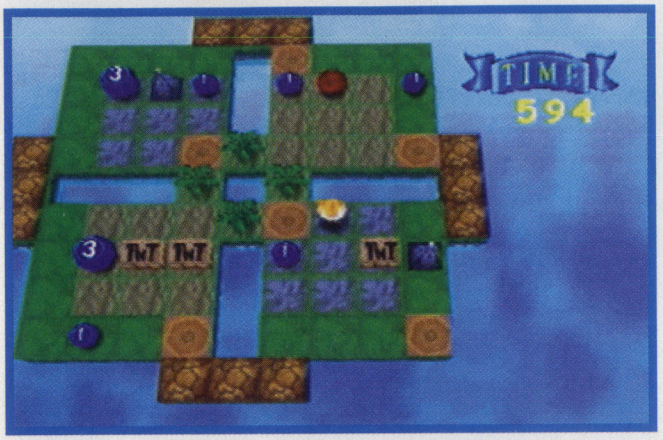
More nasties to meet here, such as slippery oil which stops you from pushing bombs and conveyor belts to carry you into danger.

Swamp Islands



Not much swamp around here, but plenty of remote control bombs and collapsing floor to contend with. Watch your step, Charlie!

rritory



▲ Some of the later levels take a great deal of working out to complete. This one, for instance, took us a full three hours to get through... phew!

Bomb Da Bass

But one of the saving graces in *Charlie Blast* is the innovative four-player mode. Rather than being a direct clone of *Bomberman* as it might have been, you have to move your character around the level claiming 'territory' from the other players. Each person has their own home space where bombs are generated, and these can be blown up with detonators to colour the surrounding areas in your home colour.



Memory Options

MEMORY: N/A
CONTROLLER PAK: N/A



▶ Be careful of those nasty brown blocks. You can only step on them once as when you move off them, they fall into the sea.



▲ If there's a space behind it, you can push bombs in almost any direction. Plan your moves carefully though, or you'll have to start over.



▲ If you've done it properly, all the bombs on the level will explode. The rest of the level will disappear and you'll move to the next.

There are other special blocks and bombs not found in the puzzle mode that can be used to thwart your opponents' advances, and although it's a little tricky to play at first, there's certainly loads of fun to had in beating your friends down here.

That said, however, it's not enough to stop *Charlie Blast* from being a disappointing experience. Once you've completed a level (particularly the tougher ones) there's absolutely no incentive to go back and play them again, which is often the problem with puzzle games. Mad brain-teaser nuts might get some sense of satisfaction out of it and the multi-player mode is quite fun but to be frank, this isn't a game you want to be rushing out and buying in a hurry. Sorry folks. ■



2nd opinion

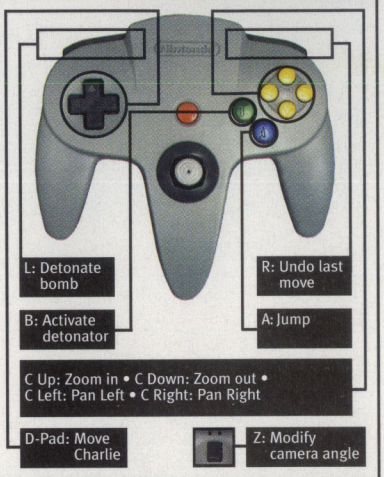
This game's one-player mode was a bit of a letdown – not a patch on *Lode Runner*. The multiplayer is so stupidly addictive, though, and the closest thing yet to the madcap action of deathmatch *Bomberman*, that you'd be daft not to at least give it a look. ROY KIMBER

Rating



64 Magazine Bottom Line

Controls



Alternatives

Lode Runner 3D: Infogrames (£39.99)
Reviewed: Issue 28, 82%
Wetrix: Ocean (£39.99)
Reviewed: Issue 16, 86%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

68

Soundbite

Another one of those 'only if you're into this' sort of games.

Written by: Andy McDermott



▲ Hawk Manson is so hard, he can take a knee to the groin and still catch his train without complaining.



▲ Bosses appear at the end of every couple of levels. The first is this beefy truck driver, who is armed with an axe.



▲ Your fighter can pick up and throw enemies by using the C Down button when you're up close to them.

Fighting Force

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Crave
Developer:	Core Design
Game Type:	Beat-'em-up
Origin:	UK
Release:	Out now (import)
Price:	£54.99

Only kung-fu can save us now!

What is it with evil geniuses? They're always plotting to destroy the entire world, despite the fact that this might cause them no small inconvenience at a later date. Maybe they're not actually all that smart.

The evil genius in *Fighting Force 64* is Dr Dex Zeng, who has decided that since the Millennium Bug failed to end civilisation, he's going to do it himself. Well, as a hobby it's more interesting than stamp collecting, at least. Since this apocalyptic vision isn't in most peoples' best interest, a group of hardcases gets together and resolves to give the evil Doc a hard kick in the Zengs.



▲ Early in the game, you fight your way into Dr Zeng's office. He then scarpers while you stand slack-jawed and let him escape. Dur!



▶ One of the routes through the game takes you into the Bronx, but you have to cross this dangerous bridge to get there.

They Fight, They Bite

Fighting Force 64 is a port of an elderly PlayStation game, the game style being a 3-D version of old side-scrolling fighters like *Double Dragon* and *Streets Of Rage*. Gameplay is simple – one or two players enter an area, beat up a small army of evil cannon fodder using fists, feet and any blunt instruments they find lying around, before moving on to the next stage. Fighting is kept as simple as possible, although each character boasts a special move accessed by button/stick combos.

Although most of the extra weapons that the heroes can use – like baseball bats, knives and even the occasional gun – are dropped by fallen foes, additional jawbreaking gear can be picked up by smashing the scenery. Not only does this often produce hidden



▲ Although the game is meant to be a beat-'em-up, at times you can pick up guns and use them to blow the opposition away!

$64,000 Question

- ⊕ Only game of its type
- ⊕ Simple to play
- ⊕ Varied environments
- ⊖ Straight PlayStation port
- ⊖ Clumsy controls
- ⊖ Highly repetitive
- ⊖ Lacks thrills



It's mindless, and not

▲ Two people can take part at once, doubling the fun to almost bearable levels. Be careful you don't hit each other!

Fighting Four

Only this foursome can save the world. Oh well, it was nice knowing you.



Mace Daniels
A private detective in a latex catsuit, who loves danger. So much for her claimed IQ of 200.

Hawk Manson
Little brother of Marilyn, Hawk has the hots for Mace and wears Bros-era ripped shirts.

Smasher Jackson
Psychopathic convict who gets sprung from jail to do mercenary work, like Murdock from *The A-Team*.

Alana McKendrick
Genius-level schoolgirl who is, according to the manual, Dr Zeng's daughter *and* step-daughter. Huh?

64



Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves game position

weapons like rocket launchers and shotguns, but it also earns you a 'destruction bonus' at the end of each stage. Unlike most recent games, getting a high score is crucial, as certain routes through the game only open up when you reach a set score.

The levels are fairly standard for this kind of game, being mainly urban combat zones with some corporate skyscrapers and high-tech secret bases thrown in. The stages are well-detailed with quite a lot of interactive scenery. Most things can be smashed if you've got the time, so make the most of it!

Force Farce

The fighters are controlled with the analogue stick, but since this is a direct translation of a PlayStation game no effort has been made to use the N64 controller to its fullest. In order to run – which you'll want to, since the default walking pace is on a par with a pensioner strolling along the beach at Margate – you have to hold down the Z trigger. This makes your fighter take off like Linford Christie!

The real failing of *Fighting Force* is that it's mindless, and not in a good way. The best action games compensate for their innate brainlessness by never giving you a moment to realise it, constantly piling on action. In *Fighting Force* you listlessly hit people, wander about collecting anything they drop, then amble to the next bunch of goons. You're given too much time to think about how uninvolving the whole thing is between fights, and when the action does come it's not even that intense. The whole game perfectly captures the feel of an old Jean-Claude Van Damme film. If you were wondering, that's *not* a compliment. ■



▲ This stage in a large lift is highly reminiscent of the old Sega game *Streets Of Rage*, with enemies rushing in as you stop at each floor.



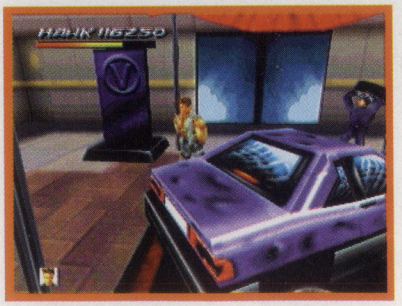
▶ In games, megalomaniacs always have scantily-clad female guards. Wonder if they do in real life? Shall we ask Bill Gates?

in a good way!

2nd opinion

I'm a big fan of co-operative beat-'em-ups – which is why this game is such a disappointment. It's no improvement at all over the PSX version and as such looks dated and plays fairly uninspiringly. You're better off waiting for *Dragon Sword*! ROY KIMBER

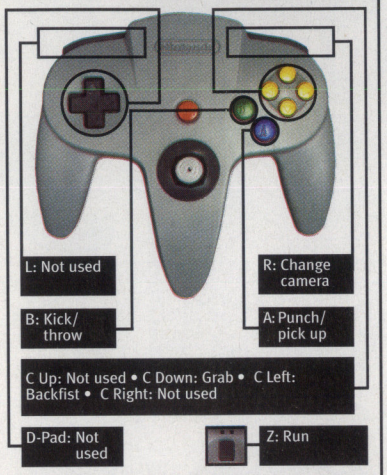
Rating N N N N N



▲ You're not the only person who can use objects as weapons – the bad guys can pick up and use items against you.

64 Magazine Bottom Line

Controls



Alternatives

Mortal Kombat 4: GT, £49.99
Reviewed: Issue 19, 86%
WWF Warzone: Acclaim, £39.99
Reviewed: Issue 17, 86%

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 %

63

Soundbite
Unexciting 'action' game that's well past its sell-by date.

Written by: Stuart Taylor

Another baseball title – bats at the ready!



Ken Griffey Jr's Slugfest

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Angel Studios
Game Type:	Baseball
Origin:	US
Release:	Out now (import)
Price:	£69.99

This import baseball title is unlikely to make it onto the UK retail shelves. Be thankful, as you aren't missing much. While *All Star Baseball 2000* is a quality example of what a baseball simulation should be, *Ken Griffey Jr's Slugfest* comes across as its poor cousin – the one that tries very hard to impress, but just doesn't quite cut it when the final scores are announced.

So, what does *Griffey* actually offer the simulated baseball fan? Well, for starters, there is the quick-fix game option for those of you who want to leap straight in and play ball. But that's not all, *Griffey* also comes laden with a host of additional gaming modes. If you are feeling adventurous, and have got a few weeks to spare, why not plump for the Season mode? The best of the best can duke it out in the coveted World Series as well – the baseball equivalent of the Premier League – which probably won't mean much to those living outside of the US.

The Home Run Derby mode, as the name might suggest, allows you to concentrate on knocking out home runs without having to worry about running to a base afterwards. This is probably the best option to select if you want to play *Griffey* as a multiplayer game; it's quick to set up and seriously competitive once you get into it. There's also the Exhibition gaming option, which essentially entails you watching the computer play... wow, thrills.

Ken Griffey Jr's Slugfest comes across as All

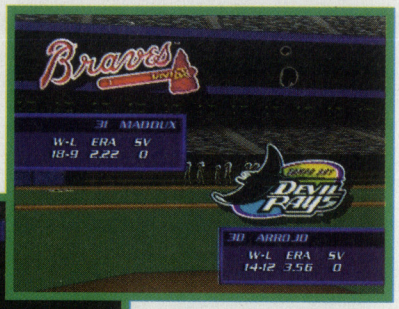


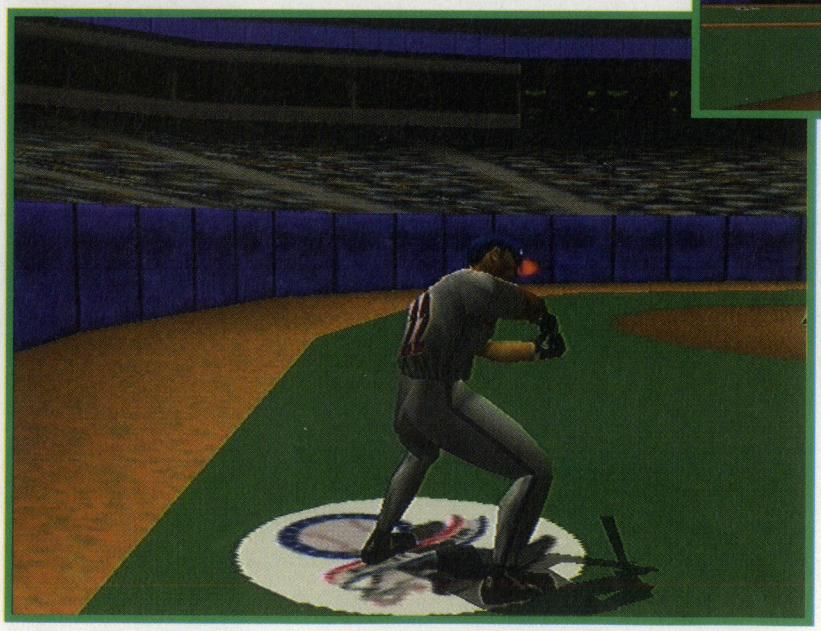
$64,000 Question

- ⊕ Hi-res graphics
- ⊕ Easy to pick up and play
- ⊕ Good selection of gaming modes
- ⊖ Not as good as *All Star Baseball 2000*
- ⊖ 'Amusing' funk music
- ⊖ Limited commentary
- ⊖ Dodgy character animation



▲ Even though he's losing 2-0, this batter has decided to take a break and entertain the catcher with his 'breaking bat over neck' trick.





▲ This hunchback look has been developed through years of Neanderthal batty behaviour.

Utterly Batterly

Though *Griffey* is a noticeable improvement over last year's model, it still has quite a way to go before it can compete with Acclaim's benchmark *ASB 2000*. *Griffey* is simpler to pick up and play than *ASB 2000*, and it is certainly easier to knock out home runs in *Griffey* than *ASB 2000*. This isn't an exact science, as one of the annoying quirks of *Griffey* is that your batter can sometimes be a bit slow when it comes to registering when you have pressed the swing button – you press the A

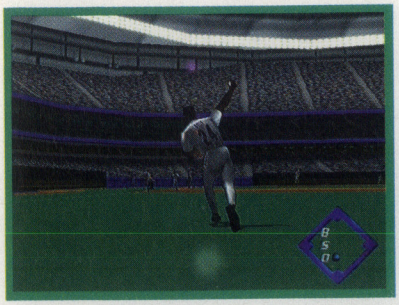
Create A Super Slugger

An option to create your own player appears to be de rigeur for sports simulations, and *Ken Griffey Jr's Slugfest* is no exception. This option isn't just plonked in for no reason, as you can actually draft your specially created players into your team of choice. Here's one we created earlier.

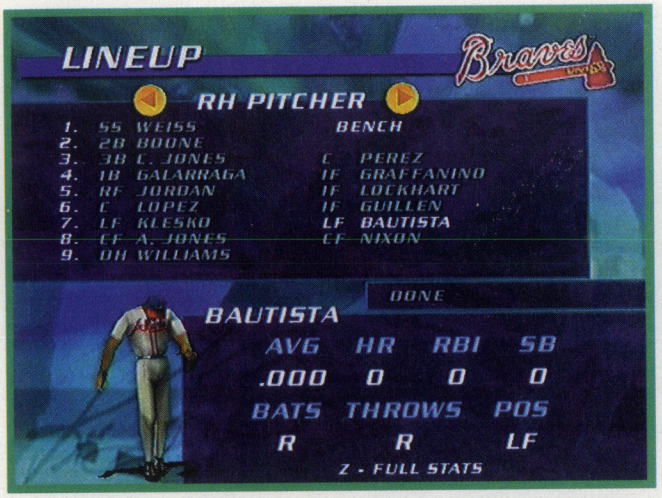
As well as the obvious appearance features (height, weight, hair colour and so on) you can also select the temperament of your player too; are you cool as a cucumber, or are you more likely to ram your bat somewhere unpleasant if you get struck out?







▲ Feeling left out of the proceedings, our fielder attempts to draw attention to himself with his one-armed helicopter impression.



▲ You say you want stats? Well, *Ken Griffey Jr* gives you more stats than you can shake a mucky baseball bat at!

button, wait for a second, and then your batter takes a swing (by now, of course, the ball's flown right past you).

As with most sports simulations, the only differences between rival brands are purely aesthetic ones. In *Griffey*'s case, in spite of the fact that the cart utilises the Expansion Pak, the graphics are not particularly detailed. Incidentally, the game has a medium resolution mode for those who have yet to cough up for the Expansion Pak – what, are you waiting for the free one with *DK64*? The animations of the characters are laughable as well – it's hard to keep a straight face as your batter lurches toward the diamond, shoulders hunched, looking a hell of a lot like the missing link.

Star Baseball 2000's poor cousin!

The sound department is extremely weak – who cares if Nintendo has incorporated Dolby Surround if you have to listen to the monotous drone of the crowd, or hear the same handful of speech quotes looped ad naseum? A special mention should go for the funky scratch-mix *Griffey* tune that kicks in when the game is booted up; a personal greeting from Mr Griffey Jr himself launches into a bizarre mishmash of Griffey-related commentary soundbites – "Griffey's done it again!" – and a funky electronic ditty. Hmm, subtle's not in it.

While *Griffey* is an admirable attempt from Angel Studios, it really does pale in comparison to *All Star Baseball 2000*. If it does appear in this country, which is unlikely, you'll have to ask yourself why you would want it when you get more swing for your buck with *ASB 2000*? ■



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Save Season and create-a-player data



▲ The pitching mode in *Ken Griffey Jr* – like most things about this game, unfortunately – is nowhere near as good as *All Star Baseball 2000*.

2nd opinion

Baseball doesn't really light any fires around the 64 MAGAZINE office, so *Griffey*'s arrival was greeted by disinterest. This turned to dislike when we realised that *Griffey* isn't nearly as good as Acclaim's *All-Star Baseball 2000*, which is the one to bat for. ANDY MCDERMOTT

Rating





64 MAGAZINE Bottom Line

Controls

Too many options to list individually, as they vary according to whether you are playing at bat or in the field.



Alternatives

All Star Baseball 2000: Acclaim (£39.99)
Reviewed: Issue 27, 85%
All Star Baseball '99: Acclaim (£39.99)
Reviewed: Issue 16, 84%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

70

Soundbite

Average baseball fare, made all the more unspectacular by *All Star Baseball 2000*.

Written by: Roy Kimber







A Bug's Life

Another potentially great game meets its end at the hands of the feared 'official licence'!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Activision
Developer:	Traveller's Tales
Game Type:	3-D Platform
Origin:	USA
Release:	Out now (import)
Price:	£49.99

$64,000 Question

- ⊕ Fairly colourful
- ⊕ Some nice ideas
- ⊕ Fairly faithful to the plot of the film
- ⊖ Not one tenth as good as the film
- ⊖ More jerky than an epileptic seizure
- ⊖ Repetitive gameplay for the most part
- ⊖ The few sound samples there are quickly get annoying
- ⊖ Seemingly a direct port of the PSX version

After the success of *Toy Story* in the cinema, Pixar would have had to do something seriously wrong to prevent their next animated movie *A Bug's Life* from being a huge success. They didn't. So it was. Unfortunately, when translating the film into videogame form something must have gone wrong. Things got a little 'bug'-gered up, so to speak.

A Bug's Life follows the plot of the film fairly closely. Players take the role of Flik, an ant who's had all he can stand and he can't stands no more (sorry, too many *Popeye* cartoons as a kid). Fed up with the greedy grasshoppers who come every season to steal the hard-working ant colony's food, Flik sets out to find some way of thwarting the evil insects.

To do this, our plucky ant must negotiate his way through 15 different levels, each based on a scene from the movie. Between each stage a few blurry pictures explain the next part of the plot. What this means is that if you haven't yet seen the film then playing the game might well spoil it for you, so be warned.

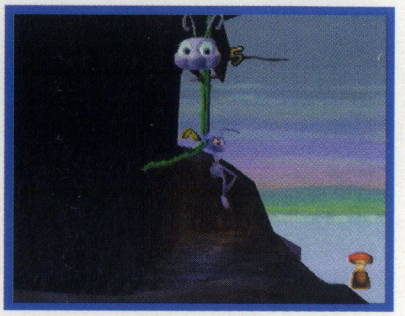
Pile Of P-Ants

On paper – or more specifically, in the manual – *A Bug's Life* looks like a fairly promising game. Flik has a fairly wide variety of moves with which to survive the hostile landscape of each level and to counter the strange insectile enemies, who are all intent on halting his progress. In addition, Flik can manipulate different items in his environment, most notably the seeds, of which there are five different types.

Unfortunately, in practice *A Bug's Life* is rather less impressive. The first thing which strikes you is the overall jerkiness of the whole thing. Rather than Flik smoothly moving through his surroundings, everything jumps about like a bad Movietone newsreel, an effect made all the more irritating by the control system which isn't overly responsive to say the least. The graphics themselves aren't that impressive anyway, which isn't really surprising as developer Traveller's Tales appears to have done little more than a straight port of the PlayStation version of the game (minus the FMV cut-scenes, of



▶ Meet the training manager Mr Soil. He teaches you all Flik's moves. Why do training guys always have such stupid names?



▲ Flik has a 'swinging' time on the tree level. If only there were more varied elements like this to the game!

When translating the film into



course). This means that the game suffers from horrendous pop-up, which has an adverse affect on the gameplay. Oh, and did we mention the clipping?

A Bug's Life seems to be having a bit of an identity crisis. On the one hand it seems to be trying to appeal to younger gamers with its bright(ish) colours and several levels which are almost ridiculously easy to finish. But then there are other stages which are far more complicated and would seem to be far too difficult for the same age group.

What A Bug-er!

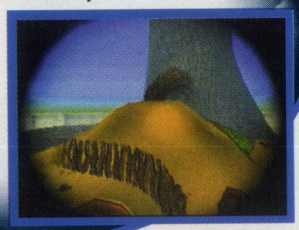
Don't get the wrong idea, this isn't the worst game to ever hit the N64 (at least not quite) and it does have some fairly nice ideas. Flik can manipulate the seeds which he finds lying around the levels to turn them into various plants. To make different plants he needs to find coloured seed tokens and the more tokens of a particular colour he collects, the better class of plant he can grow. At first this is quite interesting, as Flik hunts for tokens to turn seeds into bouncy mushrooms and tall beanstalk-like plants which he can then use as ladders to other areas. He can also make health plants, propeller plants, dandelions and cannons. Unfortunately after the first level or so a pattern emerges. It soon becomes a case of finding a new seed token to get onto a platform, then looking for the next token to get to the next platform, then looking for the next, blah blah blah. This becomes the norm on many of the levels and frankly just gets boring after a while, particularly as the scenery on a particular level all looks the same.

Some stages do have a little more variety. like the boss stage where Flik finds himself inside a huge – from his perspective – tin can which is continually rolling, and must avoid all the debris being tossed about. Or the level which is basically one huge tree where Flik has to get to the top doing a Tarzan impression along the way, using vines and handy spider-webs. At certain points in the game Flik also gets help from other characters from the movie, but their contribution is limited at best.

All-Seeing Eye

If you get lost on a level, these strategically-placed viewing devices show you helpful movies of the different sections – although to be honest a lot of the time they're not that useful.





Growing Pains

Flik's quite a green fingered fellow. By using the various seeds he finds lying around the level in conjunction with his butt-bounce move, he can grow all manner of strange plants. Such as this trampoline-like mushroom, for example.









Memory Options

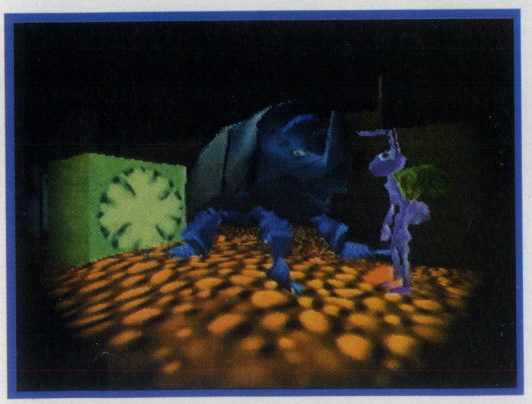
MEMORY:
None

CONTROLLER PAK:
Allows for three save game files

▼ This is Dim the Rhino Beetle. He's one of the first friendly characters Flik meets and he comes in handy on the tree level.



▲ Flik's obviously been eating strange mushrooms again! There's no way anyone could mistake that worm for a mosquito!





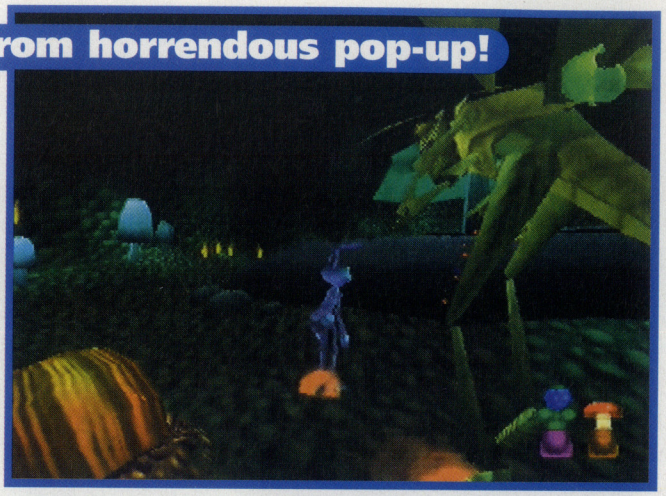
▲ You've heard of Big Bird from *Sesame Street*? Well this big bird is a lot less yellow and a lot less friendly! It's one of the level bosses, in fact.

videogame form something must have gone wrong...

The game suffers from horrendous pop-up!



▲ Hopper makes off with the Princess just as Flik was about to get his first snog – being an ant isn't much fun!

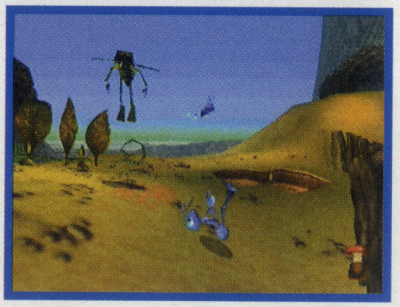


▲ The first level boss is a grasshopper called Thumper. Is Disney running short of character names or something?

Flik This!

Earlier the effect of the pop-up on the gameplay was mentioned. Basically a lot of Flik's time is spent exploring the different levels looking for various objects or characters. The problem is that at a distance many objects – even large ones – just simply aren't there, which can mean that you're looking for something which isn't visible until you're right on top of it. This also happens with enemies and it's all too easy to get shot by something which you can't see because the actual creature hasn't been drawn in yet.

In addition to the 15 main levels there are also the challenges. These require you to do certain tasks in a specific time, but as they're all played on levels you've already done, and thus suffer from the same gameplay problems, they're not really any more enjoyable that the rest of the game.



▶ There are all sorts of nasty enemies working on the side of the grasshoppers. These wasps are bloomin' pests, for starters!

A Bug's Life for the PlayStation was a fairly average, not particularly impressive game. *A Bug's Life* for the N64 is the same game with fewer good points – fewer speech samples, no FMV and lousier graphics. Again, it's not the worst game available on the console but there are other games of the same genre which do the 3-D platform thing so much better that you'd be pretty daft to buy this one. ■



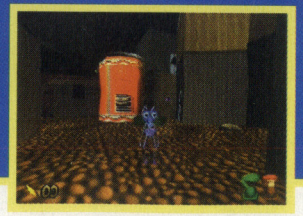
▲ Okay, who ordered the mushroom? If he grows the wrong plant Flik simply needs to pick it up and the seed reappears.

Supplied by: Software Box
Contact info: (01202) 684642

Pop-Up Problems

The pop-up in this game is really bad and strangely selective. Take this 'city' section. Here we see Flik as he wanders towards a seemingly innocuous cardboard box, until... whoa! Where'd that can come from?





2nd opinion

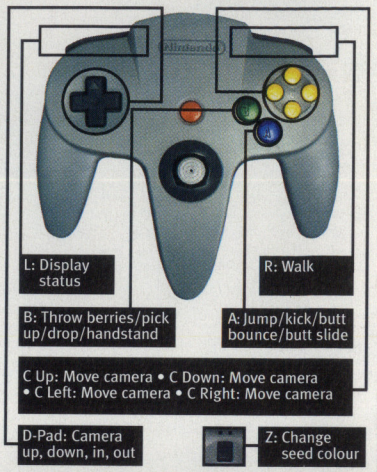
Fantastic! Great fun! That's *A Bug's Life* the film, but unfortunately the game is a load of old scrote. Jerky, frustrating and, worst of all, boring, it's another of those film licences that makes *Goldeneye* look like a one-off fluke. End this bug's life by stepping on it! ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

Banjo-Kazooie: Nintendo (£49.99)
Reviewed: Issue 16, 95%
Chameleon Twist 2: Sunsoft (£44.99)
Reviewed: Issue 23, 75%

Rating

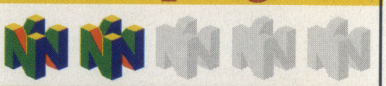
Graphics



Audio



Gameplay



Challenge



Overall %

59

Soundbite

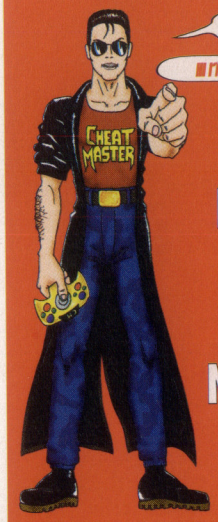
Nice film, shame about the game – don't do it!

NEW & IMPROVED DIGITAL SERVICE

CHEATS & TIPS FOR OVER 1000 GAMES
N64, PSX, PC & GAMEBOY

INTERACTIVE TELCOM

NINTENDO 64 CHEATS & TIPS



HI I'M THE CHEATMASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLD'S LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS.

HI I'M THE CHEAT MISTRESS, WHY DON'T YOU CHECK OUT MY SPECIAL FEATURES!



CHEATS, TIPS & ESSENTIAL GAMING ADVICE FOR VIRTUALLY EVERY NINTENDO 64 GAME

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

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

09066 098047

Calls cost 60p a minute to this number

Please ensure you have the permission of the bill payer before calling and that you're calling from a Touch Tone phone. When using the audio service once your call time has exceeded 5 minutes the call will be terminated upon your next selection. Accuracy of the information is not guaranteed. Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA.

CUSTOMER SERVICE: 0845 0202011

USA LIVE!

Talk live 1-2-1 with Californian girls!

09061 919 404

CHAT USA & UK!

Chat direct to girls from all over the USA or the UK!

09067 526 406



TAROT 2000 CONNECT LIVE TO PSYCHICS IN THE USA! 09061 95 95 48

GUL Box 5306 London WC1N 3XX. 09067 calls cost 75p/min. 09096 / 09061 calls cost £1.50/min. Live calls recorded. Callers must be aged 18 or over.

To advertise in 64 MAGAZINE

Call EMMA BEDFORD on 01202 200223

or CLAIRE ENDEAN on 01202 200254

VIDEO GAMES AT TRADE PRICES

NOW YOU CAN BUY YOUR GAMES AT THE PRICES RETAILERS DO !!

THE GAME ZONE
153 YORK ROAD
HALL GREEN
BIRMINGHAM
B28 8LF

0121-778 2009

WWW.TGZ.CO.UK

PlayStation. The game zone on-line NINTENDO 64

Visions

Visions Online Ltd, 728 King Lane, Alwoodley, Leeds, LS17 7BA

Phone Sales: 0113 2613424 Exchanges: 0113 2612500

Fax: 0113 2613424 Email: Visions@btinternet.com

DREAMCAST CONSOLE

PACK 1:
CONSOLE + 1 GAME + SCART LEAD + STEPDOWN £249

PACK 2:
CONSOLE + 2 GAMES + SCART LEAD + STEPDOWN £295

DREAMCAST USED

BLUE STINGER	£34.99
DYNAMITE DEKA 2	£34.99
MARVEL VS CAPCOM	£34.99
MONACO GP SIMULATION	£34.99
PEN PEN TRICELON	£29.99
SEGA RALLY 2	£34.99
SEVENTH CROSS	£29.99
VIRTUA FIGHTER 3TB	£29.99

DREAMCAST GAMES

BLUE STINGER
CLIMAX LANDERS
DYNAMITE DEKA 2
EXPENDABLE
GET BASS
GIANT CRAM
HOUSE OF THE DEAD 2
KING OF FIGHTERS 99
MARVEL VS CAPCOM
MONACO GRAND PRIX
POWERSTONE
SEGA RALLY 2
SHUTO KO BATTLE
SONIC ADVENTURE
STREET FIGHTER ZERO 3
SUPER SPEED RACING
VIRTUA FIGHTER 3TB

DREAMCAST ACCESSORIES

VMS UNIT
PURU PURU (RUMBLE) PACK
JOYPAD
ARCADE STICK
RACING CONTROLLER
GUN
S - VIDEO CABLE
RGB SCART CABLE
SMART CONVERTER NTSC / PAL

ACCESSORIES

N64 4MB EXPANSION PACK	£27.99
N64 PASSPORT PLUS CONVERTER	£29.99
GAMEBOY CAMERA	£37.99
PSX MOVIE CARD	£44.99
PSX POWER REPLAY	£12.99
UNIVERSAL PSX + SCART	£119.99
UNIVERSAL PSX + RF	£129.99
USA N64 CONSOLE	CALL
V-BOX (PLAY ON MONITOR)	CALL
SONY PSX R.F LEAD	£12.99
AIR RACER CONTROLLER N64 & PSX	£29.99
PSX NTSC / PAL CONVERTER	£14.99
PSX PANTHER GUN W/FOOT PEDAL	£17.99
V3 RACING WHEEL PSX & N64	£47.99

DVD (REGION 1)

PIONEER 414 MULTIZONE DVD PLAYER
AMERICAN HISTORY X
I STILL KNOW WHAT YOU
DID LAST SUMMER
MEET JOE BLACK
EVIL DEAD: SPECIAL EDITION
TEXAS CHAINSAW MASSACRE: SPECIAL EDITION
ENEMY OF THE STATE
STAR TREK INSURRECTION

N64 PASSPORT CONVERTER PLAY IMPORT GAMES ON YOUR U.K MACHINE ONLY £29.99

PSX IMPORT

USA BRAVE FENCER MUSASHI
USA CARMAGEDDON 2
USA ERGHEIZ
USA LEGACY OF KAIN
USA LUNAR COMPLETE
USA PARASITE EVE
USA QUAKE 2
USA SILENT HILL
USA SPORTS CAR GT
USA STREET FIGHTER ALPHA 3
USA WWF ATTITUDE
USA XENOGEARS
USA RIDGE RACER TYPE 4
USA SYPHON FILTER

PRE-ORDER YOUR USA DREAMCAST NOW AND GUARANTEE DELIVERY ON RELEASE DATE. CALL FOR DETAILS.

Dreamcast

N64 IMPORT

USA BEETLE ADVENTURE RACING
USA BUST-A-MOVE 99
USA CARMAGEDDON 64
USA DUKE NUKEM: ZERO HOUR
USA SHADOWGATE 64
USA WORLD DRIVER CHAMPIONSHIP
USA STAR WARS: EPISODE 1 RACER
USA STAR WARS: ROGUE SQUADRON
USA COMMAND & CONQUER
USA SUPER SMASH BROS
USA V RALLY 99
USA WCW NITRO 64
USA RUGRATS SCAVENGER HUNT

N64 SPECIAL OFFERS

CARMAGEDDON	£33.99
CASTLEVANIA	£35.99
DUKE NUKEM: ZERO HOUR	CALL
FIFA 99	£33.99
GEX 64	£43.99
LEGEND OF ZELDA	£38.99
MARIO PARTY	£32.99
MICRO MACHINES 64 TURBO	£33.99
O.D.T.	£38.99
RUSH 2	£42.99
SOUTH PARK	£41.99
STAR WARS: EPISODE 1 RACER	£39.99
STAR WARS: ROGUE SQUADRON	£36.99
VIRTUAL POOL	£36.99

N64 UK & IMPORTS USED

UK CASTLEVANIA	£31.00
UK DUAL HEROES	£14.00
UK DUKE NUKEM 64	£9.00
UK F1 POLE POSITION	£12.00
UK FIFA 64	£12.00
UK FIFA R.T.W.C. 98	£15.00
UK FORSAKEN	£14.00
UK I.S.S 64	£14.00
UK LEGEND OF ZELDA	£32.00
UK SUPER MARIO 64	£19.00
UK MICRO MACHINE 64 TURBO	£27.00
UK MISSION IMPOSSIBLE	£21.00
UK MULTI RACING CHAMPIONSHIP	£14.00
UK TOP GEAR OVERDRIVE	£21.00
UK TUROK	£14.00
UK WORLD CUP 98	£14.00
USA BLAST CORPS	£14.99
USA BODY HARVEST	£19.99
USA CASTLEVANIA	£29.99
USA DIDDY KONG RACING	£24.99
USA GOLDENEYE 007	£34.99
USA ISS 64	£19.99
USA LEGEND OF ZELDA	£34.99
USA MARIO PARTY	£29.99
USA NIGHTMARE CREATURES	£39.99
USA TOP GEAR RALLY	£24.99
USA TOP GEAR OVERDRIVE	£19.99

Guaranteed next day delivery is available! Over 250 used PlayStation games & many N64 games in stock available to buy or to exchange
Exchanges from as little as £5 on PlayStation, £7 on Nintendo 64. Dreamcast exchanges available!
Latest VCD and DVD movies. Call for any games or products not listed!
Open 9.30 - 9.00 Monday to Saturday, Sunday 11.00 - 9.00

http://www.visionsonline.co.uk

Written by: Roy Kimber

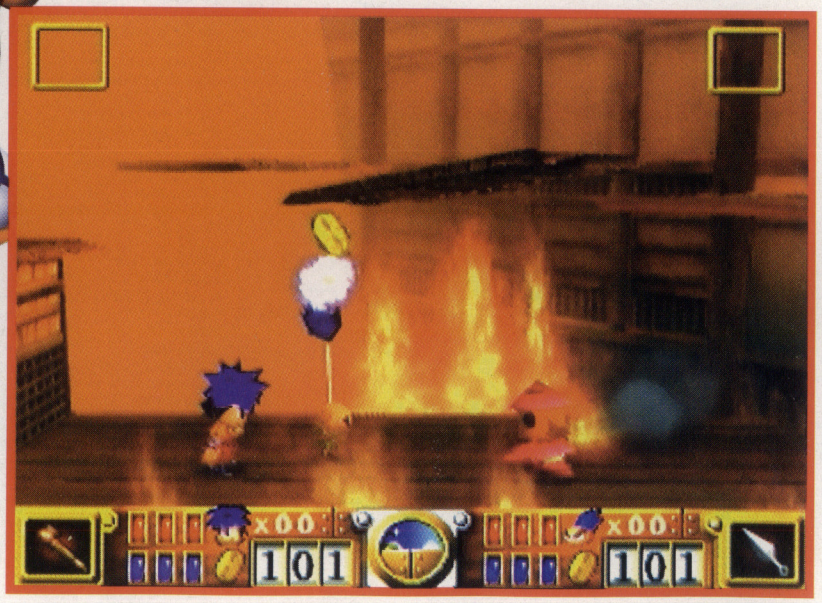
Mystical Ninja 2 Starring Goemon

Ol' Blue Hair is back!

Goemon and his friends are back again, and once more they've got to save the world from some of the most bizarre bad guys ever seen in a videogame! The lands of feudal Japan are under threat, this time from strange, fat Ebisumaru lookalike Bismaru, and it's left to a blue-haired ninja, a fat bloke, a demented robot and a cute girl with a penchant for turning into a mermaid to stop them.

In the first *Mystical Ninja* game the threat was from space. This time, all the trouble is down to the 'wise old man'. This bearded fellow, who proved so helpful first time around, has apparently been spending his time since the defeat of the very weird musical-obsessed aliens building a machine which can bring people back from the dead. Unfortunately, the dastardly Bismaru steals the machine while the wise old man is showing it to Goemon, and the malevolent fellow sets about loosing all manner of nasty ghosts upon the unsuspecting population of Japan.

▼ Sazuke has a rather unique way of taking care of enemies in the air, thanks to a remarkably versatile wig!



Mystical Madness

The first *Mystical Ninja* game was a 3-D adventure in the same style as *Mario 64* and *Banjo Kazooie*. While the game itself was great fun, the massive size of the levels meant that it was fairly easy to get lost and a great part of your time was often spent wandering around from place to place not doing very much between objectives.



▲ Travel between sections is done by way of this three-dimensional map. When you begin, your choice of destinations is fairly limited.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Konami
Developer:	Konami
Game Type:	Platform
First Reviewed:	Issue 24 (Jap)
Release:	Out now
Price:	£49.99





Bizarre Buddies

Goemon and company meet all sorts of weird creatures throughout the game, but not everyone's hostile. Knock the bad guy off this little horse, for instance, and you can climb aboard for some cowboy-esque action!









PAL Performance

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

Borders: None

Speed: No loss of speed

This time around that's all changed. The game has been broken into two distinct sections – towns and roads. The town areas are similar to those in the first game, with shops and houses and people wandering about. The streets in these towns are fairly linear in nature but do have a limited depth to them, while the interior of the houses and buildings are full 3-D as in the original game.

The road sections of the game, on the other hand, take on the form of pseudo 3-D platform levels with clever graphical effects giving the illusion of full 3-D. Although the platforms are made from polygons, you can only move 'back' into the scenery when the game allows you, and parallax backgrounds help create an illusion of depth. This means that the gameplay is much more straightforward than last time, because even though many of the road sections – particularly in the latter parts of the game – have different routes, it's not so much a case of exploration, more a case of simply getting to the end of the level in one piece by avoiding or destroying the hordes of creatures that attack you.

Mystical Ninja 2 is incredibly addictive!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores three save game slots



▶ Ah... now there's a really predictable answer we could give to this question, but it'd probably get us into trouble.

Ninja Nightmares

To give the game a little more variety and to make some of the puzzles a bit more tricky, *Mystical Ninja 2* takes a leaf out of *Zelda*'s book by using both day and night. At night, the road sections of the game are much more treacherous because you get a different variety of ghosts who are all stronger and more dangerous than their daytime counterparts. The people in the towns also appear in different locations depending on whether it's day or night, with the result that some puzzles can only be solved at a specific time.

A Cast Of... Er, Four

All the main characters should be familiar to you if you've played the first game. Their weapons are pretty much the same this time around, but their special powers differ slightly.

Goemon
Special Power: Chain Pipe



Ebisumaru
Special Power: Loud Hailer



Sazuke
Special Power: Propeller



Yae
Special Power: Mermaid





▲ Hopping one character onto another's back combines your powers and gives you more than just the sum of the two. Time to kick ass!





▲ Goemon and Ebisumaru come up against the dreaded severed head of Barry White. Run, before he starts singing!

Make sure you don't miss this one!

As with *Mystical Ninja*, each section of the game is separated from the next by a temple or palace, after which a boss or bosses must be fought. This is usually followed by a first-person fight against an evil giant robot with you controlling your robot friend, Impact.

Aside from the switch from 3-D to 2-D, the biggest change to this game from the original is the addition of a two-player mode. As before, you start off with Goemon and Ebisumaru and pick up Sazuke and Yae along the way. This time, however, you can control two of the characters at once. You and a friend can play all the way through the game together if you wish, and it's often advisable to do so as some of the bosses – the robot fights in particular – are much easier to overcome with two characters fighting together.

Groovy Goemon

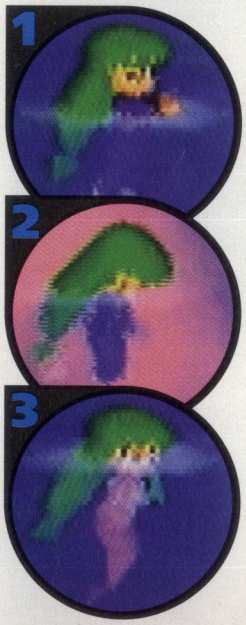
Mystical Ninja 2 is incredibly addictive in one-player and much faster-paced than the original, due to the platform nature of the majority of the levels. Playing in two-player mode is just superb, particularly since the characters can combine their abilities for more power and can work together to double-team enemies. Probably the best thing, though, is that you can switch between one- and two-player modes as you go, so that if you start a game with a friend and they then have to leave, you don't have to quit and start again but can carry on solo.

Like its predecessor, *Mystical Ninja 2* began life as a Japanese game and this is apparent from the rather bizarre narrative. The result is a very quirky and at times incredibly amusing storyline that it's hard not to find entertaining.

The most common criticism of sequels is that they're too similar to the original, which is what makes this game especially good. Even if you've played the first *Mystical Ninja* through repeatedly, the change of style makes this game a refreshing change without losing the characters and the quirky humour that made the first game so much fun. If you missed the first title or were put off by the size of it, then make sure you don't miss this one! ■

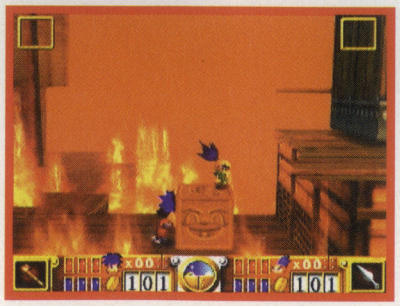
Splash!

Each of the characters gets a special power at some stage in the game. Yae's is the same as in the first game – put her in water and she turns into a mermaid.





▲ Welcome to the tea room in another dimension. Kind of like the restaurant at the end of the universe, only less busy.



▲ I don't mean to be a moaner, Sazuke, but I don't think you've quite grasped the concept of 'co-operative play'!

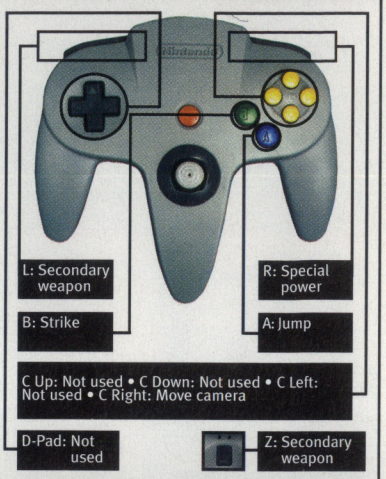
2nd opinion

Finally, it's good to see Goeman returning to what he knows best – solid platform action! The adventure element still remains at the heart of the game, but it's the lasting challenge and number of levels that'll keep you going here. Dig those crazy robots, too! MARTIN MATHERS

Rating 4

64 Magazine Bottom Line

Controls



Alternatives

Mystical Ninja: Konami (£39.99)
Reviewed: Issue 13, 83%
Mischief Makers: Nintendo (£39.99)
Reviewed: Issue 7, 82%

Rating

Graphics 4
Audio 3
Gameplay 4
Challenge 4

Overall

86%

Soundbite

Top two-player action from those strange game designers in Japan!

Live 64 Games Helpline!

Fight your way through every level!

Every boss conquered!

Get the latest cheats and codes!

Short cuts and secrets revealed!

Whether you're stumped by Star Wars Racer, maddened by Mario or confused by Castlevania, our 64 Magazine games experts will be able to help you overcome any hurdles within any Nintendo 64 game. And if you want the very latest cheats and codes, they can provide those too...

MAGAZINE

Dial the service with all the answers...

0906 4664482

This is not a recorded service. Your call will be answered by a games expert.

Available 7 days a week from 8am until 11pm. No call waiting.

Expert advice on any Nintendo 64 game guaranteed!

All your gaming problems solved!

0906 4664482

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

Customer Services: **01753 755937**

cheat central

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

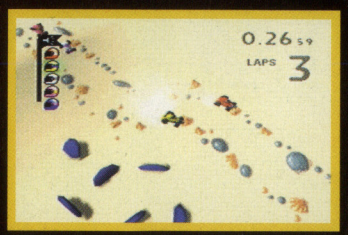
Star Wars Episode 1 Racer

66 You'll feel the force of this great racer with the help of our track guide.

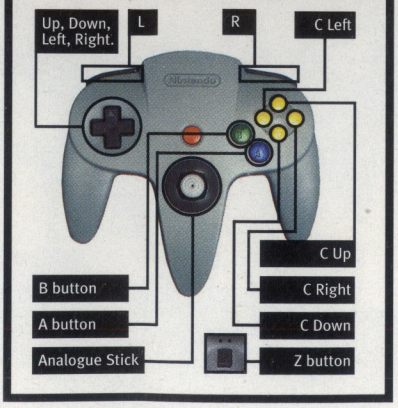


Micro Machines 64 Turbo

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



Pad at a glance



FIGHTING FORCE 64

Finally, after much faffing about this co-operative beat-'em-up has arrived... but only in America. Which means the following cheat will only really come in handy if you've got an import machine.

Level Select & Invincibility

Hold **L, Z, C Up & C Down** while on the main title screen. After a few seconds the character selection screen appears, and from here pressing **C Right** or **C Left** changes the start level. Then it's simply a case of choosing your characters and starting the game impervious to assault!





WORLD DRIVER CHAMPIONSHIP

Possibly the world's most pointless cheat, this one – unless you've got a particular affinity with the colour pink!



Pink Cars

Begin a new game in Championship mode and put in **IGN64** as your name.

SUPERMAN

The Man of Steel has been performing on the N64 for a while in the US, and is due over here very soon. Which means that this cheat might come in handy!

Level Select

Begin a game in single player mode and play until you get the option to save to a Controller Pak. Save, then reset, choose the Load Game option from the main menu and load the game you just saved. When the Rumble Pak prompt appears, hold **L & B** together then press **A** to make the level selection screen appear.

NBA JAM '99

Will we ever get tired of basketball games? Probably, but that doesn't mean they won't stop appearing!

Long Distance Dunks

During a game, press pause and tap **L, L, C Down, L, L, C Down, L, L, C Down, Z**. The player who has possession of the ball can now perform a slam-dunk from anywhere on court until the end of the quarter.

Perfect Shot

Pause the game and press **L, L, C Up, L, L, C Up, L, L, C Up, Z**. The next shot you make will always score, no matter where you are on the court.

Large Ball

Pause during a game and press **L, L, C Left, L, L, C Up, L, L, C Right, L, L, C Down, Z**.

Stronger Pushes

Pause the game and press **L, L, Up, L, L, Up, L, L, Up, Z**.

Tied Score

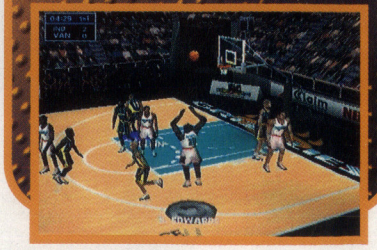
During the game press pause then tap **L, L, Down, L, L, Down, L, L, Down, Z**.

Team On Fire

Pause during the game and press **L, L, Right, L, L, Right, L, L, Right, Z**.

Disable All Cheats

Pause the game and tap **L, L, Left, L, L, Left, L, L, Left, Z**.



KEN GRIFFEY JR'S SLUGFEST

It's not the best baseball game on the N64, but that doesn't mean it doesn't have any cheats!

Exploding Batter
Press **Right, Left, Down, Right, Left, Up, Right, Left, Down** in rapid succession while batting to explode your batter.

View Fireworks
Choose Exhibition mode then press **Z** while on the stadium selection screen to enter the 'View Stadium' mode. Still in this mode, press **R & Z** together to shoot fireworks up by the home plate.

Big Head Mode
Successfully win the World Series on the Rookie difficulty setting then create yourself a player with the name **CODE BIGGHEDZ**.

CPU Vs CPU Mode
Beat the World Series on All-Star difficulty then create one player using the name **CODE CPUVSCPU**.

Tick Team
Win the World Series on Veteran difficulty then create a player with the name **CODE THETICK**.

The following codes don't require you to have won anything first; simply create a player with the appropriate name to get the desired effect:

Name	Effect
CODE BIGFEET	Big Feet
CODE INVISIBLEMAN	Invisible Team
CODE TOOTHPICK	Thin Team
CODE LIDDLELEAGUE	Small Team
CODE WEEBLEMAN	Weeble Team
CODE STEAMROLLED	Flat Team
CODE PHATTBATT	Big Bats
CODE EMOTIONS	Secret Teams



Note: The secret teams cannot be used in Season mode.

A BUG'S LIFE

Not the greatest game in the world, but the Disney licence more or less guarantees that it'll sell bucketloads, so for all those poor deluded souls out there...

Level Select
On the main screen highlight the Ant Hill (which is the first stage) then hold the **Z button** and all the **C buttons** together and press **R**. You will now be able to select any of the 15 stages.





WWF ATTITUDE

Another in a long line of wrestling games, but since each one seems to be better than the last we can't really complain!

Bonus Characters
Get the WWF Title in Career or Challenge mode under the Normal or Hard difficulty settings, using the following players to get other hidden players.

Win With	To Get
Al Snow	Head
Steve Austin	Vince McMahon
Triple H	Chyna
Chyna	Test
A Female Custom Player	Sable
A Male Custom Player	Shane McMahon
Billy Gunn/X Pac/Road Dogg	Shawn Michaels
HBK	Sgt Slaughter
Undertaker/Kane	Paul Bearer
D-Lo/Mark Henry	The Godfather
Goldust	Marc Mero
Owen Hart/Jeff Jarrett	Jerry Lawler
Jerry Lawler	Brian Christopher

Extra Female Clothing In Create Player Mode
Win the WWF Title in Career or Challenge mode using **Val Venis** on Normal or Hard difficulty.

Extra Male Clothing in Create Player Mode
Win the WWF Title in Career or Challenge mode using **Mankind** on Normal or Hard difficulty.

More Hair in Create a Player Mode
Win the WWF title in Career or Challenge mode with **The Rock** on Normal or Hard difficulty.

No Wimps Mode
Win the WWF Title in Career or Challenge mode with **Faaroq** or **Bradshaw** on Normal or Hard difficulty.

64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

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

● Sadly, ScoreZone is bereft of the mighty pinboard this issue due to lack of mug-shots. So come on you lot, you can't all be that ugly! Ultimate Player accolade this time around goes to Dutch reader **Matthys ten Ham** from the **Netherlands** (hence his being Dutch) for top scores on some tricky *Goldeneye* levels. And he sent us a photo too, so here he is!



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

Extreme G

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

CITY 2
3:08:95 Jon Burrows, Queensland

CITY 3
2:08:83 Jon Burrows, Queensland

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

DESERT 2
1:59:76 Jon Burrows, Queensland

DESERT 3
2:33:01 Jon Burrows, Queensland

SPACE STATION 1
2:08:36 Jon Burrows, Queensland

SPACE STATION 2
2:15:95 Jon Burrows, Queensland

SPACE STATION 3
2:50:78 Jon Burrows, Queensland

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

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

Wave Race

Sunny Beach
1:00:782 Alan Dundas, Arbroath
1:05:552 Magnus Smith, Shetland
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill
1:12:026 Charles Nuttall, Oldham

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

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

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

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

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

Twilight City
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:51:806 Jon Quarrie, Stapleford
1:52:164 Gautam Rishi, Gerrards Cross

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

Snowboard Kids

Rookie Mountain
0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 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

GoldenEye

Facility – 00 Level!
0:56 Richard Dunn, New Leake
1:07 Matthew Stevenson, Bournemouth
1:08 Stephen Hill, Maidstone
1:10 Matthys ten Ham, The Netherlands
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
0:54 Matthys ten Ham, The Netherlands
0:55 Matthew Stevenson, Bournemouth
0:56 Stephen Hill, Maidstone
0:59 Jon Quarrie, Stapleford

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
1:24 Matthys ten Ham, The Netherlands
1:26 Michael Williams, Exeter
1:26 Sam Doyle, Glossop
1:27 Andrew Joules, Weston-Super-Mare

Frigate
0:31 Matthys ten Ham, The Netherlands
0:33 Stephen Hill, Maidstone
0:34 Adam Tucker, Great Yarmouth
0:35 Matthew Stevenson, Bournemouth
0:35 Michael Williams, Exeter

Surface 2
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands
0:58 Paul Nicholls, Coventry
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

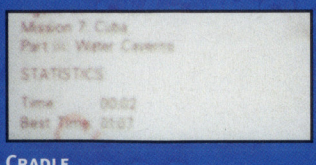
Depot
0:24 Richard Dunn, New Leake
0:30 Sam Doyle, Glossop
0:30 Jon Burrows, Queensland
0:31 Michael Williams, Exeter
0:31 Richard Lovelock, Newbury

Train
1:30 Matthys ten Ham, The Netherlands
1:32 Richard Dunn, New Leake
1:34 Sam Doyle, Glossop
1:34 Stephen Hill, Maidstone
1:37 David Hetherington, Coventry

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
4:23 Matthys ten Ham, The Netherlands
4:32 Andrew Joules, Weston-Super-Mare
4:42 Karl Watt, Shetland
4:49 Jon Quarrie, Stapleford

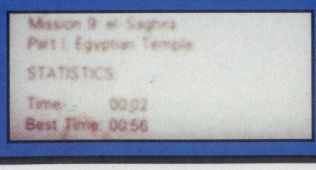
Water Caverns
1:07 Matthys ten Ham, The Netherlands
1:08 Danny Dunn, New Leake
1:09 Jon Quarrie, Stapleford
1:09 Andrew Joules, Weston-Super-Mare
1:10 Kenneth Dundas, Arbroath



Cradle
0:47 Andrew Joules, Weston-Super-Mare
0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland
0:52 Matthys ten Ham, The Netherlands
0:53 Tammy Harris, Birmingham

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
0:56 Matthys ten Ham, The Netherlands
1:00 Andrew Joules, Weston-Super-Mare
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth
1:02 Matthew Stevenson, Bournemouth



Shadows Of The Empire

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

Escape from Echo Base
0:02:12 Jason Lloyd Parsons, Anglesey
0:03:28 Magnus Smith, Shetland
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth
0:04:04 Hans Lafeber, The Netherlands

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

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

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

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

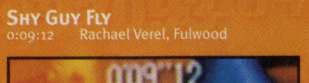
Xizor's Palace
0:05:54 John Brennan, Bicester
0:06:21 Magnus Smith, Shetland
0:07:50 Hans Lafeber, The Netherlands

Vigilante 8

Survival Mode
47:56 with 69 kills Alex Cadby, Weston-Super-Mare
18:37 with 25 kills Paul Nicholls, Coventry

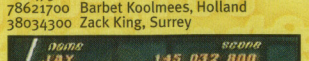
Mario Party

Shy Guy Fly
0:09:12 Rachael Verel, Fulwood



Tetrisphere

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



Puzzle
4:44 Gavin Brennan, Claremorris

Banjo-Kazooie

Spiral Mountain
0:02:25 Niall Hickey, County Waterford

Mumbo's Mountain
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford
0:08:18 Jon Quarrie, Stapleford

Treasure Trove Cove
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:21 Kevin Seeney, Bury St Edmunds
0:17:07 Jon Quarrie, Stapleford

Mad Monster Mansion
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeney, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

Bubblegloop Swamp
0:15:02 Kevin Seeney, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:21:01 Richard Dunn, Boston
0:28:04 Ingvar Gunnarsson, Iceland

Clanker's Cavern
0:08:47 Kevin Seeney, Bury St Edmunds
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden
0:13:49 Richard Dunn, Boston
0:19:52 Ingvar Gunnarsson, Iceland

Click Clock Wood
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
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
0:16:47 Niall Hickey, County Waterford
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
0:22:41 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
0:16:44 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

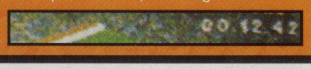
100 Jiggies, 900 Notes
2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Micro Machines 64 Turbo

Time Trial: The Main Course
00:16:66 Chris Cox, Cambridge

Time Trial: Breakfast At Cherry's
00:24:33 Chris Cox, Cambridge

Time Trial: Swerve Shot
00:12:42 Chris Cox, Cambridge



WWF Warzone

Fastest Win
0:24 Jon Burrows, Queensland

Mischief Makers

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

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
1:03:55 Niall Hickey, County Waterford

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

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



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
00:19:68 Aaron Norris, Western Australia
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

Choco Mountain
01:00:56 Richard Dunn, New Leake
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alvaston
01:37:87 Aaron Norris, Western Australia
01:40:71 Rob Pierce, Salisbury

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
1:45 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
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stocksbridge

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

Map 25: Shub Niggurath's Pit
0:50 John Brennan, Bicester
0:50 Kevin Seeney, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Diddy Kong Racing

Ancient Lake
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk

Fossil Canyon
01:04:03 Keith Boiston, Felling
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston
01:12:81 Thomas Ferrari, Norfolk

Jungle Falls
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

Treasure Caves
00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

Whale Bay
00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, 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
01:46:43 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

Spaceport Alpha
01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, 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

THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



I AM SICK AND TIRED OF BUYING STUFF FROM PEOPLE THAT DON'T KNOW WHAT THEY ARE TALKING ABOUT!!!!

COMPUTER EXCHANGE

WE BUY - WE SELL - WE PART EXCHANGE



GAMES, DVDS, PC HARDWARE, & SOFTWARE

Oi! WE KNOW!

We can tell you how many versions of Streetfighter there have been; why Quake III Arena will rock and which version of FIFA was actually any good. We know when the next big thing will happen in Japan and how you can get your hands on it. That's right, we have an opinion and we're not afraid to let you know it. We even want to know yours... *maybe*. We've got the best range of games in the country and, if you want 'em, we'll sell them to you for a lot less than you'd expect to pay.

Better yet - when you finish a game or just get bored with it, bring it to us and we'll buy it for cash or exchange it for something else.

CEX DIRECT MAIL ORDER: 0171 916 8440

NINTENDO 64

NEW CONSOLES & ACCESSORIES

N64 GOLDENEYE PACKS	CALL
N64 V4 PASSPORT PLUS	CALL
OFFICIAL COLOURED PADS	CALL
OFFICIAL RUMBLE PACKS	CALL
OFFICIAL MEMORY CARDS	CALL
OFFICIAL 4MB EXPANSION PACKS	CALL
BLAZE MEMORY CARD	CALL
BLAZE RUMBLE PACKS with 1MB memory	CALL
BLAZE RGB SCART CABLE	CALL
NU-GEN MANTA RAY JOY PAD	CALL

USED CONSOLES & ACCESSORIES

UK N64 BOXED	45.00
UK N64 UNBOXED	40.00
IMPORT N64 BOXED	92.00
IMPORT N64 BOXED RGB	108.00
IMPORT N64 UNBOXED	88.00
IMPORT N64 UNBOXED RGB	102.00
OFFICIAL COLOURED PADS	15.00
OFFICIAL 4MB EXPANSION PACKS	20.00
OFFICIAL RUMBLE PACKS	8.00
OFFICIAL MEMORY CARDS	8.00

GAME BOY COLOR

ALSO AVAILABLE, CALL NOW FOR FULL DETAILS AND PRICES.

2ND HAND GAMES

1080 SNOWBOARDING	22.00
AERO GAUGE	22.00
AEROFIGHTERS ASSAULT	25.00
ALLSTAR BASEBALL '99	25.00
BEETLE ADVENTURE RACING	30.00
BIO FREAKS	18.00
BLAST CORPS.	15.00
BODY HARVEST	15.00
BOMBERMAN 64	25.00
BOMBERMAN HERO	28.00
BUCK BUMBLE	25.00
BUST A MOVE 2	25.00
BUST A MOVE 3DX	28.00
CASTLEVANIA	30.00
CHAMELEON TWIST	18.00
CLAYFIGHTER 63 1/3	18.00
CRUIS'N USA	18.00
CRUIS'N WORLD	18.00
DARK RIFT	15.00
DIDDY KONG RACING	22.00
DOOM 64	15.00
DUKE NUKEM 64	15.00
EXTREME G	12.00
EXTREME G2	20.00
F-ZERO X	20.00
F1 POLE POSITION 64	12.00
F1 WORLD GRAND PRIX	20.00
FIFA 64	10.00
FIFA 99	30.00
FIFA ROAD TO WORLD CUP '98	12.00
FIGHTERS DESTINY	18.00
FORSAKEN	15.00
GEX 64 ENTER THE GECKO	28.00
GLOVER	35.00
GOLDENEYE	30.00
GT 64	20.00
HEXEN	20.00
HOLY MAGIC CENTURY	20.00
IGGYS RECKIN' BALLS	25.00
ISS 64	12.00
ISS '98	30.00
KNIFE EDGE	30.00
LAMBORGHINI 64	15.00
LYLAT WARS + RUMBLE PAK	28.00
LYLAT WARS NO RUMBLE PAK	20.00
MACE THE DARK AGE	25.00
MADDEN '99	35.00
MADDEN FOOTBALL '98	12.00
MARIO 64	18.00
MARIO KART 64	25.00
MARIO PARTY	30.00
MICRO MACHINES 64 TURBO	30.00
MISCHIEF MAKERS	15.00
MISSION IMPOSSIBLE	20.00
MORTAL KOMBAT 4	30.00
MORTAL KOMBAT MYTHOLOGIES	28.00
MULTI RACING CHAMPIONSHIP	15.00
MYSTICAL NINJA 2	35.00
MYSTICAL NINJA ST. GOEMON	20.00
NASCAR '99	25.00
NBA COURTSIDE	18.00
NBA HANGTIME	20.00
PILOTWINGS 64	18.00
QUAKE	15.00
S.C.A.R.S.	18.00
SHADOWS OF THE EMPIRE	22.00
SOUTH PARK	35.00
STAR WARS EPISODE 1 RACER	35.00
STAR WARS ROGUE SQUADRON	32.00
TUROK 2	18.00
TUROK DINOSAUR HUNTER	15.00
V-RALLY '99	20.00
WIPEOUT 64	30.00
WWF WARZONE	22.00
ZELDA OCARINA OF TIME	28.00

VISIT OUR SHOPS, OPEN SEVEN DAYS A WEEK FROM 10AM UNTIL 7PM:

BIRMINGHAM
90 Corporation Street
0121 - 200 2330

BROMLEY
49 High Street
0181 - 464 0480

CENTRAL LONDON
32 Rathbone Place W1
0171 - 636 2666

CENTRAL LONDON PC
70 Tottenham Ct. Rd.
0171 - 916 3110

CENTRAL LONDON RETRO
143 Whitfield St. W1
0171 - 692 1213

HARROW
282 Station Road
0181 - 427 5800

HOUNSLOW
238 - 242 High St.
0181 - 572 8365

KINGSTON
169 Clarence St.
0181 - 541 0882

WATFORD
140 Watford High St.
01923 - 221 666

Visit us on the web at:
www.cex.co.uk

PlayStation

2ND HAND GAMES

ACTUA GOLF 2	18.00
ALUNDRA	12.00
BUBBLE BOBBLE & RAINBOW IS.	20.00
COLIN MCRAE RALLY	28.00
COMMAND & CONQUER	12.00
COOL BOARDERS 3	25.00
CRASH BANDICOOT 3	22.00
DIE HARD TRILOGY	15.00
FORMULA 1 '97	15.00
FORMULA 1 '98	18.00
G-DARIUS	18.00
GEX 3D ENTER THE GECKO	18.00
ISS PRO '98	25.00
KENSAI SACRED FIST	25.00
LIBERO GRANDE	28.00
MAGIC THE GATHERING	20.00
MEDIEVIL	25.00
METAL GEAR SOLID	28.00
MICRO MACHINES V3	12.00
ODDWORLD: ABE'S ODYSSEY	15.00
ODDWORLD: ABE'S EXODUS	18.00
PARAPPA THE RAPPER	12.00
PREMIER MANAGER '99	28.00
RESIDENT EVIL	12.00
RESIDENT EVIL 2	22.00
RIDGE RACER TYPE 4	22.00
SOVIET STRIKE	12.00
TEKKEN 3	22.00
TENCHU	22.00
THREE LIONS	12.00
TOCA	10.00
TOMB RAIDER III	22.00
TOMMI MAKINEN RALLY	15.00
WIPEOUT 2097	15.00
WWF WARZONE	18.00

SEGA SATURN

2ND HAND GAMES

ATHLETE KINGS	12.00
BAKU BAKU ANIMAL	15.00
BUST A MOVE 2	15.00
COMMAND & CONQUER	10.00
MANX TT	10.00
MEGAMAN X3	15.00
SHINING FORCE 3	10.00
SHINING THE HOLY ARK	25.00
SONIC 3D	15.00
SONIC JAM	20.00
STREET FIGHTER ALPHA 2	10.00
WORMS	10.00
X MEN	10.00

MAIL ORDER PROMISES

NO QUIBBLE GUARANTEE!! Not satisfied with your purchase? let us know within 2 working days and we will give you a full credit refund. Your statutory rights are not affected.

FREE DELIVERY ON EVERYTHING!! Or place your order before 6.30pm for guaranteed next day delivery from £3.50.

FREE GIFT WITH ALL ORDERS OVER £10.00.

WE DON'T CHARGE YOUR CARD UNTIL YOUR GOODS ARE DESPATCHED.

Cheques/postal orders made payable to CEX.
Credit cards welcome.
Release date slippage may occur. Sample prices correct at time of going to press, E&OE. Prices go up as well as down. Minimum amount charged on credit & debit cards is £5.00. All copyrights respected.

MAIL ORDER
CEX Direct, Suffolk House
1 - 8 Whitfield Place
London W1P 5SF

OR CALL MAIL ORDER, CEX DIRECT ON:

0171 - 916 8440
SEVEN DAYS:9AM - 9PM

*MAIL ORDER SPECIAL OFFER!

GET AN IMPORT DREAMCAST NOW FOR £149.99

OR PRE-ORDER UK DREAMCAST NOW FOR ONLY £194.99 AND GET IT ON ITS DAY OF RELEASE!

IMPORTED CONSOLE & ACCESSORIES

DREAMCAST CONSOLE +STEPDOWN TRANSFORMER	149.99
DREAMCAST ARCADE STICK	49.99
DREAMCAST PAD	29.99
DREAMCAST RACING CONTROLLER	59.99
DREAMCAST VMS	29.99
DREAMCAST VMS SPECIAL	34.99
RGB SCART (plays all games)	39.99
RGB SCART (not VGA compatible)	14.99
S-VHS CABLE	14.99

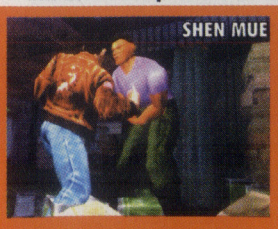
GAMES

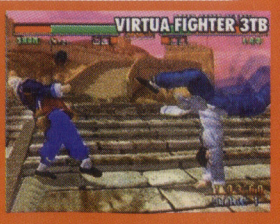
AERODANCING	48.99
BIO HAZARD:CODE VERONICA(RES.EVIL)	48.99
BLUE STINGER	48.99
BOY KANIFAN	48.99
BUGGY HEAT	48.99
CARRIER	48.99
COOL BOARDERS	CALL
D2	48.99
DIE HARD ARCADE 2	48.99
EXPENDABLE	48.99
GEIST FORCE	48.99
GIANT GLAM WRESTLING	48.99
GET BASS+FISHING CONTROLLER	79.99
GODZILLA GENERATIONS	29.99
HOUSE OF THE DEAD 2+GUN	73.99
INCOMING	39.99
KING OF FIGHTERS DREAM MATCH	48.99
MARVEL VS CAPCOM	48.99
METROPOLIS STREET RACER	48.99
MONACO GRAND PRIX SIM.2	48.99
PEN PEN TRIICELON	29.99
POWER STONE	48.99
PSYCHIC FORCE 2012	48.99
PURO PURO PACK	24.99
PUYO PUYO 4	48.99
SEAMAN	48.99
SEGA RALLY 2	48.99
SENGOKU TURB	48.99
SHEN MUE Chapter 1	CALL
SONIC ADVENTURE	29.99
SOULCALIBUR	48.99
STREET FIGHTER ZERO 3	48.99
SUPER SPEED RACING	48.99
TETRIS 4D	39.99
VIRTUA FIGHTER 3TB	29.99
VIRTUA ON 2:ORATORIO TANGRAM	48.99
VIRTUA STRIKER 2	48.99

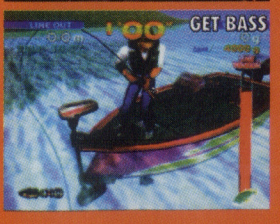
DON'T SEE THE GAME YOU WANT? THEN CALL.
***THIS OFFER AND ALL DREAMCAST PRICES ARE EXCLUSIVE TO CEX DIRECT.**

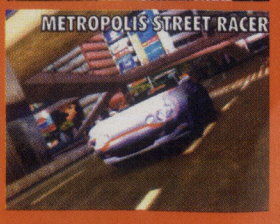
WE ARE THE LONGEST RUNNING, MOST ESTABLISHED IMPORTERS IN THE COUNTRY - WE HAD BOTH THE PLAYSTATION AND THE DREAMCAST BEFORE ANYONE ELSE!

ALL BUYERS PLEASE NOTE: All Dreamcasts come with neccessary convertors to run on your 60Hz television.
These consoles and games are imported from Japan and will not be compatible with UK Dreamcast products.









Dreamcast™

NOW ONLY £149.99*







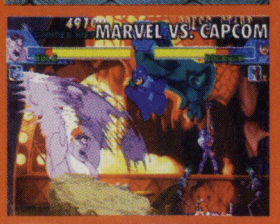












Written by: Martin Mathers

STAR WARS EPISODE 1 RACER

Feel the force with our guide and be the champion!

64 MAGAZINE Solution



Planets

Star Wars: Episode 1 Racer is set on eight different planets spread across the galaxy and mastering all of them is going to take practice and skill. From icy wastelands to jungle tropics and barren desert to an ominous prison complex, each will present a challenge you'll have to overcome if you want to become the Supreme Podracer!

Tatooine

This planet is the home of Anakin Skywalker and provides the setting for one of the toughest races in the game. The Boonta Eve Classic (the race from the film) is hosted by none other than Jabba the Hutt and gathers the best pilots in the galaxy to test their skills against one another. There are loads of caves and canyons waiting out there in the bleak sands of Tatooine, so it's up to you to find and use them to your advantage.

Aquilaris

Like something out of *Waterworld*, Aquilaris is one giant ocean broken only by a small number of islands and floating cities. Connected by underwater tunnels and oversea bridges, these rare points of dry land provide the base for some of the speedier tracks in the Podracer tournament. You'll be speeding across open reefs, through leaky passages and even around the half-submerged sunken city, so make sure you keep your feet dry!

Ando Prime

Located in the coldest regions of the galaxy, Ando Prime is the perfect opportunity to master your shortcut skills. The weaving passages that have formed among the many glaciers and frozen lakes mean that you can cruise to victory or explode in failure in the blink of an eye. Use the huge clifftop jumps to your advantage and beware of the dangerous ice formations lurking in the dark depths of the frosty caverns ahead.

Mon Gazza

Huge mining cranes and burning gas exhausts block out the sky of this heavily polluted industrial planet. The courses set on Mon Gazza range from short, speedy tracks to long and tortuous ones littered with danger. You'll be racing through dusty spice fields and construction yards before plunging engines-first into the deep, dark strip mine shafts of the planet. Watch out for the drilling equipment and transport craft located around the track.

Hints and Tips



To enter any of the following codes, select an position marked 'Empty' in Tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select 'End' and press L again before entering your name as normal.

Invincibility

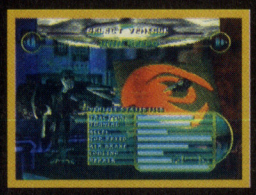
Enter the code RRJABBA using the technique above. Now begin the game and when you reach the track, press Start to pause and press Left, Down, Right and then Up on the D-Pad. The cheat menu will appear and you can make your Pod resistant against crashes. However, you'll still blow up if you fall off a cliff or set your engines on fire when boosting.

Debug Menu



Input the code RRDEBUG on the name entry screen and you'll be able to access the Debug option in the cheat menu during the game. However, apart from bringing up a whole heap of numbers across the bottom of the screen this cheat doesn't really do very much at all!

Play as Jinn Reeso



Use the code RRJINNRE on the name entry screen to enable the first hidden pilot. He won't be available straight away though – you have to race through the Amateur Podracing Circuit and get to the Spice Mine Run on Mon Gazza where he'll be waiting as the favourite of the race, replacing Mars Guo as champ.

Play as Cy Yunga

Enter the code RRCYYUN on the name entry screen to get another of the hidden racers. This time you have to have access to the favourite of the Semi-Pro Sunken City track, 'Bullseye' Navior. Use the code and Cy will be waiting in his place to take you on.

Dual Control

Enter RRDUAL as your code and you'll be able to race using two controllers, a la *Goldeneye*. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines. To accelerate, push forwards on both sticks and to turn, pull back on the relevant stick – left-hand stick to turn left and right-hand one to turn right. The boost is controlled by the Z button.

Turbo Start

In order to speed away from the opposition at the start of a race, just watch the lights. As the amber light and the number one are about to disappear from the screen, hit the accelerator and your engines should light early, giving you that well-needed boost. If you get it right, your racer will cry out with glee!

Taunt your opponent



If you fancy having a go at the race favourite in the pits then just hold Z as you press A to start the race. The scene will cut to the pod hanger where you and your main opponent will have a quick argument before the race begins!

Mirror mode

There are two methods for this. If you finish the game by coming first on every track then the title screen will flip, giving you access to the Mirror option on the Track Select screen. If you just want to cheat though, enter the code RRTHEBEAST at the name entry screen then enter the cheat menu in the game and turn on the Mirror option.

Spare Parts



The key to winning any of the races in *Star Wars: Episode 1 Racer* is to upgrade your pod as soon as possible. The earlier tournaments can be used to amass plenty of cash with which to soup-up your racer by setting the prize money to 'Winner Takes All'. Later on though, you might want to be a bit more cautious as winning outright takes a bit more skill.

Purchasing from Watto's shop can become an expensive hobby – although his parts are brand-new, the price is high. Visiting the junkyard can be more economical, but remember that the parts here are used and therefore need repairing by your pit droids, which you should get as many of as possible as soon as you can. Deciding to buy a used part comes with a element of risk, so be careful.

The following are a list of parts for each element of your pod as well as the full price to be paid. Remember that if you're trading in other parts then the price will be adjusted accordingly.



Traction

R-20 Repulsorgrip	250
R-60 Repulsorgrip	400
R-80 Repulsorgrip	600
R-100 Repulsorgrip	1200
R-300 Repulsorgrip	2600
R-600 Repulsorgrip	6000

Turning

Control Linkage	200
Control Shift Plate	400
Control Vectro Jet	700
Control Coupling	1600
Control Nozzle	3800
Control Stabiliser	8000

Acceleration

Dual 20PCX Injector	800
44 PCX Injector	2200
Dual 32PCX Injector	5600
Quad 32PCX Injector	7000
Quad 44PCX Injector	10400
Mag-6 Injector	14000



Top Speed

Plug2 Thrust Coil	1000
Plug3 Thrust Coil	2400
Plug5 Thrust Coil	6000
Plug8 Thrust Coil	14000
Block5 Thrust Coil	17500
Block6 Thrust Coil	20000

Air Brakes

Mark II Air Brake	700
Mark III Air Brake	1400
Mark IV Air Brake	3600
Mark V Air Brake	7000
Tri-jet Air Brake	10400
Quadrijet Air Brake	14000

Cooling

Coolant Radiator	50
Stack-3 Radiator	100
Stack-6 Radiator	300
Rod Coolant Pump	900
Dual Coolant Pump	2700
Turbo Coolant Pump	5400

Repair

Single Power Cell	150
Dual Power Cell	300
Quad Power Cell	800
Cluster Power Plug	1400
Rotary Power Plug	4000
Cluster2 Power Plug	7000

Malastare

The fastest races in the whole Podracing championships are located on the planet Malastare. This dry moon leaks dangerous methane gas continuously from its surface, some of which gathers in gas pools and vast lakes. Use the long open straights to pull away from any nearby competitors and keep your eyes open for any shortcut opportunities – you'll need to be a skilled racer if you're to beat Sebulba on his home planet.

Oovo IV

The isolated and desolate asteroid colony of Oovo IV is the setting for some tough races around the prison labour camps. Deep inside the asteroid the prison inmates dig for ore that is transported through zero gravity tunnels to the surface – you'll be using many of these tunnels as the race progresses. Watch out for the huge rock fragments blocking your way and the frequent narrow passages that you will encounter here.

Ord Ibanna

Much like Cloud City, Ord Ibanna was once a thriving colony of gas mines and refineries floating above the planet's atmosphere but now everything has been abandoned. Negotiating these airborne walkways at high speed is tricky as you'll be experiencing a rather long drop if you slip up. Even worse, taking a wrong turn at one of the intersections can put you heavily behind so keep your eyes on the road.

Baroonda

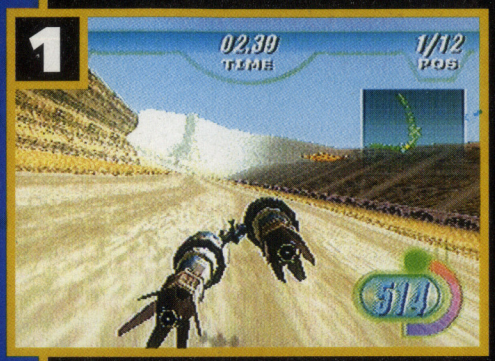
Possibly the nastiest planet in the game as all the tracks are absolute nightmares. The swamp planet of Baroonda is full of treacherous forest, rocky trenches, watery marshes and even an active volcano at its centre. The fact that tracks change terrain constantly makes things even worse as you hurtle around some of the sharpest hairpins you're ever likely to see and end up splattering your pod against the wall. A horrible, horrible place.

AMATEUR PODRACING CIRCUIT

RACE 1 amateur — THE BOONTA TRAINING COURSE

PLANET: Tatooine
TYPE: Desert

You can tell from the name of the course that this one's a pushover. Use your boosts over the open desert plains and take care through the canyon to come out victorious.



▲ As soon as the race is under way, bank hard to the left to make it round the long, wide turn after the start line. Now hit the boost and race across the open desert flats at full pelt before the path begins to narrow.



▲ Soon enough you'll find yourself whizzing down some tighter tracks that lead into the desert canyon. Cut the corners off by riding over the banked sides of the course and use the boost a little more sparingly.



▲ You can boost along the straighter sections of the slope down here but as soon as you see the canyon wall ahead, slow down a little. Getting into the canyon is easy enough, but don't hit the walls as you enter or you'll explode.



▲ Inside the canyon you'll find a narrow and twisting path between the high rock walls with sloped banks on either side. Use these banks to speed round tight corners safely and watch out for the sudden sharp turns and chicane.



▲ When the path starts to straighten out, get close to the middle of the track immediately. If you don't then you'll come a cropper when you slam full speed into the wall surrounding the narrow passage exit.

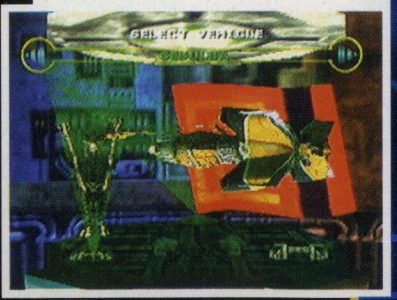


▶ Once you've emerged from the narrow canyon safely you can really put the pedal to the floor. Slam on your boost engines, but be careful not to hit any rocks that will slow you down or even kill you before the finish line.

RACE FAVOURITE — SEBULBA



The reigning Podracer Champion, his pod is one of the best in the galaxy with above-average acceleration and turning as well as the highest top speed around. Of course, to be the man you have to beat the man so get out there!





RACE 2 amateur

MON GAZZA SPEEDWAY

PLANET: Mon Gazza
TYPE: Mining Colony

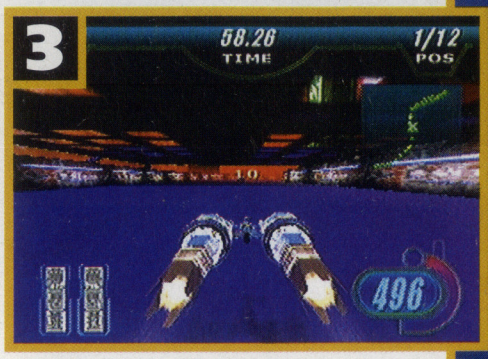
The shortest and quickest of all the courses in the game, you can pretty much fly round here without slowing down. Don't be caught out by the pillars in the middle of the track, though.



▲ Watch the lights at the start of the race and use the turbo start method to fly away from the pack when they turn green. Keep straight and you won't have to swerve to avoid the first huge pillar awaiting ahead.



▲ Straight after the first pillar is a long banked corner to the left so pull your pod hard in that direction to keep your speed up as you turn it. As you exit, try to activate your boost engines for the short straight that's coming up.



▲ If you power the engines up fast enough you should be able to boost down through this tunnel. Be careful to cut them out just as you reach the end or you'll wind up as a messy stain on the track wall in front of you.

TEEMTO PAGALIES

RACE FAVOURITE



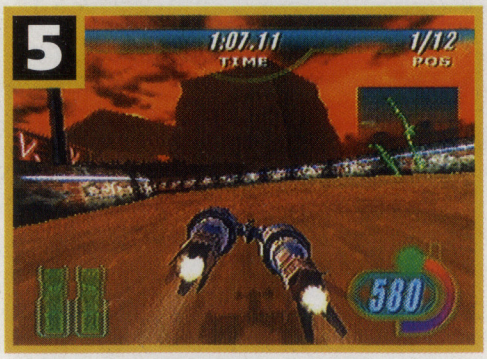
Teemto is a strange creature – coming across as some kind of hybrid between an insect and a rabbit, he's certainly a unique character. His huge Podracer has good turning but below-par acceleration, so he's one to experiment with.







▲ Take the gentle bend to the right and then left after the tunnel and stick to either of the sides of the course as you exit them. You should be at full pelt so be careful not to slam into the pillar lying in the middle of the road.



▲ There's another wide sweeping corner to the left just after the second pillar, so again bank hard to make it round safely. Now watch for two very fast little chicanes that will sneak up on you just before the finish line.



▲ The important thing to remember about this track is that once you've souped up your pod it's very easy to lap people. Do this with caution as if you crash into them, your pod will be torn to pieces by the collision.

RACE 3 amateur BEEDO'S WILD RIDE

PLANET: Ando Prime
TYPE: Glacier

Another straightforward track, this time speeding through the snowy mountain paths of Ando Prime. Be careful not to hit the ice formations littering the course.



▲ The start of this course is a breeze. Swerve round the statue and then follow the gliding path up through the mountains watching out for any potentially dangerous obstructions like rock formations blocking your way.





◀ Be careful not to take the corner just before the bridge with too much speed unless you think you can handle it. If you hit one of the nearby ice formations it could throw you into the air and send you hurtling off into the crevice below.



▲ After the two tight crevice passages, keep as straight as possible when you hit the ice glaciers. You have very little traction, so one false turn and you'll miss the next arch and smash straight into the wall in a big explosion.



◀ Just after the next cavern, the path splits in several different directions. They all lead through to the ice caves ahead so which one you take to the finish is up to you – they're all as quick as each other, although the left-hand route is easier.



▲ Fly off the final glacier and then slam on your boost engines as you race along this slalom course. Watch out for the holes in the ground to leap over and makes sure your engines don't overheat as you go.



▲ Shortly after the second archway, turn slightly left next to the huge rock column to mount the ridge to the side of the course. Now race along and smash through the ice barrier at the end to speed through this shortcut passageway.

ALDAR BEEDO

RACE FAVOURITE



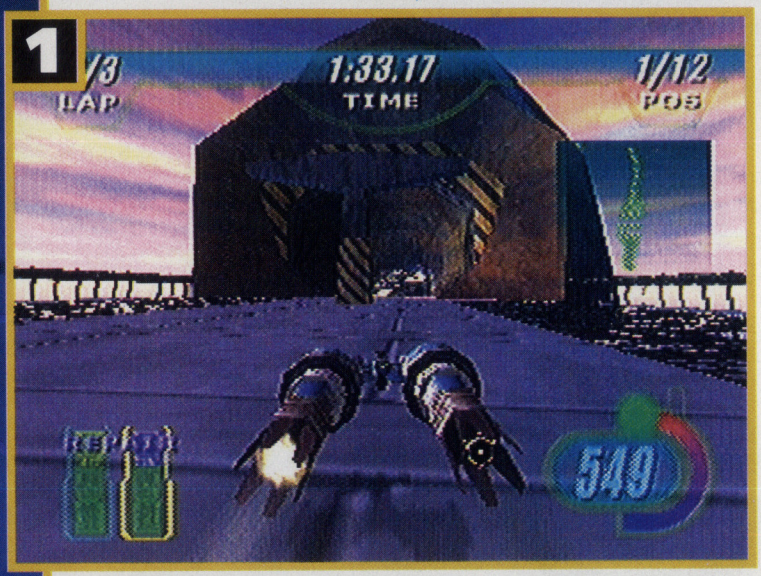
This walking pipecleaner pilots one of the larger pods in the tournament with massive engines that are rather prone to damage. With outstanding top speed and good acceleration, he's only let down by his tendency to overheat.



RACE 4 AQUILARIS CLASSIC

PLANET: Aquilaris
TYPE: Sub-aqua
amateur

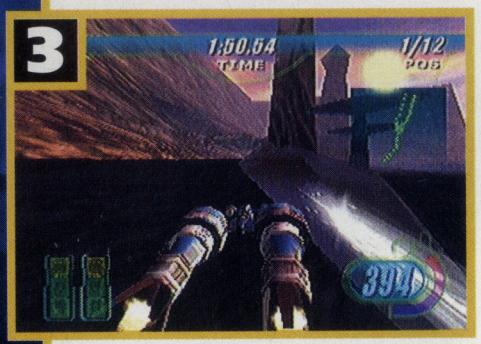
Although the winding passages through the sunken tunnels here seem easy enough, the fast nature of the track means you have to be careful not to wipe out on the tighter corners.



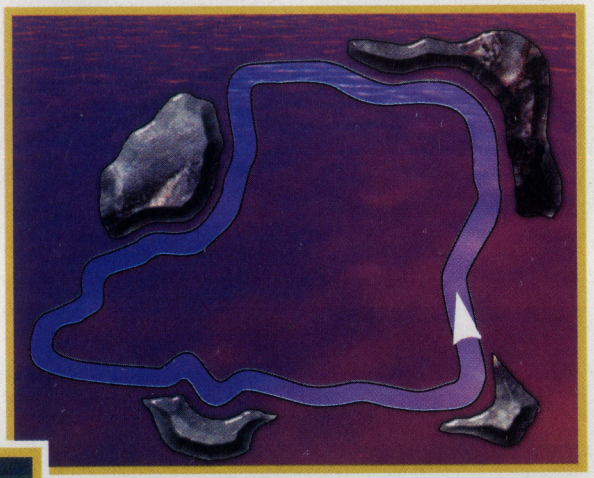
▲ Speed off from the start and keep to the left so that you can get through the narrow tunnel ahead. Dodge all of the columns blocking the track and then use your boost engines to speed past the pillars and into the opening.



▲ You'll find yourself in the maze of underwater tunnels running through the ocean. They're all easy to negotiate, but once you come into an open cavern use the rock ramps to leap over any nearby pods and reach the next tunnel.



▲ As soon as you emerge from the first tunnel section, take this sharp left onto the raised path to cut out most of the tricky corners covering the island. Be careful of the quick left-hand turn following the exit into the next tunnel.

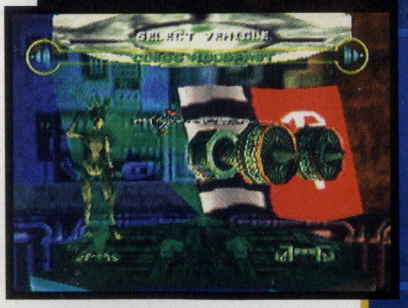


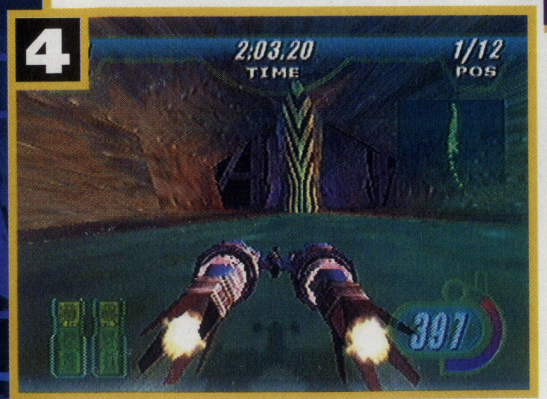
GLEGG HOLOFAST

RACE FAVOURITE

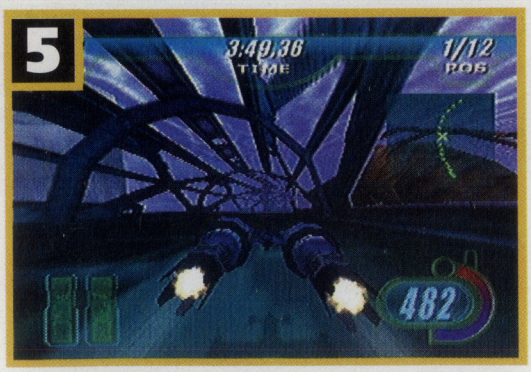


If anything's certain in an intergalactic Podrace, it's that you won't be leaving the road in this little motor. Talk about sluggish – bad acceleration and handling with average turning makes this pod a real nightmare to race.





▲ As you cruise down the next section of tunnel, take care not to come into the next cavern section too fast. There are two sets of sliding doors that open and close alternately, so pick the right path through or you'll crash out big time.



▲ Through the doors you'll get out onto dry land, so take the hard left turn and fly along the reasonably straight section ahead. Now speed through the underwater tunnels and ruined city, which is pretty straightforward.



▲ Out of the long tunnel section, fly up this easy straight and then ease down on the speed to avoid crashing here. There are some tight winding turns through this section, so go carefully and pick up the pace on the other side.

RACE 5 MALASTARE 100

PLANET: Malastare
TYPE: Gas Moon

The fact that this is a night-time track means you have to keep your eyes peeled for any sudden turns in the track, as well as the shortcuts you need to use to win comfortably.



▲ The start of the course isn't too hard – a few simple lefts and rights to warm you up before the tough parts. Concentrate on the road in front of and stay to the left in order to speed past the rock column blocking half the track.



▲ After the next corner you'll race across a vast gas lake. Visibility here is bad because of all the fumes rising from the lake, so use the track-side lights to guide yourself back onto the track, using your boosts engines to cross quickly.



▲ Take the slightly heavy right turn and then watch the map to find the shortcut. It's a darkened dirt ramp on the right-hand side so head into the wall and use it to cut off the wide corner ahead to save your precious seconds.



▲ Just after the shortcut, you'll have to pass through a dark tunnel that splits into three different paths. The quickest route here is obviously through the middle one, but be careful to avoid the badly placed pillar in the middle of the road.



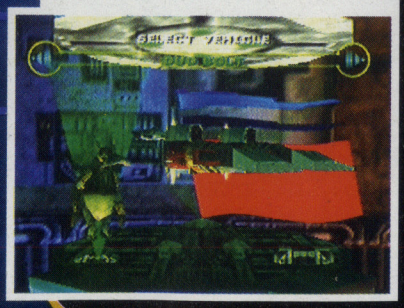
▼ Once you've landed the massive jump, don't relax for a second. You'll have to slam on the air brakes and use your sliding technique with the Z button to make it round the very tight hairpin before the gentle left turn up to the finish.

DUD BOLT

RACE FAVOURITE



Everyone's favourite duck-billed platypus drives a pod that pretty much matches his name – a dud. It's medium in size with average acceleration and handling, and awful turning abilities. Try to stay away from this one if you can.





▲ Out of the tunnel there are a couple of easy turns, but make sure you keep in the middle of the track. Get your speed right up (use boost if you can) to sail cleanly over the immense chasm, or you'll be dashed on the rocks below.



RACE 6 VENGEANCE

PLANET: Oovo IV
TYPE: Prison Colony

Filled with tight sections of barrier-lined track and several potentially lethal obstacles, Vengeance is not a nice course. Concentrate and learn each of the corners to survive.



▲ The start leads through the prison complex and is simple enough with plenty of wide turns. Once the walls start closing in, though, be careful – it's very easy to do major damage to your engines on these tight platform sections and the dark corner ahead.

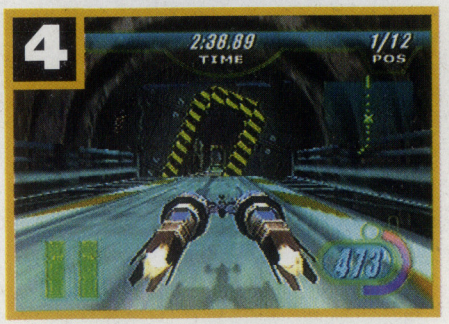


◀ Through the next hazard-marked narrow opening the path splits in two. Both paths are the same and consist of several very tight turns so make sure to drop your speed enough to prevent any unnecessary and messy crashes.

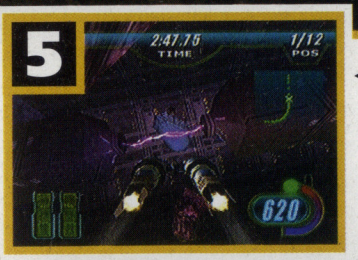




▲ Along from the split path are some easy turns followed by a long straight. Don't use your boost though – the huge rotating fans here are tough to dodge at high speed and will cut your pod to shreds if you collide with one.



▲ More incredibly tight track lies in wait, so make sure to stick to the centre of the course to avoid damage. This is also the best route through the rotating gate that switches from being very wide to incredibly narrow whenever it feels like it.



◀ You'll now venture into the anti-gravity tubes that lead to the heart of the asteroid. Use boost whenever possible here but watch out for stray rock fragments floating around and the electric beams that will cut your pod in two.



▲ Another section of tube leads to a dark section filled with pillars. Aim to fly through the lights to stay in one piece, then follow the tube back onto a dirt track that leads back into the prison complex and up to the start line.

RACE FAVOURITE

FUD SANG



Isn't this guy a singer in Jabba's house band? Anyway, if he's trying his luck at Podracing he shouldn't give up his day job – he drives a small pod that's a little slow on the turns but enhanced by slightly better acceleration.



RACE 7 SPICE MINE RUN

PLANET: Malastare
TYPE: Gas Moon

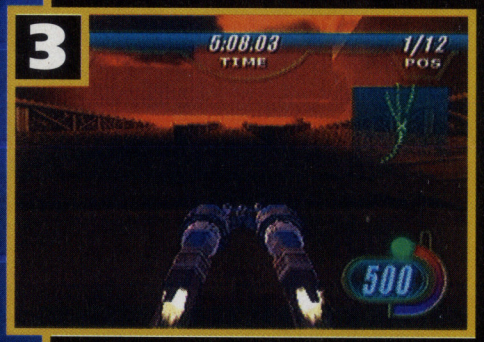
The fact that this is a night-time track means you have to keep your eyes peeled for any sudden turns in the track, as well as the shortcuts you need to use to win comfortably.



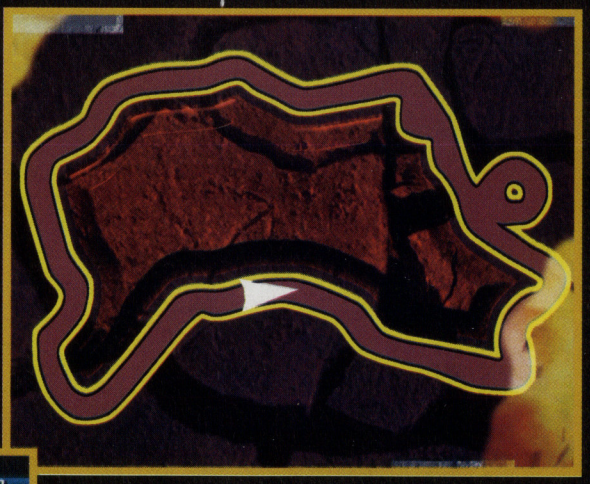
▲ Follow the passages from the start and use the banks on either side if you find yourself sliding out on the turns. When the path splits, take the left hand route and do the same again at the next signposted diversion.



▲ The quickest route through the spice fields is to stick to the left at all times – after the second split, there's a third unmarked separation. Go up to the left and through the arches to wind up passing this crane ahead of the pack.



▲ Over the bridge and round a slightly harsh left-hand bend is another track split. This time use the middle path and boost your engines along – cut them out before you reach the end or you'll smash into the





▲ After the quick right-hand turn use your boost engines again and fly down this tunnel at top speed. If you're using a pod with excellent cooling you can use them twice, but just watch out for any passing spice transports that block your path.



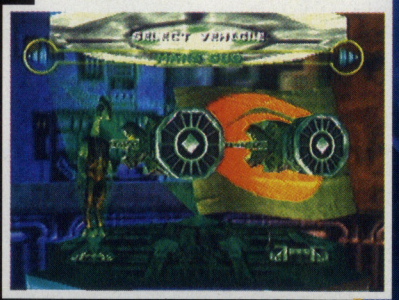
▲ This section of green barriers is home to a number of sharp and winding chicanes. If you keep your line in the centre of the course you'll be able to stay straight and not go flying off in all directions or hitting the walls.

RACE FAVOURITE

MARS GUO



If you use the cheat, he'll be replaced with Jinn Reeso (see Sebulba's Legacy). Lizardman Mars has the biggest racer of all the pods, but don't let that fool you. The surprisingly good turning gives him the edge in a tight spot.





▲ Eventually the path splits in two once again, this time leading to a pair of tunnels over a lava pit. Both tunnels are the same so there's no real advantage here – just be ready for the narrow, twisting passage when you emerge that leads to the finish.

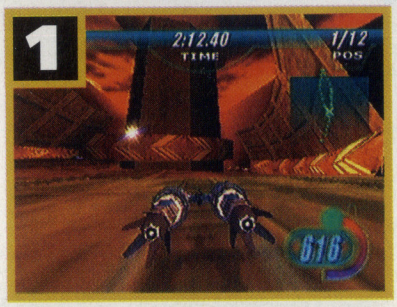
SEMI-PRO PODRACING CIRCUIT

RACE 8 SUNKEN CITY

PLANET: Aquilaris
TYPE: Sub-aqua

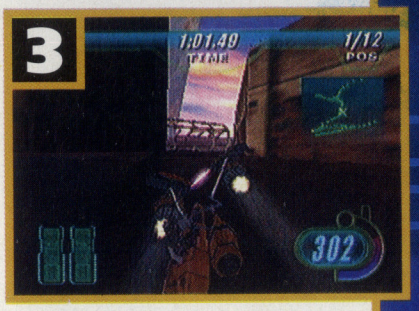
Much of this track is similar to that of the Aquilaris Classic but instead takes a longer route through the Abandoned City. Take the shortcut to win by a landslide!

▶ A large portion of this track is the same route as before, so follow the guide for the Aquilaris Classic. Once you pass the set of sliding doors get ready for a different route and exit the tunnel to pass through the Abandoned City.



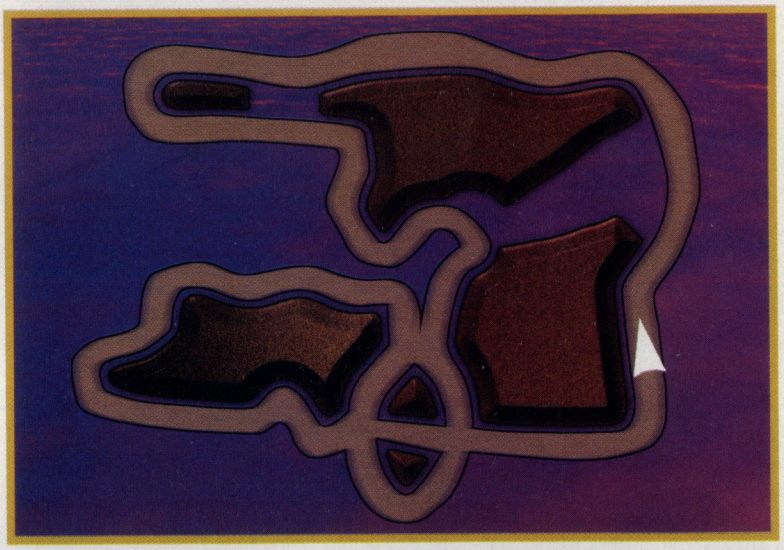


▲ If you're really careful here you can save tons of time. Stick to the left and aim for the entrance to the pipe ahead, but instead squeeze through the tiny gap to the side of it. If you're not going too fast you'll make it without blowing up.



▲ Now power down the straight parallel to the pipe and when you reach the large brown building at the end, make a heavy U-turn to the left. Swerve through the gaps in the barrier and back onto the track, cutting out the entire section!





▲ The course once again joins that of the previous track, but then suddenly shoots off to the left rather than the right. Follow the tunnel and take the gentle right-hand curve along the clifftop until you reach the metal bridge.

RACE FAVOURITE 'BULLSEYE' NAVIOUR

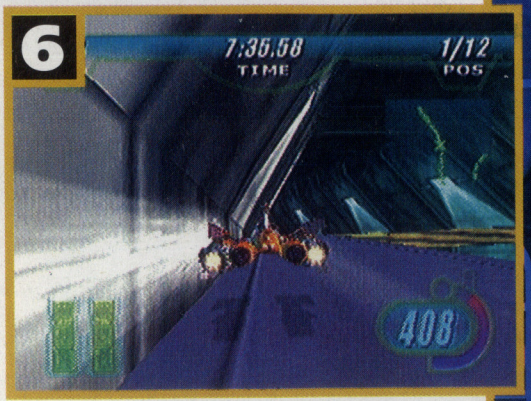


Looking like a mutant version of Dipsy from the Teletubbies, 'Bullseye' is another of the boys that we favour the most. Top traction and sensitive handling more than make up for his slight disadvantage when it comes to accelerating. He'll be replaced by Cy Yunga if you use the cheat (see Boonta Classic).





▲ Race across the bridge and enter the stadium section located directly above the finish line. Although you can take this path at speed you must be careful of understeering the long corners and skidding out into the side barriers.



▲ Out of the stadium, take another path along the clifftop and stick to the far left of the track to mount the concealed ramp. Use the raised platform to overtake any opponents and rejoin the course near the sharp turns at the end of the Aquilaris Classic.

RACE 2 HOWLER GORGE

semi-pro

PLANET: Ando Prime
TYPE: Glacier

A tricky course for people reluctant to slow down when it comes to hard corners. Use the brakes often if you think you're going to crash and try to use the handy shortcut if you can.

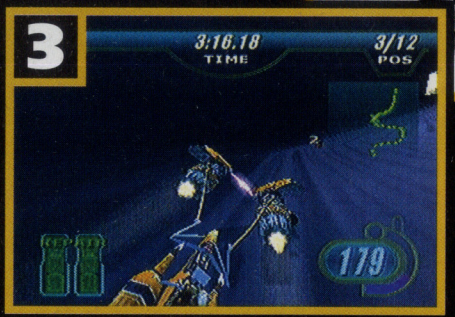


▲ While the course uses some elements of the earlier ice track, it diverts early and heads deeper into the mountains. Take the path through the shallow snow trenches that winds left and right before entering the cavern ahead.



◀ Just inside the first cavern the track splits in two. The left-hand path is longer but easier to use while the right path is somewhat faster but filled with tricky turns and obstacles. Take the path that best suits your driving style.





▲ When the two tracks meet each other again you'll speed out of one narrow cave and around a wide right-hand turn into another. This one is very tricky with several hard turns to make, so keep your speed down and get through safely.



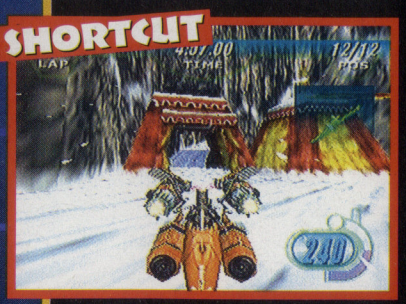
◀ On the other side of the difficult tunnel turn on your boost engines and power up the slope. As soon as you leap the crest pull back, keeping your boost running. If you're going to overshoot the landing just push forward but watch for the loss of traction on the ice coming up.

RACE FAVOURITE

RATTS TYERELL



Small man, big pod – with the highest acceleration of them all, Ratts drives a real monster of a racer. Of course this means that he suffers a little on his handling abilities but makes up for it with good turning skills.



▲ From the beginning of the second lap, the door of this tent opens and you can pass through it into another tunnel. It's a really good shortcut, but the floor is covered in ice, so you can easily lose control and crash out.



▲ As soon as you use the metal ramp to get off the frozen lake drop off to the left-hand side of the pipe you're on. Not only is this trench straight so you can use the boost, but it also cuts out the incredibly narrow openings you have to pass through below.



▲ Enter the passage at the end of the trench and follow the path as it curves left and then rejoins the clifftop road. Round the next corner avoid all the rock formations blocking your route before ending up back near the finish line.

RACE 3 DUG DERBY

semi-pro

PLANET: Malastare
TYPE: Gas Moon

A fast course that uses none of its predecessor, but there are plenty of sharp corners waiting to catch out careless racers. Use braking and sliding in order to keep on top of the race.



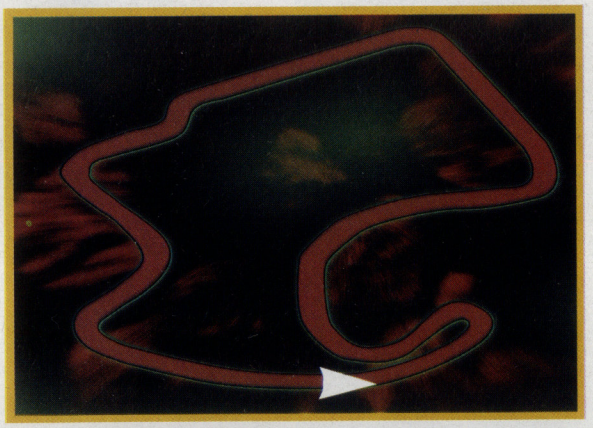
▲ When the green light comes up race away but be careful of the nasty hairpin that is directly ahead of the start. Make a hard left, then watch on the right for an opening that lets you cut off the tougher portion of track below.



▲ Take the slightly tough left immediately following the shortcut then hit the boost engines and fly down the tunnel at full speed. Cut the power when you exit the tunnel and take the corner that follows with a little caution.



▲ The next tunnel is fraught with danger as the path widens and narrows frequently. You must make some quick turns as the passage weaves right and then left with narrow openings being your only way of escaping in one piece.

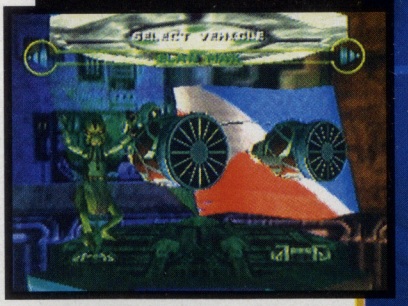


ELAN MAK

RACE FAVOURITE



With his large pod behind him, Elan Mak is out to take on all-comers, including champion Sebulba. His excellent acceleration is brought down a peg or two by the average handling and pitiful turn response.





▲ Once you've exited the tunnel keep the pace up before slamming on the air brakes and sliding to the left with a hard turn. This chicane is incredibly small, but can easily catch out those who aren't paying full attention to the track.



▲ The corners following the chicane aren't too tough – a couple of easy bends mean that you can really pour on the power. Watch for a slightly harder right-hand turn that'll throw you to the outside as you may collide with the pillar waiting just around the bend.



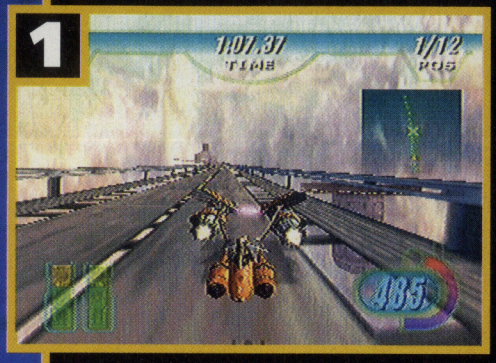
▲ Finally you get a chance to go for broke. Enter the last tunnel ahead and hit the boost for a long straight that leads virtually all the way to the finish. Just watch out for hitting the sides and tearing the engines from your pod with the impact.

RACE 4 SCRAPPER'S RUN

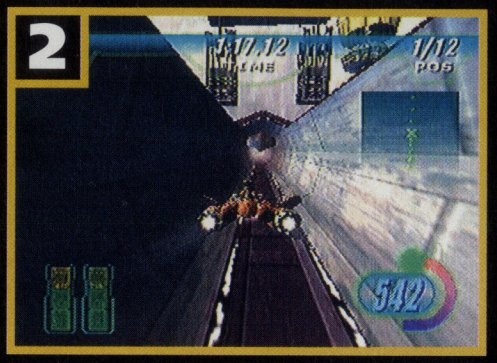
semi-pro

PLANET: Ord Ibanna
TYPE: Floating City

The easier of the three floating tracks. Be careful when travelling at high speeds around the airborne paths of Scrapper's Run as one slip can lead to you plummeting to your doom.



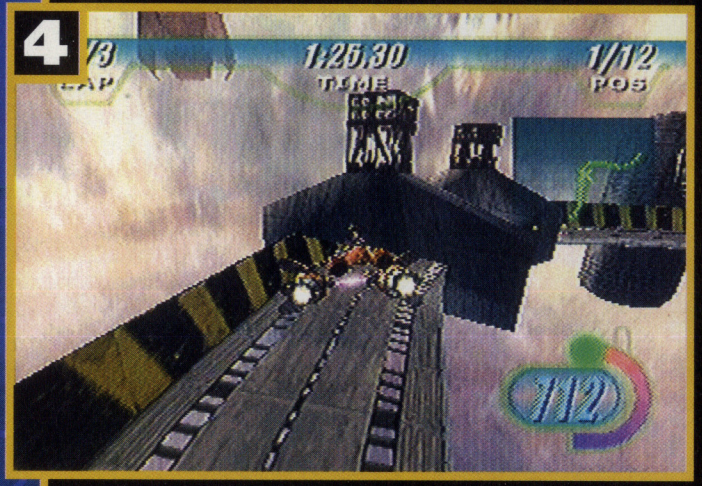
▲ This first track round the Floating City begins reasonably straight, but because the course is restricted to narrow paths you can easily damage your craft on the sides. Top racers can take the gentle curve to the left at boost speed.



▲ Pass through all the arches and drop down into this next tunnel. Again, you can use the boost here but because the tunnel is so incredibly short it's probably not advisable unless you want to explode in a shower of flames.



▲ Use the banked sides of the tunnel to take the heavy left-hand corner without losing speed. Watch out for the drop just past the turn, as going too fast will slam you into one of the overhanging archways beyond the jump.



▲ As soon as you land hit the brakes and swing the pod to the right in order to avoid hitting the wall. Now follow the enclosed section of track – the corners are gentle, so you can take most of them at speed.



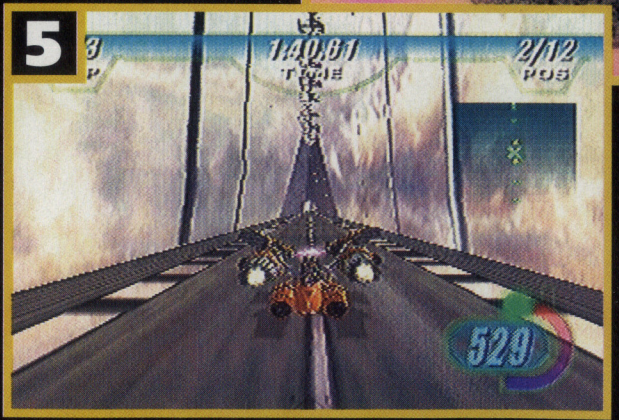
WAN SANDAGE

RACE FAVOURITE

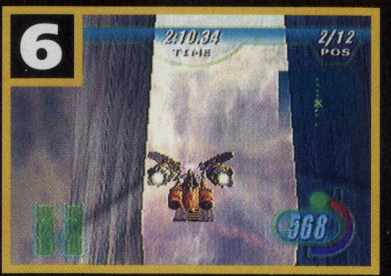


He might look like a hat-rack with a personality, but don't judge a book by its cover. Wan's pod is a little awkward with its large size, but the excellent turning and handling make up for the poor acceleration.





▲ Try to remain as straight as possible along the suspension bridge, as it's easy to fall off and it's a long way down. Push any nearby opponents to their deaths and then watch out for the very hard left turn at the end of the short straight ahead.



▲ Enter the next enclosed section of track and be careful not to hit the sides as you make the turns. Finally, slam on the boost when you exit the passage and stay central to leap through the suspended opening and over to the finish line.

RACE 5 ZUGGA CHALLENGE

semi-pro

PLANET: Mon Gazza
TYPE: Mining Colony

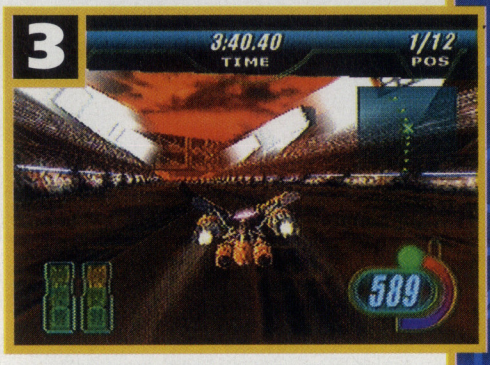
The final course on Mon Gazza merges the two previous tracks as well as throwing in some surprises of its own. Learn the best route and stick to it to come out victorious.



▲ Follow the original speedway track at the start before cutting off into a sandy side tunnel. On the other side there's a mad split in the track that's hard to navigate through, so try to stay central and race along as best you can.



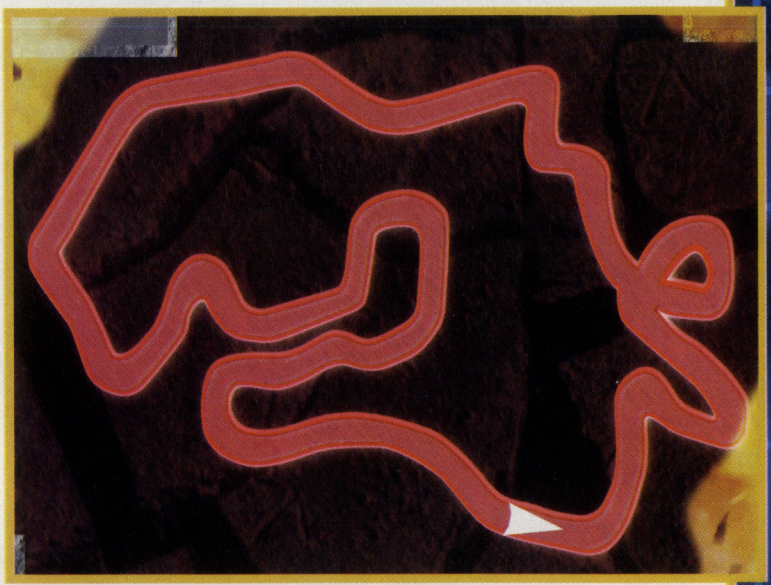
▲ Pass under the huge cranes and race under the overhead arches at top speed before whizzing past another crane. At the fork ahead, take the right-hand branch as it means you don't have to take a very hard turn later to get back on track.



▲ Clear of the split, hit the boost engines and race down the long straight, but slow down for the sudden right-hand turn that waits halfway along. Now pour on the power again and speed past the next straight until you reach the end.



▲ The horribly tight neon turns from the Spice Mine Run are back and they're even harder than before. Use the braking and sliding technique as before to get through them unscathed then take either of the two new lava tunnels.

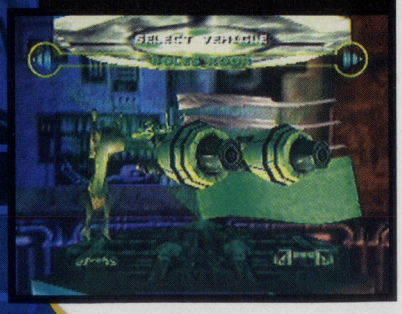


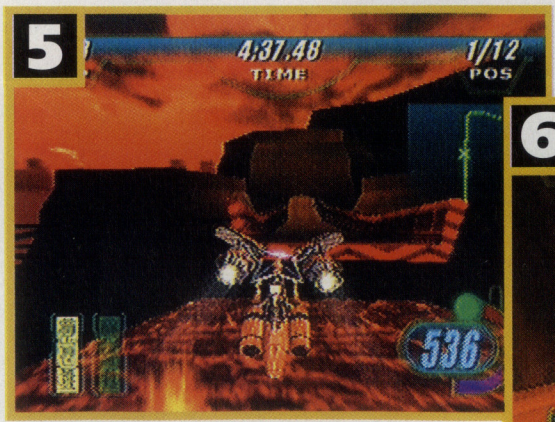
BOLES ROOR

RACE FAVOURITE



Another one of those average guys is Boles Roor. Average-sized pod, average handling and turning, average acceleration and top speed... he's just average altogether. Just don't tell him that to his face or you're likely to get hurt!





▲ As soon as you emerge from either tunnel, take the banked left turn and then watch for the hard right and left corners ahead. Now speed up and centre yourself on the track before pulling back on the stick and leaping over the lava chasm jump.

▼ Once you've landed from the jump, swerve right and boost along the tunnel. Make another leap over a ridge, turning hard right in the air to make it under the crane safely before weaving through the chicane and speeding up to the finish.

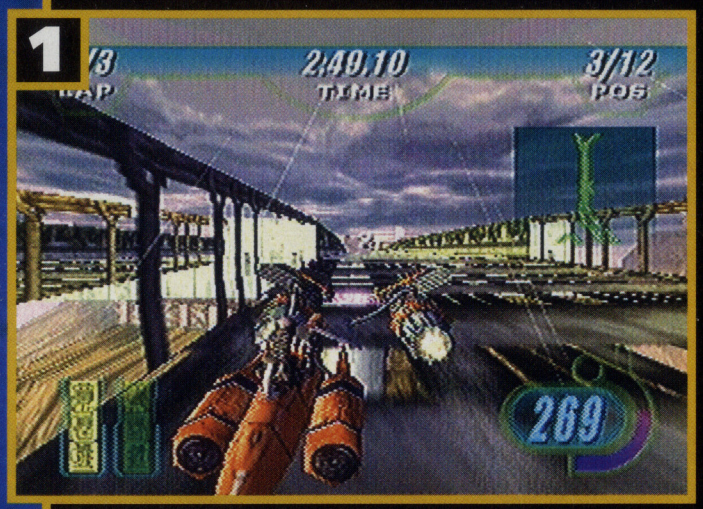


RACE 6 BAROO COAST

semi-pro

PLANET: Baroonda
TYPE: Swamp

Although this course might seem reasonably easy, it's just a taster of the horrors Baroonda has to offer. Be grateful for this track – the worst is yet to come!

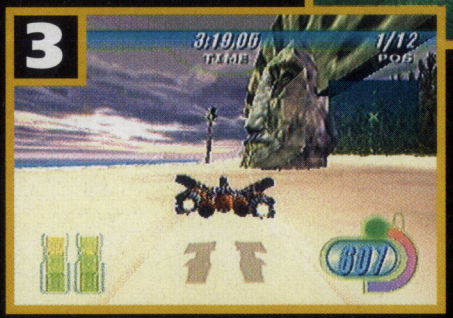


▲ The start and finish straight leads through a huge stadium with long heavy turns. Try to take them at full speed if you can and cross the wooden bridges along the way without hitting the sides too often or falling off.





◀ As soon as you cross the third bridge, brace yourself for another one of those big jumps. Lean your pod to the left as you leap so that you don't miss the landing – you're aiming for the narrow path just below you.



▲ Follow the walled path along the mountainside before pulling left and racing out onto the beach. Although the sand is easy to traverse your main threat are the numerous trees and statues that lie all over the course.



◀ At the far end of the beach prepare for some tough corners. These turns are the first real test of your braking and sliding skills so take care when progressing and you'll be through them in no time at all without losing your place.

RACE FAVOURITE

NEVA KEE



One of our personal favourites once he's been kitted out, Neva Kee is one nippy little bugger. His tiny pod makes negotiating tight corners a breeze but his low acceleration means one crash could put you out of the race for good.





▲ Luckily the next set of incredibly hard corners can be totally disregarded. Look for a thinner patch of jungle dead ahead and fly straight into it to smash through. There are two possible shortcuts here if you keep your eyes peeled.



▲ Rejoin the mountain path and make a wide U-turn left through the hillside itself. Cross the bridge and re-enter the city before riding up to the finish – watch out for these pillars just near the end as you don't want to crash out now.

RACE 7 BUMPY'S BREAKERS

semi-pro

PLANET: Aquilaris
TYPE: Sub-aqua

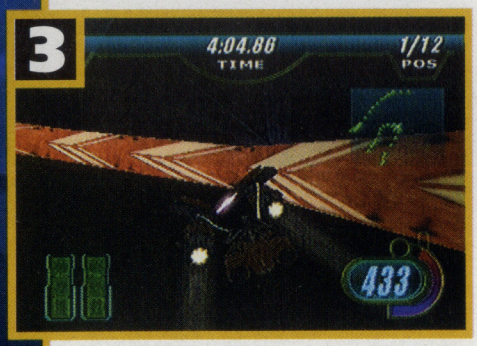
The last of the submerged courses is a tough one. A variety of slow, wide turns and dangerously fast hairpins lie ahead, so use the brakes often to stay alive.



▲ The race begins in another stadium high above the rest of the course. Speed out of there and follow the course right before hitting the boost engines and taking the huge leap off the crest to the track below. Remember not to land too heavily.



▲ There are two more smaller jumps ahead for you to take before you end up running along a mountain path. Take the wide series of left and right turns at speed by pulling back on the stick as you corner to lift your nose up and tighten the turn.



▲ As you exit the final corner, get ready for the jump just in front of you and then slam on the brakes. If you don't turn quickly to the left you'll slam into the incredibly hard hairpin turn that's coming up fast after the jump.



ARK 'BUMPY' ROOSE

RACE FAVOURITE



For every winner in the tournament, there's a loser. 'Bumpy' is that loser – with a real dog of a racer, his chances of winning are nil. Low acceleration plus poor turning and handling mean you should soup this one up to have any chance.





▲ Out of the tunnel go straight ahead and fly off the track to the path running under the waterfall. The lower route is not only quicker and cuts off the wider top corner but it's wider too, so you won't hit the walls as much.



▲ Continue along the mountain path and race through a short tunnel and back into the open. Now make this huge jump and avoid hitting your head on the arch to rejoin the Sunken City track (use the pipe shortcut as mentioned before).

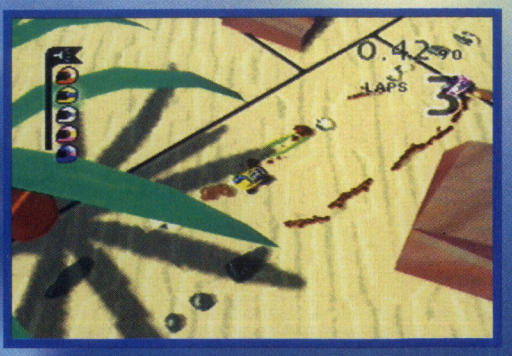
CONCLUDED NEXT ISSUE



▲ When you pass the large yellow sign be ready to slam on the brakes – there's a killer left-hand hairpin ahead that you're sure to wipe out on. Now carry on down the tunnel and follow the mountain path round back into the stadium and up to the finish.

Written by: Martin Mathers

The final levels of Codemasters' mini racer fall beneath our mighty wheels!



Micro Machines 64 Turbo

PART 2

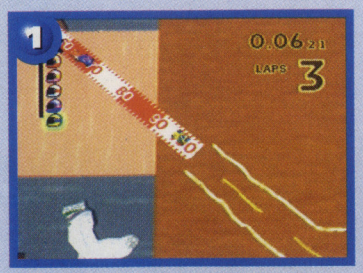
MASTERS

Must Try Harder

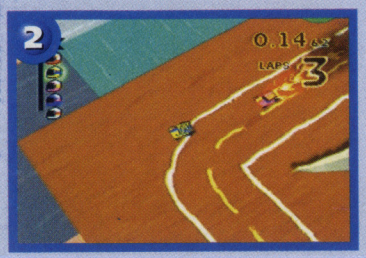
Track Type: School
Car Available: Micro
Powerups available: Molotov Cocktail, Flame Burst
Target Time: 00:48.85

Masters

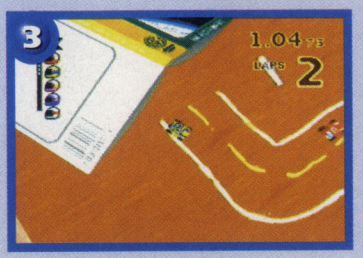
Yet another hidden challenge, yet another five really tough courses. Add the fact that the lowest speed setting is now Turbo 3 and... well, you can imagine just how tough this is going to be!



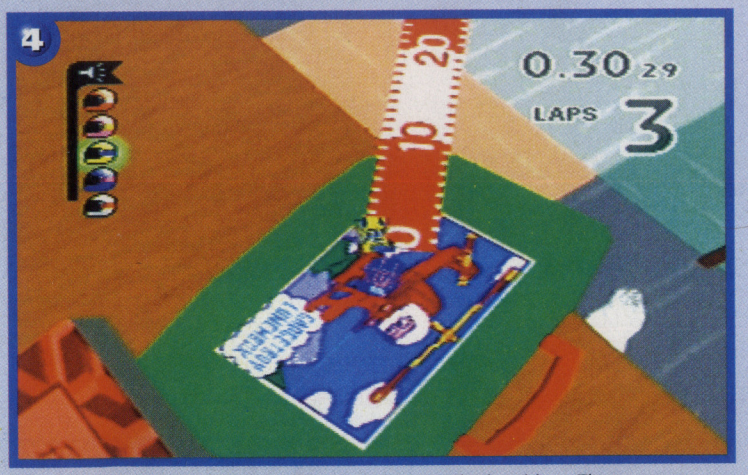
▲ This one's a fast little track as long as you can stay on the table. Don't go too fast away from the start or you'll miss the first turn onto this incredibly narrow bridge. Be careful...



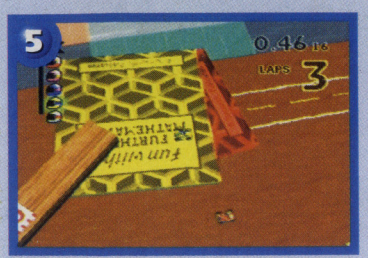
▲ Off the bridge and back onto the table, skid past the apple and go for the Flame Burst on the track as you pass. Use the brakes to skid round the tight turn and stay on course.



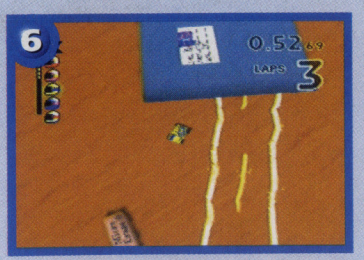
▲ The Micro's handling means that you should be able to keep control around the tricky corners. Line up for the tunnel under the book and take the next turn easily.



▲ Go slowly as you mount the pile of books onto the lunchbox. The turn onto the bridge is a tough one – it's not very straight and you can easily miss the bridge if you go too fast to the top.



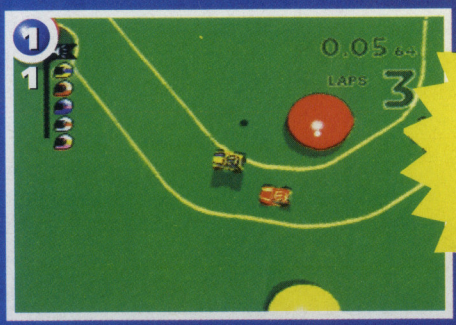
▲ Once you're lined up correctly for the ruler, race along and slow down once you reach the other side. Skid down off the books, but be careful not to slip off them as you progress.



▲ Take the hard right turn past the stapler with good use of the brakes and then go cautiously across the books. Don't get caught up in the pens to the left or fly off the table just after the second ramp.

Rack N Roll

Track Type: Pool Hall
Car Available: Micro
Powerups available: Rockets, Mines
Target Time: 02:07.76



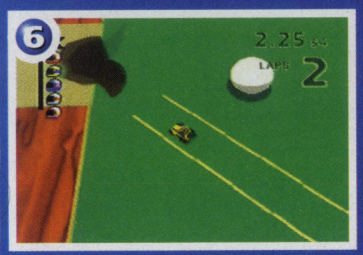
▲ Grab a quick start here and race away, remembering to turn when you spot the first yellow ball ahead. Make the wide turn around the inside red ball and then use the card to mount the tabletop.



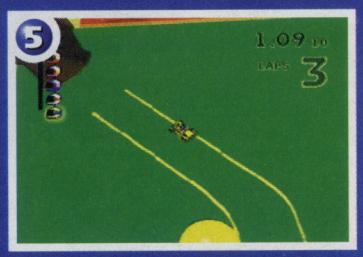
▲ Once again you find yourself travelling around the top of the table. You've got to go all the way round the cushion, so try to stay in control and not slip down the pockets.



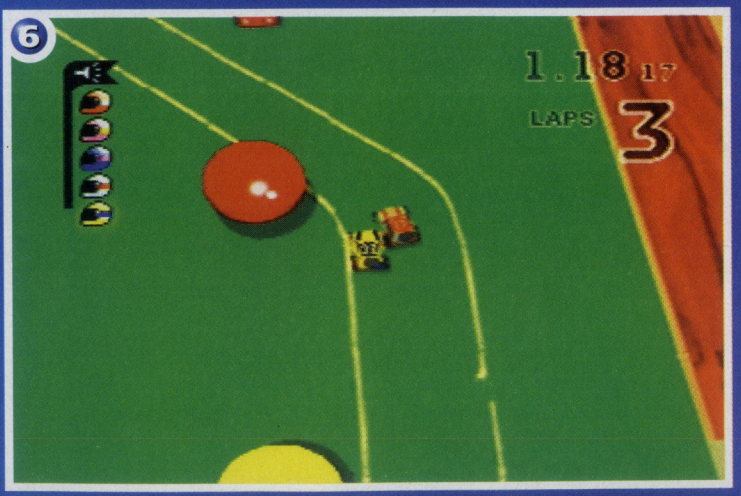
▲ When you turn onto the final cushion, line up with the centre of the track and hit the throttle to power over the huge card jump onto the other table.



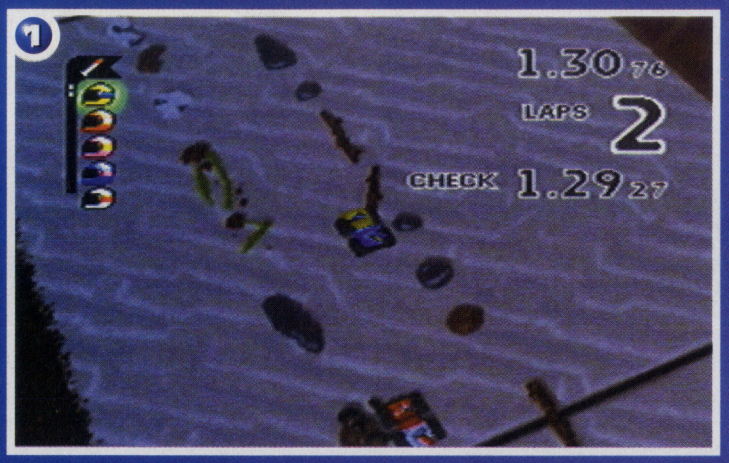
▲ Drop off the table when you reach the playing card ramp and swerve through the short chalk chicane. Race to the bottom and take the left-hand turn round the balls, then speed up and drop into the pocket.



▲ Once you've dropped down, you'll be thrown out of the pocket just along the table from where you entered. Now follow the track as it weaves in and out of the red and yellow balls.



▲ Race past the dice and into the next pocket, rejoining the race back near the start. Ignore the rockets before the pocket and go for the mines by the finish.



▲ This is a good opportunity to go for that turbo start – there's nothing but clear road ahead of you. When you pass under the pot plant, be ready for a sharp turn to the left.

MASTERS
Splash N Dash
Track Type: Garden
Car Available: Barbarian/Speedboat
Powerups available: Rockets x2, Grabber
Target Time: 02:15.89



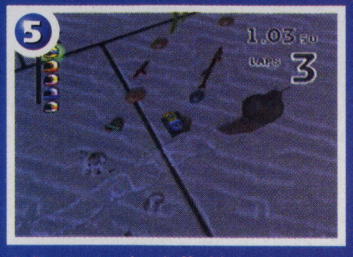
▲ Make the leap up and over the plank – to transform into a boat! And you thought you were going to sink... Continue along the track, taking care around the turns with the boat's slippery handling.



▲ Try to take the corners quite early as you'll be drifting all over the shop if you forget you're on water. Don't get stuck on the lilypads either, or you'll blow up and waste time.



▲ Slide up the ramp back onto dry land to change back into the Barbarian, then enter the garden. The path's pretty straightforward, but be careful not to get caught in the grass or you'll slow right down.



▲ Race past the daffodils and exit the garden back onto the stony path. As you zip back onto the stones, though, be ready to jump or you'll get stuck on the sticky trail left by the snail.



▲ Only a few more turns until the finish – swerve round the two bricks in the chicane and watch out not to skid into the dog's nose before flying past the flowerpot and up to the line.

MASTERS
Hair Of The Dog
Track Type: Breakfast
Car Available: Rattler
Powerups available: Shield, Flame Burst, Rockets
Target Time: 01:41.45





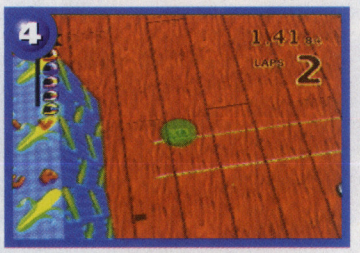
▲ From the start the track bends round to the left, but just after the toast there's a hard left-hand hairpin. The poor handling of the Rattler means you'll skid out, but luckily you can't fall off here...



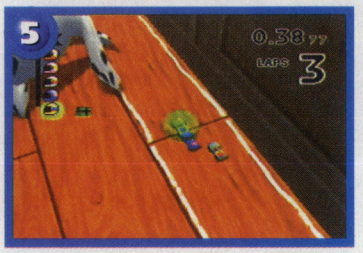
▲ Past the tear in the tablecloth, make the sharp left turn before following another hard hairpin to the right. Slow down here – this time there's nothing to stop you from falling!



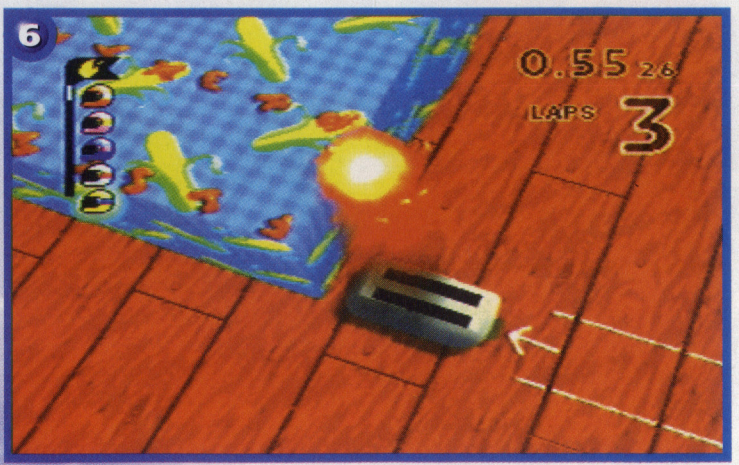
▲ Just past the second hairpin, be ready to relax that accelerator and use your momentum to slide around the huge loop. Now speed up and race between the cutlery on the track ahead.



▲ Shortly after the next little wiggle around the spoons you'll fly off the tabletop and land on the floor below. Try to stay central as you turn the next bend, or you'll miss the book and have to swerve around it.



▲ There's a long straight coming up, so really let the car go. Fly past the shoe and the dog, nipping in to get the rockets if you want them. Use the next shoe as a marker for the upcoming turn.



▲ Slide round the bottom turn and line up centrally to hit the toaster at the base. You'll be thrown up in a ball of flames (toasty!) back onto the table, so make the last few turns and race over to the finish.

MASTERS
Pulling Power

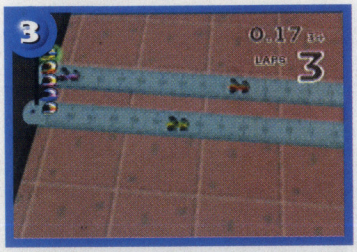
Track Type: Laboratory
Car Available: Sixties F1
Powerups available: Rockets, Shield
Target Time: 01:43.14



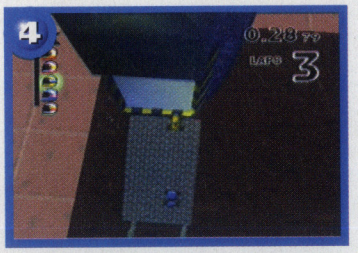
▲ Getting a good start here is a clever idea but not totally essential – just ahead lies a narrow route between two obstacles that can catch the faster competitors out. Take care when overtaking!

▶ Past the rockets on the left you'll approach a swift little chicane around a computer. As you exit it, try to hit the green substance so you catch ablaze and then drive into the other cars to blow them to bits.

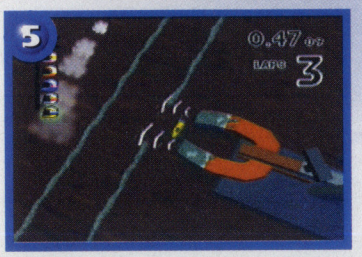




▲ Make a wide left-hand turn around the bottom of the table, being careful not to fall off. Stick to the outsides of the course, as the bridge has a huge hole in the middle that you're likely to fall into!



▲ Past the bridge, make a swerving left turn around the specimen dish and past the beaker into the teleporter. Get in there quickly and close the door behind you to trap all the other racers outside.



▲ This is the worst part of the course – the magnet run. Despite the course being straight you'll have to swerve all over the place in order to avoid the pull of the magnets. Get caught and you'll blow up!



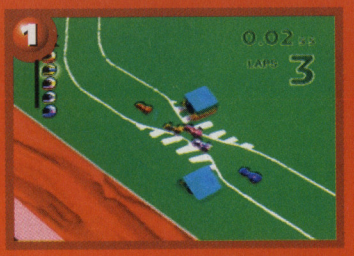
▲ Dodge the last magnet on the corner and take the heavy left-hand hairpin to slide onto the final straight over a bridge. Be careful not to get caught on the glue waiting by the hairpin!

Rock Hard

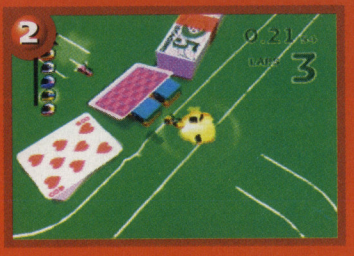
Wow. If you've managed to get this far (without cheating, of course) then you really are a master of *Micro Machines*. Just one more tournament to go... but can you handle racing at Rock Hard level?

ROCK HARD
Pot Luck

Track Type: Pool Hall
Car Available: F1
Powerups available: Molotov Cocktail
Target Time: 01:43.69



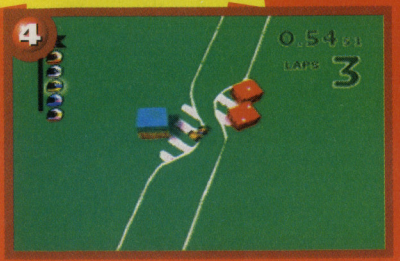
▲ Don't try to push past the other cars as you start this race or you'll get caught out by the sudden narrow path between the chalk. Instead, hang back and let the others go before racing through.



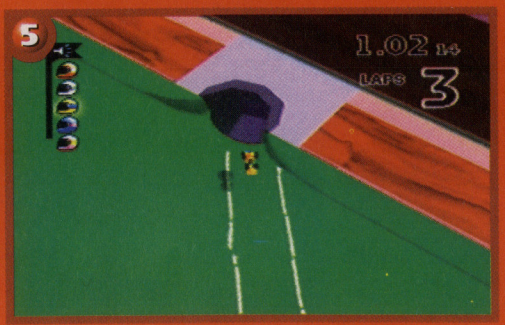
▲ Use the cards to get onto the cushion and race round the right-hand pocket. Drop back down to table level and swerve round, using the card to leap the track, before heading into the pocket.



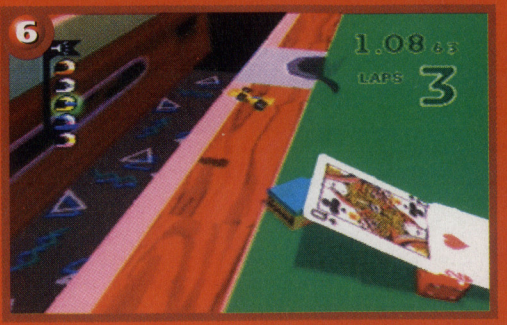
▲ Fly down the straight as you leave the pocket and use the playing cards at the end to climb the cushions again. Head left and follow the edge round until you reach the next dismount point.



▲ There's a pretty straight path in front of you but it's wise to remain central along the next section. You'll slide through the narrow gap with ease before edging right and entering the next pocket.



▲ The next part's easy – leap onto the table, turn right at the triangle and get yourself central on the track to hit the next ramp. Watch that you don't catch yourself on the loose red ball!

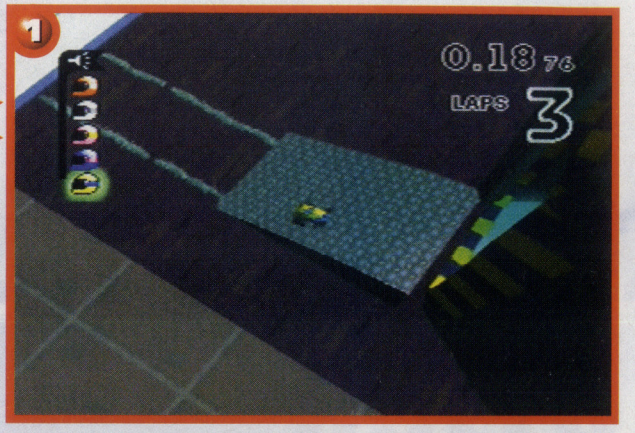


▲ Hit the power and race full-pelt up the playing card ramp to leap across the gap onto the table beyond. From here, it's a short skid round the final corner to the finish line and victory.

ROCK HARD

Biohazard

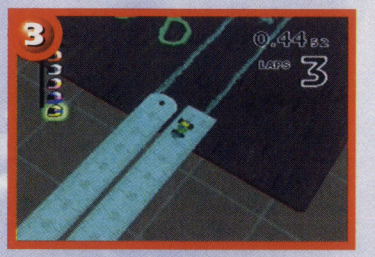
Track Type: Laboratory
Car Available: Hot Rod
Powerups available: Grabber, Rockets
Target Time: 02:14.82



▶ A horrible, horrible course – if only because the Hot Rod is the worst car in history. Swerve through the first chicane and into the teleporter, avoiding the invisible ink at all costs.



▲ Drop out of the teleporter and make the wide chicane between the beaker and the iron filings, trying to collect the Grabber on the way. Swerve past the flask and through the next corner.



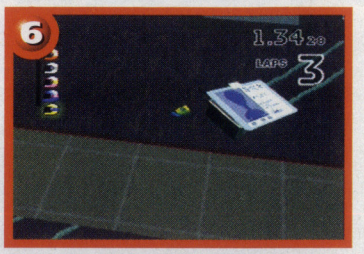
▲ Another dodgy bridge to contend with here – slow down as you approach the scissors and line yourself up properly so that you don't miss the ruler and drop to the floor below.



▲ Slow down again as you leave the bridge, using the pad as a cushion if necessary, then get ready for another bridge over a sink. Race along the edge of the next sink and slide around the flask to the left.



▲ After yet another bridge, there's a long, almost straight track ahead. Keep the speed up and dodge slightly round the obstacles, taking care not to hit anything and slip off the table edge.



▲ Round the brain tank and get ready for the worst part – three tough jumps back and forth between the tables. Hit the ramps at full speed and line up properly before racing back to the finish.

ROCK HARD

Destruction Dirtbox

Track Type: Garden
Car Available: Micro
Powerups available: Fireball, Molotov Cocktail
Target Time: 01:05.03



▲ Back in the garden once again, you'll find that the road is very badly marked. Make sure you keep an eye on where you're going or you could run off and blow up without knowing it.



▲ Race round the two bricks on the path and then enter the undergrowth. There's nothing too taxing – a few flowers to avoid as you ease to the left and little else, so hit the speed up here.



▲ The next section of the track is totally unmarked so stick to the grey paving around the outside of the pond. Cut across the pebble-marked track and whatever you do, don't fall in the water!



▲ If you're in the middle of the course down the right-hand side of the pond, you'll pass through the pipe easily. You can dodge around it if you're lucky but it's a risky thing to try.



▲ There are a few little chicanes to deal with down the back section of the path, so do your best to cut across them. Try to avoid hitting the dog that's sleeping on the left of the course as you go.



▲ As you go between two large stones, you know you're near the end of the course. Take the hard right past the flowerpot and then another right by the next one to speed over the finish line.



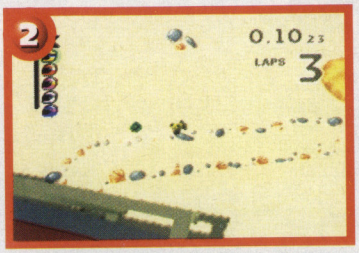
ROCK HARD

Pebble Dash

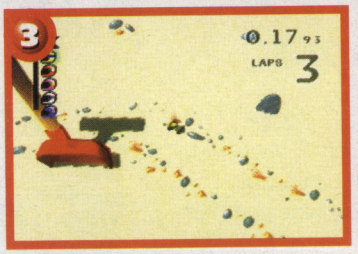
Track Type: Beach
Car Available: Hot Rod
Powerups available: Shield x2, Grabber, Molotov Cocktail
Target Time: 01:00.91



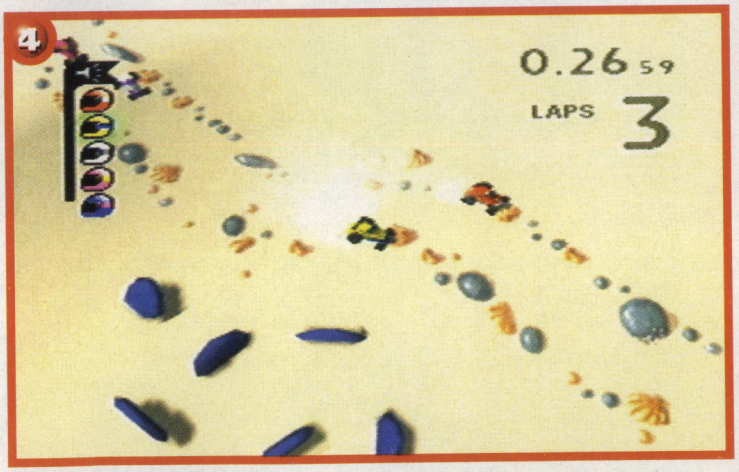
▶ Push past the other cars onto the picnic rug at the start, then take the first left, but ignore the Grabber there. Relax the accelerator to slide round the plates near the edge of the course.



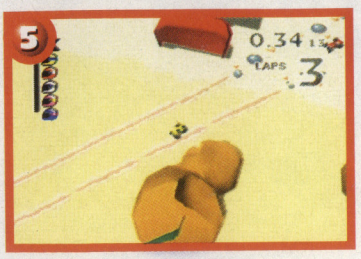
▲ As you leave the picnic rug, stay in the middle and run underneath the deckchair, aiming for the Molotov Cocktails on the other side. Now brake hard as you take the bottle chicane with caution.



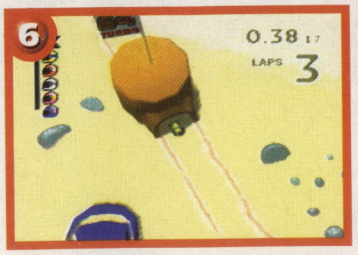
▲ Watch your speed as you pass the first spade sticking out of the sand, as the corner is quite sudden. If you're not careful you'll slide way off course and lose plenty of time and positions.



▲ Watch for a plank in the sand on the left and use this as a marker for the short turn that's ahead. It's not huge, but you're likely to skid out if you're travelling at high speeds.



▲ Just past the beach ball there is a small turn to the right that you'll have to slow down for. Now power along the straight past the sandcastles on the right.



▲ As you swerve past the flipper make sure you're central. There is no way round the sandcastle tunnel – you have to go through it. Failure will result in you blowing up big style!

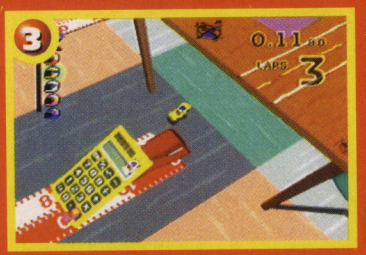


ROCK HARD

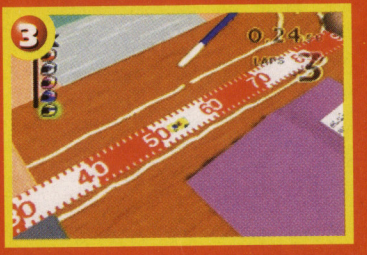
Text Book Manoeuvre

Track Type: School
Car Available: Rattler
Powerups available: Rockets
Target Time: 01:34.72

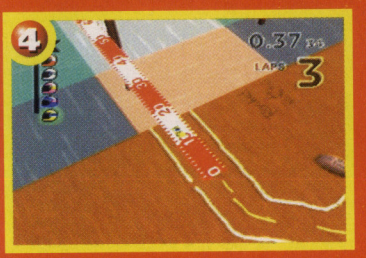
▲ As you might guess, the last course is a complete nightmare. The Rattler has awful handling as you know, so it's incredibly easy to slide out and wind up on the schoolroom floor.



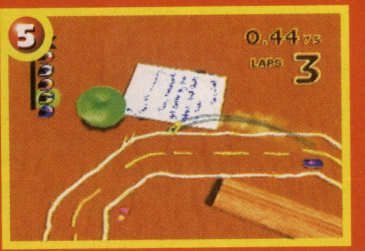
▲ Take the first straight carefully, as there's a deceptively nasty corner ahead. Swerve right round the stone holding up the ruler and onto the bridge, then hit the speed and make the jump safely.



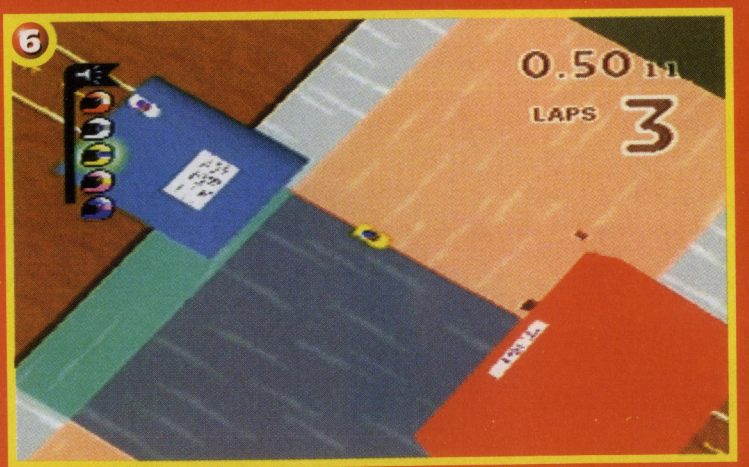
▲ Slam on the brakes hard as you land – you'll be going so fast that you're likely to slip right off the table on the other side. Round the next wide bend and onto the next bridge before another jump.



▲ Use the pens as a cushion to stop sliding out on landing and then swerve round the next simple bend for... yep, another narrow ruler bridge. We told you this was going to be tough...



▲ Make a quick shimmy between the paper plane and the pen, then use the brakes to carefully edge round the bottom corner. If you go too fast here you'll go flying off the table to the right.



▲ Past the apple is a book to climb onto a briefcase – don't go too fast here as this isn't the last jump. No, that's waiting beyond the case so speed up as you drop and make the final leap to freedom to finish the game!



NintenDo 64! Specia

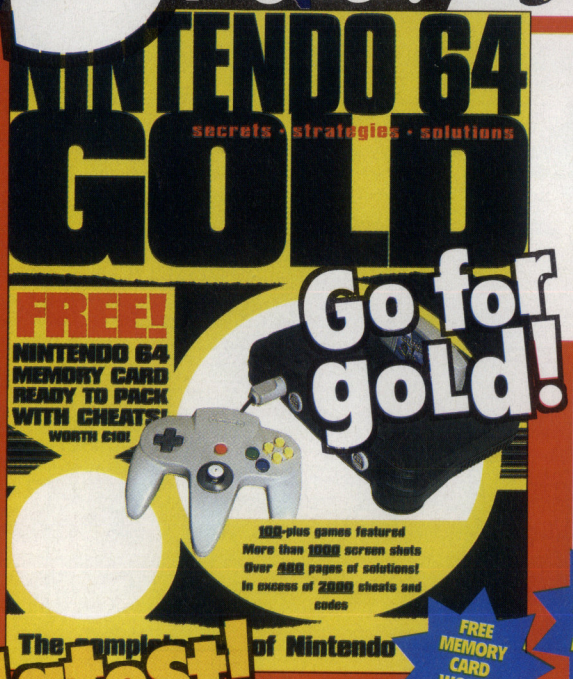
5 EasY ways to OrdeR!

PhonE! 01202 200200
MON TO FRI 9AM TO 6PM
ANSWERPHONE 24 HOURS

EmaiL! offers@paragon.co.uk

Internet! http://offers@paragon.co.uk

Fax! 01202 200217
AVAILABLE 24 HOURS



NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD

ISBN 1-873650-47-7 • Only £14.95

Massive collection of tricks, tactics, mapped solutions and guides to all the leading Nintendo 64 games. This monster 484-page book comes with free N64 memory card worth £7.95!



BANJO-KAZOOIE SECRETS, STRATEGIES, SOLUTIONS

ISBN 1-873650-38-8 • Only £7.95 (RRP £9.95)

The complete solution to Rare's fantastic adventure. Every single jigsaw piece, honeycomb and note revealed. Includes all the secrets, all the characters and all the level maps too! Not bad!



THE COMPLETE A-Z OF 64 GAMES VOL. 4

ISSN 1369-6378 • £4.95

A unique buyers' guide for the Nintendo 64 featuring comprehensive reviews of all the official UK Nintendo 64 games including *Zelda 64*, *Rogue Squadron*, *Turok 2*, *Vigilante 8*, *Wipeout 64*, *Beetle Adventure Racing* and *South Park*.



ZELDA 64 SECRETS, STRATEGIES, SOLUTIONS

ISBN 1-873650-52-3 • Only £9.95

Exhaustive playing guide to the ultimate N64 game. Includes level strategies, character profiles, hidden stages, tricks and tactics. In short, the complete solution to this huge game in handy pocket size!

Latest!



MAXIMUM SOLUTIONS BANJO KAZOOIE

ISBN 1-873650-38-8 • Just £3.95

Complete game walkthrough in colour to help you through every level 1-10 and the final battle. Includes Bubble Gloop Swamp. All you ever wanted in tips.



MAXIMUM SOLUTIONS: TUROK 2

ISSN 1463-7243 • £3.95

Massive solutions to both Turok games on the N64! Includes a complete guide to weapons, and characters, plus a step-by-step walkthrough to *Turok* and *Turok 2*. Also included in this one-off tips special are two *Turok 2* posters – free!



LYLAT WARS SECRETS, STRATEGIES, SOLUTIONS

ISBN 1-873650-14-0 • Only £7.95 (RRP £9.95)

Unrivalled guide to the most impressive 3D shoot-'em-up ever. Hidden characters revealed plus complete guide to defeating end-of-game boss, Andross.

Classics!

MISSED AN ISSUE? HERE'S YOUR CHANCE TO OWN A CLASSIC 64 MAG ISSUE!



64 MAGAZINE NO. 2

ISSN 1366-6266 • £4.95

Starfox and *Blast Corps* reviewed, plus complete *Turok*, *Mario 64* and *Star Wars* solutions!

64 MAGAZINE NO. 4

ISSN 1366-6266 • £4.95

Banjo-Kazooie, *Goldeneye* and *F-Zero*, plus *ISS 64* guide and *Mario 64* solution!

64 MAGAZINE NO. 10

ISSN 1366-6266 • £4.95

Yoshi's Story, *Zelda* and *1080° Snowboarding*, plus mapped solution to *Duke Nukem*!



SUPER MARIO SECRETS, STRATEGIES, SOLUTIONS

ISBN 1-873650-07-8 • Only £9.95

Total solutions to the world's best videogame, with over 1000 screenshots and tactics for every villain in the game. We'll tell you how to find those extra lives.

WANT TO ORDER SOMETHING? CALL 01202 200200

Offers!

Order now on 01202 200200

Mail! USE THE FORM AT THE BOTTOM OF THIS PAGE AND POST TO PARAGON

A-Z fever!





ONLY A FEW MORE LEFT HURRY!

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOL. 1

ISBN 1-873650-08-6 • £9.95

Huge 200 page, full colour compilation of some of the greatest early N64 games including *Mario 64*, *Turok*, *Blast Corps*, *Mario Kart* and *Star Fox*.



CHEATS & GUIDES FOR OVER 250 GAMES!

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOL. 2

ISBN 1-873650-27-2 • £9.95

The big yellow one! Over 200 pages of top quality full colour solutions to N64 games, including *Goldeneye*, *Diddy Kong Racing* and *Extreme G!*

Corker!

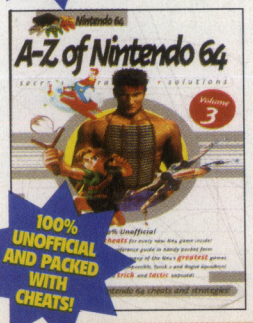


OVER 200 PAGES IN FULL COLOUR

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOL. 3

ISBN 1-873650-28-0 • £9.95

An absolutely massive collection of Nintendo 64 hints, tips, playing guides and cheats. Superbly illustrated with over 2,000 screenshots and maps.



100% UNOFFICIAL AND PACKED WITH CHEATS!

A-Z OF NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOL. 3

ISBN 1-873650-67-1 • £9.95

A handy pocket sized book packed full of tips, cheats and solutions to all the new Nintendo 64 games.

Latest!

INCLUDES A COMPLETE ZELDA 64 GUIDE!

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOL. 4

ISBN 1-873650-64-7 • Book • Just £9.95

The latest and greatest volume of our highly successful Nintendo 64 Secrets, Strategies, Solutions range. This full colour book includes essential guides to every Nintendo 64 hit. It includes a massive detailed solution to *Zelda 64*, how to get through every level in *Turok 2* and how to use the Force in *Rogue Squadron*. Don't miss it!

Order Form!

Items - Please tick!

Nintendo 64 GOLD (with free memory card)	£14.95	☐
Maximum Solutions: Banjo-Kazooie	£3.95	☐
Banjo-Kazooie Secrets, Strategies, Solutions	£7.95	☐
Complete A-Z of 64 Games Vol 4	£4.95	☐
Maximum Solutions: Turok 2	£3.95	☐
Zelda 64 Secrets, Strategies, Solutions	£9.95	☐
Lylat Wars Secrets, Strategies, Solutions	£7.95	☐
Super Mario Secrets, Strategies, Solutions	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 1	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 2	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 3	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 4	£9.95	☐
A-Z of N64 Secrets, Strategies, Solutions Vol 3	£9.95	☐
64 Magazine Issue 2	£4.95	☐
64 Magazine Issue 4	£4.95	☐
64 Magazine Issue 10	£4.95	☐

Please Note!

Please note that the exact covers and contents shown here are subject to change due to circumstances beyond our control. Ask for confirmation when you order.

Paragon Publishing Ltd

Details!

Name .....

Address .....

.....

.....

..... Postcode .....

Telephone number .....

Email .....

Signature .....

Date .....

Payment!

Payment by Cheque/Credit Card/Postal Order

(PLEASE DO NOT SEND CASH)

☐ Cheque/Postal Order

(Please make payable to Paragon Publishing Ltd)

☐ Credit Card

(Access/Visa/Mastercard/Switch/Delta)

Card number.....

Expiry date .....

Switch/Delta number.....

Switch/Delta issue number .....

Paragon Publishing Ltd
FREEPOST (BH 1255)
Bournemouth
Dorset BH1 2TA

CALL 01202 200200 FOR AVAILABILITY AND PRICING

PLEASE RETURN THIS COUPON OR A PHOTOCOPY OF IT (TOGETHER WITH YOUR CHEQUE/PO IF APPLICABLE, MADE PAYABLE TO PARAGON PUBLISHING LTD) IN AN ENVELOPE TO THE ADDRESS PROVIDED. IT WON'T COST YOU A PENNY IN STAMPS IF POSTED IN THE UK. PLEASE NOTE ALL PRICES INCLUDE POSTAGE AND PACKING.

YOU CAN EMAIL US AT SUBS@PARAGON.CO.UK

NOW EVEN BETTER VALUE!

subscri

to 64 MAGAZINE

and you could save up to £38

90

MEGA DEAL

Choose the **Mega Deal** subscription and choose from any of these eight great games saving you pounds!


Zelda 64


Turok 2


Goldeneye


Banjo-Kazooie


1080º Snowboarding


ISS '98

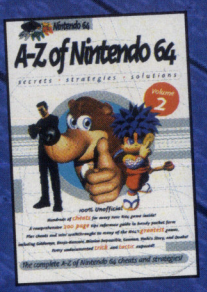

Diddy Kong Racing

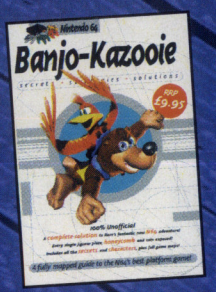

F-1 World Grand Prix

PLUS

choose from any of these 200+ page solutions books absolutely free!







YOUR DETAILS:

Name ..... Age .....

Signature .....

Address .....

.....

Postcode ..... Phone Number .....

TICK ISSUES REQUIRED (EACH £4.95 INC P&P)

2 ☐ 4 ☐ 7 ☐ 8 ☐ 10 ☐ 12 ☐ 13 ☐ 14 ☐
15 ☐ 16 ☐ 17 ☐ 18 ☐ 19 ☐ 20 ☐ 21 ☐ 22 ☐
23 ☐ 24 ☐ 25 ☐ 26 ☐ 27 ☐ 28 ☐

METHOD OF PAYMENT

☐ Cheque/Postal Order (please make payable to Paragon Publishing Ltd)

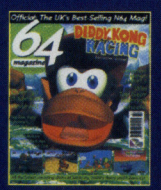
☐ Credit Card/Card Type .....

Expiry Date ..... Card Number .....

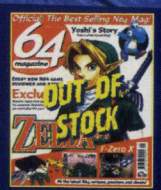
BACK ISSUES


Issue 2


Issue 4


Issue 7


Issue 8


Issue 9


Issue 13


Issue 14


Issue 15


Issue 16


Issue 17


Issue 21


Issue 22


Issue 23


Issue 24


Issue 25

64 Magazine Issue 29 1999

be



BIGGER SAVINGS THAN EVER!

- Get 64 MAGAZINE delivered direct to your door before it appears on newsagents' shelves – be first with the latest news, previews and reviews!
- Be able to take advantage of our incredible Mega Deal and get 12 issues of 64 MAGAZINE (normal price £47.40) one of eight stunning Nintendo games (normally worth up to £49.99) and a *Secrets, Strategies & Solutions* book (normal price £9.95) for just £69 – a massive £38 saving!
- Receive an exclusive subscribers-only 64 MAGAZINE newsletter!



ISSUE 10



ISSUE 11



ISSUE 12



ISSUE 18



ISSUE 19



ISSUE 20



ISSUE 26



ISSUE 27



ISSUE 28

SAVE at least 35% on the newsstand price of the magazine!

SUBSCRIPTIONS

SAVE MONEY TODAY

PLEASE RETURN THE COUPON, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: *64 Subscriptions. Paragon Publishing Ltd, Freepost BH 1255, Bournemouth BH1 2TA*

IT WON'T COST YOU A PENNY if posted in the UK. Alternatively, call our Credit Card line on (01202) 200200, Fax on (01202) 200217, or email subs@paragon.co.uk.

64 MAGAZINE Issue 29 SUBSCRIPTIONS

YOUR DETAILS:

I would like my subscription to start from Issue No .....

Name ..... Age .....

Signature .....

Recipient's Address .....

.....

.....

Postcode ..... Phone Number .....

Subscription length.
(Please tick box which applies to the deal you require.)



12 ISSUES (WITH A FREE 256K MEMORY CARD!)

UK ☐ £36.00 EUROPE ☐ £40.00 WORLD ☐ £48.00

INCLUDING POSTAGE & PACKAGING.



MEGA DEAL
12 ISSUES (WITH GAME AND SOLUTIONS BOOK!)

UK ☐ £69.00 EUROPE ☐ £75.00 WORLD ☐ £85.00

INCLUDING POSTAGE & PACKAGING.

MEGA DEAL OPTIONS

The game I would like is...

Zelda 64 ☐
Turok 2 ☐
Goldeneye ☐
Banjo-Kazooie ☐
1080° Snowboarding ☐
ISS '98 ☐
Diddy Kong Racing ☐
F-1 World Grand Prix ☐

The *Secrets, Strategies & Solutions* book I would like is...

Zelda 64 ☐
A-Z of Nintendo 64 Vol 2 ☐
Banjo–Kazooie ☐

METHOD OF PAYMENT *(Please do not send cash through the post)*

☐ Cheque/Postal Order (please make payable to Paragon Publishing Ltd)

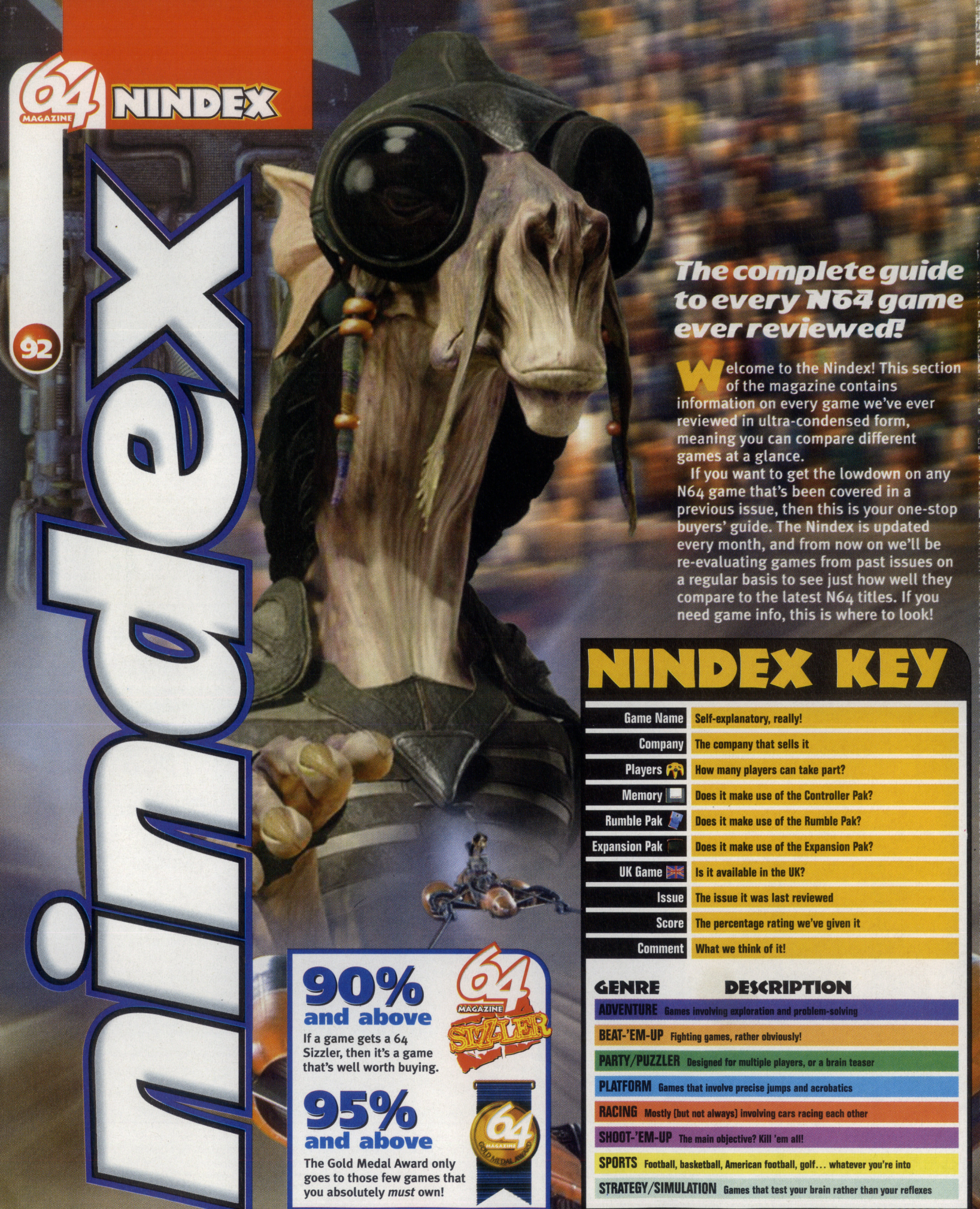
☐ Credit Card/Card Type

Expiry Date ..... Card Number .....

Please only send the coupon from the latest issue of 64 MAGAZINE, we regret that earlier applications cannot be accepted.

From time to time you may be sent news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box... ☐

Nindex



The complete guide to every N64 game ever reviewed!

Welcome to the 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!

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

90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

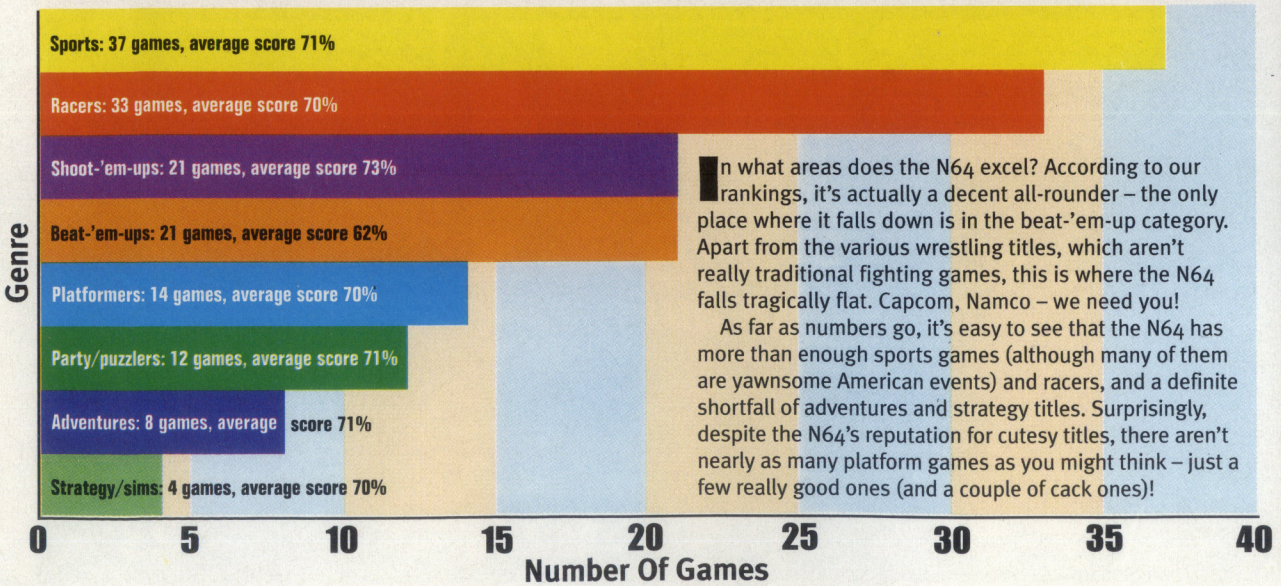
64 MAGAZINE SIZZLER

95% and above

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

64 MAGAZINE GOLD MEDAL AWARD

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	82%	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	23%	A sequel that's nearly as bad as the original!



In what areas does the N64 excel? According to our rankings, it's actually a decent all-rounder – the only place where it falls down is in the beat-'em-up category. Apart from the various wrestling titles, which aren't really traditional fighting games, this is where the N64 falls tragically flat. Capcom, Namco – we need you!

As far as numbers go, it's easy to see that the N64 has more than enough sports games (although many of them are yawnsome American events) and racers, and a definite shortfall of adventures and strategy titles. Surprisingly, despite the N64's reputation for cutesy titles, there aren't nearly as many platform games as you might think – just a few really good ones (and a couple of cack ones)!

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

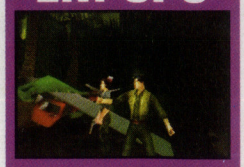


10: BEETLE RACING



64 MAGAZINE NINDEX

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.
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another J-League game with comedy players.

TEST OF TIME



This month, three games from issue 18 are strapped to a table and ruthlessly vivisected to discover if oldies can still be goodies. What will the present-day verdict be on this trio of time-warped titles?



ISS '98

Konami • £49.99 • Original Rating: 95%

Is 'the greatest football game in the world – ever!' still worthy of that accolade? It certainly is. Despite numerous attempts by the *FIFA* series to slot one past, *ISS '98* still retains every atom of playability. Will it ever be surpassed?

95%



BUCK BUMBLE

Ubi Soft • £49.99 • Original Rating: 90%

This bee-related free-roaming shooter clearly lit Roy's fire when it was reviewed, but nobody else was that impressed. It now looks a bit dated, with a languid pace and excessive fogging, and an uninteresting two-player game.

82%



CRUIS'N WORLD

Nintendo • £49.99 • Original Rating: 24%

The horror, the horror! One of the first games we put in our 'relegation drawer' when the games cabinet got full, *Cruis' n World* is abysmal. The only reason we haven't marked it down more is that it's ever-so-slightly better than *Cruis' n USA*...

23%

Game Name	Company						Issue	Score	Comment
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4		●		●	22	26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1		●		●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1		●		●	28	82%	Tough mix of platformer and puzzle game.
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.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.

64 MAGAZINE TOP ADVENTURE GAMES



1	Zelda	96%
2	Silicon Valley	87%
3	Castlevania	85%
4	Mystical Ninja	83%
5	Shadows Of The Empire	58%

64 MAGAZINE TOP PLATFORM GAMES



1	Banjo-Kazooie	95%
2	Super Mario 64	92%
3	Glover	85%
4	Mischief Makers	82%
5	Gex: Enter The Gecko	80%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.





Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

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 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 Star Wars: Episode 1 Racer 90%

64 TOP SPORTS GAMES



1 ISS '98 95%
2 ISS 64 93%
3 FIFA '99 91%
4 Let's Smash 90%
5 NFL Quarterback Club '99 89%

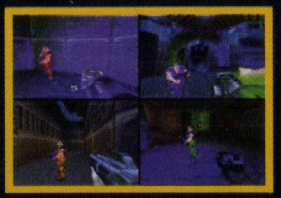
Game Name	Company						Issue	Score	Comment
NFL Quarterback Club '99	Acclaim	1-4	●	●		●	21	89%	Updated and improved version of NFL QBC '98.
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not 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.
Star Soldier: Vanishing Earth	Hudson	1		●			17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.

64 MAG'S MOST WANTED



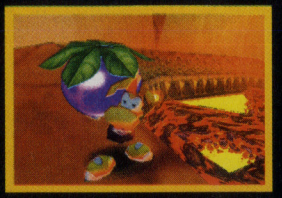
PERFECT DARK

We might as well just rivet this to the top of the most wanted list, as we can't imagine anything else generating more office excitement. You *know* how good it's going to be...



QUAKE II

Should have been here for review this month, dammit, but Activision went and put back the release date. Still, with N64 games we're used to waiting, and *Quake II*'s ludicrous speed and juicy gibs should be worth it.



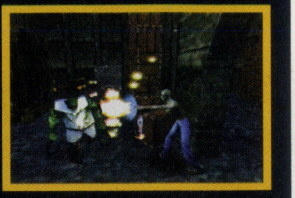
RAYMAN 2

A platform game that dares not to look just like *Banjo-Kazooie*? Unbelievable! But *Rayman 2* does so to fabulous effect, and with some very distinctive sections it ought to stand out from the crowd.



HARRIER 2001

After seeing the video footage at E3 last month, this game looks both super-detailed and fast. With the creators of *F-1 WGP* behind it, *Harrier* should play well too...



SHADOW MAN

Well, this ought to tear out the intestines of anybody who says that N64 games are just for kids. Serial killers, voodoo and Hell itself are just a few of the many scary features!

Game Name	Company						Issue	Score	Comment
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	92%	Superb Star Wars combat game, but can get slightly repetitive.
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	90%	Very fast, but too easy to provide long-term excitement.
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	Lode Runner	82%

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

All-Star Baseball 2000
Ken Griffey Jr's Slugfest
NFL Quarterback Club '99
South Park
Star Wars Racer
Star Wars: Rogue Squadron
Top Gear Overdrive
Turok 2: Seeds Of Evil
Vigilante 8
WWF Warzone



COMING SOON

40 Winks
Armorines: Project Swarm
Army Men: Sarge's Heroes
Bassmasters 2000
Battlezone 64
Caesar's Palace
Command & Conquer
Daikatana
Donkey Kong 64
Duke Nukem: Zero Hour
Hybrid Heaven
Jet Force Gemini
Knockout Kings
Lego Racers
Madden NFL 2000
Michael Owen's Soccer
Motocross 64
NBA Courtside 2
NBA Jam 2000
NFL Quarterback Club 2000
Nightmare Creatures 2
Perfect Dark
Polaris Snowcross
Quake II
Rayman 2
Re-Volt
Ridge Racer Revolver
Road Rash 64
Shadowman
South Park Rally
Starcraft 64
Supercross 2000
Top Gear Hyperbike
Top Gear Rally 2
Winback
Turok 3: Oblivion
Turok: Rage Wars
Vigilante 8 2: Second Offense
WWF Attitude



64 MAGAZINE

NEXT ISSUE

98

DEAD HARD!



Plus *Quake II, WWF Attitude, Rainbow Six, Command & Conquer, F-1 World Grand Prix 2, South Park Rally, Carmageddon, Armorines, Re-Volt, Rat Attack, Michael Owen, Hybrid Heaven* and more!

ISSUE 30 ON SALE 12 AUGUST

64 MAGAZINE – the life of the party!

64 MAGAZINE

RESERVE YOUR COPY TODAY

Make sure you don't miss out on a single issue of the only choice for N64 gamers by reserving your copy every month at your friendly local newsagent!

NAME

ADDRESS

POSTCODE TEL

Please reserve me a copy of 64 MAGAZINE (ISSN: 1366-6266) priced £3.95 on a regular basis. 64 MAGAZINE is published 13 times a year.

The next issue of 64 MAGAZINE is available from 12 August

Newsagent information

64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your local wholesaler.

64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

Ninfo!

Mail Address
64 MAGAZINE,
Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
URL: http://www.paragon.co.uk/n64
Chat: http://www.paragon.co.uk/chat.html

Audit Bureau of Circulations

Editor
Andy McDermott
(64mag@paragon.co.uk)

Managing Editor
Nick Roberts
(nickr@paragon.co.uk)

Staff Writer
Roy Kimber (royk@paragon.co.uk)

Contributors
Martin Mathers, Ben Lawrence

Art Editor
Nick Trent (enty@paragon.co.uk)

News Editor
Stuart Taylor (staylor@paragon.co.uk)

Production Editor
Louise Wells (louise@paragon.co.uk)

Online Manager
Stuart Wynne
(ssw@paragon.co.uk)

Online Editor
Mark Eveleigh
(sparkie@paragon.co.uk)

Advertising Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Advertising Sales Executive
Adam Jordan (01202 200233)
adamj@paragon.co.uk

Classified
Emma Bedford (01202 200223)
emmab@paragon.co.uk
Claire Endean (01202 200254)
clairee@paragon.co.uk

Marketing Manager
Monica Casal-Guerra (monica@paragon.co.uk)

Advertising Production
Dave Osborne, Jo James,
Claire Hayton, Jane Evans

Senior Production Manager
Jane Hawkins (janeh@paragon.co.uk)

Systems Manager
Alan Russell (sysop@paragon.co.uk)

Bureau Manager
Chris Rees (chrisr@paragon.co.uk)

Art Director
Mark Kendrick

Editorial Director
Damian Butt (gecko@paragon.co.uk)

International Account Executive
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Finance Director
Trevor Bedford (trevorb@paragon.co.uk)

Managing Director
Mark Simpson (marks@paragon.co.uk)

Consultants
Di Bedford (dibedford@paragon.co.uk)
Richard Monteiro (richardm@paragon.co.uk)

Special thanks to:
Department 1: (0171) 916 8440
The Joypad: (01202) 311611
Software Box: (01202) 684642
James@Activision, Louise@Ubi Soft, Lee@GT, Andy & Chris@Climax, Steve@Titus, Martin@Gremlin, Jay@Infogrames, Colin@Boss, John@Konami

Subscriptions
Tarik Alozdi (subs@paragon.co.uk)
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
email: subs@paragon.co.uk
http://64magazine.subs.net
Annual Subscription Rates
UK: £30 Europe: £36 Rest of World: £46
Printed by Duncan Web Offset, Farleigh Hill, Tovil, Maidstone, Kent, ME15 6XA.
Distributed by Seymour, 1st Floor, 86 Newman Street, London, W1P 3LD. Tel: (0171) 396 8000

The legal bit
64 MAGAZINE is fully independent and is in absolutely no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd retains all publishing rights to all letters and unsolicited material sent to 64 MAGAZINE. 64 MAGAZINE can accept no responsibility for inaccuracies or complaints arising from adverts within the magazine.

© 1999 Paragon Publishing Ltd.

ISSN 1366 6266

Dead Pool: Dust mites; the conformity police; pollen; carpet fitters for making us lug our desks around the office – twice!

Special Reserve Discount Club www.reserve.co.uk

Join The Club

£6.99 gets you 10 Magazines, 3500 Cheats, FREE Competitions and a FREE GIFT*.
Market Leaders. Established 11 Years. Great Web Site. Mail Order plus Seven Amazing Shops. Brilliant Club Magazine. Huge Discounts. Massive Range.
Officially Approved. Genuine UK products only. Trial Membership for just 60p. 0% PAY LATER (subject to status).



Nintendo 64 + Goldeneye ... ...99.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead
PLUS Goldeneye (98%)

Nintendo 64 + Star Wars: Racer 119.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead
PLUS Star Wars Episode 1: Racer

Nintendo 64 "Fire" + Mario 64 107.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead PLUS extra 3D Analogue Controller , 1 MB Memory Card and Mario 64 (100%)

Nintendo 64 "Fire" + Goldeneye 107.99 less £10*
Nintendo 64, Official 3D Analogue Controller, RF Lead PLUS extra 3D Analogue Controller, 1 MB Memory Card and Goldeneye (98%)

**Deduct £10 off our price of any one other product bought at the same time as a Nintendo 64. Compare this deal for example:*

N64 "Fire" with Two Controllers, 1 MB Memory Card, Goldeneye plus South Park ... ...£138.98 ...SAVE £44

Nintendo 64 Controllers



MAD KATZ STEERING WHEEL AND PEDALS ...44.99
Steering wheel and pedals for PlayStation, Saturn, Nintendo 64. 8 digital buttons and analogue foot pedals



TOP DRIVE DUAL SHOCK WHEEL AND PEDALS FOR PLAYSTATION & NINTENDO 64 ...49.99
9 button control, D-shaped wheel, stick shift, self centering technology, wheel rotation angle select. Full dual shock facility for both PlayStation and N64



OFFICIAL NINTENDO 64 3D CONTROLLERS WITH FREE 1MB MEMORY CARD ...17.99
Available in many different colours: black, blue, green, grey, red & yellow



JOYTECH CONTROLLER ...14.99
8 fire buttons, analogue and digital directional control, turbofire function, slow motion function & LED displayAvailable in many different colours: black, blue, grey & red



NUGEN MANTA RAY CONTROLLER ...15.99
Available in many different colours. 5 fire buttons and view control, auto-fire and turbo fire, slow motion, 8-way superswitch, analogue joystick



INTERACTOR RUMBLE VEST ...22.99
Compatible with PlayStation, Nintendo 64, Saturn and PC. Sends vibrations through the vest to give an extra dimension to gameplay



JOYTECH HI-RES 4 MB RAM EXPANSION PACK 16.99
NINTENDO HI-RES 4 MB RAM EXPANSION PACK 23.99
Hardware upgrade that provides an all round performance boost to your N64. Increases RAM from 4 MB to 8 MB thus allowing certain games to be played in high resolution. Look for games marked (Hi)



ACTION REPLAY PRO ...34.99
Cheat cartridge containing 100s of cheats for most N64 games. Fully programmable memory enables you to add, store or delete cheat codes as required. Allows cheats such as infinite lives or power so you can finally complete that level you've been stuck on for months!

GIANT INFLATABLE ARMCHAIR 10.99
The coolest bedroom furniture in the world. Just add air. Choose from six great colours; Blue, Green, Pink, Purple, Red or Yellow

Nintendo 64 Extras

256K OFFICIAL MEMORY CARD	14.99
1 MB MEMORY CARD	4.99
8 MB MEMORY CARD	18.49
XPLORER 64 CHEAT CODE CARTRIDGE	22.99
JOLTPACK (RUMBLEPAK)	7.99
OFFICIAL RUMBLE PACK	14.99
N64 DELUXE CARRY CASE	13.99
JOYTECH HI-RES 4 MB RAM EXPANSION	16.99
NINTENDO HI-RES 4 MB RAM EXPANSION	23.99
ACTION REPLAY PRO CHEAT CATRIDGE	34.99
PAIR OF EXTENDER CABLES	9.99
SCART LEAD - N64 to SCART TV	7.99

Nintendo 64 Games From £12.99

Nintendo 64 Games

1080 SNOWBOARDING 93%	32.99
ALLSTAR BASEBALL 2000 91%	34.99
BANJO-KAZOOIE 96%	39.99
BEETLE ADVENTURE RACING 92%	33.99
BIO FREAKS 85%	39.99
BLAST CORPS 89%	17.99
BODY HARVEST 93%	19.99
BOMBERMAN HERO 83%	33.99
BUCK BUMBLE	19.99
CALIFORNIA SPEED	32.99
CARMAGEDDON (RATED 15)	34.99
CASTLEVANIA 90%	34.99
CHAMELEON TWIST 89%	29.99
CHOPPER ATTACK 84%	40.99
DIDDY KONG RACING 97%	29.99
DOOM 92%	12.99
DUKE NUKEM 64 91%	26.99
DUKE NUKEM - ZERO HOUR	32.99
EARTHWORM JIM 3D	40.99
EXTREME G 95%	18.99
EXTREME G 2 88%	32.99
F-ZERO X 92%	29.99
FIFA 99 94% RR 1/99	33.99
FIGHTERS DESTINY 93%	36.99
FORMULA 1 WORLD GRAND PRIX 94%	26.99
FORMULA 1 WORLD GRAND PRIX 2	33.99
FORSAKEN 93%	16.99
GEX 64	25.99
GLOVER 85%	33.99
GOLDENEYE 98%	39.99
GT 64	34.99
HOLY MAGIC CENTURY 84%	22.99
INT'L SUPERSTAR SOCCER 64 97%	27.99
INT'L SUPERSTAR SOCCER 98 94%	32.99
JET FORCE GEMINI	39.99
KILLER INSTINCT GOLD 88%	39.99
KNIFE EDGE	29.99
LAMBORGHINI 64	17.99
LEGEND OF ZELDA 98%	39.99
LYLAT WARS 95%	26.99
MARIO KART 64 94%	26.99
MARIO PARTY 85%	32.99
MICRO MACHINES 64 TURBO 91%	33.49
MISSION IMPOSSIBLE 92%	27.99
MONACO GRAND PRIX 87%	36.99
MORTAL KOMBAT 4 90%	31.99
MYSTICAL NINJA 90%	25.99
MYSTICAL NINJA 2	39.99
NASCAR 99	29.99
NBA JAM 99 89%	27.99
NBA PRO 98 82%	22.99
NFL QUARTERBACK CLUB 99 92%	36.99
NHL BREAKAWAY 99 90%	27.49
OLYMPIC HOCKEY 98 84%	19.99
PENNY RACERS	32.99
QUAKE 2	33.99
QUAKE 92%	18.99
RALLY MASTERS	32.99
RAMPAGE WORLD TOUR 2	32.99
SCARS 85%	29.99
SHADOWMAN	41.99
SHADOWS OF THE EMPIRE 90%	33.99
SILICON VALLEY 91%	33.99
SNOWBOARD KIDS 84%	26.99
SOUTH PARK 92%	40.99
STAR WARS: EPISODE 1 RACER	39.99
STAR WARS: ROGUE SQUADRON 92%	36.99
STARSHOT: SPACE CIRCUS FEVER 84%	27.99
SUPER MARIO 64 100%	19.99
TETRISPHERE 96%	14.99
TONIC TROUBLE	36.99
TOP GEAR OVERDRIVE 85%	36.99
TOP GEAR RALLY 90%	33.99
TUROK - DINOSAUR HUNTER 97%	27.99
TUROK 2 - SEEDS OF EVIL 94%	31.99
TWISTED EDGE SNOWBOARDING	34.99
V - RALLY 99 90%	19.99
VIGILANTE 8	33.99
VIRTUAL CHESS	36.99
WAVE RACE 64 92%	26.99
WAYNE GRETSKY ICE HOCKEY 90%	19.99
WCW VS NWO: REVENGE 94%	26.99
WIPEOUT 64 93%	37.49
WORLD CUP 98	34.99
WWF ATTITUDE	41.99
WWF WARZONE 90%	37.99
YOSHI'S STORY 86%	33.99



Gameboy Colour Solid or Clear Purple
69.99 less £10*
*Deduct £10 off our price of any one other product bought at the same time as a Gameboy Colour

GAMEBOY CAMERA
Turns any Gameboy into a digital camera. Adjust and modify your pictures with the built-in software. Ideal for use with Gameboy Printer (available separately)

GAMEBOY CAMERA - BLUE	34.99
GAMEBOY CAMERA - GREEN	34.99
GAMEBOY CAMERA - RED	34.99
GAMEBOY CAMERA - YELLOW	34.99
GAMEBOY PRINTER	44.99

Allows you to print the images taken with your Gameboy Camera. Supplied with batteries and a roll of sticker paper

GAMEBOY PRINTER PAPER - 3 rolls ...6.99

Gameboy Colour Games

BUGS BUNNY CRAZY CASTLE 3	18.99
CONKERS POCKET TALES	22.99
GAME AND WATCH GALLERY 2	22.99
HARVEST MOON	18.99
POCKET BOMBERMAN COLOUR	18.99
QUEST FOR CAMELOT	18.99
RUGRATS	21.99
TETRIS DELUXE	18.99
WARIOLAND 2	21.99
ZELDA 96%	21.99

PlayStation Top Games

PlayStation games from £6.99

GRAND THEFT AUTO (18) 95%	14.99
GTA DATA CD - LONDON 69 (18) 92%	17.99
METAL GEAR SOLID 100%	31.99
RIDGE RACER TYPE 4 96% Includes hi-res version of Ridge Racer	**26.99**
TENCHU STEALTH ASSASINS 92%	19.99
THUNDERHAWK 2 - FIRESTORM 89% + TIME CRISIS + GUN & ADAPTOR 93%	**29.99**
TOCA 2 - TOURING CARS 95%	27.99
WARZONE 2100 92%	32.99
WWF ATTITUDE	29.99

PlayStation - Compare These Deals!

PlayStation with Dual Shock Controller & RF Lead ... ...99.99 Less £10*
PlayStation Fire Pack with Extra Controller & 1 MB Memory Card ... ...105.99 Less £10*

***Deduct £10 off our price of any one other product bought at the same time as a PlayStation. Compare this deal for example:**

PlayStation Fire Pack PLUS Metal Gear Solid ... ...127.98 SAVE £32

FORMULA 1 FANTASY 99 - £5000 IN PRIZES - F1FANTASY.COM

0% Pay in 9 Months! on purchases totalling over £200
10% deposit, no more to pay for 9 months and no interest, subject to status. Your total purchase must be over £200 including one hardware item.
Telephone 01279 321 321 or buy on the spot at one of our shops (please bring identity, bank details, credit card and employer's address).
DEPOSIT ONLY 10%
0% APR if the balance is paid in full after 9 months or 29.8% APR extended loan. Written details available on request. See Club Mag for details.

Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 18/05/99 E. & O. E. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Special Reserve Big Club Discount Shops
All our shops have PC Upgrade & Repair Facilities. £12 to Fit or £30 to Fix or Configure. Prices listed here are for mail order but you can buy in store for just one pound more.
It's easy to park
Open 9.30am to 8pm (Mon-Sat) 10am to 5pm (Sun & Bank Holidays) Basildon opens & closes 1 hour later



209/213 St Mary's Lane, UPMINSTER, ESSEX. 2 miles from junction 29 of the M25. Opposite Somerfield Supermarket. **01708 225 544**

43 Broomfield Road, CHELMSFORD, ESSEX. Just around the corner from the bus station. **01245 348 777**

164 Derby Road, STAPLEFORD, NOTTINGHAM. 2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut. **0115 949 1000**

351 Gloucester Road (A38), BRISTOL. 1 ½ miles from the City Centre and just up from Kwik Save. **0117 924 5000**

168 High Street, EGHAM, SURREY. Near Windsor and Staines. Just 1 mile off junction 13 on the M25. **01784 473 444**

The Maltings, Station Road, SAWBRIDGEWORTH, HERTS. Not far from the M11, over the road from the train station. **01279 322 399**

Unit 10, Festival Leisure Park, BASILDON, ESSEX. One mile from A127 Southend Arterial Road. **01268 287 776**

£2* LESS Deduct £2 extra discount off the price of any game if you buy another game or any accessory or peripheral at the same time. Claim your extra discount when you order by post, FAX or phone, quoting 64 MAGAZINE

Special Reserve 01279 321 321

Or FAX your order on 01279 322 322 and we'll fax back to confirm.
Open 9.30am to 8pm (Mon-Sat) 10am to 5pm (Sun & Bank Holidays) Basildon opens & closes 1 hour later
CREDIT CARD ORDERS MUST STRICTLY BE PLACED BY THE CARD-HOLDER GIVING THEIR ADDRESS (BLOCK CAPITALS PLEASE)
Name, Address & Post Code

Phone No Machine
CURRENT MEMBERS PLEASE ENTER MEMBERSHIP NO OR POST CODE

£6.99 Annual Membership includes 10 Magazines, Free Competitions, 4000 Cheats, internet guide AND tick a FREE GIFT below if you buy any item as you join.
We only supply members. There is no obligation to buy anything and you can join at any age.

Please enter Annual Fee **£6.99** (UK), £9.99 (EC) or £12.99 (World) or Trial Membership Fee **60p** (One magazine, One order, No gift)

item
item
item
item
item
Deduct any £2 Discounts as described above*

ALL PRICES INCLUDE MAINLAND UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD START DATE EXPIRY DATE CARD ISSUER SWITCH ISSUE NO
CARD-HOLDER SIGNATURE
New Members - please tick this box if you do not wish to receive mail from other companies
The credit card given must be registered in your name at the delivery address. Hardware items (mains or battery) are only supplied to UK mainland. Overseas orders must be paid by credit card. Overseas carriage £2.00 per item

Free immediate cheque clearance
Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

*Please tick your choice of gift when you join for a year (£6.99) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- ☐ **TWO FREE COMPETITION PRO CONTROLLERS FOR PLAYSTATION**
- ☐ **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- ☐ **OR FREE HARD CASE STORAGE RACK.** Software storage rack and carry case for up to 6 PlayStation games
- ☐ **OR TWO FREE 1 MB MEMORY CARD FOR NINTENDO 64**
- ☐ **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller
- ☐ **OR FREE PREMIER FOOTBALL.** Full size, PVC. Design may vary
- ☐ **OR FREE CASIO ORGANISER.** With telephone directory, memo function & much more
- ☐ **OR FREE NINTENDO 64 3D ANALOGUE CONTROLLER.**
- ☐ **OR TWO FREE COMPETITION PRO CONTROLLERS FOR PC**
- ☐ **OR FREE CD WALLET - 24 CAPACITY.** Stores loose CDs

OR FREE GIANT INFLATABLE ARMCHAIR. Choice of colours. Add £3 carriage charge
- ☐ **- BLUE INFLATABLE ARMCHAIR**
- ☐ **- GREEN INFLATABLE ARMCHAIR**
- ☐ **- RED INFLATABLE ARMCHAIR**
- ☐ **- YELLOW INFLATABLE ARMCHAIR**

The coolest bedroom furniture in the world. Just add air.

- ☐ **OR SEVEN GAMES FREE FOR PC CD ROM.** Actua Soccer, Premier Manager 2, Utopia, Zool 2, Retribution, Space Crusade and Re-loaded. All seven games supplied on PC CD ROM.



Overseas members add £2 postage. Other free gifts available, see the club magazine for further details.

FREE BONUS GIFTS
50 FREE INTERNET SERVICE PROVIDERS
COMPARED + BIG BOOK OF 3500 CHEATS
TO EVERY NEW MEMBER

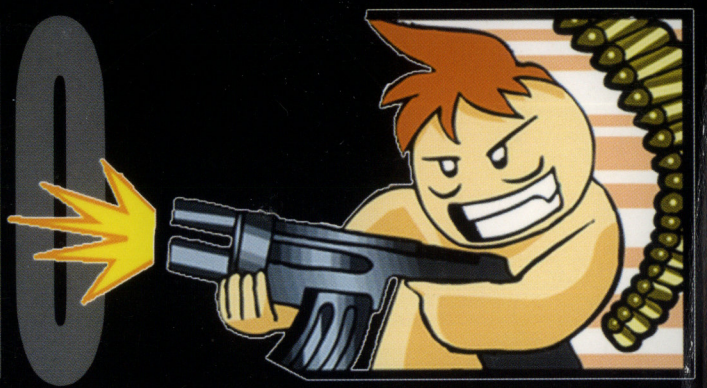


HUGE SITE AT **UKGAMES.COM** MASSIVE CONTENT



MORE POWER

MORE AMMO





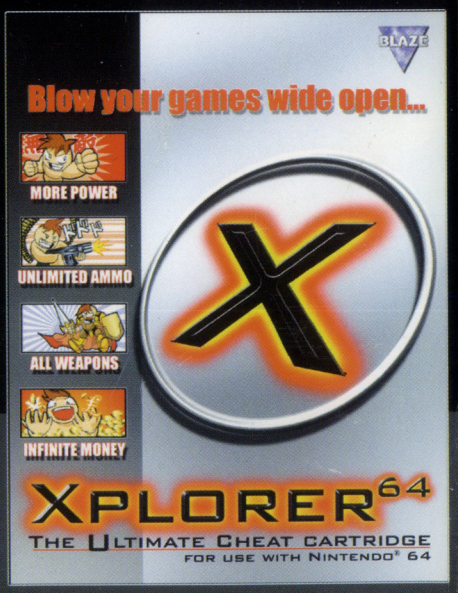
MORE CASH

XPLORER IS THE MOST ADVANCED CHEAT CARTRIDGE AVAILABLE FOR YOUR N64. PRE-LOADED WITH OVER 100 CHEATS FOR THE LATEST AND GREATEST GAMES, XPLORER GIVES YOU MORE POWER, MORE AMMO, MORE CASH AND LETS YOU ACCESS HIDDEN GAME SECRETS LIKE NEVER BEFORE!

CODES ARE LISTED IN YOUR FAVOURITE MAGAZINES AND ON THE XPLORER WEBSITE SO THERE'S ALWAYS NEW CHEAT CODES AVAILABLE FOR THE LATEST GAMES.

TAKE YOUR GAMEPLAY TO THE NEXT DIMENSION AND FIND OUT WHAT MADE XPLORER THE NO. 1 BEST SELLING CHEAT CARTRIDGE IN THE UK IN 1998!*

*PLAYSTATION VERSION:- CHARTTRAK 1998



XPLORER64

THE ULTIMATE CHEAT CARTRIDGE FOR NINTENDO™ 64

AVAILABLE FROM ALL GOOD RETAILERS. CALL FOR DETAILS OF YOUR NEAREST STOCKIST

BLAZE

"Nintendo" is a trademark of Nintendo Inc.
"Xplorer" is a trademark of Future Console Design Ltd

FIRE INTERNATIONAL LTD
UNIT 15, SHAW WOOD BUSINESS PARK, SHAW WOOD WAY, DONCASTER, DN2 5TB
TEL: 01302 321905 FAX: 01302 322061 EMAIL: MAILORDER@FIRE-INTERNATIONAL.LTD.UK