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page 58

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WORMS ARMAGEDDON

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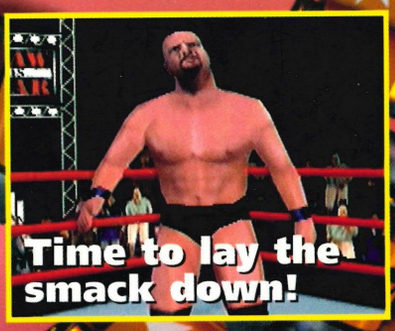
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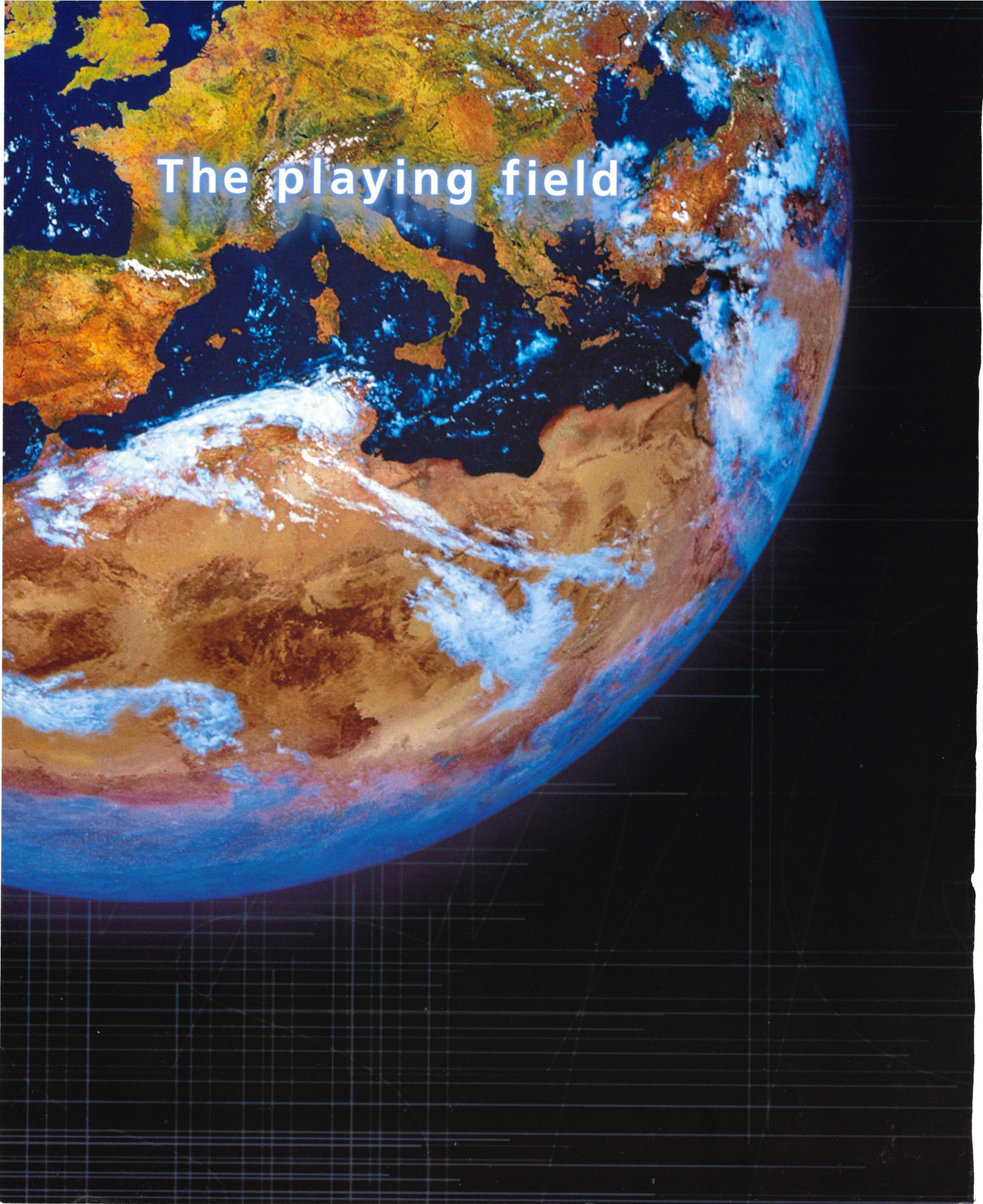
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Issue 30

64 MAGAZINE



64SIGHT

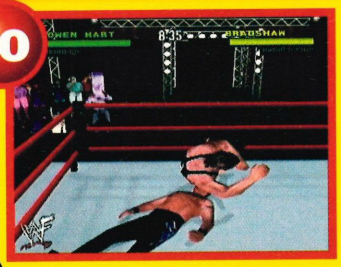
WORMS ARMAGEDDON



06 Any bird, early or otherwise, that catches these worms will find its feathers fried!

ntents





All your top wrestling heroes are here – and you control them!



REVIEW

WWF ATTITUDE

64SIGHTS

Worms Armageddon	06
Rayman 2: The Great Escape	08
Armorines: Project Swarm	10
Rat Attack	12
Hybrid Heaven	14

REVIEWS

Quake II	24
WWF Attitude	30
F-1 World Grand Prix II	34
Shadow Man	38
Command & Conquer	42
ReVolt	46
Shadowgate	48
Superman	50
Rugrats	52
Mike Piazza's Strike Zone	54

UK UPDATE

Flying Dragon	56

REGULARS

64 Showcase	16
When I'm 64	20
Subscriptions	90
Nindex	92
Next Issue	98

GAME BUSTERS

Cheat Central	58
ScoreZone	60
Star Wars: Episode 1 Racer	66
Mystical Ninja 2: Starring Goemon	78

64sight

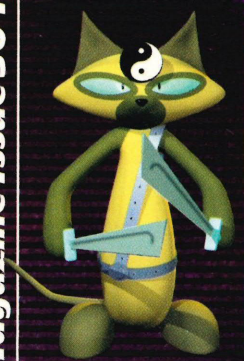
Looking ahead to the games you'll be playing tomorrow!

WORMS ARMAGEDDON 06
Those invertebrates get tough with guns!

RAYMAN 2: THE GREAT ESCAPE 08
He's nearly ready to break free!

ARMORINES 10
Spider haters beware!

RAT ATTACK 12
Will you lose all nine lives?





HYBRID HEAVEN 14
Genetically modified monster mayhem!

Worms

There's no worming

Normally, finding out that you've got worms is a rather unwelcome discovery. If you're an N64 owner, though, it's something to celebrate!

Worms Armageddon, due out in the UK this November, is the latest in the simple-yet-brilliant line of *Worms* games. The plot of the games won't be giving George Lucas any cause to worry – you control a team of worms. Other players, or the computer, control other teams of worms. Whoever has worms left after they've set out to slaughter each other is the winner!

These worms aren't your average invertebrates, mind. In fact, they'd even give Earthworm Jim cause to worry. They're tooled-up, gun-toting psycho worms with bad attitudes, even though their voices do sound like Mickey Mouse after sucking on some helium. At their most basic, the worms can shove other worms off the landscape and into oblivion, but things get more entertaining when they start using weapons. And boy, do they have a lot of weapons!





▲ Not even Rambo had so many weapons! So many ways to kill your fellow worm, so little time.



Armageddon

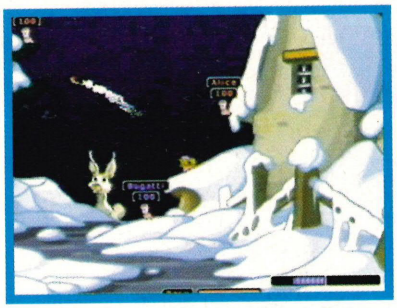
your way out of this one!

Have a look at the screenshot with the weapon select box on page 6. Count the number of slots full of weapons. Each worm has – gulp – over 60 different weapons to choose from! Old reliables like the standard gun and rocket launcher are there, as well as top comedy hardware like the banana bomb (which flings out several crescent-shaped yellow fruit, packed with nitro-glycerine) and the exploding sheep (which gambols around, baas, then goes off like an atomic bomb, taking any nearby worms with it).

New weapons added specially for the *Armageddon* edition include flamethrowers, moles, gas bombs, a flock of extra sheep-related explosives (including an underwater variety) and, if you really want to shake things up, a nuclear bomb! Not all of the weapons are available at the start, but start blasting through the one-player game and you'll soon be rockin' the world with the best of them.

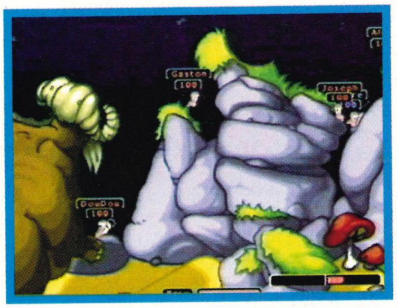
Part of the fun of *Worms Armageddon* is that you can name the worms on your team anything you want. Groan as John McClane tumbles into a pool of sizzling lava! Despair as Dana Scully is hit by an airstrike! Laugh insanely as Vanessa Feltz is riddled with bullets!

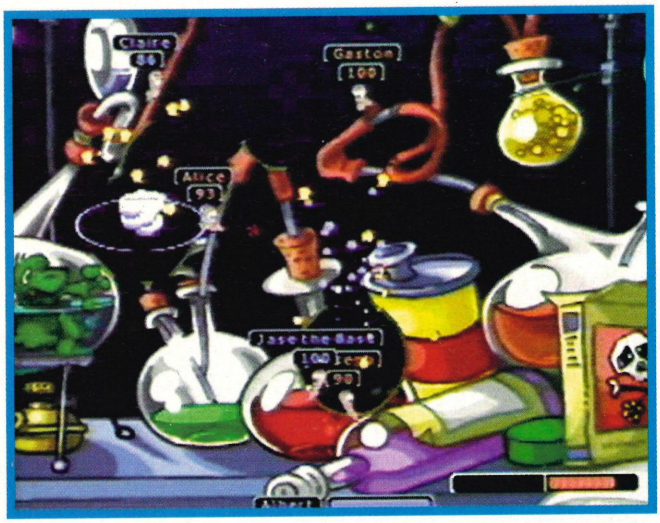
If it's anything like the previous *Worms* games, *Worms Armageddon* will be more fun than poking slugs with a sharp stick. Get some friends round, name your worms, then pit them against each other for some hot soil-aerating action! ■



▶ 'Interesting', apparently. Maybe Steve Davies is nearby. Things won't get really interesting until bullets start flying, though.

◀ A rocket sets off on its short but deadly journey. Calculating trajectories has never been so much fun!





▼ The levels start off complex, but soon become a lot easier to get around, once the bombs start ripping the place apart.



▼ Nothing like a nice trip to church to get your Sunday off to a kickin' start. Time to take a reading from the Book of *Death*!



▲ Welcome to Holland, internationally renowned for tulips, windmills, canals, soft drugs, hard porn and killer worms!

the future is DVD

Do you want to know more? yes

Rayman 2
The Great Escape

Look mum, no arms!

This issue sees the arrival of the first fully playable code for Ubi Soft's upcoming 3-D adventure game *Rayman 2*. Rather refreshingly, it appears that everything we've so far been led to believe via the advance press releases, screenshots and demos appears to be true! All too often games promise all sorts of impressive features which fail to materialise when the titles finally turn up – *Rayman 2* looks like being one of the first to live up to all the advance hype!

RAYMAN 2: THE GREAT ESCAPE

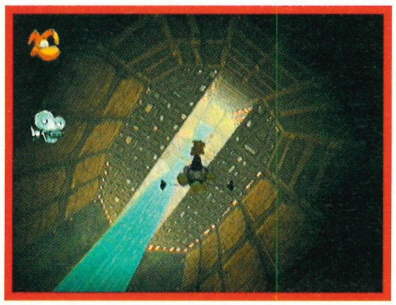
Publisher:	Ubi Soft
UK release:	October '99

Currently being programmed in four different Ubi Soft studios, three in France – Paris, Montellier, Annecy – and one that is situated in snowy Canada, *Rayman 2* is obviously a pretty big project. In fact, the game has been more than two years in development, with a team of over a hundred people involved.

The storyline for those readers not au fait with Ubi Soft's legless, armless hero is that Rayman's planet (in case you hadn't already guessed, he *is* an alien) has been invaded by a gang of intergalactic pirates whose diabolical plan is to track down and enslave the entire population and sell them all to something called the Galactic Circle. With a little help, Rayman manages to escape the clutches of the pirates, but to defeat them for good he needs to also rescue his four friends and wake up a powerful magician called Polochus.



From the outset the action in *Rayman 2* is fast and furious. Unlike Ubi Soft's other cartoon offering *Tonic Trouble* , where the majority of the gameplay is fairly leisurely and focused on puzzles, the emphasis in *Rayman 2* is on excitement. The development of the plot takes place through the subtle use of various cut-scenes. These blend in with



◀ This strange craft is Rayman's mode of flight. Mastering its handling is essential if you want to survive!

▼ Hurrah, Rayman's got his 'magic fist'! Excellent! Now we'll show them! Just one thing though... what the hell is a magic fist?





▲ Rayman takes to the sky in a bizarre flying machine for some break-neck aerial action!



▲ Oi! Who are you calling Big Nose, you microscopic moron, you! Any more lip like that and you'll be in trouble!

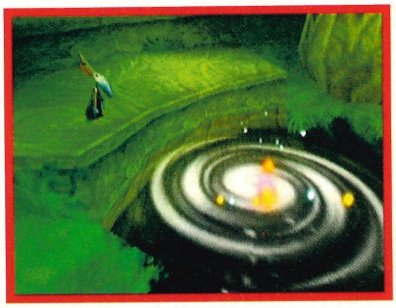
the general gameplay, the only indication that they're taking place being a small border at the top and bottom of the screen. The most important thing is that each cut-scene delivers information and clues clearly and succinctly without slowing the gameplay down too much. This might not seem that essential, but if you've played something like *Metal Gear Solid* on the PSX, then you'll know how irritating it can be to have action constantly interrupted by lengthy cut-scenes which explain the storyline!



▲ Rayman is reborn again! Each time you die you're given an encouraging comment from one of Rayman's friends.

Rayman himself is an incredibly versatile character with a range of different abilities. As he progresses through the game he evolves to overcome all manner of obstacles, while never slowing down the pace of the game. To rescue his people and defeat the evil pirates once and for all, Rayman must (among other things) learn to fly, juggle explosive barrels and water-ski. Aiding him along the way are some very strange friends, including the rather aptly-named Smallbeings who control the portals between levels by way of an absolutely hilarious Russian dancing sequence. Humour is a definite factor throughout the whole game, and all in all *Rayman 2* is shaping up to be a potentially huge N64 hit! ■





Have A Swinging Time!

This section of the level looks to be impassable, but where there's a ring there's a way! By hooking onto the strange circular hovering thing Rayman can swing across to the island, Tarzan-style!







▲ The Smallbeings. The name says it all: they're small and they're beings.

DVD review



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the future is here...

Armorines Project Swarm

A bug's death!

Venerable developer Probe may now have been assimilated into the Acclaim collective and become Acclaim Studios London, but they still know how to bang out a decent game. *Armorines: Project Swarm* is an evolution of the game engine used in *Turok 2*, geared up to move faster, have a higher framerate, hurl more enemies at you and cut down on the fog!

An alien 'breeding pod' has landed on Earth, rapidly spawning an army of monstrous insectoid life forms that consume all in their path. Conventional forces have failed to stop their advance, and humanity's last hope for survival comes in the form of the Armorines. These super-soldiers, wearing experimental power armour, have to fight through the alien hordes and exterminate them at their source.

Our preview version of the game was quite early and only featured a few of the levels, but even these were enough to show that the game is an advancement over *Turok 2*. The infamous jerkiness that made *Turok 2* almost unplayable at times is all but gone, even with multiple (and huge) enemies scuttling around. The monsters are deeply creepy and unpleasant, and the way they swarm over cliffs towards you is an arachnophobe's nightmare.

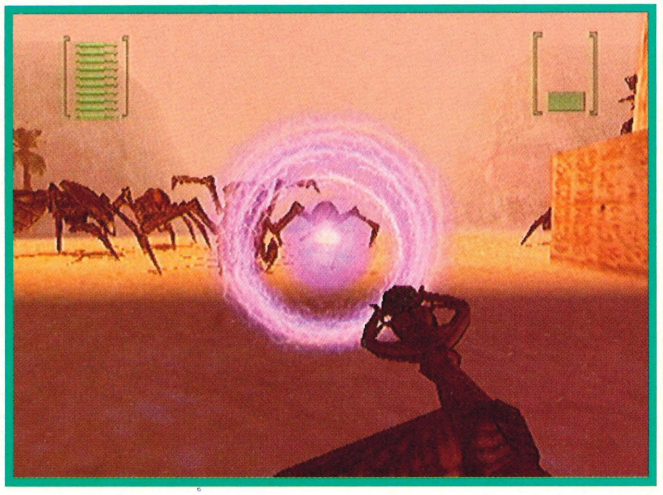
Other features that will appear in the final game include a four-player deathmatch (naturally), a two-player co-operative mode, and levels where the player flies over the battlezone in a gunship and blasts the hell out of anything crawling below with a huge cannon. *Armorines: Project Swarm* is due to appear in November, and it's safe to say you'll be hearing a lot more about it before then! ■



▲ This giant queen bug is hiding inside an Egyptian temple. She spits venom and breathes fire, so don't get too close!

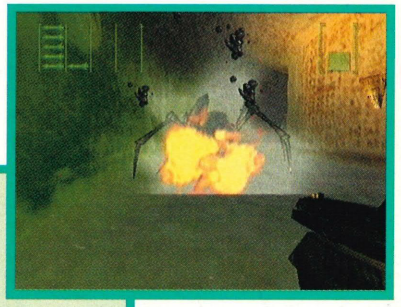
ARMORINES PROJECT SWARM

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



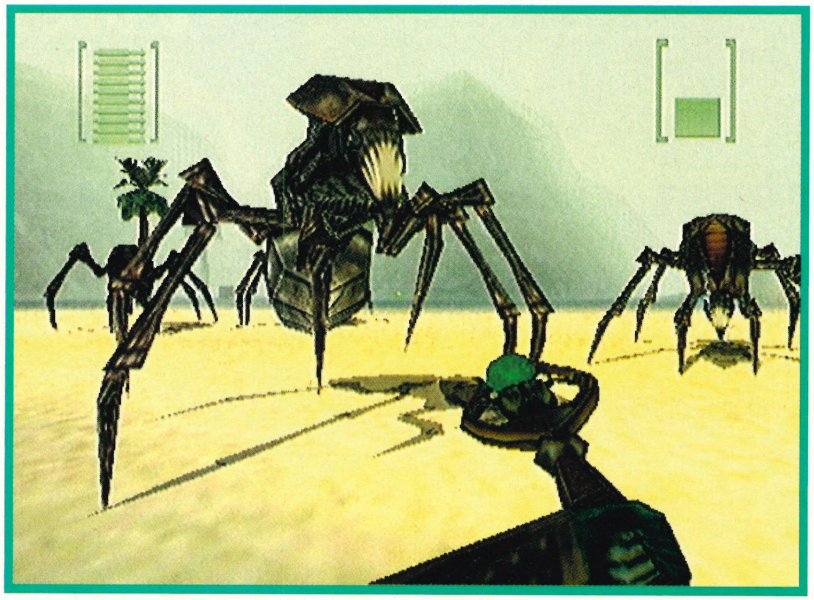
▲ The bugs aren't defenceless insects by any means. Even the very first monsters you encounter can blast you with energy waves!

▶ Among your basic weapons is an arm-mounted rocket launcher, which makes short work of any scuttling vermin.





◀ Like *Turok 2*, *Armorines* has a sniper mode. Operated with the D-pad and shoulder button, you can pick off aliens from miles away.



▲ Unlike *Turok 2*, *Armorines* doesn't slow down when there are loads of enemies on-screen. As well as these guys, there are four more attacking from behind!

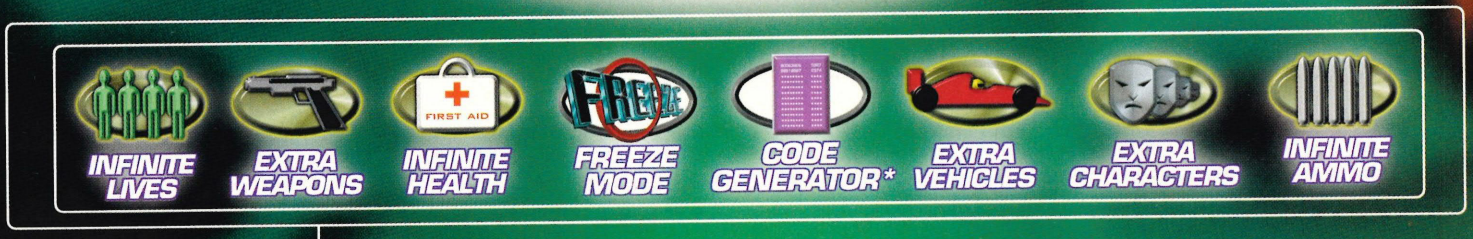


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Rat Attack

The cat sat on the rat!



▼ Sometimes, the vital Destructor is hard to reach – the only way to get to in this level is via the teleport on the right.

Rat Attack is one of those games that you feel sure must have already been released, since it was so long ago that we first heard about it! But it's not here yet, so here's the latest update on one of the N64's few pure arcade-style games.

Controlling one of a team of superpowered cats, you have a simple objective – catch all the rats before they destroy everything they can get their nasty little paws on. Teeth and claws aren't good enough for these super-rats – you have to use high-tech means. *Rat Attack* plays like a cross between the old games *Robotron* and *Qix*; to catch the rats you have to trap them in a rectangular energy field that you lay behind you, then take them to a machine that kills them.

Whether you play the one-player game or engage in some frantic multiplayer trappery, the game is almost dementedly fast. Rats keep pouring out of holes around the side of each room and start smashing the furniture. If you don't catch enough rats before they trash the joint, you lose a life. You don't get the traditional nine, either...

With luck, we should have a review of *Rat Attack* next issue. That's assuming that the little grey devils don't gnaw through the power cables on all our consoles and computers beforehand! ■

RAT ATTACK

Publisher:	Mindscape
Developer:	Pure
UK Release:	September (TBC)



▲ Being hit by a rat while having others trapped not only costs you a life, but sets the trapped rats free to destroy again!







▲ In multiplayer games, you need to trap your opponent's rats while keeping yours free.

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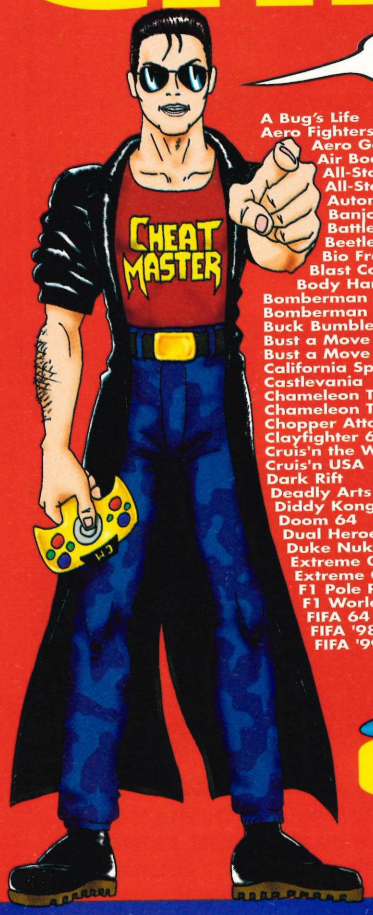
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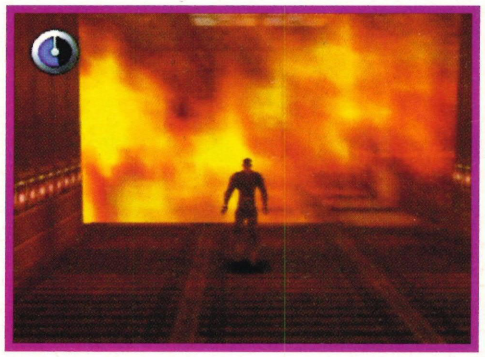
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Hybrid Heaven

Heaven is a place below Earth!



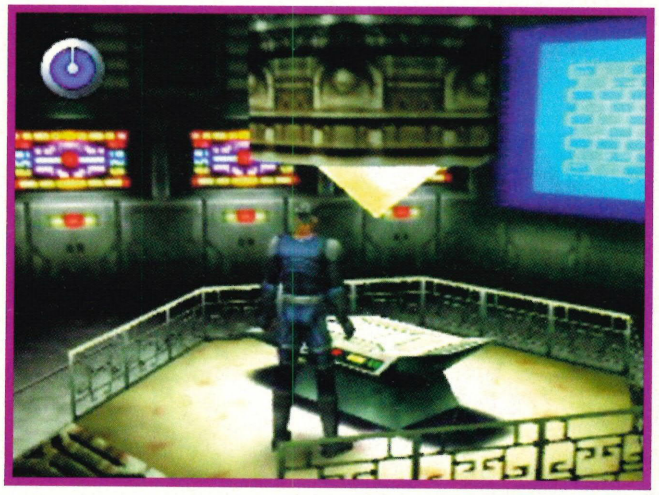
▲ The ultimate horror was revealed, contained inside the Thermos flasks of doom... Sunny Delight!

After numerous delays, Konami's highly-touted action-adventure is finally set for release! Sinister forces are building an army of genetically-modified monsters in preparation for taking over the world, and it's up to you to penetrate their vast underground base and stop them.

Although it's been touted by some as the N64's answer to *Metal Gear Solid*, *Hybrid Heaven* has more in common with certain PlayStation RPGs like *Parasite Eve*. Normally, your character (Slader or Diaz – there are two main characters who, for complicated reasons, may actually be the other person!) runs around the complex with the camera following *Zelda*-style. He can jump, climb over obstacles, examine and pick up objects he finds and go up or down ladders to the different levels. He can also shoot at certain enemies, like the patrolling security drones, from a distance.



Enter into hand-to-hand combat, however, and the game style changes to a turn-based system. Your character can choose from a range of punches, kicks and blocks, which are then pitted against the move your opponent chooses. You get to see the moves carried out in 3-D before choosing your action for the next round. Don't take too



▲ The vast underground complex below New York contains areas like this control room. Take command and try to reverse the evil.

HYBRID HEAVEN

Publisher:	Konami
UK Release:	October

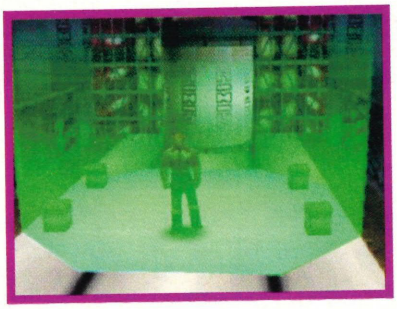


▲ Any second now, things are going to go like *The Matrix* and the camera will start spinning around. Or not.





▲ In his mad frenzy of delight, this bloke accidentally hit the cameraman and sent him reeling drunkenly across the room.



long to decide, since there's a time limit. Dawdle too long and the bad guy will rip you apart!

More RPG elements enter the game after combat, as your character learns from experience. The more fights he gets into and wins, the better his overall fighting skills become. As his experience reaches certain levels, brand-new attacks become available, so it pays to get into as many rumbles as possible!

Individual body parts even get stronger with use; if you favour one arm for attacks, that arm will get stronger and cause more damage, but at the possible cost of the other arm. To turn your character into a well-oiled fighting machine, you have to practice with all his abilities, even the ones that appear to be weak at first.





▲ Aaaargh! Leg it! *Hybrid Heaven*'s numerous genetic mutants aren't always small and easy to kill – in fact, they're often downright huge!

The plot of *Hybrid Heaven* is more convoluted than a contortionist's intestines. Much of the confusion comes from the fact that there's a certain amount of body swapping going on – in the opening moments of the game, Slader becomes Diaz (how and why is something that remains to be discovered during the game itself). The President of the USA also appears to be one of the body-swappees, and then there are aliens, international *X Files*-style conspiracies and sinister dark-suited, shade-wearing dudes who go around like a cross between the Men In Black and the Agents from *The Matrix*, hassling you (whoever you may be) at every opportunity.

We've been dying to get hold of an English-language copy of *Hybrid Heaven* for ages, and – finally! – we should do in time for next issue's full review. Now confirmed as being Expansion Pak compatible, *Hybrid Heaven* could be gaming heaven! ■



▶ Wow, it's just like that bit in *Entrapment*! Only you don't get to see Catherine Zeta-Jones' butt. What a disappointment!



▼ "Hey, put me down, you jerk! This isn't how you do the Riverdance!" All this action from text menus – not bad, eh?

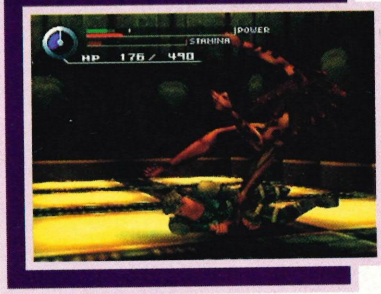


Judo Chop!

Hybrid Heaven's unique (for the N64) combat system combines RPG turn-based controls with the action of a beat-'em-up. Predict what your enemy will do, select your move, then watch as your character slugs it out with his opponent!







the 64 showcase

news peripherals rumours • hot items of interest



EDITORIAL

Regular readers will already have noticed a change in the magazine – the 64sight section has been moved to the front of the mag, and Showcase – that's this bit here, for the uninitiated – has been shuffled to appear behind it. Why's this? The reason is simple – we want to get the magazine off to the most exciting possible start every month, and the best way to do that is to kick off with previews of the hottest N64 games!

It's been quite a good month for reviews. After the last few issues, which were far too quiet on the new game front, there's been a sudden surge of new titles appearing. More to the point, many of them have been good! (There's been a couple of stinkers as well, but we won't mention them.) *Quake II*, *F-1 World Grand Prix 2*, *Shadow Man*, *Command & Conquer*, *ReVolt*... all of them earned 64 Sizzler award status. Typical, you wait ages, then five come at once!

Although August looks as though it's going to be a dry month for new games, with only the long-delayed *Duke Nukem: Zero Hour* scheduled for release in Britain, September will see an explosion of new games that will keep on rumbling until Christmas. You only have to take a look at the (suddenly rather crowded) Gamewatch section on page 18 to see just how many new N64 titles are on the way! With the creaky old PlayStation only having a tawdry selection of sequels lined up for the holiday season, against Nintendo's blockbuster-packed selection, it could be that Nintendo is the place to put your money this Christmas!

Andy McDermott, Editor

NEWS NUGGETS

FINAL FANTASY FOR DOLPHIN? – Square, the Japanese creator of the hugely successful *Final Fantasy* series, has apparently been impressed by the specs of Nintendo's Dolphin console. Company president Tomoyuki Takechi made some very favourable remarks about the potential of the system at a recent press conference. Although he didn't confirm that Square would be developing games for Dolphin, the chances of Nintendo gamers getting reacquainted with Square after a long separation has just increased...

GRAPPLERS CAPTURED – EA's forthcoming *WCW Mayhem* game will feature over 900 different motion-captured wrestling moves, many of them performed by the WCW superstars themselves...



New look for twins!

JET PHWOARCE!

The reason for the delay of *Jet Force Gemini*, which we told you about last issue, has been revealed. It's not because of bugs or gameplay changes – it's entirely cosmetic! The heroes of *Jet Force Gemini*, Juno, Vela and Lupo, have all been subjected to major plastic surgery to make them look older. As you can see from the shots here, the characters now look more like athletic late-teens than the stumpy Mega Man-like kids they were before.

We asked Rare if there was a reason for the change, but they wouldn't tell us, so we'll have to resort to the old journalistic standby of printing rumours instead. Suggested reasons include an attempt to distance the game from the 'kids with guns' controversy raging in the States, a response to the characters' mixed reception at E3, a means to improve visibility in the game, or simply to make them cooler and sexier. In our opinion, the last is certainly true!



KICKIN'!

The best gets better!



Good news for football fans! Konami has announced that a new game in the grabs-like-Vinnie-Jones *ISS* series has been confirmed for the N64.

Although it won't be out until the early months of 2000, *ISS Millennium* promises to be a big update of the already damn-near-perfect *ISS '98*. Programmed by developers Major A, the creators of the previous N64 ISS games, *ISS Millennium* will be first seen in Japan as *J-League Perfect Striker 2*, which is where these shots are from. The *ISS* edition will play exactly the same, only with the replacement of the Japanese teams by international and national sides.

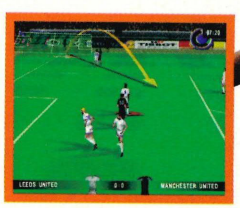


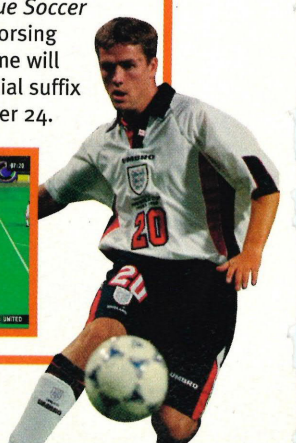
The office football fanatics have already given *J-League Perfect Striker 2* a thorough kickabout, and given it a very hefty thumbs-up! We'll be bringing you a full review of the Japanese game next issue, and looking forward to seeing the English edition of *ISS Millennium* as soon as we can get hold of it.

New Year Resoluti-Owen

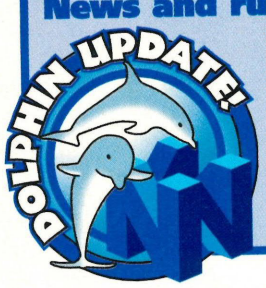
THQ sets date for soccer game

Michael Owen's World League Soccer '99 has undergone another title change, to, er *Michael Owen's World League Soccer 2000*. The crisp-endorsing centre-forward's game will now appear, millennial suffix and all, on September 24.





News and rumours from the world of the next Nintendo console...



If you were hoping that Dolphin's DVD drive would let you watch DVD movies on your console, tough luck – it won't. Nintendo has announced that Dolphin will not be able to play either regular DVDs or CDs. The reason is apparently because Nintendo wants to keep the cost of the console as low as possible, and full DVD compatibility would have bumped up the price...

As for the price, Nintendo of America boss Howard Lincoln recently said the Dolphin would appear at. "A very, very aggressive price point." This almost certainly means under $200 (£140), but could be as low as $100 (£70)...

How long will the 'Dolphin' codename last? Apparently it's already been dropped within Nintendo, the company boringly calling it 'the next-generation Nintendo console'. Knowing Nintendo's fondness for dull names, that'll probably be what it ends up being called...

KONAMI COPS OUT?

Jap giant may end N64 development

Reports from Japan suggest that Konami, the giant behind *ISS* and *Castlevania*, will be ending development of N64 games by the end of the year. The reason is partly that N64 game sales are declining in Japan, and partly so that Konami can shift resources to developing for the 'next generation' consoles, Dreamcast, PlayStation 2 and Dolphin. According to the report, the last N64 game from Konami Japan will be *Hybrid Heaven*, out in August.

Konami Europe, when we contacted them, suggested that the situation outside Japan wasn't so bleak. *ISS Millennium* and *Castlevania 2* (advertised at the E3 show as *Castlevania Special Edition*, which will feature one of the characters cut from *Castlevania* – Kohnel, aka Kola, the werewolf – in a prequel adventure) are both due out in the first few months of 2000, and it was strongly hinted that there would be some more titles to follow them.

Losing Konami would be rather a blow for Nintendo, as it's one of the few major Japanese developers working on the N64. Still, if the report is true, at least *ISS Millennium* means they'll go out in style...

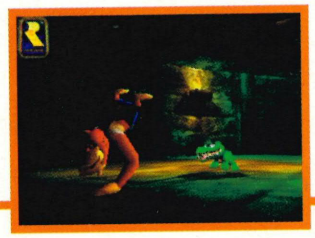
APE LAW

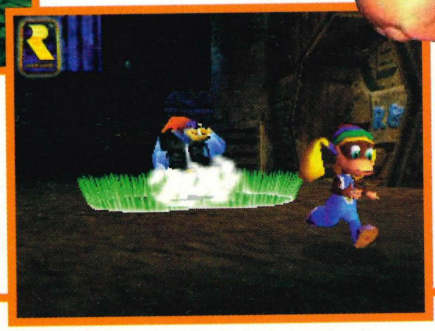
More DK64 pictures revealed

Just to keep you as up to date as possible, here are a few more brand-new shots of *Donkey Kong 64*. It just keeps looking better and better every time we see 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!

ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 3 ISSN: 1466-593X £3.95

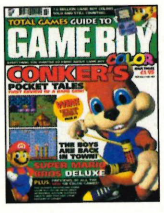
The UK's biggest DVD magazine, including reviews of every new UK release, plus essential information on new DVD players now available on the high street. If you're a new adopter who wants to find out more, or an existing DVD enthusiast wanting expert advice and the latest news, look no further!



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?



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

Duke Nukem: Zero Hour	UK	Aug 20

SEPTEMBER

40 Winks	UK	Sep
Army Men: Sarge's Heroes	US	Sep 14
Carmageddon	UK	Sep
Gauntlet Legends	US	Sep 22
Harrier 2001	US	Sep 02
Hot Wheels	US	Sep
Michael Owen's WLS 2000	UK	Sep 24
New Tetris	UK	Sep 10
Paperboy	UK	Sep
Rat Attack	UK	Sep
ReVolt	UK	Sep
Roadsters Trophy	UK	Sep
Shadowman	UK	Sep
Tonic Trouble	UK	Sep
Vigilante 8: Second Offense	US	Sep
World Driver	UK	Sep 17

OCTOBER-DECEMBER

Armorines	UK	Nov
Battletanx 2	US	Nov 16
Blues Brothers 2000	UK	Nov
Daikatana	UK	Nov
DethKarz	UK	Oct
DethKarz	US	Oct
Donkey Kong 64	UK	Nov
Earthworm Jim 3D	US	Oct
EPGA Golf	UK	Nov
Gauntlet Legends	UK	Nov
Hybrid Heaven	UK	Oct
Jet Force Gemini	UK	Oct
Major League Soccer	US	Nov 17
Mario Golf	UK	Oct
Nuclear Strike	UK	Nov
Perfect Dark	UK	Dec 17
Rainbow Six	US	Oct 05
Rayman 2	UK	Oct
Ready 2 Rumble	UK	Nov
Resident Evil 2	US	Dec
Ridge Racer Revolver	UK	Nov 19
Shadowgate Rising	UK	Nov
Smash Brothers	UK	Dec
Space Invaders	US	Oct 13
Sprocket	US	Dec
Starcraft	UK	Nov 11
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec
Vigilante 8: Second Offense	UK	Nov
Xena: Warrior Princess	UK	Nov
Worms Armageddon	UK	Nov
WWF Wrestlemania 2000	UK	Nov
Zelda Gaiden (64DD)	Jap	Nov

2000

Banjo-Tooie	UK	2000
Castlevania Special Edition	UK	Feb
Die Hard	US	2000
Duck Dodgers	UK	Jan
Earthbound	UK	2000
Eternal Darkness	UK	2000
Excite Bike	UK	2000
Hydro Thunder	UK	Mar
ISS Millennium	UK	Jan
Mario RPG	UK	2000
Mini Racers	UK	2000
Ogre Battle 3	US	2000
Riqa	UK	2000
Tetris Attack	UK	2000
Turok 3: Oblivion	US	2000
Twelve Tales: Conker 64	UK	2000
X-Men	US	2000
Zelda II	UK	2000


Carmageddon


Vigilante 8: Second Offense


Rainbow Six


Hydro Thunder

DATES TO BE CONFIRMED

3Sixty	US
4x4 Mud Monsters	US
Airport Inc	UK
Alien Saga	US
Animaniacs Ten Pin Alley	US
Asteroids	UK
Bassmasters 2000	UK
Battlezone	US
Caesar's Palace	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
Fighter's Destiny 2	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
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
Velocity	US
WCW Mayhem	UK
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
Winback	Jap
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

A frankly crap trend has emerged recently in N64 games – companies don't want to give them out for review until they go on sale. Since there's at least a two-week gap between finishing production of an issue and it reaching the shelves, this means that in a worst-case scenario, there can be as long as six weeks (!) between a game going on sale and the review appearing. Which is kind of bad if you shelled out for *Superman* without seeing a review, and judging from its chart position, many of you did! Three games in this month's charts have already been on sale for weeks by the time you read this, so our message to software companies is simple – sort yourselves out!

This Month	Last Month	Game	Publisher	64 Magazine Score
1	1	Star Wars: Episode 1 Racer	Nintendo	90%
2	–	F-1 World Grand Prix II	Nintendo	90%
3	–	Quake II	Activision	93%
4	3	Star Wars: Rogue Squadron	Nintendo	92%
5	–	All-Star Tennis '99	Ubi Soft	70%
6	8	Mario Kart 64	Nintendo	78%
7	4	The Legend Of Zelda	Nintendo	96%
8	–	Superman	THE Games	14%
9	5	Micro Machines	Codemasters	90%
10	13	Beetle Adventure Racing	EA	92%
11	10	Castlevania	Konami	85%
12	2	FIFA '99	EA Sports	91%
13	15	Turok 2: Seeds Of Evil	Acclaim	85%
14	7	Vigilante 8	Activision	90%
15	11	F-1 World Grand Prix	Nintendo	94%
16	–	Mystical Ninja 2	Konami	86%
17	19	Gex	GT	80%
18	19	All-Star Baseball 2000	Acclaim	85%
19	6	South Park	Acclaim	73%
20	18	1080° Snowboarding	Nintendo	82%

WIN £50 WORTH OF GAME VOUCHERS

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

Cool For Catz!

It's all very well having the standard Nintendo controller for the N64. Does its job, looks the part. But sometimes you need a little bit extra. Which is why Planet Distribution is offering readers of 64 Magazine the chance to win one of five extra-laden sets of accessories!

£425 worth of N64 accessories to be won!

Each of the five grinning winners will find themselves in possession of a Mad Catz Wheel with a built-in Force Pak (for reproducing every bump as your vehicle hits the kerb), a Mad Catz Advanced Controller and a Mad Catz Force Pak. The complete bundle is worth £85, but if you're one of the fortunate five, you'll have to shell out not so much as one bean!

Success is meant to be a long and rocky road, but it's not so hard here. All you have to do to be in with a chance is to answer the question below...

Q: What kind of animal goes 'miaow'?

Answer on a postcard to *Cool For Catz compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS*, to arrive before September 9.



KIDS Disney Channel's AWARDS

DISNEY TIME!

Want to visit the Disney Channel's Kids Awards at the London Arena on 18 September and see who wins awards like Band of the Year, TV Star of the Year and Football Hero? Two tickets could be yours if you answer this question!

Q: Who is the mascot of Disney?

Hurry your answer to us at *Disney compo* (usual address) before 9 September.

GOING POTTY!

Spanking gorgeous, as the ads say. Pot Noodle has got five Hand Spiders to give away, which protect your hands from the rigours of gameplay and also let you act out the Pot Noodle adverts with spiders Rip and Tibbs.

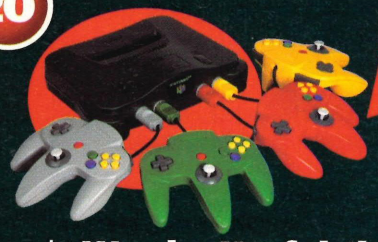
To win, all you have to do is answer the following question...

Q: Who is Rip's partner in crime?

Postcardise your answer and send it to *Pot Noodle compo* at the usual address, to arrive before 9 September.



When I'm 64



Words. Useful things. Help us communicate and separate us from the animals. Differentiate yourself from a gibbon by writing to us on matters N64ular!

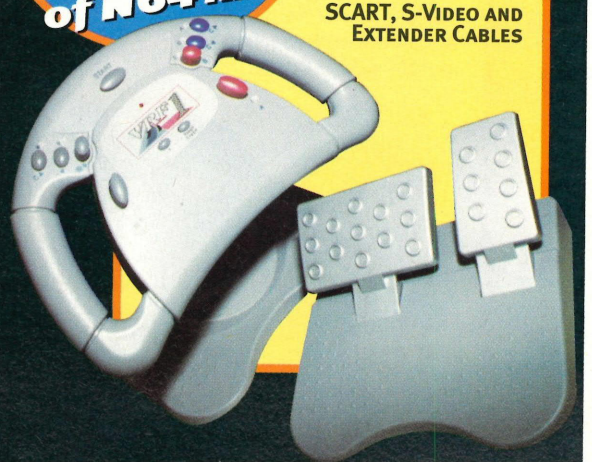
STAR PRIZE

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





Yee And Indeed Har

Dear 64 Magazine,

One word: Americanisms. It's a sad fact that only a few of the decent developers are British, Rare probably being the best. Bearing this in mind, why does Rare feel the need to hide their nationality? The superb *Diddy Kong Racing* and *Blast Corps* both feature snatches of speech, all of it with American accents. The damage in *Blast Corps* is even measured in dollars!

I don't mean to sound jingoistic, as some of the undeniably Japanese games are excellent for that very reason – just look at the *Mystical Ninja* games. My point is, why doesn't Rare display its nationality in at least a similar way? The Americans despise the English only slightly more than they hate the Japanese, after all.

It seems that this trend is set to continue. *Perfect Dark* is set at least in part in San Francisco, and I presume that the speech there is spoken by Americans too. I suspect that Americanisms will litter *Jet Force Gemini* and the new *Donkey Kong* game as well. I cringe at the thought of phrases such as "Hey, kid!", "Dude!", "Therapy!" and "Don't labor over the color of your pants!" or, er, something. That said, I'd like Rare to prove me wrong!

Luke Kemp, Sevenoaks

Ah, the irony... *Mystical Ninja* was a name made up by the Americans! The reason games are American-oriented is because that's the biggest market, so games have to appeal directly to Johnny Banjoplucker in Pigknuckle, Arkansas. Producing different versions of games for different countries would be hideously expensive. That said, all credit to Gremlin for producing *Premier Manager 64*, which is aimed solely at the British market.

Big Fatass

Dear 64 Magazine,

I am writing to you about the certificates on games. Being only 13, I think that the certificates on games and films are incorrect. The reason is that I don't find blood, gore and swearing at all offensive. Only the mentally immature would find games an influence on reality. For example, if someone over 18 played *South Park* and it affected his life to the point that he was constantly repeating the phrase "You're just a big fatass", that is the sort of person who should not be playing these types of game. I myself do not constantly repeat remarks like these from games or TV. Who says that mental maturity comes with age, anyway?

As you are not endorsed, sponsored or otherwise authorised by Nintendo, what do you recommend, the PlayStation 2 or Nintendo's new console? I personally think the PlayStation 2 at the moment because it always looks like Nintendo is going bankrupt.

Ben Woodhead, Grantham

Using your argument, everybody working on Paragon's games magazines is emotionally immature, since scarcely an hour goes by without some *South Park* quote being shouted across the room! The fact that a 13-year-old doesn't have any problems with blood, gore and swearing is exactly the reason why the old farts who make the rules impose certificates in the first place.

Since our 'snappy' coverline means we're not a propaganda-spouting mouthpiece for Nintendo, our choice of the next-generation consoles would be... er, Dreamcast, at the moment. This is for the very simple reason that PlayStation 2 and Dolphin don't even exist yet! When we get hold of them, you can be sure we'll be running them head-to-head to find which is the best.

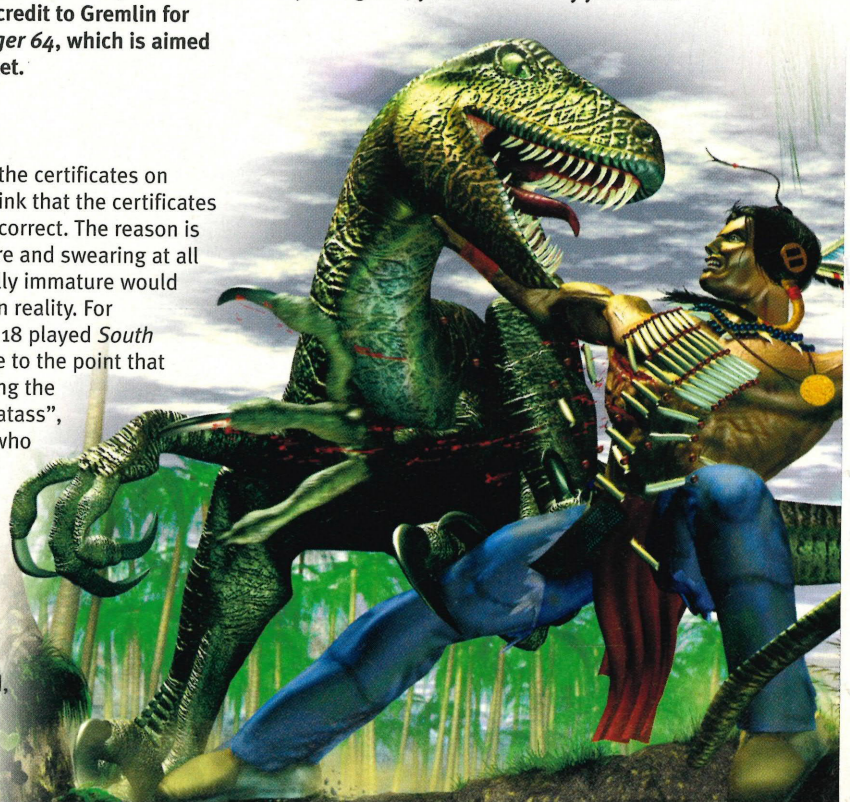
Taking Turok Too Seriously

Dear 64 Magazine,

I have had my N64 for five months and I recently bought *Turok: Dinosaur Hunter* and *Turok 2: Seeds Of Evil*. I noticed that Joshua Fireseed is slashing a dino on the label of *Turok: Dinosaur Hunter*. It can't be Tal'set because he doesn't wear a breastplate. Please explain what's going on!

Jordan Gillam, Corbridge

We don't know or particularly care, and peeling the label off your cartridge and sending it to us as 'proof' is maybe being a little *too* obsessive. It's just a game, you should really just relax.



Anyone For Tennis?

Dear 64 Magazine,

As a loyal reader since issue 6, I feel it is my duty to inform you of a small oversight on your part. I refer to a game called *Centre Court Tennis*, which I bought from Gamestation in Camden Town about three months agao. Now, it appears that this game is none other than *Let's Smash*, the Jap game you rated 90% in issue 21.

I couldn't help but wonder why you hadn't done a UK Update on such a good game, but on inspection of some lesser N64 mags, it seems you ain't the only ones who overlooked it!



Just so you don't think I'm lying, I've stuck the empty game box in with this letter, as I've no need for it due to the game being nicked in a recent burglary! Now you know about the game, you can do a full UK review and remain head and shoulders above your rivals.

Not exactly a Star Letter, I know, but if you feel my loyalty needs rewarding, you've got my address. Cheers, chaps!

Danny Wilkinson, Kilburn

We knew that *Centre Court Tennis* was on sale, but there was just one small problem... we couldn't get hold of a copy! More to the point, we didn't even know the name of the company releasing it. Nor did Nintendo, when we called them. Now we've got the box, we can see that it's by... um, GIM or GMI or Bergsala or Gaga Communications. None of whom we've heard of. So, if anyone from whichever company it is reads this, send your game in and we'll review it!

CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

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

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!

Sold Out (Or Not)

Dear 64 Magazine,

Why do you advertise games in your Buy, Sell, Exchange when they're not even out? I have rung the number loads of times for *Rayman 2* and *Tonic Trouble*, only to hear that they haven't got a release date for them. So why don't you wait until you get the game?

Jay Dickinson, Blackburn

Not quite sure what you're referring to, since we don't run any kind of games exchange service, but we assume it's an advert. The editorial staff of the magazine has nothing to do with the content of adverts, so if an advert lists a game that's not out yet, don't blame us! If you want to know when a game is due out, the best thing to do is to check our Gamewatch section on page 18.

Dashed Expectations

Dear 64 Magazine,

I'm writing concerning the recent coverage of the E3 show in your magazine. I was glad to see that you were not afraid of being critical and prejudging the games on display. It has annoyed me that too often a game has sold very well, when the reviews have shown it to be of poor quality. Much of this has been due to a sense of expectation built up by the computer press, so rather than wait for the review, the game will be purchased on release. At least if you are critical beforehand we will be more cautious before we buy anything. It would also help the programmers to take note of any problems experienced, but I doubt that will be the case. Shame, as some of the games show great potential!

John Reid, Belfast

The N64 is starting to suffer from 'flog the games before the reviews appear' syndrome more than any other format, because preview flash ROM cartridges are so expensive, and therefore in short supply. *Quake II*, reviewed this issue, is an example – we only saw preview code three weeks before the game went on sale (it takes at least two weeks for a magazine to go on sale after it's completed) and by the time this issue appears, the game will have been on sale for over a month! Fortunately *Quake II* is a good game, but there are plenty of others that aren't. Remember, even if a game seems like a 100 percent dead cert, you shouldn't buy it until you've read the review in 64 Magazine...

PRIZE WINNER

STAR LETTER

Back To The Future

Dear 64 Magazine,

I read with interest the feature on the latest E3 show in issue 28. There certainly looks to be some titles to look forward to, but I do agree that a lot of new titles seem to be offering nothing new – and it is this which is the topic of my letter.

With the amount of games that have been made since videogames were invented, and especially since the games industry has become such a lucrative market, it is no surprise that a distinct lack of imagination has crept into the industry. It is also predictable that older titles, such as *Gauntlet*, are being brought up to date on the more powerful platforms of today. I believe that breathing life into older titles is no bad thing, just as long as they are treated with the knowledge that more can be done with modern consoles. Why can't there be updated versions of *Spy Hunter*, *Elite* or *Paradroid*?

Having said all that, I can't understand what has happened to imagination and creativity. I'll bet that any of your readers has an idea for a game that would offer something different.

On a different note, I find 64 Magazine a very informative and entertaining read, but I do have some questions.

1: Why do you rate the game out of 100% but only mark other aspects out of five? Surely marking out of 100 would be more accurate?

2: I know that few games are released for review and you must struggle for features to fill up the mag, so why not do something on the programmers themselves? I for one would love to read interviews with the people who write the games we play.

3: Why do you print cheats so soon after the games are released? At £50 a throw it's not very fair to get home with your latest game and see a cheat for it a few days later. I know you're going to say you don't have to look or use them, but that's not the point, is it?

Graham Harris, St Leonards-On-Sea

A millennial version of *Spy Hunter* is on the way, and a new *Elite* would be fantastic (and we don't mean the horrid botch that was *Frontier* on the PC). Some of the current lack of imagination comes from having used all the possible game genres, but at the moment it seems that nobody's even trying to be anything new – certainly not in the console market. The attitude seems to be 'churn out another sports game or racer and it'll keep 'em happy'. As long as people keep buying them, that's all we'll get.

1: Said it before, say it again – how can you say that a game's graphics (or whatever) are 1% better than another's? The overall percentage score is just as daft, but we're stuck with it.

2: We'd like to, and do when we can. The problem is that most development companies today are owned by larger companies, who get all paranoid and control-freaky if you want to do an interview. God forbid we might actually print something informative instead of PR puffery!

3: You don't have to look or use them...

64 reviews

REVIEWED THIS ISSUE!

64 MAGAZINE





QUAKE II

24 Is this the N64's new master blaster? See what we think!



WWF ATTITUDE

30 Sweaty men in tights. Great if you like that sort of thing!



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?

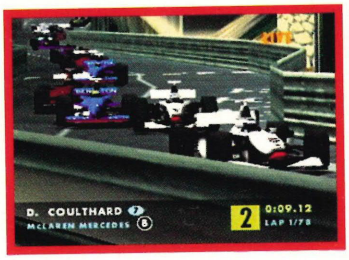
Supplied By

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?

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







34 F-1 WORLD GRAND PRIX II
Break a leg... oops!

38 SHADOW MAN
Dead man shooting!

42 COMMAND & CONQUER
"If I ruled the world..."

46 REVOLT
It's a radio-controlled rampage!

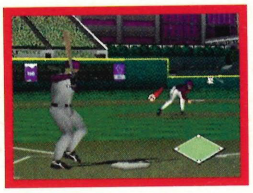
48 SHADOWGATE
One gate you should never open!

50 SUPERMAN
The Man of Steel has got rusty!

52 RUGRATS
Will the cartoon babies leave you 'board'?

54 MIKE PIAZZA'S STRIKE ZONE
Another baseball game. Whoopee!







56 FLYING DRAGON
A new N64 beat-'em-up? Well, not really.

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!

Quake II

It seems that two's the charm for this first-person gore-tastic shooter!

64 MAGAZINE SAYS SMALER

Quake was something of a disappointment when it finally arrived on the N64. It wasn't particularly bad, it just wasn't anything special, that's all. The graphics were average, the gameplay was average, the levels were all more or less the same as the PC version and the multiplayer was... well, not very multi, allowing as it did for just two players. Because of this hopes have been riding high for the second game in the series, *Quake II*.

Pessimists reckoned that it'd be a case of more of the same. With *Quake III* on the way for the PC might not *Quake II* be just a little too dated like its predecessor? The simple answer is no. Pretty much everything that was wrong with the original N64 *Quake* has been sorted out for the sequel and the result is... well, more than a little impressive, to say the least!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Activision
Developer:	Raster Productions
Game Type:	Shoot-'em-up
Origin:	US
Release:	Out now
Price:	£39.99

Easily the fastest first-person shoot-'em-up



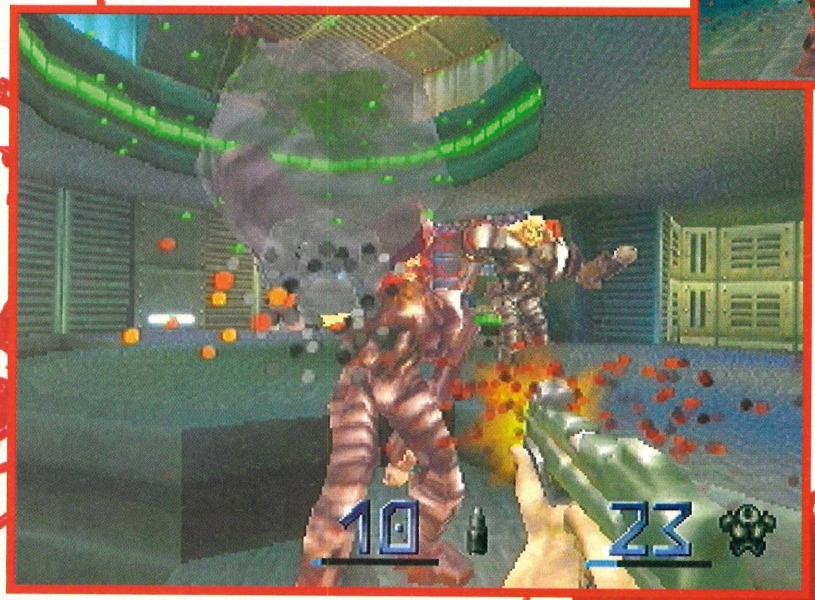
▲ Prepare to eat railgun, you no-armed flying dude! You know what happened to the real Icarus, don't you?

So where do we start? The storyline is always a good place to begin. With *Quake II* it's not what you'd call a major feature of the game though, covered as it is on less than half a page of the manual. Basically the Earth is under threat from a race of cybernetically modified beings called the Strogg, who bear a startling similarity to *Star Trek*'s Borg. For reasons of their own, the Strogg are determined to conquer the planet – and of course they don't want to cohabit, so the first part of their plan involves wiping out every single living thing to allow them vacant possession.

Now the governments of Earth aren't going to just sit idly by and get wiped out, oh no. They're planning the mother of all assaults, but to accomplish this successfully they need intel, and to that end they've sent a solitary space marine – you – on a reconnaissance mission behind enemy lines. You, however, aren't going to settle for just simple reconnaissance – you've decided that you're going to wipe out the Strogg threat single-handed!



▲ Look I don't mean to be a bother, I mean I know you were looking forward to a good fight and all, but I think I've left the gas on!



▲ A little two-Strogg action on the way to the cargo bay – the machine gun is always useful against multiple opponents.

Quake Baby Quake!

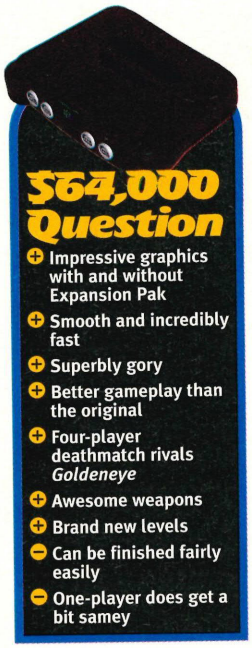
And that's the plot behind the one player game. Each level begins with you receiving a mission objective. These can range from simply finding the exit to locating and destroying a piece of Strogg equipment. On many levels, you have more than one mission to complete before you can leave, and while these are never particularly complicated they nevertheless add to the gameplay. One of the things with the first *Quake* game was that the objective of each level was

Carve 'Em Up!

The dead bodies in *Quake II* unfortunately disappear after a few seconds, which means you can't leave a trail of bloody corpses behind you as you go. However, rather than just letting them fade away, it's much more fun to blast the dead body to bits!







$64,000 Question

- ⊕ Impressive graphics with and without Expansion Pak
- ⊕ Smooth and incredibly fast
- ⊕ Superbly gory
- ⊕ Better gameplay than the original
- ⊕ Four-player deathmatch rivals *Goldeneye*
- ⊕ Awesome weapons
- ⊕ Brand new levels
- ⊖ Can be finished fairly easily
- ⊖ One-player does get a bit samey

on the N64!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores a massive number of saved games



always just simply to make it to the exit. You still had to find keys and hit switches, but there wasn't really a sense of achieving anything as you progressed. The mission objectives in *Quake II*, on the other hand, serve to give you the feeling that you're actually accomplishing something as you gradually move deeper and deeper into Strogg-held territory.

As mentioned already, the levels in the first *Quake* game were pretty much identical to the ones in the PC version. While this probably didn't make much difference to a lot of people, it meant that if you'd played through the PC game then the N64 version didn't have a whole lot to offer. Fortunately, somebody has obviously realised that there might be PC owners out there who also own consoles and so the N64 version of *Quake II* has totally original levels.

▲ **Top tip: don't use the rocket launcher on enemies standing right in front of you. It can seriously damage your health!**

Quake, Rattle & Roll!

Without meaning to keep on the original *Quake* too much (because it *was* a fairly okay game) the levels in *Quake II* seem to have been designed with a lot more thought. In *Quake* the levels twisted and turned and backtracked on one another, so that at times you were often forced to retrace your steps quite a bit to get to a specific place. Each level in *Quake II* has been planned in such a way that as you accomplish an objective a new route opens and you hardly ever have to go back on yourself. This keeps the levels fairly linear and ensures that the pace of the game keeps up, although it does



▶ **The Gladiators are complete gits. They move far too fast than is healthy and their railguns pack quite a punch!**



▲ **"Under the sea... under the sea! Darling it's better, down where it's wetter, take it from me!" Check out watery areas for secrets.**



▲ **On this level all the platforms are moving downwards into the bowels of the planet. If you haven't mastered jumping, you'll be in trouble!**

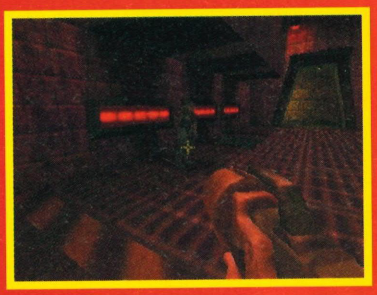
Failed Heroes

Levels 14 and 15 are the Research Lab and the Detention Centre. It's when you reach these areas that you realise you're not the first marine sent to take on the Stroggs. Those who have failed are scattered around – some dead, some imprisoned, some driven mad by their torture. As you progress you find more and more Strogg devices which seem devoted to simply killing these unfortunate soldiers. Like these!

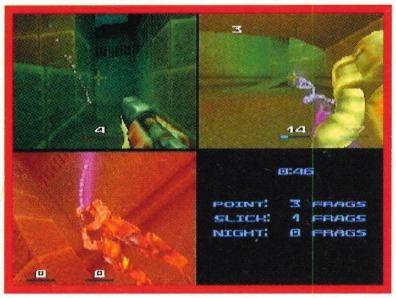












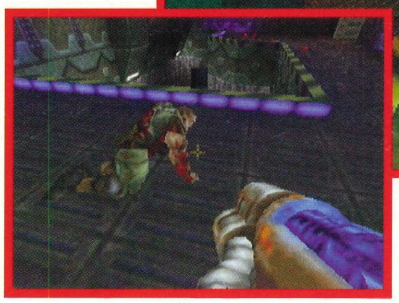
▲ Ow! That really, really hurt! You're a right git with that gun, you know! I don't think I want to play with you any more.



▲ If in doubt, pull out the hyperblaster and go for it! This little baby is seriously sexy and few of the enemy last long against it.



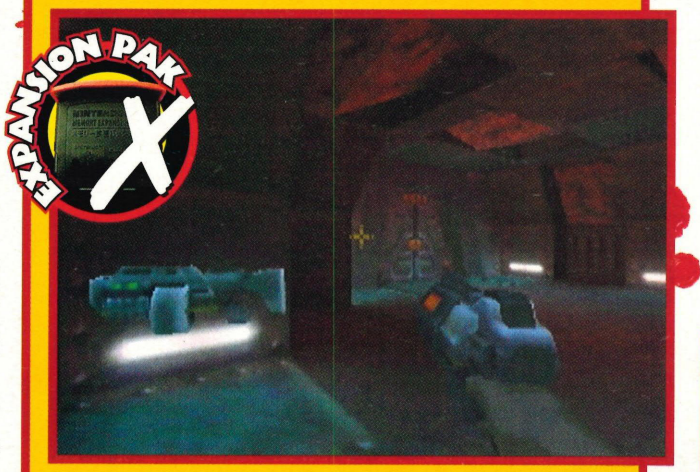
▲ This is the fate that could be waiting for you if you fail in your mission! On the brighter side though, they might just kill you instead.

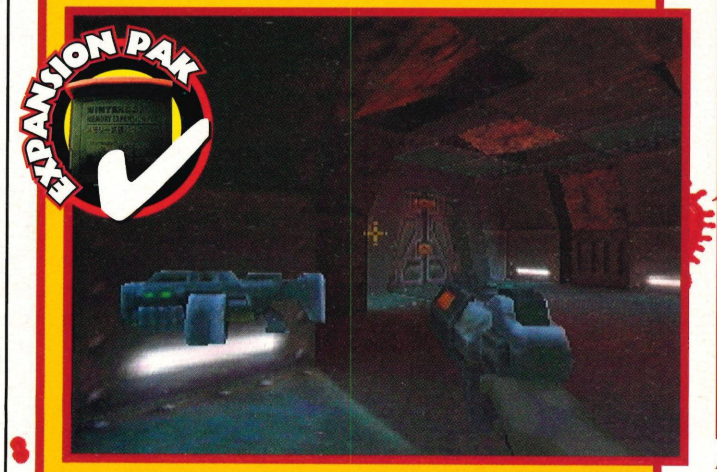


▶ Look, this is no time to be looking for your contact lens! Just put your glasses on and let's get the hell out of here!

Expand Your Mind

The graphics in *Quake 2* are improved with the use of the Expansion Pak, although they're not that bad without it! Take a look at these two screenshots side by side – one Expansion Pak enhanced and one not – and see what you think...





also mean that you get through the levels quicker than perhaps you would do if you had to explore.

There are three skill levels in the game – easy, medium and hard. The easy level is only moderately easy, the medium level is pretty damned hard and as for the hard level... forget it! The mission objectives and level structure remain the same whichever difficulty you choose, but on the medium and hard settings the enemies are far more prolific and much more difficult to kill. Plus you encounter the more dangerous bad guys far earlier on in the game.

The enemies themselves are pretty impressive. They come in a variety of shapes and sizes and when you shoot them they take damage, gradually getting battered and bloody until you finally kill them. A nice touch is if playing on medium or hard difficulty some of the enemies are dangerous even after you've killed them. The Light Guards, for instance, often sit up and with their dying breath get off a few wild shots at you, while if you blow an Enforcer's head off he convulses violently and sprays a deadly burst of fire from his chain gun!

Cooler Quaker

Graphically the one-player game is very fast and generally very smooth, particularly when you're playing with the Expansion Pak. The sound effects are on the whole pretty good with loads of nice grunts and groans from the enemy forces, although the gunfire noises from some of the weapons are a little disappointing if you're used to the PC version – the hyperblaster sounds particularly weak compared to its PC counterpart.

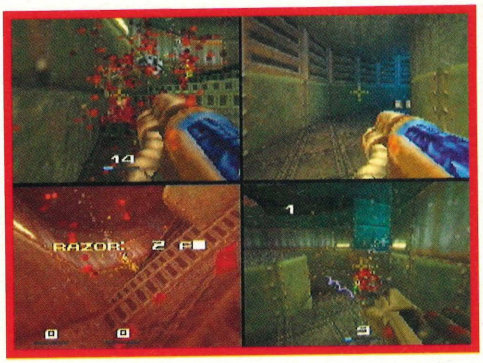
All in all the, one-player game is pretty damn impressive and while it

So good it rivals even



▲ It's never explained exactly why all these guys are wearing welders' masks – perhaps they're all really ugly or something.







doesn't have the depth of play of something like *Goldeneye* it's easily the fastest first-person shoot-'em-up on the N64 at the moment. However, *Quake II* on the PC was never really about the one-player game. The reason it's got such a huge fan base is due mainly to the superb multiplayer deathmatch mode. Guess what? The N64 version has got that too.

Two, three or four players can take part in four different types of deathmatch game over ten different arenas, which, like the one player levels, are unique to the N64. This means that your friend who's memorised every weapon location, armour position and sniping zone in the PC deathmatch levels is going to be in for a shock.

▶ It's essential that you collect body armour wherever possible. It can make the difference between survival and extinction in a firefight.



▼ The BFG can always be counted on to clear away those pesky enemy soldiers in practically no time at all!

At the risk of getting stoned for blasphemy, the deathmatch mode in *Quake 2* is so good it rivals even the mighty *Goldeneye*! There, said it. Do your worst! Anyway, this time around the multiplayer action is as close to the PC version of the game as it's going to

▲ You look a bit the worse for wear, Mr Strogg! I reckon you should go and lie down somewhere for a bit.

get – for the moment at least. Before you say it, PC fans, we know there's no link-up and you can see the other players' actions on screen, but basically this game is just too fast for you to really watch what your opponents are doing. If you take your eyes off your own screen even for a moment to check out the position of everyone else, more often than not you'll look back to find someone's just blasted you into

We're Wide-A-Quake!

The four different types of multiplayer game are Deathmatch, Fragteams, Flagwars and Deathtag. Deathmatch is fairly straightforward all-against-all action; Fragteams lets you team up

the mighty Goldeneye!

(obviously) either two-on-one, three-on-one or two-on-two; Flagwars has you trying to find and capture the flag from the opposing team's base while protecting your own and Deathtag is like Flagtag in *Goldeneye*, with one flag somewhere in the arena and the player holding onto it the longest winning the game.



Super Tank!

This chap is the huge mid-game boss who appears on level ten. He requires an awful lot of hits before he's defeated and he's packing some heavy firepower. His speed – or lack of it – is his one flaw, so make sure you keep on the move.

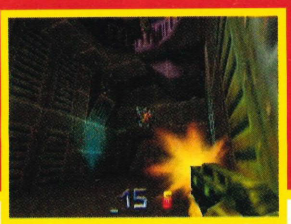


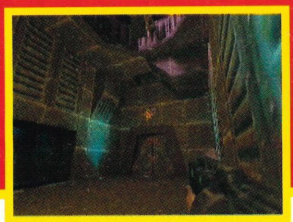




I've Got A Secret

Like the original *Quake* this game is packed with secrets. Some of them are fairly easy to find, while others require you to shoot or strike switches. Like the one on this wall, for example, which opens a small alcove on the left.







▲ This guy isn't too bad unless he starts firing grenades. The best thing to do is to make sure that he doesn't get that chance!



▲ One of the best-sounding weapons is the chain gun. Unfortunately, its slow wind-up and wind-down times are a bit of a pain.



▲ On the two higher difficulty levels, the enemy troops don't go down without a fight – or without a last few shots, at least.

oblivion. Even if this doesn't happen, the characters move so fast that the chances are by the time you go to wherever it was you saw someone they'll already be long gone.

Turok 2 had the option of fast gameplay thanks to the adjustable game speed. Unfortunately, with that title the more you pumped the speed up the more difficult it became to control your character, and at the top setting hitting other players was almost impossible unless they were kind enough to stand still for you. With *Quake II*, despite the high speed of the game, you never have any trouble taking aim and obliterating each other. The arenas themselves help with this, being fairly small and without the daft pits and narrow platforms of most of the *Turok 2* levels.

Quake-R Oats

If you're a fan of multiplayer action then you can't do much better than *Quake II*. On our cover last issue we posed the question: '*Quake II*: the end of *Goldeneye*?' After considerable play the answer to this has to be no, not really. The one player mode in *Quake II* isn't quite as good as *Goldeneye*, although some people may prefer the simplicity of this game to the more complex mission-based action of the Rare title. The deathmatch modes in *Quake II* are easily as good as those in *Goldeneye*, but it wouldn't be accurate to say that they're better... or worse, for that matter. They're simply different.

You can't do much better than Quake II!

In *Goldeneye* the levels are more closed, the characters move slower and the emphasis is as much on strategy and planning as it is on skill with your weapon. In *Quake II*, by contrast the levels are small but fairly open, the players move incredibly fast, strategy goes out of the window and it's the one fastest on the draw with the biggest gun who inevitably comes out on top. Basically, if you're a true N64 deathmatch fan it's not a case of choosing between *Goldeneye* and *Quake II* – you should own them both! ■

Friendly Fire?

Prisoners on the detention level are usually either laughing maniacally or beseaching somebody to kill them. You're actively encouraged to finish the poor souls off as they often reveal a secret when they die, but that doesn't make it any less disturbing...







▲ Oops... died. The failure of the mission is made all the more painful by the fact that your killer appears to be laughing at you.

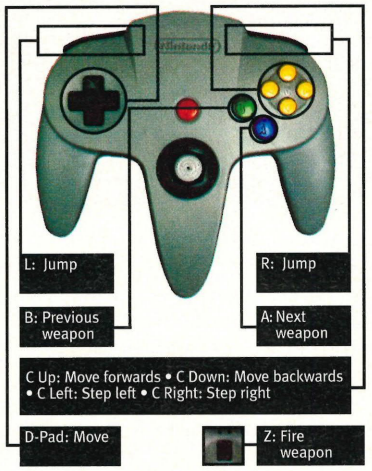
2nd opinion

Oh yes! It's been too quiet for fans of gun-toting action on the N64 lately, but *Quake II* more than compensates. The one-player game is decent enough, but the multiplayer mode is on a par with *Goldeneye* for playability, and a great deal faster! ANDY MCDERMOTT

Rating N N N N N

64 Bottom Line

Controls



Alternatives

Quake: GT Interactive
Reviewed: Issue 13, 82%
Goldeneye: Nintendo
Reviewed: Issue 5, 95%

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 %

93

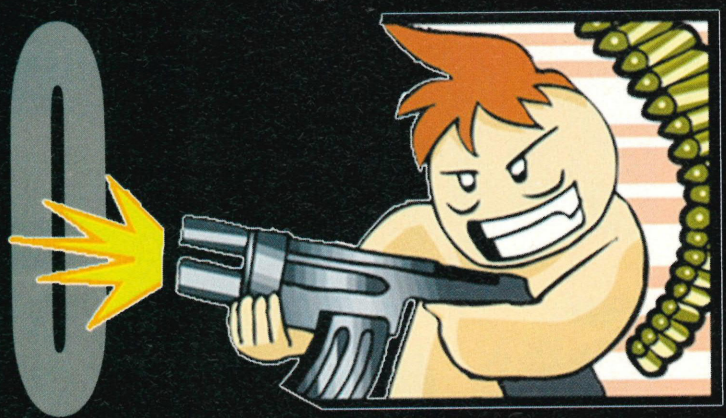
Soundbite

They got it right second time with this first-class blast-'em-up.



MORE POWER

MORE AMMO





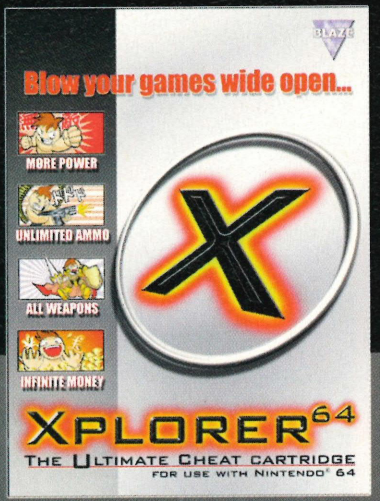
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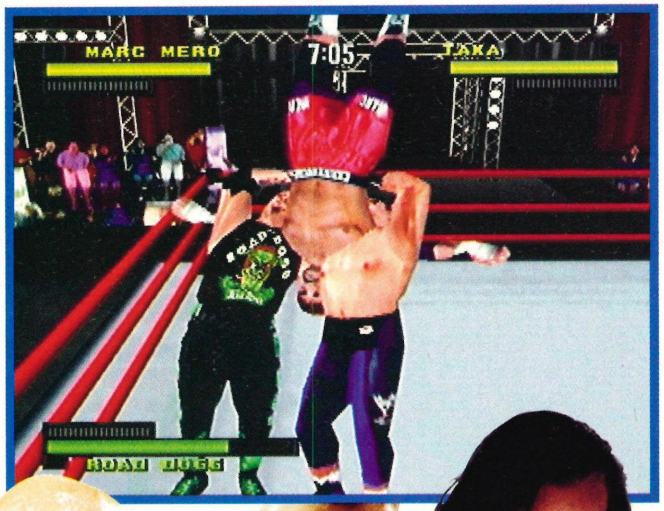
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Written by: Martin Mathers



WWF A

More greasy men running about in lycra than you can shake a stick at, missus!

No matter how many people take the mickey out of it for being faked or stupid, wrestling has never been so popular. People all over the US flock to watch men in tight pants through each other about a bit – most wrestling events pull in the same crowd numbers that you'd get at a decent Premier League football match. Wrestling is also one of those sports that makes it into videogames with great success, so it's no surprise that once again there's yet another wrestling game coming to our shores.

After the top-notch fun that was *WCW Vs NWO Revenge*, you might have thought that it would be hard to bring out something that was even more enjoyable. Of course you'd better think again, because *WWF Attitude* is a stormer of a game and no mistake. Everything that made the original *WWF Warzone* a success is back in spades along with a lot more besides.



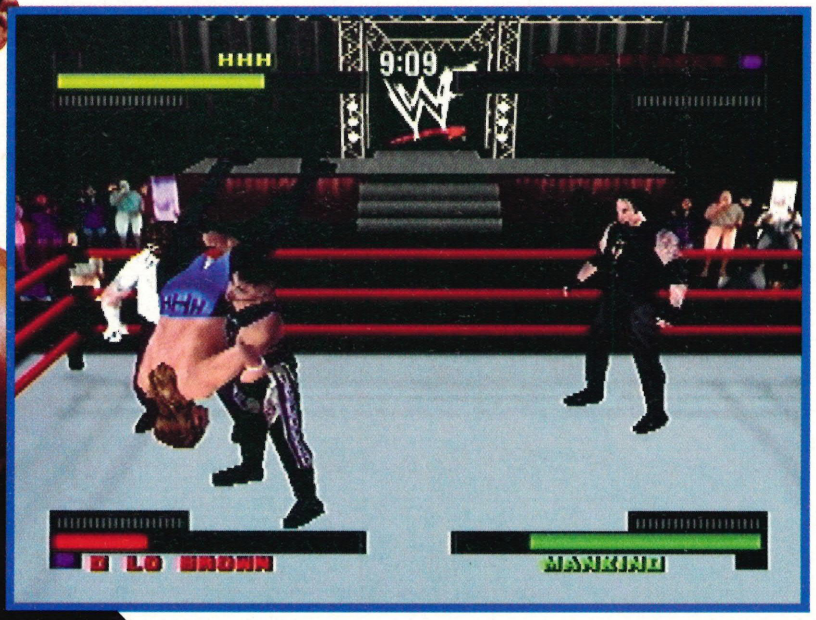
▲ Triangle Matches are a mad battering match between three people at the same time. If you're pinned, you leave the ring!

It's Gonna Be A Slobberknocker

When you compare this latest *WWF* game to the old version, it's easy to notice the main improvements that have been made. There are now over 40 WWF superstars, each with their own wrestling styles, entrance music and finishing moves. Seen all the Individual, Tag Team, Weapons and Cage matches? Now there are 15 different modes of play!

There are also a whole heap of improvements to the Career mode. Instead of simply fighting people and

It's the little things that make WWF



▲ Stable Matches pit 16 people against each other in four teams of four. With bodies flying everywhere, it can turn into an all out brawl!

$64,000 Question

- ⊕ Tons of characters to get your teeth into
- ⊕ Still the most comprehensive Create Player feature around
- ⊕ Sound and graphics once again top notch
- ⊕ It's wrestling, which a lot of people love
- ⊖ Can get a little repetitive after a while
- ⊖ It's wrestling, which a lot of people think is rubbish!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim Sports
Game Type:	Wrestling
Origin:	US
Release:	27 August
Price:	£39.99

ttitude

moving up the ladder as you beat them like before, there's more to do this time if you want to be a champion. Starting at the bottom of the rankings you have to work your way up by competing at the regular WWF events that happen throughout the year. When you're just beginning you'll only be taking part in small matches during house events, but as you get better you'll have the chance to appear on TV shows such as Saturday Shotgun, Sunday Night Heat or even Monday Night Raw.

Finally you may get an opportunity to compete at one of the Pay-Per-View events at the end of the month for a shot at the title – Summerslam, Survivor Series and King Of The Ring are just some of the highlights.



▲ If you want some glory, have a go at the King Of The Ring – a knockout tournament where the last person left wins.

Smell What The Rock Is Cookin'?

The whole WWF game concept has been stepped up a notch in terms of graphics and sound for *WWF Attitude*. While the actual wrestlers look much the same, they have a lot more detail to them and their movements seem a bit more fluid, although they do occasionally limp along from time to time. Everything else has been upgraded too, with better arenas, tons of nice touches that come into play during wrestler's entrances – check out the groovy flames as Gangrel rises out of the entrance stage – and better looking menus and the like.

Soundwise it's all rather fantastic too. Each of the 40 wrestlers have their own grunts, taunts and one-liners which, although limited, vary enough to keep them interesting. The commentary is also very well done with both Jerry 'The King' Lawler and Shane McMahon coming out with some choice quotes – just when you think you've heard it all, The King will shout something that is either funny, ridiculous or both. Improvements are most noticeable though on the entrance music of each wrestler. Instead of the low-quality MIDI renditions in *WWF Warzone*, you've now got full length, completely accurate tracks to check out with each entrance.



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores career progress, cheats and custom wrestlers.

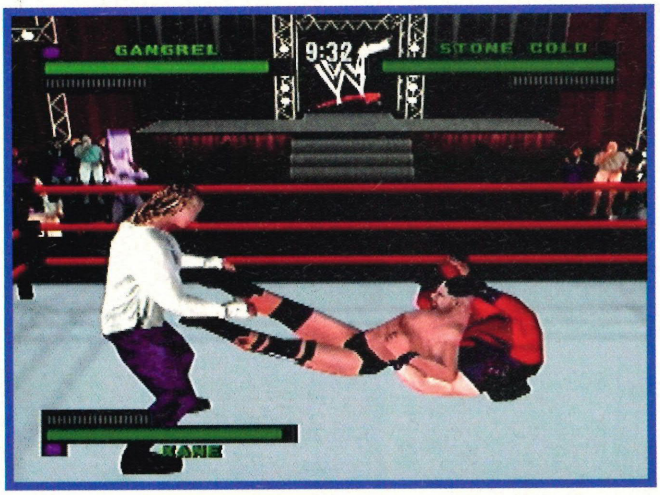
Pick Your Own

Once again, *WWF Attitude* brings back the Custom Wrestler feature that was so popular the last time around – only this time it's even better! All the different types of clothing and body types are there, but now you can go into more detail, changing facial features likes eyes and mouths as well. You can choose from a lot more entrance music styles, and even pick the way that your wrestler enters the ring. But best of all, gone are the days of picking a set list of moves for your character – instead you

Attitude king of the gaming ring!



▲ The Career Mode is the bulk of the game and lasts absolutely ages. You've got to work your way up through the ranks, but it's not easy...



▲ Three-on-Three and only one person can win – it's a Triple Threat match. If your opponent's about to win, just stamp on his head!

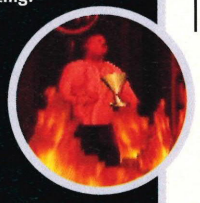


▲ Climbing to the top rope can be a dangerous idea. You might be able to land a bone-crunching blow, or you might end up straddled on the ropes!

The Gang's All Here

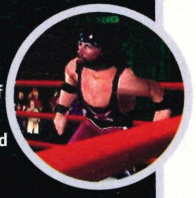
In keeping with other wrestling games, *WWF Attitude* has bumped up the number of wrestling characters that you can choose to be throughout the game. There are 30 superstars to select at the outset, with another 11 that are revealed as you make you way through the Career mode. It's all very up-to-date, with wrestlers taking sides according to their allegiance, and all the right costumes. They've all even got their own personal entrance music and style that is spot-on to how they act in real life. Amazing!

GANGREL



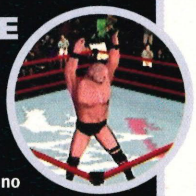
Certainly one of the most impressive entrances belongs to Gangrel. He rises out of a ring of fire and then sprays a cupful of blood everywhere! Nice.

X-PAC



Check out X-Pac as he runs to the ring. Plenty of crotch-chopping ahoy with fireworks to boot and a groovy soundtrack.

STONE COLD STEVE AUSTIN



Typical to his style, Stone Cold Steve Austin swaggers into the ring ready to kick some wrestling butt. There are no fingers in sight though.

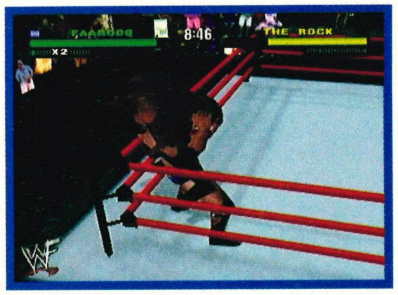
KANE



Kane walks through a wall of fire as he enters the ring and then summons the 'fires of hell' when he gets there. Erm, quite.

can pick individual moves depending on your taste. A Stone Cold Stunner with a side order of Pedigree? Mais oui, monsieur...

Once you've put together your perfect wrestling creation (or if you can't be bothered, just using the Random feature to produce the worst freak possible), you can save it to your memory card to use at a later date. Picking and choosing moves means that if you use them against your mates, they won't know exactly what to expect...



▶ Faarooq's close-up demonstration of how clean and fresh his tights really were didn't go down too well with The Rock.

WWF Attitude is a stormer of a game!

The Bottom Line

As you'd expect from any wrestling game, there's plenty of action in one-player mode but *WWF Attitude* really comes into its own in multiplayer. Playing a 29-man Royal Rumble or pitting your skills against each other in a four-by-four Stable Match is possibly the best fun that you and your mates could ever have. Sadly though, the only quibble that we could have is that *Attitude* isn't the kind of game you can just pick up straight away – the technique for pulling off moves takes a little practice, unlike *WCW Vs NWO Revenge*, and therefore might be slightly off-putting for people who just want to play every so often.

That said, it's the little things that make *WWF Attitude* king of the gaming ring. The huge number of real superstars as opposed to made-up nobodies, as well as the virtually endless number of match combinations and challenging Career mode, make this a game that will keep you going for a long while. If you've got any of the older wrestling games then it's about time you've updated – only owners of *WCW Vs NWO Revenge* should think twice before going for this little beauty. ■

Do It Yourself

If you're one of those people who are really into the wrestling thing, you'll have seen those huge Pay-Per-View events that the WWF do and get shown on satellite TV at 1am every so often. Playing *WWF Attitude* gives you the next best thing because you can make your own big wrestling show! Just choose what you want to call it, pick out the colours and style of your arena and decide on the card by picking out who's going to wrestle who. Now just sit back and enjoy – it's like being the owner of the WWF in your own living room!



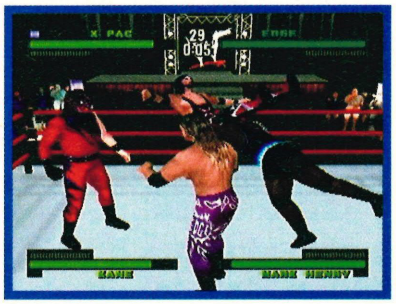
▶ Hmm, now what to call our event? Well, we're always up for some munchies here at 64 Mag so how about 'Biscuitmania'?



◀ Next, we'll choose the curtains and lights. Honestly, can't we just call an interior decorator to do it for us?



▶ Now just choose the matches and we're away. You can have virtually any match you feel like, so mark them down and let's get ready to rumble!



▲ Make sure you get rid of everyone as quickly as possible – the wrestlers keep coming thick and fast until there's only one person left!

2nd opinion

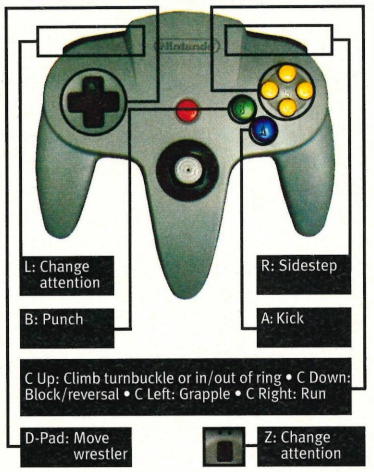
Wrestling games keep getting better, but only by small steps – if you've bought another one recently, *Attitude* isn't a huge improvement. It is superbly presented and definitely playable, though, so if you're a wrestling fan you'll be in sweat heaven! ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

WCW Vs NWO Revenge: THQ
Reviewed: Issue 20, 85%
WWF Warzone: Acclaim
Reviewed: Issue 17, 86%

Rating

Graphics



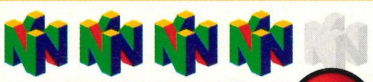
Audio



Gameplay



Challenge



Overall

87%

Soundbite

Everything's been improved apart from the gameplay. Besides that, it's the best wrestler yet!

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▲ The dark grey part of the track is the racing line, where rubber from worn tyres has been deposited. Follow this for the fastest route.

64 MAGAZINE SIZZLER

F-1 World Gr

The race for the championship is on – again!

It's not just FIFA and American football games that can get an annual update. *F-1 World Grand Prix*, which was a big hit last year and is now available on the Players' Choice label, has also joined the club, although suffixed by Roman numerals instead of a year.

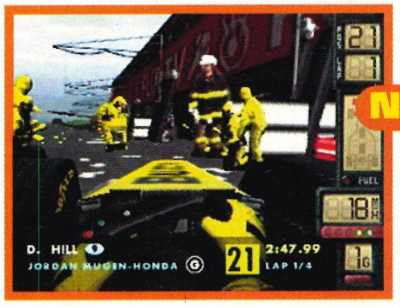
Judging from the packaging, not much has changed – the box art is more or less identical, the same McLaren appearing on both! The game also feels much the same when you first turn it on, since apart from a few minor graphical changes, all the setup screens are the same.

In fact, throughout the game you could easily think that *WGP II* is nothing more than a retread of its predecessor.

The controls are also identical. If you have a steering wheel, *WGP II* supports them (the best ones we tried were the Grand Prix Racing Wheel II, appropriately enough, and the diddy hand-held Ultra Racer 64) with a special control option, and the standard analogue stick control sets how hard you turn according to the up/down position of the stick. It's not instantly

Ninfo

PLAYERS	
EXPANSION PAK	
RUMBLE PAK	
Publisher	Nintendo
Developer:	Paradigm
Game Type:	Racer
Origin:	US
Release:	Out now
Price:	£39.99



Not a game for people who like to win five

The teams have been changed, to take into account the fact that *WGP II* is based on the 1998 Grand Prix season, and the liveries of the cars also reflect changing sponsors – the Williams' are now red rather than blue, for example.



▶ The 'nosecam' view is the most exciting one in the game, getting you right up against other cars, but it's also the hardest to race in.

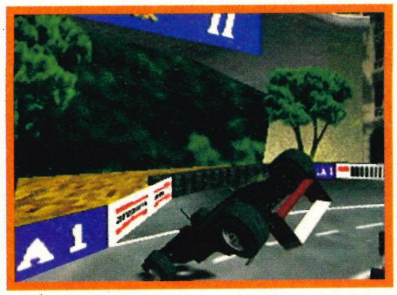


▲ However busy the track gets, it's very rare that there's any slowdown. Useful for Mika Hakkinen as he powers his way to the championship!



▲ The driver's view is the choice for real hardcore race fanatics. If the wheels slow down, you can even read the name of the tyre manufacturer.

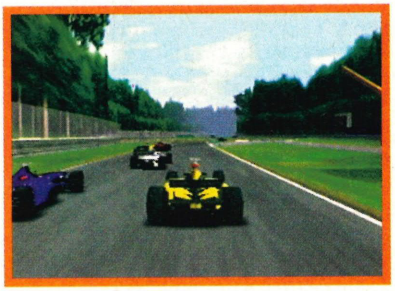




▲ Crashes are more spectacular than in the first game – we don't remember being able to flip cars upside down before!



and Prix II



intuitive, and if you're not used to it you'll spend several races ploughing up fields and smashing into barriers instead of gliding gracefully around corners, but for the wheel-less it's probably the most flexible car control method on the N64.

Go, Go, Go!

The major differences in the game are all under the bonnet, or whatever the panel on the back of an F1 car is called. On a standard N64 the game is a bit smoother on most of the courses, and with an Expansion Pak plugged in there's a definite improvement in the frame rate. This means that the handling of the cars is better – one of the few places where *WGP* had problems was in keeping proper control of your vehicle when things got busy on screen – and it obviously makes the game that bit easier.

minutes after they start!

Most of the courses have been given a bit of a visual makeover. Since the tracks themselves don't change that much year to year, there are no real differences in layout. However, things like trackside adverts have been updated, background buildings have been altered in places to reflect real-world changes, and there's a very subtle addition of shadowing on certain tracks, where sunlight would be blocked by barriers. It's not something you'd spot in play, but put two identical shots from the different games next to each other and it jumps out at you – another example of Paradigm's incredible attention to detail. The colours overall seem just a tad more vibrant in *WGP II* as well. Another addition is that of full pit crews – now, as you drive down the pit lane, you can see all the other teams waiting to service their own cars, not just yours.



▲ Driving in the wet poses plenty of problems, not least staying on the track! If the rain stops, your pit strategy is vital.



◀ The other racers in the game aren't robotic drivers with perfect skills – they can skid off or crash just like you can.

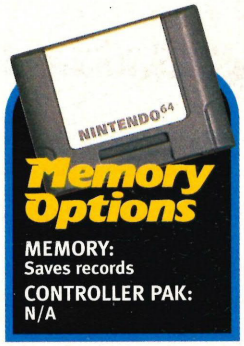


$64,000 Question

- ⊕ Still looks great
- ⊕ Improved frame rate
- ⊕ Team info updated
- ⊕ Precise control
- ⊕ Tutorials
- ⊕ Real-life challenges
- ⊕ Ghost mode
- ⊖ A lot like WGP I
- ⊖ Steep learning curve
- ⊖ Only two players

Over The Hill

When you get down to playing the game, the racing is just as good as it was before. The AI of the other drivers is still a cut above anything else on the N64, unlike, for instance, *World Driver Championship*, as in *WGP II* they don't just plough blindly into you if you happen to be between them and where they want to go. As mentioned before, the controls are hard to get to grips with, but put in the effort and you can



Memory Options

MEMORY:
Saves records
CONTROLLER PAK:
N/A

Show Me The Way

There are some changes in the on-screen displays to make the perilous business of F1 racing a bit easier. You can choose the set-up that suits you best, or race without any help from computer gimmickry at all!

1: The major change is the addition of a track map, so that you know what corners are coming up. It's ideal for new drivers, but can also be useful for experienced racers if visibility is poor. It has three settings; Full, which shows the whole course; Zoom, which shows the track immediately ahead, or Off, which puts up a position and lap indicator instead.



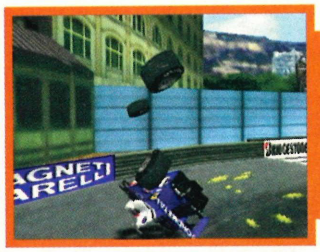
2: Gone are the old ranks of LED damage indicators. There's now a clear diagram that shows exactly where any problems lie.

3: The speedometer works as before, but is now a bit bigger.

4: The rev counter has an extra light, making it easier to judge gear changes.

5: Like the speedo, the gear indicator is bigger.





▲ Cars can be totally obliterated in a crash, as Shinji Nakano discovers when he clips a wall at Monaco.



▲ And here it is on the post-race replay. That doesn't look like a car any more – it's more like a spaceship!

whip through the corners like Schumacher, or at least Diniz.

Like the first game, *WGP II* is not a game for people who like to be able to win five minutes after they plug in the cart. It takes a fair bit of practice, even on the easy Rookie difficulty level, before you'll be able to start scoring points. It's worth it, though. The feeling of achievement when you win your first Grand Prix is exhilarating, and as for taking the World Championship...

The main problem that Paradigm had in creating *WGP II* was that the first game was already so good, that any changes they made could only be minor upgrades instead of major improvements. Apart from the improved frame rate and the updated teams, *WGP II* plays practically identically to *WGP I*. Since the latter is available at a lower price, people who like the idea of F1 racing, but aren't absolute hardcore fans who insist on every detail being as close to current reality as possible, will have just as much fun with the first game and save a tenner in the process. ■

Incredible attention to detail!



▶ An Arrows car comes up a little bit too close behind a Sauber. From the state of the tyres, the Arrows has just been in a gravel trap.

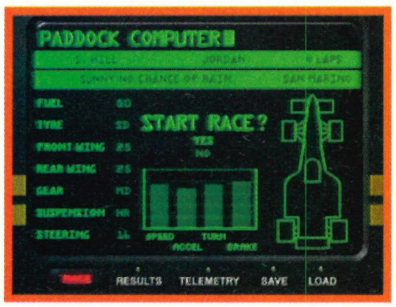
Two's A Crowd

The increased frame rate hasn't resulted in extra players in the multiplayer game, unfortunately – it's still only two-player. There aren't any computer-controlled cars, either. It's just you versus a mate, round and round and round...





▲ All the buildings around the tracks are reproduced in great detail. You can almost see Frenchmen setting fire to sheep inside!



▲ The car set-up screen has been updated since the last game. It's slightly easier to use than the old display, but does the same job.

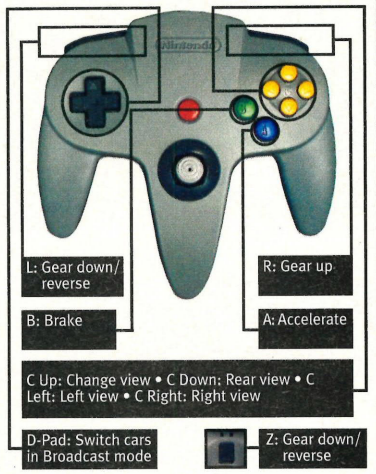
2nd opinion

There are loads of little improvements in *WGP II* which make it an improvement over the previous game, but nothing that really justifies buying it if you've already got the original. Why couldn't these improvements just have been in the first game? ROY KIMBER

Rating 4 Ns

64 Bottom Line

Controls



Alternatives

F-1 World Grand Prix: Nintendo
Reviewed: Issue 18, 94%
Racing Simulation Monaco GP: Ubi Soft
Reviewed: Issue 25, 87%

Rating

Graphics 5 Ns
Audio 4 Ns
Gameplay 5 Ns
Challenge 5 Ns

Overall

90%

Soundbite

Still a great game, but this is little more than a minor upgrade.

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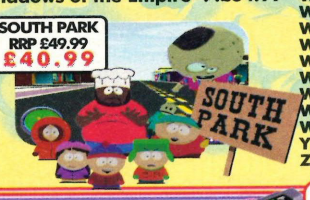
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Written by: Roy Kimber

Shadow

He lives between the darkness and the light. He is... the Shadow Man.

There are games, there are *big* games, there are *really* big games... and then there's *Shadow Man*. It really is huge. The environment in this game makes *Zelda*'s Land of Hyrule look like a gnome's back garden by comparison. What more can we say? It's big.

The premise behind *Shadow Man* is a fairly... well, bleak one really. If Acclaim are to be believed, there is no Heaven and there is no Hell (imagine all the people...) and when a person dies they go to a place called Deadside, which is probably what most people would consider Hell anyway. That means it doesn't matter whether you're naughty or nice, you are going to end up in the same place – not really the best message for encouraging goodwill to all men, etc, but there you go.

Since the beginning of time Deadside and the living world have existed together, but now something has gone wrong. A group of evil creatures from Deadside has travelled across to the real world. This group, known as 'The Five' (not to be confused with the popular beat combo Five, because this band of deceased deadbeats isn't slam-dunking *any* funk and if they 'make you get down' you probably won't be getting up again – ever) is causing havoc and something has to be done. Enter the Shadow Man.

Shadow Boxing

Shadow Man is one of a select few who can travel between Deadside and the Real World, thanks to a strange mask which is bonded to his chest and a rather dilapidated teddy bear... yes, that's right, a teddy bear. In future no action hero will be complete without one!

64 MAGAZINE SIZZLER

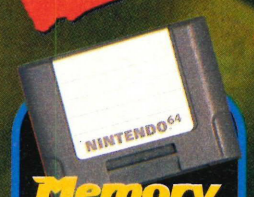
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PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim Studios
Game Type:	Adventure
Origin:	UK
Release:	Out now
Price:	£39.99



Memory Options

MEMORY: Options

CONTROLLER PAK: Stores one saved game





▲ *Shadow Man* offers an optional hi-res mode with the expansion Pak. Check out these two shots for a comparison...

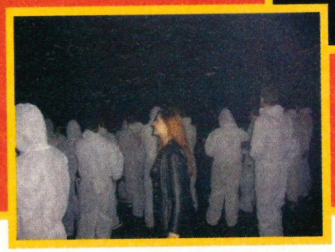
Man

Hell On Earth

For the launch of *Shadow Man*, Acclaim recreated Asylum (the centre of evil in Deadside) at an old railway depot in London. Busloads of nervous journalists were dressed in white suits and herded through the darkness to witness weird people screaming at them, setting themselves on fire and generally behaving oddly. A rather bizarre experience to say the least!



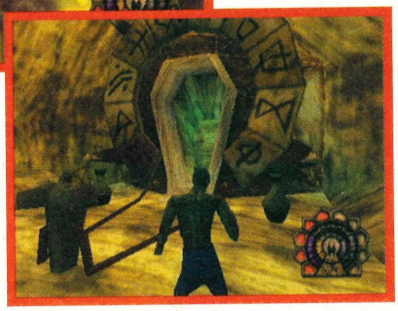








▲ This is Jaunty the worm. Or snake. Or something. He offers obscure hints from time to time if you need them.



▲ This is a gateway. The purple on the segments around the outside indicates how much soul power you need in order to open it.



$64,000 Question

- ⊕ It's absolutely huge!
- ⊕ A decent storyline (for a change!)
- ⊕ Atmospheric cut-scenes and sound effects
- ⊕ Totally non-linear
- ⊕ No fogging!
- ⊖ Tiresome *Tomb Raider* jumping about
- ⊖ The early part of the game is fairly boring
- ⊖ Often not clear what you're supposed to be doing
- ⊖ Camera can be a *real* pain at times

The game itself is a third-person 3-D arcade adventure which bears more than a passing resemblance to *Tomb Raider*. Unlike Lara Croft though, Shadow Man actually evolves as the game progresses. When you begin he can run, jump, roll, side-step, pull himself up, move along ledges and go hand over hand along ropes, but he has the potential to do so much more.

You begin the game in the real world and Shadow Man's initial task is to find Nettie the voodoo priestess. The first thing you'll notice is that this title is aimed at a rather higher age group than the usual Nintendo products. Swearing, suggestive language and non-too subtle innuendos are all there in abundance so this is definitely *not* a game for the little ones – parents take note!

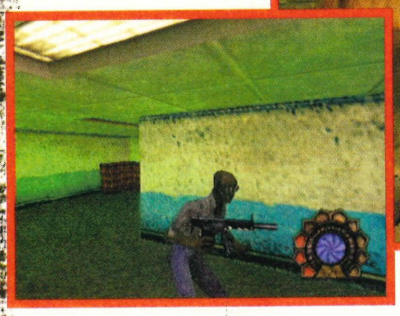
Vulgarity aside, the gore-factor is pretty hefty too. As he's got all sorts of undead monstrosities to deal with, Shadow Man carries a big gun – several of them, in fact. Each creature is despatched with a squeal of pain and a generous spattering of fleshy chunks and goo – you even get a mist of blood left floating in the air.



What more can we say? It's big!



▼ In Deadside Shadow Man has all sorts of magical weapons, but in the real world he has to rely on more conventional arms.



▲ The denizens of Deadside come in all shapes and sizes, few of them friendly. Shoot first and ask questions later!

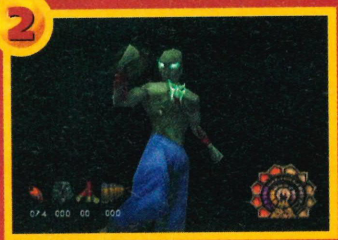
Travel By Teddy!

Forget aeroplanes and the Eurostar – all the best people travel by Ted. Simply click on your destination and let the bear take you there!

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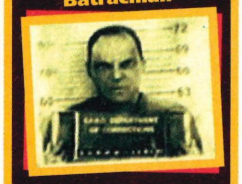
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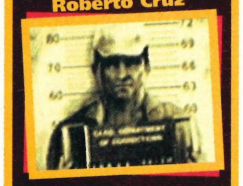
Bad Boys

The Five are some of the meanest characters ever to walk the Earth. Some of them bear startling similarities to murderers you may already be familiar with...

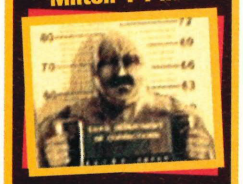
Doctor Victor Karl Batrachian



Marco Roberto Cruz



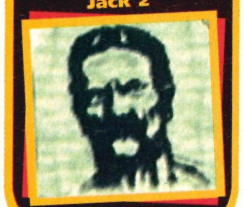
Milton T Pike

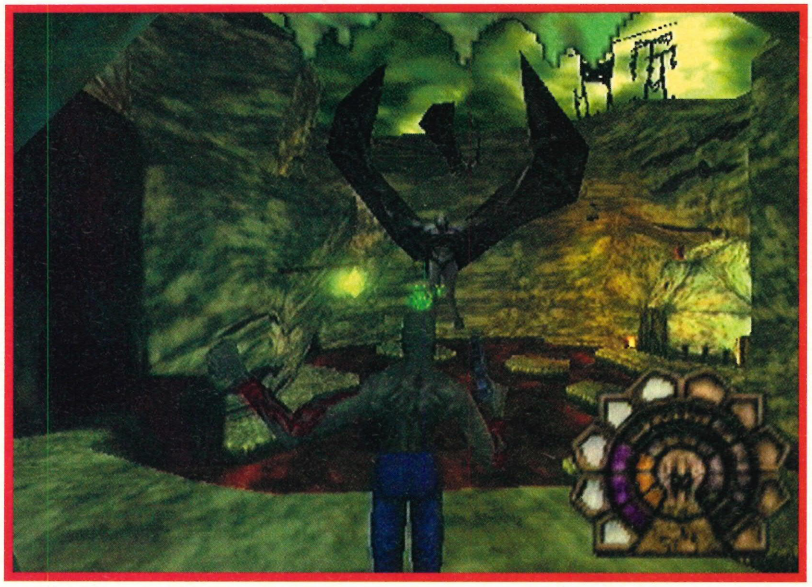


Home Improvement Killer



Jack 2





▲ These flying bat-person creatures spit globules of acidic goo at you and fly off if you shoot back.

Soul Asylum

Gameplay-wise *Shadow Man* is unlike any other N64 game in that it's totally non-linear. With *Turok 2* Acclaim attempted this by making you go back to levels you'd already done, but this didn't really work because the levels were so huge that going over them again got very boring. With *Shadow Man* the same idea has been used, but this time it's been implemented far more successfully.

Basically, the game is divided up into different areas. As you go through the game, more areas open up and once you've been somewhere once you can return there at any time by way of Shadow Man's teddy bear. The reason for this is that there are loads of different things in each area of the game which come into play as you get further on.

The first things are the gates. These *Stargate*-style affairs can be opened by Shadow Man when he has absorbed a specific amount of 'dark souls', which he finds hidden in various hard-to-reach locations.

Dark Magic

As well as the gates there are obstacles which can only be overcome once Shadow Man has evolved. Ledges with flames burning on them can't be grasped without special magical tattoos which grant our hero fireproof hands.



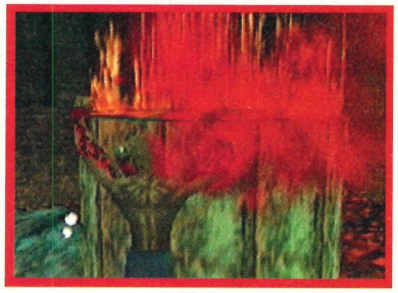
▲ Welcome to the Cathedral of Pain. Can't imagine many tourists rushing to visit this place in a hurry!

task, a brief cut-scene often shows you something opening or activating somewhere else. The problem with *Shadow Man* is that this isn't always enough. Clues can be obtained from Nettie and also a bizarre snake-like being called Jaunty, but on the whole they're not a lot of use because the information they give is too general. Various books and scrolls offer more clues, but much of the time it's still just a case of guesswork.

Dead Good

Don't get the wrong idea, *Shadow Man* is an extremely good game. It's just that some people may find that it's a sight more tricky to play than previous N64 titles. You really need to focus on what you're doing. Remembering where all the different gates, doorways, blocks and other important items you've found were is essential, and yet pretty difficult, because there's just so much around in each area. If ever there was a game just crying out for a fully-mapped solution, then *Shadow Man* is it!

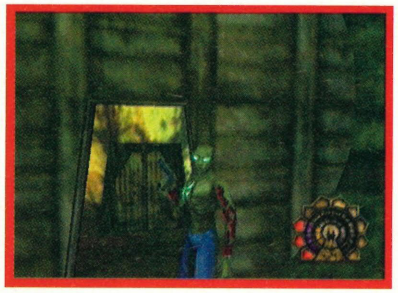
It's a sight more tricky to play than previous N64 titles!



▲ Although these tattoos on Shadow Man's arms protect him from the flames it certainly looks painful – check out that blood!

Waterfalls of blood frequent the world of Deadside and with some rather nifty wrist tattoos our hero is able to climb them. More tattoos allow Shadow Man to walk on burning coals and a device called the flambeau is useful for burning away the cloth coverings of certain tunnels.

Compared to most other N64 games, *Shadow Man* is very, very complex. While a lot of the puzzles in the game are fairly straightforward and easy to work out, many of them are far more obscure. As with *Tomb Raider*, when you complete a



▲ To make this doorway passable it was first necessary to rotate the whole wall around via a switch in another location.

Suck On This

The object of the game is ultimately to track down and eradicate the Five. You can reach them through some gruesome torsos in the Cathedral of Pain which suck Shadow Man through into the real world.





The other good thing about the game is that as the main character gets more powerful the game actually gets harder. Go back to somewhere you've already been and you suddenly find newer, more powerful monsters waiting to take you on. No wandering down endless deserted corridors in this game, oh no!

The only real criticism of *Shadow Man* would be with the interest curve. The first few areas of the game are fairly similar and not too exciting to look at, and before you get any of Shadow Man's powers this makes the gameplay fairly dull. It's basically a case of running around killing things trying to get somewhere interesting. As soon as you start getting special items and abilities the game takes on a whole new dimension, and from then on it's a joy to play. Each new area presents different challenges and surprises and if you get stuck in one place there's always something new to do back in one of the areas you've already been too. This is a massive game which is going to take even the most accomplished gamers an awful long time to complete. If you miss it you're doing your N64 a disservice. ■

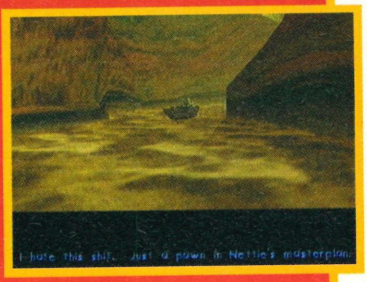
▲ **Apparently Deadside is frozen in the Victorian era. No computers here, it's all valves, dials and clockwork motors.**

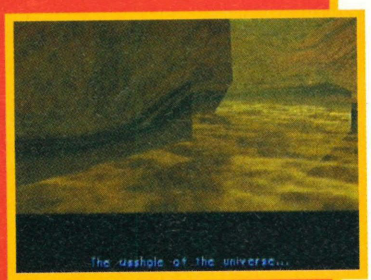


▶ **To stay alive in the world of *Shadow Man* you need to master the use of the lock-on and strafe facilities. Keep moving or die!**

Mind Your Language

Sprinkled liberally throughout the game are plenty of cut-scenes which sometimes further the storyline and sometimes just serve to confuse things. Some of the language used in these is colourful, to say the least!



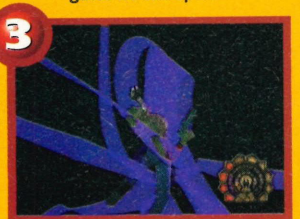




Soul Man!







Shadow Man builds his power up by finding and absorbing the dark souls which are trapped at various points in Deadside. The more souls he collects, the higher his soul meter rises and the more gates he can open.

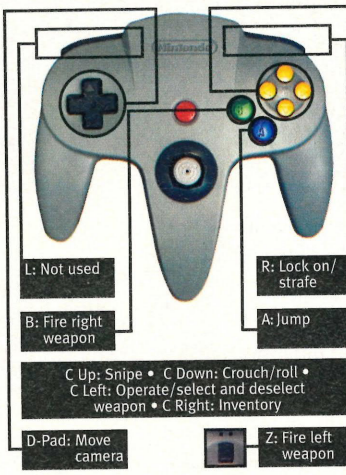
2nd opinion

After a slow start, *Shadow Man* turns into one of the most engrossing (and tricky) games for ages. You'd have to be *extremely* squeamish to find it as sick as its makers clearly wanted it to be, but it's definitely not a game for young kids. About time! ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

Turok 2: Acclaim
Reviewed: Issue 21, 85%
Duke Nukem: Zero Hour: GT Interactive
Reviewed: Issue 27, 90%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

92

Soundbite

Huge sprawling 3-D adventure game that should challenge even the most experienced gamers.

Written by: Andy McDermott







Command &

Dominate the world with your Nintendo 64!



▶ The Hand of Nod is the Brotherhood of Nod's version of a barracks. It looks cooler, but explodes just the same way!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Westwood Studios
Game Type:	Strategy
Origin:	US
Release:	Out now (import)
Price:	£54.99

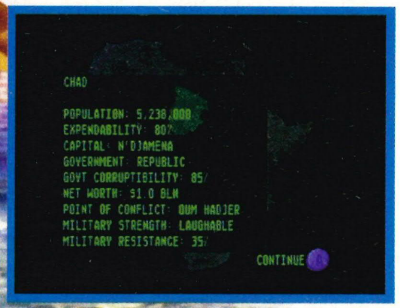
Well, never let it be said that the N64 doesn't get the best of the games that other systems have to offer. Eventually. The original *Command & Conquer* first appeared on the PC in 1995, and now, as the century rolls to a close, Nintendo owners can at last play the game that won so many mid-Nineties awards.

The objective of the game is to command, and, as you might imagine, conquer. Choosing to play for either the GDI (a NATO-style military alliance) or the Brotherhood of Nod (a sinister organisation bent on world domination), you fight your way through a series of missions with the ultimate objective of blasting the other side off the face of the planet. Central to the plans of both sides is the magical new mineral Tiberium, a source of enormous power and wealth that needs to be harvested as the game progresses.

There aren't many faults to be found with



▲ Because the soldiers are so tiny there isn't any real gore in the game, though dead soldiers do topple over in a miniature pool of blood.

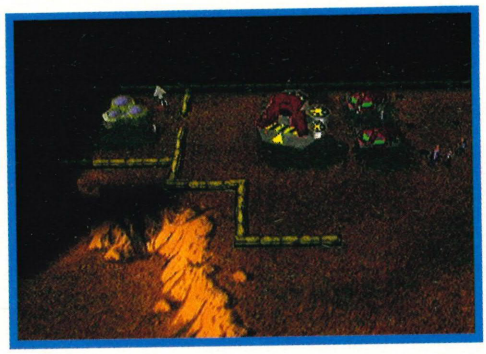


▲ When you choose a mission, you get to see this assessment of its difficulty. It'd be nice to see this *before* you choose, but still...

$64,000 Question

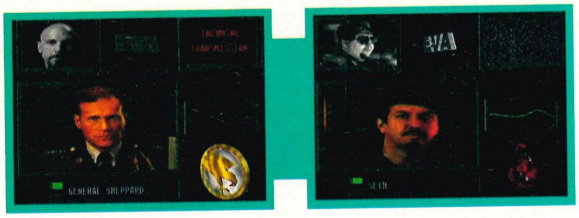
- ⊕ Devilishly addictive
- ⊕ Lots of missions
- ⊕ Special Ops bonus missions
- ⊕ Surprisingly good controls
- ⊕ Hi-res mode
- ⊕ Lots of speech
- ⊖ One player only
- ⊖ Dodgy imitation FMV
- ⊖ Can get frustrating

64 MAGAZINE SIZZLER



I'm The Leader!

Although the mission briefings are accompanied by speech, the pictures of your leader – Brigadier General Sheppard for the GDI, the sinister Kane or his underling Shep for the Brotherhood of Nod – don't actually move while they're talking. They look a bit squashed as well – somebody needs to switch their telly out of widescreen mode!



Conquer

At heart *Command & Conquer* is a strategy game, but it was one of the first to ignore the old-style turn-by-turn approach in favour of an altogether more nail-biting real-time system. You have to keep an eye on what all of your forces are doing as well as watching your vital facilities. If you spend too much time marshalling soldiers to blow up enemy forces, it's all too common for a small group of commandos to make a sneak attack on your base and blow it up!

shown in 3-D. You don't have any real control over the height or orientation of the camera, but it does let you see the lie of the land a bit better. The gameplay isn't altered by the change, though.

Most levels see you start equipped with an MCV – a Mobile Construction Vehicle – that when activated sets up a manufacturing plant. Once this is up and running, you can start to build other facilities like barracks, power plants, weapons factories and the all-important Tiberium refineries.



Memory Options

MEMORY:
Saves current campaign for GDI and Nod

CONTROLLER PAK:
N/A

Special Ops

N64 owners get a special bonus when they play *Command & Conquer*. As well as the standard missions, there are four Special Ops missions (two for each side). The first features a Rambo-style commando who has to take on a large enemy force more or less single-handed, and the second is an all-out attack on a numerically superior force, attempting to build up as many units as you can before the big crunch.

The Special Ops missions are very tough – even if you've managed to battle your way through all of the standard levels, you'll have a real fight on your hands to complete these!





Command & Conquer!

Roger Roger

The N64 *Command & Conquer* includes all the original PC missions, as well as several brand-new ones all of its own. Unlike the PC game, the battlezones are



▶ **Since soldiers are easily replaced, they can be sent on recon missions, like the lone soldier taking on a huge gun turret here!**

Certain structures let you build up your forces – for example, once you have a barracks you can create new soldiers (what are they doing in there, cloning them?). As you progress through the missions and more advanced facilities become available, you can start to build increasingly powerful weaponry.



▲ **Most missions finish when all enemy forces have been destroyed. This means either blowing up all their buildings, or taking control of them.**



▲ **There are few sights in *Command & Conquer* more satisfying than sending a huge column of men into almost certain victory!**

Tiberium is the key to success, since each mission provides you with a set budget to build up your forces. Each item you add, be it a soldier, a building or a vehicle, costs you money, and the only way to get more is to construct a Tiberium refinery and despatch a harvester to collect the precious mineral. Harvesters are slow, clumsy and very, very vulnerable to attack, so as well as seeking out and destroying the enemy, you also have to make sure the harvester itself is protected – a lone soldier can take it out!

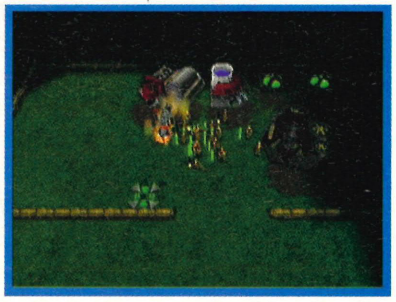


▲ The mission map shows how well your side is progressing through the theatre of conflict. Here, the GDI is slowly reclaiming Europe.



▲ By building certain structures, new weapons become available. To build tanks, you first need a weapons factory.

Definitely recommended – it's just



▲ When vehicles or buildings are destroyed, there's a small but satisfying explosion. Unless it's one of *your* vehicles or buildings...

Sound in the game is simple but effective. Units respond to a command to move (or attack) with a snappy "Roger!" or "Not a problem!", a female voice tells you when anything you're building is ready for use, and the noises of the battlefield – gunfire, explosions, screams – do their job in conveying what's going on out of your sight.

Giving The Nod

Command & Conquer isn't going to win any graphics awards. Seeing the familiar (if you've played other versions) hardware in 3-D for the first time is interesting, but the amount of detail isn't any greater than in the old 2-D versions.

Even in hi-res, it's actually possible that there's *less* detail than before, especially on the smaller vehicles and the soldiers. It can be quite hard to pick out what an individual unit is if it's in the middle of a group of others. There's a help option that displays the name of the unit on-screen when the cursor is over it, but it doesn't help all that much.

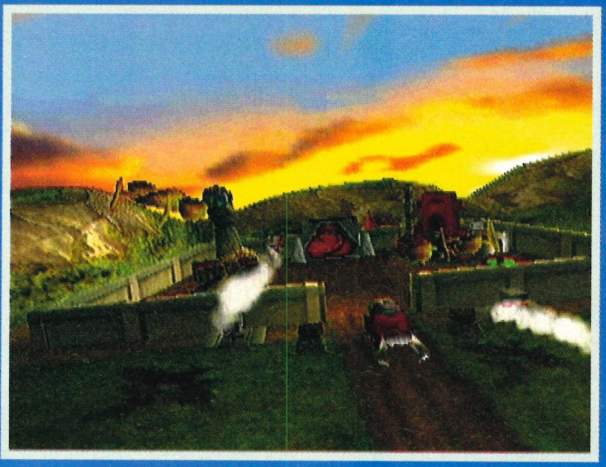
Budda Budda Aaargh

People didn't buy earlier versions of *Command & Conquer* for its amazing visuals or awesome sound, though. They bought it because it was a bloody good game. N64 *C&C* continues the family tradition, maintaining all the old playability with less trouble than a tank squashing a blancmange.

At first it can be quite fiddly, since it was designed to work with a mouse, not a joypad. But Westwood Studios has done a good job with the analogue control, and though the button

Not Exactly Star Wars!

On other formats, completing a mission earned you a short FMV movie of your forces triumphing over the enemy. Since the N64 cart version of *Command & Conquer* doesn't have enough memory to support FMV, you have to make do with these polygonal cut-scenes of bad guy destruction. They just don't compare, really!







▲ Air strikes are available on some missions. Later levels let you use even more devastating weapons, like an orbiting ion cannon!

a pity we had to wait this long!



▲ The armies can get quite large – this pitched battle uses only a fraction of the maximum army size the game lets you send into battle.

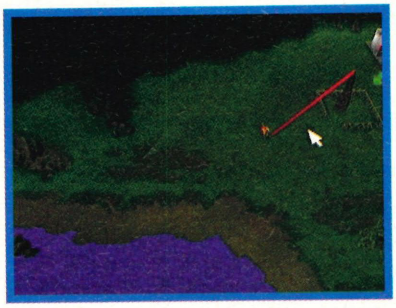


combinations initially seem complicated, they soon become instinctive. A nice feature is the ability to assign a group of units to any of the four C buttons and have them work as a team, just by pressing the button to command them.

Even though the first couple of missions are comparatively easy, they're actually quite tough. Tactics are vital – you might think that your army of dozens looks invincible, but if they find themselves in the wrong field of fire they can be wiped out in moments, and then while you're trying to rebuild your forces, the enemy will come swarming in to destroy your base!

There aren't many faults to be found with *Command & Conquer*. The main one is the lack of a multiplayer game, though to be fair it's hard to see how it could have been done. Sneaking a peek at an opponent's screen might be tolerable in *Goldeneye*, but seeing what forces your enemy is building up would completely ruin this game. (It makes you wonder how playable *Starcraft 64* will be, since this *does* feature a split-screen multiplayer mode.) As mentioned before, the minuscule graphics make it hard to spot individual units, and there can sometimes be massive slowdown, especially once airborne units start entering the fray.

▲ A couple of Nod troops try their luck at attacking a small GDI base. The splodge of blood tells you how successful their plan was...



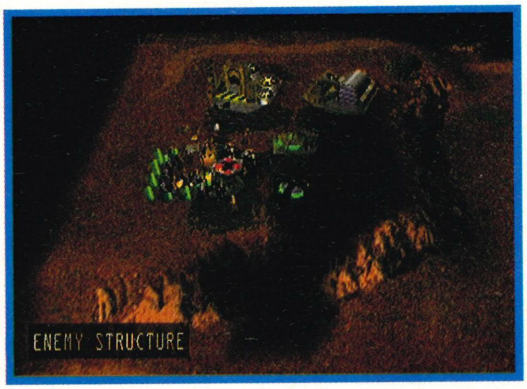
▶ The black tower is an Eye of Nod, a powerful laser cannon in a tower. Get too close to it and it fries ground troops in an instant!

Command & Conquer is huge fun, and keeps dragging you back for more when you think you now have the perfect strategy. Definitely recommended – it's just a pity we had to wait this long! ■

2nd opinion

If you're looking for a decent strategy game then you can't go far wrong with *Command & Conquer*! While the length of time it took to get here means it looks a little dated, it should nevertheless keep strategy fans happy – at least until *Starcraft* arrives! ROY KIMBER

Rating 4 N64 cartridges



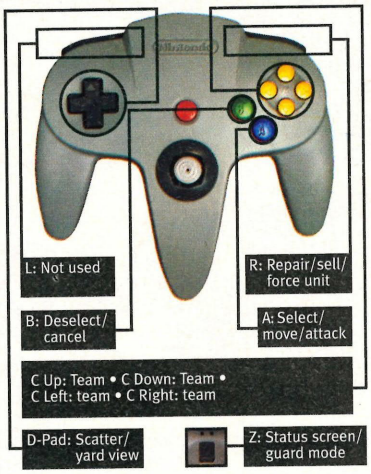
▲ Destroying the enemy's barracks will halt – at least temporarily – their ability to create new troops.



▲ The 'fog of war' is only lifted as your troops explore the area. Unfortunately, this means they can easily walk into an ambush.

64 Magazine Bottom Line

Controls



Alternatives

Sim City 2000: Imagineer (import)
Reviewed: Issue 12, 60%
Blast Corps: Nintendo
Reviewed: Issue 3, 80%

Rating

Graphics	3
Audio	3
Gameplay	5
Challenge	5

Overall

90%

Soundbite

Currently the only game of its type on the N64, but it'll be hard to beat!







▲ When great big exclamation marks appear in the sky and start flashing like they've never flashed before, be sure to take notice of them.

ReVolt

We all wanted RC cars as kids and now our dream has come true. Enter ReVolt!



▲ The boxes of toys just keep on arriving in the shop and when they do, open them up and race the best cars there are!



▶ Now that's what we call music! As you head along inside the toy shop you drive straight over the keyboard and make beautiful music.

Let us explain a few things. The largest manufacturers of toys and quality kiddie merchandise decides one day to dabble in the radio-controlled (RC) car market. Producing its first line of cars, the company soon realises that the microprocessors fitted within the cars have given them hyper abilities. They are now running amok throughout the town, causing havoc and thus giving a perfect excuse for *ReVolt*!

Okay, so the storyline is completely unnecessary. But once you plug this little darling in you will have a whale of a time.

Incredible Shrinking Skoda!

The first thing that socks you between the eyes like a large-breasted woman in a bath of treacle is the accuracy with which the RC cars dynamics have been dealt with. They are perfect to handle and respond at a blisteringly sharp rate, allowing all those of you who never owned a real remote controlled car to fully appreciate what you were missing.

For beginners, the simulation mode is terribly hard, but given three other modes of play finding a level of skill to suit you becomes no problem. The frame rate complements the true feel of RC racing too, giving real edge to the kind of stunts, corners and moves you have to make. It does suffer slightly though, occasionally changing in rate from fast

It's like a mini Gran



▲ Pick these swirling flash signs up for goodies. Beware though, there's a weapon that looks exactly like them and explodes on contact!

Stunt Growth



Here it is folks, the other section of the game that you may just like to take a peek at. It's a whole blooming stunt track! Yes, you can loop the loop, perform tricks in a half pipe and bomb it around like Damon Hill's psychotic brother. You also have a mission to complete during these sections. Collect the tiny gold stars and... well, you'll just have to buy the game to find out, won't you?

Ninfo

PLAYERS

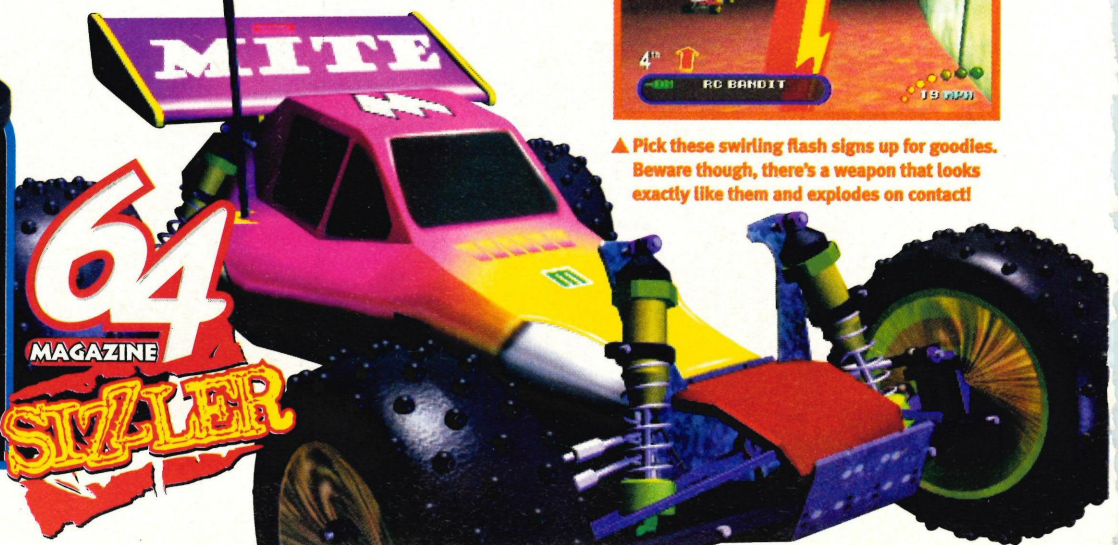
EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim
Game Type:	Racing
Origin:	UK
Release:	September
Price:	£39.99

$64,000 Question

- ⊕ Superb handling
- ⊕ They're like the real thing!
- ⊕ Dozens of cars
- ⊕ Looks sumptuous
- ⊖ Sharp learning curve
- ⊖ Hyper-sensitive controls



Anyone Can Be An Editor

Although the track editor sounds daunting, it is easy to navigate around and in no time you'll have remodelled shops to the lay out of famous F1 courses. This one was going to be the outline of Pamela Anderson. Loads of curvy bits were required.





▶ Now this is what we call satisfying! If you get in close you can let loose all your heavy artillery and blow other cars up.

to slow in the most inopportune moments. Thankfully, this change in frame rates seldom happens and doesn't detract too much when it occurs anyway.

Mini Mini

The courses are a RC fan's dream too, throwing in all manner of twisting, convulsing tracks almost intestinal in their meandering intricacy. It will take a good few goes to learn the courses and prevent yourself from darting out into a dead end, or wrong part of the course. From toy shops to ghost towns, shopping centres to back yards, every possible environment has been done justice.

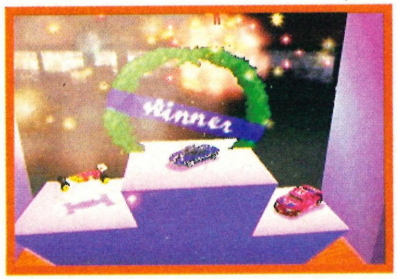
The same goes for the cars. Starting off with a measly handful of snail-paced RCs, opening up new ones becomes one of the main enticing elements of gameplay, besides bonus tracks, slick handling, intoxicating foot tapping dance music sound track, multiplayer action to make *Micro Machines* look positively dated... shall we go on? It's just awe-inspiring how such precision has been captured. Why, it's like a mini *Gran Turismo*!

Turismo!

Should you get fed up with racing through courses over and over, the programmers have gone for that increasingly popular option of including a track editor, allowing you to place where you want your power-ups to be situated! Blimey, if this game were any more stuffed you could cover it in butter, bung it in the oven and call it a big fat Christmas turkey!

Ah yes, the power-ups! How could we forget them? Here's the list! Rocket launcher, triple rocket launcher, oil slick, bowling ball, anti-gravity rocket, time freezer, super battery, pulse circuit shorter, self-destruct bomb, gas mine and even the good old homing missile.

It is indeed a treat for us to set our eyes on such a fine piece of software and although racing games often come ten a penny, *ReVolt* is something different. It offers the kind of humour *Micro Machines* does, but has a racing challenge ten times more addictive, faster and darn right enjoyable! ■



▲ If you manage to win all your races then you just might be rewarded with a present. It isn't as easy as it sounds though!

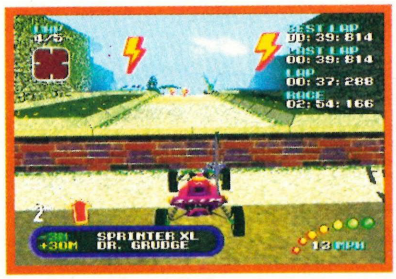


Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves opened cars, tournament positions.

▶ Jump. Its as easy as that. If you don't jump you'll crash straight into a wall and loose what position you may have gained.



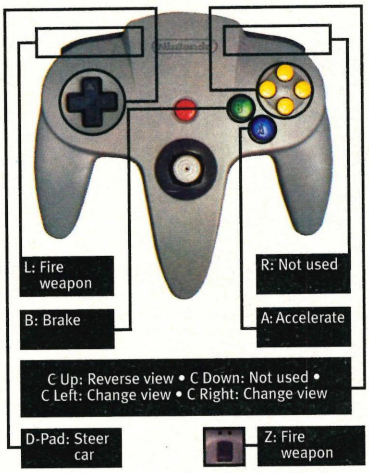
2nd opinion

This game turned out to be surprisingly addictive! It really does feel like you're driving a radio controlled car, and each vehicle handles differently, giving you immense replay value. For some fast, hectic racing action you can't go far wrong with *ReVolt*! ROY KIMBER

Rating N64 N64 N64 N64 N64

64 Magazine Bottom Line

Controls



Alternatives

Micro Machines: Codemasters
Reviewed: Issue 23, 91%
Beetle Adventure Racing: EA
Reviewed: Issue 25, 92%

Rating

Graphics N64 N64 N64 N64 N64

Audio N64 N64 N64 N64 N64

Gameplay N64 N64 N64 N64 N64

Challenge N64 N64 N64 N64 N64

Overall %

90

Soundbite

Remote control fun, literally, at your finger tips!

Written by: Roy Kimber

Shadowgate 64

Trials Of The Four Towers

Prepare to enter a forgotten world – the world of retro adventure gaming!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THE Games
Developer:	Kemco
Game Type:	Graphic Adventure
Origin:	USA
Release:	Out now
Price:	£39.99

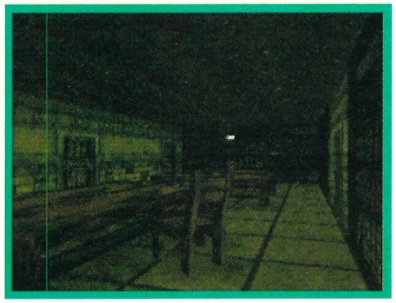


$64,000 Question

- ⊕ First N64 graphic adventure!
- ⊕ Makes a change from all the arcade games
- ⊕ Quite challenging
- ⊖ Very slow and tedious at times
- ⊖ Not a lot happens
- ⊖ Puzzles are fairly simplistic
- ⊖ It's all a bit linear
- ⊖ Dull, dull, dull

There was a time – when consoles were just something on *Star Trek* and home computers with 48K of memory were considered state of the art – that adventure games were a popular genre. The limited power of the machines meant that text adventures were one of the easiest things to produce and they led onto graphic adventures as game designers learned to better exploit the limited processing power of their computers.

Basically, these games consisted of screen after screen of pictures, usually accompanied by some brief descriptive text. Progress through the game was made by typing in commands to elicit responses, to wit: *examine clearing* – the clearing is circular with a bridge leading off to the left. *Examine bridge* – the bridge looks old and rickety. *Cross bridge* – you step onto the bridge, it breaks, you fall, you die, game over. You get the idea.



▲ Considering that there's absolutely nothing happening in this room, you'd think they could at least have given it better graphics!

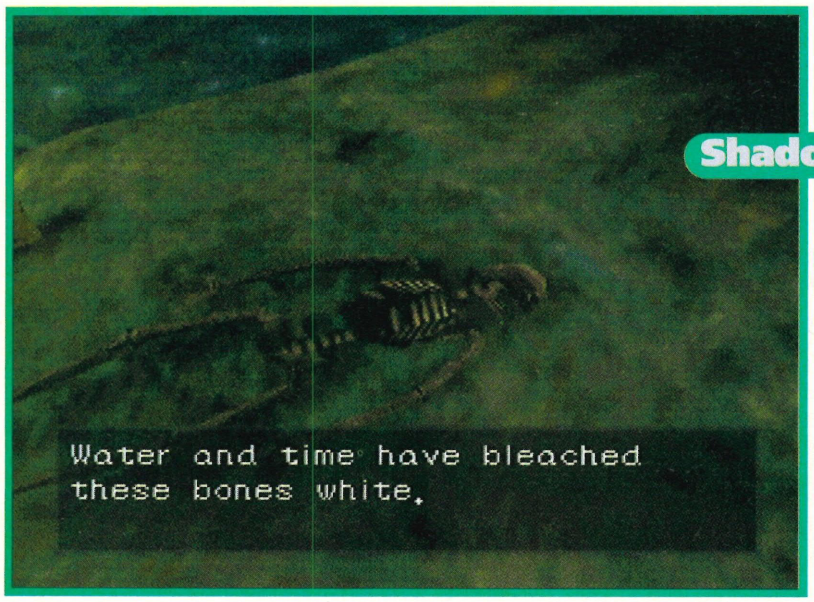


Tedious Trials

Shadowgate 64 is best described as an evolution of these early games. Rather than a static picture, you view each area in first-person 3-D as in *Doom*, *Quake* and *Goldeneye* and by moving to an object or feature in the room and pressing A, you can discover information about it. Sometimes this is simply a description of the object with a comment like 'nothing useful' tacked on the end, but other times you'll be offered the chance to pick an item up or the text will contain a clue, like in the first room where you are told that you need something to pry up the trapdoor.

So although *Shadowgate 64* graphically resembles other first-person N64 titles the gameplay is actually totally different. There are no monsters to speak of and the pace of the play is much, much slower. Each time you enter a room, you basically need to examine every inch of it for objects and clues before proceeding, which can take some time. Death comes in the form of traps or accidents, such as the room you encounter early on in the sewers with water in it. Examine the water and you're told it looks deep. If you move towards it a ghost appears looking agitated. Carry on moving and you fall in the water and drown – it's as simple as that.

The ideas behind *Shadowgate 64* are basically good ones. The concept of updating the graphical adventure format for a modern console is not a new one – it's already been done on the PlayStation with games like *Myst* and



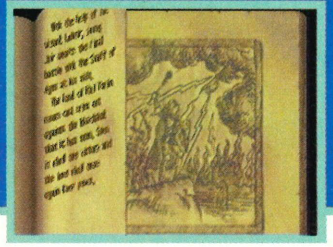
◀ So that's the answer – if you really want your whites to stay white just leave them in a cave for a few centuries!

Shadowgate 64 is a game well past its

Fully Booked!

As well as on-screen clues, you can find handy hints in the many books that have been carelessly left lying around. Surprisingly, despite being a halfling (and thus fairly small) your character can carry a seemingly endless pile of books – must be some kind of mutant!





▶ Now if that table had some cutlery and stuff you could practice the famous 'pulling out the tablecloth' trick. But it doesn't.





▲ The water in this room is apparently really, really deep. And your character can't swim. Probably because he's carrying so much stuff!



Memory Options

MEMORY:
None

CONTROLLER PAK:
Stores four save game slots

Supplied by:
Software Box

Contact info:
01202 684642

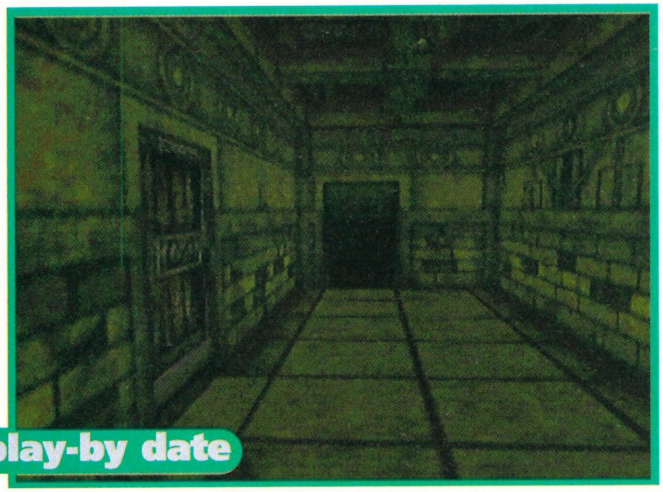
Riven – but it is a first on the N64. The problem is that *Shadowgate* has many flaws. The graphics are uninspiring when they should be first-rate. The puzzles in general are fairly simplistic, and then there's the problem of the N64 controller pad.

Retro Rubbish

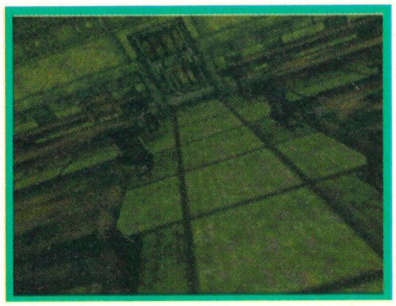
In the old graphic adventures you had a keyboard and all the commands were therefore typed. This gave you freedom to try out different ideas, like Examine Troll, Give Troll Amulet, Pinch Troll, Hit Troll with the Really Large Sword, and so on. With *Shadowgate*, because you obviously don't have a keyboard, it's simply a case of pressing A and if there's something to do your character will do it. The few choices that you *do* get – it's a book, do you want to take it, yes/no – just aren't versatile enough to give the game any real depth, and inevitably it becomes a case of wandering around pressing A and trying to use all the different objects you've got until something works.

While some people might like the retro feel of this game, most are going to be put off by the general dullness. Perhaps the reason that graphic adventures like this don't seem to be around anymore – at least on consoles – is that they've evolved beyond this. Surely games like *Mario* and *Tomb Raider* are the true graphic adventure successors with complex puzzles, hordes of enemies to defeat and incredibly addictive gameplay? *Shadowgate 64* is a game well past its play-by date and as such can't be recommended to any but the staunchest adventure fan. And even they'll probably get bored of it pretty quickly. ■

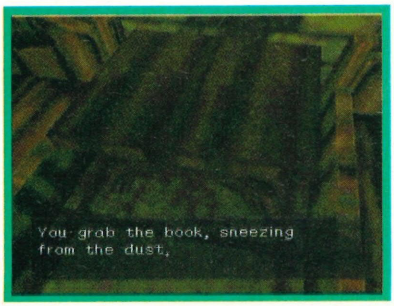
▼ After a while you begin to realise that you really are trapped in this maze of caves, rooms and corridors. Oh, great!



play-by date



▲ Whoa! I don't feel at *all* well... The moral here is probably 'don't drink unidentified liquid from strange bottles in weird deserted castles'.



▲ Yes, it's a thrill-a-minute in this game! Can't see myself wanting to ever go back to anything like *Goldeneye* when I've got this!

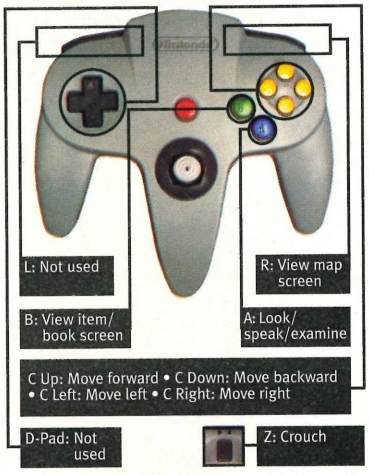
2nd opinion

As you can see from the screenshots, *Shadowgate* isn't exactly a stunner, and it's no great shakes to play either. Plod around, pick up objects and keep pressing A. Thrilling. Where's the action? Where's the involvement? Where's the *fun*? ANDY MCDERMOTT

Rating N N N N N

64 Magazine Bottom Line

Controls



Alternatives

Castlevania: Konami
Reviewed: Issue 24, 85%
Holy Magic Century: Konami
Reviewed: Issue 21, 54%

Rating

Graphics N N N

Audio N

Gameplay N N

Challenge N N N

Overall

45%

Soundbite

The first N64 graphic adventure – and hopefully the last!

Written by: Andy McDermott

Superman

You'll believe a game can suck!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THE Games
Developer:	Titus
Game Type:	Adventure
Origin:	France
Release:	Out now
Price:	£39.99

Every once in a while, a videogame comes along that makes you glad for the invention of the silicon chip. A game that is so enjoyable to play, so expertly crafted, that you just want to grab people off the street and make them play it, so they can share in how wonderful it is.

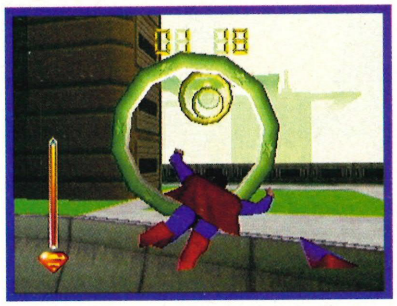
Superman is the exact opposite of that game.

If you're unlucky enough to end up in Hell, this is the game you'll find waiting for you. Satan will even give you a comfy chair, because sitting on a spike would be a welcome distraction from the torment. It's so ineptly done, so frustratingly unplayable, so monumentally *bad* that it defies belief. Surely somebody working on the game must have noticed!

Is It A Bird?

Based on *Superman: The Animated Series*, *Superman* puts players in the tights of the Man of Steel. The evil Lex Luthor has kidnapped Superman's friends and imprisoned them in a virtual reality replica of Metropolis. In the VR Metropolis, Luthor has total control of everything. Apart from the weather, apparently – you've never seen so much fog. Maybe Luthor leased his VR engine from *Turok*. Anyway, this means that if Superman doesn't do what Luthor says, Lois Lane's gonna feel some pain!

The problem is, Lex Luthor doesn't appear to have much of an imagination. When he decides he wants Superman to jump through hoops for him, he means it literally. Between what could very loosely be described as 'the interesting bits' (very, *very* loosely) you have to fly through a series of rings, which twist around the city like a drunken snake. Superman has to fly through all the rings inside a time limit, which would be simple if not for the fact that Superman seems as drunk as the aforementioned snake. This section appears again and again throughout the game, suggesting somebody thought it was a highpoint. It's actually as much fun as removing your fingernails with sandpaper.

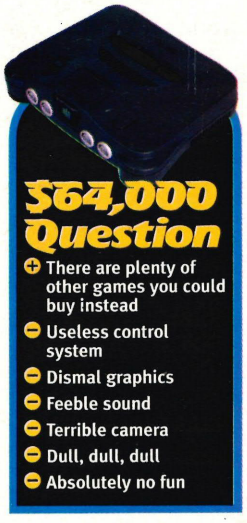


▲ The fun never starts in the oft-encountered 'fly through rings' section. It's like *Aliens US* on the Commodore 64, but not over as quickly!

As much fun as removing

Is It A Plane?

When Superman isn't lumbering around like an airborne cow, he has numerous dull tasks to perform. Outside in the city, these usually involve either saving or destroying objects before something bad happens, or scrapping camply with bad guys. For a man with supposed super-strength, Superman possesses all the raw punching power of Mr Muscle.

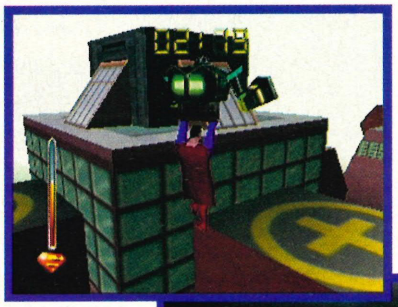


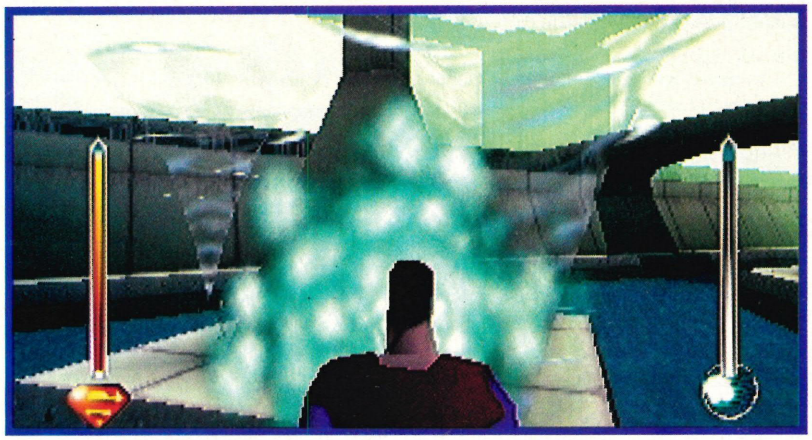
$64,000 Question

- ⊕ There are plenty of other games you could buy instead
- ⊖ Useless control system
- ⊖ Dismal graphics
- ⊖ Feeble sound
- ⊖ Terrible camera
- ⊖ Dull, dull, dull
- ⊖ Absolutely no fun

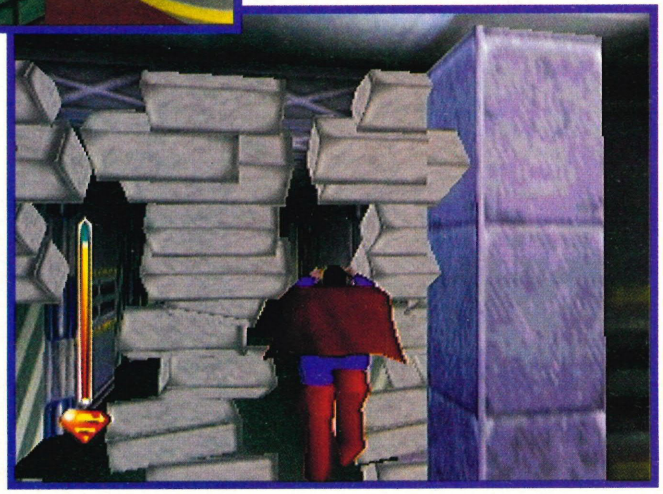


▲ This imitation World Wide Web page gives you the details of each new level as you enter. You can't browse for nude Teri Hatcher pics, sadly!



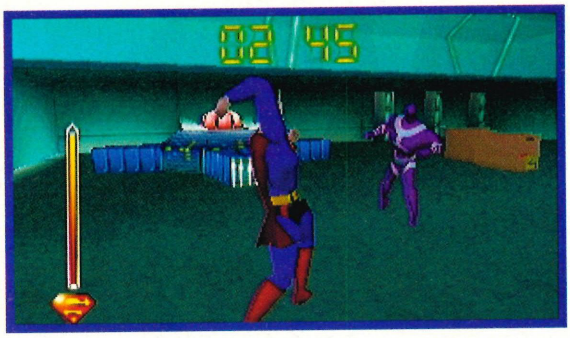


▲ Superman has to destroy the tornados with his freeze breath. Notice the widescreen mode – it still doesn't stop slowdown, though.



▲ A rare moment of near-excitement occurs when you realise that Superman can smash through certain walls while in flight.





▲ Spaz chop! Superman lays into Parasite with a rather peculiar dislocated shoulder attack. This isn't *Lethal Weapon 2*, mate!

Inside buildings, the game turns into a very simplistic adventure. Think *Zelda*, but without the imagination, the control, the graphics, the sound and the fun. Many of Superman's enemies are present, and are attempting to destroy the city. (It's a VR simulation! Who cares?

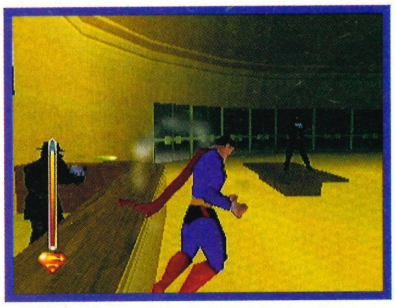
your fingernails with sandpaper!

Let 'em trash the joint!) Luckily, they've fallen into the old Dr Evil trap – "I'll just activate my over-elaborate and easily-stopped plan of destruction, then leave you alone with ample time to foil it."

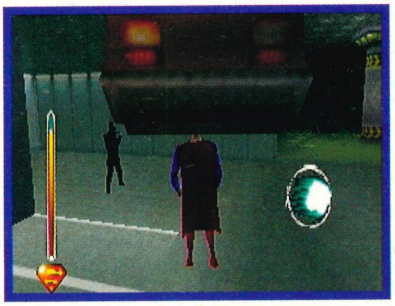
Since *Superman* is aimed at younger players, the puzzles should theoretically be easy enough to solve, but the abysmal controls often turn simple tasks into frustrating nightmares. The camera doesn't help; in tight spaces, of which there are many, it jitters about like it's had too much coffee. Hope you remembered your sea-sickness pills!

No! It's Crap!

Clayfighter may still be the worst game on the N64, but it's got some serious competition from *Superman*. Games are meant to be fun, but playing *Superman* is a painful chore, like cleaning the oven while somebody repeatedly stabs you at the base of the skull with a chisel. There is absolutely nothing commendable about this game at all. Do not buy it. ■



▶ Superman gets blasted from both sides by a pair of Luthor's henchmen, the Dark Shadows. Isn't Superman impervious to bullets?



▲ Superman wowed Ascot with this Ford Mondeo hat. Actually, he didn't. It's a bug. One of many, unfortunately.

Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves games in progress

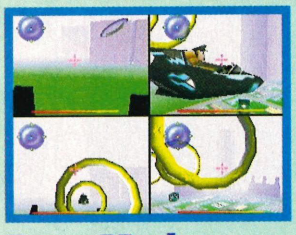
Multiplayer Morons

Here's a great idea for a *Superman* multiplayer game – don't include Superman! Instead, why not stick assorted random baddies in tiny hovercraft and have them chase each other around?



Fight Mode

A simple deathmatch, and when we say 'simple' we're not kidding. It's like *Forsaken*, only not good.



Race Mode

The race leader farts rings. Everyone else has to fly through them. Fun for exactly no seconds.

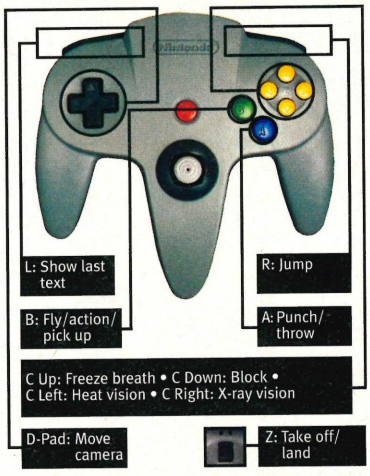
2nd opinion

I am quite frankly appalled that anyone could release something like this and have the temerity to call it a 'game'! It's more like an unfinished pre-alpha bugged-to-hell demo! Do not buy this game under any circumstances – burning's too good for it! ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternatives

The Legend Of Zelda: Nintendo
Reviewed: Issue 21, 96%
Goldeneye: Nintendo
Reviewed: Issue 5, 95%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

14

Soundbite

The worst N64 game since *Clayfighter*!

Written by: Andy McDermott







▲ The cut-scenes feature the cast of the television show, but the jerky animation leaves something to be desired.

Rugrats Scavenger Hunt

Don't be such a baby!

If you're a kid, or a student, there's a good chance that you've watched *Rugrats*, the cartoon where babies can talk to each other as long as there are no adults around. *Rugrats Scavenger Hunt* is a computerised boardgame featuring all the characters from the show.

If you're expecting something like *Mario Party*, you're going to be disappointed. *Rugrats* is more or less a traditional boardgame, with no arcade-style sub-games at all. Up to four people can play (the N64 fills in if you don't have enough players), each person taking turns to move around whichever of the three boards you're playing.

Landing on certain squares triggers special events. Usually they gain you extra cookies, which are the currency of the game, but occasionally you can take part in a mini-contest against another player, or (on the Temple Of Gloom board) search for the items you need to complete the game.

Nappies

Rugrats Scavenger Hunt is obviously aimed at very young players – anybody over the age of about eight will get bored very quickly. The gameplay is incredibly simplistic at the best of times, and on the Reptar Rally board it's actually mind-numbingly dull. The best thing about *Rugrats Scavenger Hunt* is the amount of cut-scenes – although slightly clumsily animated, they feature all the voices from the cartoon.

Maybe a family with a couple of *Rugrats*-loving tots might get some mild entertainment from this game, but it's not exactly a rivetting experience. Anyone else is going to be reaching for the remote and turning over to watch the real *Rugrats* show on TV. ■



Supplied by: Software Box
Contact info: 01202 684642

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THQ
Developer:	Realtime
Game Type:	Party
Origin:	US
Release:	Out now (import)
Price:	£54.99

$64,000 Question

- ⊕ Lots of speech from the actual actors
- ⊕ Captures the feel of the series
- ⊖ Incredibly dull to play
- ⊖ Ultra-simplistic
- ⊖ Animation a bit on the ropey side



▲ Angelica, despite her name, is the source of all that's bad in the *Rugrats'* world. A career in publishing doubtless awaits her!

Memory Options

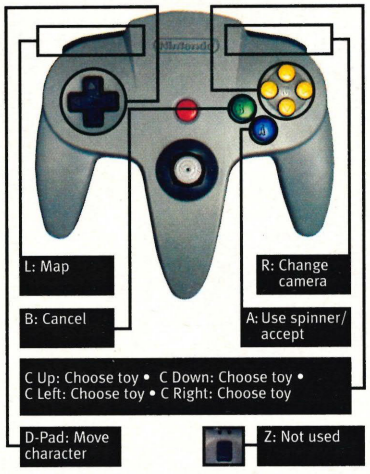
MEMORY:
Saves game in progress
CONTROLLER PAK:
N/A



▲ To move around the board, you push A to start a spinner, push A to stop it again, then totter that number of squares. Thrilling stuff.

64 Magazine Bottom Line

Controls



Alternatives

Mario Party: Nintendo
Reviewed: Issue 24, 80%
Tamagotchi World: Bandai (import)
Reviewed: Issue 11, 66%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

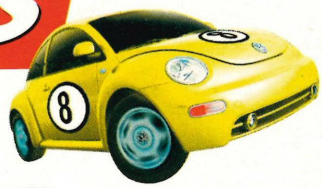
44

Soundbite

Simplistic boardgame of little interest to anyone but fanatical *Rugrats* buffs.

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Written by: Andy McDermott

Mike Piazza's Strike Zone

We've never heard of him. Is his game any good?

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	GT Interactive
Developer:	Devil's Thumb
Game Type:	Sports
Origin:	US
Release:	Out now (import)
Price:	See importer

Well, better late than never, we suppose. *Mike Piazza's Strike Zone* was released ages ago in the States, but we never saw a copy until this one showed up unannounced. The fact that our importer mates were flogging it for just £8 second-hand set the alarm bells ringing. Still, we had a spare page, so we thought we'd better review it for the sake of completeness!

It's yet another baseball game, and as baseball games go not a very good one. The best N64 baseball game by a mile is Acclaim's *All-Star Baseball 2000*, which has hi-res visuals and more control options than a B-2 bomber. *Mike Piazza*, on the other hand, is defiantly lo-res (a very undetailed lo-res, at that) and simplistic. Multiple camera angles? Precision bat swings? Controllable pitches? Nah. Just push one button to pitch the ball and another to hit it. What more do you need?



▲ Unlike *All-Star Baseball 2000*, which let you choose where you hit, *Mike Piazza* just has a single 'swing' command.



▶ The 'subtle' target shows where the ball will land. Get a fielder there before it arrives and you'll catch out the batter.

Ball

There's nothing noteworthy about *Mike Piazza's Strike Zone*. The announcers keep you updated on the state of play quite effectively, without getting annoyingly repetitive like *ASB*'s commentators. However, in-game speech isn't really a big deal any more, and the music is terrible.

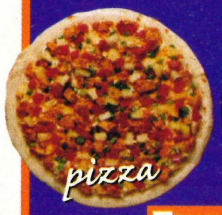
Even if you're a baseball fan, *Mike Piazza* will soon become boring, because the ultra-simple gameplay doesn't offer enough depth. Push button, push same button – it's the *Pokémon Stadium* of baseball! *ASB 2000* is far better. Still, at least we've reviewed it now, and need never look at it again. ■

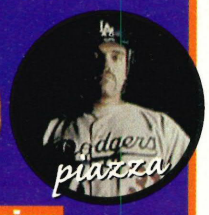
$64,000 Question

- ⊕ Easy to play
- ⊖ More boring than a woodworm convention
- ⊖ Bland, undetailed visuals
- ⊖ Nasty music
- ⊖ Few options

Piazzad Off

Piazza. Pizza. Similar words. Cheesy punsome comparisons were therefore inevitable. Which is your best bet?





Topping

Pizza: Anything from cheese to marshmallow.

Piazza: Bog-standard LA Dodgers hat. Strike one!

Availability

Pizza: Every high street in the land.

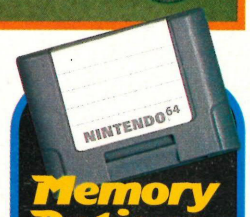
Piazza: Indie game shops' bargain bins. Strike two!

Enjoyment

Pizza: Mmm, delicious.

Piazza: Entirely inedible. Strike three!

Three strikes – Piazza's out!



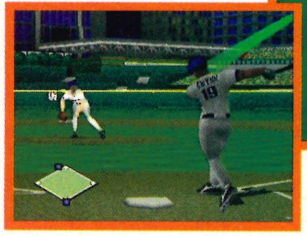
Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves season in progress

Supplied by: Software Box

Contact info: 01202 684642





▲ Yes, yes, yes! In your face! Score a home run and your man struts about like a regular cock-of-the-walk.

64 Bottom Line

Controls



Vary depending on whether you're batting or pitching.

Alternatives

All Star Baseball 2000: Acclaim
Reviewed: Issue 27, 85%
Ken Griffey Jr's Slugfest: Nintendo
Reviewed: Issue 29, 70%

Rating

Graphics

Audio

Gameplay

Challenge

Overall 40%

Soundbite

Very tedious baseball game that looks prehistoric!



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Written by: Ben Lawrence

Flying Dragon

A decent beat-'em-up that's not a wrestling game? Strange but true!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Interplay
Developer:	Culture Brain/Project
Game Type:	Beat-'em-up
First Reviewed:	Issue 10
Release:	Out now
Price:	£39.99



Memory Options

MEMORY: N/A

CONTROLLER PAK: Save characters, times and records

Supplied by: Software Box

Contact info: 01202 684642

Rather than tackling the obscurely named *Art Of Fighting Twin*, the Japanese name for this pleasant trundle through martial madness, we lucky westerners now have *Flying Dragon*. There's no flight and no dragons. Hooray for daft translation! So, what is different from the Japanese version reviewed back in issue ten?

Not a lot. The speed of the PAL version is just as sharp and responsive, the menus (of which there are many but we'll come to that) are now in the Queen's scribe and the borders are present and maybe a tad on the chunky side.

Wax On, Wax Off

The game itself is more closely explained in the Japanese name because there are two separate games to get stuck into. Firstly, there's the anime RPG-orientated fighter whereby you choose between a super-deformed character (clichés aplenty here, we feel!) and battle for possession of items and experience points... which presumably increase your character's strength. We say presumably because no matter how hard we tried to utilise such wonders as our power sack and blue shawl, they made very little difference to the outcome. The RPG-style game has an abundance of menu systems allowing customisable characters, buying and selling of items and peer nosily into other fighter's belongings. Very nice. Completely useless.

For the more serious fighting fan, a 'grown up' game is included. The fighters are responsive, blisteringly fast, dreadfully easy to beat and straight from the bin labelled 'Fighters Too Sissy For Our Game' in the *Virtua Fighter* offices. It's not to say the game is bad, though. With the likes of *Clayfighter* having the audacity to remain in our collective memory, if you stumble across *Flying Dragon* you'll find a pleasant surprise waiting inside the box.

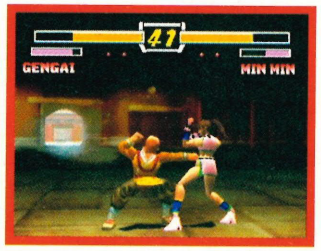
It's not new, it's not original. It is however, an all round and solid enough attempt at an N64 piece of beat-'em-up tomfoolery. Check it out, you might just like it. ■



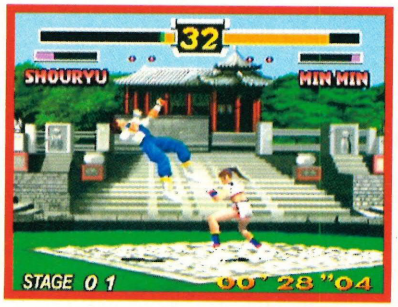
▲ When you pull off your special move the screen goes darker and you know your rival is in for trouble!



▲ As you slam your opponent to the ground, they actually turn their face up in pain! Imagine if you kicked them square between the legs...



▲ Trying the mug the old is no pushover these days! Trying it can mean big trouble, especially if they know martial arts like this old fella!



▲ The backgrounds in the game are fairly dull, but when you're too busy throwing people through the air it doesn't matter that much!



PAL Performance

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

Borders: Large

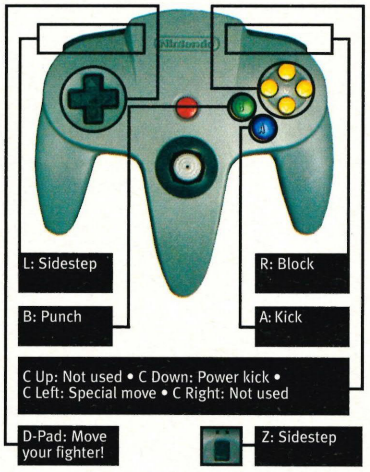
Speed: Fast!



▲ Min Min decides that rather than fighting Raima she'll make a swift dive for a doughnut he just dropped. Hungry girl!

64 Magazine Bottom Line

Controls



Alternatives

Bio Freaks: GT Interactive
Reviewed: Issue 19, 82%
Smash Brothers: Nintendo
Reviewed: Issue 24, 87%

Rating

Graphics

Audio

Gameplay

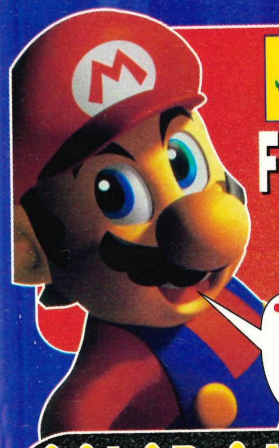
Challenge

Overall

78%

Soundbite

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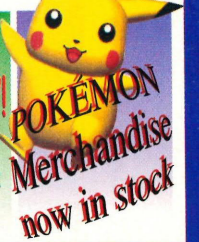
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cheat central

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PLAYERS' GUIDE

Star Wars Episode 1 Racer

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



Mystical Ninja 2 Starring Goemon

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



QUAKE 2

The fastest first-person shoot-'em-up on the N64? We think so! And here's a few cheats to keep you going with this gore-tastic game.

Twists Level

Enter **FBBC VBBB FBBC VBF7** on the password screen to start a timed one-player deathmatch with a rocket launcher.

Harder Twists

Enter **FVBS LBBB 7VBC 3BGB** on the password screen to start on an even harder version of the Twists level!

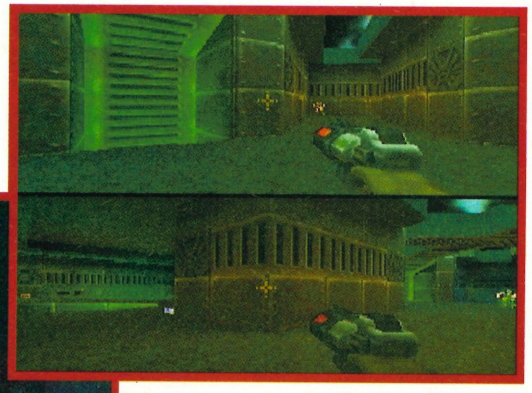
Unlimited Ammo In Multiplayer

Enter **S3T1 NF1N 1T3S HoTS** on the password screen.

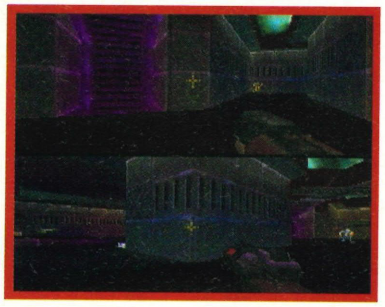
Alternate Colours In Multiplayer

Enter **S3TC ooLC oLoR S???** on the password screen.

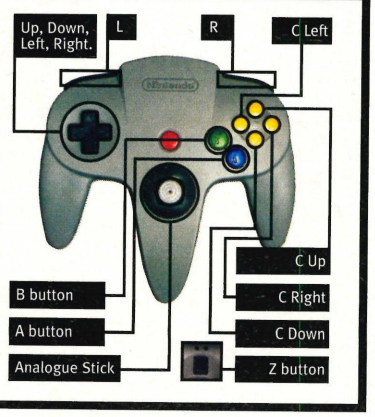






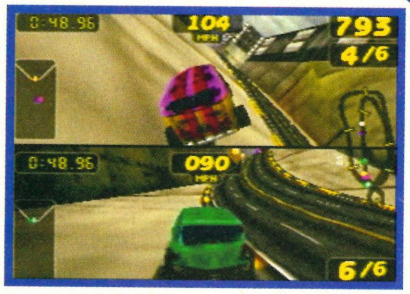


Pad at a glance



RUSH 2: EXTREME RACING USA

With the number of cheats there are floating around for this game, it's inevitable that a few extra ones would show up. Here's a pretty cool one for some two-player fun!



Tag Mode

Select a two-player practice and once both players have selected their cars and the countdown is running, repeatedly tap **C Up**. If you've done this correctly then when the game begins one of the players will be 'It'. Let the tag commence!

STAR WARS ROGUE SQUADRON

You've got to wonder what other little hidden surprises this game can hold! Now you can relive those epic *Phantom Menace* moments in an authentic olde-worlde *Star Wars* fighter!



Play As A Naboo Starfighter

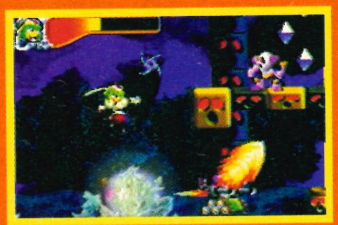
Now you too can pilot the Naboo Starfighter, just like Anakin Skywalker in *Episode One*! Go to the Passcodes screen and enter **HALIFAX?** as your passcode, then select Enter Code again and put in **!YNGWIE!** as your second passcode. (Don't worry about the tone that normally means the code hasn't worked – it's a decoy!) Select Enter Code yet again and you'll find that the yellowest ship in the *Star Wars* universe will be available on all the levels except the ones where you must use the Snowspeeder. Just go to the hangar and select it as normal.





MISCHIEF MAKERS

This manic 2-D platformer has been around for absolutely ages, but this cheat's brand new!



Extra Stages

Collect all 52 Gold gems, finish the game and watch the whole ending through. Watch the credits and check out the surprise ending then once this is over press **R** on the level select screen to get 12 more levels.

STAR WARS: EPISODE 1 RACER

Do or do not, there is no try! Yes, the film has finally arrived and to go with it we've got yet more cheats to let you get that much more out of this unbelievably fast racer.

Debug Menu

Select Tournament mode and choose an unused position on the name entry screen, then hold **Z** and enter **RRDEBUG** as a name by pressing **L** to select each letter. Select 'End' then press **L** followed by **A** to enter any name you want. Start a race on any track, pause the game and press **Left, Down, Right, Up** to enable the debug option on the cheat menu that appears.

Open All Cheats

Go to an empty slot in the Tournament mode and enter the Debug Cheat as listed above. Using the same method of holding **Z** and pressing **L** to select the letters enter the code **RRTANGENTABACUS** and select 'End'. Start any race as normal, pause the game and press **Up, Left, Down, Right** on the pad to access the cheat menu and you'll find that all the cheats will be open, including the Edit Pod Stats menu that allows you to change the performance of your pod without having to buy any parts from Watto's shop!

Quick Start

Press **A** as the final countdown figure disappears to get a turbo start.





MADDEN NFL '99

Football, football, football. All those Americans ever think about is football, and not even the right sort! So here's a bunch of codes for all you N64 owners with a Colonial bent!

Bonus Teams

Enter the following codes via the New Code option then select Add Code to display them at the bottom of the screen and start a game in Exhibition mode to play as that team.

Team	Code
Sixties Greats	PEACELOVE
Seventies Greats	BELLBOTTOMS
Eighties Greats	SPRBWLSHUFL
Nineties Greats	HEREANDNOW
NFC Pro Bowl	BESTNFC
AFC Pro Bowl	AFCBEST
All-Madden	BOOM
All-Time Stat Leaders	IMTHEMAN
All-Time Greats	TURKEYLEG
75th Anniversary Team	THROWBACK
NFL Equipment Team	GEARGUYS
1999 Cleveland Browns	WELCOMEBACK
EA Sports	INTHEGAME
Tiburon	HAMMERHEAD

Hidden Stadiums

Enter **OURHOUSE** on the code screen to play at the Tiburon stadium or try **EASTADIUM** for the EA Sports one.



Tomato Quarterback

Put in the code **SPLAT** for this weird player.

Faster Runningbacks

Put in **TURBO TIME** on the code screen then while playing press A to run faster.

Dancing Player

First score a touchdown then press **C Up** or **C Down** in the end-zone for a bit of a boogie.

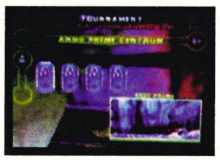
Dancing Referee

Tap **B, B, A, C Up** on the coin toss screen to make the referee get on down.

64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

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



● We set you a challenge in issue 28 to unlock and come first on all the invitational tournaments in *Star Wars: Episode 1 Racer*. The first person to send us the proof of this achievement turned out to be **Bethanie Stoneley** from Crewe. This makes Bethanie our Ultimate Player for Issue 30 and means she's the first girl to do so! Well done Bethanie, who says videogames are just for the boys?

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

Beetle Adventure Racing

COVENTRY COVE
4:55:06 Matthys ten Ham, The Netherlands
5:39:64 Paul Nicholls, Coventry
5:59:57 Mike Hutton, Kingswear



MOUNT MAYHEM
5:20:61 Matthys ten Ham, The Netherlands
5:56:00 Paul Nicholls, Coventry
6:40:90 Mike Hutton, Kingswear



SUNSET SANDS
8:04:80 Mike Hutton, Kingswear

INFERNO ISLE
7:53:52 Matthys ten Ham, The Netherlands
9:18:60 Mike Hutton, Kingswear

METRO MADNESS
7:03:53 Matthys ten Ham, The Netherlands
8:11:20 Mike Hutton, Kingswear



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
1:02:88 Richard Stout, Salford

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
0:57:52 Richard Stout, Salford
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

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

Starfox/Lylat Wars

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

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

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

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

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

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

SECTOR Z
85 kills Greg Smith, Wamberal

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

AREA 6
374 kills Mark Nicol, Western Australia

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY
00:53 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
02:19 John Brennan, Bicester

RENDEZOUS ON BARKHESH
05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake

THE SEARCH FOR THE NONNAH
03:31 Richard Dunn, New Leake
04:36 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
0:41 Oliver Lonsdale, West Bridgeford
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

MOFF SEERDON'S REVENGE
05:50 Paul Nicholls, Coventry

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

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
71:55, 121 kills Paul Nicholls, Coventry
47:56, 69 kills Alex Cadby, Weston-Super-Mare

Mario Party

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



Tetrisphere

Rescue
14503280 Jay Scott, Fort-William
10761430 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey



Puzzle
4:44 Gavin Brennan, Claremorris

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

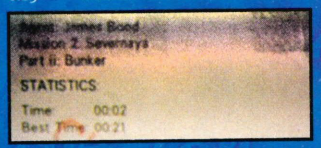
Byelomorye Dam
0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:56 Jon Burrows, Queensland
0:57 Zack King, Surrey

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
0:21 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

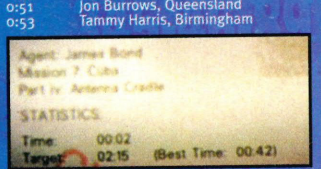
Train
1:30 Matthys ten Ham, The Netherlands
1:32 Richard Dunn, New Leake
1:34 Sam Doyle, Glossop
1:34 Stephen Hill, Maidstone
1:37 David Hetherington, Coventry

Jungle
1:10 Richard Dunn, New Leake
1:10 Matthys ten Ham, The Netherlands
1:14 Sam Doyle, Glossop
1:16 Andrew Joules, Weston-Super-Mare
1:18 Daniel Doyle, Glossop

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
0:42 Matthys ten Ham, The Netherlands
0:47 Andrew Joules, Weston-Super-Mare
0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland
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

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

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



Mischief Makers

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

WWF Warzone

Fastest Win
0:24 Jon Burrows, Queensland

1080° Snowboarding

Half Pipe Trick Attack
111339 Chris Webb, Abbeydale
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn
85058 James Morris, Wolverhampton

Crystal Lake Trick Attack
113199 Chris Webb, Abbeydale
90417 Ryan Stevenson, Aberystwyth
71672 Danny Dunn, New Leake
65542 Kevin Seeney, Bury St Edmunds
50441 Josh Bilton, Chipperfield

Crystal Peak Trick Attack
110724 Chris Webb, Abbeydale
89063 Ryan Stevenson, Aberystwyth
71288 Danny Dunn, New Leake
66532 Kevin Seeney, Bury St Edmunds
63361 Chris Atkins, Walkington



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
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leak
77354 Kevin Seeney, Bury St Edmunds

Deadly Fall Trick Attack
224498 Chris Webb, Abbeydale
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
89378 Josh Bilton, Chipperfield
81931 Danny Dunn, New Leake

Dragon Cave Trick Attack
114996 Chris Webb, Abbeydale
94856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeney, Bury St Edmunds
51914 Josh Bilton, Chipperfield

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

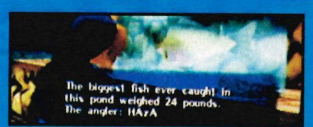
Sand Ocean 2
1:31:967 Richard Dunn, New Leake
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:47:280 Valter Lindgren, Sweden

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
24 Pounds Harris Shackleton, Halifax
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 points Mark Nicol, Western Australia
2000 points 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

Cruis'n USA

Grand Canyon
1:37:60 Paul Murray, Tranmere

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
02:10:66 Matthys ten Ham, The Netherlands
02:18:70 Kevin Seeney, Bury St Edmunds

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
00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
01:05:34 Matthys ten Ham, The Netherlands
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

Diddy Kong Racing

Ancient Lake
00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

Fossil Canyon
00:58:26 Stacy Needham, Bicester
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

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
01:12:91 Tammy Harris, Birmingham

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
00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield

Greenwood Village
1:21:75 Stacy Needham, Bicester
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:30:61 Tammy Harris, Birmingham
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
00:57:91 Tammy Harris, Birmingham
01:00:31 Gavin Brennan, Claremorris

Frosty Village
01:19:01 Rob Pierce, Salisbury
01:21:86 Kevin Seeney, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

Everfrost Peak
01:30:91 Kevin Seeney, Bury St Edmunds
01:35:20 Tammy Harris, Birmingham
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth
01:44:81 John Brennan, Bicester

Snowball Valley
00:50:63 Stacy Needham, Bicester
00:57:62 Kevin Seeney, Bury St Edmunds
00:59:40 Tammy Harris, Birmingham
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
01:40:26 Tammy Harris, Birmingham

Walrus Cove
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seeney, Bury St Edmunds

Spacedust Alley
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

Darkmoon Caverns
01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

Spaceport Alpha
01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

Star City
01:25:76 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

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

SCOREZONE CHALLENGE

Following the successful completion of Issue 28's *Star Wars* Challenge, it's obviously time to set a new one! The task this time is to complete all the time trial challenges in *Quake II*. In the event of a tie, the fastest times will decide the winner.



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!



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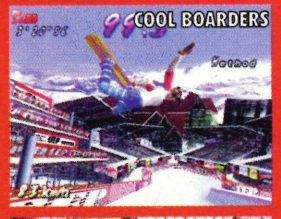
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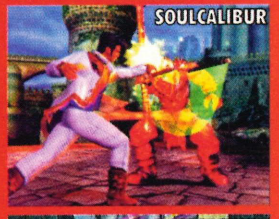
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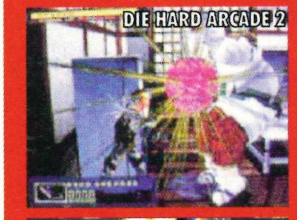












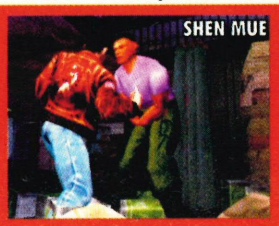




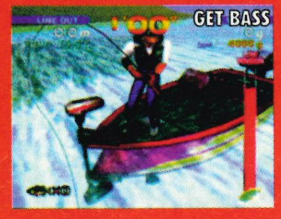


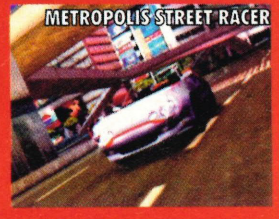
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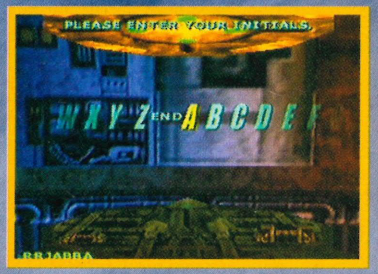
Written by: Martin Mathers

STAR WARS
Episode 1 Racer

This is where the action really heats up! We conclude our epic racing guide!

Cheats!

To enter any of the following codes, select a 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.



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!

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.

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.

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.

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.

GALACTIC PODRACING CIRCUIT

RACE 1 galactic — EXECUTIONER

PLANET: Oovo IV
TYPE: Prison Asteroid

Considering this is the first course of the Galactic tournament, it's not actually that tough. Remember to take the vital shortcut and you'll cruise through this one with no problems.



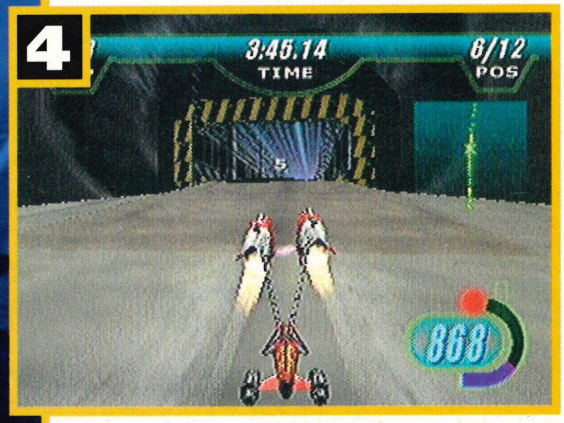
▲ As with the last Oovo IV track, try not to hit the sides of the narrow path. This time though, the course bends off to the left and passes through a rather tight opening before flying down a slope and through a tunnel.



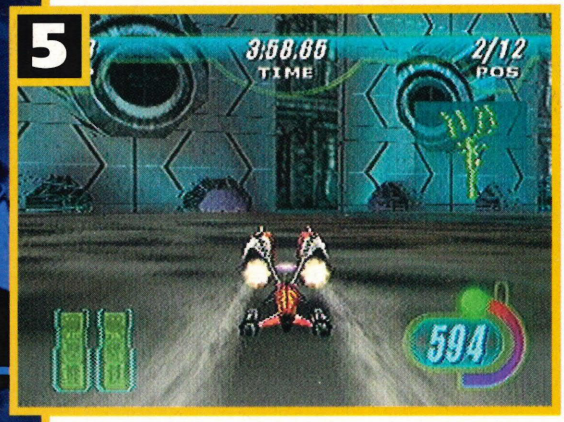
▲ Use your airbrakes to slow down – if you don't then you'll fly out of the tunnel and miss the ultimate shortcut. At the exit make a quick turn to the left or right, get up onto the ledge above the slope and boost along this incredibly long straight.



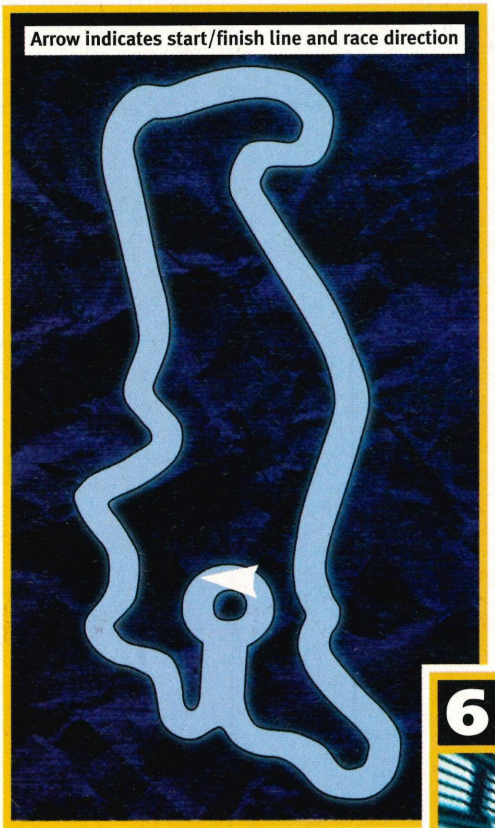
▲ As you rejoin the course and miss all the tricky turns to the right, boost again and slide through another narrow opening. Now slow down and race at the wall before pushing the stick forward and dropping into the exhaust vent below.



▲ Travel down the anti-gravity tunnel, dodging any rock fragments, then fly round the long left-hand curve, using the banked wall if you have to. Across the ore flats is another rotating gate, so stick to the centre of the course to pass it easily.



▲ Ride across the very narrow path along the top of the pipe and then drop down onto some more ore flats. Of the four tunnels ahead, the two middle ones are the shortest and easiest to pass through.



▶ When the four tunnels merge again you'll enter the last of the anti-gravity tunnels. Apart from the worm halfway down, this tunnel is empty so boost along it and drop out the other end. Follow the wide path back up to the finish line.

TOY DAMPNER

RACE FAVOURITE



Yes, he's got a ridiculously stupid name. But give him a chance – his slightly small pod has a few surprises hidden under the bonnet. Easy to handle but slightly dodgy on turns, it also has an average rate of acceleration.

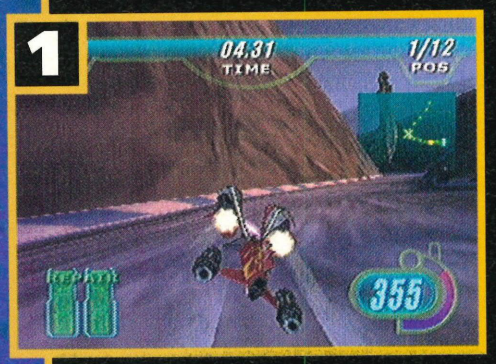




RACE 2 galactic SEBULBA'S LEGACY

PLANET: Malastare
TYPE: Gas Moon

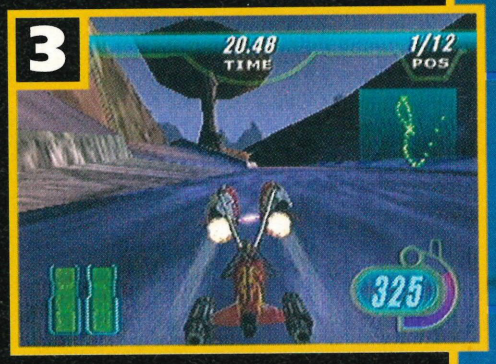
Rumour has it that the Podracer champion Sebulba personally designed this course himself. It's a fast track with some difficult hairpins, so be careful out there.



▲ Immediately after the start, you'll have to hit the brakes and slide round this heavy right-hand hairpin. As you turn, wait until you're facing in the direction you want to travel before hitting the power again and curving to the left.



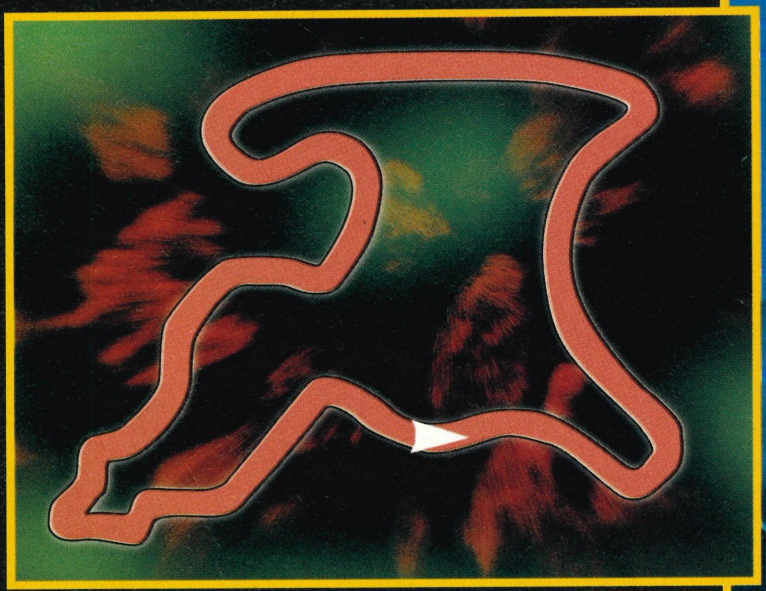
▲ Just around the next bend is another gas lake for you to cross. Avoid the rock pillar slightly to the left and look for the lights as an indication of the exit. Once back on dry land, pass through a short tunnel and take another heavy right-hand hairpin.



▲ As you see the tall rock column looming ahead, the path splits in two. Neither path has any advantage over the other but the left-hand track goes high while the right drops into a tunel. Use either to speed round the bends.



▲ After a short while, you'll see a tunnel on the right. Quickly turn your pod and slip into the opening – although there's a slightly heavy turn just ahead, it'll cut out all the hard turns that cover the track to the left of you.



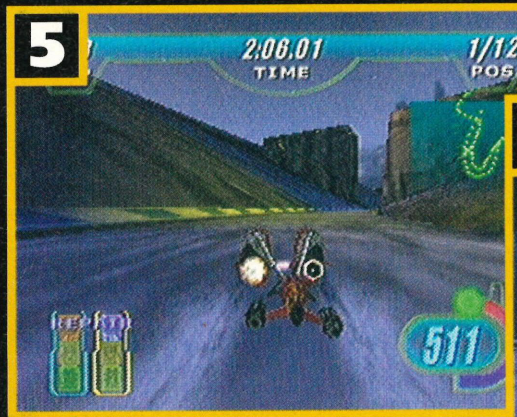
SECRET RACER

JINN REESO



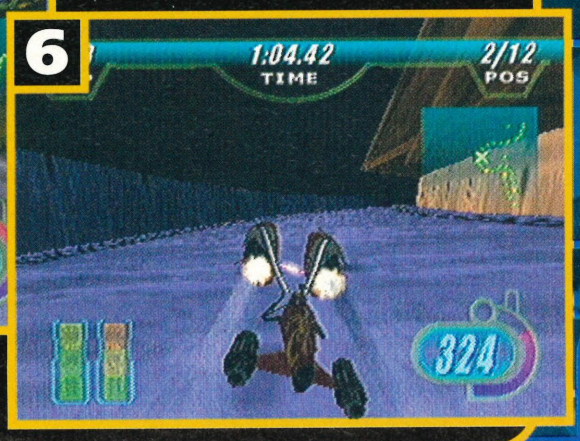
The bigger and uglier brother of Mars Guo can only be found if you use the cheat to get him, but it's worth it. He's got the biggest pod in the whole tournament and with good speed and traction, it makes him one to watch out for during the race.





▲ Back on the track, pass round the gentle right and left bends before sticking close to the left-hand wall. The barrier drops away on the right and you could fall to the lower track, but if you stay on top then there's a straight road over to the finish ahead.

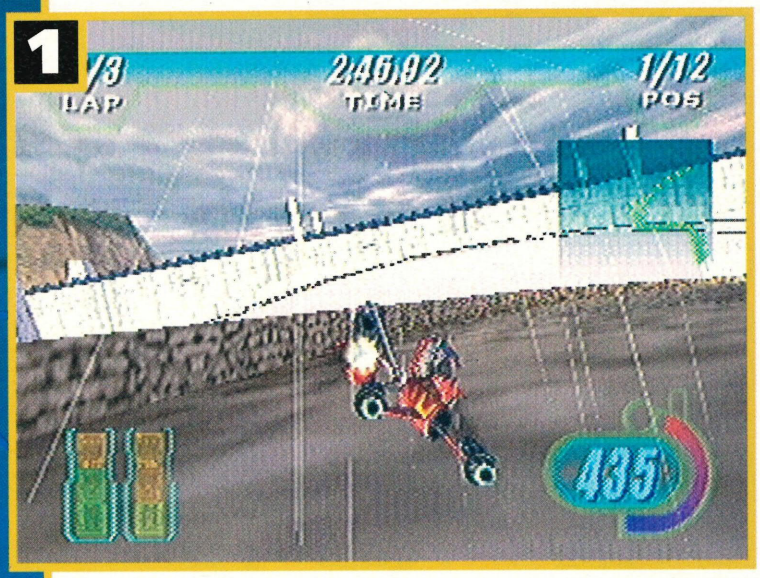
▼ If you do happen to fall down then you'll have to pass through a nasty series of heavy left and right turns along the tunnel passing through the mountain. You'll lose time and race position here, so try to avoid it if you can.



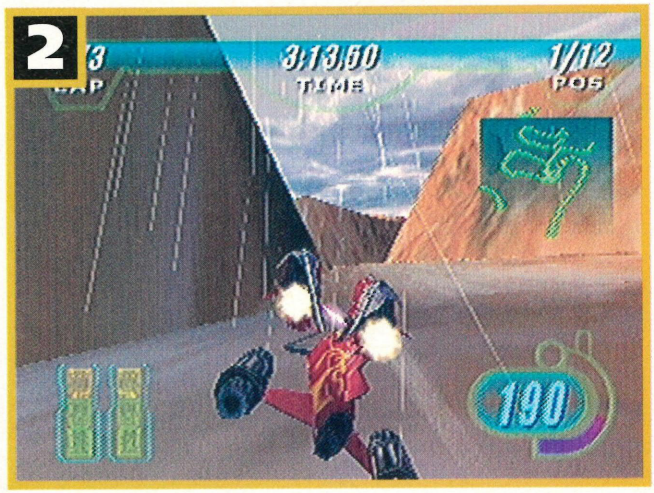
RACE 3 galactic GRABVINE GATEWAY

PLANET: Baroonda
TYPE: Swamp

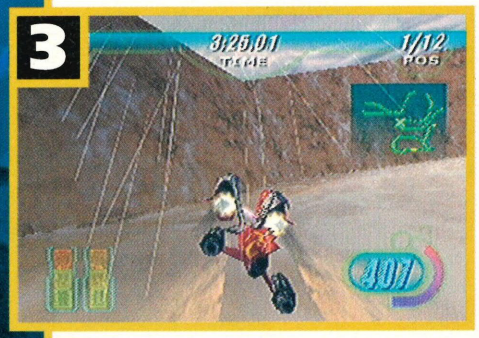
Possibly the most horrible course in the entire game, you'll be tearing your hair out for a while here. Master the brake and slide technique – it's your only hope!



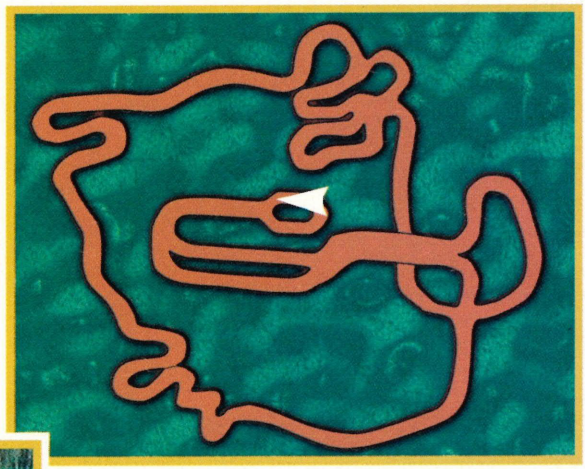
1 ▲ The beginning of the course is a reverse of the end portion from Baroo Coast, so cruise over the bridges and out of the city. Climb the mountain path that curves to the right and then do a hard left round the sandy hairpin at the top.



2 ▲ From the second lap onwards, the rock blocking this passage will explode and leave the path open. It's a tough turn to the right that requires precision control but if you make it, you'll avoid the two nasty sand turns to the left.



3 ▲ The sand trench is full of difficult turns that can catch you out – the walls are easy to hit and the corners themselves are longer than you'd think. Use the brake and slide technique, pulling back on the stick to sharpen the turn.





4 ▲ Use the brief respite in the jungle to repair your engines, then at the fork ahead take the right-hand track. It's easy to negotiate than the left one and lines you up more accurately for the narrow passage that lies up ahead.



5 ▲ Through the next arch there's another chance to repair your engines, but be careful as the turns here are rather heavy and hidden in the undergrowth. In the dense forest section, watch out for the sudden fork that threatens to split your pod in two.

ANAKIN SKYWALKER

RACE FAVOURITE



The boy wonder and future Dark Lord of the Sith, Anakin is what could be termed as the beginners' racer. Medium sized with slightly above average acceleration, turning and handling make him one to start out with.





6 ▲ If you can't do the brake and slide then you're going to lose everything here. A tight series of left and right hairpins through the swamp lie ahead so keep the speed down and get through as best you can – damaging the pod is inevitable, though.

RACE 4 galactic ANDOBI MOUNTAIN RUN

PLANET: Ando Prime
TYPE: Glacier

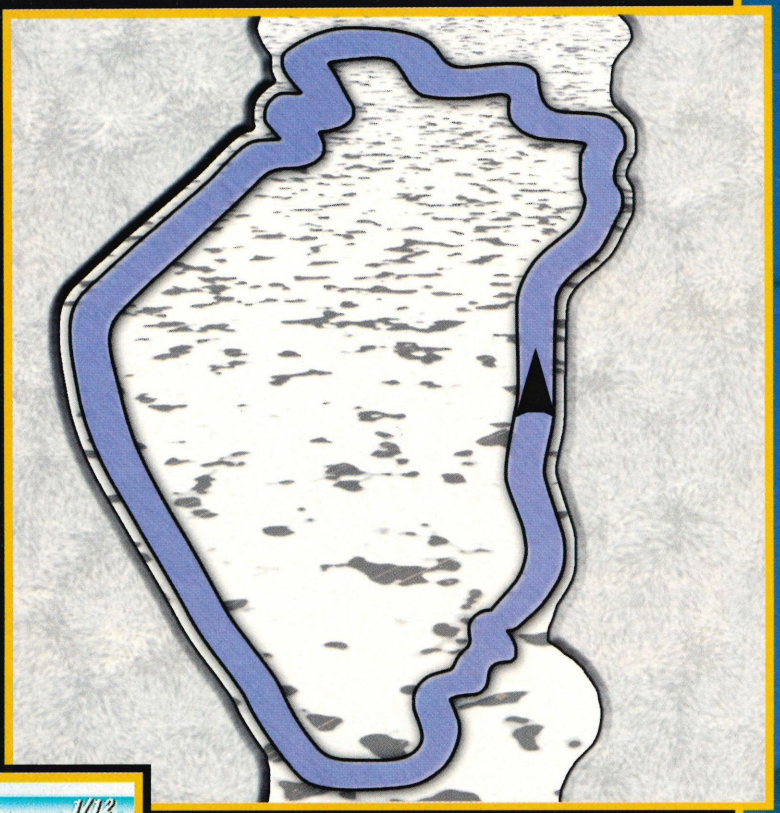
Combining elements of the first two glacier tracks as well as a whole new ice canyon, the Mountain Run is easy enough. Stick to the fastest routes that we've shown you here.

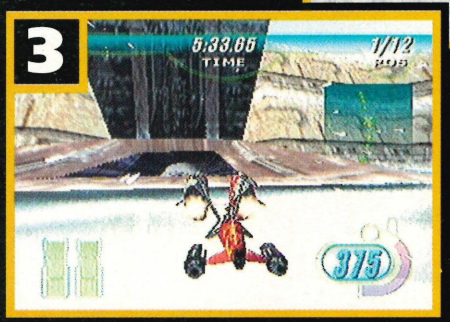


▲ As your driving improves, you should be able to boost all the way along this opening straight up to the junction. The track reverts back to the right-hand turn here, so race along and take the right-hand turn of every fork ahead.



◀ You should have a fairly powerful pod by now so the best tactic is to keep in a straight line through these tunnels – stick the routes on the right. Swerve through any oncoming ice formations and cross the bridge to reach the next mountain road.





▲ After the heavy left turn, plough up the hill and boost off the crest as before, cutting the engines if it looks like you're going to fall into the chasm below. Cross the ice lake, but this time drop down into the tunnel that has opened up.



◀ As you exit the underground tunnel, you wind up on top of a giant glacier with massive ice formations. There are several routes ahead, all of which are full of difficult turns. Take a trip to the left-hand path and plough the way up the slope.

RACE FAVOURITE
MAWHONIC

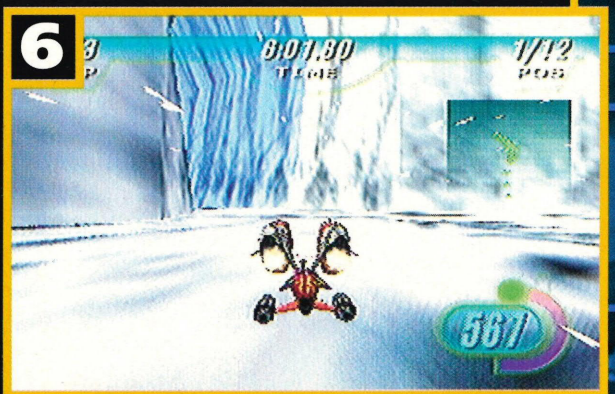


Look at the engines on that! Despite the overly large size of his pod, Mawhonic manages to bring a bit of flair to the tournament. One of the fastest pods in the galaxy, he compliments that with good turning and handling abilities.





▲ Try to boost down the tunnel as best you can without touching the sides – doing so cuts out the boost power. Watch out for the nasty track splits that are positioned at intervals down the tunnel as you can easily crash into them.

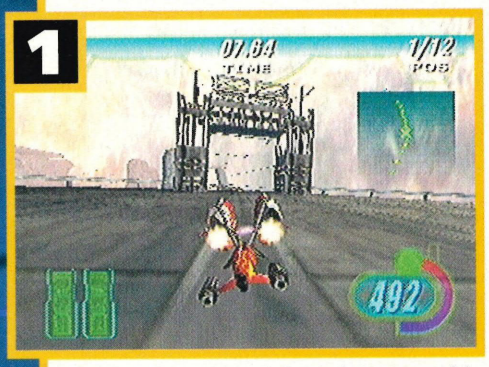


▲ The quickest way through to the finish is via the ice crevice positioned on the left. It runs right off the map and you'll need a pod with good turning abilities, but it's the fastest route. Don't forget about the tent shortcut from the start of the second lap near the finish line.

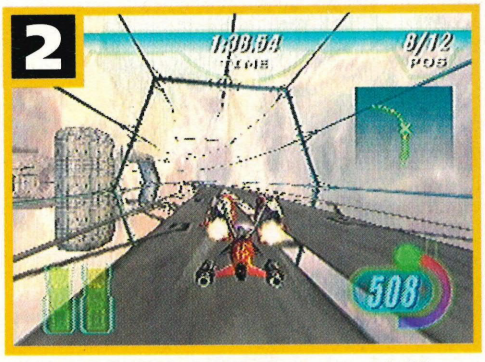
RACE 5 galactic DETHRO'S REVENGE

PLANET: Ord Ibanna
TYPE: Floating City

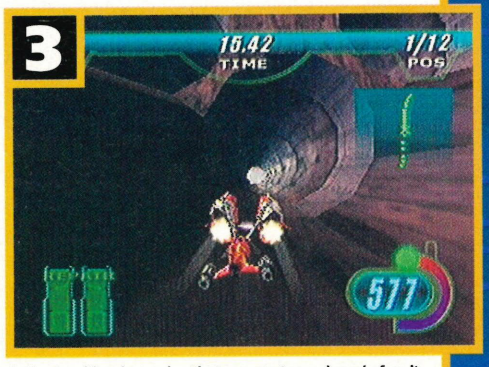
Not all that tough a course, but one with plenty of opportunity to take some shortcuts and embarrass the opposition. Be sure to cut corners in order to breeze home in first position.



▲ Use the start to get as much distance between you and the opposition as possible – use the boost if you're feeling confident enough. Watch out for the sudden unmarked turn into this arch as missing it will cost you valuable time.



▲ When you enter the hanging bridge, you can either fall off the side into the lower track or use cautious driving to stay on top. Practice staying up for the next airborne course, but remember to pull up over the gaps to prevent crashing out.



▲ Up ahead is a huge pipe that you must race down before it narrows into a smaller one. Stay central to avoid riding up the sides and hitting the wall at the end, then enter the next hanging wire bridge on the other side of the pipe.



▲ As soon as you leave the bridge, you'll pass between two lit pillars. Ignore the rest of the pillars marking the route and slide between the two buildings on the right to cut out the whole corner. Now race full pelt across the narrow path to the tunnel.



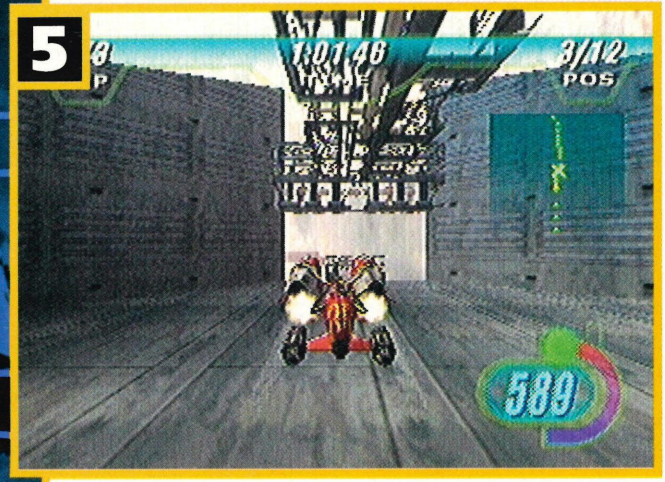
ODY MANDRELL

RACE FAVOURITE



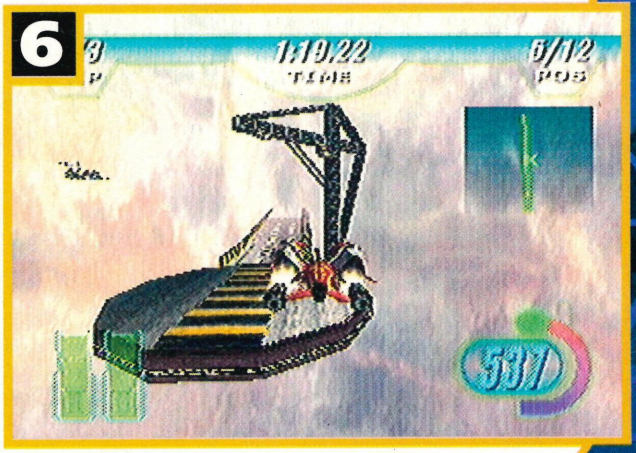
Like Anakin Skywalker, Ody Mandrell is one to select if you're just starting out and looking for a racer to try out with. Middle-of-the-road in every department bar acceleration, Ody is a bit tasty once he gets upgraded a little.





▲ Fly into the metalframe tunnel and then make a quick choice – either race down the slope into the lower tunnel or across the top to use the tunnel exit as a ramp. Hit the ramp with a boost and you can leap on top of the next passage ahead.

▶ Whether you pass over or race through the second metalframe tunnel, you'll end up racing up a huge slope. Boost if you can power it quick enough, but always hold back on the stick to make the gap and then leap another abyss to the finish.



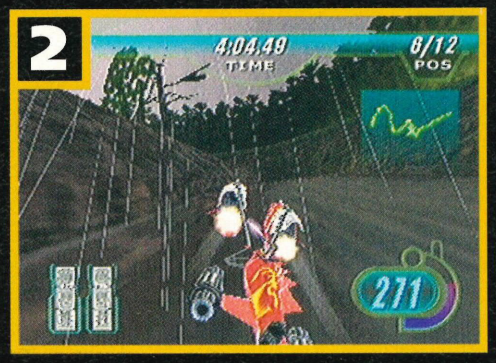
RACE 6 galactic FIRE MOUNTAIN RALLY

PLANET: Baroonda
TYPE: Swamp

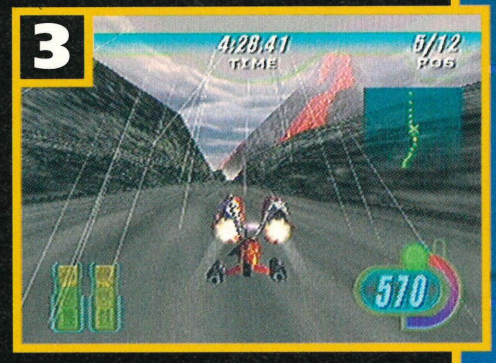
It's another tricky course brought to you courtesy of Baroonda. The reversed sand canyon and the fast lava pits mean that you won't be coming first here in a hurry.



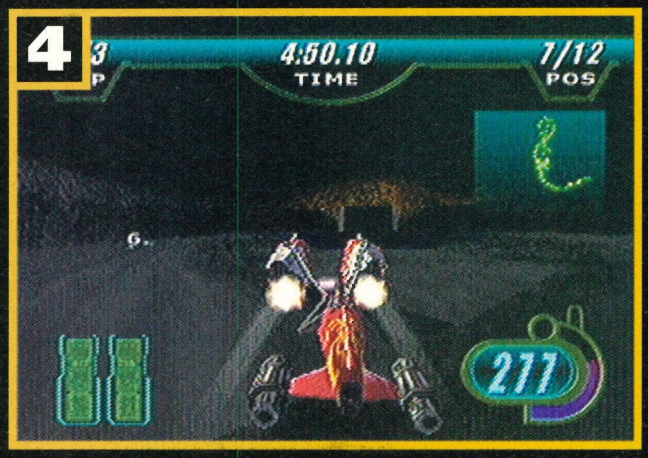
▲ Immediately after the start, you'll have to hit the brakes and slide round this heavy right-hand hairpin. As you turn, wait until you're facing in the direction you want to travel before hitting the power again and curving to the left.



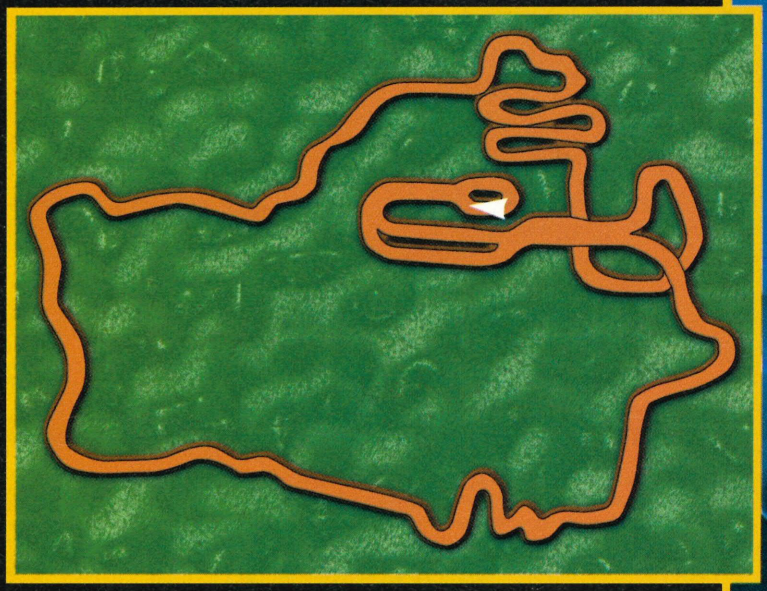
▲ There's more mountain trail to come, followed by a tricky set of turns through some dense forest. Again, use the brake and slide technique to take the turns and once through them use the straight to repair your now-damaged engines.



▲ Cross the ash-covered rock path ahead and head for the volcano. Ignore the steam and push on through to the passage on the other side, taking care not to fall into the unprotected lava flow that lies to the right of the path.



▲ Across the next rock path and into the tunnel beyond, take a quick turn to the left or right to avoid proceeding down the slope ahead. Now turn back to follow the hidden path behind the boulder and cut out some of the lava pit below.



SECRET RACER

EBE ENDOCOTT



Another one of the beginner craft is driven by this character. His haircut might not be to everyone's taste but his pod handles well with good acceleration, even though it's a little sluggish on the heavier turns.





▲ The next lava pit is filled with obstacles so stick to the main path – although falling into the lava won't hurt you, it's easy to lose your bearings once you're there. Now exit the pit and climb the ramp ahead before re-entering the jungle.

▼ You'll recognise this as the same sandy canyon as the last track, only running in the opposite direction. The turns are just as tough (if not tougher) so use the brake and slide to make it. The shortcut opens after the second lap so use it often and then follow the course up to the finish.



RACE 7 galactic

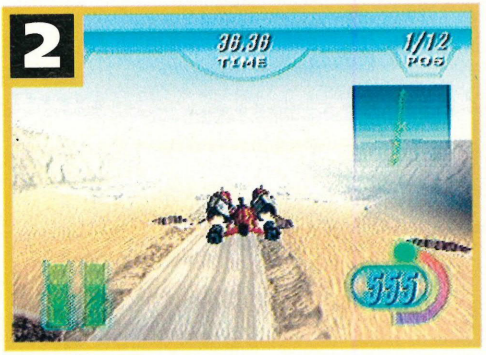
BOONTA EVE CLASSIC

PLANET: Tatooine
TYPE: Desert

Finally you've reached the ultimate race. Keep your wits about you and make sure not to let Sebulba intimidate you – this is your chance for glory!



▲ The Boonta Classic begins the same as the last Tatooine track, so use the boost to full effect here. Just before the course diverts, cut to the right and up the narrow ramp to fly over the track below and through an arch to get ahead.



▲ Follow the winding path, avoiding the odd rock blocking the course and then through the high-walled canyon with very tight left and right turns. Mount the ramp on the right and climb to the ridge above before flying off and over the deep crevice below.



▲ The shortest route through the huge canyon lies to the right – hit the ramp and ride up through the turns to the ridge above. Watch out for the pillar on the exit slope, then use the brake and slide to swerve through the gorge coming up.

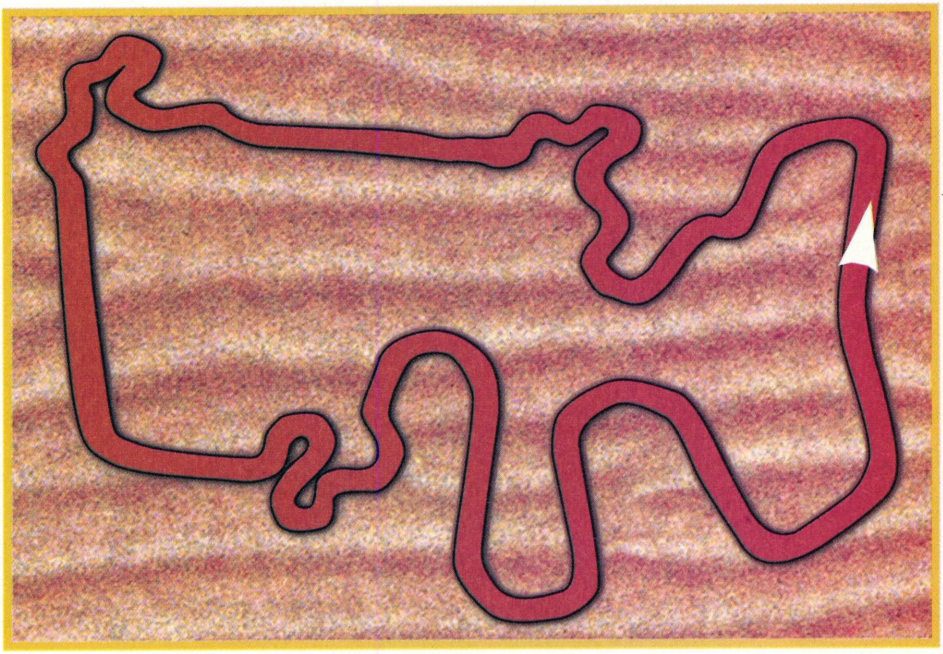
CY YUNGA

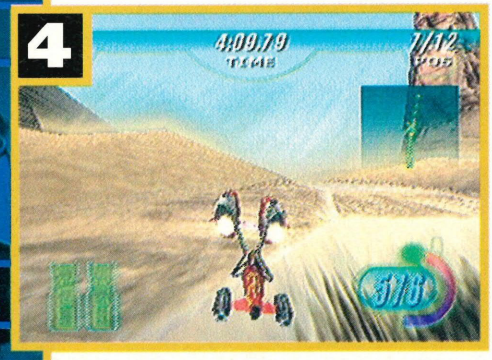
SECRET RACER



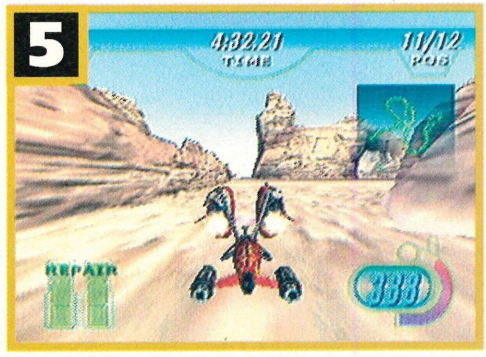
This one-eyed wonder has a pod with engines the size of... well, huge engines, but he's pretty tasty on the track. With excellent stats in all categories, he is only let down by his slight lack in the acceleration department, so try him on for size.







▲ Clear of the gorge, you have a chance to power up your boost engines as you fly over the crests. Keep at top speed for as long as possible without overheating, but watch out for the Sarlacc pit hidden behind the second ridge.



▲ At the end of the long Sarlacc straight, enter the series of rock arches. The corners are tricky so take care and watch for the sly shortcut hidden on the left halfway down. Once through the arches, pick up speed as you leg it along the banked passageway ahead.



▲ Pass through the crevice at the end, making sure to stay central to avoid hitting the rock formation in the way. Enter Sandpeople Gorge and dodge the fire jets that'll burn your engines – stay high in the canyon to avoid more flames.

INVITATIONAL RACING CIRCUIT

RACE 1 invitational ANDO PRIME CENTRUM

PLANET: Ando Prime
TYPE: Glacier

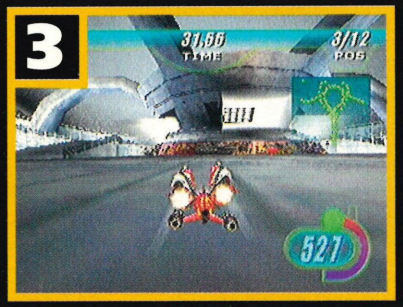
The first of the Invitational courses can be accessed by completing the Amateur Podracing Tournament. Much of this race is through the city, so there's little ice here to compete with.



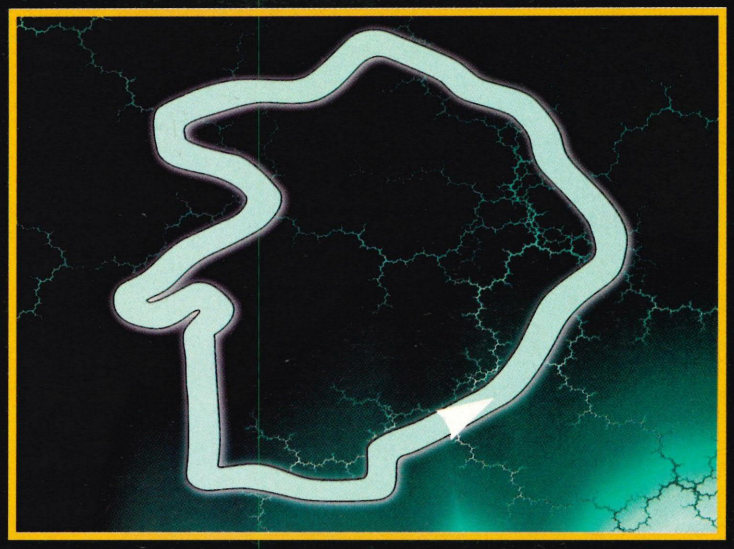
▲ When the race begins don't be tempted to deviate from the course – there's a path to the left but the snow will slow you down. Instead, stick to the road and speed along the curves before racing through the wide tunnel into the caves.



▲ Just inside the cavern, guide your pod down the right-hand path, sticking to the left side of the course. Keep your eyes open and you'll smash through some ice, slipping down a narrow tunnel and cutting off the heavy corners on either side.



◀ When you finally enter the main stadium, stay on the lower levels. Rather than climbing the ramps at the side, just nip round the central column via the left path and slow down to take a heavy left into the icy side tunnel up to the city.

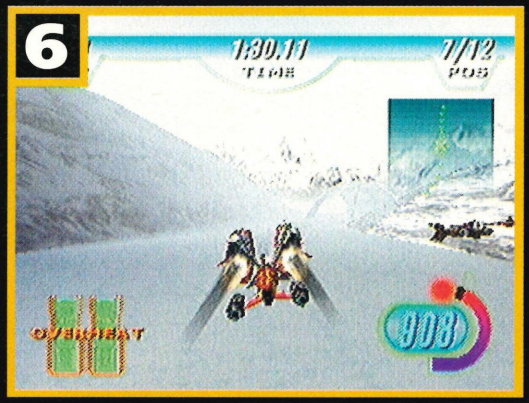




▲ Cross the main bridge into the city and then stick to the right-hand wall to drop down a slope into the heart of Ando Centrum. Follow the maze of road between the buildings and pass under the overhanging arches to reach the next fork.



▲ As you pass through the arches, ease the pod to the left and then whip round to take the left fork of the road. Climb the ramp round the corner and speed under the arches – this is the best route to take as it is the straightest and has more opportunity for using boost.



▲ Keep the boost heated up and wait until the very last second to reactivate it as you leap over the ridge – you'll fly twice as far as all your opponents and avoid the risk of overheating. Power the boost back up as you land and race on over to the finish.

RACE FAVOURITE

SLIDE PARAMITA



The somersaulting bloke with a face like the back end of a womprat has a sensitive Pod that is second-to-none. Highly responsive with good turning and handling capabilities, he's let down by his mediocre acceleration.

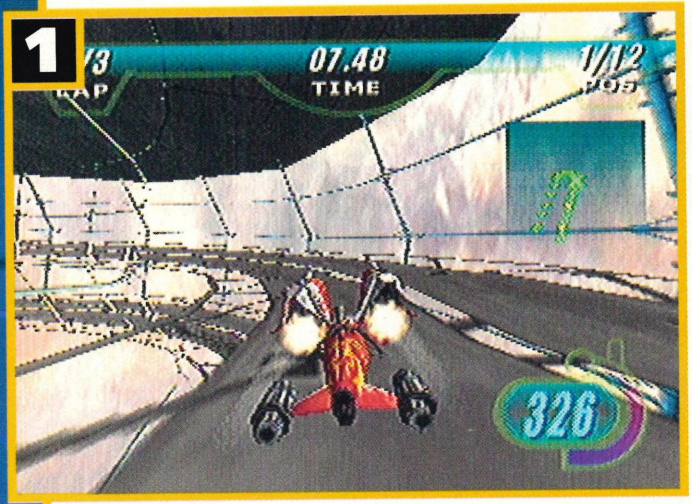


RACE 2 ABYSS

invitational

PLANET: Ord Ibanna
TYPE: Floating City

By winning the Semi-Pro Podracing Tournament, you get the invitation to this race. Cautious driving will help you through here – more haste, less speed!

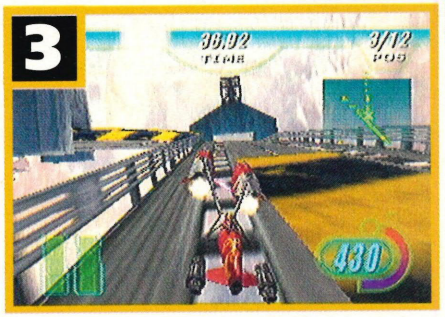


▲ As your driving improves, you should be able to boost all the way along this opening straight up to the junction. The track reverts back to the right-hand turn here, so race along and take the right-hand turn of every fork ahead.

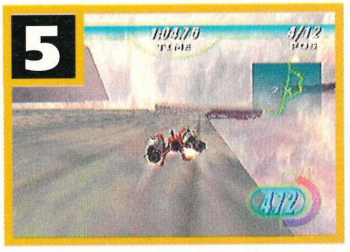




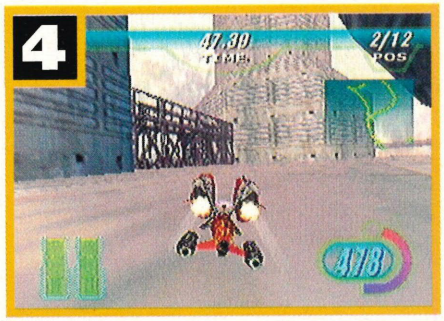
◀ You should have a fairly powerful pod by now so the best tactic is to keep in a straight line through these tunnels – stick the routes on the right. Swerve through any oncoming ice formations and cross the bridge to reach the next mountain road.



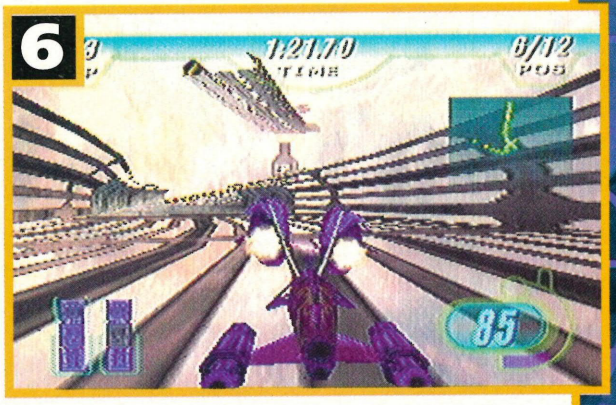
▲ After the heavy left turn, plough up the hill and boost off the crest as before, cutting the engines if it looks like you're going to fall into the chasm below. Cross the ice lake, but this time drop down into the tunnel that has opened up.



◀ As you exit the underground tunnel, you wind up on top of a giant glacier with massive ice formations. There are several routes ahead, all of which are full of difficult turns. Take a trip to the left-hand path and plough the way up the slope.



▲ Try to boost down the tunnel as best you can without touching the sides – doing so cuts out the boost power. Watch out for the nasty track splits that are positioned at intervals down the tunnel as you can easily crash into them.



▲ The quickest way through to the finish is via the ice crevice positioned on the left. It runs right off the map and you'll need a pod with good turning abilities, but it's the fastest route. Don't forget about the tent shortcut from the start of the second lap near the finish line.

RACE FAVOURITE

BOZZIE BARANTA



Favouring the Invitational courses more than anything else, Bozzie loves a good challenge when it comes to a race. His small-sized pod has good turning but average handling and acceleration, so he takes practice to use.



RACE 3 THE GAUNTLET

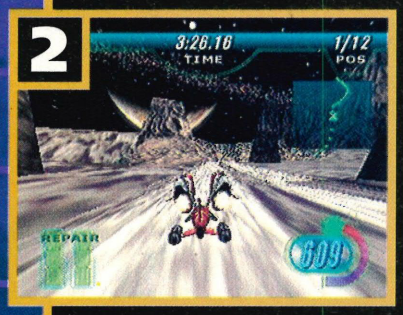
Invitational

PLANET: Oovo IV
TYPE: Prison Colony

Complete the Galactic Podracing tournament and the final journey to the Oovo IV prison colony is yours. It's a long and demanding track across the ore flats, so don't relax for a second.



▲ Follow the same course as you did for the Executioner, turning off to the right through the metalframe tunnel after the narrow opening. Use your boost here and when you see the large rock column looming ahead, cut the power and turn left onto the asteroid surface.



◀ The ore flats are easy to negotiate as the track is very open. However, if you stray from the marked light-coloured road your pod will slow down, so don't do it too often. Beware also of falling meteors that cause flames to rise out of the road.





▲ Cut off the next left-hand corner by racing over the ridge through the dust and then hit the boost along the straight. When you hit the large metal plate in the floor, make a hard right across the ore flats – this shortcut will slow down your pod, so you won't be able to use boost.



◀ The path around the outside of the colony is easy to follow – it's wide, so crashing isn't a problem, and the turns are gentle. When you enter another dusty straight, hit the boost again and shut them down just before the rock column to make the wide left turn around it.



▲ Enter the canyon at the end of the ore flats and take the heavy turns with caution. Keep to the centre of the track and when the road slopes down, take the tunnel through the rock to avoid all the obstacles that litter the path above.



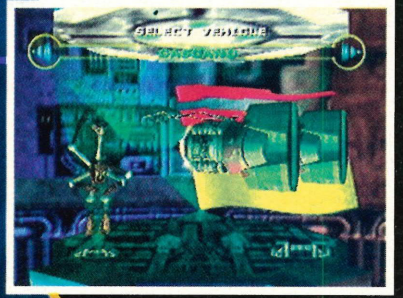
▲ Once you've dropped down the slope from the outer colony, you'll enter the prison complex itself. The narrow paths aren't too tough to race along, but watch out for the malfunctioning gate at the end that leads to the finish line.

GASGANO

RACE FAVOURITE



The resident octopus knows how to put on a show and often does so in his pod by overheating with incredibly frequency. His mediocre handling and terrible turning skills are only made up for by some average acceleration.



RACE 4 Invitational

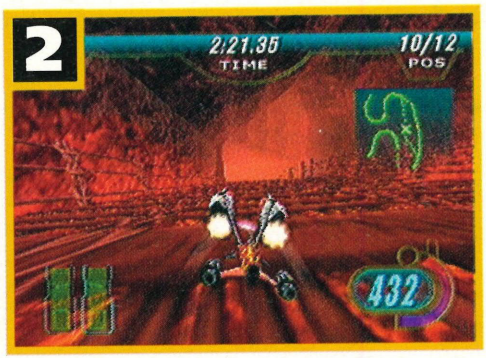
INFERNO

PLANET: Baroonda
TYPE: Swamp

The final Invitational course is for pure champions only. To open it, you must come first on every other track in the game – not an easy task by any means!



▲ Fly away from the start and keep the speed up as you race around the U-turn straight ahead. Stick to the top track and pass under the arches – dropping to the right cuts out the turns but the ash there slows your pod down to a crawl.



▲ Through a short tunnel the path splits in two, each one leading to a wooden bridge. Taking the right-hand path is easier but the exit from the left is smoother - neither offers any real advantage, so the choice is entirely up to you.



▲ Follow the long heavy turns that weave through the lava pit beyond the bridges and then stick to the left and whizz through the cave to venture out into the open. You'll cut off the entire U-turn on the right before re-entering the volcano.



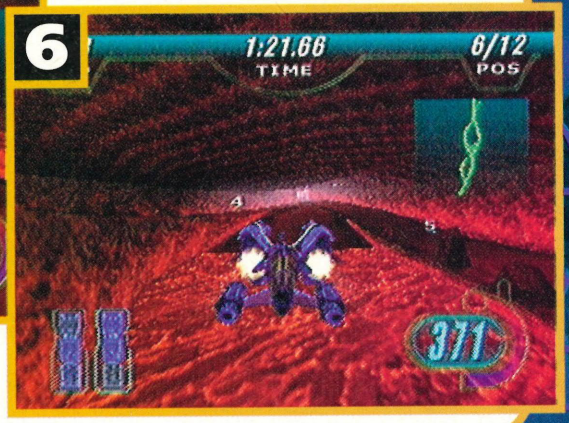
▲ There are a tricky series of left and right turns along a narrow ridge here. Getting round without damaging your pod is a matter of braking and sliding, but you can also take this quick shortcut on the left to cut out the hard corner.



▼ In the next lava cavern, try to stick to the path in the middle as it curves back and forth. If you drop down then it makes navigating the cave harder, so stick to the track and then drop off when the top course veers off to the left to reach the exit.



▲ As you race along to the bridge over the lava, watch for the rocks lining the edge of the ledge. As soon as the rocks end you must turn slightly right and leap from the bridge onto the lava below – do it right and you'll be heading for the next cavern.



SECRET RACER

BEN QUADINAROS



With a head like a malformed helium balloon, Ben is the favourite on the toughest track of all. He's also the only racer with a four-engined pod but his turning is a bit slack and the motors tend to overheat a little quickly.



Written by: Martin Mathers

Mystical Ninja 2 Starring Goemon

The dead are rising from the grave in ancient Japan, and only Goemon can stop them!

Spend, Spend, Spend!

There are plenty of goodies to spend your hard-earned cash on in the world of Goemon. Remember that if you need a little extra dough, the amount that the bad guys give you once they've been killed doubles at night-time. Now grab your purse and let's go shopping!



Rice Balls (20 coins)
Plain rice might be tasteless and boring but some people seem to have a taste for it. Try some for yourself – it'll give you back one point of energy when you die, so it's worth it in the long run.



Plum Rice Balls (40 coins)
Hmm, you really can taste those plums. This delicacy will remain in your pocket until you die, at which point you'll get two points of energy back to carry on the level with. How lovely.



Fish Rice Balls (80 coins)
The most tasty rice on the market is only available once you reach Spook Village. It's delicious and nutritious, giving you back a full three energy points if you snuff it halfway through a level.



Raincoat (10 coins)
The weakest protection from enemy attacks is up for purchase from the off. It's rather cheap, but then it only covers you for one extra hit before it becomes useless. What do you expect for ten coins, eh?



Silver Armour (30 coins)
This is available in most shops after Otohime Town. It'll protect you from two extra hits of damage on your energy bar, but for 30 coins it can prove a bit steep if you buy it often, so save those coins.



Gold Armour (60 coins)
Now this is the stuff – top quality armour at an affordable price. For a mere 80 coins, you too can have this genuine, one careful owner item that will protect you from three extra hits of damage. A real bargain, squire.



Surprise Pack (80 coins)
Who knows what mysteries are contained within the Surprise Pack? Well, us actually. Buy this little number and you'll get an extra life for when you inevitably die. Well worth it if you're rolling in cash.

The Guide

From here on, we've outlined all of the important features of each level so that you can get every secret item, stash of coins and entry pass in the game. Unless otherwise mentioned, the best character to play as is always Goemon – he's fast, powerful and has an amazing double jump that is second to none.

WORLD 1 EDO

LOST'N ROAD

Level: 1 **Entry Passes: 1**

Pole To Pole

Immediately after the start, you'll come across some poles hanging in the air. You can grab onto one of the poles by simply leaping up at it and then spin round by pushing the analogue stick back and forth as you swing. Now hold the direction you want to jump – the next pole is up and to the right – and press the A button to leap over. Repeat this method to scale the heights and reach the platform with the Coin Jar on it.



Horseplay

Across the thin stone ledge over the huge gap is a man riding a wooden horse. If you smack him with your pipe he'll fall off and you can climb aboard. Although your speed is increased while riding, you can't jump, so don't expect to be climbing any ledges. You can still attack by pressing the B button however, sending out a powerful mule kick to anything in the way. Don't take too many hits as you ride along – getting hit won't hurt you but if you're damaged too much, the horse will be destroyed!



The Rolling Stone

Just beyond the point where you have to ditch the horse, there's a large round boulder with a face on it. Push it from the left-hand side and you can roll it along, crushing all of the Cannon Soldiers in your path. When you've killed them all, push the stone back again and use it as a stepping stone to double-jump onto the higher ledge and collect another Coin Jar.





LOST'N TOWN

Level: 2 **Entry Passes: 3**

Dude Looks Like A Lady





Run right and head into the screen at the first alleyway. Ignore everything until you reach a house with a Japanese banner outside – it's in the middle of the second block of houses. Go inside and talk to the woman as Goemon and she'll ask for your help... or 100 coins from your wallet, at least. In a hideous *Crying Game* moment, give her the money and she'll reveal herself as a he! Still, at least you'll get the Chain Pipe for your troubles – press R to use it and smash through blocks with a star on them!



Gold Digger

You must have completed the Digadig Gold Mine level to attempt this mission. Head down the alley towards Goemon's House and enter the fourth house along with the Ronin pacing outside it. Talk to the old man inside – he'll ask you to go to the mine and kill the Mudtrotter ghosts that live there. Once you've agreed and gone to the mine, run along and kill all of the brown blobs that you can find. There are seven in all and you have to find them quickly as they disappear at night. Make sure you take the bottom route after the first waterwheel or you'll miss the Mudtrotter that's hiding there! When you've killed them all you'll be taken back to the town, where you'll get an Entry Pass.



Lounge Lizard

Hang around in the town until night falls and then head for Goemon's house. Jump down the well that sits next to the house and you'll meet the Iguana Man – he's very shy so he only comes out at night. He's so shy in fact that he doesn't want to talk to you, so take the Entry Pass from him and leave before he gets angry!

Strut Your Funky Stuff

To the right of the house next to the Teahouse is an alleyway. Run down it and you'll enter the house of DJ Mania. He'll ask for your help to find his three sacred treasures – his headphones, microphone and record! They all lie on the Lost'n Road, so agree to help and then go back there. The headphones can be found on the platform at the top of the spinning poles while the microphone is high up on the platform above the round boulder. The record is at the end of the level on top of a giant Cannon Soldier – smack him a couple of times to reduce him in size before double-jumping over it, grabbing the record and completing the mission, for which you'll get an Entry Pass.





The Littlest Ninja

If you want to progress any further than Lost'n Town, you'll have to meet up with your pal Sasuke who, according to the villagers, has been looking for you all day. Run right through the village and cross the bridge then enter the house immediately on the other side – the one with the blue banner outside. This is the Teahouse, where you can change characters if you need to, and where Sasuke waits for you. Once you've chatted for a bit, head back left through the village and pass through the gates with the two guards standing near.

RINGBELL PASS

Level: 3 **Entry Passes: 1**

Stars In Their Eyes



Go up the first flight of stairs until you reach the hovering platform. This is the transporter that will take you to the Teahouse of the Other Dimension – a place where you can change character mid-level. If you're not playing as Goemon, change to him now before heading right. You should have gained the Chain Pipe from the beauty in Lost'n Town – use it to smash the star-marked blocks so you can carry on.

Be A Swinger, Baby

Watch out for the section of moving platforms just beyond the next flight of stairs – they swing like crazy! There are several sections like this through the level and it's very easy to fall down here if you're not careful, especially if you don't take care of the hovering Spectres that fly around. Take your time and wait for the right moment before jumping to the next platform.



Split Decision

Shortly after the first set of swinging platforms, the path splits in two. From here, you can take one of the different routes to the end of the level...



You Take The High Road...

A very dangerous path indeed. Plenty of nasty things to avoid – rolling boulders, flying Spectres, Samurai Soldiers and tons of other horrible things, especially if it's night-time. Use the square Impact block to cross over the larger spike pits when you reach them and make sure you keep playing as Goemon. Not only does his double-jump and long-reaching pipe come in handy, but you'll need the Chain Pipe to bust through some more star-marked blocks.

... And I'll Take The Low Road



Certainly the easier of the two paths and more rewarding in terms of enemies to collect things from. Jump up inside the first ceremonial bell to collect some goodies and smack the second one with your pipe to make a rolling boulder fall out – you can follow this along and let it kill all the baddies for you. Watch out for the Spectres as you leap across the swinging platforms and use the wooden horse near the start to your advantage – the B button now lets you shoot fireballs that destroy anything in the way. The two paths converge once more right near the end of the level – climb the stairs ahead and break open the raccoon to collect the Entry Pass.

DIGADIG GOLD MINE

Level: 4 エナキヌト **Entry Passes: 1**

Wheels-a-turnin'



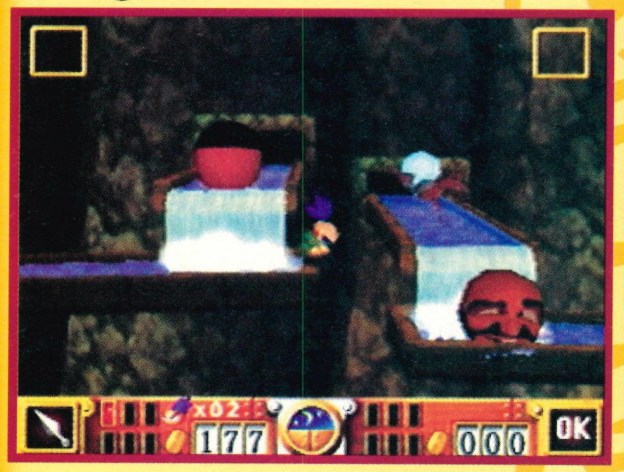
Along from the start is a large waterwheel blocking the path. By jumping on the flat sections of the wheel, you can travel over it and reach the platforms on the other side. If you choose the top route you will walk along some short aqueduct sections, killing a variety of Trident Soldiers. Taking the bottom route is more rewarding in terms of power-ups and goodies but is harder to cross – there are loads of dangerous jumps and leaping nasties mean that an early death is a definite possibility.

Great Skulls Of Fire!



Your first real challenge in the game is this giant skeleton blocking the way. If you keep hitting him as much as possible, he won't have a chance to throw out any small fireballs in your direction, although once you've hit him he becomes invincible for a short time. When you've hit him a few times, he'll pull back and throw out a long chain of fireballs – to avoid this, stand as far left as you can and his flames will miss you. Carry on hitting him and he'll attack again, but this time in both directions – stand to the far left and then the far right to avoid the flames. One more attack follows after you've hit him again and after that you can smack him some more until he finally dies.

Rolling Rock



On the other side of the Skeleton Bridge, run along until you reach the next set of aqueducts past the waterwheel. As you proceed along the aqueduct you'll need to jump over the large round boulders that hurtle towards you. When you reach the top of the slope you can jump onto the next aqueduct and down the other side, but watch out for the Spectre that hovers there – if you hit him, you're likely to fall down the gap between the two platforms.

EDO CHECKPOINT

Level: 5 スツクウヒカ **Entry Passes: 1**

Entry Passes!



Nothing too taxing here – run to the two guards at the end of the path and present them with your entry passes. You'll need five or more passes to get through this first gate, so get back to Lost'n Town and complete some of those missions, pronto!

EDO CASTLE

Level: 6 ウクキヒウオキ



The route through the castle is relatively straightforward as there's only one path to take. There are a few little power-ups and items that you might want to look out for in the first section.

Extra Life



After the high flame jet, run along and jump down from the large block that is going up and down. Wait until it raises and then run under it to the left to grab an Extra Life token.

Golden Armour



Run as far right as you can from the start and when you pass under the third giant block, drop down and use your Chain Pipe to smash through the star-marked blocks. The Golden Armour is on the other side – it gives you six bars of energy and a Gold Pipe to boot! Don't forget the Coin Jar that's sitting on the platform above as well!

Lift And Separate



Double back on your path from the Gold Armour and take the top platform along to the left. When you finally reach the far end, wait for the giant block to lift off the screen before you leap over the gap, otherwise you'll bang your head and fall. When the block falls back down, leap on top of it and use it as a lift to reach the higher levels of the castle.

A Long Way Down

When you get to the far end of the top level, ignore the green arrow and instead drop down and run left, under the giant block. Along the way, make sure to collect the two Coin Jars that sit on a raised platform and then keep going to the end and grab the Weapon Power-up if you need it before heading back to the signpost.

Double Impact

At the far end of the next section, move the block and use it to get on top of the giant block, which then acts as a lift to the roof. Watch out as you move along here – not only are there large holes to negotiate, but Impact is trying to squash you with his huge fists! Time your runs past these and then drop into the hole at the end of the roof.

The Inner Chamber



The second section is easy to run through. Be careful of the Cannon Soldiers that shoot from outside the path as well as the Samurai Soldiers that run in to attack. Don't get squashed by the huge rolling boulders – one hit will kill you!

Not Far To Go

Once you've made it to the top of the third section of Edo Castle, make your way to the top and then watch out for Impact! The jump from the ledge onto the swinging platform is tough, simply because the brainwashed robot is shooting fireballs at you from his nose! Time the jump carefully as it's very easy to lose a lot of lives here and have to start again. Don't forget the Life token that sits next to the lift on the left.

Gold Armour

Double back past Impact and then drop down and make your way left. When you climb back up onto the beams, stand on the single collapsing platform and let it drop – when it disappears, you'll collect the Gold Armour that lies below. Handy for the end of the level! As you run through the final section, there are also a collection of power-ups including Sushi, a Weapon Power-up, a Coin Jar and a Life token.

SHISHI SCARECROW

BOSS FIGHT



Sitting on top of Impact is the Shishi Scarecrow – he's been brainwashing the robot all along! The way to hurt him is to wait for him to fire out bombs from his mouth. As they fall down, use your pipe to hit them back at him – hit back as many as you can before they strike the ground and explode. Try to get the bombs while avoiding his attacks. The fireballs he shoots out are easily sidestepped but when he begins to spin round with his tail, run towards it and jump over to prevent being damaged.

If you see an arrow spinning round the outside of the arena with 'Here' written above it, run away! When the arrow stops, you'd better not be underneath it because Impact smacks the target area with his huge fist! Hit the Scarecrow with enough bombs and he'll explode – the battle is far from over, though!







BISMARU ELEGANT

ROBOT FIGHT



The first of the big robot fights isn't too hard – use it to practice your special attacks and other important tactics. When the battle begins, lay into Bismaru Elegant with all you've got. Give him lots of Repeated Punch attacks when he charges in at you and a couple of G Kicks and Delicious Attacks to boot. Once you've pounded him enough, he'll begin to transform into a flying pod – use your left punch to take out the hearts he fires at you (collecting coins in the process) and then pound him again when he changes back and charges in, or just punch him if he spins into you. If he goes for his Mega Love Strike or Passion Killer, make sure you toss your baton to your partner robot by aiming at him and pressing R. When he catches the baton, control switches to the other robot and the Mega Love Strike cancels out – this works for *all* massive attacks performed by enemy robots. If you can't change control in time, just block the attack – it'll hurt but at least you might survive! If you think you're good enough, you can also punch the thorns thrown out by the Passion Killer but this can be quite tricky.







WORLD 2 RYUGU ISLAND

KAPPA ROAD

Level: 1 **Entry Passes: 3**

Snakes Alive!

When you enter the underground tunnel of Kappa Road, keep your eyes on the route ahead. Large snakes drop from the ceiling and can catch you unawares if you're not paying attention. Watch out too for the skeletons in a boat throwing skulls at you from outside the path.



Travelling Without Moving

Through the underwater passage, stick to dry land as you make you way along. It might be tempting to take a quick dip but no-one in your party is particularly good in the water... yet. Take the top routes instead and cross the moving platforms to reach the other side.



Dive, Dive, Dive

You'll need to have reached Otohime Town and changed character to Yae before you can take this route out of Kappa Road. In the first underground tunnel of the level, drop into the water and press R to transform into a mermaid. Now swim down and through the underwater passage – take out the huge octopus on the left by staying just out of its range and shooting constantly until it dies, leaving an Entry Pass behind. Climb out on the far right, pull the face-block out a short way so you can climb up onto the star-marked block, then jump to the moving platform on the left and change to Goemon by way of the Teahouse platform there. Break through the star-marked blocks with your Chain Pipe and cross all the platforms ahead to reach the alternative goal.





◀ Once you've visited the Beauty in the Lost'n Town, you'll have the Chain Pipe. You can break the star blocks with this!

FROG MOUNTAIN

Level: 2 **Entry Passes: 2**

Water Chutes

The path splits early on in the level – after a couple of dodgy jumps past some octopuses in pots, you'll have to jump onto a bamboo pipe with water flowing past it. Once on top of it, you can either wait for the left-hand side to raise and carry on up the aqueduct or head right and wait for that to rise so you can reach the platform up above.



Left Route – Piece Of Cake

The left-hand path is really rather easy, although it offers little in the way of enemies and things to collect. Use the frog to boost up to the higher platform and take out all the enemies before they get close – use your Throwing Weapon if you need to hit them from a distance. One thing to look out for is the short aqueduct to the side of the main path. Go inside here when it's night-time and you'll find another Iguana Man. Pester him for a bit and he'll give you an Entry Pass to make you leave his home.





Right Route – Ooh, Nasty

The right-hand route starts as it means to go on – rather tough. As you jump down the steps, watch for the moving poles that threaten to push you into the void below. Further on, you'll need to dodge the spiked arms that rotate as well as the odd Cannon Soldier or Spectre blocking the way. Leap over the lilypads at the bottom then make your way up, avoiding more spiked arms and using the wooden lifts to get to the top and rejoin the other path. Try to get the Life token above the Cannon Soldier to the left of the red spiked arms as you go!





OTOHIME TOWN

Level: 3 **Entry Passes: 1**



Green Haired Monster

Run right and enter the third building along (the Teahouse) to meet Yae. She has the ability to turn into a mermaid, which will prove useful when you need to swim underwater somewhere. Sasuke also gains his swimming abilities here so once the cut-scene is finished, you can head back to Kappa Road and take the underwater path to the exit.

Throw Your Voice

Change character to Ebisumaru and take him to the first house in the block of three, just before the path up to Plasma's Fortune Telling House. Inside is a girl who loves plump little boys – in fact, she loves them so much that she has a present for any that visit her. Talk to her and she'll grant you the Solid Megaphone – press R to use it and turn your voice into blocks that can be used to jump higher or cross long and dangerous gaps in the path.



Man In The Cloth Mask

On the very far right of the village lies the House of Plasma, the resident fortune-teller. It's always worth visiting Plasma's house in each of the towns where he lives to help guide you – he'll always point out where there are any hidden Entry Passes that you can collect. If you're ever lost as to what to do, give him a try and he'll push you in the right direction.



Evil Twins

Check out the house with the girl in the red dress outside in the daytime while playing as Ebisumaru and you'll meet Obisumaru, your evil twin. He'll challenge you to a race up Frog Mountain – a tough challenge seeing that he is faster than you and takes shortcuts at every opportunity! In order to keep ahead you'll have to attack him and keep moving at all times or you'll lose. Remember to use your bottom bounce if you think you'll have trouble making the distance over the jumps. He also takes a massive short cut near the end by flying over your head, so give him a smack and run to the finish!



NARUTO ROAD

Level: 4 **Entry Passes: 2**

That Sinking Feeling

This level can only be attempted if you are playing as Yae, although there is a Teahouse platform just before the underwater section. Once you are underwater there is a series of tunnels that you have to explore fully to get all the treasures. The two to point out are the Life token in the top-right corner of the area and the Entry Pass which is guarded by another large octopus in the bottom-left – use the same technique as before to kill him. Now head for the surface through the passage in the bottom-right corner but watch out for the moving spikes as you go. The end is a short distance along from the point where you resurface.



▲ When you encounter underwater sections, Yae is the character to choose. She can turn into a mermaid. Which is nice.



RYUGU CHECKPOINT

Level: 5

Another checkpoint to pass before reaching the next castle. This time you'll need ten Entry Passes before the guards will let you through, so you'll have to complete a few of the missions to get enough of them.



RYUGU CASTLE

Level: 6 ケエカハヌツウハク



Rise Above The Rest

As you make your way through the first area of Ryugu Castle, watch out for rising blocks that lift out of the floor. Sometimes they will help you cross a wide gap over spikes or other dangerous objects, and sometimes they'll squash you flat! Unless you're absolutely sure that you're safe, don't stay on these blocks for a second or you're likely to regret it.

Dangerous Situations

Over the next set of platforms, be careful to time your jumps over the rotating ledges. Standing on the flat side is fine but don't expect to come away unhurt if you land on the spiky side! Just ahead of these platforms you pass under several large round slabs – don't stop, just keep running! The slab suddenly starts rolling after you down the slope, so stay ahead and try to clear a path through the enemies before it squashes you.





Secret Stash

To get all the goodies that you can see lying in the background, simply double back on your path onto the higher ledge following the row of rising platforms. This new path to the right will lead you into the area where the items are hidden.

Underwater Love

At the end of the platform to the left is a large pool of water – use the Teahouse platform and change character to either Yae or Sasuke before jumping in and pressing R to activate your swimming mode. Swim to the left, killing enemies as you go, and take care to avoid the Conga Eels that swim out from the background and the floating jellyfish before resurfacing on the far left. Remember to get the Coin Jar at the bottom that's guarded by an octopus near the start if you need some money.



Run For It!

A short run under and then through a pagoda follows once you resurface. It's easy to complete – use the boulder to climb up onto the top level of the pagoda and reach the next path. The following underwater section is simple enough too as long as you take out all the nasties. It's a good idea to use Sasuke for this as his weapon is easier to use underwater – just make sure to collect the Gold Armour on the top level of the first underwater pagoda. When you climb out the water, look out!

After being taunted by Bismaru, you'll be chased up the landings by a large Mine Fish! The water level keeps rising so you'll be swimming some of the time but if you keep jumping it shouldn't slow you down too much. Just hope you've got enough energy to reach the top!



TAISAMBA 3

BOSS FIGHT イナカオケ



He might be big and ugly, but Taisamba is one of the easier bosses to beat. Around the outside of the arena are several floating platforms that you can jump between. Although falling in the water won't hurt you, it isn't advised as it'll make you more vulnerable to attack and slow you down. If he's doing his Electric Charge attack, it might even kill you to be in there! His Sphere Shots can be dodged once he's fired them, but if he starts shooting his Sonic Ray, stop whatever you're doing and run in the opposite direction to avoid it.

To kill him, you have to take out the winch handles that are dotted around on the floating platforms by hacking at them with your knife. When you've cut all of them something will fall out of the ceiling and smack Taisamba on the head, causing him damage. Each time you do it though, even more winches appear, so finishing him is a case of getting rid of all the winches as quickly as you can before he can kill you.





TAISAMBA 4

ROBOT FIGHT ナウネト



Because of the dark and murky water, it's sometimes tough to see where Taisamba is coming from. Keep your eyes peeled and be ready for a quick attack if he charges in at you. Use your fists to take out any Sphere Shots he throws at you and go for Repeated Punches when he swim near – if you can, fire a Blast Beam at him straight after a Repeated Punch and the beam will catch him as he stands up. After a while he'll attack with either his Enchanting Whirlpool or Siren Song attacks. Both are deadly and should either be blocked (causing you massive damage) or cancelled out by use of the Baton Toss move that you should have perfected when fighting Bismaru Elegant. Keep plugging away and you'll soon be rid of this fishy foe.





WORLD 3 MAFU ISLAND

KOKESHI ROAD

Level: 1 カハクタヒス **Entry Passes: 1**

China Dolls



Kokeshi Road is littered with these strange doll figures, for some bizarre reason. Most of them are harmless, but some can be deadly – watch out for moving platforms that can squash anything that gets between them! The jumps can be tricky, so mind your step and move quickly as there is often more than one platform to clear before they slam down again!

Split Decisions



Once again, the path splits in two and you have to make a choice. To reach the top route you must use the two boulders lying just before the split. Push the right-hand one into the gap before shoving the left-hand one over it, using the first as a bridge to make it to the ledge.

Top Route: Big Bang



It's probably more advisable to take the high path simply because it's so much easier. The Flying Bombs can be avoided by simply luring them into diving and then standing back while they explode – just watch out for the explosions from below as well. Smash all but two of the star-marked blocks and double-jump up onto the top level to dodge the bats and then drop down on the other side. There's only one more narrow passage full of Bats and Bombs to get through – remember to pick up the Weapon Power-up and Coin Jars on the way!

Bottom Route: Red Water Rafting

Taking the lower path is quite tough and involves a couple of trips across a stretch of water on a raft. Staying on the raft isn't too much of a problem, although avoiding the enemies is – there are lots of Bats, Bombs and Trident Soldiers there to hurt you, not to mention all the horrible things that also appear if it's night-time. The squashing platforms in the middle don't help the situation and there's even more when the paths join back up just before the end... aargh!



▲ Goemon! Stop lazing around, you sluggardly git!

MANEATER ROAD

Level: 2 キク **Entry Passes: 2**

Demolition Derby



Make sure that enter this level with Sasuke to take the highest route near the start – you can change characters halfway along the first section, but this means retracing your steps. Use the poles to spin and jump up to the top level, then hold down Z to power up your bombs. Use them on the brick wall and blow it apart to carry on along the top path. Watch out for the spiked wheels as you use them to leap across, change characters again to Ebisumaru at the Teahouse platforms and then head over to Cave One.

Decisions, Decisions

If you decide to take the bottom route instead, the path splits further down the way. You can either take the easy way out and head along the wooden platforms to Cave Two (watch out for the swinging guillotine) or you can try your luck at the riskier spiked route over the Cave Three. The choice, as they say, is yours, although these two paths merge on the far sides of the caves so it really makes no difference.

Cave One: It's A Habit

This is the best place to return to if you're in desperate need of lots of coins later in the game (and believe us, you will be). There are loads of Coin Jars, each with ten coins inside, so grab as many as you can while smacking the monks with your weapon. By changing to Ebisumaru, you can now use the Solid Megaphone to build blocks across the wide spike pit halfway along the path – completing this route will give you access to Tomb Pass.

Cave Two: Tower Of Babel

Possibly the easiest route of the three, there are plenty of coins to be gained here by simply running up the spiral tower. Be careful to kill the Samurai Soldiers before and after the tower, and watch out for the hordes of enemies blocking the route beyond the cave exit – this is the most heavily populated route in terms of nasties, so take care!





Cave Three: Trident Country

The third cave is home to a whole host of Trident Soldiers – watch out for the ones jumping out of the water and others running along platforms. Traverse the bone platforms and use the heads of the monsters sticking out of the water as bridges to cross the water. The mines can be passed by hitting them, jumping and hitting them again before running quickly underneath. When you reach the monster blocking the way, you have to hit him five times to make him give in – if he spits fire at you, crouch on the far left of the ledge to avoid it but watch for Trident Soldiers sneaking up on you. Once out of the cave, run down the sloped platforms and kill a few nasties to reach the end of the stage.

POCHAN LAKE

Level: 3 ケナハ **Entry Passes: 1**



One Track Mind



Pochan Lake is a very simple level with no real points of interest. There are two separate paths through the level, although these paths converge at the end of the level. Both involve plenty of jumping over water and some swimming on the surface so be on the lookout for Bombs, Bats and Trident Soldiers. If you're playing as Sasuke or Yae, you can take a third route underwater by diving into the first pool on the top route – this cuts out the whole level, but is full of Electric Fish and Trident Soldiers, so be careful.

TOMB PASS

Level: 4 Entry Passes: 2

Slice N' Dice

Take care when crossing the first section of Tomb Pass – there are lots of swinging guillotine blades to avoid, so keep your eyes open. Try to avoid standing near the blue arms that stick out of the ground as well or they'll grab you and leave you prone to damage from Flying Bombs and other nasties. The path splits in two when you reach a set of poles to climb – either jump up and double-back on yourself to reach Tunnel One or carry on to the right to head through Tunnel Two.



Tunnel One: Giant Cogs!

Possibly one of the hardest areas in the whole game, you'll need you wits about you to make it to the end of this. As you head up the slope, huge cogs roll down towards you – to get past them, you'll need to stand in a position so that the gap in the cog passes over you and you don't get squashed. There are three types of cogs so the best method is 'two steps forwards, one step back' – move forwards for the light blue and light brown cogs then step back slightly for the dark brown one... this becomes clear once you actually play this. The cogs seem to go on forever, but if you make it to the top of the second slope, you'll reach the end of the level.



Tunnel Two: A Watery Grave

The path through Tunnel Two is a slightly easier route across some wooden platforms – watch for the Trident Soldiers jumping out of the water in the gaps. Take out the Flying Bombs that divebomb you or just stand back and watch them explode. When you get back outside through the exit on the right, make sure you are playing as Goemon – you'll need his double-jump to get past some of the guillotine blades and his Chain Pipe to break the star-marked blocks halfway along.



SPOOK VILLAGE

Level: 5 Entry Passes: 4

Leave Your Hat On

By the side of the first house sits a Roadside Guardian. If you talk to him, he'll ask you to head for Lake Pochan and give hats to each of his seven relatives that live there. This is an easy enough task if you know what you're looking for – there are real Roadside Guardians and Demon Guardians. You must not give a hat to the Demon Guardians or they will steal all the hats and you'll lose. You can tell the difference by approaching a Guardian and pressing B – if the statue is referred to as 'mysterious', don't touch it! Search both paths to find all seven Guardians and you'll get an Entry Pass for your troubles.

Light The Blue Paper

You have to be controlling Sasuke to attempt this mission. Climb the cliffs on the right and enter the second house next to the well when it is night-time. Inside the house, a man will greet you and offer you that chance to help with the fireworks display. Accept and you will be taken to the launching field – to get the Entry Pass, you will have to watch and light the fireworks in the same order that the demonstrator does. You have to do this six times, so take notes if you think you might forget!



Respect Your Elders

You can try this mission once you've completed both Maneater Road and Tomb Pass. Head to the far right of the Village and follow the gangway down until you reach a house at the bottom with a well next to it. Inside is an old woman who will ask you to go to Maneater Road and Tomb Pass to collect some mushrooms for her. Where you go is up to you but the more mushrooms you collect, the more money she'll pay you. You can get the Entry Pass by collecting all 30 mushrooms from Maneater Road within the time limit.





Well, Well, Well

Visit the house on the far right-hand side and talk to the Iguana Man there. He'll ask you to return a video he borrowed from his friend – this leads to a whole trading game that will have you running between all the wells in the village. The video goes to the well near the old woman's house at the bottom of the village, the pencil goes to the well by the firework boss' house, the handkerchief goes to the well next to hotel on the left of town and the comic book goes to the well next to the house where you got the video. After all this, you'll receive an Entry Pass.

Bismaru's Next Move

In order to progress any further, you'll have to visit the Teahouse that sits next to the Roadside Guardian. Waiting inside for you is the Wiseman (how did he get here before you?) and he'll tell you about the evil Dochuki and Bismaru's plans. Now you can leave and head up to the Mafu Checkpoint to chase Bismaru.



MAFU CHECKPOINT

LEVEL: 6

You'll need to have collected 15 Entry Passes if you want to get through this checkpoint and follow the path up to Majin Castle. Try going for some of the easier missions located in Spook Village if you're a couple short.



MAJIN CASTLE

Level: 7



The Hooded Claw

Past the outer caverns, you'll reach the courtyard of Majin Castle. The path is reasonably easy to cross, although you should be careful of the quicksand pits that are dotted along the way. Not only can they suck you in if you don't jump out of them but something with huge claws lives inside some of them and it'll pinch you if you don't avoid it. Use the platforms above the pits to jump over or just run through and keep jumping if no platform exists. Don't forget to grab the Gold Armour and the Life token on the way!

Make Me Wanna Shout

Although you might want to change character to Ebisumaru in order to make it over the next section, it's more advisable to stick with Goemon and take a hit over the spikes. Run along, taking out the Serpent Girls with your pipe until you reach the large pit of spikes. Use your double-jump and try to clear the pit – you'll fall short but it's worth taking the hit simply because the rest of the stage is quite tricky if you're Ebisumaru. After the spikes you can either use the poles to jump up and reach the top platform or continue right over another pit of spikes. Although there are two separate exits, they both lead to the same chamber – the top path is full of rotating spiked clubs while the bottom is slightly easier, but still full of dangerous traps.

Inside The Blender

Don't be fooled by the Teahouse platform and exploding blocks – you *don't* want to be any character other that Goemon for this bit. Make you way up the inside of the tower by double-jumping over any high blocks and killing all the Bats that flap about. Halfway up, you'll spot the large row of spikes in the background – whatever you do, don't stop running! Once you've cleared them they'll start spinning and rising up the tower, smashing all the platforms as it goes! You must stay ahead of it and reach the exit at the top or you'll fall down into the blades and become Goemon paté, but watch out for the falling guillotine blades too!



Pressure Cooker

In order to make it across the red water, you must watch and wait for the waves. As the waves travel along, the water level changes and you must jump to each platform as the water reaches the right height for it to be revealed. Falling in will cost you energy, so try not to do it too often. On the other side of the exit, change character to Ebisumaru and then proceed along, using your Solid Megaphone to create blocks that can help you clear the gaps. If you need extra height, press Down on the stick as you jump to bounce down on your bottom for a well needed boost. Try to take the higher of the two paths when the road splits near the end, as it bypasses the boiling water and gives you a Life token.



GOROTSUKI

BOSS FIGHT



Facing the Gatekeeper of Hell might seem like a daunting task but he's a real pushover to beat. As long as you keep out of the way while he's jumping, you can dash in and smack him before he can swing his club. If you don't hit him three times quickly he'll curl into a ball and roll in and out of the screen, so run around to avoid this for a while until he changes back to normal. He also dashes into the background and hits the pillars there with his club, causing rubble to fall from the ceiling. Get to the far left or right as soon as he does this and you'll dodge most of it. The idea is to hit him three times with your fan – when you do, he'll collapse and his ghost will rise out of him. You must hit this to damage him but you can only do it three times before the spirit re-enters his body. Keep an eye on your health and you'll be just fine.



GODS OF WIND AND THUNDER

ROBOT FIGHT



Considering this is the third robot fight, it's really quite easy to win. Most of the time, Wind And Thunder charges straight at you waving his clubs. When he does this, just hit the Repeated Punch attack and he'll fly right into it. If he backs away and gets a green blur around him, aim towards him and do your Repeated Punch immediately – he'll fly straight at you and into your flying fists. Remember to use the Baton Toss to change character if he decides to try a Tornado Strike or charges at you with his Lightning Shield, as trying to block them means certain death, no matter how much energy you've got. Other than that, and taking out the blocks he throws at you with a well-aimed punch, this fight is pretty easy if you keep calm and hit him at every chance with all you've got.





To Be Concluded... Next Issue!

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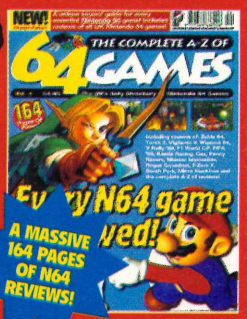


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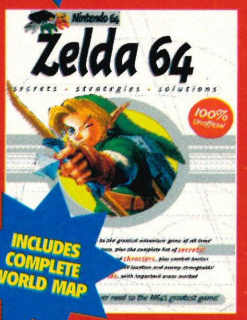


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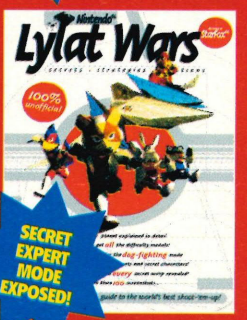


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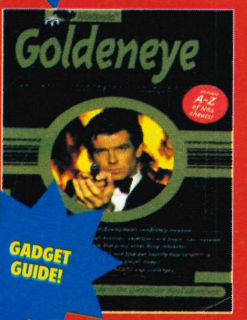
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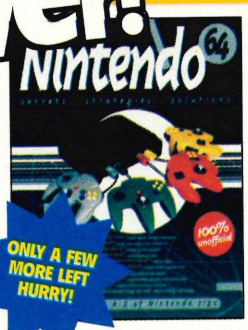
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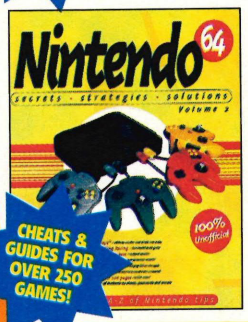


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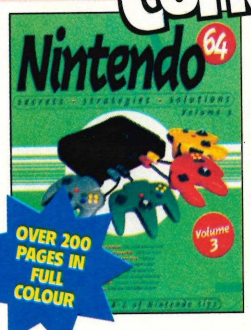
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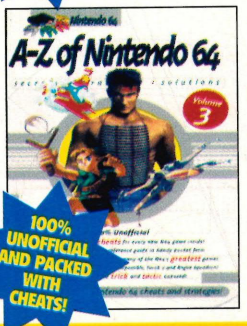


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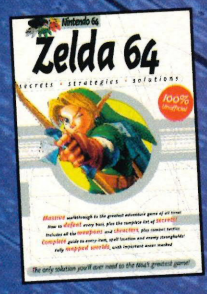

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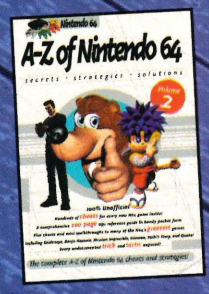

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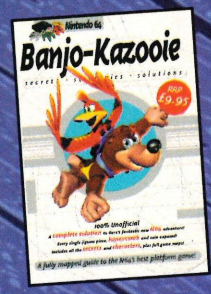

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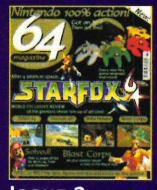
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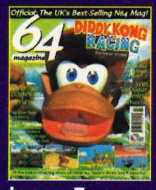
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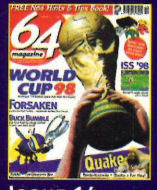

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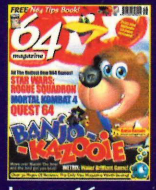

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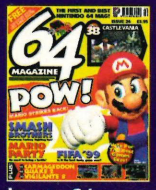

ISSUE 16


ISSUE 17


ISSUE 18


ISSUE 22


ISSUE 23


ISSUE 24


ISSUE 25


ISSUE 26

64 Magazine Issue 30 1999

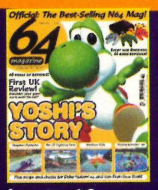
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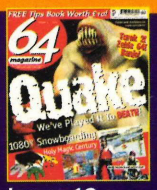
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nindex



The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.

95% and above

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

NINDEX KEY

Game Name	Self-explanatory, really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE	DESCRIPTION
ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLER	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes

Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●	●	●	17	82%	The best snowboarding game on any machine!
A Bug's Life	Activision	1	●	●			29	59%	Mediocre movie licence aimed at younger players.
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.
Charlie Blast's Territory	THE Games	4		●		●	29	68%	Odd puzzle game with a good multiplayer mode.
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!

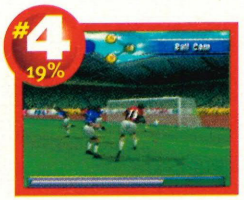
TOP OF THE FLOPS

With *Superman* setting new low standards for N64 games this month, we thought we'd put on our best dodgy pub DJ voices and see how things look at the wrong end of the British N64 gameplay charts! Let's rock!



AERO FIGHTERS ASSAULT

Absolutely crash-'n'-burn-mongous! This 'game' is by the makers of *F-1 World Grand Prix*. They can do cars, but their aircraft are just 'plane' useless!



FIFA 64

There'd be rioting on the terraces if this were the best football game that the N64 could muster, mate! You'd be better off putting 50p into a table football game!



WAIALAE COUNTRY CLUB

I like a round of golf when I'm out with my mates doing a spot of charidee work – but not on this course! You can't even get a drink at the end!



SUPERMAN

Man of Steel? Man of Daylight Robbery, more like! Steel, steal, geddit? Never mind. Crashing straight in at number two is this chunk of pure gaming Kraptonite!



CLAYFIGHTER 63⅓

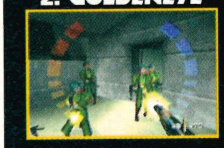
And still holding on to the top slot is that old favourite *Clayfighter*! It's completely no-gameplay-naff-graphics-dodgy-sound-totally-unplayably crap-tabulous, mate!

OUR TOP TEN

1: ZELDA



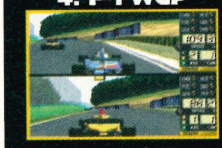
2: GOLDENEYE



3: ISS '98



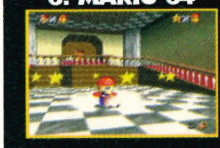
4: F-1 WGP



5: BANJO-KAZOOIE



6: MARIO 64



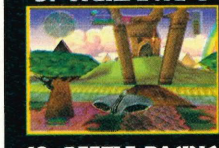
7: ROGUE SQUADRON



8: F-ZERO X



9: VIGILANTE 8



10: BEETLE RACING



64 TOP SHOOT-'EM-UPS



1	Goldeneye	95%
2	Star Wars: Rogue Squadron	92%
3	Vigilante 8	90%
4	Duke Nukem: Zero Hour	90%
5	Lylat Wars	87%

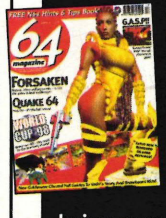
64 TOP FIGHTING GAMES



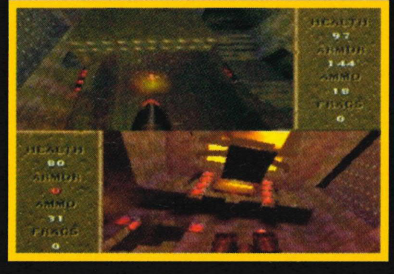
1	Smash Brothers	87%
2	WWF Warzone	86%
3	Mortal Kombat 4	86%
4	WCW Vs NWO Revenge	85%
5	Bio Freaks	82%

Game Name	Company						Issue	Score	Comment
Dark Rift	Vic Tokai	1-2	●			●	4	47%	Bland and derivative fighter offering nothing exciting.
Diddy Kong Racing	Rare	1-4	●	●		●	7	84%	Fun mix of racing and exploration.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	●			●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	●		27	90%	Fine alien blaster with the hard-as-nails hero
Extreme G	Acclaim	1-4	●	●		●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●			●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		●		●	18	94%	Excellent, though very hard, Forumla 1 simulation.
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of the Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●		●	24	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●			●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	●	●		●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	●	●			29	62%	Past-it PlayStation port.
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.
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.

TEST OF TIME



Issue 13, unlucky for some. Specifically, unlucky for these three games, which are being re-evaluated in the light of their recent sequels. Are these elderly creakers still playable, or is it time for them to be pensioned off?



QUAKE

GT • £59.99 • Original Rating: 88%

Now that *Quake II* is out (see the review this issue), its progenitor looks less impressive than ever. The comparatively laid-back pace, boring visuals and a poxy two-player game make the sequel a much better choice for monster splatting.

74%



MYSTICAL NINJA

Konami • £49.99 • Original Rating: 85%

Wacky, fun and far too sprawling, the first N64 *Goemon* game is very different to its platformy follow-up. It's still enjoyable, but is showing its age in places. If you want an adventure that's a little different, this is still worth a gander.

80%



RAMPAGE

GT • £49.99 • Original Rating: 80%

Review scores are a personal thing. Which is why *Rampage* got such a good mark originally, despite being completely crap. The sequel is utter cack as well. Totally boring and as enjoyable as toothache, *Rampage* is rubbish!

38%

Game Name	Company						Issue	Score	Comment
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball 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 Golf	Nintendo	4		●			29	84%	Tremendous golfing fun with Mario and pals.
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	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	•	•		•	29	86%	Enjoyably wacky old-style platform adventure.
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	80%
5	Shadows Of The Empire	58%

64 MAGAZINE TOP PLATFORM GAMES



1	Banjo-Kazooie	95%
2	Super Mario 64	92%
3	Mystical Ninja 2: Starring Goemon	80%
4	Glover	85%
5	Mischief Makers	82%

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

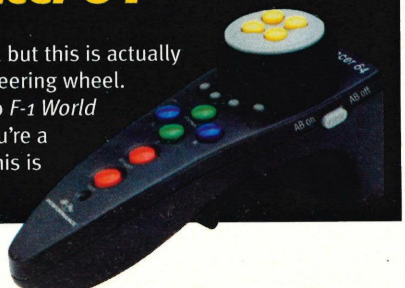


Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having 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.
Premier Manager 64	Gremlin	4	●			●	29	85%	Surprisingly engrossing footie management sim.
Puyo Puyo Sun 64	Compile	1-2					8	87%	Simple but horribly 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	74%	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	38%	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

How many days do we have to wait until December? We're counting already. Just hope that Nintendo remembers to release the 64GB so we can plug in the Game Boy Camera...



JET FORCE GEMINI

Supposedly, graphics shouldn't make a difference to your enjoyment of a game. But we have to admit that the new-look, less cutesy *JFG* looks way cooler than it did before!



RIDGE RACER REVOLVER

Yes, so the N64 is not exactly shy of the odd racing game or ten. But this is the one that we're most looking forward to...



DIE HARD

Yippee-ki-ay, Oedipus! From the few shots we've seen it looks as though *Die Hard 64* will be a first-person shooter. We don't have a problem with that. The terrorists might, though!



DONKEY KONG 64

'Ook,' as the hirsute hero with the sloping brow might say. Nintendo's Xmas blockbuster is close to completion, and looking rather good. (We still want *Perfect Dark* more, mind.)

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 Driver Championship	Midway	2	●	●			29	79%	Disappointing racer that lacks thrills.
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	Premier Manager 64	80%
2	Blast Corps	80%
3	Pilotwings	76%
4	Virtual Chess	65%

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Ken Griffey Jr's Slugfest
NFL Quarterback Club '99
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Star Wars: Rogue Squadron
Top Gear Overdrive



Turok 2: Seeds Of Evil
Vigilante 8
WWF Attitude
WWF Warzone

COMING SOON

40 Winks
Armorines: Project Swarm
Army Men: Sarge's Heroes
Bassmasters 2000
Battlezone 64
Caesar's Palace
Daikatana
Donkey Kong 64



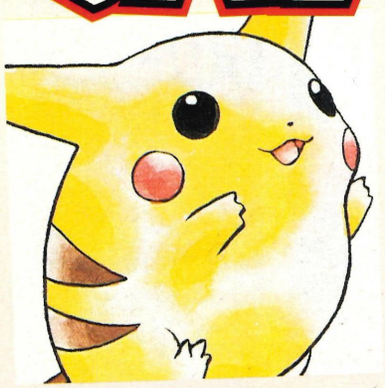
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NFL Quarterback Club 2000
Nightmare Creatures 2
Perfect Dark
Polaris Snowcross



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Road Rash 64
South Park Rally
Starcraft 64
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Top Gear Hyperbike
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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!

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Paragon Publishing Ltd,
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Fax: (01202) 299955
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Chat: http://www.paragon.co.uk/chat.html

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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

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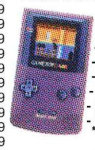
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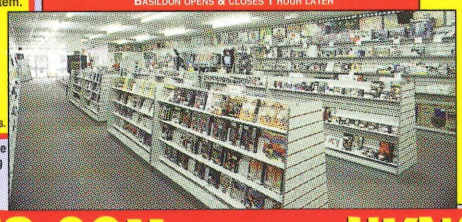


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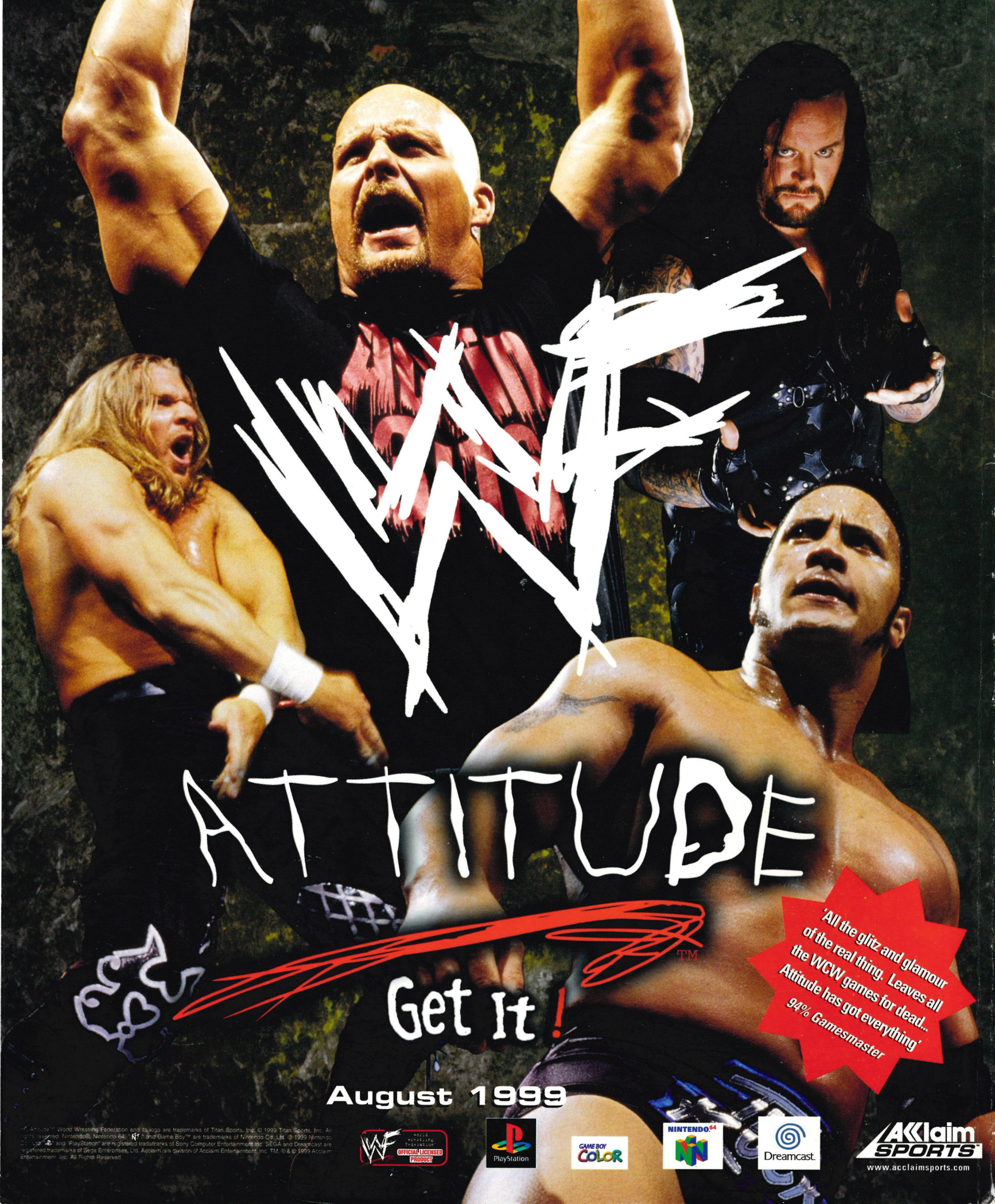
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